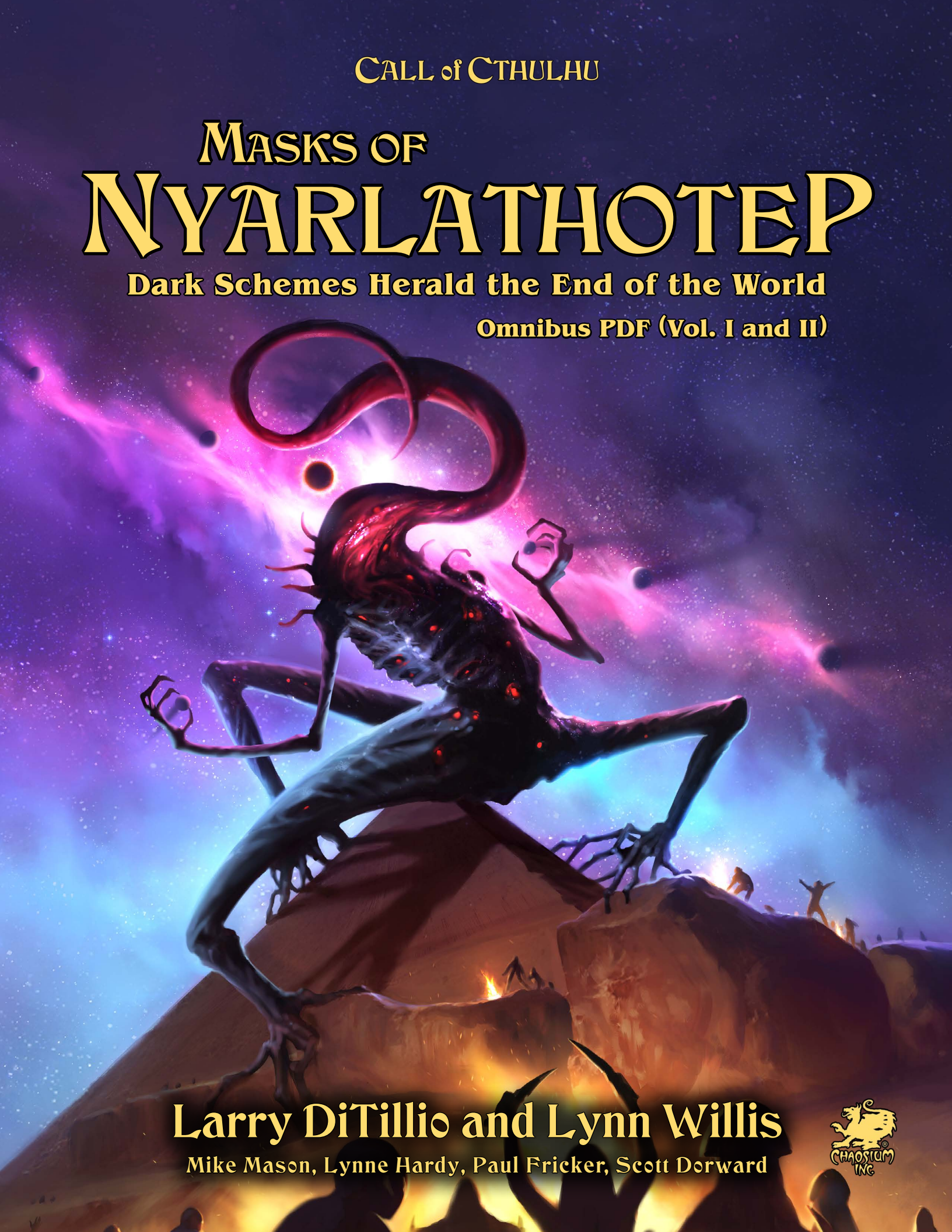
Call of Cthulhu

Masks of Nyarlathotep

Dark Schemes Herald the End of the World

Omnibus PDF (Vol. I and II)



Larry DiTillio and Lynn Willis

Mike Mason, Lynne Hardy, Paul Fricker, Scott Dorward

Chaosium Inc.

Masks of Nyarlathotep

Dark Schemes Herald the End of the World

Volume I

Larry DiTillio and Lynn Willis

Mike Mason, Lynne Hardy, Paul Fricker, and Scott Dorward



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Clear Credit

Larry DiTillio created the original campaign concept and manuscript, with Lynn Willis later developing and broadening its content. Michael MacDonald wrote the original version of the travel times and shipboard ideas. Thomas W. Phinney designed the original campaign chronology. Kevin Ross wrote the original version of the Black Cat, while Geoff Gillan wrote the original version of Buckley's Ghost and The Demon Cabinet of Mister Lung.

This new edition adapts and revises the original works, as well as creating new content. Mike Mason established the vision for the new edition and was the project manager, as well as lead writer for the Introduction, Appendices, and England chapter; Lynne Hardy was lead writer for the America, Egypt, and China chapters; Paul Fricker led on the Kenya and Australia chapters; and Scott Dorward led on the Peru chapter. The authors all contributed to the development of the chapters, drank much tea, and had a few sleepless nights.

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INTRODUCTION

FOREWORD

Greetings gentle Keeper. If you are reading this you have purchased or perhaps stolen the latest reprint of the *Masks of Nyarlahotep* published by Chaosium. The first printing of "*Masks*" (as I shall refer to it henceforth) was published in 1984.

It was written by me with much help from Lynn Willis and the staff of Chaosium. Lynn is no longer with us, but without his keen researching skills I could never have made it so real. Lynn is responsible for all the intricate details of every city and continent the investigators pass through on their adventure into darkness. My intention was to craft a story that would take the players a year, from beginning to end.

Masks was reprinted over several decades, and each reprint would bring changes: diverse characters, more details, more clues, and new artwork. I never contributed to any of the reprints but was very pleased to see *Masks of Nyarlathotep* receiving an Origins Award for the Best Roleplaying Game in 1996. From what I have seen of the work from Mike Mason's rowdy band of Cthulhu cultists at Chaosium in books like *Pulp Cthulu* and the *Investigators Handbook*, I feel that this new edition of Masks might well be the best roleplaying adventure of the 21st century!

Thanks to Mike for letting me jabber about the old days to celebrate and praise this new edition!

Larry DiTillio
November 2017

A CLASSIC REANIMATED

First released over 30 years ago in 1984, *Masks of Nyarlathotep* was among the first epic campaigns for *Call of Cthulhu*, and is now considered a classic of the roleplaying genre. This newly revised and updated edition brings the campaign up to date with *Call of Cthulhu 7th Edition*, as well as adding comprehensive guidance to make running and playing *Masks of Nyarlathotep* the easiest it has ever been.

Additional new content has been layered into the original campaign: the mysteries, plots, and adversaries have been developed, bringing new twists and turns to befuddle and catch out players (particularly those who might have played the campaign in one of its earlier incarnations). A brand new prologue chapter helps to set the scene for the campaign, while new appendices collect together important spells, artifacts, and tomes of arcane lore. All loving captured for the first time in glorious full color.

This revision of *Masks of Nyarlathotep* has been a massive undertaking, involving numerous discussions between the authors. Not only has the original text been revised and edited, primary research has been undertaken to bring new insights into the various locales and historical period. Unlike the original authors, who had to rely on pre-internet research facilities, we have been able to dig deeper and further, while also bringing modern sensibilities to bear in terms of both the game play and the historical record. The authors have taken pains to remain true to the intent and scope of Larry DiTillio's and Lynn Willis' vision; building on firm foundations to polish and hone the campaign, while striving to make it easy to navigate its elaborate clue trail and plotting. My thanks go to the various friends of Chaosium who offered encouragement and insights, and in particular to my co-writers Lynne Hardy, Paul Fricker, and Scott Dorward, who each helped make this new edition a reality.

I fondly remember my first time playing through *Masks of Nyarlathotep* as a magical and puzzling experience. I looked forward to each Friday night when my friends and I

Opposite: The Masks of Nyarlathotep

would gather to play through the next chapter. Our less than professional approach to investigating often meant we were on the back foot, ever the underdogs, in relation to the campaign's adversaries. It can be no surprise that each and every one of us came to a sticky end. But my, we had fun! I hope you too find the same fun as I did (and continue to find) in playing *Masks of Nyarlathotep*. It is a campaign to be relished with friends.

Mike Mason
November 2017

THE CAMPAIGN

Nyarlathotep…the crawling chaos…I am the last…I will tell the audient void…

—H. P. Lovecraft, Nyarlathotep

Masks of Nyarlathotep is a Lovecraftian exercise in horror and mystery. A prologue begins in 1921, where a Peruvian expedition provides the backdrop for a friendship that has repercussions some years later. The campaign proper starts in 1925, beginning in America and then moving overseas to England, Egypt, Kenya, Western Australia, and China. The investigators are called upon to fulfill the final wishes of a departed associate and friend, putting them on a collision course with the multifaceted cults of an alien god. Seeking answers to the fate of the ill-starred Carlyle Expedition, the investigators uncover a secret and terrible plan on which rests the fate of the world.

Written for *Call of Cthulhu*, this new edition also includes comprehensive advice and material for those wishing to run *Masks of Nyarlathotep* using the *Pulp Cthulhu* supplement. The campaign can now be played in whatever style you prefer, whether it be the slow creep and gritty horror of classic *Call of Cthulhu* or the fast-paced, full-throttle action of *Pulp Cthulhu*. In either form, *Masks of Nyarlathotep* remains an epic that you and your players will talk about for years to come.

All that remains is to guide your players through the campaign and determine whether their investigators ultimately triumph or succumb to madness and death in the attempt. To find out...*play on*!



The Red Pyramid

BOOK STRUCTURE

If you are intending to play in this campaign, please do not read any further! From here on, this book is for the Keeper's eyes only.

The campaign is divided into seven core chapters, each focusing on a different locale, and presented in the order that most groups of investigators are likely to follow. Note that while set out in this order, the campaign is a "sandbox," allowing the players to choose their direction of travel; thus, the sequence of chapters can differ with every group.

Many of the chapters also contain sidetrack scenarios: optional mini-adventures that expand the locales and introduce divergent adversaries and plots unconnected to the main campaign. These offer both respite and deeper horror for those investigators who, believing they are pursuing the core campaign, unwittingly come to realize that other terrors skulk in the least expected places.

Introduction
Concerns the background and fate of the Carlyle Expedition, and the consequences and ramifications of their actions on the campaign's plot. The latter parts of this chapter provides guidance for the Keeper on running the campaign with both the classic rules and Chaosium's *Pulp Cthulhu* supplement, as well as advice for creating investigators and dealing with some pitfalls that may arise in play. A set of ready-made investigators rounds out this chapter.

Prologue: Peru (Lima), 1921
Sets up the investigators' relationship with Jackson Elias, a key non-player character (NPC) who is vital in leading the investigators into the main campaign, which takes place four years later in 1925. Presented as an optional opening adventure, the prologue introduces the concept that the investigators are the type of people who are willing to undertake foreign travel for personal and professional reasons—a necessity for the core campaign chapters.

America (New York), 1925
The main campaign starts here, with the investigators contacted by Jackson Elias on an urgent matter of dire concern. The brutal murder of their friend leads the investigators to Harlem, where police corruption has protected the perpetrators of similar killings and led to the arrest of an innocent man.

England (London), 1925
The most likely port of call following the events of New York. The investigators discover a conspiracy at the heart of the British Empire. As well as the main campaign, the England chapter includes two sidetrack scenarios.

Egypt (Cairo), 1925
Often the investigators' next destination after London, the Egypt chapter deals with a dark ritual linked to the country's ancient past and the local cult's attempts to resurrect their former queen. The chapter contains one sidetrack scenario.

Kenya (Nairobi), 1925
The investigators are harried by magical attacks as they seek out the dreaded Mountain of the Black Wind, where the Spawn of Nyarlathotep is prophesied to be born. The chapter contains one sidetrack scenario.

Australia (Western Australia), 1925
The investigators seek out and then descend into an underground city, hidden beneath the vast deserts of Western Australia, wherein cultists delve for pre-human technology. The chapter contains one sidetrack scenario.

China (Shanghai), 1925
Frequently the climax of the campaign, all roads lead to a missing member of the Carlyle Expedition and an explosive secret hidden away on a remote volcanic island. The chapter contains one sidetrack scenario.

Alongside these core chapters are a series of appendices collecting together important spells, artifacts, and tomes in easy to reference blocks; a bridging chapter that provides key player handouts concerning events of importance which take place between the prologue and the start of the main campaign; and finally, a Grand Conclusion that aims to help the Keeper to determine how successful the investigators have been in confronting and stopping the dark plot to serve up the planet for the delectation of alien gods.

NAVIGATING THE CAMPAIGN

Navigating a path through such a complex and large campaign can be a little daunting, especially for less experienced Keepers. To make running this campaign as easy as possible, at the start of key sections a number of "links" are noted, each of which illustrate the possible paths the investigators can take to reach that section. Also, where appropriate, the Keeper is provided with notes for where certain locations, actions, or encounters lead to, along with suitable page referencing. Using these, as well as the clue diagrams given in each chapter, helps to keep a handle on the investigators' route of travel. Of course, sometimes such careful clue and lead plotting can go awry due to the players doing something unexpected. Should this happen, don't sweat it; go with the flow. Things will, invariably, get back on track.

CORE CAMPAIGN BACKSTORY

The central plot of *Masks of Nyarlathotep* concerns the fate of the Carlyle Expedition, which is discussed in this important section.

SUMMARY OF EVENTS: THE PUBLIC VERSION

The Carlyle Expedition sailed from New York in 1919, led by 24-year-old Roger Carlyle, a millionaire playboy who inexplicably turned from the life of a wastrel to fund and lead an archaeological expedition to Egypt. The principal members of the expedition were Sir Aubrey Penhew (age 54), titled, wealthy, and a noted Egyptologist; Hypatia Masters (age 27), a beautiful society girl, accomplished photographer, and linguist; Jack "Brass" Brady (age 36), mercenary soldier, weapons expert, and Carlyle's confidant and bodyguard; and Dr. Robert Huston (age 52), fashionable psychoanalyst and interpreter of dreams.

The expedition members in America sailed to London to consult with Sir Aubrey Penhew on matters concerning Ancient Egypt, who then joined the team. After a few weeks in England's capital, they departed for Egypt. Using Cairo as a base, the expedition performed several short desert excavations. An important find was rumored, but the expedition refused comment to reporters.

The principal members departed for Mombasa, Kenya, and quickly went inland to Nairobi. At the beginning of August, the expedition hired 20 bearers and headed into the wilderness and then vanished. In March 1920 a Kikuyu tribesman told authorities in Nairobi of a party of whites near the Mountain of the Black Wind, a local name for one of the high Kenyan peaks. Later, rumors intimated that inhuman forces had destroyed the expedition.

On hearing about the missing expedition, Roger Carlyle's sister, Erica, traveled to Africa and hired a search party. After ten weeks of effort, Erica, with help from the local authorities, found the remains of the expedition. The corpses were remarkably preserved, although what little was left appeared to have been pulled apart and torn to shreds by animals—a horrible death. The encampment was totally destroyed. Despite reports to the contrary, the remains were strewn about in the open, and no effort had been made to conceal them.

Blame was quickly pinned on Nandi tribesmen. Some mention was made of a pagan cult, powerful in the area, but the authorities scoffed at the idea and did not follow up such whispers, nor were such things mentioned in the subsequent trial. Fingers were pointed at some tribesmen, who were tried and then hanged. The expedition members were declared dead, and the incident was forgotten.

Keeper note: all of the information above is available to the investigators in the **Campaign Start** chapter.

SUMMARY OF EVENTS: THE SECRET VERSION

As the priestess whirled around the fire-lit circle, chanting dim words from an ancient spell, the cult executioners busied themselves with their screaming sacrifices. As the blood flowed, a chill wind sprang up, and I felt a flash of fear: the wind had become visible, a black vapour against the gibbous, leering Moon, and slowly my terror grew as I comprehended the monstrous thing taking form. The corrosive stench of it hinted at vileness beyond evil. When I saw the great red appendage which alone constituted the face of the thing, my courage died, and I fled unseeing into the night.

—Nigel Blackwell, *Africa's Dark Sects*

In 1916, a cult based in Kenya, Africa, dedicated an obscene ritual to the God of the Bloody Tongue. The cultists, led by a high priestess called M'Weru, gathered to summon their god in a ceremony that had been performed without success for countless years. This time, however, the result was different. The Bloody Tongue manifested in their midst, speaking of a Great Plan that would free humanity from its earthly shackles. M'Weru had been chosen to enact the living god's will; she would be the vessel through which the god's Great Plan would be enacted.

By the will of the Bloody Tongue, known by others as Nyarlathotep, M'Weru was sent to New York City, her mind magically infused with secret knowledge of certain times and places, her mission to recruit key individuals who could assist in the delivery of the Great Plan. Her beauty and magnetism opened the doors into New York's high society and entranced Roger Carlyle, a millionaire playboy whose life had amounted to little, whom Nyarlathotep had readied for his emissary's arrival through magically induced dreams. Captivated by M'Weru, Carlyle fell completely under her spell and, thereby, opened his mind to the commands of Nyarlathotep.

Like Carlyle, a man who believed his life to be a failure, M'Weru sought out others who fit the desires of her god; those who were superior in skills and social class, but flawed

Opposite: The Carlyle Expedition; Clockwise from the top: M'Weru, Carlyle, Brady, Masters, Penhew, and Huston.



in character, for even Nyarlathotep is not so powerful that he can change human will—he must choose from among those who are susceptible to his gifts. M'Weru soon found the ideal candidates: Hypatia Masters, a socialite carrying the guilt of an abortion brought about through an illicit romance; Dr. Robert Huston, a man barely recovered from the scandalous suicide of a lover; and Sir Aubrey Penhew, a decadent Englishman consumed with the notion of becoming a pharaoh, whose lust only a god could satisfy. Encouraged by the whispers of M'Weru, Carlyle brought this disparate group together and formed an archaeological expedition—all in accordance with the wishes of Nyarlathotep.

Albeit unconsciously, Carlyle sowed the seeds of his possible redemption by bringing along Jack Brady, his long-time bodyguard and confidant; despite the unnatural will of Nyarlathotep, Brady proved extraordinarily intractable to the Outer God's dream commands, as well as being immune to the wiles of M'Weru. For some reason—perhaps an old gift from his mother—Brady enjoyed a charmed and lucky life.

M'Weru, Carlyle, Houston, Masters, and Brady arrived in London, England and set about making plans and organizing their expedition to Egypt with the support of Sir Aubrey and his protégé, Edward Gavigan. Zahra Shafik, an associate of Gavigan's, briefed the expedition on Egyptian matters. With the arrangements in place, the Carlyle Expedition headed for North Africa.

Arriving in Egypt, the expedition unlocked secrets previously shielded from Nyarlathotep. Omar al-Shakti, an envious and powerful cultist in his own right, gave them aid—but not too much, and not without exacting payment and promises. Having broken the ward of the Red Pyramid, the expedition then encountered Nyarlathotep in his aspect of the Black Pharaoh. In this form, Nyarlathotep enabled the group to travel back in time to Dynastic Egypt, there to be tempted, seduced, and trained in preparation for the Dark God's Great Plan.

Nyarlathotep's display of power hooked the expedition principals, giving purpose to their broken lives. Now Hypatia Masters had a new child stirring within her, Sir Aubrey Penhew could finally become a pharaoh, Robert Huston would be the promised ruler of the Earth and indulge himself without thought for others, and Roger Carlyle could find new purpose through his passion for his bride-to-be, M'Weru.

Nyarlathotep intends to keep his sickly-sweet promises, although they will, in time, become twisted. Hypatia shall have her child, but its foul growth and birth will destroy her. Sir Aubrey shall rule in ancient Egypt, but as the terror-ridden toady of the ominous Black Pharaoh. Huston will lord it over the Earth, but his reign will be short as, after the True Gods return, humanity shall become extinct. Married, Carlyle will become M'Weru's abject toy: after growing tired of pulling him around on a leash, she shall throw him into a pit to be consumed by large, hungry rats. Such fates were still far in the future and, as yet, unknown to the members of the Carlyle Expedition. For them, the plan was set and there was much work to do. They left Egypt and traveled on to Nairobi.

Quiet until now, Jack Brady's concern for Carlyle, fuelled by his friend's nightmarish ravings and by Sir Aubrey's power over the young man, drove Brady to action. In the confusion of the expedition's departure into the Kenyan backcountry, Brady drugged Carlyle and secretly spirited him to the coast. Carlyle alternated between normality and insanity as the two sailed by Arab dhow to Durban. Using disguises, Brady hustled his charge and himself aboard a Perth-bound steamer, the first leg of a trip to Shanghai, where Brady had friends and resources. But Carlyle's health and sanity failed, leading Brady to place him in a Hong Kong sanitarium under the name "Randolph Carter."

Meanwhile, the expedition's bearers became sacrifices for the Cult of the Bloody Tongue, while the expedition's principals went their separate ways, each driven by their desires and the need to fulfill Nyarlathotep's Great Plan.

PREPARING THE GREAT PLAN: NOW

While their agents scour the globe for traces of Brady and Carlyle, Sir Aubrey and Dr. Huston work towards the Great Plan, gathering funds and disciples: preparing to open a Great Gate through which the Great Old Ones shall return to the Earth. Sir Aubrey locates and breaks the ward at Gray Dragon Island in Shanghai and begins to draw up blueprints for an explosive rocket that will crack open the sky, while Huston heads to Australia to seek lost and ancient technology. Edward Gavigan in England, Omar al-Shakti in Egypt, and Ho Fang in Shanghai, as well as others, support the delivery of the Great Plan.

Hypatia Masters, now pregnant with an unholy child, is tucked away in the Mountain of the Black Wind in Kenya. In the following years she slowly swells, metamorphoses, and loses what remains of her sanity.

By 1924, Sir Aubrey's rocket has been designed utilizing alien technology plundered from an ancient buried city in Australia by Huston. The long-dead city was built millions of years ago, by beings known as the Great Race of Yith. The alien technology is sent to England where Edward Gavigan, Sir Aubrey's man in London, reverse engineers and fabricates the necessary rocket components before shipping them to Sir Aubrey in Shanghai. The rocket's exploding warhead will be the ultimate boost needed to open the Great Gate.

Nyarlathotep chose Carlyle, Sir Aubrey, and Hypatia Masters to open the Great Gate as they are outsiders; partly because of their money, intelligence, and technical skills; partly because they are malleable to the special promises few but Nyarlathotep can keep; and partly because they are expendable. Robert Huston, Edward Gavigan, M'Weru, Omar al-Shakti, and Ho Fang will continue to be useful to Nyarlathotep—at least until the Great Old Ones return.

The Great Plan Enacted

On January 14, 1926, at the same moment across the world—as determined by the exceedingly accurate chronometers in each of the group's possession—the various cults of Nyarlathotep work in unison. Heralded by the total solar eclipse of the sun, M'Weru and Nyarlathotep's Spawn in Africa, Ho Fang and Sir Aubrey in Shanghai, and Robert Huston in Australia begin the Great Rite taught to them by Nyarlathotep. Cultists in other countries, such as Omar al-Shakti in Egypt, Edward Gavigan in England, Mukunga M'Dari in New York, and others elsewhere, join the unholy chorus, lending their strength to the spell. But the performance of the Great Rite by M'Weru, Ho Fang, and Robert Huston is key, as it is at these three locations that the spell's loci are formed, and without the Great Rite being performed simultaneously in all three of these locations with split-second timing, the opening of the Great Gate will not be all that its master wishes.

Mass sacrifices are offered in devotion to the Great Old Ones, while natural disasters—typhoons, earthquakes, tidal waves, tornadoes, volcanic eruptions, and firestorms—guard the three points of the spell's loci with 50-mile-wide (80 km) walls of terrible power. The continents subtly realign to a more propitious pattern, stirring Mythos creatures dwelling deep within the planet and beyond. At the crucial moment and made possible by the performance of the Great Rite, Sir Aubrey Penhew unleashes his rocket of cosmic destruction, necessary to tear open the foundations of a portal to multiple dimensions of nightmare. Widened by the power channeled to it from Kenya, Australia, and China, the various cults' chanting solidifies the portal while Ho Fang's disciples draw eldritch forces beyond humanity's comprehension through the Great Gate, where they begin to shake and consume the world.

But, there is still time...

What is foretold may not come to pass. As the campaign proper opens, the Great Gate remains closed for about one more year. It is in this interval that the investigators must work to prevent the cults of Nyarlathotep from enacting their foul and deadly Great Plan.

LOCATION OF CARLYLE EXPEDITION PRINCIPALS, JANUARY 1925

Note: investigator research concerning the expedition principals is detailed in the America chapter, see **The Carlyle Expedition Principals**, page 139.

Roger Carlyle: confined in an asylum in Hong Kong, hopelessly insane. Jack Brady watches over him from afar. Carlyle knows the Great Plan of Nyarlathotep but is too far-gone to be able to tell anyone.

Jack Brady: hiding in Shanghai. The one sane person who knows the Great Plan of Nyarlathotep, Brady has been trying to track down Sir Aubrey Penhew and Dr. Robert Huston, and has been in peril repeatedly during the five years since the Carlyle Expedition massacre near Nairobi. Brady enlightened Jackson Elias as to what was going on after the researcher tracked him down in Shanghai; Elias, in turn, introduces the investigators to the campaign.

M'Weru: returned to her home in Kenya, to the Mountain of the Black Wind, to await the time for the Great Rite and watch over Hypatia Masters' pregnancy. M'Weru remains high priestess of the Cult of the Bloody Tongue.

Hypatia Masters: a babbling shell driven insane by the entity to which she soon must give birth. She languishes in the Mountain of the Black Wind, lost to the world and to herself, and tended to by the Cult of the Bloody Tongue.

Dr. Robert Huston: leads a group of cultists who work to plunder the artifacts and technology from the City of the Great Race in the Western Australian desert. Huston ships his discoveries to Edward Gavigan in England and to Sir Aubrey Penhew on Gray Dragon Island.

Sir Aubrey Penhew: dwells on Gray Dragon Island in the China Sea, east of Shanghai. He presides over a local chapter of the Order of the Bloated Woman, a cult worshipping one of Nyarlathotep's many forms, and is busily developing the rocket and warhead that will weaken spacetime and open the way for the Great Gate. Penhew is incurably insane and maniacally capable.

THE INVOLVEMENT OF JACKSON ELIAS

After the events at the pyramid—as described in the Peru prologue chapter, where the investigators have their first chance to form a bond with the globe-trotting author—Elias stays in Lima to write up *The Hungry Dead*, his book about his research into the "kharisiri" death cult and the discovery of the lost pyramid. Repeatedly distracted from his work by the city's thriving social scene and yet more intriguing areas of research, Elias does not return to New York with the completed manuscript until early 1923.

Almost as soon as he drops off the pages to his publisher (Jonah Kensington at **Prospero House**; page 128, America), he takes off for Africa via London and Paris, determined to follow Augustus Larkin's trail and that of the Bloody Tongue. After many months of finding and interviewing various members of Larkin's family across the continent and rooting out tantalizing fragments of detail regarding the death cult, Elias arrives in Nairobi. Vague memories of the doomed Carlyle Expedition and a sixth sense for a story lead him to the discovery that, despite the newspaper reports, at least some of the leaders of the expedition may have survived. Unbeknownst to him, other members of the same terrifying cult are, at the same time, carrying out their vile rituals in his home city (**An Innocent Man**, page 145, America), a fact he fails to notice during his brief return there.

Gathering what research he has found, Elias—fearful of dark forces dogging his tracks—makes haste in pursuing the trail of the Carlyle Expedition around the world. Eventually, he returns to New York and makes arrangements to meet with a group of old friends to share his findings, which speak of deadly secrets and a dark conspiracy. Unfortunately, the meeting does not go as planned (**The Hotel Chelsea**, page 118, America).

AN ALTERNATIVE EXPLANATION

If the Keeper elects not to run the Peru prologue, the events of that scenario can be told in flashback, or they did not take place—instead of researching Augustus Larkin's background, Elias decided to follow up on his 1921 book, *The Black Power*; purely by chance, while traveling from the African west coast to the east along ancient trade routes, he stumbled across rumors of a death cult known as "the Bloody Tongue," which takes him to Nairobi. The rest is as described above.



Jackson Elias, investigator and author

NYARLATHOTEP

And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare.

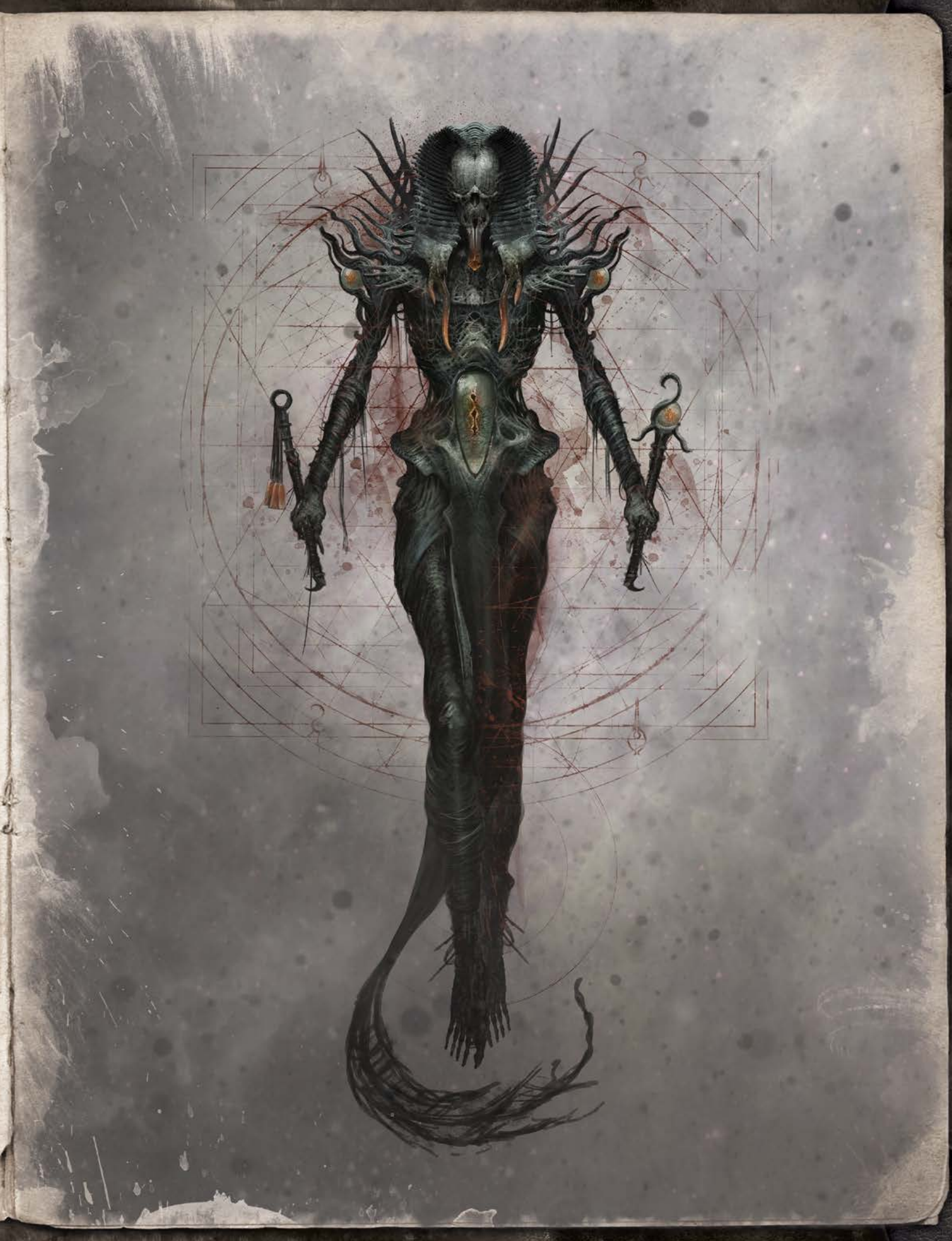
—H. P. Lovecraft, *Nyarlathotep*

The central Mythos figure behind this campaign is Nyarlathotep, the Crawling Chaos, an alien god with a thousand forms, considered by Mythos scholars to be the messenger, heart, and soul of the True Gods of the cosmos.

Perhaps alone of all the Mythos deities, Nyarlathotep is the one who appears to have a distinct "personality," who relishes creating chaos and madness over pure destruction. Said to cruelly enact the will of the Outer Gods, such as the ultimate horror known as Azathoth, Nyarlathotep is a manipulator, apparently both contemptuous of and obedient to his "masters." Some conjecture that Nyarlathotep is the manifestation of the will of the Outer Gods brought to life—a living embodiment of their thoughts and desires—perceptible to humanity and other alien races (which might account for his many varied avatars and differing agendas).

Able to move freely, unlike many of his exiled or imprisoned brethren, Nyarlathotep appears in many forms to court the favor of humanity (among others), offering temptations of power, wealth, and hidden knowledge, as well

Opposite: The Black Pharaoh (monstrous form)



as other delights, for certain services, yet always twisting his promises to the detriment of those who would enter a pact with the mocking, laughing god.

The *Necronomicon* contains a cryptic passage, understood by some to say that Nyarlathotep shall bring about the End Times. It is not beyond the bounds of belief to suppose that such an endeavor shall be enacted by human pawns, deluded and enthralled by the whispered promises of the Crawling Chaos. *Masks of Nyarlathotep* takes this premise as its central theme, promoting the notion that certain Elder Wards are untouchable by Nyarlathotep and others of his ilk, requiring the unwitting hand of humanity to destroy such seals and enchantments, paving the Opening of the Way for the return of the Old Ones, be they Outer God or Great Old One. Imagine, if you will, the mocking laughter, echoing endlessly through the void, as humanity brings about its own extinction.

ROLE IN THE CAMPAIGN

Throughout the campaign, Nyarlathotep may appear in certain locations as noted in the text. While the appearance of an Outer God is a cause for concern (for those in attendance!), the form in which the Crawling Chaos appears affects the way he behaves. Having him turn up and utterly destroy the investigators is a sure way to end the campaign prematurely. Thus, when Nyarlathotep does manifest, guidance is provided. There are set points in the campaign where the investigators could "meet" the god. The following examples show very different aspects of the deity:

- **Egypt:** appearing in the guise of the Black Pharaoh, Nyarlathotep manifests in the Bent Pyramid to tempt the investigators, then mocks any who refuse his "kind" offer. He taunts them about their insignificance and inability to affect his plans. Here, Nyarlathotep is toying with the investigators and is likely to depart, leaving them (more or less) unharmed, with his mocking laughter echoing in their ears.
- **Africa:** summoned as the Bloody Tongue at the Mountain of the Black Wind, here Nyarlathotep is a primal force: gigantic, mindless, utterly terrifying. Called to be adored by his crazed followers, the god revels in death and blood, without regard for the humans gathered near to him. In this encounter the investigators must take care, using stealth and guile, lest they be swept up and devoured.

As these summaries illustrate, Nyarlathotep's forms vary greatly and the Keeper should strive to portray Nyarlathotep commensurate with the form and personality of the particular avatar appearing. Avoid thinking of the god as a mere "monster," as something to be fought or bested; instead, consider him a problem to be overcome or avoided—which the investigators can interact with, and have some way of negating or surviving.

Nyarlathotep's Great Plan, enacted by the Carlyle Expedition, attempts to hasten the return of the Old Ones. For the Dark God, if the plan works, then success! If not, then nothing has really been lost, as the freeing of the Old Ones will happen, just not today. When the investigators come to the attention of the Crawling Chaos, they are but pieces on his cosmic chessboard, and he is more than happy to let them play, as no matter what, he will win in the end.

Of course, the stars will come right one day, and no one will be able to stop the gods of the Mythos from returning in their full magnificence and total power. Within the campaign, the success the investigators can achieve may save the world in their lifetime, bring some comfort of mind, and hold back the darkness... for now.

THE CULTS OF NYARLATHOTEP

A tall, slim figure with the young face of an antique pharaoh, gay with prismatic robes and crowned with a golden pshent that glowed with inherent light…the fascination of a dark god or fallen archangel, and around whose eyes there lurked the languid sparkle of capricious humor.

—H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Differing communities, be they human, mi-go, or other, worship Nyarlathotep in one of his guises, or "masks." There are numerous cults, often with conflicting agendas or reasons for their devotion, which appear to mirror the god's differing masks, each cult emboding divergent goals and accentuating the god's contrasting personalities.

The investigators encounter four different cults and masks of Nyarlathotep during the main campaign. These cults' dress, rites, and names for their god also differ. The investigators should come to understand this in order to realize the central design of the campaign. At the beginning of each chapter, the specific cult of that locale is summarized, detailing the cult's general purpose and activity, particular ritual weapon, and characteristics. Each chapter also includes statistic profiles for average cult members and these can be used by the Keeper as templates for similar NPCs when needed. All cult priests know Contact Nyarlathotep and, should that spell be enacted, Nyarlathotep appears in the aspect appropriate to that cult (Sand Bat in Australia, for instance).

A brief overview of the cults featured in this campaign follows; further details are provided in the corresponding chapters.

Cult of the Bloody Tongue



Chapters: America, Kenya

A Kenyan cult worshipping the Bloody Tongue aspect of Nyarlathotep, led by M'Weru. A branch exists in New York City under the control of Mukunga M'Dari, which was set up to support M'Weru during her time in America and has continued ever since. The Kenyan cult is far larger when compared to the offshoot in New York; indeed, the African cult has tendrils in many places, epitomized by Taan Kaur, an Indian tea-seller, who worships Nyarlathotep in the form of the Small Crawler but also as the Bloody Tongue, and deals with the cult's affairs in Nairobi.

The Bloody Tongue is an unnatural, primal, and alien avatar, embodying rage and callous disregard. An enormous and horrific monstrosity, nearly ten times the height of the average human, with rending claws and a single long, blood-red tentacle in place of a face, which stretches upwards, as if reaching for the stars.

Brotherhood of the Black Pharaoh

Chapters: England, Egypt

An Egyptian cult worshipping an aspect of Nyarlathotep called the Black Pharaoh, who reigned in ancient Egypt during the Third Dynasty. The cult has significant power and is centered in Cairo, led by Omar al-Shakti. A splinter branch of the cult was formed in England by Sir Aubrey Penhew, with ties to al-Shakti; however, in recent times, Sir Aubrey passed control to Edward Gavigan, a man disliked by the Egyptian high priest.

For now, al-Shakti has hidden his enmity for Gavigan, as the Londoner is fulfilling the plans of Nyarlathotep, but should this situation change, or if al-Shakti believes Gavigan to be negligent in his duties, a play for power might take place, with al-Shakti sponsoring Zahra Shafik to wrest control of the London Brotherhood from Gavigan.

The Black Pharaoh is an Egyptian-looking human, dressed in a fine black suit or, more commonly, in the full regalia of a pharaoh. Depending on the moment, the Black Pharaoh's face is either that of a handsome and regal human or replaced with a horrific visage of crawling and reaching tentacles.



The Brotherhood of the Black Pharaoh also venerate another of Nyarlathotep's masks, that of The Beast (also known as the Faceless God), which takes a form like that of Egypt's Sphinx; an immense creature that has a hollow void filled with stars instead of a face. While the Brotherhood pays due respect to The Beast, its high priests and priestesses view the form as the unleashed and primal cosmic majesty of the Black Pharaoh.

Cult of the Sand Bat



Chapter: Australia

Based in Australia, an ancient cult worships an aspect of Nyarlathotep in the form of the Haunter of the Dark. By the early 20th century, the cult had all but died out and it was only the arrival of Robert Huston that saved it. He revivified the cult and broadened its appeal to increase it size, drawing in new members from across the ethnic spectrum. The cult remains small when compared to the others in the campaign but is, nevertheless, a potent force.

Long feared by Aboriginal Australians, Huston played on ancient beliefs, twisting them to fit his purpose; incorporating the Dreaming mythology of Sand Bat, Hungry Wing, and Face Eater to embody the avatar more commonly known as the Haunter of the Dark. A strange and alien avatar of Nyarlathotep, resembling a gigantic bat-thing composed of solid darkness and wreathed in thick smoke. Semi-material, its great wings carry it through the air. It has no face as such; instead a great single, three-lobed burning red eye bespeaks its malign intent.

Order of the Bloated Woman

Chapter: China

A Chinese cult worshipping an aspect of Nyarlathotep embodied as a 600-pound (270 kg), female humanoid, equipped with numerous tentacles. The high priest of the Order is Ho Fang. Based in Shanghai, its membership remains almost exclusively Chinese, and enjoys strong links to the criminal underworld. The Order has a long association with a colony of deep ones; consequently, a high proportion of the cult's members are deep one hybrids.

The Bloated Woman is a corpulent figure whose body convulses with numerous tentacles. Some 7 feet (2 m) tall, she has large tentacles in place of arms, with further tentacles sprouting from rolls of yellow-gray glistening flesh. Beneath a pair of transfixing eyes, a nose-like tentacle sits, beneath which clusters of rose-bow mouths rest upon numerous chins.



TIMELINE OF KEY EVENTS: 1916-1926

Note: some of the dates listed below are either conjectural or approximate; the sequence is, however, correct.

23rd September 1916: M'Weru summons the Bloody Tongue at the Mountain of the Black Wind, Kenya.

5th June 1917: M'Weru travels to America.

11th January 1918: Dr. Huston first sees Roger Carlyle as a patient; Carlyle has been having "Egyptian dreams."

16th March 1918: Dr. Huston's lover, Imelda Bosch, commits suicide.

18th June 1918: Carlyle meets M'Weru and begins to obsess about her.

3rd December 1918: Carlyle pressures Dr. Huston to accompany him on his expedition by threatening Huston with exposure about Imelda Bosch.

3rd March 1919: Warren Besart, a purchasing agent in Cairo, writes to Carlyle.

5th April 1919: Carlyle Expedition leaves New York for England.

14th April 1919: Carlyle Expedition arrives in London and makes arrangements for digs in Egypt with assistance from Edward Gavigan and Zahra Shafik.

28th April 1919: Carlyle Expedition leaves London for Cairo.

15th May 1919: Carlyle Expedition arrives in Cairo.

20th May 1919: Carlyle Expedition dig near Giza starts (ends 26th May).

28th May 1919: Carlyle Expedition dig at Sakkara (Saqqara) starts (ends 5th June).

8th June 1919: Carlyle Expedition dig at Dahshur starts.

10th June 1919: Carlyle breaks the seal on the Red Pyramid.

30th June 1919: Jack Brady and Warren Besart witness a blood sacrifice near the Collapsed Pyramid at Meidum. Dig at Dahshur ends.

3rd July 1919: Carlyle Expedition plans a "vacation" in Kenya.

18th July 1919: Carlyle Expedition leaves Egypt for Kenya.

30th July 1919: expedition arrives in Mombasa, Kenya.

3rd August 1919: expedition makes final preparations to depart Nairobi and trek towards the Mountain of the Black Wind the following day. That night, Brady secretly flees, taking Carlyle with him.

4th August 1919: The "Carlyle" Expedition leaves Nairobi at first light to avoid attracting further attention. Brady and Carlyle arrive in Mombasa, then depart by ship for Perth, planning to continue to Shanghai where Brady has friends.

8th August 1919: Carlyle Expedition performs magical rite in the wilderness. Later, the expedition travels secretly to the Mountain of the Black Wind.

15th September 1919: Brady and Carlyle arrive in Hong Kong.

17th September 1919: Carlyle's insanity deepens. Brady hides him in a Hong Kong sanitarium under the alias "Randolph Carter."

15th October 1919: word reaches the outside world of the disappearance of the Carlyle Expedition.

11th March 1920: Erica Carlyle arrives in Kenya to search for traces of the Carlyle Expedition.

20th May 1920: mutilated remains of the "Carlyle Expedition" are found.

19th June 1920: five Nandi tribesmen executed following a short, unjust trial.

14th May 1921: Jackson Elias' book *The Black Power* is published.

13th June 1921: Sir Aubrey arrives in China to begin preparing for the construction of his rocket.

30th August 1921: Sir Aubrey receives the rocket plans from Huston.

TIMELINE OF KEY EVENTS: 1916-1926 (CONTINUED)

7th September 1921: rocket components begin to be shipped to Gray Dragon Island.

13th March 1923: Jack Brady meets Nails Nelson in Hong Kong.

25th May 1923: Jackson Elias departs New York City, bound initially for London and Paris, to begin research on Augustus Larkin, Nyarlathotep's white Kenyan vessel. (Or, alternately, with a view to updating his book on African death cults, *The Black Power*.)

23rd July 1924: Elias arrives in Nairobi, Kenya, after working his way across Africa in search of the Cult of the Bloody Tongue.

8th August 1924: Elias writes to Jonah Kensington from Nairobi.

16th August 1924: Elias departs Kenya for China.

17th September 1924: Elias arrives in Hong Kong.

19th September 1924: Elias wires Jonah Kensington while in Hong Kong.

29th September 1924: Ho Fang warns Sir Aubrey that their plans are known, presumably by Jackson Elias.

4th October 1924: Elias departs Shanghai for Cairo.

7th November 1924: Miriam Atwright replies to Elias' letter. Elias arrives in Cairo.

13th November 1924: Elias leaves Cairo for London.

25th November 1924: Elias arrives in London.

16th December 1924: Elias wires Jonah Kensington while in London.

17th December 1924: Elias takes passage on a freighter for New York.

13th January 1925: Elias arrives in New York City.

15th January 1925: the investigators are to meet with Elias, but arrive to find him murdered.

11th February 1925: Sir Aubrey nears completion of the rocket, though its guidance system is still unready.

14th January 1926: total solar eclipse occurs. Great Rite enacted while the rocket explodes to create the Great Gate. Great Old Ones freed to rule over the Earth.





RUNNING THIS CAMPAIGN

Study the contents of this book before attempting to play through it. Players have every right to demand that the Keeper knows what's going on. By understanding the text and plot, the Keeper knows what to stress, what to skip over, what to hint at, what to dismiss, what to threaten, what to paraphrase delicately, and what to throw at the investigators.

Know the meaning of the clues and their importance (use the **Clue Flow Diagrams** contained in each of the chapters to help). When players ask questions, be ready to answer—getting a notebook and writing a few key notes as bullet points is a handy device (or, somewhat more sacrilegious, highlighting key sections in this book). Confident Keepers make for happy players. Though much of the Cthulhu Mythos is best left unknown to humanity, that warning should not apply to campaign materials.

Keeper tip: bullet point out the most important scenes and locations in a chapter, noting the top three things you must remember about them. Add page references as needed to help navigate through the book during play. Use these aids to keep you focused on the most important details. Don't worry about fitting every clue into your "cheat sheet," just the important stuff that will help drive the investigators in the right direction.

If you haven't enjoyed them yet, read H. P. Lovecraft's *The Shadow Out of Time*, *Nyarlathotep*, *Imprisoned with the Pharaohs* (alternately titled *Under the Pyramids*), and *The Haunter of the Dark*—stories from which this campaign grew. Chaosium's *The Nyarlathotep Cycle* is a collection of stories that also concern the Crawling Chaos.

PULP OR CLASSIC?

This newly revised edition of *Masks of Nyarlathotep* has been primarily written for "classic" *Call of Cthulhu* but also includes advice and guidance throughout for running the campaign with *Pulp Cthulhu*. The original campaign has always been considered to be closer to the pulp end of the spectrum but, depending on your preferred play style, you can run it however you like. You'll see that certain NPCs, events, and locations have special *Pulp Cthulhu* boxes in which the action and danger is ramped up; the authors recommend using these as written for *Pulp Cthulhu* games but, of course, if you are inspired by them and want to use modified versions within a classic run through, then please be our guest.

Keeper note: many of the NPCs and villains in the campaign have an alternative set of *Pulp Cthulhu* combat statistics within their profiles (increased ability values, etc.). In addition, all NPCs have an entry for "Luck" in their profiles, which can be ignored in classic *Call of Cthulhu* play.

For pulp play, the general tip is not to worry too much about making the players work hard to find clues—the odd Spot Hidden (and so on) for minor clues is fine. Make important clues obvious and allow the heroes to proceed. Focus on the action and make the campaign as fast-paced as you like (but do allow the players some downtime from time to time so they can gather their thoughts and make plans). If things are stalling or seem slow, bring the action to the heroes, with the local cult (or criminals or authorities) kicking in their hotel room doors or ambushing them—it's probably safe to assume they'll make a name for themselves in dealing with the Cult of the Bloody Tongue in New York, so the cults in the campaign's other locations may already be apprised and on the lookout for this bunch of meddling troublemakers.

If classic is your preferred option, we encourage you to think about using the optional "Spending Luck" rule (*Call of Cthulhu Rulebook*, page 99), as this should help to keep things on track and investigators alive. If you're not a fan of this rule, be prepared for increased levels of investigator death—where appropriate, suggestions for replacement investigators (drawn from suitable campaign NPCs) are given.

Keeper note: the campaign's text refers to "investigators" throughout except for specific *Pulp Cthulhu* sections, where player characters are referred to as "heroes." In this Introduction chapter, the terms "investigators" and "heroes" are interchangeable for the sake of convenience.

Campaign Considerations

Masks of Nyarlathotep will take many sessions to play through. While the players may deduce that thwarting Nyarlathotep is the central issue, do not press them toward that end and allow them to make what they will of the plot.

Should Nyarlathotep's plan succeed (partially or fully), supplementary adventures of your own design, or repurposed published scenarios, could deal with the consequences—or you can choose to end the world and a draw a veil over investigators' failure to forestall Nyarlathotep's plans. If the scheme is foiled, the investigators may forever be looking over their shoulders, watchful for the Dark God's minions seeking revenge.

The Keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance foes and friends to allow each investigator to earn their own destiny—ultimate triumph or, perhaps, madness and agonizing death.

Opposite: The Bloody Tongue

Once Peru, the prologue chapter, has been run, the campaign kicks into gear with the events in New York (detailed in the **America** chapter), in which the investigators' good friend Jackson Elias calls upon their aid one last time. Thereafter, the following chapters are so designed that it makes little difference where the investigators choose to go, in terms of the order in which the chapters are played. The investigators can select any of the destinations offered.

The presented order of the chapters in this book represents an economical and logical route of travel. The most common route of play is England, Egypt, Kenya, Australia, and ending in China. The investigators might go to China first, or Kenya, or skip England entirely. Be flexible. Don't force them where they don't want to go. If a chapter of this campaign is overlooked, a well-planted clue can probably draw them there later. Ultimately, an unused chapter can be broken into discrete adventures and played as individual games as the Keeper sees fit.

Should the investigators elect to tackle the chapters in a different order, be aware of where the campaign might end. Ideally, things should finish with a suitably epic climax. The assumption is that Gray Dragon Island, China, is the setting for the campaign's climax; however, guidance is provided in the chapters for different eventualities, and the **Grand Conclusion** chapter details a method to determine just how successful the investigators have been. But, no matter what, be prepared to be flexible and adapt the "story" of the campaign to your group.

The date of the 1926 eclipse does put a time limit on the campaign, but scholarly Keepers can always "discover" another eclipse later to expand the timeframe as necessary (see **Total Solar Eclipses**, page 622).

Of all of the major NPCs, Jack Brady is the key. By channeling the investigators to him at a strategic moment (either during the China chapter or, if needed, relocating him nearer to the investigators), the Keeper can assure that they comprehend the Great Plan of Nyarlathotep before the Great Gate can be opened.

Historical and Setting Depictions

Historical and geographical details are incorporated into the text of the chapters. Key locations have, at least, baseline depictions and the Keeper should feel free to add in further locations as events develop. Try to avoid being pinned down to precise street names, exact distances, and unnecessary geographic fiddle-faddle.

While everything needed to play (in terms of location information) is provided, the Keeper may wish to read up about unfamiliar places via internet research, old or new guidebooks, and so on. Seeing a photograph of the British Museum or of the Great Sphinx can help to establish impressions and allow you to build a depiction from there. Exotic locations are fun; play them sympathetically. Using background music appropriate to the setting can help set the mood for the players. While *Call of Cthulhu* is often set in history, it is not a history lesson, so don't feel that you have to painstakingly make every locale accurate down to the last detail—focus on the plot and the rest will follow. The play's the thing.

Racism and Sexism

Being set in the 1920s, both racism and sexism are factors of the period's history. Where particularly relevant, such things are noted in the text; however, it is the Keeper's choice how much or little racism and sexism is represented in the game. Indeed, it is a game, and so if such subjects are uncomfortable, feel free to ignore them. In addition, the text has been revised to reduce stereotypical portrayals of differing ethnicities; cults recruit from those willing to serve, not necessarily on ethnic lines. Equally, women can be cultists too; the profiles for differing cultists do not assume they are all male.

1920s Place Names

The names of many of the places visited during the course of the campaign have changed over the years between the time it is set and the time it was written and revised. Where possible, we have stuck with the names and spellings that would have been familiar to people in the 1920s.

SPELLING CONVENTIONS

While the main text is written is U.S. English, certain player handouts written by English (rather than American) characters are presented in their native writing style. Thus, some spelling, punctuation, and dates are presented differently.

Money

Call of Cthulhu is not a game about accounting. The campaign assumes the investigators have sufficient funds to cover "reasonable" travel expenses and the like, proportionate to their Credit Rating. Such things can be hand-waved by the Keeper, as the focus should be in the mystery, investigation, and plot. Of course, that is not to say that the Keeper should completely turn a blind eye to

the investigators' finances. Where the investigators' Credit Rating is low, forcing them to take cheaper modes of travel (tramp steamers, lower class carriages, etc.) is appropriate and further builds the overall story.

To further help put financial matters into the background, Jackson Elias left his funds in trust with his lawyer, Carlton Ramsey, in New York. Once the investigators are brought together for Elias' will reading, the investigators are given an allowance, drawn from Elias' funds, to cover their travel and expenses in carrying out their good friend's last request—namely finishing his mission to deal with the world-wide conspiracy he was uncovering. Thus, Ramsey effectively acts as the investigators' bank throughout the campaign, removing the need for overly worrying about money and enabling the investigators to get on with their task.

The Keeper has the option to make money an issue, from time to time, as wiring funds around the world in 1925 is not always quick and easy. Funds can get held up and delays can happen, forcing the investigators to wait, use what money they have on hand, or go without as the Keeper sees fit. The Keeper is advised to only pull such stunts once or twice, probably when play moves to locations like Kenya and Australia. Leaving the investigators stranded and at the mercy of an angry cult can raise the tension and force the players to take desperate action to flee or hide until their funds come through.

Lethality

The original *Masks of Nyarlathotep* was famous for its lethality. Whole groups of investigators have been known to be wiped out, with great frequency. While frequent gruesome deaths can be memorable, they have the detrimental effect of often cutting short the campaign, with many groups never getting to the end and a satisfying conclusion. In addition, a high turnover of investigators runs the risk of making it difficult for the players to connect to their characters and the campaign in general. This is a matter of taste for individual groups and something the Keeper should consider when preparing to run the campaign.

This revised version addresses the lethality by adjusting some of the encounters to mitigate the potential of a total party wipeout. Certain encounters have been moderated for classic *Call of Cthulhu* play but, for *Pulp Cthulhu*, those same encounters have had their danger increased. Despite such moderation, some key scenes still have the potential for a high body count—and that is totally fine. The Keeper should not be shy of letting an investigator die or go permanently insane if the situation warrants it. Unspectacular character death is (usually) not fun, so avoid casual cruelty and allow the campaign's set pieces to stand out and be memorable, while always remembering to keep at least one or two of the investigators alive—otherwise, your campaign is over!

In portraying the cults, their high priests are likely to want to first question the investigators before sacrificing them to their dark master; thus, ambushes and fights should be geared to capturing rather than killing the player characters. Not only does this go some way to mitigate against killing off all of the investigators, it also provides a means to further the excitement and thrill of the campaign, with uncaptured investigators now needing to rescue their comrades from a cult's clutches.

If you and your group do prefer high stakes combat then the authors recommend using *Pulp Cthulhu*. Pulp heroes can take a lot more pain and hurt but remain, at the end of day, brittle and frail if the stakes are raised. The "Avoiding Certain Death" rule (*Pulp Cthulhu*, page 61) is likely to find favor among your players, but even with this mechanic in place, pulp heroes can still die in *Masks of Nyarlathotep*. As ever with pulp heroes, if they seem to be easily shaking off the dangers thrown at them, the Keeper should proportionately increase the danger level by increasing the number of foes and their capabilities. Conversely, for classic play, if the investigators are quickly succumbing to major wounds or death, then hold back a little and decrease the threat level. Of course, be prepared and have suitable replacement investigators in mind when required (see **Replacement Investigators**, page 27).

Player Expectations

At times, this campaign may frustrate your players and baffle their investigators. Clues abound. Evil is everywhere. In New York, the investigators don't know what to look for, or why to look. In England, Egypt, Kenya, Australia, and China, dangerous sidetrack adventures lack connection to the main plot. In Egypt, the resurrection of Nitocris is peripheral to the opening of the Great Gate, and so on. Do not hesitate to adjust clues or re-motivate cultists to keep the play entertaining. The investigators are bound to run into the opposition at some point, and then the players will get into the action, which balances the research and speculation often central to *Call of Cthulhu*.

Campaign Conclusions

While the scope of the campaign is broad, its conclusion rests upon whether the investigators are successful in preventing the opening of the Great Gate. Two possibilities exist.

Blocking the Great Gate: the Gate might not be operable for several reasons. The likeliest is that the investigators learn the secret of the Eye of Light and Darkness and use it to ward one (or all) of the three points of the triangle from

which the Great Gate can be opened (Kenya, Australia, and China). Unfortunately, Nyarlathotep now knows the secret of the wards: he and his servants could break those once-invincible seals in a few months or years.

Likewise, taking down M'Weru and Nyarlathotep's Spawn, Robert Huston, and Ho Fang could prevent the Great Rite, but others are available to take their place, such as Edward Gavigan, Nitocris, or Omar al-Shakti. If forewarned, they could travel to the necessary locations to perform the Great Rite. Perhaps a lesser-powered version performed elsewhere might work, if the Keeper wishes to keep their options open if the investigators somehow dismantle the cults in China, Kenya, or Australia first.

Stopping Sir Aubrey's rocket also prevents or, at least, limits the opening of the Great Gate. The performance of the Great Rite may be enough in and of itself, so the only effective way to stop the cultists is to imprison or otherwise remove the likes of M'Weru, Huston, Fang, and Sir Aubrey.

If the Gate Opens: in H. P. Lovecraft's works, Mythos activity wells in the period 1927 to 1934. The hypothesis prompting this campaign is that something happened in 1926 promoting or provoking such an eruption of evil. The astrological power of the total solar eclipse of 1926 is the event that allows the alteration of the world's fabric, and the event upon which this campaign resolves.

At the Keeper's choice, if the Great Gate opens the world as we know it ends and the End Times come. Or world events occur as they did historically—the Great Depression, massive natural disasters and famines, the rise of totalitarian states across the world, terrorism, brutality, militarism, and economic exploitation all swell and steer humanity towards oblivion. In this latter option it is just the timescale that changes, as the approach of the End Times is slower—perhaps allowing the investigators time to somehow find a way to repair the damage and close the Great Gate. In this new era, the threats of the Mythos grow strong and more frequent as the years roll by, until at some point in the future (determined by the Keeper) the Old Ones, fully fuelled by the energies released through the Great Gate, come and end the reign of humanity.

The **Grand Conclusion** chapter looks in more detail at a number of possible outcomes and provides guidance for the Keeper on how to judge the success of the investigators' efforts as they move through the differing campaign locales.

PREPARING FOR PLAY

Having read through the campaign and gained a good understanding of the key plot and characters, the Keeper is advised to prepare each chapter prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters or sidetrack scenario sections for ease of reference. It's a good idea to copy/print these sections out onto separate pages, allowing the Keeper to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players (perhaps sticking these on to cards or on a convenient wall next to the gaming table) may help the players to differentiate the cast of allies and villains as they go through the adventures.

The Keeper is advised to divide the player handouts by chapter (perhaps into envelopes or plastic sleeves), making finding and sorting them easier during play. Some Keepers may want to provide their players with individual notebooks or a single large-scale note or scrapbook in which to paste handouts and write observations. Effectively, such things become a repository of the investigators' knowledge; an in-game prop that could, in theory, be passed on to replacement investigators if needed.

Of course, the campaign can be played and enjoyed without any of the above "aids." Each Keeper and group operates differently, so use whatever you feel will help you in running the campaign. There's no need to go overboard—just a few pencil notes in the margins or on scrap paper might be enough.

Lastly, when gathering players to tackle the challenges of *Masks of Nyarlathotep*, let them know it's a large campaign that requires multiple sessions to complete. Depending on the frequency of play, the campaign could take anywhere from a few months of solid play to a year or more. Asking your players to commit to the campaign is important—the plot is intricate—and ensuring your players are able to make the majority of the sessions means that everyone remains up to speed with the story. While the commitment is considerable, the payoff for both you and your players is huge and, ultimately, very rewarding.

Opposite: Sand Bat



CREATING INVESTIGATORS

A collection of pre-generated investigators is provided **Appendix E**, each of these is designed with the assumption that they begin play with the Peru prologue chapter, as each has reasons to venture or be in South America and enage with the expedition being mounted there by Augustus Larkin. Some groups may prefer to create their own new characters ready to take on the challenge of this campaign.

If the players are creating new investigators for the prologue, it may be tempting to tailor them accordingly, giving them language and survival skills specifically suited to Peru. This may prove limiting when the investigators progress to the main campaign, however. Having investigators who are fluent in English is essential for the bulk of *Masks of Nyarlathotep*.

As the investigators learn of the expedition in Peru through articles in the international press or through academic or other associations, or have been directly recruited by Larkin, player characters may be from any country or background. Keepers who don't want to reveal that the Peru chapter leads into the larger *Masks of Nyarlathotep* campaign should emphasize to the players that the expedition is receiving international press attention, so it makes sense that the investigators are foreigners, drawn to Peru. In the interests of the investigators being able to communicate with each other, the Keeper should suggest that they all have at least some skill in English. While some fluency in Spanish may prove useful in Peru, it is not essential, as key NPCs in Peru speak reasonable Spanish and can act as translators when necessary (Spanish is not a core language in the rest of the campaign).

Lastly, the ability to travel to Peru (and elsewhere) should be recognized; the campaign requires that the investigators undertake international travel, so ensuring the investigators are the types of people for whom this would not be too much of a challenge is essential.

As long as these few considerations are taken into account, almost any investigator concepts the players may design for Peru (or America, if electing to ignore the prologue) will prove suitable for the rest of the campaign.

Investigator and Hero Occupations

Virtually any investigator or pulp hero occupation is suitable for this campaign. The campaign's prologue scenario concerns an archaeological expedition; ask the players to consider what sort of occupations would be most appropriate for such a venture. Some ideas:

- **Knowledgeable types:** Antique Dealer, Archaeologist, Author, Clergy, Doctor, Historian, Journalist, Linguist, Missionary, Museum Curator, Occultist, Scientist.
- **Expedition guides and security:** Big Game Hunter, Boxer/Wrestler, Explorer, Mechanic, Military Officer/Soldier, Sailor, Mountain Climber, Outdoorsman, Translator.
- **Aids and assistants:** Butler/Valet/Maid, Photographer, Researcher, Secretary, Student, Bodyguard.
- **Those seeking an escape:** Criminal, Dilettante, Gentleman/Lady.
- **Those seeking inspiration:** Actor, Artist, Musician, Missionary, Occultist.

Most of the occupations mentioned above can be found in the *Call of Cthulhu Rulebook*, *Investigator Handbook*, or *Pulp Cthulhu*; although some, like Translator, are not. In such cases, and where a player wishes to devise a tailored occupation, decide upon which eight skills, plus Credit Rating, best define that role; occupational skill points should then be spent on those skills.

In one of the play tests, one of the investigators was an adventurous actor whose agent had arranged for him to join the expedition in Peru as a means to build publicity and exposure; another was a professor of archaeology, while another was an expedition "fixer." Those who might not seem to have appropriate skills or knowledge might, instead, have the means to support the expedition's finances, essentially buying their way into the group.

The investigators do not necessarily need to know one another at the start of the prologue chapter, as they will come to be acquainted during the course of the events in Peru. Following the prologue, the campaign assumes that the investigators do not meet up again until four years later, when in 1925 they are contacted by Jackson Elias. Alternatively, the players may already have played through some scenarios with an existing group of investigators and wish to use these in *Masks of Nyarlathotep*; with this in mind, all the Keeper needs to do is arrange to have this existing group or investigator organization drawn into the Peru expedition in the prologue.

Useful Skills

Often it can be helpful to advise the players on which skills might be most useful when helping them to design characters.

Useful skills: Archaeology, Disguise, First Aid, History, Library Use, Listen, Locksmith, Mechanical Repair, Natural World, Navigate, Occult, Psychology, Science (Biology, Engineering, Physics), Social skills (Charm, Fast Talk, Intimidate, Persuade), Spot Hidden, Stealth, Throw, as well as Fighting (Brawl) and the odd Firearms skill.

WHAT IF THEY ALL DIE OR GO MAD?

In Peru?

The campaign assumes that at least some of the investigators survive the prologue chapter. Thus, Jackson Elias is able to call upon them when he returns to New York at the start of the main campaign. But what if all of the investigators die, go permanently insane, or are otherwise incapacitated by the events in Peru? Should this outcome take place, have the players create new characters or, optionally, take on the roles of any allies encountered by Elias in Peru. Investigators who did not go to Peru should be considered to be "other" good friends of Jackson Elias; people met and befriended while on other cases in other countries. Elias draws on these friends if the ones he made in Peru are longer available.

In America or England?

An existing group of NPC investigators are provided, the friends of Hilton Adams, who could be drawn into the mystery through their interaction with the investigators and the horrors found in Ju-Ju House. Alternatively, or in addition, Carlton Ramsey could look up more of Jackson Elias' contacts and draw them into the plot.

The most likely person to pick up the trail in England is Inspector Barrington, who might aid the investigators as a means to solving his ongoing case into the Soho murders. In delving deeper, perhaps Barrington calls upon his own acquaintances and contacts to follow the bloody trail leading from Misr House.

Elsewhere?

In Egypt and Shanghai, Nigel Wassif and Anthony Chang could be suitable NPCs, as both are spies working for the British Crown. Each can call upon contacts and friends to help them pick up the pieces introduced to them by the investigators. Likewise, Isoge Taro is an undercover agent of the Imperial Japanese Navy, who may wish to lead a group of replacement investigators to uncover the world-spanning network of terror threatening humanity.

In Kenya and Australia suitable "linchpin" NPCs are less easy to identify, so the Keeper is recommended to utilize Carlton Ramsey to call upon the "other" good friends of Jackson Elias, should dire events take place.

Developing an NPC into a Playable Character

In each of the suggestions noted, the Keeper is advised to handover control of the NPCs mentioned, allowing the players some latitude to further develop and round them out. In this case, total up the character's occupational skill points (from the characteristics appropriate to the occupation) and add these to their personal interest skill points, then total up the points they have in the skills noted in their profile, subtracting the latter from the former, with any points remaining used to beef up any skills the player wishes. If no pool of points remain, the kind Keeper might grant 50 or 100 skill points to the player to spend as they wish, to help personalize their new investigator. Apply the same math for pulp heroes, and allow the player to choose an appropriate pulp archetype and suitable talents (if none are already stated), and adjust their core characteristic by rerolling it per the guidance in *Pulp Cthulhu*.

Language skills can also be very useful, but don't forget that translators, guides, and other specialists can be hired in all the campaign's locations. If the investigators lack a certain essential skill, expertise can be usually be found for a price, such as safecracking (Locksmith) or sailing (Pilot), as well as seeking out healing (First Aid, Medicine, and Psychoanalysis) from a local hospital, doctor, or wise person (if in more rural locales).

Replacement Investigators

When an investigator dies or goes insane, that player should freely import or create a new character. New investigators should either be connected with the place at which they first enter the game or be connected via a character, which could be a relationship to one or more of the investigators or an ally NPC. Some suggestions follow, which address the narrative logic of the campaign and are particularly appropriate.

The Keeper and player concerned should try to create plausible reasons for the introduction of a replacement investigator, consistent with the logic of the campaign. Having the investigators form part of an investigator organization is particularly effective. In this regard, the Keeper is advised to use the "other good friends of Jackson Elias" as a loose organization to feed replacement investigators into the campaign, as and when needed. These


大胖女人

are folk who have, at some time or another, been acquainted with the globetrotting researcher and author Jackson Elias, who (like the investigators) will pitch in when called upon by Elias' lawyer, Carlton Ramsey. Given Elias' numerous excursions, it can be assumed that he met all manner of people on his travels—possibly some in connection with his research into the Carlyle Expedition, who are likely to still be in places like Nairobi, Cairo, Shanghai, and so on.

Introduced in the America chapter, Ramsey is Jackson Elias' old friend and lawyer, who is tasked by Elias to support his good friends—the investigators—in picking up Elias' final mission. Ramsey acts as an off-camera support to the investigators, helping to fix problems and arrange transport, while also being a repository for the information the investigators collect as they wade deeper into the mysteries of the campaign. It is assumed that Elias kept a record of all those who gave him aid and support, and this record—"Jackson Elias' Little Black Book"—is in the possession of Ramsey in New York. When needed, Ramsey can identify one of Elias' trusted contacts and bring them into the mission by arranging to have them meet up with the investigators. Naturally, such events assume the investigators trust Ramsey and remain in contact with him throughout the campaign. Further details about Carlton Ramsey can be found on page 108 in the America chapter.

Given the global nature of the campaign, replacement player characters who are not currently near to the investigators must be given adequate transit time to bring them in by ship or train. Most likely, such characters are told to meet the investigators at their next port of call. Of course, a characterless player cannot necessarily wait out a few sessions until their replacement investigator arrives. In such cases, perhaps a local ally (or hired help) might be played until the investigators are able to meet up with the new replacement character. Such ad hoc characters presumably wave goodbye to the investigators (and give a sigh of relief) when they depart. For example, if a party member dies in Egypt, an Egyptian guide or a tourist acquaintance might (logically) become involved with the investigators while in Cairo, but it is (probably) unlikely that they would then follow the investigators to China or some other country.

Note that some of the NPCs in the campaign would make very suitable replacement investigators—the Keeper will find possible candidates noted in the text.

Timely Reminders

Key historical information relevant to the locale is presented in each chapter. Some general points of historical interest follow—use this to add color and spice to the panorama of the campaign but don't nitpick unnecessarily. Remember, *no one* is having fun if long periods of the game are being spent booking travel, itemizing the contents of suitcases, or working out the intricacies of monetary exchange rates. Focus on the plot and hand-wave minutiae to keep the pace of the game flowing.

In the mid-1920s there are no intercontinental airlines. It is headline news when an aircraft staggers across the North Atlantic. Land travel of any real distance depends on railroads. Only parts of Western Europe and Eastern North America have road networks adequate to lengthy automobile trips. Travel can't be paid for by personal checks or credit card. Only local currency pays the bills, though bank letters of credit can be used to replenish funds.

All telephone calls must go through an operator. A connection for a long-distance call may take an hour or more to be established; the operator calls back when the line has been opened. There are no intercontinental phone lines. While the pace of postal delivery is often excellent across town, it is leisurely, at best, over longer distances. Telegrams are best for quick communication and work across continents.

The British pound is the nearest to a universally accepted currency but it may not be readily convertible in particular shops, even in Egypt, Australia, or China. It will be accepted in Kenya, of course. Coins minted of silver or gold are eagerly accepted everywhere.

Old books and overcoats may not interest border guards but ancient artifacts, items of obvious artistic value, precious gems and metals, drugs, and guns and other weaponry, usually get full attention. Those who engage in illegal activity may be pursued by the law, and if the investigators are convicted in or ejected from one nation they may find themselves in the newspapers, which can make life difficult when trying to keep a low profile.

Opposite: The Bloated Woman

KEY NON-PLAYER CHARACTERS

These are the important people in the core *Masks of Nyarlathotep* campaign. The following list, in alphabetical order, provides a high-level view of the character's position and notes the chapters in which they appear. Note that NPCs appearing in the Peru prologue chapter (except for Jackson Elias) are not included here, as they do not play a role in the main campaign.



Adams, Hilton—(America) innocent man framed by the Cult of the Bloody Tongue for its murderous spree.



Adams, Millie—(America) wife of Hilton Adams. Determined to clear her husband's name, irrespective of the cost.



al-Dhahabi, Ahmed—(Egypt) nazir of the Ibn Tulun mosque, protector of the Girdle of Nitocris.



al-Shakti, Omar—(Egypt) Egyptian plantation owner and high priest of the Brotherhood of the Black Pharaoh. He is never far from Hetep, his cat.



Atwright, Miriam—(America) Harvard research librarian who, in the past, has aided and admired Jackson Elias' researches.

Baines, Reggie—(Kenya) proprietor of the best Nairobi hotel, Hampton House.



Barrington, Inspector James—(England) handling the so-called "Egyptian murders" for the London Metropolitan Police Force.



Besart, Warren—(Egypt) acted as a purchasing agent for Roger Carlyle in Cairo; what he saw during his tenure with the Carlyle Expedition left him a hashish addict.



Brady, Jack "Brass"—(China) bodyguard for Roger Carlyle. Always faithful to Carlyle since being saved by him from conviction for murder. Now hiding in Shanghai.



Broadmoor, Agatha—(Egypt) member of the Clive Expedition. A psychic and medium hired by Dr. Henry Clive to contact Nitocris and unknowingly aid in her resurrection.

Brunton, George—(America) subwarden of the Death House at Sing Sing prison, where Hilton Adams is awaiting execution.

Bumption, Sgt. Leonard—(Kenya) inept witness to the site of the Carlyle "massacre."

Buckley, Bill—(Australia) murdered ten years ago by Vern Slattery, his ghost still haunts the area around Dingo Falls, not far from Cuncudgerie.



Bundari—(Kenya) African tribal magician of great power. May help the investigators if their quest leads to the Mountain of the Black Wind. Bundari also has a helper, Okomu.

Burraglong, Billy (Australia)—while he works for Toddy Randolph, he is not a cultist and may befriend the investigators.

Carlyle Expedition—(n/a) the principal members were Roger Carlyle, Dr. Robert Huston, Hypatia Masters, Sir Aubrey Penhew, and Jack Brady.



Carlyle, Erica—(America) sole heir to the Carlyle millions since Roger Carlyle was declared dead. She may be willing to reopen the investigation in order to learn the truth about her brother's death.

Carlyle, Roger—(China) leader of the Carlyle Expedition and millionaire playboy. The beautiful M'Weru offers him up to Nyarlathotep, and young Carlyle is of too weak a character to withstand the Crawling Chaos. Mistakenly thought dead in a Kenyan massacre. Throughout this campaign he languishes, insane, in a Hong Kong sanitarium, placed there by Jack Brady.



Chang, Anthony—(China) a young and inexperienced proprietor of the *Shanghai Courier*. Also a British spy.



Chaudhary, Puneet—(England) importer/exporter and owner of a warehouse in Limehouse; illegally ships artifacts and other dubious equipment for the Brotherhood of the Black Pharaoh.



Choi Mei-ling—(China) lover of Jack Brady, and ready to give her life to protect him. For a few days she is interrogated by the sorcerer Carl Stanford.



Chu Min—(China) leader of Firm Action, the most violent and best-armed wing of the New China patriotic league.

Clive Expedition—(Egypt) principal members are Henry Clive, Agatha Broadmoor, James Gardner, Johanna Specht, and Martin Winfield.



Clive, Dr. Henry—(Egypt) archaeologist and member of the Brotherhood of the Black Pharaoh, aiding in the resurrection of Nitocris.



Corey, Joe—(America) Erica Carlyle's bodyguard. A tough guy.

Corydon, Roger—(Kenya) Kenya's Colonial Undersecretary for Internal Affairs, who feels that no further investigation of the Carlyle massacre is warranted.



Cowles, Prof. Anthony—(America) from the University of Sydney, currently a Fellow at Miskatonic University in Arkham. He has seen amazing photos of ancient ruins in the west of Australia, which were taken by Arthur MacWhirr.



Cowles, Ewa—(America) Anthony Cowles' intelligent and beautiful daughter.



Dodge, Prof. David—(Australia) young Professor of Archaeology at the University of Sydney, and an experienced hand in Western Australia.



Elias, Jackson—(Peru, America) a globetrotting writer specializing in exposés of death cults and other strange organizations. He gets wind of Nyarlathotep's plan but cultists chase him down and kill him.



Emerson, Arthur—(America) an innocent New Yorker. As an importer/exporter, he can supply the address of Ju-Ju House, which Jackson Elias intended to visit, as well as Ahja Singh's name.



Efti, Nessim—(Egypt) bearer of the Sword of Akmallah at the Mosque of Ibn Tulun.

Endicott, Col. Henry—(Kenya) runs a game lodge not far from Nairobi.



Essam, Yalesha—(England) a belly dancer at the Blue Pyramid nightclub, whose boyfriend has been murdered by the Brotherhood of the Black Pharaoh.



Fells, Douglas—(America) an avant-garde sculptor in New York. Friend and former investigative partner of Hilton Adams.

Ferris, Adrian—(America) secretary of the Medical Affairs Board, which holds Dr. Huston's patient records, including those of Roger Carlyle.



Gardner, James—(Egypt) archaeologist with the Clive Expedition. He has a theory about an underground maze beneath the Sphinx.



Gavigan, Edward—(England) director of the Penhew Foundation and high priest in the Brotherhood of the Black Pharaoh.



Grey, Bradley—(America) Erica Carlyle's New York City lawyer; a partner at Dunstan, Whittleby, and Grey.



Grogan, Jeremy—(Australia) survivor of a cult attack in the Great Sandy Desert of Australia.



Hakim—(Egypt) a thief who poses as a guide and then robs his charges.

Hetep—(Egypt) Omar al-Shakti's vicious cat-demon. The creature appears to be an ordinary white Persian long-haired cat.



Ho Fang—(China) importer/exporter and high priest of the Order of the Bloated Woman. Currently, the sorcerer Carl Stanford is staying with him.



Ho Tzu-hsi—(China) Ho Fang's only child; she is incurably insane.



Huston, Dr. Robert—(Australia) once a fashionable Jungian analyst in New York, Huston became the eager thrall of Nyarlathotep and now leads cultists in Australia, where he has revived the Cult of Sand Bat.



Isoge Taro—(China) disguised as a factory foreman, Isoge is a captain in the Imperial Japanese Navy, investigating rumors connecting a super-weapon with Jack Brady and the Chinese Communists.



Jermyn, Neville—(Kenya) descendant of Sir Wade Jermyn. Neville wants to lead the investigators on a long trek into the Belgian Congo to find the fabled White City.



Johnson, Needham—(America) a reporter for the *New York Age*. Friend and former investigative partner of Hilton Adams.



Kafour, Dr. Ali—(Egypt) the Egyptian Museum's resident expert in matters occult and archaeological. He is an accomplished linguist.



Kakakatak—(Australia) member of the Great Race of Yith, whom Huston has physically shifted into the present. This entity can easily outsmart Huston—but only if the investigators get her full attention.



Kaur, Taan—(Kenya) tea-seller and agent of the Cult of the Bloody Tongue. She mounts several magical attacks against the investigators.



Kensington, Jonah—(America) owner and chief editor for Prospero House, a small publishing firm that has released Jackson Elias' books.



Kenyatta, Johnstone—(Kenya) known by Sam Mariga, Kenyatta is a local leader who brings the investigators to Old Bundari. Johnstone will later become known as Jomo Kenyatta.



Lemming, Dr. Mordecai—(America) self-styled expert on folklore and mythology, occasionally consulted by the New York Police Department.



Li Wen-Cheng—(China) young Christian intellectual and an expert guide to Shanghai.



Lin Yenyu—(China) powerful madam, information broker, and dedicated collector, determined to retrieve the *Seven Cryptical Books of Hsan* for her collection after it was stolen by Jack Brady. She knows of the Cthulhu Mythos but is unconcerned as long as such matters do not interfere with her business.

Lung Yun—(China) astrologer who mistakes the investigators for demons sent by a business rival to punish him.



Mackenzie, Robert B. F.—(Australia) resident of Port Hedland, he sent photos of ruins in the Great Sandy Desert to Professor Anthony Cowles.



"McChum" (Chum, Fergus)—(China) owner of the Stumbling Tiger Bar. While he knows many secrets, he does not know where Jack Brady is hiding.



M'Dari, Mukunga—(America) high priest of the Bloody Tongue. His temple occupies the basement of Ju-Ju House.



M'Weru—(Kenya) high priestess of the Bloody Tongue, seductress of Roger Carlyle, and a powerful sorceress.



Mahmoud—(Egypt) eleven-year-old, orphaned street-boy; an expert guide.



Mahoney, Mickey—(England) friend of Jackson Elias and publisher of a scurrilous tabloid, *The Scoop*.



Mariga, Sam—(Kenya) African nationalist who can direct the investigators to Johnstone Kenyatta.



Masters, Hypatia—(Kenya) member of the Carlyle Expedition, ostensibly to make its photographic record. During the campaign she is the doomed living incubator for the spawn of Nyarlathotep.



Mills, Art—(America) Harlem jazz trumpeter. Former friend and investigative partner of Hilton Adams.



Mu Hsien—(China) retired assistant to the curator of the Shanghai Museum, with much knowledge and many contacts, among them Chu Min. Jack Brady lives in a closet-like secret room in Mu's humble home.



N'Kwane, Silas—(America) proprietor of Ju-Ju House and lackey of Mukunga.



Najjar, Faraz—(Egypt) dealer of antiquities; known to Roger Carlyle and Warren Besart.



Nawisha, Abdul—(England) proprietor of the Blue Pyramid nightclub in Soho.



Naziz, Saleem—(Egypt) reputable and knowledgeable *dragoman* (tour guide and interpreter).



Nelson, "Nails" (Bertram)—(Kenya) soldier of fortune who, in 1923, reports seeing Jack Brady of the Carlyle Expedition, years after the supposed massacre.



Neris—(Egypt) guardian of Cairo's temple of Bast, a fearsome adversary to those who would defile Bast's sanctum.



Nitocris—(Egypt) evil queen of Dynastic Egypt. The Brotherhood of the Black Pharaoh attempts to resurrect Nitocris so that she may begin to create a world-wide organization in service to Nyarlathotep. If resurrected, uses the alias "Sharifa Rawash."



Nuri of El Wasta—(Egypt) tragically mutilated from a Mythos attack, she and her son Ubaid have preserved a fragment of the warding symbol that capped the Red Pyramid.

Nyarlathotep—(potentially everywhere) one of the Old Ones, an Outer God, powerful and cunning.

Old Bundari—see Bundari.



Penhew, Sir Aubrey *a.k.a. The Pale Viper*—(China) formerly the director of the Penhew Foundation in London, he now works feverishly towards the Great Plan to open the way for the Old Ones.



Poole, Lt. Martin—(America) NYPD investigator of Jackson Elias' murder. Knows that in the last two years, eight other people have been killed in a manner similar to Elias' death.



Ramsey, Carlton—(America) Jackson Elias' lawyer and friend, now executor of his estate and point of contact (and cash) for the investigators.



Randolph, Toddy—(Australia) owner of the Randolph Shipping Company. Import/export of items significant to Robert Huston and his cultists at the City of the Great Race.

Rawash, Sharifa—see Nitocris.



Robson, Captain Walter—(America) corrupt New York Police captain, responsible for framing Hilton Adams at Mukunga M'Dari's request.



Savoyard, Jules—(China) captain of Sir Aubrey's yacht, the *Dark Mistress*.



Shafik, Zahra—(England) spice-dealer and high priestess of the London branch of the Brotherhood of the Black Pharaoh. A rival to Edward Gavigan and likely to use the investigators in a bid to eliminate Gavigan and take control of the cult.



Shipley, Bertha—(England) seemingly Miles Shipley's mother, she is actually Ssathasaa, a serpent person. The real Mrs. Shipley has been eaten.



Shipley, Miles—(England) young artist and insane visionary, now under the control of Ssathasaa, a serpent person who disguises himself as Shipley's mother.



Shosenburg, Rebecca—(America) junior crime reporter for the *New York Times* looking into a possible miscarriage of justice involving Hilton Adams.



Singh, Ahja—(Kenya) Mombasan importer and exporter who cooperates in moving Bloody Tongue artifacts and equipment.

Slattery, Vern, Frank, and Jacko—(Australia) father and two sons, each seemingly more evil than the last. They eke out a living near Cuncudgerie by mining gold.

Sligh, Willa—(America) Carlton Ramsey's niece and secretary.



Smythe-Forbes, Natalie—(Kenya) publisher and editor of the *Nairobi Star* newspaper.



Specht, Johanna—(Egypt) archaeologist with the Clive Expedition. A cipher expert and enthusiastic member of the NSDAP (Nazi Party).

Ssathasaa—(England) a serpent person who has a plan to retake ownership of the planet from humanity. Usually appears in the guise of Bertha Shipley, Miles Shipley's mother.





Stanford, Carl—(China) ancient and powerful sorcerer, presently staying in Shanghai with Ho Fang.

Starret, Dr. Horace—(Kenya) physician who participated in the medical examination of bodies found after the Carlyle Expedition massacre.





Stratton, Rev. Jeremy—(England) Church of England vicar in Lesser Edale, Derbyshire.

Torvak, Lars—(England) drunken owner-captain of the *Ivory Wind*, a tramp freighter carrying cult items to and from the Far East.





Tumwell, Constable Hubert—(England) the entire police force for Lesser Edale, Derbyshire.

Vabreaux, Dr. Emile—(Egypt) police forensic specialist brought in to study the strange remains left after an attack on the Ibn Tulun mosque.





Van Heuvelen, Janwillem—(Egypt) Dutch archaeologist stranded in Cairo. His theft of a sacred text from a cult dedicated to Bast angers the goddess and outrages her priestess.

Vane, Lord Arthur—(England) knight of the realm, and father to Lawrence and Eloise. His castle sits above Lesser Edale, in Derbyshire.





Vane, Eloise—(England) daughter of Sir Arthur Vane, and unfortunate heiress to the Curse of the Vanes.

Vane, Lawrence—(England) the male heir to the Vane title, and brother to the cursed Eloise Vane.





Wallace, Jackie—(America) orderly at the Harlem Hospital. Friend and former investigative partner of Hilton Adams.

Wassif, Nigel—(Egypt) anglophile publisher of the *Cairo Bulletin*, an English language daily newspaper. Also a British spy.





Winfield, Martin—(Egypt) archaeologist working with the Clive Expedition, and also a member of the Brotherhood of the Black Pharaoh.

Wycroft, Gertie, Janice, and Shula (Australia)—cultist daughters of Mortimer Wycroft, working for Robert Huston. They try to befriend and then capture the investigators.

Wycroft, Mortimer—(Australia) outfitter in Cuncudgerie, and an agent of Sand Bat, though not a cultist, unlike his daughters, Gertie, Shula, and Janice.



PRE-GENERATED PLAYER CHARACTERS

Following are a selection of ready-made investigators for *Call of Cthulhu*—each includes a box noting key alterations for adjusting the character to a *Pulp Cthulhu* hero. Use these as starting or replacement characters, or for inspiration. Note that each investigator has been given a reason for beginning play in the Peru prologue—if you are choosing not to play the Peru scenario and prefer to begin play with the core campaign's starting America chapter, then adjust the backstories by removing the mentions of Peru and Augustus Larkin.

Players should feel free to change the names and gender of the characters to suit their preferences. Note that Luck values are not provided and should be rolled (3D6 × 5). It is recommended to award each player an additional 50 skill points to spend on whatever skills they like to help personalize their charater.



Not all investigators will see the campaign through to the end.

MADELYN BROWN

Age: 29 **Occupation:** Anthropologist
Nationality: Australian

STR 50	**CON** 60	**SIZ** 55	**DEX** 60	**INT** 80
APP 65	**POW** 60	**EDU** 85	**SAN** 60	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 12	

Luck: *roll 3D6 ×5*

Skills

Anthropology 70% (35/14)
Archaeology 30% (15/6)
Climb 50% (25/10)
Credit Rating 40% (20/8)
First Aid 50% (25/10)
History 60% (30/12)
Language (Alngith Dialiect*) 45% (22/9)
Language (Arapahoe) 20% (10/4)
Language (Australian Aboriginal English) 35% (17/7)
Language (English) 85% (42/17)
Library Use 50% (25/10)
Lore (Aboriginal Australian) 40% (20/8)
Natural World 40% (20/8)
Persuade 50% (25/10)
Spot Hidden 55% (27/11)
Survival (Desert) 30% (15/6)
**Australian Aboriginal, Queensland area.*

Combat

Brawl	30% (15/6), damage 1D3 or knife 1D4
Dodge	30% (15/6)

Backstory

Reading her father's history books as a child, Madelyn was often lost in dreams of exotic far-away places and strange people with even stranger customs. Madelyn grew up in the company of the Aboriginal Australians who would sometimes work or pass by her father's farm; she loved to spend time listening to their stories and learning about their culture, despite it being frowned upon by her family.

Her academic nature and love of learning meant that she did well at school, encouraged by both her family and her teachers. Madelyn discovered she could pursue her interest in foreign cultures through the science of anthropology and undertook the subject at university. Since graduation, she has be fortunate to take part in a small number of projects in Australia and also, more recently, in the United States spending time with the Arapahoe tribespeople of Wyoming. Unfortunately, what little funding she had been receiving dried up—so, when she heard an expedition in Peru was looking for people, she jumped at the chance to see South America for herself. Having corresponded with the expedition's leader Augustus Larkin, she packed her bags and headed south with a smile upon her face.



- **Description:** white Australian, with dark-brown hair, fair skin and green eyes.
- **Traits:** ambitious and headstrong, she is determined to be one of the top female scholars in her field.
- **Ideology/Beliefs:** an unquenchable desire to learn and seek out knowledge.
- **Treasured Possessions:** a battered old copy of *Alice's Adventures in Wonderland*

PULP ADJUSTMENTS

Archetype: Adventurer (page 15, *Pulp Cthulhu*)
Core Characteristic: change DEX or APP to 90
Hit Points: 23
Add/Adjust Skills: Dodge 45% (if DEX 90), Drive Auto 40%, Fighting (Brawl) 60%, Firearms (Handgun) 40%, Survival 60%.

Talents

- **Endurance:** gain a bonus die when making CON rolls.
- **Rapid Attack:** may spend 10 Luck to gain one further melee attack in a single combat round.

DOCTOR ARTHUR DIBDEN

Age: 45 **Occupation:** Medical Doctor/Surgeon
Nationality: English

STR 50	**CON** 50	**SIZ** 80	**DEX** 70	**INT** 65
APP 35	**POW** 60	**EDU** 84	**SAN** 54	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 12	

Luck: *roll 3D6 ×5*



Skills

Credit Rating 40% (20/8)
First Aid 70% (35/14)
Intimidate 20% (10/4)
Language (English) 84% (42/16)
Language (French) 20% (10/4)
Language (Latin) 20% (10/4)
Language (Spanish) 20% (10/4)
Medicine 75% (37/15)
Persuade 40% (20/8)
Psychoanalysis 30% (15/6)
Psychology 40% (20/8)
Science (Biology) 40% (20/8)
Science (Pharmacy) 35% (17/7)
Spot Hidden 40% (20/8)
Throw 40% (20/8)

Combat

Brawl	25% (12/5), damage 1D3+1D4
.32 revolver handgun	30% (15/6), damage 1D8
Dodge	35% (17/7)

Backstory

Dibden served in the Royal Army Medical Corps for over twenty years. A brief marriage to his childhood sweetheart, Mary, ended in tragedy when she died in childbirth. Having lost both his love and his baby, Dibden lost himself in his work and service. Despite his experiences of the horrors of modern warfare during the Great War, his desire for travel was undiminished and, after the war, he journeyed across the Atlantic to the Americas. While initially enjoying the sights of the USA, his fascination for South America led him to Mexico, and then down to Colombia. Over the last few months, Dibden has provided medical and assistance in the aftermath of the Spanish 'Flu epidemic. Recently, he caught sight of press notices concerning an expedition being established in Lima, Peru by one Augustus Larkin. Eager to see for himself the ancient land of Peru, he contacted Larkin and secured a place on the expedition for his medical expertise in the field.

- **Description:** above average height and quite heavily built, with graying hair and lined features, his eyes have a haunted look.
- **Traits:** caring, but doesn't suffer fools lightly. Seeks escape from the horrors of the past.
- **Ideology/Beliefs:** has turned to atheism after all he has seen and experienced.
- **Treasured Possessions:** locket round his neck that contains a picture of his wife Mary.

PULP ADJUSTMENTS

Archetype: Scholar (page 20, *Pulp Cthulhu*)
Core Characteristic: change EDU to 90
Hit Points: 26
Add/Adjust Skills: Anthropology 40%, Language (Spanish) 60%, Natural World 30%.

Talents

- **Resourceful:** spend 10 Luck points to find a useful piece of equipment.
- **Stout Constitution:** spend 10 Luck points to reduce poison or disease damage and effects by half.

ARCHIBALD WASHINGTON

Age: 26 **Occupation:** Engineer
Nationality: American

STR 85	**CON** 70	**SIZ** 70	**DEX** 70	**INT** 70
APP 60	**POW** 50	**EDU** 45	**SAN** 50	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 10	

Luck: *roll 3D6 ×5*



Skills

Climb 40% (20/8)
Credit Rating 10% (5/2)
Drive Auto 40% (20/8)
Fast Talk 45% (22/9)
Intimidate 60% (30/12)
Jump 40% (20/8)
Language (English) 45% (22/9)
Listen 30% (15/6)
Mechanical Repair 60% (30/12)
Psychology 30% (15/6)
Science (Engineering) 70% (35/14)
Spot Hidden 40% (20/8)
Stealth 40% (20/8)
Swim 50% (25/10)
Throw 50% (25/10)

Combat

Brawl	70% (35/14), damage 1D3+1D4
.38 revolver handgun	60% (30/12), damage 1D10
Firearms (Rifle)*	50% (25/10)
Dodge	35% (17/7)

**Archibald does not own a rifle.*

Backstory

Archibald spent his youth in Boston getting into trouble on the streets and with the law; everyone believed he'd spend the majority of his life inside a jail, that is until he discovered boxing. Directing all of his energy into the sport, he focused on winning matches and rose quickly through the ranks to become a real contender. Yet, fortune was never on his side. On the eve of title fight, he was "advised" to throw the fight or his family would face the consequences. He lost but hated himself for doing so. Driven by his innate sense of justice, he killed the gangster who had threatened his family and fled Boston, joining up with the Army to fight in the war where he was trained in engineering. Since returning from France, he has worked as a mechanic but better engineering jobs have eluded him. Archibald craves excitement, desperate to break free of the drudgery and the day-to-day racism he endures. Reading that an expedition in Peru needed an engineer, he contacted the expedition's leader Augustus Larkin and offered his services. Using up all of his meager savings, Archibald bought a ticket and headed for Lima in Peru. Perhaps there he'll find the meaning he has been searching for in life.

- **Description:** African American, with a broad and well-built physique; a handsome face belies his boxing career.
- **Ideology/Beliefs:** hates bullies and those who think they are superior; has a strong sense of justice and seeks to put matters right (even if it means stepping outside of the law).
- **Treasured Possessions:** photograph of his late mother, which he keeps in his wallet.

PULP ADJUSTMENTS

Archetype: Grease Monkey (page 19, *Pulp Cthulhu*)
Core Characteristic: change INT to 90
Hit Points: 28
Add/Adjust Skills: Electrical Repair 40%, Locksmith 40%, Spot Hidden 60%.

Talents

- **Night Vision:** in darkness, reduce difficulty of rolls for Spot Hidden and ignore penalty die for shooting in the dark.
- **Weird Science:** may build/repair weird science devices.
- Or, at Keeper's discretion, replace any one above with **Gadget**: start game with a weird science gadget.

PROFESSOR ELEANOR BUTLER

Age: 39 **Occupation:** History Professor
Nationality: American

STR 55	**CON** 65	**SIZ** 65	**DEX** 65	**INT** 65
APP 35	**POW** 65	**EDU** 90	**SAN** 65	**HP** 13
DB: 0	**Build:** 0	**Move:** 8	**MP:** 13	

Luck: *roll 3D6 ×5*

Skills

Archaeology 30% (15/6)
Climb 30% (15/6)
Credit Rating 35% (17/7)
Fast Talk 40% (20/8)
History 75% (37/15)
Jump 35% (17/7)
Language (English) 90% (45/18)
Language (German) 50% (25/10)
Language (Greek) 35% (17/7)
Language (Spanish) 40% (20/8)
Library Use 45% (22/9)
Listen 40% (20/8)
Mechanical Repair 15% (7/3)
Natural World 20% (10/4)
Occult 20% (10/4)
Persuade 40% (20/8)
Psychology 30% (15/6)
Spot Hidden 30% (15/6)
Stealth 35% (17/7)
Swim 40% (20/8)

Combat

Brawl	60% (30/12), damage 1D3
Dodge	35% (17/7)

Backstory

Eleanor grew up on a farm in the Midwest, yearning for a break from the monotony of her life. When faced with the prospect of marrying a local boy, she resolved to escape the future that destiny had in store for her and ran away, jumping a train to New York. Working what jobs she could find, she still found time for her favorite pastime, reading history books in the New York Public Library; a lifelong passion that drove her into getting an education and becoming a historian. In academic life, she has yet to make a mark, a fact that often plays upon her mind, as she sees others finding renown while her work goes unrecognized.



After seeing Augustus Larkin's announcement about his expedition to find a lost pyramid in Peru, Eleanor resolved to do something challenging and unexpected. She signed up with Larkin and packed her bags for Peru in search of adventure and fame.

- **Description:** white American, average height and build, with shoulder-length brown hair and brown eyes.
- **Traits:** ambitious; rages with anger when pushed too far; tends to holds grudges.
- **Ideology/Beliefs:** grab the opportunity when it presents itself.
- **Treasured Possessions:** the fountain pen given to her by the fiancé she left at the altar.

PULP ADJUSTMENTS

Archetype: Femme Fatale (page 18, *Pulp Cthulhu*)
Core Characteristic: change APP or INT to 90
Hit Points: 26
Add/Adjust Skills: Art/Craft (Acting) 40%, Charm 50%, Stealth 45%.

Talents

- **Keen Hearing:** gain a bonus die to Listen rolls.
- **Resilient:** may spend Luck points to shrug-off Sanity loss, on one-for-one basis.

WINSTON GREENE

Age: 26 **Occupation:** Archaeologist
Nationality: American

STR 75	**CON** 55	**SIZ** 70	**DEX** 50	**INT** 80
APP 75	**POW** 55	**EDU** 75	**SAN** 55	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 11	

Luck: *roll 3D6 ×5*



Skills

Appraise 30% (15/6)
Archaeology 60% (30/12)
Charm 40% (20/8)
Climb 30% (15/6)
Credit Rating 70% (35/14)
History 55% (27/11)
Intimidate 30% (15/6)
Jump 30% (15/6)
Language (English) 75% (37/15)
Language (Latin) 20% (10/4)
Library Use 40% (20/8)
Listen 40% (20/8)
Mechanical Repair 35% (17/7)
Natural World 25% (12/5)
Navigate 35% (17/7)
Persuade 30% (15/6)
Spot Hidden 50% (25/10)
Stealth 30% (15/6)
Throw 35% (17/7)

Combat

Brawl	30% (15/6), damage 1D3+1D4
.38 automatic handgun	30% (15/6), damage 1D10
Dodge	35% (17/7)

Backstory

Winston has always led a cosmopolitan life, being brought up by affluent parents in San Francisco. Never having to struggle to find his path, he enjoyed a private education away from the harsher realities of life. Despite his silver spoon upbringing, Winston always looked to the horizon with a burning desire to challenge himself, and to find out who he really was. It wasn't until university that he discovered his passion for history and the ancient world. Tired of being excluded from college societies because of his race, he found that delving into the past seemed to provide him a means to escape the modern world and its ills. Upon graduation, Winston sought to join numerous archaeological surveys but was turned down again and again. Knowing his credentials were equal, if not better, than other graduates, he grew both angry and depressed, as it appeared he'd never be able to prove his worth and make a name for himself in his chosen field. Near to giving up his dreams, he came across a news article concerning a man called Augustus Larkin who was outfitting an expedition to find a lost pyramid in deepest Peru. On contacting Larkin, Winston was delighted to be accepted without reservation. Finally, it seemed the fates had allowed him an opportunity, which he now intends to seize with both hands.

- **Description:** African American; a slim and wiry physique, with handsome features.
- **Traits:** ambitious, yearns to make a name for himself, intolerant of bullies and racists.
- **Ideology/Beliefs:** Christian with a strong sense of right and wrong.
- **Treasured Possessions:** the pocket Bible from his mother.

PULP ADJUSTMENTS

Archetype: Outsider (page 20, *Pulp Cthulhu*)
Core Characteristic: change INT or CON to 90
Hit Points: 25 (32 is CON 90)
Add/Adjust Skills: Intimidate 60%, Fighting (Brawl) 50%, Language (Spanish) 30%, Navigate 50%.

Talents

- **Strong Willed:** gain a bonus die when making POW rolls.
- **Alert:** never surprised in combat.

PERRY ASTOR

Age: 36 **Occupation:** Explorer
Nationality: Canadian

STR 70	**CON** 70	**SIZ** 60	**DEX** 70	**INT** 50
APP 50	**POW** 65	**EDU** 25	**SAN** 65	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 13	

Luck: *roll 3D6 ×5*



Skills

Climb 25% (12/5)
Credit Rating 25% (12/5)
Intimidate 40% (20/8)
Jump 40% (20/8)
Language (English) 25% (12/5)
Language (Spanish) 11% (5/2)
Listen 30% (15/6)
Mechanical Repair 40% (20/8)
Natural World 30% (15/6)
Navigate 40% (20/8)
Psychology 25% (12/5)
Ride 60% (30/12)
Spot Hidden 30% (15/6)
Stealth 40% (20/8)
Survival (Desert) 30% (15/6)
Survival (Jungle) 15% (7/3)
Throw 30% (15/6)
Track 30% (15/6)

Combat

Brawl	50% (25/10), damage 1D3+1D4
.45 revolver handgun	45% (22/9), damage 1D10+2
.30-06 bolt-action rifle	60% (30/12), damage 2D6+4
Dodge	35% (17/7)

Backstory

As a youngster, Perry lived to feel the wind rushing through his hair as he raced at breakneck speed on horseback around his father's ranch. "Tough as jerky" his father used to call him. Book-learning wasn't Perry's style, he preferred getting his hands all bloody and muddy at any opportunity, and despite the wishes of his father, was too full of spunk for the life of a rancher and yearned for adventure. At the age of 17, Perry took off and set about seeing the world. Over the years he has traveled extensively across North and South America, working all manner of jobs to pay his way. Recently, while supporting an expedition to Tiwanaku in western Bolivia, Perry heard about Augustus Larkin's proposed trek in Peru to seek out a lost pyramid. Wiring ahead, he wrote that there was no one better qualified to support the undertaking and told Larkin to expect him in Lima. Perry has raced up the Peruvian coastline (nearly 900 miles; 1,400 km) to Lima to arrive in time to for expedition's departure.

- **Description:** white Canadian, tall, with weathered features and short, unruly hair usually hidden beneath his hat. **Traits:** wanderlust: irritable when sat still for too long. Sometimes a little too quick to anger.
- **Ideology/Beliefs:** a man learns by doing and getting his hands dirty*.
- **Treasured Possessions:** "Mary," the Bowie knife given to him by his father.

**Although he doesn't know it, Perry suffers from dyslexia: the root cause for his dislike of books and reading.*

PULP ADJUSTMENTS

Archetype: Explorer (page 18, *Pulp Cthulhu*)
Core Characteristic: change either DEX or POW to 90
Hit Points: 26
Sanity: 90 (if POW 90)
Add/Adjust Skills: Animal Handling 40%, Climb 50%, Dodge 45% (if DEX 90), Fighting (Brawl) 70%, Survival 35%.

Talents

- **Heavy Hitter:** spend 10 Luck points to add additional melee damage die.
- **Quick Healer:** natural healing is increased to +3 hit points per day.

JENNIFER SMALLWOOD

Age: 36 **Occupation:** Dilettante
Nationality: English

STR 35	**CON** 70	**SIZ** 50	**DEX** 70	**INT** 65
APP 55	**POW** 60	**EDU** 60	**SAN** 60	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 12	

Luck: *roll 3D6 ×5*

Skills

Art/Craft (Dancing) 35% (17/7)
Charm 50% (25/10)
Climb 25% (12/5)
Credit Rating 80% (40/16)
Disguise 40% (20/8)
Intimidate 30% (15/6)
Jump 35% (17/7)
Language (English) 60% (30/12)
Language (French) 20% (10/4)
Listen 30% (15/6)
Navigate 30% (15/6)
Psychology 20% (10/4)
Ride 35% (17/7)
Spot Hidden 30% (15/6)
Stealth 30% (15/6)
Swim 25% (12/5)

Combat

Brawl	30% (15/6), damage 1D3
12g shotgun (2B)	40% (20/8), damage 4D6/2D6/1D6
Dodge	45% (22/9)

Backstory

Jennifer heralds from an English family, whose wealth was accumulated during the early 19th century though shipping ventures. Her parents were lost at sea in 1888 while on board the SS *Vaitarna* on route to Bombay, leaving Jennifer and her older sister Valerie the heirs to the Smallwood fortune. While Valerie preferred to remain at the family's home in Hampshire, Jennifer packed her bags and elected to travel to the New World. The decision strained her relationship with her sister, who considered a lady's job was to find a suitable husband and not go gallivanting to foreign climes. After partying in New York and then California, Jennifer grew weary of the endless dances and queues of men bidding for her interest. She resolved that there was much more to see and experience and set about looking for (as she put it) "something different." Seeing an article about



an expedition being mounted in Peru seeking people with a yearning for adventure, Jennifer contacted the man in charge, one Augustus Larkin, who told her of his quest to find a lost pyramid. Her offer to donate $1,000 towards the expedition was gladly accepted by Larkin. With her travel arrangements in place, Jennifer set off for Lima and her destiny.

- **Description:** white English, tall and slender, with dark hair sporting a fashionable bobbed cut.
- **Traits:** adventurous, fool hardy, and forever on the go.
- **Ideology/Beliefs:** sometimes you have to crack a few eggs to make an omelet (i.e. get things done). Devout Catholic upbringing.
- **Treasured Possessions:** travel wallet containing a photograph of her family in happy times; a gold necklace given to her by departed father.

PULP ADJUSTMENTS

Archetype: Thrill Seeker (page 22, *Pulp Cthulhu*)
Core Characteristic: change DEX or POW to 90
Hit Points: 24
Sanity: 90 (if POW 90)
Add/Adjust Skills: Climb 50%, Dodge 45% (if DEX 90), Drive Auto 40%, Fast Talk 40%, Stealth 50%.

Talents

- **Master of Disguise:** spend 10 Luck points to gain bonus dice to Disguise rolls; ventriloquism.
- **Nimble:** does not lose next action when "diving for cover" versus firearm attacks.

JOHAN BRAUN

Age: 48 **Occupation:** Professor of Languages
Nationality: German

STR 55	**CON** 60	**SIZ** 50	**DEX** 70	**INT** 65
APP 45	**POW** 70	**EDU** 85	**SAN** 70	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 14	

Luck: *roll 3D6 ×5*

Skills

Appraise 30% (15/6)
Credit Rating 31% (15/6)
History 30% (15/6)
Intimidate 30% (15/6)
Language (Arabic) 40% (20/8)
Language (Cuneiform) 20% (10/4)
Language (English) 60% (30/12)
Language (German) 85% (42/17)
Language (Greek) 50% (25/10)
Language (Spanish) 30% (15/6)
Law 20% (10/4)
Library Use 60% (30/12)
Occult 20% (10/4)
Persuade 40% (20/8)
Psychology 40% (20/8)
Spot Hidden 30% (15/6)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	40% (20/8)

Backstory

Johan's mother was a librarian and his father a language teacher, which may explain his great love of books and languages: throughout childhood, the young boy was surrounded with books on science, history, myths, and more. The top of his class, Johan pursued an academic career, reading languages and classics at the University of Würzburg in Bavaria. It was while teaching at his alma mater that the Great War broke out and Johan was called to serve on the Western Front. Surviving the horrors of the trenches, he left Europe as quickly as he could and headed to America to take up a post at the University of California in Berkeley. Despite a promising start, Johan never felt he fit in with the American way of life and began to grow disillusioned with academia. He read with interest about the resurgence of archaeological digs taking place in the wake of the war, and discovered an article featuring an interview with a man called Augustus Larkin, who was proposing to mount an expedition



into the interior of Peru to seek out a lost pyramid; the interview ended with Larkin calling for experts and adventurers to contact him. Wasting no time, Johan corresponded with Larkin and secured a place on the team; Larkin felt his knowledge of languages would prove useful. Larkin's last letter told Johan to meet him and the other expedition members in Lima.

- **Description:** white German, short and a little overweight, with receding hair, a beard, and a prominent mustache.
- **Traits:** dives for cover when hearing a loud noise (compliments of his war experience); a distinct thirst for knowledge.
- **Ideology/Beliefs:** the war was a terrible mistake and humanity should never succumb to such base instincts again: we must work together to build a better future free from the horrors of the past.
- **Treasured Possessions:** the silver hip flask that saved his life: the English bullet is still lodged tightly in the metal.

PULP ADJUSTMENTS

Archetype: Seeker (page 21, *Pulp Cthulhu*)
Core Characteristic: change INT to 90
Hit Points: 22
Add/Adjust Skills: Appraise 50%, Library Use 80%, Listen 50%, Science (Mathematics) 30%.

Talents

- **Quick Study:** halve reading times for Initial and Full Reading of Mythos tomes and other books.
- **Linguist:** able to determine what language is being spoken or what is written; gains a bonus die to Language rolls.

PRANIT SINGH DHILLON

Age: 29 **Occupation:** Ex-Soldier
Nationality: Indian

STR 75	**CON** 65	**SIZ** 80	**DEX** 65	**INT** 65
APP 75	**POW** 60	**EDU** 65	**SAN** 60	**HP** 14
DB: +1D4	Build: 1	Move: 7	MP: 12	

Luck: *roll 3D6 ×5*



Skills

Climb 50% (25/10)
Credit Rating 20% (10/4)
Intimidate 55% (27/11)
Language (Arabic) 31% (15/6)
Language (English/Punjabi) 65% (32/13)
Language (Spanish) 31% (15/6)
Listen 35% (17/7)
Spot Hidden 55% (27/11)
Stealth 60% (30/12)
Survival (Desert) 30% (15/6)
Throw 60% (30/12)

Combat

Brawl	65% (32/13), damage 1D3+1D4
Kirpan (knife)	65% (32/13), damage 1D4+2+1D4
Saber (sword)	60% (30/12), damage 1D8+1+1D4
Chakram (thrown)	60% (30/10), damage 1D8+1D2, (range 40 yards)
.45 Martini-Henry rifle	55% (27/11), damage 1D8+1D6+3
Dodge	65% (32/13)

Backstory

Born and raised in the Punjabi city of Ferozepore, Pranit's family have a long history of military service; first for the Maharajas of the Sikh Empire, and then for the British after the empire's fall. Keen to follow in his forebears' footsteps, Pranit joined the 14th Prince of Wales's Own Ferozepore Sikhs as soon as he could. During the Great War, the battalion saw service in Egypt, Gallipoli, Persia, and Mesopotamia (where the valor of the Sikh soldiers earned them the nickname "the Black Lions"). Having been one of the few to survive the bloodbath that was the Third Battle of Krithia unscathed (Gallipoli, 1915), Pranit was finally invalided out of the army due to injury just before the Armistice. Finding it difficult to settle into civilian life, Pranit decided to put his military skills to good use and now travels the world as a soldier for hire. His previous contract as a guard at one of Peru's silver mines had just expired, so seeing an advertisement for Augustus Larkin's expedition to find a lost pyramid couldn't have come at a better time. On reading his service history, Larkin has taken Pranit on as security for the upcoming expedition.

- **Description:** Indian, tall and handsome, with piercing eyes, an unkempt beard, and a pale-blue turban.
- **Traits:** proud and loyal to those he considers his comrades.
- **Ideology/Beliefs:** god is one, and all men (and women) are equal.
- **Treasured Possessions:** the five Ks (the articles of his faith), including his kangha (ivory comb), kara (steel bangle), and kirpan (ceremonial knife).

PULP ADJUSTMENTS

Archetype: Steadfast (page 22, *Pulp Cthulhu*)
Core Characteristic: change CON to 90
Hit Points: 34
Add/Adjust Skills: First Aid 50%, Navigate 20%, Psychology 50%, Survival (Jungle) 30%.

Talents

- **Hardened:** ignores Sanity point loss from attacking other humans, viewing horrific injuries, or the deceased.
- **Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat.

FRANCOISE PELLETIER

Age: 33 **Occupation:** Photographer
Nationality: French

STR 55	**CON** 60	**SIZ** 55	**DEX** 65	**INT** 70
APP 55	**POW** 70	**EDU** 65	**SAN** 70	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 14	

Luck: *roll 3D6 ×5*



Skills

Art/Craft (Photography) 65% (32/13)
Charm 65% (32/13)
Credit Rating 30% (15/6)
Drive Auto 30% (15/6)
Language (English) 30% (15/6)
Language (French) 65% (32/13)
Language (Spanish) 50% (25/10)
Persuade 50% (25/10)
Psychology 60% (30/12)
Science (Chemistry) 40% (20/8)
Spot Hidden 65% (32/13)

Combat

Brawl	25% (12/5), damage 1D3
Dodge	40% (20/8)

Backstory

The daughter of a naval attaché, Francoise had never lived anywhere long enough to consider it home. When her father was stationed in Lima as part of France's ongoing military mission to Peru, Francoise was dazzled by the nightlife of her adoptive city, and she drifted in and out of the social scene, struggling to find a place for herself that wasn't defined by her father's occupation. The chance gift of a camera for her 21st birthday gave her the answer, and she has steadily built a reputation for herself in Lima as a portrait photographer of some renown. However, she yearned to be taken seriously as something more than a chronicler of Lima's high society and wished to branch out into landscape photography. Lately, she has taken to visiting the numerous archaeological sites around Lima, particularly the temples at Pachacamac, whose antiquity and persistence fascinate her. On hearing Augustus Larkin's announcement about seeking out a lost pyramid, she saw an opportunity to finally break free and find adventure and fulfillment. Having secured a position to document the expedition, Francoise sees Larkin's endeavor as an opportunity to prove herself to those who feel she'd be better off sticking to what she knows.

- **Description:** white French; wavy, blonde hair, with a broad smile. She dresses in male attire whenever she thinks she can get away with it. Her hazel eyes constantly search for the best angle for a shot.
- **Traits:** determined and stubborn.
- **Ideology/Beliefs:** believes a woman is just as capable as any man, and eager to prove the point.
- **Treasured Possessions:** her camera.

PULP ADJUSTMENTS

Archetype: Dreamer (page 17, *Pulp Cthulhu*)
Core Characteristic: change POW to 90
Hit Points: 23
Sanity: 90
Add/Adjust Skills: Art/Craft (Photography) 85%, Charm 75%, Language (English) 40%, Listen 60%, Natural World 30%.

Talents

- **Keen Vision:** gain a bonus die to Spot Hidden rolls.
- **Strong Willed:** gain a bonus die when making POW rolls.



PROLOGUE

PERU

"…shapeless lurkers and caperers in darkness, and vacuous herds of drifting entities that pawed and groped and groped and pawed; the nameless larvae of the Other Gods, that are like them blind and without mind, and possessed of singular hungers and thirsts".

—H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

The events of this optional chapter take place in March 1921, almost four years before Jackson Elias summons the investigators to his hotel room in New York City (**Campaign Beginning**, page 91) for the fateful event that trigger the core campaign.

If your group would prefer to jump straight into the action, or you have already run other prequel scenarios of your own devising involving Jackson Elias, you can easily skip this chapter. Its main purpose is to provide an introduction to Elias, although it also potentially sets up a few other elements of the larger campaign and offers some foreshadowing. As such, it provides a foundation for the rest of the story, but is not essential.

If you do not play through this chapter first, you may need to change a few references to the investigators' shared history with Elias, especially in relation to the reading of his will (**The Reading of the Will**, page 127, America) and the associated bequest (guidance notes are provided). Alternatively, you may assume the events of this chapter occurred anyway and portray them to the players as flashbacks or brief summaries.

BACKGROUND

Augustus Larkin is a changed man. The eldest son of a relatively wealthy colonial family in Kenya, he refused to follow in his father's footsteps, building railways across Africa, and instead became a wastrel, drunk, and womanizer. His path through the less reputable parts of Nairobi society brought him to the attention of a beautiful and manipulative young woman named M'Weru (**Dramatis Personae**, page 391, Kenya). The two embarked on what Larkin thought would be a brief fling. Instead, Larkin found himself drawn into a hideous cult known as the Bloody Tongue (**Cult in Residence**, page 390, Kenya), devoted to the worship of an ancient evil god (also known as Nyarlathotep). Larkin tried to flee, but M'Weru and her associates had other plans for him.

M'Weru drugged Larkin and placed a mystical tattoo on his chest while he was helpless. The tattoo is a stylized representation of the Bloody Tongue, and the unholy blend of ingredients that went into the ink provide a permanent channel between Larkin's consciousness and that of the Crawling Chaos. Thus, the god is able to affect Larkin's actions and, occasionally, possess him. The poison in the ink and the repeated intrusions of alien horror are slowly killing Larkin, his flesh rotting from the inside and his blood turning to black tar.

Under the sway of Nyarlathotep, Larkin has spent the past few years traveling the world, acting as an errand boy and dogsbody, furthering his controller's various agendas (if the Keeper is planning more prequel scenarios before embarking on the main campaign, the investigators may find links to other missions carried out by Larkin). His most recent journey has brought him to Peru, where he is being compelled to release an avatar of Nyarlathotep—known as *El Padre de los Gusanos* (the Father of Maggots)—that has been imprisoned for almost 3,000 years.

THE AVATAR IN THE PYRAMID

The Father of Maggots is trapped within an ancient pyramid in a remote part of the southern Andean highlands, close to the border with Bolivia. The structure was built by an unknown contingent of the Tiwanaku people; no records survive of its existence, and it has largely fallen into mythology. A few local farmers and shepherds know of the existence of the site, but shun the area due to its evil reputation.

In the 1650s, a group of conquistadors stumbled across the pyramid while looking for treasures to loot. They found the tunnels surrounding the structure, the walls of which were inlaid with strange designs in gold. In removing some of the gold inlay, they inadvertently weakened the

Opposite: The feral kharisiri

magical ward holding the avatar inside. The inners walls and top of the pyramid cracked, allowing the trapped god to release parts of its essence into the world as small, writhing seeds, made of its flesh. A few of these seeds entered the bodies of the conquistadors, transforming most of them into mindless servitors driven by pure hunger. One of their number, Gaspar Figueroa, managed to escape unchanged. His account of the horrors he saw survives in the university archive in Lima (**Carlyle Papers Peru #3**). The investigators may find Figueroa's tale if they visit Professor Sánchez (**Museo de Arqueología y Antropología**, page 65).

Deathless Conquistadors

The transformed conquistadors became deathless tools of Nyarlathotep, traveling remote regions of Peru and Bolivia, and preying on lone travelers. These walking horrors suck the life out of their victims in the form of body fat and fluids, before returning to the pyramid to regurgitate it into the crack at the top of the edifice, which then drops down to sustain their god. They have been doing this for over 350 years, birthing the myth of fat-sucking vampires known as the "kharisiri." Their numbers have, largely, stayed the same over the centuries, but things have changed with the arrival of Larkin and his dark passenger.

In 1920, Larkin made his way to the pyramid in a bid to release the god trapped within. The surviving wards—designed to counter the power of Nyarlathotep—proved sufficiently robust to repel him, meaning that Larkin was unable to damage the wards or the pyramid directly. Acting through Larkin, Nyarlathotep partially restored the intelligence of the kharisiri and instructed them to destroy the wards, but they, too, were powerless to do so. Next, Larkin tried to convince people in the surrounding area that there were riches to be plundered in the pyramid. The fact that Larkin had been seen with suspected kharisiri, combined with the evil reputation of the area surrounding the pyramid, meant his attempts failed utterly. Finally, Larkin hit upon a new plan. If he recruited foreigners for a purported archaeological expedition and hinted that there were golden treasures to be discovered, he could convince these dupes to break the wards and free the Father of Maggots. Thus, Larkin headed back to Lima and wrote to a number of academic institutions around the world, and also conducted interviews with a number of international news agencies about the priceless treasures reputed to be sealed in this lost pyramid. In so doing, Larkin was laying a lure to entice researchers, treasure hunters, archaeologists, and others to join his expedition, bringing him the means to finally break the pyramid ward and free the Father of Maggots.

While in Peru, Larkin is accompanied by Luis de Mendoza, one of the kharisiri, who acts as his bodyguard, protecting the failing mortal husk that contains his god. De Mendoza is one of the more intelligent kharisiri, but he is still stupid and impulsive enough that his presence poses as many problems for Larkin as it prevents.

Connection to Jackson Elias

Several months ago, the American writer Jackson Elias was searching for a new story as a follow up to his last book, *The Black Power*. While searching through old accounts and reports in the dusty stacks of various New York libraries, he came across stories of the kharisiri legend. Elias wondered if there may be a horrible, if human, basis to the Peruvian vampire tales. Having encountered death cults across the world, he assumed that something similar was happening in Peru, with the murderous actions of an all-too human death cult forming the foundation of the kharisiri mythology. The descriptions of the kharisiri as usually being white men led him to wonder if this cult had come to the Americas with the conquistadors. Thus, with a new direction of research in mind, he headed to Peru.

In due course, Elias will come into contact with investigators, who have come to meet Larkin and join his expedition. Through their interaction, Elias and the investigators (hopefully) start a friendship that eventually leads the investigators into the core *Masks of Nyarlathotep* campaign some years later. In time, assuming events end well in Peru, Elias writes up his account of the "kharisiri death cult" in a book called *The Hungry Dead*.

PERUVIAN VAMPIRE NAMES

The mythology of the "*kharisiri*" (meaning to "cut with a knife or razor") is known in the Andes region of South America and also in Bolivia. Another common name given to these pale-faced fat-sucking vampires is "*pishtaku*" or "*pishtaco,*" which stem from the Quechua "*pishtay,*" translating as "to cut into pieces" (i.e. slaughter). In southern Peru and other areas, the creatures are known as "*ñakaq*" meaning "to butcher." The Keeper is, of course, free to adopt any of the names given above as they wish.

CONNECTIONS TO THE LARGER CAMPAIGN

While this chapter is essentially stand-alone, it does contain links and foreshadowing of events to come. Rather than providing paths for active investigation, these elements should fall into place for the investigators as the campaign progresses, allowing them to—eventually—see how everything is connected.

- The tattoo on Larkin's chest introduces the symbolism of the Cult of the Bloody Tongue (**Background**, above). The investigators will later come to understand the significance of the mark when they encounter the cult in the America and Kenya chapters of the campaign.
- There is the potential for the investigators to encounter two different aspects of Nyarlathotep directly. The Father of Maggots is a lesser avatar, more of a mindless force of hunger than the keen, calculating intellect encountered in the larger campaign. The aspect of Nyarlathotep contained in the body of Augustus Larkin is closer to the manipulator the investigators may meet later: this avatar may mock or wheedle, making threats and promises that they shall meet again.
- The Golden Mirror in de Mendoza's room (**Hotel España**, page 64) may grant the investigators visions, some of which can be used to foreshadow images or plot elements from later chapters.
- The act of repairing the golden ward on the pyramid (**The Pool of Filth**, page 80) has later echoes in the possible reconstruction of the Eye of Light and Darkness in the main campaign.
- If the investigators and Jackson Elias discover the gold in the chamber beneath the ruins in the Andean highlands (**The Chamber**, page 79) then Elias leaves his share to the investigators in his will (**The Reading of the Will**, page 127, America), which can support the investigators in their quest to discover the mysteries of the Carlyle Expedition.
- Elias' further investigation into Augustus Larkin puts him on the trail of the Carlyle Expedition, ultimately setting in motion the events that make up the rest of the campaign.

CONNECTIONS TO JACKSON ELIAS

Keeper note: refer back to the following information should the investigators wish to question Elias about his Peruvian research and his theories about the "kharisiri death cult." Such information is likely to come out quickly once the investigators see a kindred spirit in Elias.

Elias' Research into the Kharisiri

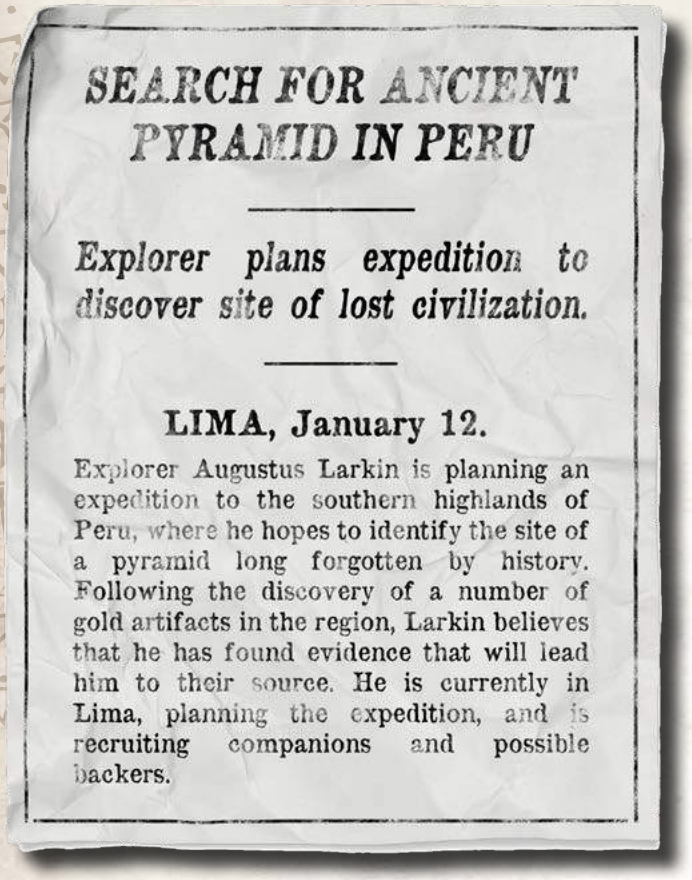
From the information gained from written sources held in some of New York's research libraries; Elias discovered references to the legends of the kharisiri: white-faced men who sucked the fat of innocent farmers and their families in the Peruvian highlands. While the historical information seemed to be mostly fanciful folklore, Elias found that these accounts gained credence when he found contemporary stories of murder and mutilation in the same locales. Seeking a new direction for a new book, he believed he had enough reason to suppose that some form of pagan ritual was at the root of the tales of the kharisiri, and that in all likelihood, the attacks were perpetrated by humans, perhaps as some form of human sacrifice, which to his mind, could be evidence of death cult operating in Peru. Thinking of the country's history, he soon developed the hypothesis that the legends stemmed from the arrival of the Spanish conquistadors in the 16th century. Had a cult that had arrived with the Spanish survived to the modern-day? Elias now believes that the details of the myths indicate an all-too-real cult that practices murder as ritual practice. (He is partly right.)

Jackson Elias in Peru

Elias made his way to Peru and spent four months in the southern Andean highlands, in the region around Lake Titicaca, meeting the local people (such as Nayra, a wisewoman), and researching stories of the kharisiri. He soon realized that many people saw the kharisiri not as stories from history but as a real and tangible threat. While some could only pass on second-hand accounts, a few were able to recount seeing "pale-faced monsters" from personal experience. Currently, Elias considers such first-hand information to illustrate the fact that a death cult is still active in the region.

While speaking with the locals, Elias was warned about a man named Luis de Mendoza; a person mentioned by some as a man to be feared. While no one was able to provide concrete proof of any wrongdoings, some referred to de Mendoza as a kharisiri. Elias, ever the rationalist, took this as an indication that the man was a key figure in the death cult, rather than an actual monster. Making note of the name, Elias was surprised to encounter de Mendoza in Puno, although the two men did not actually meet there. Instead, Elias followed him from a distance, making notes of his movements and contacts. In so doing, Elias learned of de Mendoza's association with Augustus Larkin and, ultimately, Larkin's plan to find and explore a lost pyramid. While no one has been able to confirm the fact, Elias believes that the pyramid and surrounding site are, somehow, linked to the kharisiri.

Carlyle Papers Peru #1



SEARCH FOR ANCIENT PYRAMID IN PERU

Explorer plans expedition to discover site of lost civilization.

LIMA, January 12.

Explorer Augustus Larkin is planning an expedition to the southern highlands of Peru, where he hopes to identify the site of a pyramid long forgotten by history. Following the discovery of a number of gold artifacts in the region, Larkin believes that he has found evidence that will lead him to their source. He is currently in Lima, planning the expedition, and is recruiting companions and possible backers.

Elias has now followed Larkin and de Mendoza to Lima to try to determine their goal in recruiting foreigners to join the expedition and what precisely this has to do with the cult. Using a pseudonym, Elias has volunteered to join Larkin's expedition, hoping that neither Larkin nor de Mendoza realize that he has been investigating them; however, De Mendoza knows that an African man with an American accent has been asking questions—thus, he is already suspicious of Elias.

Elias aims to learn more about Luis de Mendoza and Augustus Larkin and their activities. While de Mendoza may not actually be a kharisiri, he may know information relevant to Elias' researches or be, somehow, involved in Elias' supposed death cult; the locals may think de Mendoza is a monster but Elias believes he is just a man; one who might have ties to the dark truth behind the legends.

On arriving in Lima to meet with Larkin and join his expedition, the investigators will come into contact with Jackson Elias—setting up the foundation for a friendship that will reach its climax at the start of the core campaign in the America chapter. Aware of how much danger he may be in, Elias is keen to find allies to help with his researches. The investigators may be just the friends he is looking for.

INVOLVING THE INVESTIGATORS

The investigators are people who have been recruited by Augustus Larkin. They have either seen an article in the international press (**Carlyle Papers Peru #1**) about the archaeological expedition to the highlands of Peru or heard about it via an academic or another association—and thereby contacted Larkin and secured a place—or were sought out by Larkin and recruited for their particular skills or experience. The investigators may be an existing group (in this case, Larkin may have contacted them directly, neatly creating his team in one fell swoop) or this could be the point at which they meet. The important thing is that they are keen to join Larkin's expedition; this may be because they are interested in archaeology, have useful skills, or they seek the excitement of traveling through the Andes and uncovering a lost pyramid. Some individuals may even be simply lured by the hint of treasures to be found. Refer to **Creating Investigators** (page 26, Introduction) for ideas and guidance.

It is the lure of treasure or lost wisdom that Larkin's plan depends upon. He will not explicitly reject investigators who seem interested in preserving the site, although he is suspicious of such people from the outset and hopes that greed will overtake them when they see the riches on offer.

The make up of the expedition consists of: Augustus Larkin, Luis de Mendoza, Jesse Hughes (a.k.a. Jackson Elias), and the investigators. It's purposefully a small team by the design of Larkin.

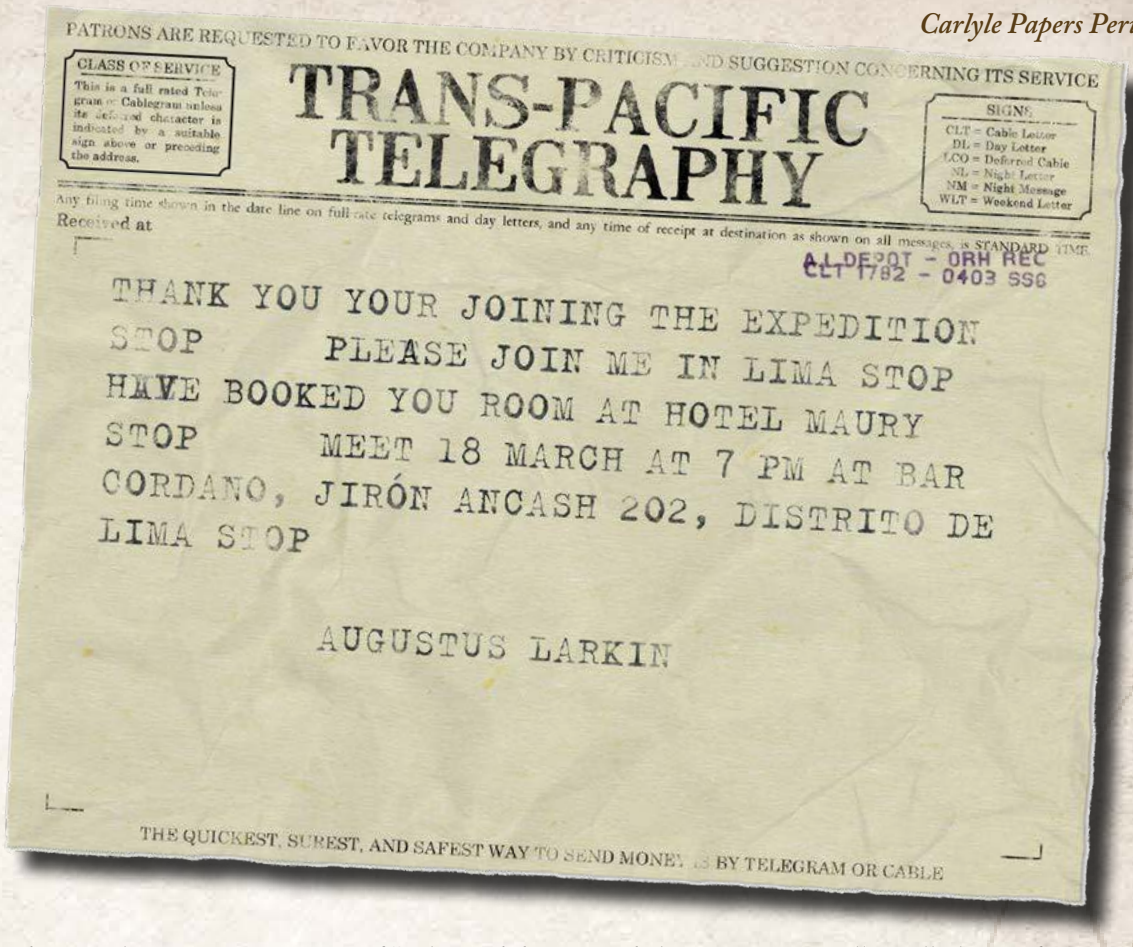
Larkin instructs all of the expedition recruits (via telegram or letter) to arrive in Lima in order to meet him at the Bar Cordano in Lima at 7 p.m. on Friday, March 18 (**Carlyle Papers Peru #2**).

RUNNING THIS CHAPTER

The main purpose of this prologue is to introduce Jackson Elias to the investigators and, ideally, create a bond between them. The scenario is designed to create a framework in which the Keeper may insert opportunities to create these bonds, and doing so should be the Keeper's top priority. Note this chapter is designed to be self-contained and relatively short in duration.

The majority of this chapter will probably take place in Lima. While the investigators may assume that they will leave for the southern highlands and search for the pyramid after buying last-minute provisions, they are more likely to be drawn into the intrigue surrounding Larkin, de Mendoza, and their true motivations for mounting the expedition. It is possible that some investigators may turn

Carlyle Papers Peru #2



PATRONS ARE REQUESTED TO FAVOR THE COMPANY BY CRITICISM AND SUGGESTION CONCERNING ITS SERVICE

CLASS OF SERVICE
This is a full rated Telegram or Cablegram unless its deferred character is indicated by a suitable sign above or preceding the address.

TRANS-PACIFIC TELEGRAPHY

SIGNS
CLT = Cable Letter
DL = Day Letter
LCO = Deferred Cable
NL = Night Letter
NM = Night Message
WLT = Weekend Letter

Any filing time shown in the date line on full rate telegrams and day letters, and any time of receipt at destination as shown on all messages, is STANDARD TIME.

Received at

A L DEPOT - ORH REC
CLT 1782 - 0403 SSG

THANK YOU YOUR JOINING THE EXPEDITION STOP PLEASE JOIN ME IN LIMA STOP HAVE BOOKED YOU ROOM AT HOTEL MAURY STOP MEET 18 MARCH AT 7 PM AT BAR CORDANO, JIRÓN ANCASH 202, DISTRITO DE LIMA STOP

AUGUSTUS LARKIN

THE QUICKEST, SUREST, AND SAFEST WAY TO SEND MONEY IS BY TELEGRAM OR CABLE

a blind eye to the suspicious activities of Larkin and de Mendoza and end up traveling all the way to the pyramid with them, but it is far more likely that the conflict will escalate to confrontation and/or violence before then. It poses no problem if the investigators kill or otherwise neutralize Larkin and/or Mendoza early on. Jackson Elias knows that there are other kharisiri operating in the highlands, and that the pyramid is important to their cult. Unless the investigators have given him good reason not to trust them, Elias asks them to accompany him to the heart of this mystery.

It is possible that the investigators bypass Puno completely. This is not a problem. The purpose of the Puno section is to get the investigators on track if necessary—if they've learned the location of the ruins and do not need to do more than buy some pack mules, the Keeper may skip over Puno and move on to the trek across the highlands.

Many of the encounters in Peru are designed to appear more dangerous than they actually are. While the kharisiri are dangerous foes and very difficult to kill, their tactics in combat place them at a disadvantage against opponents armed with guns or other weapons. Larkin is host to a fragment of a god, but is weak of body and his mind dulled by narcotics. The larvae are quick and agile, but fragile, and the investigators will usually have a few rounds to capture or kill them before risking infection. Even the Father of Maggots poses little direct danger, unless the investigators take some very unwise actions.

The Keeper should describe each of these threats in such a way as to make them seem as dangerous as possible, but try to avoid ever facing the investigators with overwhelming odds or no-win situations. A little gory or sinister narration goes a long way in building a sense of menace even when the stakes are low. Of course, avoid pulling punches—after all Jackson Elias is a world traveler and, if necessary, he can call upon other acquaintances should some or all of the investigators die as a result of their exploits in Peru.

Keeping Jackson Elias Alive

One of the dangers of running any prequel scenario involving Jackson Elias is that he may meet a horrible fate earlier than planned. His date with destiny in New York is essential to involving the investigators with the events surrounding the Carlyle Expedition. As a result, the Keeper should work to ensure that Elias survives this chapter. Depending on the tastes of the Keeper and the group, this may involve a little sleight of hand.

It will be rare for the investigators to be outnumbered in any combat in Peru, which allows the Keeper to ensure that most attacks by monsters or NPCs are directed against the investigators and not Elias. As Elias is more of a gunman than a brawler anyway, he hangs back in most fights and lays down covering fire or picks off enemies not engaged in melee.

In dangerous situations, Elias should take on a supporting role. Instead of being the first into the fray he keeps an eye on the investigators, helping them out if they get into serious trouble. This may involve dragging them out of a burning building, pointing out a threat that the investigators have missed, applying first aid, or shooting an enemy that was about to launch a deadly attack on one of his companions.

Despite these considerations, it is important that the Keeper not portray Elias as a coward. The purpose of this chapter is to forge an emotional bond between Elias and the investigators—having Elias run away from every fight and leave the investigators to face danger alone will undermine this. Consider Elias as an example investigator: he thinks before acting, ascertains the situation based on the accumulated facts before heading into danger, and tries to avoid drawing unnecessary attention to himself—skills and attitudes the investigators would do well to learn and copy! Use him to demonstrate to the players how they "could" go about their business.

Elias also has a considerable reserve of Luck. The Keeper can use this to bolster rolls, either to preserve Elias or to make him more effective at helping the investigators. In a *Pulp Cthulhu* campaign, this Luck can also be used to allow Elias to avoid certain death, should this prove necessary.

Pulp Considerations

This chapter easily lends itself to pulp play simply by dialing up a few threats. The core of the action involves sinister plots, hidden enemies, and betrayals, all of which can be amped up to provide a more deliciously pulpy feel.

The Keeper should make more use of the fragment of Nyarlathotep in Larkin. This may involve Larkin having a dizzy spell and collapsing, only to have his eyes turn black and his voice change. In this guise, he is quick to mock the heroes, offering taunts and threats in quick succession. While this works against Nyarlathotep's scheme, he is unable to help himself. It also provides an opportunity for the Keeper to foreshadow some later elements of the campaign, with Nyarlathotep telling the heroes that the Bloody Tongue will grip them tight until they are crushed, or that they may live long enough to see the skies turn black and all humanity perish. At the very least, he should promise them that they *will* meet again.

If the heroes threaten Larkin, Nyarlathotep is quick to take over and ready to use violence and magic to defend his vessel. In this case, he may summon a creature (such as a hunting horror or dimensional shambler) to deal with his opponents or provide a distraction to allow him to escape.

In a classic *Call of Cthulhu* game, Luis de Mendoza is the only kharisiri in Lima, but for pulp games he is accompanied by two of his converts. The other kharisiri do not accompany Larkin or de Mendoza overtly, but are never far away, unless de Mendoza has sent them to deal with a troublesome hero or NPC. The Keeper should make liberal use of other kharisiri, having them watch or tail the heroes wherever they go. The information Elias has to share with them indicates that the kharisiri are all of European appearance, but the recent recruitment drive by the cult has led to them converting people of all ages, sexes, and ethnicities. This may prove a nasty surprise the first time the heroes realize that anyone could be a kharisiri. Ideally, the heroes should become so paranoid about it that they are wary of meeting any new people.

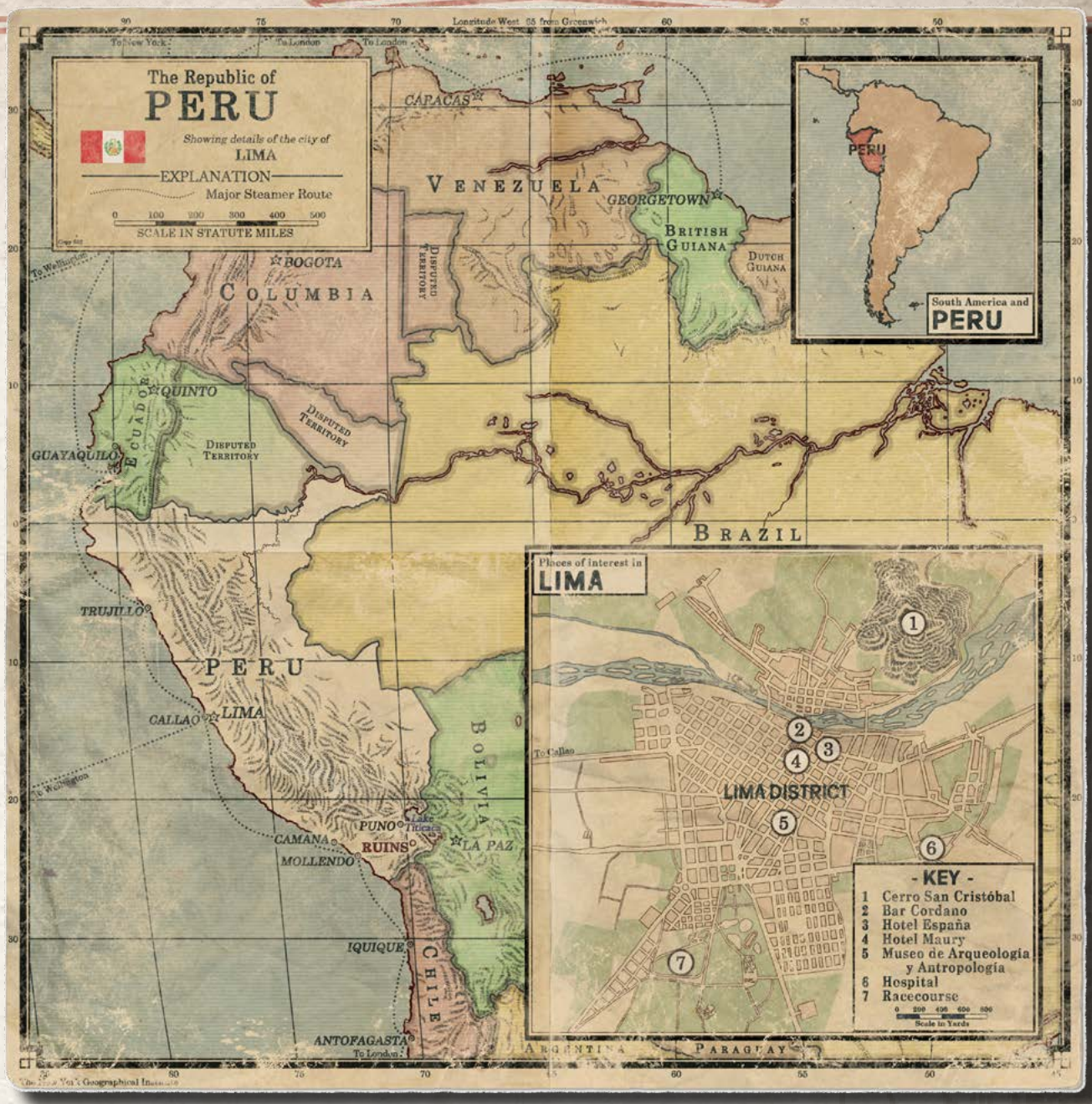
For inspiration, *Fitzcarraldo* (Herzog, 1982) is set in the early 20th century in Peru and is somewhat surreal, while *Indiana Jones and the Kingdom of the Crystal Skull* (Spielberg, 2008) features Peru and some crazy goings-on with archaeology.

SETTING INFORMATION: PERU

Located on the west coast of South America, Peru (officially the Republic of Peru) is the third largest country in the subcontinent, home to just under 5 million people. Its northern point touches the equator and its landmass of around 500,000 square miles (1.25 million square km) is widely varied in terrain and climate. The arid coast gives way inland to warm, wet lowlands (including the Amazon basin), as well as the Andes Mountains and their associated highlands.

Civilization in what is now is Peru dates back to at least 2,500 BCE. The wide variety of pre-Columbian civilizations largely gave way to the Incan Empire in the 14th century, which then ruled over most of Peru. The empire proved short-lived, however. The first Spaniards arrived in 1528, followed by the conquistadors, led by Francisco Pizarro, in 1532. Pizarro founded the city of Lima in 1535, where he was later assassinated in 1542. The Incan Empire finally fell in 1572 when Francisco de Toledo executed the last reigning Inca, Túpac Amaru, and the Viceroyalty of Peru was created.

The Viceroyalty lasted until the early 1820s, when General Jose de San Martin invaded with an army of soldiers



Map of the Republic of Peru with Lima inset

from Argentina and Chile. This marked the beginning of a series of battles and declarations of independence that finally ended in 1824. There has been some political volatility in the intervening years, but in 1921 the country is largely stable and prosperous.

The population of Peru is made up of a wide range of ethnicities. Around 50% are Amerindian, with the majority of the remainder being mixed race, with white people making up around 15%. There are large populations of Chinese and Japanese immigrants in Lima, with many of them having been brought over to build the railways or mine guano (accumulated seabird droppings used as a rich fertilizer in Europe).

The majority of Peruvians speak Spanish, although there are a number of other linguistic groups who speak aboriginal languages such as Quechua and Aymara. English is not widely spoken, particularly outside the cities. Investigators traveling up to Puno and the Lake Titicaca region are especially likely to encounter Aymara and Quechua speakers.

Traditional dress varies from region to region, although there are certain common features such as hats, ponchos, and brightly colored woolen clothing. In cities like Lima, however, this traditional garb tends to give over to more somber European or North American styles.

LIMA

After years of decline and hardship, Lima of the 1920s is a city in the process of economic recovery and rapid expansion. The population is currently over 200,000 and growing fast. Sanitation conditions have recently been modernized and visitors can expect to find all of the amenities of any large Western city.

The city lies on a bay and straddles both banks of the river Rímac. The bay is also home to the neighboring city of Callao, although recent expansion makes it hard to tell where one city ends and the other begins. Between being an international port and its status as capital, Lima sees a lot of international visitors, and the investigators can expect to meet people from all around the world. This cosmopolitan atmosphere changes as they travel to more rural regions.

Money

The currency in Peru is the sol. There are 10 dineros to one sol, and 10 centavos to one dinero. Throughout 1921, $1 USD is worth approximately 3 soles.

The Weather

Peru lies in the Southern Hemisphere, so the investigators' March arrival has them traveling through the country in the late summer. The varied geography of the country makes for an equally varied climate, with a warm, dry coastal area, hot and humid lowlands, and cooler highlands with high levels of rainfall. The two main areas the investigators are likely to visit are Lima, on the coast, and Puno, in the southern highlands. The conditions they can expect to find in March are as follows.

Lima

The local temperatures are mild for most of the year, although they can become uncomfortably warm for some foreigners during summer. The average low temperature in March is 18°C (65°F) and the high is 26°C (77°F). A high level of humidity makes the temperature feel warmer, however, and investigators may become uncomfortably tired and sweaty when exerting themselves.

Despite the high humidity, the climate in Lima is normally dry with rainfall a rarity, although March comes at the tail end of the local rainy season. Even then, there may be one or two rainy days throughout the month. On the whole, the skies will be blue and clear throughout the investigators' visit.

Puno

The climate in the highland city of Puno is altogether different than that of Lima and the investigators will need to ensure they have appropriate clothing and supplies to cope with it. The skies are commonly overcast, although the high altitude means that when the skies are clear, visitors who do not cover up and wear hats risk sunburn and sunstroke. Rainfall is frequent, and the lower humidity means that the air feels much fresher than it did down on the coast. Investigators traveling across the highlands can find themselves buffeted by strong winds on a regular basis.

The average low temperature is 4°C (40°F) and the high is 16°C (60°F). Once the investigators travel out toward the ruins, the higher elevation and greater exposure may mean that temperatures drop below freezing at night.

Getting Around Lima

Transportation in Lima is unlikely to pose much of a problem for the investigators. The main locations outlined in this scenario are all within a 10-minute walk of one another and easy to locate on a city map (easily obtained via their hotel or a vendor).

If the investigators insist on using public transportation, the main option available is the extensive network of electric trams. Investigators may travel around the city easily, using the tramway for a very reasonable fee. The city is also served by buses, although these are far more limited and less reliable than the trams.

Accommodation

Options for accommodation in Lima in 1921 are a little more basic than investigators may expect of a large, international city. Those hoping to find the type of luxury hotels they may have encountered in other capital cities will be disappointed. That said, Larkin has arranged for the investigators (as well as Jesse Hughes/Jackson Elias) to stay at one of the best hotels Lima has to offer: Hotel Maury, located in the center of the city. As well as dozens of well-furnished rooms, the hotel offers a well-appointed banquet room and an extravagantly stocked bar, famous for its Pisco Sours (a cocktail created by American bartender Victor Vaughn Morris).

Larkin and de Mendoza are staying at the **Hotel España** (page 64), which is some 10 minutes' walk from the Hotel Maury. If the investigators ask, Larkin tells them that there were no more rooms available at the Hotel España, so he arranged alternative accommodation. This is a lie—the Hotel España has sufficient room available, but Larkin wanted to place some distance between himself and the expedition members, as he is concerned that if they learn too much about his physical frailty and drug addiction, or spend too much time in the company of de Mendoza, they may back out before they fully commit to the expedition.

CULT IN RESIDENCE: THE KHARISIRI

The kharisiri were born when a small group of conquistadors stumbled across a pyramid in the Andes that served as the prison of an ancient evil. Driven by greed, they removed a section of gold from the subterranean walls of the pyramid, inadvertently allowing larvae spawned by the god to escape. Some of these larvae crawled inside the men, transforming them into undying, half-human monsters, driven by hunger. Only one of their number escaped, as outlined in the *Final Confessions of Gaspar Figueroa* (**Carlyle Papers Peru #3**).

The cult of the kharisiri is small and loosely organized, lacking many of the rituals and paraphernalia that typify other cults of Nyarlathotep. Until recently they were little more than predatory animals, but this has changed with the intervention of Augustus Larkin. The fragment of Nyarlathotep inside Larkin has awoken the human intelligence within the creatures. Larkin has commanded them to grow their numbers, taking larvae from the pyramid and placing them in new human hosts. Each kharisiri may carry a single larva in its abdomen, vomiting it into a victim's mouth in order to convert them. There are currently over thirty kharisiri wandering the land. While folktales tend to refer to kharisiri as being men of European aspect, recent recruits have been men, women, and children of all ethnicities.

In their animalistic state, a small memory of human avarice remains. Like magpies, the kharisiri take valuables from their victims and stored them in an underground chamber near their god's prison (**The Chamber**, page 79).

As the cult has grown, so has the number of their prey. The kharisiri normally dispose of the remains of those they devour somewhere out of sight, often in the pit near their god's prison (**The Ruins**, page 77), making it appear that the victims have disappeared. The recent influenza epidemic covered the increased number of disappearances, but now that the outbreak is over, these are harder to miss. The high rate of disappearances in the southern Andean highlands helped convince Jackson Elias that there was a book to be researched there.

The kharisiri refer to their god as *El Padre de los Gusanos* (the Father of Maggots). Unlike the other cults in this campaign, they do not perform mass rituals. Instead, every time a kharisiri feeds on a human victim, they travel to the pyramid to regurgitate the bulk of their meal into the god's prison, sustaining it. There is no ritual to this act—it simply involves the kharisiri vomiting into a crack in the top of the pyramid. As the numbers of kharisiri and victims have grown, so has the number of offerings, allowing the god to grow stronger. The remaining wards on the pyramid still hold it in place, however.



A kharisiri feeds the Father of Maggots

DRAMATIS PERSONAE: PERU

Key NPCs of the Peru chapter are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in **Characters and Monsters: Peru** at the end of this chapter.

ALLIES AND INDEPENDENTS

Jackson Elias (a.k.a. Jesse Hughes), 41, *fearless investigator*

- **Link:** Elias attends the dinner that Augustus Larkin hosts for the members of his expedition at **Bar Cordano** (page 61).

Jackson Elias is a writer, specializing in books about strange and violent cults. He started life as an orphan in Stratford, Connecticut, and learned to make his own way early in life. He has no living relatives, and no permanent address.

His best-known book is *Sons of Death*, exposing modern-day Thuggees in India (see **Carlyle Papers America #2** for details of his other books). He speaks several languages fluently and is constantly traveling. He is social, and enjoys an occasional drink. Elias is tough, stable, and punctual, unafraid of brawls or officials. He is mostly self-educated.

Elias is a lifelong skeptic. While he is fascinated by cults with ghoulish beliefs, he considers their members to be deluded and their evils to be of purely human origin. Faced with incontrovertible proof of the Mythos, such as witnessing the transformation of one of the kharisiri, his certainty will crumble. Even if this brings on a bout of madness, the long-term effect is to make Elias all the more determined to get to the bottom of the mystery. Learning that the kharisiri are truly monsters only means that it is more important than ever to stop them. Elias knows that he will have to leave the more bizarre details out of his next book to avoid it being unpublishable, and may bemoan the fact whenever something particularly strange or shocking happens.



In Peru, Elias has been using the pseudonym Jesse Hughes, and is pretending to be a folklorist to avoid tipping off Augustus Larkin as to his real identity: that of an author researching the kharisiri death cult and figuring out the true goals of Larkin and de Mendoza.

MAKING JACKSON ELIAS LIKABLE

When playing Elias, the Keeper should always look for opportunities to help the investigators without overshadowing them. Elias can fill in gaps in their knowledge, especially when it comes to Peru, archaeology, or the kharisiri. His knowledge of Spanish allows him to act as a translator for investigators who do not speak it themselves. He is able to introduce the investigators to useful people and warn them who is not to be trusted. His sardonic asides may lessen the tension when things seem hopeless. And, most importantly, he will always step in to save an investigator who is in serious trouble.

Conversely, the Keeper should avoid having Elias make too many suggestions about courses of action or to perform tasks that the investigators have not had a chance to attempt yet. The players are unlikely to warm to a character who renders their actions and choices moot. Elias works best in a supporting role.

- **Description:** an African-American man of average height and build, with short hair and a habitual grin. Tends to wear tweed suits, except when impractical, and usually sports a fedora hat. He smokes a pipe and often gestures with it to emphasize points when talking.
- **Traits:** possesses a dark sense of humor and often makes sardonic wisecracks. Behind this veneer, he has a noble and warm nature, prompting him to take risks in protecting people he cares about or those who are unable to look after themselves.
- **Roleplaying hooks:** Elias warns the investigators that Larkin's expedition is not what it seems and that it may be related to a wider conspiracy. He can introduce the investigators to Prof. Sánchez, who is able to provide further details. After this, he acts as a guide, translator, and travel companion for the journey to the pyramid. Elias plays an important role in the core campaign and must remain alive (see **Keeping Jackson Elias Alive**, page 51).

Petronila Cupitina, 71, *no-nonsense hotelier*

- **Link:** encountered at the **Hotel España** (page 64).

Cupitina is the owner of the Hotel España. Her husband, Angel, died three years ago, and she has continued to run the

hotel single-handed, despite her advancing years. She spends much of her time sitting in an armchair in the hotel foyer, watching the world go by and chatting with guests.

If she suspects that a visitor is up to no good, she attempts to chase them off, waving her walking stick in a threatening manner and shouting about how her son, Fortunato, is a policeman and will throw them all in jail.

- **Description:** a small, thin woman with a heavily lined face and wispy white hair. She usually wears a black shawl and headscarf and walks with a stick.
- **Traits:** quite hard of hearing and speaks in a near shout no matter the tone of the conversation. She has grown increasingly irritable in recent years and is quick to lose her temper with those she believes are disrespecting her, the hotel, or her guests. When her temper is up, she waves her walking stick around threateningly.
- **Roleplaying hooks:** Cupitina may be a useful source of information about Larkin and de Mendoza or an adversary if she catches the investigators breaking into rooms or behaving suspiciously.

Professor Nemesio Sánchez, 35, *Professor of Archaeology*

- **Link:** Elias introduces the investigators to Sánchez to help them learn more about Larkin's possible motivation (**Museo de Arqueología y Antropología**, page 65).

Prof. Sánchez was one of the first academics hired by the *Universidad Nacional Mayor de San Marcos* (National University of San Marcos) when the *Museo de Arqueología y Antropología* (Museum of Archaeology and Anthropology) opened in 1919. Even before the founding of the school, he accompanied or led a number of archaeological expeditions in Peru, Bolivia, and Colombia. His knowledge of the history of South America is extensive.

Despite the reputation of the Museum, Larkin has not contacted Sánchez or his colleagues to advise on or accompany his expedition. When he saw the press coverage, Sánchez tried to approach Larkin, only to be rebuffed. Sánchez has been gently persistent since then, sending Larkin a number of letters containing specific advice on the region and offers of help, but his correspondence has gone unanswered.

Last month, Jackson Elias made contact with Sánchez to ask him to help uncover any available information about the pyramid Larkin is seeking, as well as any possible connection to myths about the kharisiri. The two of them became fast friends at once and have worked together with one of Sánchez' students, Trinidad Rizo, to search the university library and archives for relevant details.



- **Description:** slim and dapper, with neatly oiled hair and a well-groomed beard. He wears glasses, and is usually dressed in a suit when at the university.
- **Traits:** loves to talk, especially about archaeology, history, and anthropology. He will happily spend hours discussing these or any other topics. Nothing excites Prof. Sánchez more than the exchange of knowledge.
- **Roleplaying hooks:** can provide the investigators with information about the history of the region, including the recent discoveries at Tiwanaku. More importantly, he can corroborate Elias' misgivings about Larkin and his expedition, and provide information about Gaspar Figueroa and the related items held by the university.

Trinidad Rizo, 19, *enthusiastic undergraduate*

- **Link:** may attend an initial meeting between Prof. Sánchez and the investigators (**Museo de Arqueología y Antropología**, page 65).
- **Link:** unless the investigators interfere with de Mendoza's actions, their first meeting with Rizo may be discovering her corpse.

Rizo has been helping Prof. Sánchez and Elias with their research into the possible destination of Larkin's expedition. She recently found *Final Confessions of Gaspar Figueroa* (**Carlyle Papers Peru #3**) in an old box of papers in the library and has set about producing a summary of its rambling narrative. This in turn led her to go looking for the section of gold inlay mentioned in the text, which she believes may also be in storage at the university.

Depending on the investigators' actions, de Mendoza may kill Rizo before they ever get a chance to speak to her. If this happens, Prof. Sánchez has enough of her research to share with the investigators. Alternatively, her journal is full of notes about the *Final Confessions* and may be found on her body.



- **Description:** a slightly built, energetic young woman with curly dark hair and an infectious smile.
- **Traits:** speaks very quickly, making her difficult to understand (if not completely fluent in Spanish). Her speech is accompanied by equally fast and extravagant hand gestures.
- **Roleplaying hooks:** if the investigators prevent her death, Rizo can tell them all about Gaspar Figueroa and share her notes with them.

Nayra, 76, *wise woman and healer*

- **Link:** Elias consults Nayra if the investigators hit a dead end looking for the pyramid (**Meeting Nayra**, page 74).

Nayra is a *yatiri*—a traditional healer of the Aymara people. While she is popular in most of the community around Puno, some of the more devout Catholics see her as a pagan and disapprove of her beliefs and practices.

As well as following her calling as a healer, Nayra has a lively interest in the myths and legends of the area around Lake Titicaca. When Jackson Elias went to Puno in search of information about monsters and cults, a number of locals directed him to speak to Nayra and they became friends.

Since helping Elias, Nayra has come to the attention of the kharisiri. She is keeping a low profile, moving around the area and staying with a variety of friends. Many of these friends have met Elias or know of his relationship with Nayra, and will let him know where to find her. This carries the risk, however, that he and the investigators may lead the kharisiri straight to her door. Nayra is currently hiding among the Uru people, on one of the floating islands on Lake Titicaca (**Puno**, page 70).

- **Description:** a stooped, wrinkled old woman with thick white hair and bright, lively eyes.
- **Traits:** has a loud, infectious laugh and finds a great many things funny. She has a mischievous sense of humor and makes good-natured jokes at the investigators' expense.
- **Roleplaying hooks:** can help find the pyramid if the investigators hit a dead end. She is also able to provide other local knowledge they may need, whether this is local legends or the name of the person in town who sells the best pack mules.



ADVERSARIES

Augustus Larkin, 32, *unwilling vessel of an ancient evil*

- **Link:** the investigators see articles about Larkin and his planned expedition in the international press (**Carlyle Papers Peru #1**).
- **Link:** the investigators are invited to join Larkin for dinner in Lima (**Carlyle Papers Peru #2**).

Augustus Larkin comes from a moderately wealthy colonial family in Kenya. His father and grandfather made their fortunes building railways. Larkin has failed to follow in their footsteps and is seen as a wastrel by his relations. He still receives a regular allowance from his family, which he uses to fund his travels, but he is no longer in regular contact with any of them.



A successful Hard **Language (English)** roll or Extreme **EDU** roll identifies Larkin's accent as Kenyan; those who fail may assume that he is English. Larkin makes no attempt to hide his country of origin if asked, although he states that he is still British. He is less happy to discuss his family or his past, partly out of a lingering sense of shame, but mostly because the presence of Nyarlathotep in his mind has jumbled his memories so much that he is often confused about these things.

Since his possession by Nyarlathotep, Larkin's life has become a waking nightmare. Enough of his memories and personality remain to allow him to appear to be the man he always was but, at the same time, he is little more than a passenger in his own body. Nyarlathotep's presence in his body is slowly killing Larkin, causing him to rot from the inside. He controls the pain through increasingly high doses of heroin (currently legal in most parts of the world, including Peru). The combination of these factors make Larkin appear obviously unwell. His skin is pale, there are dark circles under his eyes, and he sweats profusely, no matter the temperature. If asked about his health, Larkin explains that he suffers from the long-term effects of malaria, which he insists does not affect his fitness for the expedition. The rot also causes Larkin to smell faintly of tainted meat, an odor he attempts to cover up with too much *eau de cologne*. The rank smell is noticeable to anyone who spends time with Larkin in an enclosed space, and a **Spot Hidden** roll confirms that it comes from Larkin's person.

Investigators closely observing or examining Larkin may attempt a **Spot Hidden** roll, with success revealing that the veins on his wrists seem discolored—almost black—and that he appears to have a large tattoo on his torso, although it will not be possible to detect more than its generally circular shape while he is dressed. The tattoo is an abstracted form of the Bloody Tongue aspect of Nyarlathotep, resembling a large, ragged spiral that covers Larkin's chest, radiating out from the center of his sternum. The spiral ends above his diaphragm, where it connects to a stylized, misshapen humanoid figure with large, outstretched hands that appear to end in claws. A successful **Cthulhu Mythos** roll identifies this as the Bloody Tongue, an ancient god worshipped by a Kenyan cult of the same name.



Larkin's tattoo

Larkin is unable to explain the tattoo. He genuinely has no memory of receiving it, or of M'Weru. A **Psychology** roll indicates that there is a strange blind spot in Larkin's psyche that prevents him from questioning the tattoo, his travels, and his occasional blackouts. He has come to accept all the strangeness in his life with a resigned nonchalance and goes along with whatever his impulses tell him to do.

- **Description:** a pale, thin white man with greasy blond hair and pale blue eyes. Despite his relative youth, his skin is saggy and he has noticeable bags under his eyes. Larkin's white linen suit also appears baggy; an indication that he has recently lost a significant amount of weight. He wears expensive cologne in excessive quantities.
- **Traits:** despite his tired appearance, Larkin is warm and friendly to everyone who meets him. He has a self-deprecating sense of humor and is quick to make jokes about his poor health, although he always follows this up by insisting that it will pose no problems for the expedition.
- **Roleplaying hooks:** as the originator of the expedition, Larkin may be a patron to the investigators, organizing their trip to the pyramid. It is more likely that his suspicious behavior brings him into conflict with them, probably leading to a violent confrontation once Luis de Mendoza's true nature is exposed, or if Nyarlathotep reveals himself. More thoughtful or mystically inclined investigators may realize that Larkin is a prisoner in his own body and attempt to free him of the god's malign influence.

PLAYING LARKIN AS NYARLATHOTEP

While he is firmly under Nyarlathotep's control, most people who talk to Larkin encounter his original human personality. Sometimes, however, the god within takes over completely, which usually happens when Larkin is in physical danger; although investigators may draw Nyarlathotep out by angering him or, in a pulp game, through psychic or mystical means.

When Nyarlathotep is dominant, Larkin's entire manner changes. He stands or sits straight, with no sign of the physical weakness that normally plagues him, and his voice is strong and deep. Larkin's normal charm is swept aside and replaced by imperious commands, direct threats, and mockery. Most notably, Larkin's eyes turn completely black when he is fully possessed (0/1D2 Sanity loss).

When such a transformation occurs, the Keeper should use the profile for the human form of Nyarlathotep (**Augustus Larkin as Nyarlathotep**, page 86). Unlike other versions of Nyarlathotep's human aspect, this vessel does not unleash a monstrous form when killed—Larkin's flesh is too frail and human to permit this, and he simply dies, as would any other mortal.

As Nyarlathotep, Larkin is in possession of any spell the Keeper desires; however, be wary about using anything too powerful, as the purpose of this scenario is to establish investigators who will go on to the rest of the campaign—having them all devoured by a hunting horror would undermine this. Instead, consider using spells like Shrivelling, Mindblast, Implant Fear, or Enthrall Victim. Another option is to have Nyarlathotep attempt to summon a creature, such as a dimensional shambler, but have the process take longer than usual because of the weak instrument he is forced to use. Having the investigators witness a hideous, misshapen form start to tear a hole in reality over the course of three rounds will instill some fear without the risk of killing them all. This gives the investigators plenty of time to disable Larkin or flee the area before catastrophe strikes.

Luis de Mendoza, 402 (appears 30), *former conquistador and ageless vampire*

- **Link:** accompanies Larkin to the meeting with the investigators (**Bar Cordano**, page 61).

One of the original conquistadors who discovered the pyramid in the Andes, Luis de Mendoza has spent the past 370 years as an undead, hunger-driven abomination. Like his fellow kharisiri, he lived in a mindless, bestial state until the fragment of Nyarlathotep in Augustus Larkin reawakened his human intelligence. De Mendoza now serves Larkin unquestioningly, protecting his new master from physical harm, ensuring that those who speak to him do so with respect, and killing anyone who would stand in the way of his master's plan.

Even in life, de Mendoza was not a pleasant man. After 370 years of inhuman hunger, he is barely capable of polite human interaction. Larkin knows that this can be a liability, so has commanded de Mendoza to be quiet unless told to speak. De Mendoza largely obeys this instruction but sometimes his anger gets the better of him and he snaps at someone he believes is not showing the proper respect to his master or himself. Even when he is quiet, de Mendoza's body language is obviously hostile. A **Psychology** roll reveals that he has a special dislike for Jackson Elias.

A successful **Language (Spanish)** roll identifies that de Mendoza's accent is not local, and a Hard success or better suggests that he may be from Spain, although it is impossible to pin down a region. Regardless of the degree of success, any Spanish speaker who manages to get more than a few sentences out of de Mendoza notices that his vocabulary and manner of speech seem oddly formal and quite archaic.



Like the rest of the former conquistadors, de Mendoza is still driven by the desire to accumulate wealth. He has suppressed this in pursuit of his master's larger plans, but still takes the opportunity to steal any coins, jewelry, or other obvious valuables he encounters. He will, for example, loot the bodies of those he kills or infects.

- **Description:** a gaunt man with pronounced cheekbones and deep-set, piercing blue eyes. His medium-length brown hair is unkempt and he makes no attempt to style it. His clothing is clean, if old and frayed, and he favors light cotton garments (as he does not feel the cold). When traveling the countryside, de Mendoza habitually wears a wide-brimmed black hat.
- **Traits:** de Mendoza rarely speaks, talking only when asked direct questions or issuing threats. He fixes people he meets for the first time with an unblinking stare and watches those around him with an almost predatory degree of hostility. If anyone disparages Larkin in his presence, de Mendoza barks that they should treat "the Master" with respect.
- **Roleplaying hooks:** de Mendoza's primary role is to protect Larkin and do his bidding. The investigators are likely to encounter the damage done by de Mendoza more than the man himself, as he stalks his way through the university. If he considers the investigators to be a risk to his master, he stalks them too, trying to separate the group and kill them one by one.

THE APPEARANCE OF THE KHARISIRI

De Mendoza and the other kharisiri appear perfectly human most of the time, although they usually have a lean, hungry look to them. If they have not fed recently, they look gaunt, with prominent cheekbones and sunken eyes. Once they have fed, however, their faces and bodies fill out somewhat and they develop potbellies, although they never actually look fat. In their monstrous form, the kharisiri still appear largely human except for their mouths, which extend into large, tooth-covered discs that clamp onto their victims and allow them to be sucked dry. See **Kharisiri in Monstrous Form** (page 87) for more information about how they feed and the transformation they undergo while doing so.

MINOR NPCS

Julio and Domingo Cespedes, 38 and 15, *protective father and injured son*

- **Link:** encountered when traveling to the ruins (**The Farmers**, page 77).

Julio is a farmer who, along with his son, Domingo, has been traveling for several hours looking for a pregnant alpaca that has wandered off. While searching some high ground, Domingo was attacked by what Julio now realizes was a pair of kharisiri. He managed to chase the creatures off, but is worried that they will return, possibly with more of their kind.

- **Description:** Julio is a heavy-set man with thick eyebrows and a perpetual scowl; he wears a green woolen jacket and wide-brimmed hat. Domingo is a wiry youth with unkempt dark hair; he has a gaping wound on his chest after being

OPTIONAL STARTING SCENE

While it is entirely fine to begin play with the campaign as detailed in the following section, some Keepers may prefer to foreshadow the link between Peru and the start of the core campaign in America. This optional scene frames the start of play, with the investigators stood outside of Jackson Elias' hotel room in New York City in 1925. Effectively, this very brief scene time jumps the start of the core campaign for the players (rather than the investigators, who cannot time jump!). Present the following information like a teaser trailer for a film. The players get the information but cannot (in reality) interact with the scene. It's all set up, designed to introduce a mystery with which to engage the players.

Read aloud or paraphrase the following. When done, pause, and then cut to the start of Peru, with the investigators in heading into Bar Cordano (following). Try to avoid answering player questions regarding this odd opening, and simply say it is a vision of things to come.

You are standing in the dimly lit corridor of a hotel. Ahead of you is a hotel room door bearing the number 410. As you knock on the door, you hear a muffled cry and movement within. A sense of foreboding grips you as you look at the faces of your companions. Something terrible lies within. With but a moment of hesitation, you rush through the door into room 410 to find what lies within and… your destiny. The scene fades to black…

attacked by one of the kharisiri, and his clothes are soaked with blood.

- **Traits:** Julio is frightened by the attack on his son and the possibility that the kharisiri may come back. This fear manifests as anger, and he sees anyone he doesn't know as a potential kharisiri, especially if they are white, like the monster that attacked his son was. Domingo is semi-conscious and babbles when he surfaces. He is frightened that the bite means that he will become a monster too.
- **Roleplaying hooks:** Julio defends his son, who needs first aid badly, against all perceived threats, including the investigators. He is quick to fire warning shots and will only target investigators who approach, unless they talk him down first. If the investigators can calm him down and provide help, Julio is happy to offer them any aid or information he can, although he will not accompany them as he needs to get Domingo home.

START: LIMA

Forgotten pyramids, ancient gold, and plans for an expedition are discussed over a candlelit dinner. But all is not what it seems...

The scenario starts with the investigators having arrived in Lima for a meeting at Bar Cordano with Augustus Larkin (following). The Keeper should not worry about playing through the investigators' journeys to Peru and their arrival in Lima; start the scene with them arriving at Bar Cordano. This initial meeting is an ideal opportunity to introduce the investigators to each other for the first time. The Keeper may have them all arrive at the restaurant at the same time, which will speed up the opening scene, or bring the investigators in one by one, which allows for a little more time for each to be introduced in detail.

BAR CORDANO

Augustus Larkin has arranged to meet the prospective members of his expedition for dinner at 7 p.m. on March 18, at the Bar Cordano, a restaurant and bar in Lima District. This will be the first time that Larkin has met any of them face-to-face. The restaurant is simply but tastefully furnished, with wood paneling and fixtures and a tiled floor. The food is good, with seafood a specialty. Larkin, who has eaten here before, recommends the *escabeche*, a hot, sweet and sour fish dish.

As the investigators arrive at the restaurant, they are shown to a table where three men are already seated: Larkin, Luis de Mendoza, and Jesse Hughes (a.k.a Jackson Elias). The atmosphere is tense, and a successful **Psychology** roll detects some animosity or suspicion between de Mendoza and Hughes.

Keeper note: Elias has given Larkin a pseudonym, Jesse Hughes, in case Larkin has encountered any of Elias' work and suspects that he is researching a new book. This is the name he offers the investigators initially, although he shares his real identity with those he trusts when neither Larkin nor de Mendoza are present.

Larkin thanks the investigators for coming, hoping that their travel to Lima was without issue. He introduces de Mendoza as his personal aid, and says Hughes is a folklorist from New York City and a new member of the expedition.

Over a pleasant dinner, despite the frosty atmosphere between de Mendoza and Hughes, Larkin explains his plan to head up to the highlands, locate the site of the lost pyramid, and recover some valuable artifacts. While Larkin is subtle about this last point, careful to give the expedition a veneer of archaeological validity, he leaves no doubt that he expects everyone involved to become wealthy or, at least, realize some measure of success within their chosen academic fields.

He tells the investigators that he bought a few interesting items from an alpaca farmer near Puno, who claims that his grandfather recovered them from tunnels beneath a pyramid high in the mountains. The grandfather never returned to the site because of superstitious fear, but told his family that there were other treasures in the tunnels. While the farmer could not give a precise location for the site, Larkin states that his subsequent research has provided enough detail to narrow it down and make an expedition viable. A successful **Psychology** roll detects that Larkin's tale concerning the farmer is not the complete story, but confirms that he believes that there is a pyramid and that the items came from it.

Larkin then shows the investigators the two items he claims to have bought from the farmer. One is a pendant in the form of a man holding two rods or staves, embellished with rectangular shapes. The other is a golden cup, carved with geometrical patterns and circles and inlaid with turquoise. A successful **Archaeology** roll indicates that the two pieces are from distinctly different time periods and cultures, the first resembling some artifacts taken from Tiwanaku, probably dating back to the 5th century, and the second being of Incan design, probably from the 15th century.

Keeper note: Tiwanaku (also known in Spanish as *Tiahuanaco*) is a pre-Columbian site in Bolivia, close to the border with Peru, discovered by the Spanish conquistador Pedro Cieza de León in 1549. It has been the site of serious archaeological study since the 1860s. Little is known of its inhabitants, as they left no known written records.

Over the meal and drinks, Larkin is happy to answer any questions about logistics that the investigators may have. Some possible questions are outlined below.

How did you find out about the pyramid?

Larkin heard about the "lost" pyramid while traveling in the highlands from an alpaca farmer. The farmer, Ernesto Mollo, said his grandfather had found the site and taken some items (the pendant and the golden cup) but went on to say that the site was cursed and a fearful place. Larkin puts this down to local superstition rather than having any basis in fact. It was pure chance that he met the farmer and says it's now "all our good luck" to be the first professional expedition to visit the pyramid and bring it's story and treasures to the outside world.



Elias, Larkin, and de Mendoza greet the investigators at Bar Cordano

Keeper note: the farmer Ernesto Mollo is pure fiction, dreamt up by Larkin to avoid awkward questions about how he knows of the pyramid.

Where is the pyramid?
Up in the highlands near to Lake Titicaca, a few days journey from Puno. Larkin states he has located the pyramid's probable location from the directions of the farmer.

Can we see your research?
Larkin apologies, saying that he destroyed his paperwork in fear of another enterprising archaeologist stealing it and gaining a march on his expedition. Given that word about the pyramid has gone far and wide in the press, anyone could mount a competing expedition. "You can never be too safe," he smiles, adding, "It's all in my head. I have a very good memory, do not fear!" If the investigators press the point, Larkin concedes that supplementary research may be helpful, if the investigators have time to assist. He suggests they visit the *Museo de Arqueología y Antropología* (Museum of Archaeology and Anthropology) of the *Universidad Nacional Mayor de San Marcos* (National University of San Marcos), where there may be old records tucked away and forgotten about. The main thing is that any additional research must not delay the departure of the expedition.

How do we get to the site?
Larkin has hired three trucks and drivers to take the party and some supplies up to the city of Puno, on the shores of Lake Titicaca. Once there, he plans to buy some pack animals and stock up with fresh food. He hopes that the journey to the pyramid will take no more than four days across country.

What supplies do we need?
Larkin will provide any supplies necessary, but if the investigators need to buy anything special, he is happy to reimburse them, provided they can produce receipts.

What do we do when we get to the pyramid?
Once there, the plan is to examine the site and recover any items of special archaeological interest.

When do we set out?
Larkin aims to leave Lima for Puno early in the morning of Monday March 21. He instructs the investigators to meet him at 8 a.m. on Monday morning at the **Hotel España** (page 64).

Throughout the conversation Luis de Mendoza sits silently, offering no comment apart from nodding in agreement while Larkin speaks. Likewise, Hughes (Jackson Elias) listens to Larkin with interest, but may pose the odd question if the investigators do not think to do so (such as concerning the travel arrangements and departure time).

After dinner, Larkin makes his excuses, saying that he is feeling under the weather and needs an early night. Investigators passing a **Spot Hidden** or **Medicine** roll note that Larkin has grown noticeably paler and sweatier as the evening has gone on, and that his hands are trembling. A successful **Medicine** roll also indicates that Larkin's symptoms resemble opiate withdrawal.

Getting to Know You
As Larkin leaves, Jesse Hughes/Jackson Elias asks the investigators if they would like to join him for a drink and get to know each other better. Once the coast is clear, he asks the investigators how much they believe of what they've just heard and whether they trust Larkin. If the investigators show any doubts, Elias gives his real name and tells the investigators that he believes that Larkin may be leading them into danger. While he lets this thought sink in, he goes on to say that he has been researching a new book about secret societies in Peru. In particular, he has spent some time traveling around the area near Lake Titicaca, looking for evidence of what he believes is a centuries-old death cult.

Keeper note: refer back to **Connections to Jackson Elias: Elias' Research into the Kharisiri** (page 49) for further details concerning Elias' research and theories, which he may share with the investigators from this point forward.

Elias knows a few things about Larkin and his expedition that he can share with the investigators. The Keeper should present these items as an extended conversation with the investigators, with plenty of opportunities for questions and answers, rather than a single, dense information dump.

- Previously, Larkin tried to convince some of the locals in Puno to "explore" the pyramid, but was unable to find anyone willing to accompany him. Since then, he has turned to trying to find foreigners to flesh out his expedition.
- Prof. Nemesio Sánchez of the National University of San Marcos is interested in joining the expedition, but Larkin has ignored this request to do so.
- Prof. Sánchez believes he has some old documents and artifacts related to the site at the university, and Elias is due to visit him to see them tomorrow; perhaps the investigators would like to accompany him?
- Some people in Puno warned Elias that de Mendoza is a "kharisiri"—a vampiric monster from local folklore that sucks the body fat from people. Elias is quick to point out that such monsters do not exist and that the stories probably started with the arrival of the conquistadors in the 16th century.

- Elias believes both Larkin and de Mendoza are probably involved with the cult he is researching. Elias is not entirely sure how this relates to the pyramid, but he suspects that it may be the focus of their operations.
- There are other members of the cult that Elias has never met. Elias does not know how large the cult is but, from stories he has heard, suspects that it numbers in the dozens.

If the investigators are amenable, Elias would like to introduce them to Prof. Sánchez so they can be better prepared for whatever they are walking into (see **Museo de Arqueología y Antropología**, page 65); however, if the investigators feel they have reason to fear for Prof. Sánchez' safety and wish to go to him straight away, see **An Alternative Meeting** (following). In either case, the investigators should now know Elias' goal and—hopefully—begin to consider him an ally.

An Alternative Meeting

Depending on how the meeting at the Bar Cordano went, some investigators may decide that Prof. Sánchez is in danger or that meeting him cannot wait until the following day. If pressed, Jackson Elias can lead the investigators to Sánchez' home, located near the university, although he will advise against this if the hour is late. Sánchez lives in a modest one-bedroom house with his wife, Maria, and their infant son, Abel. While he is polite enough not to shoo away his new friend and the strange companions he has brought, he will be wary, especially if they come with warnings about how he is in danger of attack by fat-eating vampires.

While the investigators talk to Sánchez, Luis de Mendoza is stalking Trinidad Rizo, who lives in a boarding house near the university campus. Rizo is staying up late to put the finishing touches to her notes on *Final Confessions of Gaspar Figueroa*. If the investigators do persuade Sánchez of the danger, he mentions Rizo to them (assuming they have not already made her acquaintance) and how it's far more likely that she is the one in danger. Sánchez asks Elias and the investigators to check on her. If they comply, call for a group **Luck** roll: success indicates that they reach the boarding house before de Mendoza attacks her; otherwise, they discover her emaciated and bloody corpse under a pile of clothes in a wardrobe (per the scene described in **Rizo is Murdered**, page 66). If de Mendoza is able to kill Rizo before the investigators arrive, he also takes the *Final Confessions* but leaves Rizo's almost complete notes behind (**Carlyle Papers Peru #3**), not knowing what they are.

With this alternate sequence of events, assume that Elias and the investigators still meet with Sánchez the following day as planned (**Museo de Arqueología y Antropología**, page 65). If Trinidad Rizo is alive, she brings **The Golden Ward** (page 68) to the meeting; otherwise, the professor brings out the artifact for the investigators, letting them take it to conduct their research.

PULP: EVENING ATTACK

If the Keeper wishes to make this alternative scene more dramatic, one of the kharisiri is, in fact, keeping a watch on Sánchez' home, looking for an opportunity to catch the professor alone and convert him. A successful **Spot Hidden** roll reveals an unkempt man of European appearance, dressed in simple, slightly ragged cotton clothes, loitering on the other side of the street. This is Pedro de Velasco, another of the original kharisiri. If challenged, de Velasco attempts to flee, which could spark a chase sequence, although he fights if cornered (see **Pulp: Fighting de Mendoza**, page 69, for guidance).

HOTEL ESPAÑA

While the investigators are staying at the Hotel Maury, both Larkin and de Mendoza are staying at the Hotel España. During their stay in Lima (before heading out to locate the pyramid and its treasure), the investigators may wish to look into their host's and his personal aid's business by keeping a closer watch on them or looking over their hotel rooms.

Hotel España is a small establishment, boasting 12 rooms, split over two floors. It is located on the corner of a busy street of shops in Lima District. There is no reception desk, although a small, white-haired woman in a woolen shawl sits in the foyer and greets visitors. She is the owner, Petronila Cupitina.

There are four, reasonably priced, rooms available for the investigators at the hotel, should they want them. Two of them are on the top floor, near the rooms occupied by Larkin and de Mendoza.

The interior of the hotel is decorated in an eccentric manner, with its walls painted in bright primary colors and covered with paintings and photographs. The common areas are filled with an eclectic selection of statues, plants, and artworks. The bedrooms are similarly decorated, and those on the upper floor each have a small balcony, accessed via French windows.

De Mendoza's Room

Larkin and de Mendoza are staying in neighboring rooms. De Mendoza's room is almost antiseptically neat, with no personal effects, toiletries, or changes of clothes on display. As de Mendoza does not sleep, his bed is always neatly made—he spends his nights walking the streets of Lima or watching over Larkin when

he is in one of his heroin-induced fugues. The only item of interest in the room is the Golden Mirror (**Appendix D: Artifacts**, page 649), which is hidden under de Mendoza's mattress.

Keeper note: if examined, a successful **Appraise** or **Archaeology** roll recognizes that the Golden Mirror is of similar design to the pendant shown to them by Larkin.

Larkin's Room

Larkin's room, by contrast, is chaotic and unpleasant, with suitcases spilling soiled clothing across the floor, and personal effects covering almost every surface. The air in the room reeks of stale sweat and sickness (mixed with the smell of rotten meat, if Larkin is present). If Larkin is asleep in the room or has been recently, the sheets on his bed are soaked with his oily perspiration.

There is a small, stoppered glass bottle of liquid on the nightstand, along with a syringe. The label on the bottle, written in Spanish, identifies the contents as *heroína* (heroin). There is more than enough heroin in the bottle to provide a fatal overdose.

MUSEO DE ARQUEOLOGÍA Y ANTROPOLOGÍA

Elias has arranged to meet Prof. Sánchez at his office in the *Museo de Arqueología y Antropología* (Museum of Archaeology and Anthropology) of the *Universidad Nacional Mayor de San Marcos* (National University of San Marcos) at 2 p.m. on Saturday March 19, the day following the meeting in Bar Cordano.

The museum is a recent addition to the campus. While the university was founded in 1551, making it the oldest seat of higher learning in the Americas, the museum was only opened in 1919. It is housed in a long, two-story stone building, painted dark yellow, fronted by the University Park.

Prof. Sánchez has an office on the ground floor. It is an airy, tall-ceilinged room with white walls and shelves full of books and artifacts. A large hardwood desk dominates the room, piled high with papers, books, and journals. He keeps the windows open on summery days to air the room. While Sánchez is not expecting any visitors other than Elias, he is happy to meet the investigators and include them in the discussion. Sánchez speaks passable English and tries to accommodate anyone who does not know Spanish.

Sánchez tells the investigators that he has offered to help Larkin on a number of occasions, only to be ignored or rebuffed each time. His suspicion is that Larkin wishes to loot the site without interference. There are no legal restrictions in Peru to prevent foreigners from doing this—a fact that frustrates Sánchez deeply. Sánchez refers to people who would remove his country's treasures in such a manner as *huaqueros*, a Quechua word that translates as "grave robbers."



Sánchez believes his only recourse is to identify the exact location of the pyramid and get there first, although time is running out. To this end, Sánchez and one of his students, Trinidad Rizo, have been going through the university library and archives for any possible information about the pyramid. They have found an old document dating from the mid-16th century, written by a conquistador by the name of Gaspar Figueroa, which may refer to the site in question. The document is difficult to read, so Rizo has been working on a summary that picks out the pertinent details. She has almost finished it, but has had to stop for the moment to look for a related artifact in a storeroom under the museum. In fact, Rizo should be along soon to join the meeting; she's just gone to fetch the artifact and will be back at any moment.

While everyone waits for Rizo to arrive, Sánchez is happy to answer any questions the investigators may have about Peruvian history and archaeology. He is a rationalist and does not believe in kharisiri, ancient gods, or other aspects of what he considers to be folklore. If the investigators attempt to convince Sánchez that the kharisiri are real and that he may be in danger from them, his reaction is polite amusement.

After some time, Sánchez apologizes for how long it is taking Rizo. If the investigators suggest looking for her, Sánchez says that he is happy for them to go and find her, but suspects that she has simply found something interesting and lost track of the time. He gives them directions to the storeroom, located in a basement under the museum, and tells them that he will wait here with Elias in case she turns up in the interim (see **The Storeroom** and **Rizo is Murdered**, following).

The Storeroom

The storeroom is almost directly under Sanchez' office, accessed via a staircase and long, dimly lit corridor. The basement of the university is quiet at the weekends, and the investigators do not see or hear anyone else moving around down there.

While the door to the storeroom is normally kept locked, Rizo has left it ajar while she is working. The storeroom

itself is cavernous and oblong, some 80 feet (24 m) long by 45 feet (14 m) wide, filled with evenly spaced rows of floor-to-ceiling shelves. Most of the shelves are packed with crates, boxes, and bags containing a huge variety of artifacts of historical interest. The shelves and containers are all neatly labeled and everything is clean and well kept.

Between the dim electric lighting and the packed shelves, it is difficult to see very far in the storeroom. The Keeper should use the dark shadows, poor visibility, and tight spaces between the rows of shelves to build atmosphere as the investigators look around.

De Mendoza's Mission

As Elias has been keeping an eye on de Mendoza, so has the kharisiri been spying on Elias, trying to work out whether he poses a threat. Originally, de Mendoza's plan was to save the larva he is carrying inside him to transform Elias into a kharisiri, but he has seen that Elias carries a gun, and that he is suspicious of de Mendoza. Instead, he is pursuing what he considers to be a safer option.

De Mendoza has learned that Elias has been visiting Prof. Sánchez and suspects that this may lead to trouble, possibly in the form of a rival expedition that could compromise Larkin's mission. To avoid this, de Mendoza plans to convert Sánchez, using him to provide disinformation to Elias and anyone who may be working with him.

Keeper note: Larkin's condition has become troublesome today (Saturday) and he has retired to his room at the hotel (**Hotel España**, page 64) to manage the pain with a large dose of heroin. While he is indisposed, de Mendoza has decided to deal with Sánchez. As Sánchez currently has company—in the form of Jackson Elias and the investigators—he has traced Rizo to the storeroom and is investigating what she is up to. Upon finding a potential victim in an isolated location, de Mendoza's animal instincts take over and he is driven to feed on Rizo, with no thought for the possible consequences or his original mission to infect Sánchez.

Rizo is Murdered

The following scene assumes the investigators arrive too late to prevent Trinidad Rizo's death at the hands of de Mendoza, which allows the kharisiri to head up to Prof. Sánchez's office (**De Mendoza Strikes Again**, page 68) while the investigators discover Rizo's body. Of course, at the Keeper's discretion, speedy investigators might be allowed to arrive in time to save Rizo and engage de Mendoza in combat (see **Pulp: Fighting de Mendoza**, page 69).



De Mendoza murders Rizo in the storeroom

KHARISIRI IN MONSTROUS FORM

When feeding, the monstrous nature of the kharisiri manifests. Their mouths distend, thrusting out into a disc shape larger than a human hand. The insides of their puckered lips are covered with small, hook-like barbs that attach to the skin of their victims, locking them in place, usually on the target's torso. Once they have done so, their tongue transforms into a bony lancet, tearing a hole in their victim's flesh. The strong arms of the kharisiri hold the victim in place while they vomit caustic chemicals into this hole, dissolving the victim's body fat, which the kharisiri then sucks into their own body; this toxic bile has the side effect of destroying muscle tissue, making the resulting corpse appear even more wasted. The process takes several minutes. The husk that is left behind is thoroughly emaciated, looking like little more than a skeleton wrapped in loose skin. The wound left by a kharisiri's mouth is a bloody, torn circle, around 6 inches (15 cm) in diameter.

Converting Humans into Kharisiri

If a kharisiri wishes to convert a victim, it needs to have one of the larvae created by the Father of Maggots in its abdomen. A kharisiri can only carry one such larva at a time, and needs to return to the pyramid to swallow another once it has disgorged its passenger. The kharisiri do not feed on someone they wish to convert. Instead, the kharisiri attempts to lock lips with the victim, holding them in place while the larva passes from them to the victim's throat. The victim is usually so incapacitated by the pain caused by the larva's caustic slime that they lose consciousness or become delirious (Extreme **CON** roll to remain lucid).

If the investigators examine a recently infected host, a successful **Spot Hidden** roll reveals something moving around inside their abdomen. If the host's torso is bare, this roll gains a bonus die. If examining the host's abdomen with their hands, no roll is necessary to feel something gelatinous moving under the skin, although feeling this provokes a **Sanity** roll (0/1D2).

Once the larva is in place, it converts its new host into a kharisiri over the course of the next 12 hours. For the first hour after infection, the victim may be saved from this fate by removing the larva. This may involve a Hard **First Aid** roll to induce sufficient vomiting to drive the larva out or a **Medicine** roll to remove it surgically. If the larva is removed after the first hour but before the transformation is complete, the victim takes 1D6 damage for every additional hour that has passed.

Victims who are fully transformed into kharisiri retain their memories and personalities, but are now consumed by hunger and the urge to attend to their new god. Investigators who undergo this process lose all their remaining Sanity points and become non-player characters.



An investigator rips a larva from their face!

THE GOLDEN WARD

A single length of worked gold, around 2 feet (60 cm) in length, 3 inches (7.5 cm) wide, and one-third of an inch deep (1 cm). Both of its ends are rough, as though the piece was ripped or broken from a larger design. It weighs a little less than 25 pounds (11 kg), making it too heavy for most people to wield in combat situations.

The piece is largely a straight band, although four sections jut out at right angles into short spurs or squared-off spirals. The surface is imprinted with a series of non-repeating geometric shapes, mostly squares and rectangles, with no obvious meaning to them. None of these shapes resemble any known form of writing. See **The Ward of the Pyramid**, page 649, Appendix D: Artifacts.



Rizo is found in the storeroom, half-buried under a pile of artifacts that have been pulled off the shelves. She is emaciated, almost mummified, and there is a large disc of torn, bloody flesh on her upper chest. Her shriveled face is frozen in a mask of terror, eyes still wide and staring. Finding her in this state provokes a **Sanity** roll (0/1D6 loss). The investigators easily notice Rizo's notebook poking out from one jacket pocket—this contains her notes on *Final Confessions of Gaspar Figueroa* (**Carlyle Papers Peru #3**).

Lying next to her body is a small wooden crate, which has been smashed into pieces. The way the top has been pulled off the crate indicates that the damage is not entirely due to a fall from the shelves and that someone has forced it open. The remains of the crate are packed with straw, and poking out from the mass is a section of what appears to be a large piece of worked gold (**The Golden Ward**, nearby). A successful **Spot Hidden** roll reveals what appear to be the freshly burned remains of skin on the gold, although the item is cold to the touch.

Keeper note: when de Mendoza realized what Rizo had found, he tried to take the section of the Golden Ward, only to be driven away by its power.

A successful **Track** roll indicates that whoever killed Rizo stepped in her blood and has left an intermittent trail as they fled. This trail may be followed back up to Sánchez' office, via a more circuitous route than that the investigators took down to the basement (see **De Mendoza Strikes Again**, following).

De Mendoza Strikes Again

If the investigators failed to save Rizo, de Mendoza makes his move on Prof. Sánchez while they are down in the storeroom surveying the carnage. He only does so if he can catch Sánchez alone, whether this is in his office or elsewhere. On realizing Elias is with the professor, de Mendoza attempts to create a distraction to draw Elias (and any remaining investigators) away from the office by starting a small fire or stabbing an innocent bystander with his sword and leaving them screaming for help.

If de Mendoza is successful in getting the professor alone, he pins Sánchez down and regurgitates the larva he is carrying down the professor's throat before fleeing. Investigators returning to Sánchez' office (around the same time that Elias gets back from any diversion) find him writhing in agony on the floor, unable to do more than croak out the words "He kissed me." There are traces of a rancid, white waxy secretions on Sanchez' mouth. Unless the investigators manage to help him, Sánchez is doomed to become a kharisiri (see **Converting Humans into Kharisiri**, nearby).

After the Attack

Following de Mendoza's attacks on Rizo and Sánchez, the investigators are likely to decide to confront Larkin. He may be found in his hotel room (**Hotel España**, page 64), semi-conscious after taking a large dose of heroin to manage his pain. His state of semi-undress offers the investigators an opportunity to see his tattoo and the discoloration of his veins.

Even in his drugged state, Larkin is quick to deny any involvement with de Mendoza's predations. He feigns shock at claims that his companion is or was anything other than human (a Hard **Psychology** roll indicates he is lying). If the investigators state that they have killed or handed de Mendoza to the police, Larkin again feigns relief that "such a monster has been dealt with," and says his contacts in the police force will handle the matter. Of course, this is also a lie—Larkin's plan is simply to leave for Puno before any trouble can catch up with him or his expedition.

It is possible for the investigators to decide that Larkin is an innocent pawn, under the control of de Mendoza. Larkin is happy to play along with this notion, sobbing and telling tales of how terrified he has been. The important thing for Larkin is to get the investigators to the pyramid and encourage them to remove more of the warding. He concurs with any theories the investigators may offer, as long as they involve

PULP: FIGHTING DE MENDOZA

If the investigators enter into combat with de Mendoza, there is a good chance that they will kill him—he is a tough customer, but he is no match for superior numbers, especially if they have firearms. De Mendoza has a secret weapon at his disposal—he can regenerate damage, allowing him to come back from the dead. He has "died" many times before and has no fear of pain—as a result, he fights to the death, even against hopeless odds. This is true for all of the kharisiri. If he is defeated, de Mendoza's instinct is to feign death (even when he has regenerated sufficiently to get back up and resume the fight). Should the investigators think to check that de Mendoza is actually dead, a successful combined **Medicine** and **Spot Hidden** roll indicates that despite his lack of a pulse or respiration, his wounds actually appear to be healing slowly (flesh knitting together). If, at this stage, the investigators make any attempt to dismember or burn de Mendoza, he attempts to flee, possibly resulting in a chase scene.

If "killed," de Mendoza plays dead while the investigators summon help or the police. If left alone, he gets up and makes a sharp exit before anyone can return; otherwise, he waits until he's taken to the hospital morgue and then escapes as soon as he can. Presuming no investigators are with his "corpse," such events happen off camera; otherwise, de Mendoza strikes out at an opportune moment (perhaps, gaining a surprise attach) but, this time, his intent is to escape rather than fight to the death. Such a scene might end with de Mendoza disappearing through the hospital corridors and out into the streets of Lima. The investigators may meet him again later in the scenario: he follows the expedition to Puno and on to the pyramid, where he may call upon other kharisiri to provide reinforcements (see **Continuing with the Expedition**, page 70). Encountering de Mendoza after "killing" him should provoke a **Sanity** roll (0/1D6 loss). Otherwise, if de Mendoza's body is successfully burned or dismembered, then he is dead for good.

Naturally, should de Mendoza's body disappear while no one is looking, the event goes unexplained; the police and hospital staff are want to keep quiet about the incident rather than try to explain how they "lost" a body. If the investigators try to follow up, they find a wall of silence that is only broken with a successful **Fast Talk**, **Intimidate**, or **Persuade** roll, whereupon the person they are speaking to (police, nurse, morgue attendant, etc.) crosses themselves and whispers "kharisiri" before breaking away and leaving the investigators none the wiser.

The final alternative outcome is for the investigators to successfully capture de Mendoza following Rizo'a murder or during his attack on Sánchez (**De Mendoza Strikes Again**, page 68), and hand him over to the police. Once in custody, de Mendoza waits for the right moment to escape, with the same results as noted above.

heading to the pyramid. He should be seen to be determined not to let de Mendoza's actions stop the expedition—perhaps suggesting that by going to the pyramid they can investigate the truth behind de Mendoza's monstrous origins. Larkin knows that there are more kharisiri waiting up around Lake Titicaca that he can call on if things turn unpleasant for him.

Should the investigators take a more aggressive approach to questioning Larkin, hurting him or threatening him with violence or the police, the aspect of Nyarlathotep within him takes over. Larkin's eyes turn black, his body language becomes imperious and his voice develops an unearthly resonance. "Larkin" demands that the investigators treat "him" with respect, threatening them with eternal torment beyond human comprehension if they fail to do so. Investigators who have previously injured Larkin may be subjected to reprisals (see **Playing Larkin as Nyarlathotep**, page 59). How the investigators respond to "Larkin's" change of tone is up to them. They could kill Larkin/Nyarlathotep, run away, or make some sort of apology and calm things down (in which case, Nyarlathotep departs, leaving Larkin his usual self).

Gunfire, smashing furniture, or other loud disturbances attracts the attention of the hotel's owner, Petronila Cupitina, who threatens to call the police. The hotel does not have a telephone, so she has to hobble out to the street to shout for help. This may present the investigators with the problem of how to keep things under wraps without hurting an innocent old woman.

CONTINUING WITH THE EXPEDITION

What happens from here on depends on how the investigators have so far dealt with Larkin and de Mendoza. A number of possibilities exist, each discussed below.

Larkin Lives

If the investigators have decided not to kill or otherwise deal with Larkin, possibly wishing to keep a closer eye on him, the hired trucks turn up on Monday morning and the expedition travels up to Puno and on to the pyramid as planned.

De Mendoza Lives

De Mendoza accompanies the expedition, but only if no one caught him in the act of feeding on Rizo or attacking Sánchez; otherwise, should he have been neutralized by the investigators but remain at large, he follows the expedition at a distance, ready to help his master once they reach the pyramid. His desire for revenge is strong, which could prompt him to act earlier and drive an attack with accompanying kharisiri once the expedition has reached Puno (**Kharisiri Activities in Puno**, page 73).

While de Mendoza, in particular, remains hostile to Elias and the investigators—watching suspiciously and snapping every time they step out of line—Larkin keeps him in check and stops him from feeding on any of their companions. Larkin's plan is still to count on the investigators' greed or curiosity leading them to destroy the rest of the ward around the pyramid—something that Larkin and the kharisiri are unable to accomplish themselves.

Larkin and de Mendoza are Dead, Under Arrest, or in Hiding

Elias wishes to press ahead with the expedition, even though its leader, Larkin, is out of the picture. He does not know precisely what is waiting for them at the pyramid, but he has gathered enough evidence to deduce that it is core to the existence of the death cult he believes is operating in Peru. If he can learn enough about the cult at the pyramid to stop or curtail their activities, then many innocent lives may be saved. Just as importantly, Elias will get a memorable conclusion for his book! Elias is keen to have the investigators accompany him to the pyramid, and is every bit as shameless in hinting about possible treasures and archaeological finds as Larkin was.

Prof. Sánchez and Rizo are Alive

Even if Sánchez and Rizo are still alive and healthy, they are reluctant to accompany the expedition, even if it does not include de Mendoza and Larkin. They have each experienced horrors they cannot explain and fear what they will encounter up in the highlands. If the investigators insist, one or both of them may (at the Keeper's discretion) eventually agree to tag along. They may also be used as substitutes if any of the investigators have been killed or seriously injured. Alternatively, the Keeper may elect to have them targeted and killed by the kharisiri on arrival in Puno to ramp up the sense of threat.

NEXT STEPS: ENSURING THE INVESTIGATORS KNOW WHAT TO DO

Assuming the investigators gain possession of *Final Confessions of Gaspar Figueroa* or Trinidad Rizo's notes on the text (for both, see **Carlyle Papers Peru #3**), as well as the section of the ward held in the museum's storeroom (**The Golden Ward**, page 68), they should be able to infer that the kharisiri were "born" when the ward was damaged. From there, it should be simple enough to work out that restoring the section of the ward will have some effect on the kharisiri, or at least on whatever source created them.

In the unlikely event that the investigators do not realize this, the Keeper should use either Prof. Sánchez or Jackson Elias to drop hints, having them muse about possible connections. It is more satisfying if the investigators work this out for themselves, so the Keeper should avoid having an NPC simply tell them what to do. Different player groups will respond to different degrees of subtlety. The important thing is that, by the time they leave Lima, the investigators should know that the section of gold found with Rizo's body is important and probably belongs back where it first came from.

PUNO

Nestled in the Andean highlands, the investigators hear wise tales of gods and monsters.

Puno is a small city of approximately 20,000 residents, located in the southern Andean highlands. It stretches back from the shores of Lake Titicaca, up into the overlooking hills, with the more prosperous areas located closer to the water. The majority of the buildings are low one- or two-story structures made from stone or brick, and the streets they line become increasingly narrow and more maze-like the further uphill one goes. The center of the city is dominated by a broad plaza, ringed with neat greenery and trees and overlooked by the imposing edifice of the Cathedral Basilica of St. Charles Borromeo.

Carlyle Papers Peru #3

Spanish, written by Gaspar Figueroa, 1543, on vellum.
Figueroa - Spaniard who had traveled to Peru with Francisco Pizarro.

According to the text, Figueroa set out to seek his own fortune following Pizarro's assassination in 1541. He was accompanied by Hernando Ruiz, Diego Garrido, Luis de Mendoza, and Pedro de Velasco--fellow conquistadors who had served with Pizarro. They traveled into the southern highlands of the Andes, looking for treasure, hoping to make their fortunes before heading back to Spain and retiring in luxury.

Hearing rumors of an ancient temple filled with gold, the men set off into the mountains southwest of Lake Titicaca. There they found a pyramid surrounded by a maze-like structure of underground tunnels. The walls of the tunnels were inlaid with intricate gold carvings. The men pried out a large section of the gold, exhausting themselves in the attempt. That night, as they rested, an evil sickness befell Figueroa's companions; in the morning light they looked gaunt and deathlike. Complaining of agonizing hunger, they pursued Figueroa; de Mendoza caught up with him and started to devour him like a human leech. Figueroa shot his friend in the head and fled, pausing only to snatch up as much of the gold as he could carry.

Figueroa eventually arrived back in Lima, hoping to get passage home, but he was too weakened by his ordeal. Figueroa describes himself as wasted, little more than a walking corpse.

I read Final Confessions as Figueroa's attempt to lift the guilt that his avarice had placed upon him. He believed that his fate and that of his companions was brought about by their desecration of a holy place, and his most fervent wish was that he could undo the damage he had inflicted. He describes how he can still hear his friends' voices, crying out with inhuman hunger, and how in the dark of the night he can hear another voice, ancient and seductive, promising him eternal life if he returns to the temple. The voice told Figueroa how to contact it, but it seems Figueroa was too afraid to ever attempt this.

A postscript written by the priest - who performed the last rites - states that Figueroa died a day after completing his Final Confessions. His last words were an entreaty to whatever gods were listening to forgive him his blasphemies.

AN OPTION: BYPASSING PUNO

Visiting Puno is largely optional. This section serves a few specific functions that may be skipped over by groups that are pressed for time or Keepers who wish to maintain a faster pace. Time spent in Puno provides an option for identifying the specific location of the pyramid by speaking to a local *yatiri* (**Meeting Nayra**, page 74), as well as opportunities to build tension when the investigators are stalked by the kharisiri.

Puno also provides an opportunity for the investigators to buy provisions, hire pack animals, and learn a little more about the local area. Depending on the requirements of the group, there is no reason to roleplay all of this and the Keeper can simply allow the investigators to stock up without any further intrigue. To save time, if the Keeper desires, it be may be assumed that the details contained in Trinidad Rizo's notes on *Final Confessions of Gaspar Figueroa* provide enough information to locate the ruins, allowing the investigators to travel there directly without speaking to Nayra.

ALTITUDE SICKNESS

In coming to Puno, the investigators have traveled from sea level to a high altitude over a short period of time. Each investigator should attempt a **CON** roll; those who fail experience altitude sickness, displaying a number of symptoms related to the thinner air. These include tiredness, headaches, dizziness, shortness of breath, and nausea. In most cases, this simply proves an irritation, but investigators who find themselves in situations that require a high degree of physical exertion may have to achieve a higher degree of success on their skill rolls or receive a penalty die on opposed rolls (combat, etc.), at the Keeper's discretion.

Investigators suffering from altitude sickness should make a **CON** roll every day while in the highlands to see if they can acclimatize to the thin air; with a success, they suffer no more. They may also mitigate the worst of the symptoms by chewing coca leaves or drinking coca tea. Jackson Elias or Nayra (**Meeting Nayra**, page 74) may suggest this to investigators who are obviously suffering.

The countryside surrounding the city is home to a large number of farms, with staples such as maize, potatoes, and quinoa dominating the crops due to their hardiness and ability to grow at high altitudes. Local farmers also raise alpacas and llamas, with large herds being a common site (and a potential obstacle for any chase scenes).

Tourists are rarely found in Puno during the 1920s, so the investigators are of interest to the locals, who are, in general, welcoming to the visitors. Within the markets and stores, the investigators will be able to buy most supplies they need for their journey to the pyramid: from pack mules to weapons (including dynamite), although prices are, roughly, double for foreigners like the investigators. As necessary, refer to the 1920s Equipment Lists in the *Call of Cthulhu Rulebook*; most items can be purchased (within reason, given the locale) at double the costs listed—the Keeper is advised not to sweat the numbers here and allow the investigators to buy what they think they will need without overly worrying about the bookkeeping.

Puno has a reputation as the folkloric capital of Peru, and the investigators may hear many strange tales here (**Meeting Nayra: Other Folklore of the Area**, page 75). Traditions from the Incas and older civilizations are preserved, coexisting with the Catholic beliefs brought in by the Spanish colonialists. Puno's history as the meeting point of the Aymara and Quechua cultures adds further to the mix. Visiting investigators may encounter a mix of Catholic religious festivals and older celebrations marked by folk dances, colorful costumes, and unusual masks.

Lake Titicaca

The largest lake in South America, Lake Titicaca is over 100 miles (160 km) long and up to 50 miles (80 km) wide at its broadest point, and lies adjacent to Puno. It straddles the border of Peru and Bolivia, and at over 12,000 feet (3658 m) above sea level it is considered the highest navigable lake in the world. The waters of the lake are brackish, due to evaporation, and it is home to large fish populations and thick growths of reeds.

The area of the lake nearest to Puno holds dozens of floating islands. These man-made structures are platforms of reeds and mud, large enough to hold several reed huts. These house small settlements of the Uru people, who fish the waters.



GETTING TO PUNO

The common route of travel from Lima is by steamer, via Mollendo, then a rail journey to Puno, which combined takes about a day and half's travel time. Despite this, Larkin has hired three trucks to carry the expedition and their supplies from Lima to Puno, and these are scheduled to arrive at the Hotel España at 8 a.m. on the morning of Monday March 21.

If Larkin is dead or otherwise indisposed, the investigators need to pass a **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** roll to convince the drivers to leave without him. If necessary, Prof. Sanchez could help by arranging replacement trucks or pointing the investigators and Elias to the steamer and train option. The scenario assumes the investigators and Elias travel on the trucks supplied by Larkin.

The journey by road is approximately 800 miles (circa 1,300 km) and takes three days, traveling down the coast to Camaná before heading up into the Andes and across the highlands. The latter part of the journey takes the investigators up winding mountain roads, with the air growing ever thinner (see **Altitude Sickness**, nearby).

Traveling by train is a little more complicated. While railways serve both Lima and Puno, the lines do not actually connect with each other; the gap between the two lines is more than 200 miles (160 km) wide, largely over mountainous terrain. The investigators may be able to navigate the rail network and local buses—or convince locals to offer them a lift (use of pack animals)—to bridge the gap, although this will be complicated if they are carrying large amounts of equipment. At the very least, this will add at least a week to their journey.

There are no commercial air services between Lima and Puno in 1921 (private airplanes may be available for hire in pulp games). Investigators who own a private airplane may potentially fly between Lima and Puno, but given that the first recorded flight over the Andes does not take place until 1922, this too is more suited to pulp.

Kharisiri Activities in Puno

Until recently, the kharisiri have shunned Puno; they were simple-minded, small in number, and relatively distinctive. It was far simpler and safer for them to seek prey in more remote areas. Since the arrival of Larkin, however, the kharisiri are more intelligent and their larger numbers now include several converts from the population of Puno and the surrounding lands. This has emboldened them, and while it is still rare for them to feed upon someone in the city itself, it does occasionally happen. This increase in predation has made people in the area somewhat paranoid. The association between kharisiri and people of European appearance means that white investigators may be met with suspicion, though the investigators are only likely to find

themselves in physical danger from the locals if they start trouble themselves.

At any given time, there may be up to a half-dozen kharisiri operating in Puno. They are mostly there to feed, although the more intelligent ones keep a lookout for threats. If the investigators dealt with Larkin in Lima but left de Mendoza intact enough to regenerate, he contacts his fellow kharisiri in Puno via telegraph, warning them that Jackson Elias and a number of his companions are on their way and pose a danger to their plans. The investigators could find themselves followed wherever they go, although the kharisiri wait until the investigators head to a more isolated location before attacking. If and when this happens, the Keeper should have the attacking group made up of one kharisiri for every two investigators (see **Kharisiri** profiles, page 87).

Depending on how long the investigators spend in Puno, de Mendoza may have time to catch up with them. If the investigators believe him to be dead, having him turn up in Puno should prove disquieting, especially if it happens at a vulnerable moment. Alternatively, the Keeper may save de Mendoza's return until the investigators are at the pyramid (**The Ruins**, page 77), especially if they have just restored the ward (**The Pool of Filth**, page 80).

MEETING NAYRA

If the investigators have been unable to find the exact location of the pyramid, Jackson Elias has a contact in Puno who knows a great deal about local history, myths, and legends. Nayra, a *yatiri* (a form of healer or wise woman) helped him with his researches into the kharisiri when he visited the area earlier in the year. He dismissed much of what she said at the time as superstition but, if he has seen evidence of Larkin's or de Mendoza's true natures while in Lima, he has since revised his opinion.

Elias knows that Nayra lives in a small house in the hills above Puno but suspects (rightly) that she might be in hiding. Nayra told Elias that she believed she was being followed after the kharisiri learned that she was talking to him. On arrival in Puno and after asking around some mutual acquaintances, Elias learns that Nayra is staying with friends on one of the floating islands on Lake Titicaca.

The floating island on which Nayra is hiding is around 2 miles (3 km) from Puno itself. It is home to seven fishermen and their families. Elias can find someone who can rent him a reed boat and suggests that he paddle out to the island with at least some of the investigators accompanying him for safety.

Those traveling with Elias to see Nayra may attempt a **Spot Hidden** roll to notice that they are being watched as they approach the docks to board the boat. A middle-aged woman and teenage boy—both recent kharisiri converts—are loitering as casually as they can, but keep sneaking furtive glances at Elias. Unless prevented from doing so, they stealthily steal a boat and follow Elias and any companions out onto the lake.

Keeper note: even if the investigators fail to notice them, the kharisiri do not attempt to land on the island. They watch from a distance, looking to see what Elias and his friends are up to. The investigators should get one last chance for a **Spot Hidden** roll here to detect that they are being observed. If the kharisiri spot Nayra, they return at night with reinforcements to kill her and everyone else on the island—unless prevented by the investigators.

While the rest of the occupants of the floating island may be wary of a boatload of strangers approaching, Nayra recognizes Elias immediately and tells her hosts that they are friends. Investigators who join her on the floating island may be disconcerted by the way it gives slightly with each step upon it and moves gently across the surface of the water.

Unless one of the investigators can speak Spanish, Elias translates the conversation, as Nayra doesn't understand English. Something of a comedian, Nayra takes delight in mischief, such as offering an investigator a piece of dried meat and gesturing for them to take a bite, then laughing loudly when they discover it is actually piece of dried wood. Any tension is soon dispelled by Nayra's warmth and friendliness, although talk of dark matters soon comes to the fore.

Once Elias and the investigators share the details of their researches in Lima, Nayra is able to provide a precise location for the pyramid. She can also try to answer questions the investigators may have about the kharisiri, the pyramid, or general aspects of local folklore.

Nayra's Tale of the Pyramid

Nayra knows an old story about how an ancient and evil god fell from the sky and landed in Lake Titicaca. It crawled out and brought hunger with it, devouring all it touched. The trickster hero Ekeko told the evil god where the most nutritious food could be found underground, showing it tubers and grubs. Ekeko convinced the god from the sky, tempted by the food, to crawl into an old armadillo burrow. He then placed stones over the burrow, trapping the god below. Ekeko told the people that this was now a sacred site and had them build a temple over it, binding it in place with "spells worked in gold." The god from the sky still lives underneath the temple to this day, and those who know of it are wise enough to avoid its tomb. Consequently, few if any, people from Puno go anywhere near the pyramid and it has largely become a forgotten site.

Of the Kharisiri

Although Elias had heard of the kharisiri before heading up to the highlands, it was Nayra who filled in a lot of the details he now knows. Elias had been quick to dismiss the more fanciful aspects of Nayra's stories when they met before. If he has since seen evidence of the monstrous nature of the kharisiri, he is more credulous this time.

If asked the meaning of the word "kharisiri," Nayra explains it comes from the term for carving something up with a knife. She tells the investigators that the kharisiri are known throughout Peru and Bolivia, although their names and descriptions change from region to region. The archetypal kharisiri, according to Nayra, is a tall white man wearing a wide-brimmed hat. He carries a long knife that he uses to butcher people and steal their body fat. Alternatively, he may drug people and extract their fat using magic or strange tools, leaving them to die slow, lingering deaths. The stories Nayra has heard first-hand tell of a kharisiri who sucks the fat out with his mouth, like some kind of human leech.

Nayra knows that people in the area were quick to accuse the conquistadors of being kharisiri, stealing the fat of locals to treat their wounds or grease their weapons. Later tales told of kharisiri priests, using stolen fat to make holy oil or as offerings to their gods. The main common factor in all these stories was that the kharisiri were white men, usually Spaniards.

Since Nayra pointed out Luis de Mendoza to Elias as a suspected kharisiri, she believes that she has been followed. This is why she has gone into hiding on the floating island. Most disturbingly to Nayra, some of the people she believes to be following her do not fit the classic description of a kharisiri. This either means that the legends are incomplete or that their influence is somehow spreading.

Other Folklore of the Area

Nayra can regale the investigators with tales of monsters and folklore of the region, should they enjoy hearing her stories.

- According to the Incas, the lake (Titicaca) is the birthplace of humanity. In times past, the god *Viracocha*—also known as *Con-Tici*—rose from the waters, carrying humans with him. When *Viracocha* had orchestrated the heavens by positioning the sun, moon, and stars, he commanded the humans to spread across the world.
- The people of the region saw the lake itself as a goddess—*Mamacota* or Mother-water—and erected an idol in her honor. This idol, known as *Copacahuana*, was fashioned from blue-green stone and took the form of a fish with the head of a woman. When the Spaniards conquered the area, they saw this worship as pagan, but worship of the goddess who fed the people with her bounty of fish was so deep-rooted that all they could do was replace her idol with a statue of the Virgin Mary. She is still venerated to this day.
- Wanderers should be wary of remains they may find in caves and on mountainsides, as these could be sleeping *machukuna*, creatures made from bones. By day, they work the fields and fertilize the crops. Some believe this to be penance for the sins the *machukuna* committed in life, as through their efforts and labor they may regrow their flesh anew. Not necessarily dangerous, they may seek out humans willing to give them food. The main risk they pose is the wind that follows them, which is reputed to bring disease and bad luck.
- There are other creatures like the *machukuna* that offer a more direct threat: the *suq'a* seek out humans not to repent their sins but to kill and eat them. Nayra muses that the *suq'a* may somehow be related to the kharisiri.

Keeper note: the *suq'a* may be a desiccated corpse reanimated by a larva, similar to the one encountered in the ruins (**The Bundle of Rags**, page 80).

Nayra's Help

If any investigators have been injured, Nayra is happy to provide medical assistance (treat as a successful First Aid and Medicine roll). Despite her willingness to help Elias and his friends, Nayra resists any requests to accompany them to the pyramid. She is an old woman and does not believe herself fit enough to make a long journey across rough terrain. Such tasks are better left to "wanderers" (as she calls Elias and the

PULP: KHARISIRI AMBUSH

Spending time in Puno offers the Keeper a chance to ramp up the tension and introduce an action scene. The kharisiri in the city—both original conquistadors and some of their more recent converts—are stalking the investigators, watching and waiting for a moment to strike.

Once the scene with Nayra has, more or less, concluded, an assault by the kharisiri upon her island home is possible. If they are to save Nayra's life, the heroes must act to defend her. Alternatively, a group of kharisiri might ambush the investigators as they walk the streets of Puno gathering supplies—perhaps when they are returning late in the day, as darkness falls. One kharisiri per two investigators is recommended.

investigators). She can point the investigators to the best sources for supplies and where to get pack mules for their journey through the highlands.

Once they have enjoyed Nayra's hospitality, and secured pack animals and supplies, the journey to the pyramid can begin (**Traveling Across the Highlands**, following)—unless otherwise delayed by the kharisiri in the city.

TRAVELING ACROSS THE HIGHLANDS

It takes around three days to travel across country to the ruins, some 70 miles (110 km) south-southeast from Puno. The landscape between is a mixture of grassy plains, hills, valleys, and mountain passes. Perhaps the group is treated to the sight of an Andean condor, a spectacled bear, or even the darting form of a jaguar. A resting investigator might be surprised to find a 30 foot (9 m) long anaconda slithering through the bushes by their head.

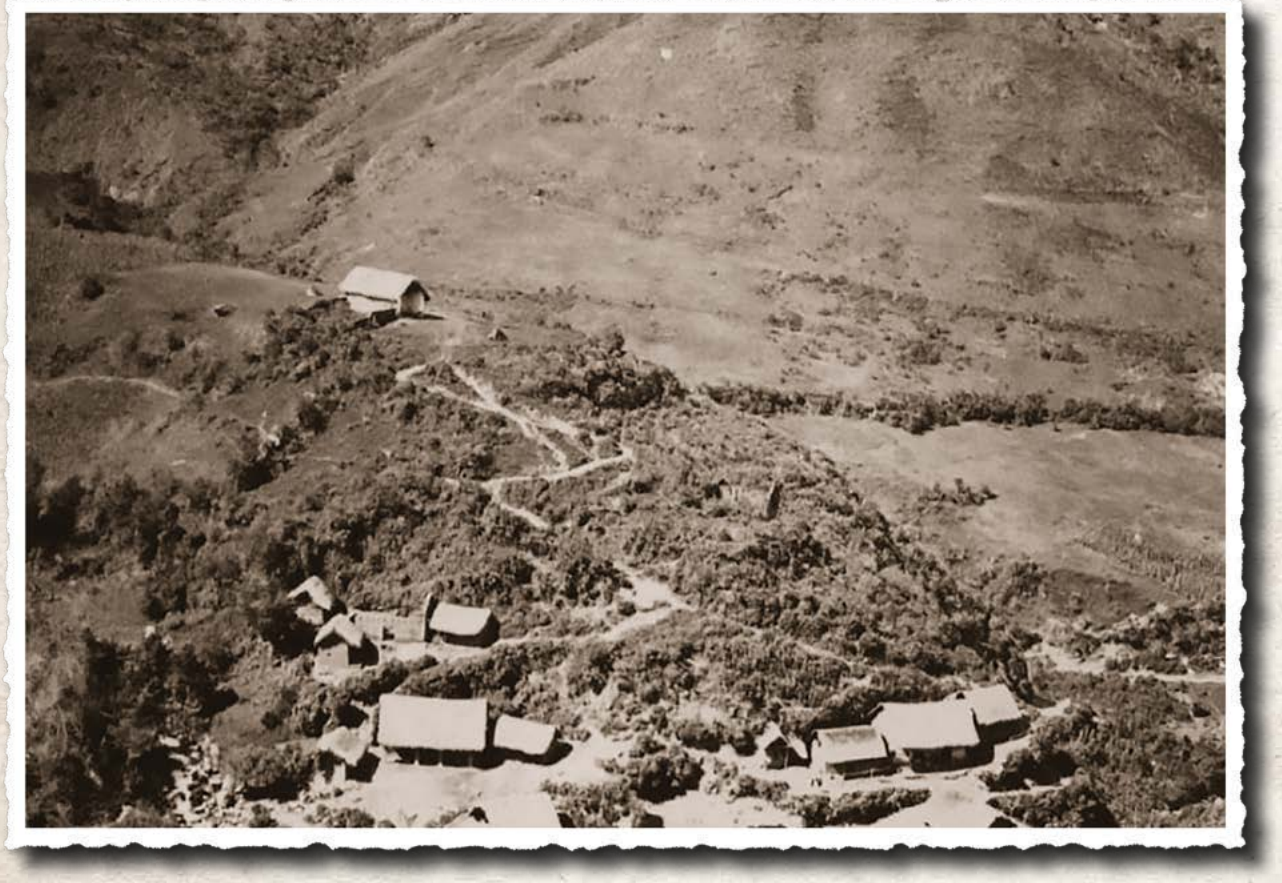
Even in the late summer, the temperature drops below freezing at night. Investigators who have not brought suitable tents, warm clothing, or heavy blankets should make **Survival (Mountains)** roll or suffer 1 point of damage (per night) from the cold; the damage could increase to 1D2+1 points, if they do not think to make a fire, although Elias is sure to suggest making a fire due to his previous experience in these lands.

The following encounters—**The Feral Kharisiri**, **The Farmers**, and **Fellow Travelers**—may occur in the order presented or however the Keeper desires. Eventually, when the Keeper deems suitable, the group should arrive at **The Ruins** (page 77).

The Feral Kharisiri

On the first night, at around 3 a.m., a kharisiri finds the investigators' camp. One of the few kharisiri not to have met Larkin, its intelligence has not been restored, so it is little more than a bestial hunter—an old conquistador, with long, matted brown hair, and dressed in filthy rags. Most likely, the investigators smell it before they actually see it.

If the investigators have lit a fire, the feral kharisiri keeps to the shadows, lurking nearby and waiting for a chance to pounce. While its preference would be to dine on a sleeping human, it will only do so if there is an easy target separated from the rest of the group. Otherwise, it stealthily creeps up and feeds on a pack animal (assuming the investigators are using them). Any investigators who are awake when the attack occurs may attempt a **Listen**



The trip to the ruins winds through Peru's highlands

roll to detect the creature; sleeping investigators may be roused if they succeed with a Hard **Listen** roll. If the attack goes unnoticed, the investigators find themselves short of one pack animal the following morning, possibly forcing them to leave some supplies behind. Use the **Kharisiri** profile with the lowest INT score, page 87.

The Farmers

On the second day, the investigators hear the sounds of gunfire ahead, from over the brow of a hill. From the top of the rise, two human figures can be spotted about half a mile (800 m) away, on the far side of the hill. These are Julio and Domingo Céspedes, a father and son, who have been searching the area for a lost alpaca. A pair of kharisiri attacked them several minutes ago (the same pair described in **Fellow Travelers**, following). Julio managed to drive them off with his rifle, but not before one of the creatures sucked much of the body fat from his son. Domingo is stretched out on the ground, his shirt torn and covered in blood, with a gaping wound in his chest.

Julio knows the legends of the kharisiri so recognized what attacked them. He also knows that the kharisiri are said to resemble men of European extraction. If one or more white investigators approach, he assumes that they are more kharisiri come to finish him and his son off. Unless the investigators can talk him down with a successful **Charm**, **Fast Talk**, or **Persuade** roll (in Spanish), he lays down covering fire with his rifle to drive them away, only actively shooting at targets that get within range. Before things turn completely sour, Elias could intervene to help calm the farmer down, perhaps granting a bonus die to an investigator's social skill roll or acting as translator. With the situation resolved, Julio accepts whatever aid the investigators can provide to his son. He can also point out the direction where the kharisiri were headed: towards the pyramid.

While it is assumed Julio and Domingo return to their farm after encountering the investigators, if desired, Julio may feel indebted for their aid and offer to accompany the group to the pyramid. He will, of course, need to take his son home first; the investigators are welcome to his hospitality, such as it is. Such a diversion takes up the rest of the day and means that the investigators are unlikely to catch up to the kharisiri who attacked Domingo (**Fellow Travelers**, following); however, in recompense, they get a hearty meal and sleep indoors that night, allowing them to continue their journey the following morning. See the profiles for **Julio Cespedes** and **Domingo Cespedes** on page 85.

Fellow Travelers

On the third day, as the investigators close in on their destination, call for a **Spot Hidden** roll; with success, two kharisiri are seen moving through tall grass across a valley floor, approximately half a mile (800 m) ahead.

One is Pedro de Velasco, of the original conquistadors, dressed in light cotton clothing. His companion is a young woman from Puno, named Narcisa Quispe, who he recently converted. They are traveling to the pyramid to offer the contents of their stomachs to the Father of Maggots.

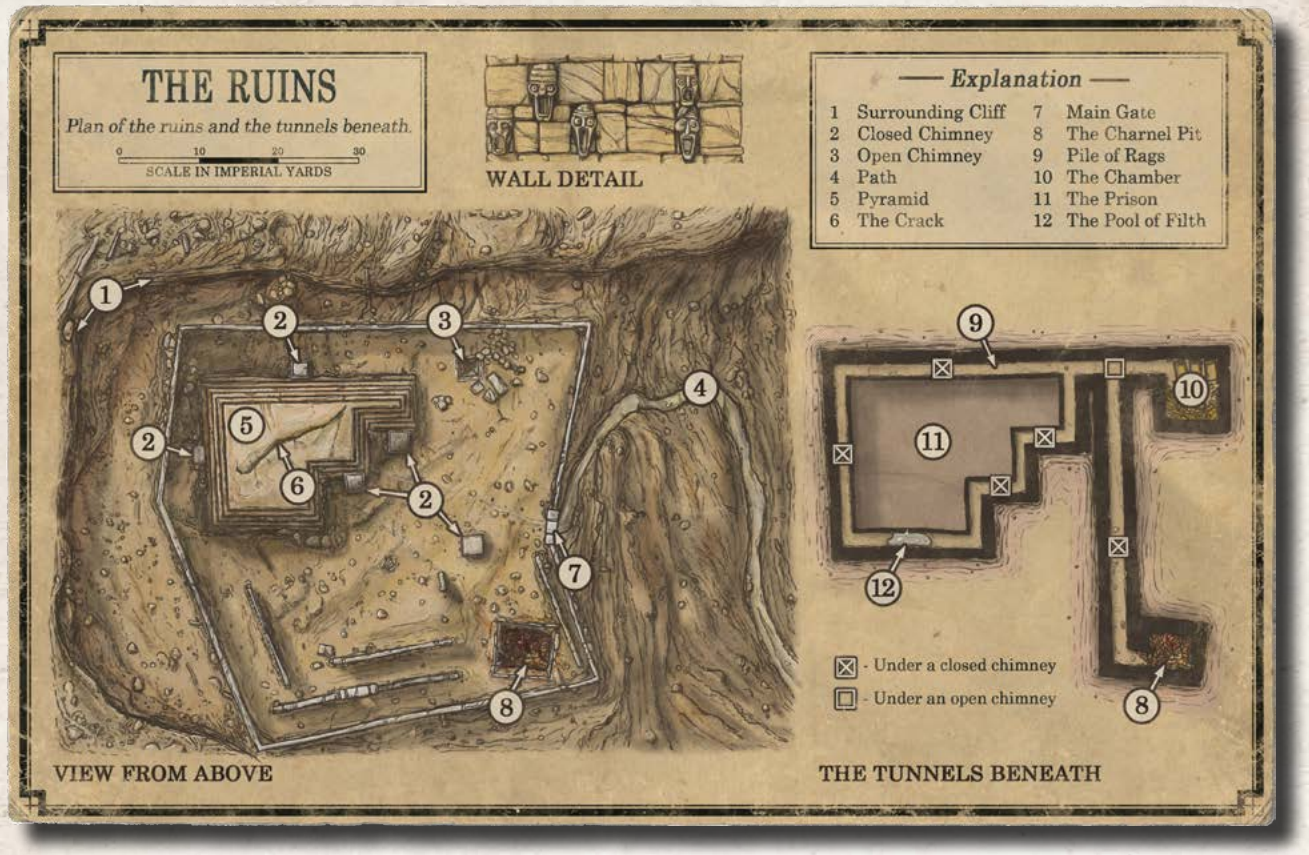
Unless they run to close the gap, the investigators may follow the path of the kharisiri through the tall grass without a Stealth roll, allowing them to find the site of the ruins long before dark. If the investigators choose to attack or frighten the kharisiri away, they need to pass a combined **CON** and **Navigate** roll in order to make good time and catch up with the monsters; otherwise, failure means that the investigators are tired and lose their way, which means they arrive at the ruins as night is falling.

THE RUINS

On a dead plateau stands an ancient pyramid; beneath the decaying stones a thing of darkness waits.

The ruins containing the pyramid are located on a plateau overlooking a deep, windblown valley. The surrounding land is arid and plant life is sparse. The plateau is most easily accessed from above, by clambering around the edge of a neighboring peak and down a narrow path. This path is precarious enough to make it difficult to bring pack animals all the way into the ruins, requiring a **Ride, Animal Handling**, or **Survival (Mountains)** roll to do so successfully. It is possible to climb up from the valley below, scaling the steep rocky inclines. The latter path requires a **Climb** roll to avoid becoming stuck partway up.

No plant life grows on the plateau. It is barren and dusty, with only the man-made structures breaking up the monotonous brownish-gray of the dirt. An eerie whistling or piping sound can be heard blowing on the wind. Despite the cold, the investigators notice an increasing number of flies in the air as they draw closer. A successful **Natural World** roll identifies them as blowflies, which usually feed on carrion. As the investigators approach, the smell of rotten meat grows powerful.



The View From Above

From above, a few key features can be made out in the ruins. A stone wall surrounds the site; it is difficult to tell how tall it once was, as it is now partially buried by silt, but the visible portions protrude from the ground at heights of around 6–12 feet (2–4 m). It is relatively easy to climb over the perimeter wall by scrambling up one of the banks of dirt and dropping over to the other side, negating the necessity for a Climb roll. Alternatively, there is a main entryway, taking the form of a rectangular doorway flanked by huge stones and topped with a weathered stone carving. The carving appears to represent a human head, but it is thin and elongated, with a grotesquely distended mouth. A successful **Archaeology** roll indicates that the design of the structures resembles those of the Tiwanaku site on the south side of Lake Titicaca, over the border with Bolivia. There are some differences, especially in the forms of the stone heads, but the similarities suggest that the same people built them. The 60-mile (96 km) distance from Tiwanaku suggests that this site was meant to be remote from their main cities.

Unless the investigators have killed or otherwise disabled the two kharisiri that were traveling to the ruins (**Fellow Travelers**, page 77), they can be seen inside the walls. One ascends the steps of the pyramid while the other waits below. When the kharisiri reaches the top, it walks over to what looks like a crack in the stone and kneels before it, then proceeds to vomit a stream of thick white fluid into the hole. This goes on for a minute. Once the first kharisiri has finished feeding its god, it clambers down and the second climbs up to repeat the process. Each of them looks significantly gaunter once they have performed their offering. After disgorging, they walk to the far side of the pyramid and disappear from view.

Keeper note: the kharisiri walk to **The Charnel Pit** and crawl down through the corpses to the tunnel entrance, where they make their way to **The Chamber** (page 79) to rest.

Inside the Walls

The main structure is a stepped pyramid with a large, flat top (see following), most of which is below ground level. Around this is a network of crumbling inner walls, many of which have collapsed over time. A number of these walls are decorated with archways, hinting at the remains of other structures. Smaller versions of the carved head over the main gateway are set in the walls at regular intervals. The constant wind blows over and through their distended mouths, producing the unnerving whistling sound that the investigators heard when approaching.

The ground within the walls is uneven, with piles of silt blown into small dunes by the winds. One of these dunes obscures a vertical shaft that drops down into the tunnels below, capped by a broken stone slab, which can be found with either a successful **Archaeology** roll or a Hard **Spot Hidden** roll. Success with either roll also detects that there are a number of similar vertical shafts around the site, each topped by an intact flagstone. If the investigators conduct a concerted search but fail these rolls, call for a group **Luck** roll: on a failure, the investigator with the lowest Luck stumbles onto the broken stone slab and falls through the gap, down the shaft, dropping some 15 feet (4.5 m) and suffering 1D6 hit points of damage. This may also be a consequence for a failed pushed roll when searching the site. If the investigators pass the group Luck roll, one of them almost falls but recovers in time, still revealing the presence of the shaft. Entering any of these shafts brings the investigators to **The Chimneys** and **The Tunnels** (following).

The Pyramid

The structure is mostly submerged in the earth, with only its top five steps rising above the ground. The steps of the pyramid are made of rough-hewn stone, worn and cracked with age. Each step is around 5 feet (1.5 m) in height, tall enough to require anyone climbing up to pull themselves up one step at a time. A long, narrow crack runs diagonally across the top of the pyramid, no more than 3 inches (8 cm) wide at any point. The smell of corruption is overpowering here and blowflies buzz around the crack constantly. An investigator making a successful **Listen** roll here detects a bubbling, oozing sound coming from far below. If the investigators wish to widen the crack or peer inside, see **The Father of Maggots**, page 82.

The Charnel Pit

On the far side of the pyramid, not visible from the investigators' entry point, is a large pit—approximately 15 feet (4.5 m) on each of its sides and 10 feet (3 m) deep—filled with human remains. As the investigators navigate around the ruins, the buzz of flies and the stench of decay grow as they approach this charnel site. All of the bodies within the pit are emaciated. Many appear to have been here for some years, as they are skeletal or have only fragments of dried flesh left. Nearer the top, the corpses are fresher. A successful **Spot Hidden** roll reveals the outline of a tunnel entrance in the wall of the pit, visible through the remains; in addition, the viewer notices glints of something golden at the bottom of the pit (these are a few loose gold coins and items of jewelry dropped by the kharisiri as they disposed of bodies here). Getting to **The Tunnels** requires the investigators to clamber into the pit and wade through the bodies (no roll), moving the remains as they go; such activity provokes a **Sanity** roll (1/1D4 loss).

THE TUNNELS

A small network of tunnels runs under the ruins, to a depth of approximately 100 feet (30.5 m). These have walls lined with stone slabs. The tunnels surround the base of the pyramid, with side tunnels leading to **The Chamber** (page 79) and **The Charnel Pit** (above). All of these tunnels are approximately 4 feet (1.2 m) in height and 10 feet (3 m) in width, forcing anyone moving through them to go on all fours. Doing so is slow going, as the tunnel floors are covered with dust and fragments of broken stone; anyone crawling incautiously risks lacerating their hands and knees (1D3 damage if a **DEX** roll is failed). There are also occasional clusters of small stalactites hanging from the ceiling, where dripping water has left limestone deposits. The smell of decay in the tunnels is overpowering and the air is filled with buzzing flies. Unless an investigator covers their nose and mouth with something that masks the smell, they should make a **CON** roll to avoid being nauseated and receiving a penalty die on all rolls made while in the tunnels for the next 10 minutes (thereafter, they become accustomed to the smell). Specific locations in the tunnels follow.

The Chimneys

These are vertical shafts, 15 feet (4.5 m) deep, which rise up to the surface, lined with the same type of stone slabs that make up the tunnel walls. The bottoms of these shafts are flat but have exits connecting downwards, at a 60-degree angle, to the main tunnel network some 85 feet (26 m) below.

A flagstone covers the top of each chimney, although one of these stones is broken. Climbing down in a controlled manner requires a **Climb** roll if no rope is used (a **Jump** roll may be possible, at the Keeper's discretion). Falling down one of the shafts inflicts 1D6 hit points of damage. Climbing up a chimney without using a rope requires a Hard **Climb** roll. Once at the bottom, investigators can make their way down to the main tunnel network with a successful **DEX** or **Climb** roll to avoid stumbling down the sloping passage and suffering 1D6 damage (using ropes to steady oneself negates the need for a skill roll).

The Chamber

This room was originally used by the builders of the pyramid to work and fashion the gold warding that lines the inner walls surrounding the base. Since then, the chamber has been taken over by the kharisiri. They sleep here after disgorging their offerings to their god, and also deposit any valuables taken from their victims. Unless the investigators have killed or driven away the two kharisiri they saw making their way to the site (**Fellow Travelers**, page 77), they are now asleep on the mats, as motionless as corpses. They are helpless in this state and may be killed or incapacitated without risk—

unless the investigators actively seek to wake them first, whereupon the kharisiri fight but are groggy from their sleep (apply a penalty die to their combat rolls).

The chamber is a plain, stone-lined room approximately 20 by 20 feet (6 by 6 m). There are three filthy reed mats on the floor, used as beds by any kharisiri passing through. The rest of the room is piled high with a miscellaneous collection of coins, jewelry, watches, and ancient artifacts, ranging from the contemporary to pre-Incan. Many of the items are gold, mixed in with a variety of worthless trinkets. Removing these items from the ruins has no effect on the entity below the pyramid or its prison; they are simply items of loot gathered reflexively by its servants out of avarice. Removing the items could prove to be a major undertaking due to their weight and the difficulty of getting pack mules to the site.

Keeper note: the total value of all the valuable items comes to approximately $200,000 U.S. Assume the investigators are only able to take and carry $2,000 worth of items per person ($5,000 if mules are used). Note that Jackson Elias also takes some treasure (see **Conclusion**, page 83, for details).

The Pyramid's Base

The base of the pyramid is completely surrounded by tunnels, whose inner walls are lined with gold inlay, the same as the section found at the university (**The Golden Ward**, page 68). The inlay is uninterrupted, hammered together in a continuous fashion around the perimeter of the pyramid—with the exception of the section damaged by de Mendoza and his associates (see **The Pool of Filth**, nearby). Limestone deposits and dust hide much of the gold's luster.

If the investigators are foolish (or greedy) enough to remove any more of the warding, this further weakens the protections holding the Father of Maggots in place. Damaging one section causes what feels like a small earthquake as the entity shifts and writhes within its prison, with rocks and dust falling from the low ceiling. Further damage causes cracks to spread in both the tunnels' and the pyramid's walls, possibly leaking rancid white fluid and larvae into the tunnels. The investigators should make a group **Luck** roll at this stage, with failure indicating that 1D3 larvae have been released (**Kharisiri Larva**, page 88). A fumbled group Luck roll indicates that the tunnel collapses around the investigators, inflicting 1D8 hit points of damage (avoidable if a **Dodge** or **Jump** roll is successful) and trapping anyone present until they can dig themselves out, taking 1D4+1 hours.

The Bundle of Rags

Seen from a distance, this mummified corpse appears to be a pile of rags, sticks, and other detritus. Once an investigator is within 20 feet (6 m), its true nature becomes obvious. The body is wrapped in decayed wool and cotton, although they are too rotten and filthy to be identified as any particular garments.

Upon approaching, investigators may attempt a **Spot Hidden** roll: success reveals something white and glistening moving in the eye socket of the skull. This is one of the god's larvae. While the body is too badly decayed for the larva to turn it into a kharisiri, it is still able to animate the mummy. Investigators who notice the body and then return to the location at a later time may attempt an **INT** or **Spot Hidden** roll to notice that it has shifted position slightly.

If an investigator gets very close to the mummy, it attempts to grab them. Its goal is to hold the investigator in place long enough for the larva to enter their body, although it is quite happy to hurt the investigator in its attempt to subdue them (**Animated Mummy**, page 88). If the investigator destroys the mummy, they should make a **Luck** roll—failure indicates that they have damaged the skull enough to free the larva and must now deal with its attempts to possess them (**Kharisiri Larva**, page 88).

Keeper note: realistically, a body would be unlikely to mummify in the presence of dripping water and carrion flies. It seems like a missed opportunity, however, to provide a pyramid without a mummy to menace the investigators. If this is likely to interfere with your group's suspension of disbelief, either ignore this encounter or have the larva lurking inside the skull of a moldering, inanimate skeleton.

The Pool of Filth

When de Mendoza and his companions removed a section of the gold warding, the avatar imprisoned in the pyramid stirred enough to damage the surrounding walls and corridor. Now, there is a 2 inch (5 cm) wide crack in the wall, running through the recess where the missing inlay used to rest, and down to the floor of the tunnel. The floor was especially damaged, creating a hole 10 feet (3 m) wide by 4 feet (1.2 m) deep at its lowest point. This hole is now filled with a pool of rancid white fat that has dribbled from the crack over the years. The stench of decay is almost unbearable. The surface of the pool moves constantly, as three larvae within writhe around below the surface. These larvae will not leave the pool unless forced to, but will take an interest in anyone unwise or unfortunate enough to enter it.

Due to the width of the pool, it is impossible to access the section of wall where the inlay is missing without wading through the accumulated filth. Investigators wishing to avoid this will have to find creative solutions. If they have suitable materials to improvise a bridge or platform, the Keeper should call for a **Mechanical Repair** roll, with a fumble or a failed push attempt leading to one or more investigators falling in the pool. Alternatively, the investigators may choose to set fire to the pool. The fat within is highly flammable and catches light easily. Within seconds, it emits thick clouds of black smoke, making it difficult for anyone nearby to breathe. Investigators in the section of corridor surrounding the burning pool should make Hard **CON** rolls to avoid losing consciousness for 1D6 rounds. The fire rages for around an hour, with smoke pouring out of any uncovered chimneys, leaving only a thick, tarry residue in the hole when it burns itself out.

Keeper note: do not make a CON roll for Jackson Elias, who manages to stay conscious by quickly wrapping a rag around his face and staying close to the ground—he can then make sure that any unconscious investigators are dragged to safety.

Repairing the damaged warding is comparatively simple if the investigators have brought the missing section with them. They need to clean the hole out, removing layers of filth and limestone—the Keeper should only call for a **STR** roll if the investigators are operating under time pressure, and even then a failure only means that the process takes longer than desired. With a bit of effort, they can secure the missing section in place, hammering or simply wedging the inlay in position.

If the investigators do not have the missing segment, they can attempt to fashion one. It is possible to determine the shape required from the recess in the wall and then recreate it using gold taken from **The Chamber** (page 79). Creating and installing this improvised inlay requires a successful **Art/Craft** roll in a suitable discipline, such as metalworking, or a Hard **Mechanical Repair**.

Once the ward has been repaired, the Father of Maggots is completely contained once more. Its larvae can no longer escape through the cracks and its connection with the kharisiri is broken. Over the course of the next few hours, all of the kharisiri wither away and die. The older ones disintegrate first, shriveling and desiccating into dust. Ideally, the Keeper should allow the investigators to witness at least one such death—possibly as a kharisiri comes to the ruins to present an offering to their god, or de Mendoza (if still alive) appears, having stalked the investigators to the pyramid. The kharisiri have no idea what is happening to them and react with fear and confusion, pleading for their god to save them.



The Pool of Filth and the Broken Ward

The Father of Maggots

It is highly unlikely that the investigators encounter the Father of Maggots directly. Even damaged, the protection offered by the golden ward holds it in check, and the crack across the top of the pyramid is too narrow to allow more than the faintest glimpse.

Despite this, determined investigators may widen the cracks in the prison with explosives or by damaging the protective warding or, in a pulp game, use psychic abilities or weird science to peer within the inky interior. This could allow them to glimpse the pyramid's innards, catching sight of the ancient monstrosity trapped in the darkness.

The god is a seething, semi-fluid mass of rotten, congealed white matter. It writhes restlessly, folding in on itself, with bubbles of putrescence forming constantly on its iridescent surface. Nodules of its flesh break off and crawl across the mass like worms, and are then reabsorbed. The bottom of its prison is filled with maggots and the husks of their pupae, with adult flies buzzing in the air around it. The stench is beyond human endurance, causing anyone who smells it to become incapacitated with nausea for 1D10 rounds unless they pass an Extreme **CON** roll. Witnessing the god in all its horror provokes a **Sanity** roll (1D6/1D20 loss).

In the extremely unlikely event that the investigators persist enough to free the god completely, use the profile for the **Father of Maggots** on page 89.



THE FATE OF LARKIN

If Larkin is still alive and has traveled to the pyramid with the investigators, he is understandably keen to prevent his companions from thwarting his plans. Initially, this takes the form of stoking the fires of greed, reminding the investigators and Elias how much all the gold in the ruins would make them rich. He couches these temptations in terms of archaeological interest, talking about how well rewarded they will all be if they can take more of the strange goldwork back to Lima and how valuable it will be to museums across the world.

For all his determination to convince the investigators to do his will, Larkin is limited in what he can do directly. The presence of the warding prevents him from even traveling into the tunnels and observing what the investigators do there. If asked about this, he makes excuses about his ill health and how much the journey has tired him, saying that he needs to rest. If that fails to convince the investigators, he pleads claustrophobia as the real reason for his reluctance to go below ground (a successful **Psychology** roll shows him to be lying).

The main option available is for Nyarlathotep to take control of Larkin and thereby influence the investigators directly. For this to work, he needs to wait for individual investigators to separate from the rest of the group. He then casts Mental Suggestion (*Call of Cthulhu Rulebook*, page 260) on the isolated investigator, commanding them to go and destroy the ward. Larkin/Nyarlathotep attempts this as many times as he can. Eventually, however, this approach risks attracting attention—when it does so, the fragment of Nyarlathotep within Larkin defends itself against the other investigators while his new pawns finish their task. See **Playing Larkin as Nyarlathotep** on page 59 for guidance on handling this.

Such a showdown presents an opportunity for Elias to help the investigators. He may, for example, encounter Larkin attempting to cast Mental Suggestion on one of the investigators and interrupt the process. If Larkin/Nyarlathotep starts throwing other dangerous magic around, Elias will be quick to shoot him. The Keeper should avoid having Elias kill Larkin outright, however, and leave his fate to the investigators. As mentioned earlier, killing Larkin does not cause him to transform into a monstrous form of Nyarlathotep. This is a weak human vessel, not a full incarnation of the god. If possible, the Keeper should have the dying Larkin thank the investigators with his final breath for freeing him from his torment.

CONCLUSION

If the investigators successfully repair the ward of the pyramid, the cult of the kharisiri dies out almost immediately, although it will take months for most people to realize that the kharisiri no longer stalk the highlands. Even then, the myth remains, with future generations believing the tales as no more than pieces of old folklore, rather than a warning of a real danger. The threat of the Father of Maggots is ended, for now.

On the other hand, if the investigators fail to repair the ward or even choose to damage it further, the cult remains intact and continues to spread. If Larkin or de Mendoza survive as well, they instruct the kharisiri to monitor the investigators and wait for a time to strike. Investigators who took violent action against the cult are targeted for death. The cult seeks to recruit those who simply know too much by planting fresh larvae within them. Of course, if the investigators beat a speedy retreat and depart Peru, they are free of danger and the cult's influence, although they may dream of pulsing, squirming maggots for a considerable period to come. If the Keeper so desires, the Father of Maggots could make a return appearance later in the campaign, to taunt and hound the investigators in visions, through dreams, and half-glimpsed appearances (anytime maggots are seen, a chill runs down the investigators' spines).

Elias writes up his experience in Peru as *The Hungry Dead* (1923), omitting some of the more bizarre elements as too unbelievable for his readership. Building on this work, Elias decides to investigate Larkin's background further. This leads him onto the trail of M'weru, the Bloody Tongue and, ultimately, the Carlyle Expedition—as explored in the rest of the campaign.

Over the next four years, Elias keeps in contact with the investigators, sending them letters and suggesting that he may need their help again in the future. This may provide the Keeper with opportunities for the investigators to join Elias on further adventures, although these should probably not relate to the rest of the campaign to avoid the risk of changing its foundations before it starts. Elias may drop a few hints about his new work, but he keeps most of the details close to his chest until he is certain he knows exactly what he has become involved in—the consequences of this are detailed in the **America** chapter).

Unless the investigators take any specific action to prevent him, Elias takes a portion of the gold stored within the ruins to fund his future work. He either does this along with the rest of the party, sharing the spoils with them, or returns at a later date on his own to avoid the disapproval of superstitious or overly cautious investigators. The money raised by Elias' share of the gold forms the basis of the fund managed by his lawyer, Carlton Ramsey (**The Reading of the Will**, page 127, America), to finance future investigation into the Carlyle Expedition.

REWARDS

Unless the Keeper chooses to follow this chapter with another prequel scenario from a different source or of their own devising, the investigators should have plenty of time to recover before the core campaign begins. Grant the players an investigator development phase at the conclusion of Peru (refer to **Rewards**, page 162, America). In addition, apply the following rewards to surviving investigators.

- Killing or otherwise defeating Luis de Mendoza: +1D6 Sanity points.
- Killing or otherwise defeating Augustus Larkin: +1D4 Sanity points.
- Releasing Augustus Larkin from the control of Nyarlathotep: +1D6 Sanity points.
- Restoring the ward on the pyramid and destroying the kharisiri: +1D8 Sanity points.
- Causing Nayra's death: –1D4 Sanity points.
- Releasing the Father of Maggots: –1D20 Sanity points.

PULP: REWARDS

In addition to the standard rewards, the Keeper may award pulp heroes 10 Luck points for completing this chapter.

CHARACTERS AND MONSTERS: PERU

For ease of reference, the Keeper may wish to copy or print out these pages of statistics as a a handy reference when running this chapter (saving flicking between pages). NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

ALLIES OR INDEPENDENTS

Jackson Elias, 41, *fearless investigator*

STR 70	**CON** 85	**SIZ** 65	**DEX** 65	**INT** 80
APP 55	**POW** 80	**EDU** 70	**SAN** 76	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 16	**Luck:** 80

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4 or weapon
.45 revolver	60% (30/12), damage 1D10+2
Dodge	50% (25/10)

Pulp Combat

Brawl	80% (40/16), damage 1D3+1D4 or weapon
.45 revolver	80% (40/16), damage 1D10+2
Dodge	60% (30/12)

Pulp Talents

Alert: never surprised in combat.

Tough Guy: soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

Skills

Art/Craft (Writing) 70%, Charm 45%, Climb 60%, Credit Rating 40%, Cthulhu Mythos 4%, Drive Auto 50%, Fast Talk 70%, Library Use 65%, Listen 55%, Mechanical Repair 50%, Natural World 45%, Occult 70%, Persuade 40%, Psychology 50%, Spot Hidden 60%, Stealth 65%, Survival (Mountains) 25%, Throw 35%.

Languages

Chinese (Cantonese) 20%, English 85%, French 40%, Hindustani 40%, Portuguese 45%, Spanish 50%.

Special

Although Elias has some Cthulhu Mythos skill, he is not a believer before the events of this scenario. Until presented with incontrovertible proof, he is quick to dismiss any Mythos-related knowledge as folklore or nonsense.

Professor Nemesio Sánchez, 35, *academic archaeologist*

STR 50	**CON** 55	**SIZ** 60	**DEX** 65	**INT** 75
APP 65	**POW** 50	**EDU** 85	**SAN** 50	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3 or weapon
Dodge	32% (16/6)

Pulp Combat

Brawl	50% (25/10), damage 1D3 or weapon
Dodge	45% (22/9)

Pulp Talents

Keen Vision: gains a bonus die to Spot Hidden rolls.

Skills

Archaeology 80%, Anthropology 40%, Credit Rating 40%, Fast Talk 70%, History 65%, Library Use 65%, Persuade 40%, Spot Hidden 60%, Throw 40%.

Languages

English 40%, Spanish 80%.

Trinidad Rizo, 19, *enthusiastic undergraduate*

STR 55	**CON** 65	**SIZ** 50	**DEX** 65	**INT** 70
APP 55	**POW** 50	**EDU** 65	**SAN** 50	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3 or weapon
Dodge	32% (16/6)

Skills

Archaeology 50%, Anthropology 20%, Credit Rating 20%, History 45%, Library Use 65%, Listen 40%, Spot Hidden 60%, Stealth 35%, Throw 30%.

Languages

English 10%, Spanish 70%.

Petronila Cupitina, 71, *no-nonsense hotelier*

STR 30	**CON** 55	**SIZ** 45	**DEX** 35	**INT** 65
APP 45	**POW** 70	**EDU** 50	**SAN** 70	**HP** 10
DB: –1	**Build:** –1	**Move:** 3	**MP:** 14	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1
Walking stick	25% (12/5), damage 1D6–1
Dodge	17% (8/3)

Skills

Credit Rating 50%, Intimidate 55%, Listen 55%, Psychology 40%, Spot Hidden 50%, Throw 30%, Wave Walking Stick Threateningly 55%.

Languages

Spanish 65%.

Nayra, 76, *healer and wise woman*

STR 40	**CON** 55	**SIZ** 50	**DEX** 50	**INT** 65
APP 50	**POW** 80	**EDU** 65	**SAN** 80	**HP** 10
DB: 0	**Build:** 0	**Move:** 3	**MP:** 16	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	25% (12/5)

Pulp Talents

Psychic Power: Divination 60%.
Psychic Power: Clairvoyance 50%.

Skills

Clairvoyance and Divination* 55%, Cthulhu Mythos 2%, First Aid 70%, History 50%, Listen 40%, Lore (Peruvian folklore) 70%, Medicine 50%, Occult 65%, Persuade 55%, Psychology 60%, Spot Hidden 50%.

Languages

Aymara 65%, Spanish 40%.

**Nayra's psychic skills are applicable in both classic and pulp play.*

Julio Céspedes, 38, *protective father*

STR 65	**CON** 65	**SIZ** 65	**DEX** 55	**INT** 50
APP 40	**POW** 45	**EDU** 45	**SAN** 45	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3+1D4
Rifle	40% (20/8), damage 2D6+4
Dodge	30% (15/6)

Skills

Listen 35%, Psychology 45%, Spot Hidden 40%.

Languages

Spanish 45%.

Domingo Céspedes, 15, *gravely injured son*

STR 60	**CON** 55	**SIZ** 55	**DEX** 65	**INT** 60
APP 60	**POW** 55	**EDU** 50	**SAN** 55	**HP** 11 (3*)
DB: 0	**Build:** 0	**Move:** 9 (0*)	**MP:** 11	**Luck:** —

**Currently hit points and movement are reduced due to injury*

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3
Dodge	10% (5/2) (normally 27% (13/5))

Skills

Listen 35%, Psychology 30%, Spot Hidden 40%.

Languages

Spanish 55%.

ADVERSARIES AND MONSTERS

Augustus Larkin, 32, *vessel of Nyarlathotep*

This profile is for Larkin in human form. Should he become fully possessed, see **Augustus Larkin Possessed by Nyarlathotep**, following.

STR 45	**CON** 35	**SIZ** 65	**DEX** 45	**INT** 60
APP 45	**POW** 50	**EDU** 65	**SAN** 09*	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 10	**Luck:** 50

**Larkin still possesses a shred of humanity.*

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3 or weapon
Dodge	22% (11/4)

Pulp Combat

Brawl	45% (22/9), damage 1D3 or weapon
Dodge	35% (17/7)

Pulp Talents
Psychic Power: Divination 90%.

Skills
Charm 45%, Credit Rating 60%, Cthulhu Mythos 27%, Fast Talk 70%, Intimidate 25%, Library Use 25%, Listen 55%, Persuade 40%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 30%.

Languages
English 65%, Kikuyu 15%, Spanish 30%, Swahili 25%.

Augustus Larkin *Possessed by Nyarlathotep, herald of darkness*

STR 60	**CON** 95	**SIZ** 65	**DEX** 95	**INT** 430
APP 45	**POW** 500	**EDU** —	**SAN** —	**HP** 16
DB: +1D4	**Build:** +1	**Move:** 7	**MP:** 100	**Luck:** —

Combat
Attacks per round: 1

Brawl	90% (45/18), damage 1D3+1D4 or weapon
Dodge	60% (30/12)

Pulp Combat
Pulp Talents:
Alert: never surprised in combat.

Skills
Intimidate 99%, Listen 99%, Psychology 90%, Spot Hidden 99%, Throw 80%.

Armor: none; Larkin can be slain by normal physical means. Unlike other vessels possessed by Nyarlathotep, Larkin does not transform into monstrous form upon dying.
Spells: Nyarlathotep knows all Mythos spells, uses Mental Suggestion where necessary.
Sanity loss: none.

Luis de Mendoza, *undead conquistador*

STR 100	**CON** 90	**SIZ** 65	**DEX** 75	**INT** 30
APP 50	**POW** 50	**EDU** 20	**SAN** —	**HP** 15
DB: +1D6	**Build:** 2	**Move:** 7	**MP:** 10	**Luck:** 25

Combat
Attacks per round: 1 (grab/bite, scratch, battering fists)

Grab (mnvr): holds and pins a victim, ready to suck the life out of them. On following round his mouth attaches to the body of his victim and sucks the fat, blood, and other fluids out, devouring 1D10 STR, 1D10 CON, and 1D4 SIZ per round until satiated or stopped (at zero CON the victim dies). The victim may attempt to break free with an opposed STR roll. If the attack is survived, the victim regains STR and CON at the rate of 1D10 points per week, and 1 SIZ per week, until restored to normal values; however, the attack leaves a hideous scar.

Combat

Fighting	60% (30/12), damage 1D3+1D6
Grab (mnvr)	60% (30/12), holds then suck the life out of victim in subsequent rounds
Dodge	35% (17/7)

Pulp Combat

Fighting	75% (47/15), damage 1D3+1D6
Grab (mnvr)	75% (47/15), holds then suck the life out of victim in subsequent rounds
Sword*	50% (25/10), damage 1D8+1D6
Dodge	60% (30/12)

**When he is expecting trouble, de Mendoza carries his sword from his days as a conquistador. It is old, but well maintained and sharp.*

Pulp Talents
Rapid Attack: may spend 10 Luck points to gain one further attack in a single combat round.

Note: regenerates 2 hit points per round (see **Armor**).

Skills
Intimidate 70%, Listen 60%, Spot Hidden 60%, Stealth 70%.

Armor: regenerates 1 hit point per round after reaching 0 hit points. Can only be killed by complete dismemberment or burning. Even a kharisiri who has been decapitated may recover if they can find their head and reattach it. If the kharisiri's connection to the Father of Maggots is cut off by the restoration of the ward, it loses the ability to regenerate, withering away by 1 hit point every 10 minutes as it ages and crumbles to dust.
Spells: Contact Father of Maggots (Nyarlathotep).
Sanity loss: 0/1D6 Sanity points to see a kharisiri in its monstrous form or in the process of transformation. No Sanity loss if encountered in human form.

KHARISIRI, DEATHLESS LIFE-SUCKERS

Use these profiles for any other kharisiri the investigators may encounter.

	1	2	3	4
STR	**90**	**95**	**100**	**95**
CON	**85**	**95**	**90**	**85**
SIZ	**60**	**70**	**75**	**65**
DEX	**65**	**55**	**60**	**50**
POW	**45**	**50**	**55**	**40**
HP	**14**	**16**	**16**	**15**
DB	**+1D4**	**+1D6**	**+1D6**	**+1D4**
Build	**1**	**2**	**2**	**1**
Move	**7**	**7**	**7**	**7**

Combat

Attacks per round: 1 (grab/bite, scratch, battering fists)

Grab (mnvr): holds and pins a victim, ready to suck the life out of them. On following round, its mouth attaches to the body of its victim and sucks the fat, blood, and other fluids out, devouring 1D10 STR, 1D10 CON, and 1D4 SIZ per round until satiated or stopped (at zero CON the victim dies). The victim may attempt to break free with an opposed STR roll. If the attack is survived, the victim regains STR and CON at the rate of 1D10 points per week, and 1 SIZ per week, until restored to normal values; however, the attack leaves a hideous scar.

Brawl	60% (60/15), damage 1D3+DB
Dodge	*kharisiri do not dodge*

Pulp Combat

Brawl	70% (35/14), damage 1D3+DB
Dodge	*kharisiri do not dodge*

Armor: regenerates 1 hit point per round after reaching 0 hit points. Can only be killed by complete dismemberment or burning. Even a kharisiri who has been decapitated may recover if they can find their head and reattach it. If the kharisiri's connection to the Father of Maggots is cut off by the restoration of the ward, it loses the ability to regenerate, withering away by 1 hit point every 10 minutes as it ages and crumbles to dust.

Spells: Contact Father of Maggots (Nyarlathotep).

Sanity loss: 0/1D6 Sanity points to see the kharisiri in its monstrous form or in the process of transformation. No Sanity loss if encountered in human form.

Animated Mummy, *seeming bundle of rags*

These wasted forms are the remains of the kharisiris' victims, animated by one of the god's larvae (see **Kharisiri Larva**, following). Unlike the kharisiri, they are mindless.

STR 80	**CON** 80	**SIZ** 40	**DEX** 35	**INT** —
APP —	**POW** 05	**EDU** —	**SAN** —	**HP** 12
DB: 0	**Build:** 0	**Move:** 6	**MP:** 1	**Luck:** —

Combat

Attacks per round: 1 (punch, tear, or the larva may attempt to move from the mummy to another victim)

Enter body (mnvr): a larva may enter a target's body via any orifice or wound, provided it spends at least one round crawling into position. As this is not a normal combat maneuver, the larva is not subject to the normal penalties for its small build. The slime exuded by the larva inflicts 1 hit point of damage per round if it comes into contact with bare skin.

Brawl	30% (15/6), damage 1D3
Dodge	*mummies do not dodge*

Pulp Combat

Brawl	45% (22/9), damage 1D4
Dodge	*mummies do not dodge*

Skills

Look Like Pile of Rags 90%, Stealth 40%.

Armor: major wounds delivered to the body result in loss of a limb; otherwise, ignore damage except to the head (one penalty die on rolls to target the head).
Spells: none.
Sanity loss: 0/1D8 Sanity points to see an animated mummy.

Kharisiri Larva, *seed of a god*

Although these creatures appear to be living entities, each is actually a fragment of flesh discharged by the Father of Maggots. By entering a human body, a larva can merge with it, transforming its host into a kharisiri, ready to serve its progenitor.

Each larva is approximately the size of a human fist, made up of a shapeless mass of white protoplasm resembling congealed, rancid fat. This substance smells strongly of rotten meat and is slick and tacky to the touch. The fluids exuded by a larva are caustic to human skin, causing chemical burns and blistering (1 hit point of damage per round of exposure). The larvae leave the waxy residue of their secretions wherever they go.

Normally, a larva is implanted directly into a human host by one of the kharisiri. If a larva is encountered outside of a host—after being removed from a victim, for example—it immediately tries to find a new host. These little lumps of jelly are nimble, able to slide quickly across most surfaces and to climb walls, furniture, and other vertical surfaces. It is easiest for the larvae to enter a potential host via the mouth, but they are capable of using other orifices or wounds if this proves expedient. Once inside a human host, the larva's secretions stop inflicting damage, although the victim will experience intolerable levels of pain. A recently infected host must pass an Extreme CON roll to remain conscious, lucid, and capable of communicating in any way. Unless the larva is removed from the host they are doomed to become a kharisiri (see **Converting Humans into Kharisiri**, page 67).

STR 10	**CON** 45	**SIZ** 05	**DEX** 85	**INT** 10
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 5
DB: –2	**Build:** –2	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Enter body (mnvr): may enter a target's body via any orifice or wound, provided the larva spends at least one round crawling into position. As this is not a normal combat maneuver, the larva is not subject to the normal penalties for its small build. The slime exuded by the larva inflicts 1 hit point of damage per round if it comes into contact with bare skin.

Fighting	25% (12/5), damage 1D3–2 (minimum 1)
Enter body (mnvr)	25% (12/5)
Dodge	75% (37/15)

Pulp Combat

Fighting	45% (22/9), damage 1D3–2 (minimum 1)
Dodge	95% (47/19)

Skills

Climb 70%, Squeeze into Small Places 90%, Stealth 60%.

Armor: none.
Spells: none.
Sanity loss: 0/1D3 Sanity points to see a larva.

Father of Maggots, *imprisoned avatar of Nyarlathotep*

This monstrous, seething mass appears to be made entirely of rancid fat, roiling with unnatural life. Its iridescent surface writhes with maggots and larvae crawling in and out of its substance. It extrudes unstable pseudopods that drip festering white fluid, or sprays fluid out in exploding pustules.

Although a lesser avatar of Nyarlathotep—largely immobile and lacking the superhuman intelligence of most of the Crawling Chaos' other forms—the Father of Maggots is still a maddening and potentially deadly presence. It is, however, very unlikely that the investigators will encounter the Father of Maggots directly. As long as the ward and pyramid remain relatively intact, the entity is contained. If the investigators either destroy a significant amount of the warding around the base or drop large amounts of explosives into the crack on top of the pyramid, however, they will undo the forces imprisoning it (Larkin and the kharisiri have declined to use explosives to open the crack wider, as they fear damaging the Father of Maggots). Releasing the god in this way is unlikely to end well for anyone present. It is more probable that one or more of the investigators may find a way to peer within the pyramid and see the thing in all its horror, although this would still involve the investigators performing a series of unwise actions and ignoring the warnings of Jackson Elias, should he be present.

STR 200	**CON** 150	**SIZ** 450	**DEX** 65	**INT** 01
APP —	**POW** 500	**EDU** —	**SAN** —	**HP** 60
DB: +7D6	**Build:** +8	**Move:** —	**MP:** 100	**Luck:** —

Combat

Attacks per round: 1 (pseudopod lash, pustule explosion)

Fighting attacks: although the avatar is unable to move, sections of its body may reach out up to 20 feet (6 m) as great, formless pseudopods. It may also attack using exploding pustules, the resulting shockwaves and gobbets of decaying flesh pummeling those who get too close.

Exploding pustule: those within 100 yards (91 m) are subject to 2D10 damage from corrosive burns. Soft cover (umbrellas, clothing, etc.) affords no protection, while hard cover (stone, brick, wood) may negate or halve damage, dependent on the situation (at the Keeper's discretion).

Special: the stench of decay surrounding the Father of Maggots is so overwhelming that investigators in its presence must pass a CON roll or be incapacitated by nausea and vomiting.

Fighting	85% (42/17), damage 7D6
Exploding pustule	100% (50/20), damage 2D10 corrosive burns to those within range
Dodge	*The Father of Maggots does not dodge*

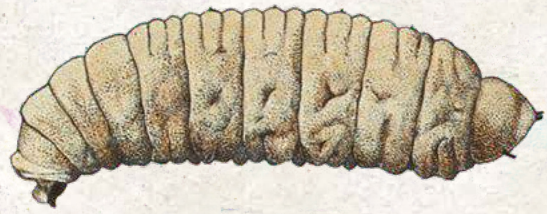
Skills

Emit Foul Odors 100%.

Armor: none

Spells: none; this idiot avatar lacks the magical power normally associated with Nyarlathotep.

Sanity loss: 1D6/1D20 Sanity points to see the Father of Maggots.





CHAPTER 1

CAMPAIGN BEGINNING

The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents... some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new Dark Age.

—H.P. Lovecraft, *The Call of Cthulhu*

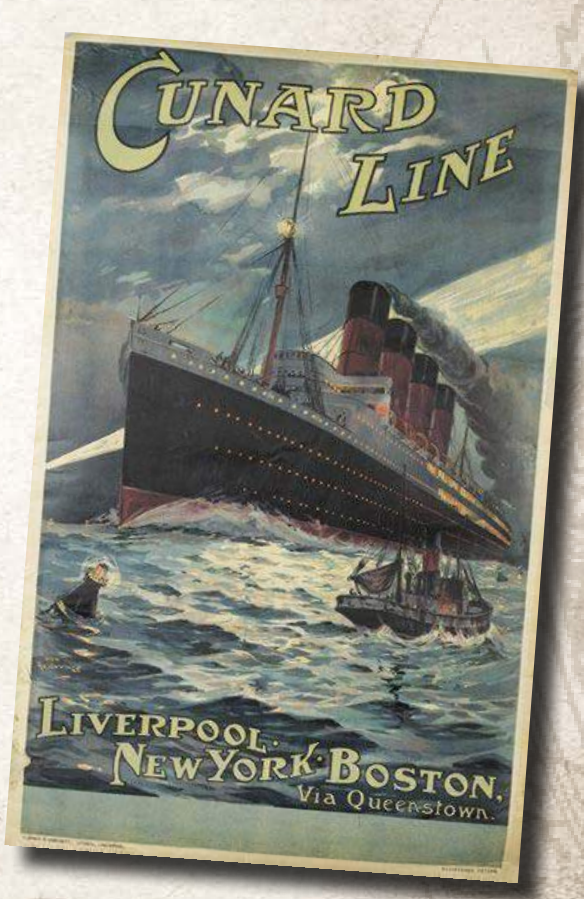
A message from an old friend foreshadows a great mystery, driving the investigators into a pit of hell.

A MESSAGE FROM AN OLD FRIEND

It is four years since the events of Peru. Since their adventure with Jackson Elias, the investigators have corresponded from time-to-time with their good friend, who has continued to travel the globe in pursuit of weird and dangerous cults. In early January 1925, the investigators receive an intriguing radiogram from Elias, from a ship at sea (**Carlyle Papers: The Expedition #1**). As with all handouts, Keepers may find it useful to prepare such material ahead of time, and to pass out the copies when appropriate.

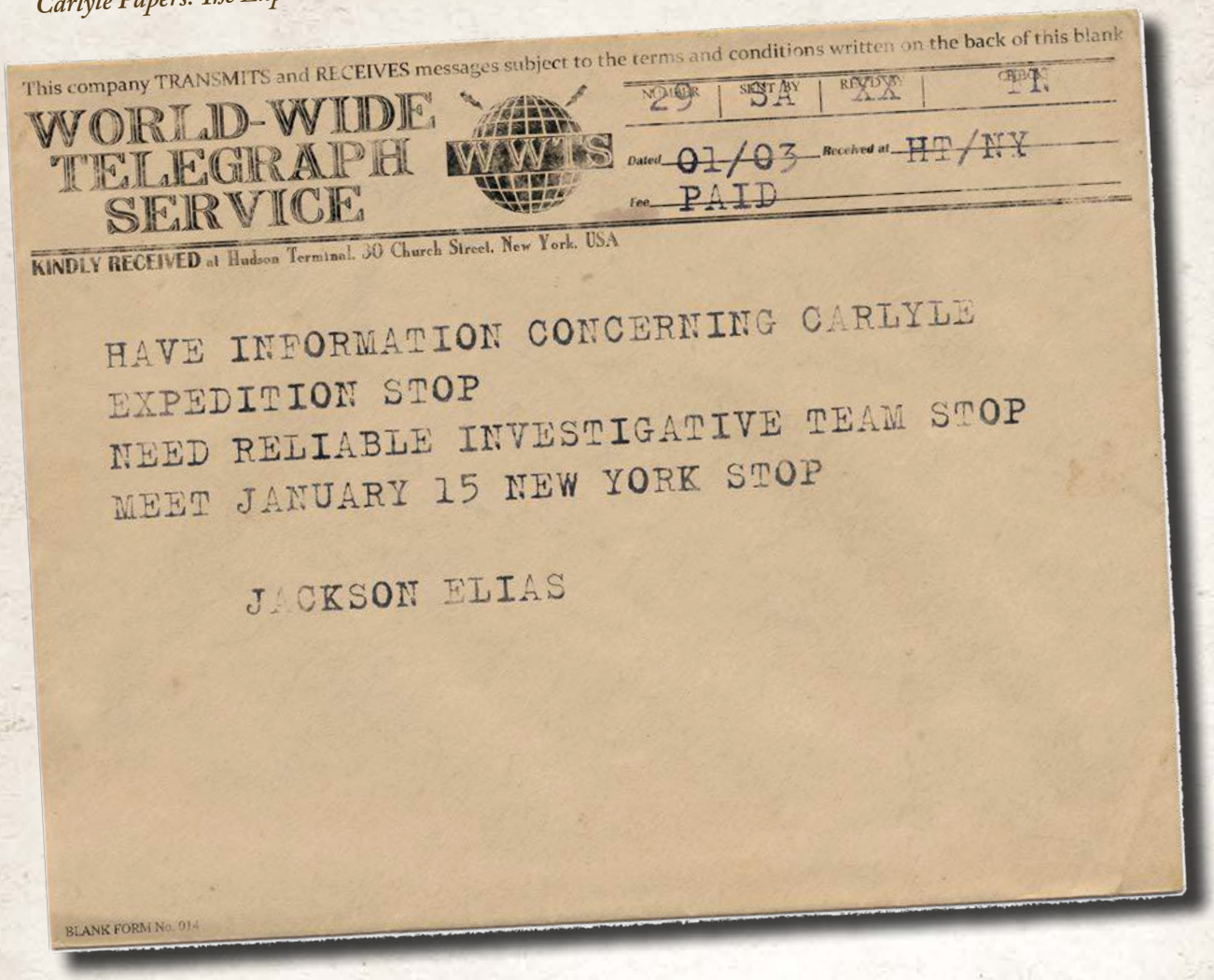
If the investigators have taken part in the events of the Peru prologue, then give out **Carlyle Papers: The Expedition #2**. If the Peru prologue was not played, Jackson Elias is simply a good friend of the investigators: as he rarely stays anywhere for very long, the investigators have (probably) not seen him for years, and only kept in touch through occasional correspondence. Thus, in this case, use **Carlyle Papers: The Expedition #3** instead. Both handouts contain the essentials of what the investigator knows about their friend, although Elias' experiences are different if the investigators didn't make the Peru trip with him. Once alerted, those contacted by Elias should put together the requested team—gathering their colleagues together for the meeting requested in New York City.

Keeper note: once the team has been assembled, review it in order to appropriately scale the opposition to them. Be sure to allow enough "game time" for the investigators to assemble, making sure they are all in New York City by January 15, 1925. If the investigators are not headquartered in New York, they will have to get there—assume everyone arrives in time without incident (see **Arriving in New York**, page 100, America).



Opposite: Leaving for America

Carlyle Papers: The Expedition #1



This company TRANSMITS and RECEIVES messages subject to the terms and conditions written on the back of this blank

WORLD-WIDE TELEGRAPH SERVICE

WWTS

NUMBER 29 | SENT BY SA | REVISED XX | CLASS TL

Dated 01/03 Received at HT/NY

Fee PAID

KINDLY RECEIVED at Hudson Terminal, 30 Church Street, New York, USA

HAVE INFORMATION CONCERNING CARLYLE
EXPEDITION STOP
NEED RELIABLE INVESTIGATIVE TEAM STOP
MEET JANUARY 15 NEW YORK STOP

JACKSON ELIAS

BLANK FORM No. 014

PRESS INFORMATION CONCERNING THE CARLYLE EXPEDITION

Probably all that the investigators remember about the Carlyle Expedition is that it perished a few years ago somewhere in Africa, meaning they will need to undertake some research if they are to make sense of Elias' radiogram before their reunion. Fortunately, information regarding the ill-fated Carlyle Expedition has been widely published in the press. The following articles (**Carlyle Papers: The Expedition #4–11**) are a sample of the most relevant stories, discussing the formation, achievements, and demise of the Carlyle Expedition.

All the handouts are labeled as coming from the *New York Pillar/Riposte*, but every newspaper that subscribes to Reuters has the identical wire copy about the expedition in its morgue files. They should be given to the players prior to the meeting with Jackson Elias, so that they can digest these important facts before their investigators come face-to-face with their old friend.

Keeper note: Erica Carlyle, Roger's sister, lives near New York City. She can supply useful information, as well as confirming the newspaper reports, as discussed in the America chapter (**Erica's Interview**, page 133). The following information assumes the investigators undertake a small amount of research on receiving Elias' radiogram; however, be prepared to dive into the America chapter as needed, which essentially flows immediately out of this campaign setup.

WHAT YOU KNOW ABOUT YOUR FRIEND JACKSON ELIAS



You remember Jackson Elias as an African-American man of medium height and build. He has a feisty, friendly air about him. As an orphan in Stratford, Connecticut, he learned to make his own way early in life. He has no living relatives, and no permanent address.

You like him, and value his friendship, even though months and sometimes years separate one meeting from the next. You'd be upset and probably crave vengeance if anything happened to your friend. The world is a better place for having Jackson Elias in it.

Elias speaks several languages fluently and is constantly traveling. He is social, enjoys an occasional drink, and smokes a pipe. A tough, stable, and punctual man, Elias is unafraid of brawls or officials. He is mostly self-educated. Once a skeptic, Elias began to question his stance after the events he witnessed in the mountains of Peru, although in most cases he has failed to find proof of supernatural powers, magic, or dark gods. His well-researched works always seem to reflect first-hand experience. Possibly his greatest flaw is that he's secretive, and never discusses a project until he has a final draft in hand.
His writings characterize and analyze death cults. His best-known book is Sons of Death, exposing modern-day Thuggee cults in India. All of his books illustrate how cults manipulate the fears of their followers. Insanity and feelings of inadequacy characterize death cultists; feelings for which they compensate by slaughtering innocents to make themselves feel powerful or chosen. Cults draw the weak-minded, though cult leaders are usually clever and manipulative. When fear of a cult stops, the cult vanishes.

Elias' published works include:

- Skulls Along the River (1910)—exposes headhunter cults in the Amazon basin.
- Masters of the Black Arts (1912)—surveys supposed sorcerous cults throughout history.
- The Way of Terror (1913)—analyzes systematization of fear through cult organization; warmly reviewed by George Sorel.
- The Smoking Heart (1915)—first half discusses historical Mayan death cults, the second half concerns present-day Central American death cults.
- Sons of Death (1918)—modern-day Thuggees; Elias infiltrated the cult and wrote a book about it.
- Witch Cults of England (1920)—summarizes covens in nine English counties; interviews practicing English witches; Rebecca West thought some of the material trivial and overworked.
- The Black Power (1921)—expands upon The Way of Terror and includes some material on Asian and African death cults; includes interviews with several anonymous cult leaders.
- The Hungry Dead (1923)—exposes the modern-day survival of a Peruvian and Bolivian death cult from the time of the conquistadors. It omits many of the weirder details that those who accompanied Elias on his researches may remember, presenting the cult of the kharisiri as a purely human evil.

All of these books are published by Prospero House of New York City, and were edited by owner/editor Jonah Kensington. Kensington is a good friend of Jackson Elias and someone you may have previously met.

Carlyle Papers: The Expedition #3



WHAT YOU KNOW ABOUT YOUR FRIEND JACKSON ELIAS

Jackson Elias is an African-American man of medium height and build. He has a feisty, friendly air about him. As an orphan in Stratford, Connecticut, he learned to make his own way early in life. He has no living relatives, and no permanent address.

You like him, and value his friendship, even though months and sometimes years separate one meeting from the next. You'd be upset and probably crave vengeance if anything happened to your friend. The world is a better place for having Jackson Elias in it.

His writings characterize and analyze death cults. His best-known book is Sons of Death, exposing modern-day Thuggee cults in India. He speaks several languages fluently and is constantly traveling. He is social, enjoys an occasional drink, and smokes a pipe. Elias is tough, stable, and punctual, unafraid of brawls or officials. He is mostly self-educated. A skeptic, Elias has never found incontrovertible proof of supernatural powers, magic, or dark gods. His well-researched works always seem to reflect first-hand experience. Possibly his greatest flaw is that he's secretive, and never discusses a project until he has a final draft in hand.

All of his books illustrate how cults manipulate the fears of their followers. Insanity and feelings of inadequacy characterize death cultists; feelings for which they compensate by slaughtering innocents to make themselves feel powerful or chosen. Cults draw the weak-minded, though cult leaders are usually clever and manipulative. When fear of a cult stops, the cult vanishes.

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All of these books are published by Prospero House of New York City, and were edited by owner/editor Jonah Kensington. Kensington is a good friend of Jackson Elias and someone you may have previously met.

Carlyle Papers: The Expedition #4

New York Pillar/Riposte, April 4th, 1919

BIG APPLE DATELINE

ROGER CARLYLE the playboy whom everybody knows—or knows about—is quietly leaving New Yawk tomorrow to check out the tombs of Egypt! You've seen the cuties ROGER has found in the nightspots. Who can doubt he'll dig up someone—er, something—equally fabulous from the Egyptian sands?

Carlyle Papers: The Expedition #5

New York Pillar/Riposte, April 5th, 1919

CARLYLE EXPEDITION EMBARKS FOR LONDON

Led by the fabulously wealthy playboy Roger Carlyle, the Carlyle Expedition departed this morning for Southampton aboard the British steamship *Imperial Standard*.

Contrary to earlier reports, the expedition will perform researches in London under the auspices of the Penhew Foundation before continuing to Egypt next month.

Readers may recall the enormous party which Mr. Carlyle, now 24, gave at the Waldorf-Astoria Hotel upon reaching his majority. Since then, scandals and indelicate behavior have become Carlyle's trademark, but he has never become tarnished in the eyes of Manhattanites.

Members of the expedition have been reluctant to reveal their purpose in Egypt.

Other Expedition Members

Renowned Egyptologist Sir Aubrey Penhew is assistant leader of the team, and in charge of excavations.

Dr. Robert Huston, a fashionable "Freudian" psychologist, accompanies the expedition to pursue parallel researches into ancient pictographs.

Miss Hypatia Masters, linked in the past to Carlyle, will act as photographer and archivist. Mr. Jack Brady, intimate to Mr. Carlyle, accompanies the group as general factotum.

Additional members may be secured while in London.

Carlyle Papers: The Expedition #6

New York Pillar/Riposte, July 4th, 1919

CARLYLE DEPARTS EGYPT

CAIRO (AP)—Sir Aubrey Penhew, temporary spokesman for the Carlyle Expedition, indicated Thursday that the leaders are taking ship to East Africa for a "well-earned rest."

Sir Aubrey debunked rumors that the expedition had discovered clues to the legendary wealth of the lost mines of King Solomon, maintaining that the party was going on safari "in respite from our sandy labors."

Roger Carlyle, wealthy New York leader of the expedition, was unavailable for comment, still suffering from his recent sunstroke.

Discussing that unfortunate incident, local experts declared Egypt entirely too hot for Anglo-Saxons at this time of year, and suggested that the young American had not been well served by his democratic enthusiasm, rumored to have led him to personally wield pick and shovel.

Carlyle Papers: The Expedition #7

New York Pillar/Riposte, July 31st, 1919

IMPORTANT VISITORS

MOMBASA (Reuters)—Leading members of an American archaeological expedition arrived here on holiday from digs in Egypt's Nile Valley.

Our Undersecretary, Mr. Royston Whittingdon, held a welcoming dinner for them at Collingswood House, where the wit of Sir Aubrey Penhew, expedition co-leader, was much in evidence. Accompanying Sir Aubrey are the youthful financier Roger Carlyle and medical doctor Robert Huston, as well as socialite Miss Hypatia Masters.

The party leaves inland today, for Nairobi and hunting.

Carlyle Papers: The Expedition #8

New York Pillar/Riposte, October 15th, 1919

CARLYLE EXPEDITION FEARED LOST

MOMBASA (Reuters)—Uplands police representatives today asked for public assistance concerning the possible disappearance of the Carlyle Expedition. No word of the party has been received in nearly two months.

The group includes wealthy playboy Roger Carlyle and four other American citizens, as well as Egyptologist Sir Aubrey Penhew of the United Kingdom.

The expedition left Nairobi on August 3rd, ostensibly on safari, but rumor insisted that they actually were after legendary Biblical treasures. Carlyle and his party reportedly intended to explore portions of the Great Rift Valley, to the northwest of Nairobi.

Carlyle Papers: The Expedition #9

New York Pillar/Riposte, March 11th, 1920

ERICA CARLYLE ARRIVES IN AFRICA

MOMBASA (Reuters)—In response to clues, Miss Erica Carlyle, sister to the American leader of the lost Carlyle Expedition, arrived in port today aboard the Egyptian vessel *Fount of Life*.

Several Kikuyu-villager reports recently have been received concerning the putative massacre of unnamed whites near the Aberdare Forest.

Miss Carlyle declared her intention to find her brother, regardless of the effort needed. She brought with her the nucleus of a large expedition.

Detailing agents to coordinate supply and other activities with Colony representatives, Miss Carlyle and the remainder of her party depart for Nairobi tomorrow.

Her companion, Mrs. Victoria Post, indirectly emphasized Miss Carlyle's purposefulness by recounting the rigors of the voyage.

New York Pillar/Riposte, May 24th, 1920

CARLYLE MASSACRE CONFIRMED

NAIROBI (Reuters)- The massacre of the long-missing Carlyle Expedition was confirmed today by district police representatives.

Roger Carlyle, New York's rollicking playboy, is counted among the dead.

Authorities blame hostile Nandi tribesmen for the shocking murders. Remains of at least two dozen expedition members and bearers are thought found in a remote region of the Aberdare Forest.

(Continued on Page 4, Col. 3)

Carlyle Papers: The Expedition #10

CARLYLE MASSACRE CONFIRMED

(Continued from Page 1)

Erica Carlyle, Roger Carlyle's sister and apparent heiress to the Carlyle family fortune, led the dangerous search for her brother and his party. She credited Kikuyu tribesmen for the discovery, though police actually found the site.

Among other expedition members believed lost are Sir Aubrey Penhew, noted Egyptologist; New York socialite Hypatia Masters, and Dr. Robert Huston. Many bearers also are reported dead.

Carlyle Papers: The Expedition #11

New York Pillar/Riposte, June 19th, 1920

MURDERERS HANGED

NAIROBI (Reuters)—Five Nandi tribesmen, convicted ringleaders of the vicious Carlyle Expedition massacre, were executed this morning after a short, expertly-conducted trial.

To the end, the tribesmen steadfastly refused to reveal why they had slaughtered Mr. Carlyle and his companions. Mr. Harvis, acting for the Colony, cleverly implied throughout the trial that the massacre was racial in motivation, and that the fair-skinned victims were subject to the most savage treatment, preventing all but the most preliminary identification of the remains.

Miss Erica Carlyle, defeated in her efforts to rescue her brother, left several weeks ago, but is surely comforted now by the triumph of justice.



CHAPTER 2

AMERICA

I do not recall distinctly when it began, but it was months ago. The general tension was horrible. To a season of political and social upheaval was added a strange and brooding apprehension of hideous physical danger; a danger widespread and all-embracing, such a danger as may be imagined only in the most terrible phantasms of the night.

—H. P. Lovecraft, *Nyarlathotep*

BEGINNING STEPS

An old friend asks for aid. His subsequent murder starts the valiant investigators on a lengthy and dangerous quest across four continents.

Whether or not your group has played through the Peru prologue, the core campaign begins here in America, specifically in New York City. This chapter contains the initial clues that lead the investigators around the world, following the trails in whatever order they see fit. While the investigators may or may not investigate Ju-Ju House and encounter the Chakota, they must uncover sufficient clues during their time in New York to give them reason to go abroad in search of the Carlyle Expedition.

Should you, the Keeper, need to adjust the plot line for any reason, keep careful notes so that the skein of evidence can still be unraveled. In New York, no matter what else happens, try to impart some (or all) of the following clues.

- Some sort of cult murdered Jackson Elias.
- This cult may have been responsible for, or be connected with, the infamous massacre of the Carlyle Expedition.
- Despite the news reports, some or all of the expedition members may still be alive.
- Kenya and Egypt are key points, as are London, England; Shanghai, China; and Australia.

PICKING UP THE TRAIL

- **Link:** radiogram from Jackson Elias (**Carlyle Papers: The Expedition #1**)

The investigators have been guided to New York City by their good friend Jackson Elias, who has told one or more of them that he has information about the Carlyle Expedition and needs a reliable team to research it further. This places the investigators in New York in time to receive a fateful telephone call from Elias (**The Big Apple**, page 118).

The Carlyle Expedition in New York

In June 1918, millionaire playboy Roger Carlyle met M'Weru, priestess of the Bloody Tongue, in New York City, immediately becoming infatuated with her. Under her guidance, Carlyle brought together a number of other socialites—Hypatia Masters, Dr. Robert Huston, and Sir Aubrey Penhew—all of whom had character flaws or had suffered recent trauma that made them susceptible to M'Weru's influence. Along with Jack Brady, Carlyle's longtime bodyguard, this disparate group formed the core of an archaeological expedition, ostensibly led by Carlyle. Following several months of preparation, the Carlyle Expedition sailed from New York on April 5, 1919, arriving in London on April 14.

Opposite: The murder of Jackson Elias

Jackson Elias in New York

While an inveterate globetrotter by nature, Jackson Elias spent a great deal of time in New York City visiting his publisher, **Prospero House** (page 128). He had no permanent address in the city, favoring the **Hotel Chelsea** (page 118) when he was in town.

Elias left New York City for Africa on May 25, 1923 to research a new project. This eventually led him to Nairobi, where he stumbled on the truth regarding the so-called "Carlyle massacre." From there, he followed the trail around the world for several months; first to Hong Kong, then Shanghai, Cairo, and London (**Timeline of Key Events**, page 18, Introduction). He returned to New York on January 13, 1925, prior to which he sent a radiogram to one or more of the investigators, asking for help in researching the Carlyle Expedition. Elias is scheduled to meet the investigators on January 15, 1925.

Running this Chapter

Events start with the murder of Jackson Elias—foreshadowed in the optional opening to the Peru prologue—in the **Hotel Chelsea** (page 118), followed by **Preliminary Investigations** (page 125) and Elias' funeral (**The Funeral**, page 127). Thereafter, the investigators may wish to speak with Jonah Kensington (**Prospero House**, page 128) and Erica Carlyle (**Meeting Erica Carlyle**, page 132) to look deeper into the Carlyle Expedition, as well as the brutal murder of their friend.

The key Mythos threat in this chapter is the Cult of the Bloody Tongue, commanded by Mukunga M'Dari (**Horror at Ju-Ju House**, page 154). On top of that, the investigators must deal with the corruption and brutality of the New York Police Department, as well as the insidious racism of the time towards the city's African-American population, as they begin to uncover the conspiracy behind Elias' death.

While there is no sidetrack scenario in this chapter, the events of **An Innocent Man** (page 145) may be superseded by the investigators following alternate lines of inquiry to the same end: **Horror at Ju-Ju House** (page 154). Suggestions are given to help guide the players back towards that sub-plot, which can furnish them with additional information on the threat they face from Elias' killers. If, however, they decide to do nothing, then a good man will go to the electric chair for someone else's crimes.

Providing that the investigators survive their run-in with this displaced branch of Nyarlathotep's Kenyan cult, they have taken their first steps on the path towards thwarting the twisted god's Great Plan. From here, the rest of the world awaits...

Pulp Considerations

Ah, New York! The bright lights of Broadway, the flashing neon signs of Times Square, the potent symbol of a new life that is the Statue of Liberty, the steamy nightclubs of Harlem, the antics of the bootleggers brought about through Prohibition: such is the heady and intoxicating mix into which the investigators find themselves thrown as a result of Jackson Elias' death. For all the glitz and glamor of the Roaring Twenties, the city has a sleazy, dark underbelly, where the downtrodden and dispossessed struggle to survive but everyone still clings to the concept of the American Dream.

The fact that this scenario is set during Prohibition gives the Keeper a wonderful opportunity to play up the city's pulp aspects. Barroom brawls, raids by the police when investigating speakeasies, hits by rival gangs and drive-by shootings (a staple of Hollywood's gangster movies recreating the era): all can be used to add to the air of danger and intrigue that surrounds the investigators' quest to gain justice for their murdered friend. If the investigators are predominantly white and predominantly male, then even walking into a speakeasy in Harlem armed and ready for action may cause the local mob owners to take offense as they think these brash newcomers are attempting to muscle in on their territory, leading to yet more mayhem!

While there are many ways to deal with the Cult of the Bloody Tongue in New York, in the grand pulp tradition, at least one could involve a no-holds-barred, straight-up fight with (possibly naked) and enraged cultists in the streets of Harlem. Alternatively, it may all come down to a fierier finale, with dire consequences for all involved.

There are simply too many great films about New York to choose from! For inspiration, see *Cat People* (Tourneur, 1942), which depicts a dark and tension-filled New York, or *Harlem Renaissance* (Amoruso, 2004), a documentary about the musical impact of the Harlem Renaissance.

ARRIVING IN NEW YORK

There is every chance that, while the investigators may already be in America, they may not be in New York itself. Air travel (private or commercial) is out of the reach of many in terms of cost, and New York doesn't have a dedicated airport of its own until the strip at Newark opens in 1928. However, the city is an important rail hub, connected to all other major cities in the country either directly or via other thriving transport centers such as Chicago.

While it is possible that some investigators may have access to an automobile, the general condition of the roads means that the railroads are a far faster, and more comfortable, option in the long run. Should they insist



on driving cross-country, there is always the Lincoln Highway (opened in 1913): the transcontinental road ran from Lincoln Park in San Francisco, through California, Nevada, Utah, Wyoming, Nebraska, Iowa, Illinois, Indiana, Ohio, Pennsylvania, and New Jersey, before reaching its end in the southeast corner of Times Square.

However, in order to pitch the investigators straight into the action, it is recommended that the Keeper either takes a leaf out of the *Pulp Cthulhu* book and red lines any journeys or, if possible, begins with everyone already based in New York or having just recently arrived in response to Jackson Elias' mysterious summons.

SETTING INFORMATION: NEW YORK CITY

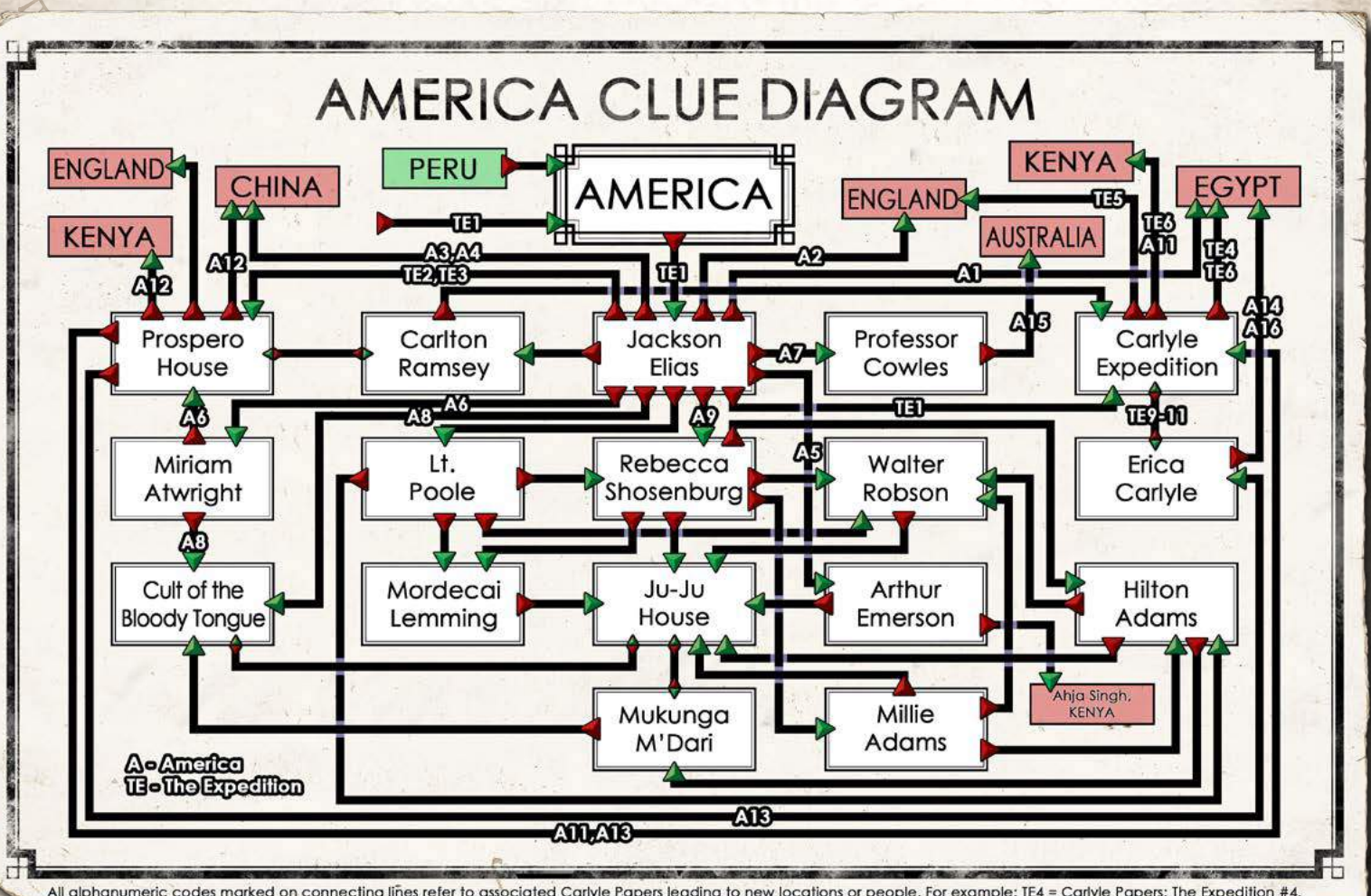
Located approximately halfway between Boston and Washington D.C., New York City has a brief but colorful history. Although visited several times by Europeans in the 16th and 17th centuries, white Dutch immigrants first settled the region circa 1624, when the city of New Amsterdam began life on what is now known as Governors Island. Two years later, the Governor of New Amsterdam purchased Manhattan Island on behalf of the Dutch West India Company from the local Lenape people in exchange for 60 Guilders worth of trade goods.

Above: Map of NYC with South Manhattan inset

By 1760, now named New York (in honor of King Charles II's brother after the British seized the settlement from the Dutch in 1664), it had become the second largest city in the American colonies, surpassed only by Philadelphia. It wasn't until 50 years later that it became the largest city in the Western hemisphere, eclipsing even the mighty London in terms of population by the 1920s. After serving briefly as the constitutional capital following the American Revolutionary War, New York then grew to become the fledgling country's trade capital in the early years of the 19th century.

Having formerly consisted largely of Dutch and British immigrants, as well as freed slaves, the city's population swelled during the mid-1800s thanks to waves of new arrivals from Germany and Ireland, who together made up more than half the city's inhabitants by the 1860s. They were followed by those fleeing Italy and Eastern Europe (predominantly Russian and Polish Jews). All came looking for a brighter future and to escape poverty and persecution in their homelands. More than 12 million immigrants passed through Ellis Island between 1892 and 1924 when the center closed, by which time a little over 40% of New York's inhabitants were foreign-born. National quotas for immigrants were instituted as a result, although large numbers of black Caribbean citizens took advantage of the British quota to make New York their home. They joined with those who traveled to the city during the Great Migration (the relocation of African-Americans from the South that began during the Great War) to become part of the thriving community centered around Harlem (see **Harlem in the 1920s**, page 143).

Most of the city's buildings are of brick and stone after the Great Fire of New York in 1835 prompted a massive burst of reconstruction. The type of building in a neighborhood may tell you something about the relative affluence of the area in which it is found: "good" residential areas tend to consist of buildings known as "brownstones" (four-story townhouses accessed by a steep staircase—the stoop—that leads to the second story entrance) or, in poorer areas, crowded, decaying tenement buildings, also known as "walk-ups." However, the shifting patterns of occupation often mean that the brownstones of formerly prosperous areas may now function as boarding houses.



All alphanumeric codes marked on connecting lines refer to associated Carlyle Papers leading to new locations or people. For example: TE4 = Carlyle Papers: The Expedition #4.

GEOGRAPHY

Sitting at the mouth of the Hudson River and on the edge of an immense natural harbor, the modern city is largely built on three main islands: Long Island, Manhattan Island, and Staten Island (predominantly referred to as Richmond until 1975). The East River separates the Bronx and Manhattan from Long Island, while the Harlem River (between the East and Hudson Rivers) separates the Bronx from much of Manhattan. However, New York as we know it today did not technically come into being until 1895. Prior to that, its five boroughs (Queens, the Bronx, Brooklyn, Richmond, and Manhattan) existed as separate enclaves. "Greater New York," consisting of all five, was officially consolidated in January 1898.

Manhattan is the smallest but most densely populated of the five boroughs, and is the cultural, financial, and administrative heart of the city. Wall Street forms the core of the city's Financial District in Lower Manhattan, having developed from the city's first official slave market. In October 1929, the New York Stock Exchange is the scene of Black Tuesday, the stock market crash which heralds the Great Depression. Times Square, known as Longacre Square until the *New York Times* opened their new offices there in 1904, and famous for its electric signs (the first of which also appeared in 1904), was allegedly the inspiration for Fritz Lang's *Metropolis* (1927); the area becomes increasingly seedy through its association with gambling and prostitution throughout the 1920s and '30s. Another of New York's famous landmarks, Central Park, opened in 1857, and was the first landscaped park in an American city.

Brooklyn lies on the western tip of Long Island and is home to the famous Coney Island Amusement Park. Although once known as "Sodom by the Sea" for its racy atmosphere and attractions (including a brothel housed in building shaped like a giant elephant), family-oriented entertainment, initially in the form of Luna Park, began appearing at the turn of the 19th century. The Wonder Wheel, built by the Eccentric Ferris Wheel Company, opened in 1920, with the Cyclone wooden roller coaster following in 1927. Brooklyn is connected to Manhattan via the Brooklyn Bridge.

Queens can also be found on Long Island, to the north and east of Brooklyn. Richmond (Staten Island), to the southwest of Brooklyn, is linked to Manhattan by ferry, although hopes of linking it to the Manhattan subway system collapse with the abandonment of the Staten Island Tunnel project in 1925.

The Bronx lies to the northeast of Manhattan and is the only one of the five boroughs to be mostly situated on the American mainland. Many of the immigrants who flooded

MANHATTAN SKYLINE

While Manhattan is justly famous for its impressive skyline, many of the buildings that form it were not in existence in the 1920s. Neither the Chrysler Building nor the Empire State Building were completed until the beginning of the 1930s; the Chrysler's groundbreaking ceremony taking place in 1928 and the Empire State Building's in 1930. Only the Woolworth Building (completed 1913) is easily recognizable; it held the record for the world's tallest building for 17 years, until the arrival of the Chrysler Building. Other famous landmarks, including the Rockefeller Center and Radio City Music Hall, also do not appear until the 1930s.



The Manhattan skyline and Brooklyn Bridge

into New York after the Great War settled in the Bronx and it was a hive of gang activity during the Prohibition era. It is also the location of the Bronx Zoo and Yankee Stadium, home of the New York Yankees baseball team between 1923 and 1973.

The Weather

Thanks to its location, New York tends to suffer from hot, humid summers and chilly, damp, windy winters. In July, temperatures average out at around 25°C (77°F) while those in January (the coldest month) fluctuate around 0°C (32°F), although they can fall as low as –12°C (10°F). Spring and fall tend to have variable weather, ranging from cool to warm. Rainfall is spread pretty evenly throughout the year.

The weather in January 1925 is especially unpleasant. The city is brought to a standstill by a two-day snowstorm on January 2, followed by a fresh storm ten days later. This last storm brought enough snow to shut down most transportation into and around the city, with roads blocked, railway lines covered, and even ferry travel disrupted by ice on the rivers. Fierce winds buried sidewalks with snowdrifts. While the city authorities drafted in thousands of workers to shovel the snow and restore order, it's a slow process getting the city moving again.

When the investigators make their way to their meeting with Jackson Elias, snow is still piled high on the sides of the streets, and regular flurries add to the disruption. When it would add to the tension, the Keeper should make use of the snow as a complication during chase scenes, surveillance attempts, and general movement around the city. Howling winds and sub-zero temperatures mean that most people venturing outdoors wear heavy layers of clothing, including scarves and hats, which may make it difficult for the investigators to identify characters they encounter on the streets. Another two serious blizzards hit the city on January 20, and heavy snowfall brings more problems on January 27.

Getting About in New York

Thanks to its importance as a trade and financial center, getting about in New York should not be too onerous a task. The boroughs of New York are connected by road and rail, although the system of tunnels and bridges that make modern journeys relatively simple are not built until after the 1920s.

Elevated Railway and Subway

New York's elevated railway, "the El," opened in 1868 with a line between Battery Place and the Financial District. More lines followed, connecting Manhattan and the Bronx. The elevated trains were joined in 1904 by the subway system, with new lines constantly added and old ones expanded throughout the 1920s. Open 24 hours a day, the subway system allows for inexpensive transport (around five cents) around Manhattan, as well as portions of Brooklyn and the Bronx.

Buses and Trolleycars

Horse-drawn streetcars, amongst the first forms of public transport in the city, were gradually replaced in the suburbs by electric trolley-cars. Motorbuses are available, but tend to operate further out in Queens and in Richmond.

Taxicabs

The famous New York Yellow Cab Company began in 1907. For wealthier investigators, these instantly recognizable taxicabs provide convenient transport throughout the city. Investigators should be wary, though, when hailing a cab on the street—the "medallion" system regulating taxi operation is not introduced until 1937, meaning that there are unscrupulous owners and unsafe vehicles out on the city's roads throughout the 1920s. Fares start at 15 cents.

Car Hire

If taxis are too downmarket for the investigators, then using their own automobile or hiring one is an option. New York is a busy place, and driving can be hectic and frustrating, especially for those unfamiliar with driving in a big city (the Keeper might increase the difficulty level for Drive rolls to Hard).

Ferries

Numerous ferries link the various islands of New York and the mainland; in the main, such links only run during the day. One of the most famous, the Staten Island Ferry, runs between the Whitehall Terminal in Manhattan and St. George's Terminal on Staten Island. For international travel, tickets for the Anchor and Cunard lines can be purchased from the Cunard Building in the Financial District.

Trains

Railway lines connect the city to the suburbs and the rest of America through a comprehensive local and national network.

Accommodation

There are numerous places the investigators could stay during their time in New York, assuming that none of them are residents of the bustling city. While the **Hotel Chelsea** (page 118) is technically available to the investigators, for story purposes, it is perhaps best not to offer it as an option to avoid them running into Jackson Elias before their scheduled meeting on January 15.

The New Grand Hotel at Broadway and 31st Street, with its mock Moorish decor, can be rented for between $2–5.50 per day, depending on the level of plumbing desired (the higher room rates include a private bath). Another hotel designed by the same architect, the Broadway Central Hotel at 673 Broadway, is taken over in 1923 by Jewish entrepreneur Meyer G. Manischewitz and thoroughly renovated; it soon gains a reputation for its opulent kosher banquets.

For wealthy investigators, the Plaza Hotel on Grand Army Plaza, Manhattan (not to be confused with the plaza of the same name in Brooklyn), is the place to stay. Alternatively, if the Plaza has no rooms available, then the Waldorf-Astoria, on Fifth Avenue at 33rd Street (where Roger Carlyle held his 21st birthday party; later to be the site of the Empire State Building), is an even more grandiose destination.

The Alcazar Hotel (47, West 32nd Street) may be just around the corner from the Waldorf-Astoria, but it couldn't be further away from it in terms of the nature of its clientele. One of many less salubrious establishments in the city, it is favored by bootleggers and other enterprising souls operating on the wrong side of the law. Another such establishment is the Hotel Gerard at 123 West 44th Street, not far from Times Square. The nearby Times Square Hotel (255 West 43rd Street) is a far nicer residence, catering mostly to young, single men, although one floor is reserved for female guests.

Provided the investigators do not mind traveling, cheaper accommodation can also be found in hotels and boarding houses in the suburbs and the less well-to-do of Manhattan's neighborhoods.



Above: Postcard of the Waldorf Astoria Hotel.

Conducting Research in New York

New York has an embarrassment of riches when it comes to conducting research in the 1920s, from newspapers to universities, libraries, and museums. A few of the more interesting and useful ones are detailed below.

Several prestigious news organizations have New York as their headquarters, including the Associated Press. The *New York Times* (located in Times Square) is a font of information, as are the *Wall Street Journal* and the *New York Post* (both located in the Financial District). *La Prensa* (1913), a Spanish-language daily newspaper, is based in Brooklyn, while the *Amsterdam News* (one of only 50 African-American-owned and operated newspapers in the United States at the time) is located at 2293 Seventh Avenue in Harlem.

The New York Public Library, the second largest in America (after the Library of Congress in Washington, D.C.), is located at Fifth Avenue and 42nd Street, Manhattan in a magnificent Beaux-Arts building, which houses the vast collection of books, periodicals, and maps.

The Hall of Records (now the Surrogate's Courthouse), another Beaux-Arts building, can be found on Chambers Street in Lower Manhattan. The fireproof building contains the city's records, including births, marriages, and deaths; maps, building plans, and deeds; and census and court records—more than enough to keep the investigators occupied, should they choose to visit.

First founded as King's College in Lower Manhattan, Columbia University moved to its current campus in Morningside Heights in 1897. Renowned for its legal, medical, and journalism schools, the Ivy League University also has an extensive library that is open to scholars and students. New York University, the venue for Prof. Cowles' lecture (**Carlyle Papers America #7**) has two campuses: Washington Square in Manhattan, and University Heights in the Bronx. Both sites have libraries for staff and students.

CULT IN RESIDENCE: CULT OF THE BLOODY TONGUE (NYC)

While the U.S. branch of the Bloody Tongue was founded in 1917 by a small group of Kenyan immigrants to support M'Weru during her time in New York, it has grown steadily, and its membership now encompasses people of a wide variety of ethnicities and backgrounds. The majority of the members are from working class backgrounds, with recruitment particularly active amongst dockworkers, sailors, and the city's indigent population.

Many of those drawn into the cult are vulnerable people, seeking easy answers or material support, which Mukunga M'Dari (**Dramatis Personae: America**, page 116) is only too happy to provide. Some use the cult's activities as an outlet for their natural bloodlust, while others have been driven to madness by the horrors they have seen and perpetrated. This psychological damage has caused many to cut off contact with their family and friends, retreating fully into cult activities.

The cult name stems from the aspect of Nyarlathotep in which the god's face is a single blood-red tentacle. At first glance, its symbol might appear to the uninitiated as a set of brackets formed around some sort of flower motif; those with 10 or more points in **Science (Biology** or **Zoology)** call to mind the rasping mouth parts of the lamprey. This symbol is commonly tattooed on the bodies of the cultists—investigators may recognize it as nearly the same as the tattoo on August Larkin's chest (**Connections to the Larger Campaign**, page 49, Peru).

The cult headquarters are in a Harlem shop that retails African tribal paraphernalia, Ju-Ju House (**Horror at Ju-Ju House**, page 154). Rites occur in the enlarged basement. Silas N'Kwane runs the shop, but Mukunga M'Dari is the high priest of the cult.

Bloody Tongue assassins traditionally use the panga (a long, East African bush knife, resembling a machete with a curved tip) in their assaults, though at times local residents have employed guns. A cult executioner or assassin wears a hideous headpiece with a dangling red strip protruding from the forehead. This strip can take many forms, depending on the cultist's rank: a simple red cotton rag for new initiates, a strip of leather carved to resemble a tongue for more senior members, or an actual human tongue for the highest echelons (Silas N'Kwane and Mukunga M'Dari). These masks are also all that is worn during the monthly sacrificial ceremonies (**Rites of the Bloody Tongue at Ju-Ju House**, page 159).

PULP: AFRICAN THROWING KNIVES

For pulp games, those higher up in the cult are presented with a three-pronged, wood handled knife, when promoted within the cult. Traditionally from Central Africa, such knives—known as pinga or Kulbeda, among others—are fearsome when thrown, as their hook-like prongs inflict further damage when pulled from a wound (unless surgical care is taken).

Due to the damage such weapons can cause, which could quickly incapacitate or kill an investigator outright, we recommend their use only in pulp games where heroes have a higher capacity for damage. Of course, if the Keeper wishes to use these knives in classic *Call of Cthulhu* games then be our guest.

African Throwing Knife ***(Throw skill)***

- **Range:** STR/5 yards
- **Damage:** 1D4+2, plus 1D4 tearing damage when removing the weapon (negated by a successful Medicine or Hard First Aid roll).





Sigil of the Bloody Tongue

DRAMATIS PERSONAE: AMERICA

Key NPCs of the America chapter are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in the **Characters and Monsters** section at the end of this chapter.

ALLIES AND INDEPENDENTS

Lieutenant Martin Poole, 43, *homicide detective*

- **Link:** detective in charge of investigating Elias' murder (**The New York Police**, page 125).



As a long-serving homicide detective working out of Precinct 7a in Chelsea, Lt. Poole has seen the worst New York has to offer. Even so, the murder of Jackson Elias has shaken him; partly because of its brutality and partly because of its similarity to a series of murders he believed had already been solved (**An Innocent Man**, page 145). Poole could be a suitable replacement should any of the investigators die in the course of this chapter.

- **Description:** a heavy-set man, the muscle of his youth beginning to turn to fat. Poole has a dark complexion and brown hair, which he wears slicked back. His suits are neat and well kept, but fit him poorly due to recent weight gain.
- **Traits:** years on the force have made him cynical. He sees the worst in everyone, although he is still assiduous in his investigations and pursuit of the truth.
- **Roleplaying hooks:** depending on how the investigators act when discovering Jackson Elias' body, Poole sees them either as useful witnesses or suspects. This may be further complicated if the investigators kill any of the cultists in a public and blatant manner. Either way, he has many questions for them and will keep reappearing to ask more, or clarify their answers, for as long as the investigators are in New York. Poole can tell investigators (who earn his trust) of the similarities between Elias' murder and those for which Hilton Adams was arrested (**An Innocent Man**, page 145).

Jonah Kensington, 48, *owner/editor in chief of Prospero House*

- **Link:** the owner of Prospero House, the publisher of all of Jackson Elias' books, as well as Elias' good friend (**Carlyle Papers: The Expedition #2** or **3**).
- **Link:** item of correspondence sent to Jackson Elias via his publisher (**Carlyle Papers America #6**).



Kensington owns and is chief editor for Prospero House, a publisher of books with occult or fantastic themes, fiction and nonfiction alike. The offices are located on Lexington Avenue near 35th Street.

Like the rest of Jackson Elias' friends, Kensington is still in shock over Elias' death. While he knew the risks that Elias took in researching his books, Kensington had grown used to his friend's tales of narrow escapes and death-defying bravery. Kensington tells the investigators that he keeps expecting Elias to walk through the door, laughing about how close he'd come to catastrophe this time.

- **Description:** a short, squat white man whose balding pate is framed by uncontrollable curls of graying red hair. He wears pince-nez glasses, the discomfort of which causes him to fiddle with them constantly. Kensington's suits are tailored to flatter his bulbous frame, and his clothes are always immaculate. He applies aftershave liberally, and while the scent is pleasant at first, it quickly becomes cloying in enclosed spaces.
- **Traits:** used to being the center of attention, Kensington is quick to talk over other people, especially when he considers what they are saying to be dull or fatuous. When speaking, he punctuates his sentences with jabs of his finger.
- **Roleplaying hooks:** Kensington provides the investigators with details about Elias' recent movements and research. If the investigators mention that they plan to go to London, he offers contact details for Mickey Mahoney, editor of *The Scoop*, and Inspector James Barrington of Scotland Yard. He also shares information about Elias' funeral, if this has not yet occurred (**The Funeral**, page 127), and the upcoming will reading at Carlton Ramsey's office in Harlem (**The Reading of the Will**, page 127).

Carlton Ramsey, 54, *lawyer and executor of Jackson Elias' estate*

- **Link:** Ramsey contacts the investigators to invite them to the reading of Elias' will (**The Funeral**, page 127).
- **Link:** Jonah Kensington knows Ramsey and suggests that the investigators get in touch with him if they want to continue their friend's work (**Prospero House**, page 128).
- **Link:** a meeting at Jackson Elias' funeral (**The Funeral**, page 127).



Ramsey has been Jackson Elias' lawyer for as long as Elias has been a professional writer. As well as dealing with contracts and the occasional legal entanglement, Ramsey also manages Elias' finances and carries out administrative functions whenever his client goes traveling the world in search of a story. His office is located in Harlem, on 124th Street and Lenox Avenue.

Ramsey acts as the executor of Elias' estate, contacting the investigators to invite them to the will reading. Over the years Ramsey and Elias have become friends, and while he handles his duties as executor with professionalism, he is obviously deeply upset.

- **Description:** a small, wiry African-American man, filled with nervous energy. His eyes flick around as he speaks, and he constantly fidgets with his pen, coffee spoon, or anything else that comes to hand. The expensive bespoke suit he wears looks a little shiny and frayed. While he is clearly going bald, Ramsey tries to mask this by pasting strands of well-oiled hair across his crown.
- **Traits:** Ramsey speaks quickly, often appearing to lose track of what he is saying before he reaches the end of a sentence. His speech is punctuated with asides and digressions, some of which are complete non-sequiturs. Despite appearances, he has a sharp intellect and a sound knowledge of the law, and those who underestimate him because of his eccentric manner risk being caught off guard.
- **Roleplaying hooks:** as part of his duties as executor of Elias' estate, Ramsey is in charge of his former client's funds. Elias left instructions that these are to be used to carry on his work, and as such, Ramsey is in a position to finance the investigators' travels, act as a central point of contact for disparate groups, and potentially recruit new investigators when others fall to injury, madness, or death (**Replacement Investigators**, page 27, Introduction). Ramsey is also in possession of copies of some of Elias' notes, allowing him to provide the investigators with any useful handouts they may have missed at Elias' hotel room.

Erica Carlyle, 26, *millionaire businesswoman*

- **Link:** Jackson Elias' radiogram mentioning the Carlyle Expedition (**Carlyle Papers: The Expedition #1**).
- **Link:** sister of Roger Carlyle, leader of the ill-fated expedition (**Carlyle Papers: The Expedition #9–11**).



Erica Carlyle is the sole heir to the Carlyle fortune since the Kenyan courts declared her brother Roger dead and the New York state courts concurred. She now manages the family interests in transportation, munitions, and international trade, proving far more competent than her wastrel brother.

A single woman, Miss Carlyle is often the subject of speculation in society pages. In practice, she is largely uninterested in romantic attachments as they prove a distraction from her work. Despite this, she attends a near constant stream of galas, dinners, and cocktail parties in order to maintain her business contacts. Whether out on business or attending a social function, Miss Carlyle is usually accompanied by her bodyguard, Joe Corey. She is quick to call upon his talents of dissuasion to deal with people who irritate her.

- **Description:** a natural beauty, she uses her looks to intimidate rather than beguile. Her skin is clear and pale, accentuated by carefully applied makeup. Her clothes are always fashionable, favoring European designers. She wears her blonde hair in stylishly short cropped curls.
- **Traits:** as a busy woman, Carlyle is short-tempered with people she sees as wasting her time. She is especially ill-disposed to people who harass her with what she sees as pointless or rude questions about her late brother.
- **Roleplaying hooks:** if persuaded to do so, Miss Carlyle may provide the investigators with background information about her brother and some basic details about the rest of the expedition members. More usefully, she may provide the investigators with access to the books that Roger read, including a number of Mythos tomes (**The Carlyle Mansion Library**, page 134).

Joe Corey, 37, *bodyguard to Erica Carlyle*

- **Link:** usually found in the presence of or near Erica Carlyle.
- **Link:** Erica Carlyle may send Corey to dissuade investigators who prove a nuisance.



Erica Carlyle's bodyguard, Corey, is a huge man who carries a proportionately huge .45 revolver in a shoulder holster, and brass knuckles in a special pocket up his left sleeve. In public he remains close to her, ready at any time to brush off opportunists, elbow photographers, or roust mashers. He was an enforcer for a mobster whom Erica once bested in a deal; the gang-leader disappeared just before Corey went to work for Erica.

- **Description:** a tall, solid man with a Mediterranean complexion; he wears an aura of threat like a pungent aftershave. His wavy black hair is usually neatly swept back, but breaks loose into ringlets when he exerts himself. Corey's nose has been broken so many times that it lacks any real shape, framed by two sharp-blue eyes that hint at an intelligence his brutish appearance masks.
- **Traits:** studiously polite in his dealings with Miss Carlyle's contacts and acquaintances, but all pretense at pleasantness vanish towards anyone he suspects of posing a threat or annoyance.
- **Roleplaying hooks:** investigators who get on Miss Carlyle's bad side may find themselves visited by Corey. He will use any method short of outright murder to convince rude or intrusive investigators to leave his employer alone.

Bradley Grey, 41, *counselor to Erica Carlyle*

- **Link:** mentioned in newspaper reports concerning Erica Carlyle's takeover of the family business.
- **Link:** investigators are directed to Grey if they wish to set up an interview with Erica Carlyle (**Meeting Erica Carlyle**, page 132).
- **Link:** present during any formal interview with Erica Carlyle (**Erica's Interview**, page 133).

Erica Carlyle's chief confidant is Bradley Grey, a partner in the law firm of Dunstan, Whittleby, and Grey, at West 57th Street, New York City. His name is frequently mentioned in newspaper reports concerning the shift of control of the Carlyle fortune to Erica.

Bradley Grey did not like Roger, and he knows virtually nothing about M'Weru's influence on Erica's brother. Grey is discreet, but tends to panic if publicly embarrassed or compromised. If he thinks the investigators have something of value to tell, or if the investigators somehow otherwise convince him to do so, he will arrange a meeting with Erica, though it may take a week or so.



- **Description:** a slender, slightly foppish white man with dark, wavy hair that is graying at the temples. A brilliantly white smile, his otherwise fine features are marred by worry lines around his eyes and mouth.
- **Traits:** projects a professional manner and urbane charm, which sometimes strays into overfamiliarity. He often touches people on the arm or knee while talking to them, although not in a solicitous manner. This superficial charm evaporates when he is frightened, leaving him flustered; when this happens, he reddens visibly and develops a slight stammer.
- **Roleplaying hooks:** if handled correctly, Grey may provide an introduction to Erica Carlyle.

Miriam Atwright, 47, *Harvard University librarian*

- **Link:** letter sent to Jackson Elias concerning a missing book (**Carlyle Papers America #6**).



A reference librarian at Harvard University's Widener Library, Atwright specializes in anthropology and has a high degree of expertise in the field. She is utterly at home in the maze-like library, with an almost uncanny facility with its dozens of miles of shelves.

Two months ago, Jackson Elias contacted Atwright to ask her to track down a copy of *Africa's Dark Sects* but she was unable to fulfill the request, as the book had vanished under mysterious circumstances. Atwright is unaware of Elias' death and will be genuinely saddened if the investigators break the news to her. Atwright could prove a suitable replacement investigator if an academic is required.

- **Description:** a slender, angular woman with curly, graying blonde hair. She wears a conservative dress, round-framed glasses, and a necklace of cultured pearls. Her normally unassuming manner is at odds with the almost mischievous grin she breaks into when discussing the more macabre aspects of anthropology and folklore.
- **Traits:** fascinated by cults and strange religious practices, and was a great admirer of Jackson Elias' work. His sometimes-irreverent approach tickled her ghoulish sense

of humor, and she wishes she could have met the man before his untimely death.

- **Roleplaying hooks:** as well as providing information about *Africa's Dark Sects* (**Appendix C: Tomes**, page 641), Atwright could help the investigators with research, especially relating to anthropology and cults (**Meeting Miriam Atwright**, page 136). She has minimal knowledge of the Mythos, none of which she believes, although she may be able to gain access to some Mythos tomes, if required.

Professor Anthony Dimsdale Cowles, 46, *professor of anthropology*

- **Link:** a handbill for his lecture, "The Cult of Darkness in Polynesia & the Southwest Pacific" (**Carlyle Papers America #7**).



An Australian, currently lecturing at Miskatonic University, Prof. Cowles temporarily resides in Arkham, Massachusetts. Since the death of his wife, Cowles has watched over his daughter, Ewa, with some intensity, something she understands but feels hampered by. Each loves the other, even if they frequently rub each other up the wrong way, and would seek vengeance if the other came to harm.

Cowles collects tales about strange doings, a hobby that more than once has gotten him into trouble with university officials, who see him as keeping bad company. Cowles believes sorcery exists and has an open mind about things like monsters and underground cities, though he always wants proof. A voluble man, one or two questions can keep him lecturing for an hour.

- **Description:** a heavy-set, ruddy-faced white man with a bushy red beard. Prof. Cowles uses large, expansive gestures in conversation. He has a broad Australian accent, a booming voice, and an equally booming laugh.
- **Traits:** friendly and cheerful, always quick to expand on references made by the investigators and offer them any helpful tips he can, whether about anthropology, surviving the Australian Outback, or altogether more esoteric matters.
- **Roleplaying hooks:** mentions the MacWhirr diary and David Dodge (**Meeting David Dodge**, page 461, Australia). As he is learned in the Mythos, Prof. Cowles can provide the investigators with information few other friendly NPCs would know.

Ewa Seaward Cowles, 20, *student and dutiful daughter*

- **Link:** Ewa is often found in the company of her father, Prof. Cowles.



Prof. Cowles' daughter, Ewa, lives with her father in Arkham. She is a student at the university and sometimes helps her father with his work. While she is developing a growing sense of independence, Ewa views herself as her father's protector since her mother's death.

Ewa has decided to move out of her father's home when she reaches 21, accepting any out-of-town teaching job she can find. Alternatively, if a replacement investigator is required, she could be persuaded to join the party.

- **Description:** a pretty, graceful young woman, she wears her red hair a little longer than current trends dictate. She favors the lighter, shorter dresses currently in fashion. Ewa's accent is still notably Australian, although her time in the U.S. has Americanized it slightly.
- **Traits:** constant attention from her father's students and the other young men to be found around the university have made Ewa somewhat guarded when talking to strange men. While she appears diffident towards her father at first, it soon becomes apparent to anyone paying attention how protective Ewa is of his well-being.
- **Roleplaying hooks:** if Ewa thinks that the investigators are abusing her father's gregarious nature, she will politely remind them that he is a busy man and cannot waste too much time on such nonsense.

Arthur Emerson, 53, *unwitting cult associate and importer*

- **Link:** business card found in Jackson Elias' hotel room (**Carlyle Papers America #5**).



The proprietor of Emerson Imports, Emerson is a native New Yorker who has worked hard to build up his business. His desire for material wealth means he often turns a blind eye to numerous shady shipments passing through his warehouse. He spoke with Elias during his brief time back in New York and is surprised (and saddened) to hear of his death.

- **Description:** tall and well muscled; now starting to soften physically in his middle age. His brown hair is still thick and neatly groomed.
- **Traits**: his gaze is direct and his manner bullish. He gives the impression of a man who is used to getting his own way, and one who does not scare easily.
- **Roleplaying hooks**: Emerson doesn't ask too many questions so he can maintain plausible deniability should the police come knocking, but his dislike of Silas N'Kwane and genuine shock at Jackson Elias' death mean that he is happy to point the investigators towards the Bloody Tongue's headquarters (**Horror at Ju-Ju House**, page 154). He also provides a name in Kenya: Ahja Singh (**Mombasa: Seeking Ahja Singh**, page 396).

Dr. Mordecai Lemming, 62, *eccentric and wealthy folklorist*

- **Link**: mentioned by both Lt. Poole and Rebecca Shosenburg in connection with the death of Jackson Elias (**The New York Police** and **The New York Times**, pages 125 and 145 respectively).



The last scion of a wealthy family of New York Jews, Dr. Lemming has been living off his family's steadily dwindling fortune for most of his adult life. He has no formal qualifications, despite his self-styled title, and thinks of himself as a gentleman scholar in the old style—a well-read man of letters who specializes in cataloguing the bizarre and fascinating topic of folk beliefs from across the world without having ever set foot outside New York.

- **Description**: small, balding, and pale, his clothes are typical of an absent-minded academic, covered in ink and dust with grubby cuffs and various odd-looking stains.
- **Traits**: garrulous and often fascinating to listen to, it is clear that he loves his subject, even if he is somewhat squeamish about its darker aspects and woefully naive about some of his contacts in New York.
- **Roleplaying hooks**: Dr. Lemming was aware of Elias' work although he never met him and found his books somewhat macabre and sensationalist. He can identify that the symbol carved into Elias' head belongs to that of an alleged African death cult, but he poo-poos the notion that such a cult could be operating in modern times. He can, however, unwittingly point the investigators towards Ju-Ju House and Silas N'Kwane (**Horror at Ju-Ju House**, page 154). He is completely oblivious to any links between the shop and the spate of murders, and is blissfully unaware of the Mythos.

Rebecca Shosenburg, 27, *reporter, looking into a possible miscarriage of justice*

- **Link:** article about Elias' murder in the *New York Times* with her byline (**Carlyle Papers America #9**).
- **Link:** present at Jackson Elias' funeral (**The Funeral**, page 127).



A junior crime reporter with the *New York Times*, Shosenburg covered a string of murders in Harlem last year that bear marked similarities to the death of Jackson Elias. While Shosenburg's editor has not authorized her to continue reporting on the case, she still keeps an active interest and hopes to help exonerate Hilton Adams before his execution. Shosenburg may prove a suitable replacement investigator if one is required.

- **Description:** a small, dark-complexioned woman with wavy black hair. As a first impression, she may appear humorless and overly intense, but this is largely her professional demeanor.
- **Traits:** persistent and does not leave questions unanswered. She usually stops just short of rudeness, but becomes noticeably exasperated when she believes people are not being honest with her.
- **Roleplaying hooks:** besides being able to arrange access to the *New York Times* archives, Shosenburg can put the investigators in touch with Millie Adams, help arrange visits to Hilton Adams in prison, and share her suspicions about Captain Robson (**The New York Times**, page 145). She knows nothing about the Bloody Tongue, but she has heard Millie Adams mention that something strange may be going on at Ju-Ju House.

Hilton Adams, 29, *an innocent man*

- **Link:** Lt. Poole mentions that Adams was arrested for a number of murders that resembled that of Jackson Elias (**The New York Police**, page 125).
- **Link:** newspaper articles linking the killing of Elias with the Adams case (**Carlyle Papers America #9**).
- **Link**: meetings with Rebecca Shosenburg, Millie Adams, and Adam's former friends (**The New York Times**, page 145; **Meeting Millie Adams**, page 146; and **The Good Friends of Hilton Adams?**, page 149, respectively).

Hilton Adams is currently a death row inmate at Sing Sing prison. He was convicted in October 1924 for a string of murders that occurred around Harlem, and has been sentenced to death by electric chair.



Everyone who knows Adams maintains that he is innocent—and this is the truth. When people in Harlem started disappearing or dying violent deaths at the hands of the Bloody Tongue, Adams organized members of the local community to protect against the attacks and bring the culprits to justice. Adams served as a Sergeant in the Great War with the 369th Infantry Regiment, better known as the Harlem Hellfighters, which helped him marshal support locally.

Unfortunately for Adams, Mukunga M'Dari makes regular payments to Captain Robson of the 14th Precinct in Harlem to turn a blind eye to what goes on at Ju-Ju House. When Adams became a danger to the operations of the Bloody Tongue, Robson arrested him for the very murders he was investigating.

Adams' wife, Millie, is still trying to prove her husband's innocence. Most of his other associates have abandoned him, however, following threats from Robson that they could be arrested as accomplices and find themselves on death row as well. Presuming the investigators prove his innocence, Adams could be a suitable replacement should any of the investigators die in the course of this chapter.

- **Description:** an African-American man, with strong features and a muscular build, although he appears to have lost weight while in prison. He wears a black-and-white striped denim prisoner's uniform. His short, dark hair is lightly peppered with gray, despite his youth, and his face is creased with lines.
- **Traits:** has seen how the law operates in Harlem all his life, and while he has not lost hope, he is realistic about his chances. As a result, he is stoic in his dealings with those who would help him, not dismissing their offers, but remaining politely skeptical.
- **Roleplaying hooks:** Adams may share details of his investigations into Ju-Ju House and his suspicion that they are behind the brutal murders in Harlem for which he was arrested (**Meeting Hilton Adams**, page 151). He is able to name and describe M'Dari as his main suspect for the man behind the killings.

Millie Adams, 27, *desperate but determined wife*



- **Link:** newspaper articles about her husband's arrest for murders resembling that of Jackson Elias (**The New York Times**, page 145).
- **Link**: introduction from Rebecca Shosenburg (**Meeting Millie Adams**, page 146).
- **Link:** Hilton Adams mentions that his wife may have gathered more information since his arrest **(Meeting Hilton Adams**, page 146).

As the wife of Hilton Adams, Millie has spent the past few months trying to find evidence of her husband's innocence. Hilton has asked her not to do this, as he worries that Captain Robson may frame her for a crime as well, but Millie has refused to put her own safety ahead of that of her husband.

Hilton's network of associates have all but abandoned Millie out of fear of police reprisal, but she has carried on her investigations alone. She has gathered more information about Ju-Ju House, which she is willing to share in exchange for help in proving her husband's innocence.

- **Description:** an elegant African-American woman with fine features, whose expression of quiet determination may be mistaken for standoffishness by those who don't know her. Despite the turmoil in her life, she takes great care with her appearance, partly to maintain a sense of normality and partly to make people take her more seriously. Her blouse and woolen skirt are always neatly pressed and her hair perfectly styled.
- **Traits:** has learned to be careful with people she doesn't know and is initially quiet when meeting someone while she gets their measure. Once she has judged that an investigator is trustworthy, her reserve drops and she becomes friendlier. She is also tenacious, especially regarding her husband's situation and the people responsible for it.
- **Roleplaying hooks:** can provide background information on her husband's case, as well as up-to-date information about when meetings take place at Ju-Ju House. In return, she wants the investigators to provide her with any evidence they find that may exonerate her husband.

THE FRIENDS OF HILTON ADAMS

- **Link**: all four men served in the 369th Infantry Regiment; the "Harlem Hellfighters," a nickname given to them by the German troops they fought on the Western Front due to their tenacity and toughness (**The Good Friends of Hilton Adams?**, page 149).

All of Hilton Adams' friends would make good replacement investigators, if required. Indeed, under Hilton Adams' guidance, they once formed their own investigator party, although those days appear to have passed. Although largely ignored by the U.S. Government, as former Hellfighters, they all hold the Croix de Guerre, gratefully awarded to the entire regiment by the French for services rendered to the defense of their country during the Great War.

None of the men served directly together during their time in the Hellfighters, although Hilton Adams did know of Art Mills, as he'd occasionally worked with Millie prior to their enlistment. The men's friendship was formed only after they returned home, based on their mutual experiences on the battlefields of France.

Needham Johnson, 30, *reporter at the* New York Age



A junior reporter when the Great War broke out, like so many others, Corporal Johnson went to war hoping that it would gain him recognition and equality once he returned from the front. His poetry and descriptions of the war were rejected by the *New York Age* as too dark and visceral for their readers, but Johnson still returned to work for them once the war was over. Several of his poems were later published by *The Crisis* (the official magazine of the National Association for the Advancement of Colored People (NAACP), founded in 1910).

While he knows Adams is innocent of the crimes with which he is charged, Johnson has been pressured by his employers to distance himself from his friends and their investigations; talk of cults and ritual murders is doing nothing to promote the image of a civilized Harlem the *New York Age* is trying to uphold. (Similar pressure has been brought to bear on the men by their church elders.) Johnson, like his friends, has also been threatened by Captain Robson and his men; Robson carefully using the implied danger to Johnson's young family as very effective leverage (backed up by a series of unfortunate "accidents" and near misses in their vicinity). As such, Johnson feels he is at an impasse and there's nothing he can do—for the moment, at least.

- **Description**: a handsome, clean-shaven African-American man of average height and build, Johnson keeps his thick hair slicked back in waves. He is rarely seen out of a well-cared-for pinstriped suit.
- **Traits**: world-weary and cynical, Johnson feels frustrated that he cannot help his friend, which can manifest in outbursts of extreme anger, especially if he's been drinking.
- **Roleplaying hooks**: Johnson and his friends are reluctant to talk to the investigators for fear of making the situation worse than it already is (both for them and their community); however, he can confirm their suspicions on certain matters regarding what has been going on in Harlem over the last few years.

Douglas Fells, age 31, *sculptor*



Everyone was most surprised when the artistic and vivacious Mr. Fells volunteered to go to war, especially as he was just starting to make a name for himself in the African-American art world. Since his return from France, the style of his sculptures has changed dramatically, as has he. Becoming increasingly isolated from the world around him, Fells' forays to Teddy's saloon are among the few times he interacts with others. His pieces are lauded by his artistic peers and are sought after by the more avant-garde, well-to-do Harlemites who aren't concerned by his run-ins with the police (in fact, for some, the added *frisson* is part of the work's charm).

- **Description**: a physically robust African-American man, with large, dextrous hands and an unwavering gaze. He shambles about in threadbare old suits, usually smeared with clay and slip, his hair unkempt and a day or so's stubble darkening his face.
- **Traits**: once the life and soul of the party, he is now quiet and introspective. Pvt. Fells also has a keen eye for detail, one of the things that made him an excellent marksman (something he has still to reconcile himself with). He is undoubtedly suffering from shell shock as a result of his wartime experiences.
- **Roleplaying hooks**: as with Needham Johnson and the others, he has been threatened by the police over his involvement with Hilton Adams. Although he can't confirm it, he knows a recent break-in that almost destroyed his studio is down to Robson's men. Since his friend's conviction, he has completely lost heart and, while he can confirm the details of certain events, he is reluctant to get involved again because he can't see a way out of the current situation, for Adams or anyone else.

Art Mills, age 29, *jazz musician*



Young Art had always been a bit of a scrapper, and his mother despaired that he would end up making her old before her time. But then he discovered music, specifically the trumpet, and spent all his time working "odd jobs" around the neighborhood (including running numbers) to raise enough money to buy one for himself.

A talented musician, after he enlisted, he found himself in the Hellfighters' jazz band, led by Jim Reese Europe, who became his mentor during their service together on the battlefields of France and helped him rise to the rank of musician first-class. (The Hellfighters are widely held to have introduced jazz to Europe.) Back in New York after the war, Mills has worked in a variety of clubs and speakeasies as a musician, and was enjoying a small degree of fame before Hilton Adams' arrest. Now, he's struggling to get the better jobs he knows he deserves, and a recent hefty fine for being caught "in possession" of a bottle of bootleg whisky (yet another of Robson's ploys) has left him struggling to make ends meet.

- **Description**: when not performing, he is usually without a jacket and dressed in a collar and tie, with his sleeves rolled up. He keeps his receding hair cropped very short and his moustache incredibly well trimmed.
- **Traits**: a ball of frenetic energy, Mills rarely sits still. He speaks quickly, punctuating his words with expansive hand gestures. He gets really fidgety if he doesn't have his trumpet to hand.
- **Roleplaying hooks**: like Johnson, Mills is frustrated by their inability to help their friend without endangering themselves, their families (in this case, Mills' beloved mother and sister), and their community. He vents that fury through his music. If someone could show him a way to solve the stalemate, he'd probably give them whatever support they might need.

Jackie Wallace, 30, *hospital orderly*

Little Jackie always dreamed of being a doctor, but his family never had the money needed to send him to medical school. So he took the nearest work he could get as an orderly at the Harlem Hospital. Despite his menial duties, he watched and learned what he could, all of which stood him in good stead during the war, where his quick thinking and first aid skills helped save numerous lives.



Members of the legendary 369th Infantry, the Harlem Hellfighters



Back home, Pvt. Wallace returned to work at the hospital and was among the first to put his name down for the nurse's training program when it opened there in 1923. Although he's been passed over before due to his age and sex, it has been strongly hinted that, if he stays out of trouble with the police he'll be joining the next intake.

- **Description**: stronger than he looks. He prefers to wear a pullover and bow tie rather than a full three-piece suit, and keeps his hair quite short and well oiled. He has a reassuring smile.
- **Traits**: calm, caring, and observant, Wallace has good instincts when it comes to judging people and knowing how to take care of them.
- **Roleplaying hooks**: aware that his one chance to become a medical professional is slipping away, Wallace is wary of getting involved in anything that could put an end to it forever. He will help the investigators as much as he can with background information, and potentially medical assistance, but that's as far as it goes.

MILITARY MEN

If players wish to create replacement (or even starting characters) who served in the Great War, then the Keeper may wish to let them take advantage of the optional Experienced Investigators rules on page 61 of the *Investigator Handbook*, particularly the War Experience package.



ADVERSARIES

Captain Walter Robson, 52, *corrupt cop in the pay of the Bloody Tongue*

- **Link:** named by Lt. Poole as the potentially corrupt detective who investigated a string of murders similar to that of Jackson Elias (**The New York Police**, page 125).
- **Link:** widely named as the man who framed Hilton Adams for the cult murders in Harlem (**An Innocent Man**, page 145).
- **Link**: brings the investigators in for a "friendly chat" if their investigations in Harlem begin to create waves (**Bully Boys in Blue**, page 153).



Robson is not actually a member of the Bloody Tongue and has no idea what goes on in the depths of Ju-Ju House. He believes that M'Dari and his associates are simply smugglers, and is as happy to take their money as that of any of the other criminals with whom he does business. If faced with concrete proof of the full extent of the cult's depravity, he may be convinced to turn against them.

- **Description:** a tall, solidly built white man with gray hair, heavy jowls, and a nose that appears to have been broken more than once. He wears expensive tailored suits, and usually sports a diamond tie pin. One of his incisors is missing, which is readily apparent whenever he flashes one of his frequent toothy grins.
- **Traits:** superficially glib and charming. He has a warm, practiced smile and quick wit, which he uses to defuse awkward situations. When pressed, however, his good cheer quickly disappears and he becomes blunt and threatening.
- **Roleplaying hooks:** Captain Robson is still being paid by the Bloody Tongue to protect Ju-Ju House. He and his men could interfere with the investigators' operation, threatening them with arrest on trumped-up charges if they refuse to leave well enough alone. Alternatively, if the investigators force him into an untenable position, he may be convinced to provide information about Ju-Ju House.



Mukunga M'Dari, 38, *high priest of the Bloody Tongue*

- **Link:** Hilton Adams knows that M'Dari is associated with Ju-Ju House and believes he is responsible for the murders in Harlem (**Meeting Hilton Adams**, page 151).
- **Link:** M'Dari takes an interest in the investigators if they start looking into Ju-Ju House or the Bloody Tongue (**Harlem**, page 143).

This tough customer relishes smiting the foes of his god. M'Dari knows the location of the Mountain of the Black Wind, knows what lies within its temple cavern, and knows something of Nyarlathotep's grand design. But M'Dari will never reveal this information unless forced to by magic. If close to death, his last act will be to contact Nyarlathotep and pray for vengeance from the god (the god has a 1% chance of agreeing to do this). M'Dari contacts Edward Gavigan if he learns that the snoopy investigators are headed toward London, but only after M'Dari no longer has a chance to personally mete out justice to these blasphemers.



M'Dari knows vaguely of the Chinese cult to Nyarlathotep, but has no way to alert it if the investigators decide to go first to Shanghai. He knows nothing of Huston's activities in Australia and elsewhere.

- **Description:** a tall, muscular African man with a shaved head. M'Dari wears a perpetual scowl, as if the world around him is a constant source of disappointment. He only smiles when inflicting pain or fear. His clothes are plain and inexpensive, although well maintained.
- **Traits:** enjoys hurting people. He is happy to toy with investigators like a cat playing with a mouse, relishing their fear and suffering.
- **Roleplaying hooks:** if M'Dari becomes aware that the investigators are asking questions or following cult members, he contacts Captain Robson to warn them off. If this fails, or if Robson has been neutralized, he is happy to deal with the investigators himself.

Silas N'Kwane, 73, *manager of Ju-Ju House*

- **Link:** name written on the back of a business card for Emerson Imports **(Carlyle Papers America #5)**.
- **Link:** Arthur Emerson recognizes N'Kwane's name, identifying him as the manager of Ju-Ju House (**Emerson Imports**, page 138).
- **Link**: directed to as an expert on African ephemera by Mordecai Lemming (**Meeting Dr. Lemming**, page 136).
- **Link:** both Hilton and Millie Adams know that N'Kwane works at Ju-Ju House (**What Millie Adams Knows** and **Meeting Hilton Adams**, pages 147 and 151 respectively).



N'Kwane is spry for his age, as well as clever and perceptive—though long insane from associating with the Bloody Tongue, who convinced him to join with them after their arrival from Kenya as M'Weru's escort. He will never reveal cult secrets, and actually knows little beyond the existence of the chakota. He will fight if he must, preferring to attack from the rear.

- **Description:** a skeletally thin, wizened old African-American man, with skin the texture of a walnut. He only has a fringe of thin, white hair and is missing many teeth. When serving in the shop, he wears a bright red *shuka* (a traditional Maasai blanket, worn wrapped around the body) and sandals to meet the expectations of customers, but puts on a suit, tie, and hat when heading out on business.
- **Traits:** has a cackling laugh when something amuses him; this may be an innocent joke or the sight of an enemy being consumed by the chakota. He is cowardly by nature and will snivel and beg for his life if threatened with physical violence, all the while looking for the first opportunity to flee and get help or stab his enemy in the back.
- **Roleplaying hooks:** if the investigators cause trouble at Ju-Ju House, N'Kwane is happy to play the part of the helpless old man, staggering out into the street and yelling for help, shouting that there are robbers and murderers in his shop.

MINOR NPCS

Willa Sligh, 20, *legal secretary*

- **Link**: Carlton Ramsey's secretary (**The Reading of the Will**, page 127).

Ramsey's niece and protégé, Willa is keen to learn all she can from her eccentric uncle and one day dreams of opening her own legal firm. Willa is very upset by the death of her "Uncle Jackson," who always used to bring her presents back from his travels, but is sufficiently professional to put a brave face on it.

- **Description**: tall and athletic, Willa is developing into a smart, confident young professional, even if she does hanker after more fashionable clothing than the tailored skirt and jacket her uncle insists she wear to the office.
- **Traits**: neat, tidy, and resourceful, she has a sensible head on her shoulders for one her age although, like her uncle, she can talk the hind legs off a donkey if given half the chance.
- **Roleplaying hooks**: most likely the first point of contact with Ramsey once the investigators accept Elias' challenge.

George Brunton, 46, *subwarden at Sing Sing*

- **Link**: officiates any visits the investigators make to see Hilton Adams (**A Visit to Old Sparky's House**, page 150).

Brunton, like Sing Sing's current warden Lewis E. Lawes, has worked in the prison service for a long time and worked his way up from a lowly prison guard to subwarden in charge of the Death House on a day-to-day basis. Although not a big man, his mixture of respectful treatment of the prisoners and proven ability to break heads keeps his area of the prison running relatively smoothly, all things considered.

- **Description**: short and stocky, he is still surprisingly fast on his feet. His salt-and-pepper hair is clipped very short at the sides, and his three-piece suit is modest.
- **Traits**: friendly and jovial in spite of his work, he is a shrewd judge of character and a stickler for protocol, unless his gut says otherwise.
- **Roleplaying hooks**: the subwarden is a potential ally to the investigators. He isn't convinced of Hilton Adams' guilt and will give the investigators more leeway than he probably should during any interviews with the prisoner (for example, leaving them on their own once he's convinced they aren't about to attempt a jailbreak). However, if the investigators fail to exonerate Adams, Brunton has no qualms about carrying out his appointed role in the execution; that is his job, after all, and he must abide by the ruling even if he doesn't agree with it.

THE BIG APPLE

An innocent phone call leads to the revelation that evil forces are at work in New York City.

Jackson Elias calls his investigator friend(s) on January 15, requesting that they meet him, along with any others that have been "recruited," at the Hotel Chelsea, Room 410, at 8 p.m. While on the telephone, Elias is cryptic and anxious, perhaps even frightened—uncharacteristic of him. Elias gives out no further information over the phone and hangs up immediately if pressed. If someone calls his Hotel Chelsea room, there is no answer, for Elias is back on the streets, rummaging for more information about the Cult of the Bloody Tongue. The Keeper should emphasize that the author's behavior is at odds with what the investigator knows of him, and try to have all the players eager to learn why the distinguished author needs such a crew of splendid investigators.

THE HOTEL CHELSEA

Located in the Manhattan neighbourhood of Chelsea, the Hotel Chelsea can be found on West 23rd Street, between Seventh and Eighth Avenues. The twelve-story redbrick edifice with its magnificent staircase was built as an apartment building in 1884, but reopened as a hotel in 1905. A significant number of the guests are still long-term residents, and the hotel is popular with artists, writers, and musicians, lending it something of a bohemian reputation. Although many hotels of the time did not permit African-American guests or visitors, the Hotel Chelsea has a far more enlightened attitude and welcomes all within its doors.

Room 410

Until the appointed time, the investigators are free to carry out whatever research they feel necessary. Once at the Chelsea, they make their way up to Room 410. Jackson Elias lies dead inside, his intestines ripped out by three members of the Bloody Tongue. The killing occurs just moments before the investigators arrive; one cultist (Keeper's choice) waits at the door to ambush anyone entering, while the others search the room. All are armed with pangas (the preferred weapon for their cult's ritual murders).

Keeper note: if the optional opening scene was used at the start of the Peru prologue, some players may wish to benefit from this insight into the future, which should not be allowed. Remember, the optional opening scene is purely a contrivance of the campaign: a sudden time jump that helps to draw the strands of the campaign together. While the players have seen this glimpse of the future, their investigators have not.

Two of the killers (Iregi Kipkemboi and Jomo "Jimmy" Jepleting) are Kenyans, but Colm Doyle is a white New Yorker and cocaine fiend of negligible skills; only he speaks English well. Each wears a shabby suit and the repulsive ceremonial headpiece of the cult, with merely a strip of red flannel for the tongue for these low-ranking members. For the profiles for the three cultists, see **Elias' Murderers**, page 169.

Pausing and Listening

If the investigators pause before they knock at Elias' door, a successful **Listen** roll allows them to hear Jackson Elias' final near-breathless scream as he dies, followed by sounds of the murderers moving about, searching for manuscripts and clues; however, if they knock first and then listen, they hear movement only if they succeed at Hard difficulty—the cultists have frozen and are waiting to see what happens next (Elias' final breath is unheard). If the investigators try the door, they find that it is locked. The lock can be picked with a successful **Locksmith** roll or broken down with a successful **STR** roll.

Going Straight In

If the investigators are able to enter Room 410 quickly, the killers are present and attack the investigators just long enough to give themselves time to escape out of the window and down the narrow fire escape. A captured cultist fights on until unconscious or incapacitated, successfully restrained, or killed. Those making it to the bottom of the fire escape run to an idling black 1915 Hudson touring roadster, New York license NYL7, and flee. This may lead to a chase scene (see **Chasing the Cultists** box, nearby). If the investigators take a moderate amount of time to enter the room, the cultists are moving down the fire escape in order to flee in their getaway car.

If a fight or chase ensues under either of these conditions, assume that each killer has managed to grab a number of pieces of information (**Carlyle Papers America #1–7**). Iregi Kipkemboi has any or all of items **#1–3**, Colm Doyle has any or all of items **#4–6**, and Jimmy Jepleting has item **#7**.

Delaying Entering

If, on the other hand, the investigators enter Room 410 after a significant delay (possibly due to a failed pushed roll), they see the killers exiting the alleyway below, running towards their getaway car. At this range and in this light, pistol fire at the killers has no chance to hit, and there is

CHASING THE CULTISTS

If the investigators enter the room and give chase before the cultists gain too much of a head start, the Keeper should initiate a chase scene. Major locations and hazards are listed below—although the Keeper should feel free to extend and adapt these depending on what actions the investigators take.

The Fire Escape

The fire escape is narrow, rickety, and covered with ice. It has been loosened from its fixtures by the weight of the cultists, and shakes badly under the additional weight of any investigators. Clambering down the sliding ladder under these conditions requires a successful **Climb** roll.

The fire escape can carry no more than SIZ 150 at any one time. If the limit is exceeded, the escape collapses and tumbles to the ground, and those on it sustain 2D6 damage each (a successful **Jump** roll halves this damage).

The Alleyway

The fire escape reaches down to an alleyway that serves the hotel's kitchen. The main road is some 20 feet (6 m) from the base of the stepladder. Recent heavy snowfalls have made it difficult to remove garbage, making the alleyway to the side of the hotel tricky to navigate. Investigators may attempt to force their way through the snow-covered piles of boxes using a **STR** roll or attempt to leap over them using a **Jump** roll.

The Sidewalk

Following the recent snowstorm, the streets surrounding the hotel still have snow piled high along the edges of their sidewalks. The roads themselves are largely clear, although there remains a layer of slippery slush with occasional patches of ice. The sight of armed men running into the street, especially if the investigators are shooting at them, may panic the pedestrians on the sidewalk. While these pedestrians will try to get out of the way, confusion, slippery conditions, and poor visibility make this difficult—it requires either a successful **Intimidate** roll to scare the pedestrians out of the way or a successful **SIZ** roll to barge them aside.

The Main Road

If the cultists get to their car, the chase may still continue. If the investigators do not have their own vehicle nearby, they may still commandeer or steal one to pursue the cultists.

Additional hazards on the road follow.

- Patches of black ice, causing the vehicle to go into a skid unless the driver passes a **Drive Auto** roll.
- A sudden snow flurry that limits visibility. A **Spot Hidden** roll is required to avoid any hazards or other vehicles on the road.
- A bus has skidded and is partially blocking the road, forcing other vehicles to either stop or mount the sidewalk. A successful **Intimidate** roll convinces pedestrians to get out of the way of any vehicles doing so.
- Strong winds have blown piled-up snow back onto the road, blocking an intersection. A successful **Navigate** roll indicates a suitable side street or alley that can provide an alternative route.

Chase Sequence Quick Reference

Iregi Kipkemboi

CON	75
DEX	50
STR	80
SIZ	70
MOV	8

Skills: Climb 75%, Intimidate 25%, Jump 90%, Listen 65%, Stealth 60%, Track 10%.

Colm Doyle

CON	60
DEX	65
STR	60
SIZ	60
MOV	8

Skills: Climb 60%, Drive Auto 35%, Intimidate 20%, Jump 65%, Listen 75%, Stealth 60%, Track 15%.

Jimmy Jepleting

CON	65
DEX	80
STR	75
SIZ	60
MOV	9

Skills: Climb 55%, Intimidate 25%, Jump 55%, Listen 75%, Stealth 55%, Track 65%.

little hope of catching up with the perpetrators. In this case, the investigators find Jackson Elias' corpse, clothing, and luggage in the room, but little else. The Keeper may choose to leave any two of the six clues (**Carlyle Papers America #1–7**) for them to find, at their discretion—note, both Jonah Kensington and Carlton Ramsey may be able to provide copies of those the cultists have stolen (**Prospero House** and **The Reading of the Will**, pages 128 and 127, respectively). In addition, if the cultists depart with all of the clues, these can also be later found at Ju-Ju House (**Horror at Ju-Ju House**, page 154).

Not Entering

Should the investigators leave the hotel after getting no response to their knocks (having failed to realize what is going on inside the room), then they read about Elias' murder in the newspapers the next day. Most of the stories link this killing with several similar murders perpetrated during the last few years. A few, including a piece in the *New York Times* (**Carlyle Papers America #9**), mention that a man named Hilton Adams was arrested for these crimes and is currently on death row in Sing Sing prison. There is also notice of a non-denominational funeral to be held at Cypress Hills Cemetery in Brooklyn the day after (**The Funeral**, page 127).

Capturing the Killers

If the investigators manage to capture one or more of the cultists alive, then there is little that can be gained from them. All are insane from their participation in cult rituals, as well as being loyal to M'Dari. They are far more afraid of what the high priest could do to them than anything the investigators or the police are capable of.

Should the investigators hand the cultists over to the authorities once they've spoken to them, they are treated far from gently by the police and are beaten soundly with the least bit provocation, quite openly. Once the police take them away, the investigators will not see them again—especially as, shortly after they arrive in Lt. Poole's cells, they are transferred to Captain Robson and the 14th Precinct at his insistence (**The New York Police**, page 125).

Information in Room 410

The following clues are essential, as they lead the investigators to the key locations that make up the rest of the campaign. If the investigators do not recover them all from Elias' hotel room or the cultists, Elias' publisher, Jonah Kensington, and his attorney, Carlton Ramsey, have copies of any missing documents that, between them, can be given to the investigators. Alternatively, missing clues can be found in the basement of Ju-Ju House.

Letter: addressed to Roger Carlyle from Warren Besart (**Carlyle Papers America #1**). The text is in a neat, precise hand.

Keeper note: Warren Besart (**The Fallen Agent**, page 317, Egypt) is a Frenchman who still resides in the Egyptian capital. An interview with Erica Carlyle confirms this information (**Erica's Interview**, page 133). Faraz Najjar also still lives in Cairo, although his shop is no longer in the Street of Jackals (**The Many Shops of Faraz Najjar**, page 313, Egypt).

Business card: for Edward Gavigan, elegantly engraved (**Carlyle Papers America #2**).

Keeper note: the card points the investigators to London, the **Penhew Foundation** (page 196, England), and to Edward Gavigan (**Dramatis Personae: England**, page 184).

Matchbook: from the Stumbling Tiger Bar—empty (**Carlyle Papers America #3**).

Keeper note: although, at first glance, a random piece of detritus, this Shanghai bar (page 537, China) is where Elias first met Jack Brady.

Photograph: blurry and grainy (**Carlyle Papers America #4**). It shows a large steam- or diesel-powered yacht beyond some Chinese boats ("junks"). Part of the name of the yacht is visible: the first three letters are "DAR." In the dim background is a building with a large tower.

Keeper note: the yacht is the British-registered ***Dark Mistress*** (page 565, China), owned by one "Alfred Penhurst." The photo was taken along the Whangpoo River in Shanghai; a trade envoy, banker, or agent familiar with China could identify the photo, as might a well-traveled sailor or a diplomat currently stationed at one of New York City's consulates. Alternatively, the investigators might employ their **Library Use** skills on back issues of the *National Geographic* (if nothing else!) to independently locate the subject of the photograph.

Business card: for Emerson Imports, printed on ordinary stock (**Carlyle Papers America #5**). Elias has written the name "Silas N'Kwane" on the back of the card.

Keeper note: the card leads to an import house (**Emerson Imports**, page 138) which supplies African artifacts to Ju-Ju House (**Horror at Ju-Ju House**, page 154), New York headquarters for the Bloody Tongue. The importer also knows of Ahja Singh (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).

Opposite: A fight on the fire escape of Room 401



Carlyle Papers America #1

Cairo, Egypt
3rd March 1919

Dear Mr. Carlyle,

Your lawyer informed me that you seek certain knowledge of this land and its distant past, and I believe I can aid you in this regard.

Inquiries in the Old Quarter have identified one Faraz Najjar, in the Street of Jackals, who claims to be in possession of "singular curios" which he believes will be of great interest to you. He is prepared to part with these items if a suitable price can be agreed upon, and I shall endeavor to make sure that matters are arranged to your satisfaction.

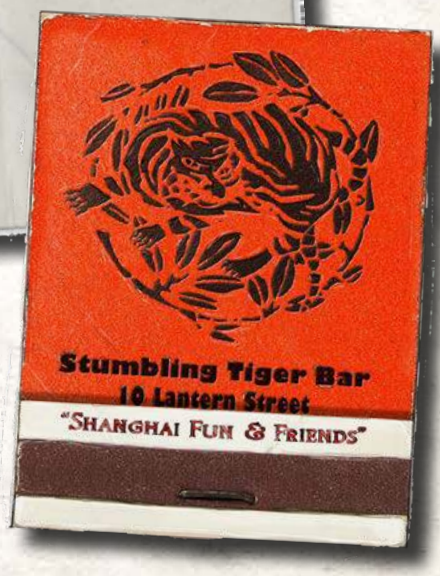
Yours,

M. Warren Besart

Carlyle Papers America #2

THE
PENHEW FOUNDATION
35 TOTTENHAM COURT ROAD
LONDON, W. 1

Edward Gavigan, Director



Carlyle Papers America #3

Carlyle Papers America #4



Carlyle Papers America #5

EMERSON IMPORTS

648 West 47th Street
New York, New York
Telephone: HA 6-3900

Silas N'Kwame

HARVARD UNIVERSITY

Cambridge, Massachusetts

Nov. 7, 1924

Mr. Jackson Elias
c/o Prospero House Publishers
Lexington Avenue, New York City

Dear Mr. Elias,

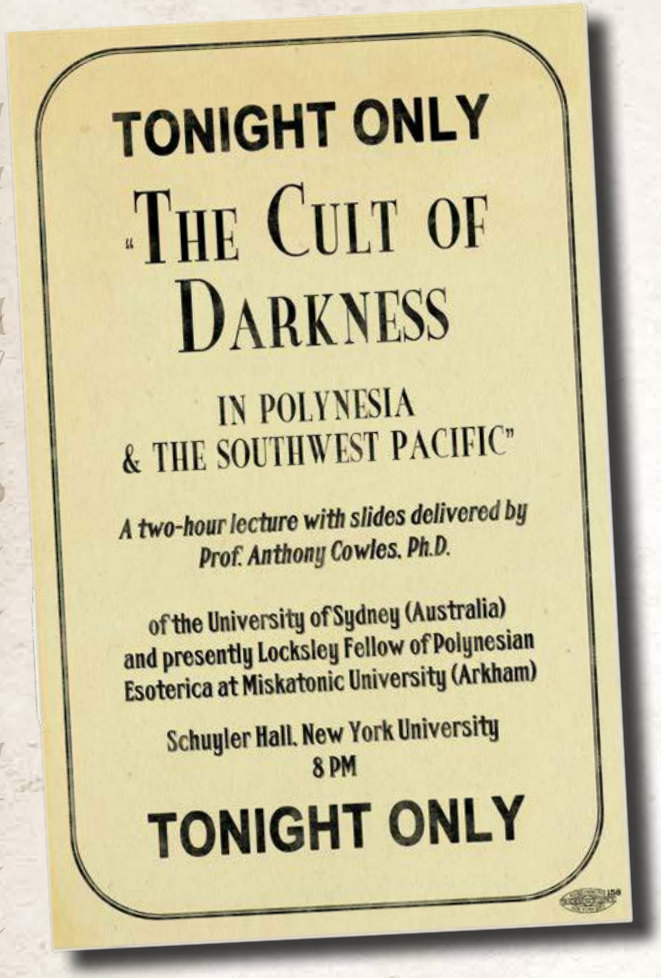
The book about which you inquired is no longer in our collection. The information you seek may be found here in other volumes. If you will contact me upon arrival, I will be most happy to further assist you.

As Always,

Miriam Atwright
Harvard University Library

Carlyle Papers America #6

Carlyle Papers America #7



Typewritten letter: without envelope, from Miriam Atwright, a Harvard University librarian, addressed to Elias in care of his publishers (**Carlyle Papers America #6**).

Keeper note: Miss Atwright, of Cambridge, Massachusetts, has helped Elias with past research. She can easily be found for an interview, called on the telephone, or written to in care of the university (**Meeting Miriam Atwright**, page 136).

Small sheet of paper: (**Carlyle Papers America #7**). Inserted in the second volume of Andrew Dickson White's *A History of the Warfare of Science with Theology in Christendom*, it marks the beginning of Chapter XIV, "From Fetish to Hygiene." It is an ordinary handbill, to be posted publicly or passed out on the street, advertising Prof. Cowles' guest lecture at New York University.

Keeper note: although the investigators have missed Dr. Cowles' lecture, they can call, write to, or visit him in Massachusetts to obtain the details of the actual presentation, should they so desire (**Meeting Professor Anthony Cowles**, page 136). If they do, they find his talk includes a few over-exposed slides of strange stone monoliths photographed in the Australian desert (**Carlyle Papers America #15**). The photos were taken within a dozen miles of Dr. Huston's headquarters in the City of the Great Race (**The Great Sandy Desert**, page 477, Australia). Cowles accepted a semester's fellowship at Miskatonic partly in the hope of being able to raise funds for a full-scale expedition to the site; so far those hopes have been frustrated.

Carlyle Papers America #8



Jackson Elias' forehead: symbol cut into the skin (**Carlyle Papers America #8**).

Keeper note: this last bit of evidence is in the hotel room; available to the investigators only if they examine Elias' body. Symmetrical marks (the symbol of the Cult of the Bloody Tongue) have been carefully carved into their friend's forehead. An investigator spending a full day of research in the New York Public Library, the Library of Congress, Washington, D.C., or certain Boston-area libraries can identify the mark as the rune of a cult thought to have descended from a sect driven out of dynastic Egypt. A successful **Library Use** roll establishes that the cult, known as "the Bloody Tongue," is believed to have originated in Kenya, although its ongoing existence is unclear. Alternatively, Miss Atwright can assist with the identification (**Meeting Miriam Atwright**, page 136). Although there is no mention of Nyarlathotep during their researches, that god is connected to this cult in the *Équinoxe Divisé*, a Mythos tome possessed by the **Penhew Foundation** (page 196, England and **Appendix C: Tomes**, page 642), among others.

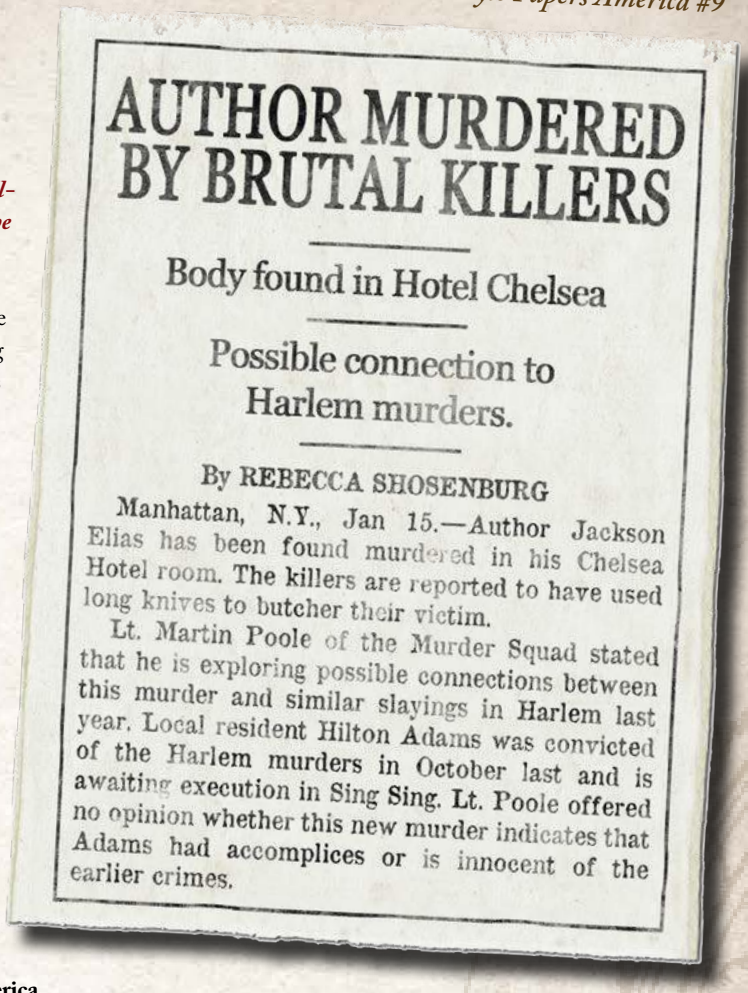
PRELIMINARY INVESTIGATIONS

Wherein the investigators learn new facts about the ill-fated Carlyle Expedition, and realize that there may be more to the massacre than was first apparent.

By their decision at the door of Room 410, the investigators have begun to direct the campaign, having either experienced their first face-off with Nyarlathotep's minions, or by reading about their friend's violent death in the New York Times.

It now falls to you, dear Keeper, to keep the investigators on the trail. One way to do so is to emphasize the loss of friendship felt by the investigators who knew Elias, the bizarre nature of the murder, and the importance with which Elias regarded his research. And, perhaps of greater interest to those of a more mercenary nature, a remarkable new story about the famous (infamous?) Carlyle Expedition might be worth thousands of dollars.

Depending on what the investigators managed to retrieve from Room 410, they now have several avenues to explore. While **Carlyle Papers America #1–4** exclusively point overseas, **Carlyle Papers America #5–9** suggest locations either in New York or reasonably close by:



AUTHOR MURDERED BY BRUTAL KILLERS

Body found in Hotel Chelsea

Possible connection to Harlem murders.

By REBECCA SHOSENBURG

Manhattan, N.Y., Jan 15.—Author Jackson Elias has been found murdered in his Chelsea Hotel room. The killers are reported to have used long knives to butcher their victim.

Lt. Martin Poole of the Murder Squad stated that he is exploring possible connections between this murder and similar slayings in Harlem last year. Local resident Hilton Adams was convicted of the Harlem murders in October last and is awaiting execution in Sing Sing. Lt. Poole offered no opinion whether this new murder indicates that Adams had accomplices or is innocent of the earlier crimes.

- The article in the *New York Times* (**Carlyle Papers America #9**), or conversations with the police (following), could lead the investigators to Mordecai Lemming (**The Doctor Is In**, page 135), Hilton Adams (**An Innocent Man**, page 145) and Ju-Ju House (**Horror at Ju-Ju House**, page 154). It also advises them of the date and location of Jackson Elias' funeral (**The Funeral**, page 127).
- The business card from Emerson Imports (**Carlyle Papers America #5**) leads to Arthur Emerson's shipping company (page 138) and Ju-Ju House (**Horror at Ju-Ju House**, page 154), as well as Ahja Singh (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).
- The letter from Miriam Atwright (**Carlyle Papers America #6**) leads the investigators to **Prospero House** (page 128) and Harvard University's Widener Library (**Meeting Miriam Atwright**, page 136).

Even if the cultists got away, the investigators should have enough leads to get started. Not only do they have Jonah Kensington to talk to (per reference in **Carlyle Papers: The Expedition #2 or #3**; see **Prospero House**, page 128) and Elias' funeral to attend (**The Funeral**, page 127), but they also have their research regarding the Carlyle Expedition (**Carlyle Papers: The Expedition #4–11**), which should lead to Roger Carlyle's sister, Erica (**Meeting Erica Carlyle**, page 132). Investigating the individual members of the Carlyle Expedition is also a rewarding but necessarily incomplete task, at least for the moment, due to the nature of their roles in Nyarlathotep's Great Plan (**The Carlyle Expedition Principals**, page 139).

THE NEW YORK POLICE

- **Link:** the murder of Jackson Elias (**Room 410**, page 118).
- **Link:** the connection between Elias' death and other recent murders, as well as the possible wrongful conviction of Hilton Adams (**Carlyle Papers America #9**).

Unless the investigators flee the hotel before New York's Finest arrive, the police will want to interview them about Elias' murder. Initially, two uniformed policemen attend the scene before Lt. Martin Poole arrives some 45 minutes

later. Poole takes statements from any investigators present. Depending on what the investigators did when they found Elias' body, Poole may consider them suspects, although he will not arrest an investigator unless provoked. If they killed any of the cultists, or if the investigators were caught fleeing from the hotel, Poole asks them to accompany him to Precinct 7a at West 20th Street, just around the corner from the Hotel Chelsea, to answer detailed questions. Even if the investigators leave the scene before the police arrive, it won't take long for Poole to track them down, unless they've taken great care to cover their tracks.

Lt. Poole is a hard-nosed veteran of the force. If one or more members of the group are acquainted with NYPD officers, especially with homicide detectives, then the investigators gain all of the following information. If they are not acquainted, then a successful **Persuade** or Hard **Fast Talk** roll is required to uncover the pertinent details. If the investigators are present at the murder scene, speak to the police without incident, and succeed at a **Credit Rating** roll, then they also get all of the information.

Poole informs the investigators that this is the ninth murder victim of this kind in the last two years. The victims had no apparent connections; they were poor, wealthy, and middle class, both black and white, and from all over the city. All the victims had the same marks on their foreheads. Dr. Mordecai Lemming, an eccentric Manhattanite and folklorist, linked the sign to an African death cult, but has otherwise offered no useful information (**The Doctor Is In**, page 135).

The investigation came to a close when Captain Robson of the 14th Precinct in Harlem arrested a local man, Hilton Adams, who had been found at the scene of one of the murders (**An Innocent Man**, page 145). Now that another murder has taken place, Poole is concerned that Robson got the wrong man. He has heard rumors that Robson is corrupt, although it requires a Hard **Charm**, **Fast Talk,** or **Persuade** roll to convince him to share this knowledge with civilians. If the investigators managed to apprehend any of the cultists, Lt. Poole is also seething that Robson has pulled rank and whisked them out from under his nose, claiming that he needs them for questioning in association with the Adams case, and that Poole can have them back when he's done with them (which isn't going to happen).

WALKING THE BEAT

Although preceded by a variety of law enforcement agencies, the New York City Police Department didn't technically come into existence until the amalgamation of the five boroughs in 1898. Based around the same model as London's Metropolitan Police Force, the NYPD inherited the brutality, corruption, and political infighting of its predominantly Irish-American predecessors, although Theodore Roosevelt instituted a series of reforms in the late 19th century in his role as President of the Police Commission. These were followed by more restructuring and modernization during the early decades of the 20th century.

In terms of historic landmarks, the new NYPD hired its first African-American police officer in 1911; Samuel J. Battle, based in Harlem during the 1920s (he also became the NYPD's first African-American sergeant in 1926). The first female detective was in place by 1912 (Isabella Goodwin), and its first African-American policewoman (Lawon R. Bruce) was patrolling the streets by 1920. By the end of the 1920s, the force also had its own Motorcycle Squad, Automobile Squad, and Aviation Unit.



Investigating the murder of Jackson Elias

Given the new evidence arising from Elias' death, Poole suspects that the murders may be the ritual slayings of people who somehow learned too much; but about what, he has no clue. He is reticent to make such a claim as he thinks of himself as a rational man, but if the investigators have already proven themselves to be levelheaded or convinced him to talk about Captain Robson's corruption, then he will confide in them.

To confirm what the lieutenant tells them, the investigators may find details of all the previous crimes in New York's various newspaper morgues (or be shown them by Rebecca Shosenburg; **The New York Times**, page 145). They might even interview friends and families of the victims. If they do, they learn little more than that the departed had become involved with "strange" people after venturing into Harlem to partake of its thriving nightlife.

Keeper note: if it seems useful to make one or more of the previous murder victims significant, perhaps even a wealthy former friend of Roger Carlyle's, then these interviews can be used to fill any gaps that the Keeper comes to perceive in the chain of useful evidence, particularly with respect to the other members of the ill-fated expedition (**The Carlyle Expedition Principals**, page 139).

If the investigators didn't see the getaway vehicle or its registration then, at the Keeper's discretion, Poole may mention that an old black Hudson, license NYL7, was seen leaving the murder scene at a little after 8 p.m., and that such a car, owned by a Thomas Witherspoon, was stolen that evening while it was parked on Lenox Avenue in Harlem. Talking to Mr. Witherspoon uncovers nothing further—he was chatting to friends in his usual saloon, and the car was gone when he came out.

THE FUNERAL

- **Link:** announced in the *New York Times* (**Room 410**, page 118).
- **Link:** invitation to attend from Jonah Kensington (**Prospero House**, page 128).

Jackson Elias' funeral takes place at Cypress Hills Cemetery in Brooklyn, at 2 p.m. on January 17. The ceremony is brief and non-denominational, taking place during a light snowshower. Turnout is small, with the only mourners apart from the investigators being Jonah Kensington, Carlton Ramsey, and his niece Willa Sligh. The priest encourages the investigators to share any special memories they may have of Elias and his exploits.

There are a few reporters in attendance, all of whom keep a respectful distance during the ceremony itself. Once it is over, they ask the mourners questions about who may have killed Elias and whether his murder was connected to research for a new book. One of the reporters present is Rebecca Shosenburg, who is keen to speak to friends of Jackson Elias to see if they know of any connection between his death and the murders for which Hilton Adams was convicted (**An Innocent Man**, page 145). If the investigators show any interest in talking about Adams' case, Shosenburg invites them to meet with her at the newspaper's offices on West 43rd Street (**The New York Times**, page 145).

If the investigators have not yet met either Jonah Kensington or Carlton Ramsey, the two men introduce themselves and offer condolences. Kensington extends an invitation to visit him at Prospero House, where he can answer any questions the investigators may have, and Ramsey asks the investigators to attend the reading of Elias' will at his office next Monday (**The Reading of the Will**, following).

If the investigators fail to attend Elias' funeral, then Ramsey contacts them via telegram at their current place of residence with details of the will reading. Alternatively, they may be invited to the will reading during their visit to Jonah Kensington (**Prospero House**, page 128).

THE READING OF THE WILL

- **Link:** invitation from Carlton Ramsey issued at Elias' funeral (**The Funeral**, page 127).
- **Link:** invitation from Jonah Kensington (**Prospero House**, page 128).
- **Link:** telegram from Carlton Ramsey.

Carlton Ramsey has scheduled the reading of Jackson Elias' will for the afternoon of Monday, January 19. As the investigators are the only people mentioned in the will, he is happy to reschedule if this time proves inconvenient, and will track them down if necessary.

The reading takes place at Ramsey's office in Harlem, on 124th Street and Lenox Avenue. The office is small, simply decorated and neatly kept, housing only Ramsey and his secretary, Willa Sligh. Before the reading itself, Ramsey fetches a bottle of good bootleg bourbon out of a cupboard and offers everyone a drink. If this is the first time the investigators have met Ramsey (for example, if they did not attend the funeral), he offers his condolences and spends some time-sharing memories of Elias and his exploits, often shaking his head in mock disbelief and chuckling. For all the sadness of the occasion, Ramsey is happy to have other friends of Elias around.

During this chat, Ramsey mentions that Elias visited him the day before his death and updated his will. Although

Elias didn't say anything explicitly, Ramsey believed that he was in fear of his life and wanted to make sure his affairs were in order should the worst happen. Ramsey then reads the will, breaking off frequently to explain various details further. The important points are:

- Elias has given full power of attorney to Ramsey, who has complete authority to liquidate his assets.
- Ramsey is instructed to use these assets to create and manage a fund.
- Elias requests that any friends of his who attend the reading make use of this fund to continue his investigation of the Carlyle Expedition.
- Ramsey will make disbursements from the fund to pay for travel, accommodation, living costs, equipment purchases, legal bills, and medical expenses. Participating investigators should make sure they acquire the necessary receipts and send them on to Ramsey in a timely fashion.
- Ramsey is also to act as a central point of contact for those involved. If the investigators split into multiple groups, he will coordinate communications between them. He will also assist with recruitment if the investigators need to hire people with special skills, or to bolster their numbers should any of them be unable to continue.
- When he visited Ramsey the previous week, Elias also left a note to be read to the investigators in the event of his death (**Carlyle Papers America #10**).

Unless the investigators somehow stopped Elias from gathering a share of the gold found at the pyramid in Peru (**Aftermath**, page 83, Peru), this forms the bulk of Elias' fund; if they did, or if the episode never took place, the money merely came from Elias' other adventures the investigators may or may not be aware of. The total value of his assets comes to a little over $50,000.

Provided the investigators decide to accept the terms set out in Elias' will, they now have access to a considerable sum of money with which to fund their research. However, Ramsey is not a fool and will not just hand over large sums of cash without the necessary receipts; he is also prepared to argue the point if he believes the investigators are frittering Elias' money away on unnecessary expenses in their pursuit of the Carlyle Expedition.

If any of the investigators do not wish to pursue the quest that led Elias to his death, then now is the time for them to back out gracefully. If they do, then Ramsey consults Elias' "Little Black Book" to secure suitable replacements (**Replacement Investigators**, page 27, Introduction.) But, hopefully, the challenge of finding their friend's killers, and completing his research are strong enough to drive the investigators forward.

PROSPERO HOUSE

- **Link:** Jonah Kensington, the owner of Prospero House, is known to at least one of the investigators (**Carlyle Papers: The Expedition #2** or **#3**).
- **Link:** Jonah Kensington was a close friend of Jackson Elias and the publisher of all of his books (**Carlyle Papers: The Expedition #2** or **#3**).
- **Link:** an item of correspondence sent to Jackson Elias via his publisher, Prospero House (**Carlyle Papers America #6**).
- **Link:** invitation from Jonah Kensington (**The Funeral**, page 127).

The offices of Prospero House are located on Lexington Avenue near 35th Street. This modest concern does not aim for best sellers but rather for books that deserve to be published because they will interest select readers for generations to come.

Investigators may make an appointment or just drop in—Prospero House is friendly and informal. Prospero's proprietor, Jonah Kensington, was a friend to Elias, as well as the editor of all of Elias' books, and will want to talk to anyone investigating Elias' death.

Kensington believes that the police theory of cult murder is correct; after all, Elias was always infatuated with blood cults. He also thinks that either some old enemies at last caught up with the courageous author, or else that Elias' new project was even more important (and dangerous) than Elias himself had believed. Elias, he says, had been persuaded that a blood cult had massacred the Carlyle Expedition, but that not all of the principals of the expedition had been killed. If asked for more information, Kensington requests the Elias correspondence file from his secretary, and reads from it the following letter (**Carlyle Papers America #11**).

The letter states clearly that members of the Carlyle Expedition may be alive, and that Elias managed to dig up evidence contradicting the testimony admitted during the inquest and trial in Kenya. A short while later, Kensington received the notes, as promised (**Carlyle Papers America #12**). Elias then sent him a wire from Hong Kong to say his inquiries were proceeding nicely.

After that, Elias was not heard from until the middle of last month (December 16, 1924), when he wired from London. Elias' telegram was very excited and a bit crazy sounding. He said he'd been in London for a few days, where he'd dug up a lot of stuff. Elias said he'd seen unbelievable things, and mentioned a plan or conspiracy of monstrous, worldwide proportions. He said that there was a timetable, and that he needed to find the missing pieces—he mentioned needing to go to Australia—but wouldn't or couldn't explain more. The wire ended, saying that he would soon be in New York. Elias took passage on a freighter, the *Phalarope*, the next morning.

Greetings from beyond the grave!

By now you know that all I've really left you is a whole heap of trouble. If I were still around to have an opinion on the matter, I would understand if you decided to walk away from it all. Hell, if I'm dead right now, that's a good indication I should have done the same. But you know me too well, and I know you too well. If you were the kind of person who always did the sensible thing, we wouldn't be such good friends.

You have been there when I needed you in the past and I hope you will be again, even if it's too late to save me. I've been pulling threads all over the world and while most of them are still unravelling I think I'm onto something big. Carlton and Jonah can fill in more of the details for you – I've left some of my papers and notes with them, which should help you work out which hornets' nests you need to poke next.

I trust you to bring my killers to justice. Of course, I'm assuming I was murdered – it will be just plain embarrassing if I was run over by a trolley car! Follow my investigation to its bloody end, and seek out the truth. I'm not asking you to finish my book – none of you can write worth a damn.

Your friend, always,

Jackson

After arriving in New York a few days ago, Elias left more notes with Kensington (**Carlyle Papers America #13**). They were so bewildering and fragmentary that the editor concluded that either Elias had gone over the edge and needed six months in a sanitarium, or else that the author so little trusted anyone that he'd hidden all the data in his head so that it would be undetectable. Kensington is not eager to show these later notes to the investigators, because he believes that their strangeness reflects poorly on Elias' sanity and upon his integrity as a writer, and potentially upon Prospero House. Kensington may let someone who is not a writer or an editor see the material—since his embarrassment for Elias will be correspondingly less if the reader is not a peer—or if the investigators succeed at a Hard **Charm**, **Fast Talk**, or **Persuade** roll. Alternatively, the investigators might decide to break in and steal the notes (which are in the same Elias correspondence file); a simple matter in this unguarded building, where editors and authors come and go constantly, as well as working at odd hours.

Regardless of how they acquire these last notes, the investigators find that the pages are folded and stitched together to form a small quarto volume of 40 pages. Frequently a page—or a dozen or more—are blank; sometimes a single word is repeated for several pages. Most entries are written with agitation and can barely be read. All the words, however, are clearly in Elias' hand.

Keeper's note: in case the players have difficulty deciphering Elias' shaky hand, the contents of the final notes (**Carlyle Papers America #13**) are as follows:

Many names, many forms, but all the same and toward one end... Need Help... Too big, too ghastly. These dreams... dreams like Carlyle's? Check that psychoanalyst's files... All of them survived! They'll open the gate. Why?... so the power and the danger is real. They... many threads beginning... The books are in Carlyle's safe... Coming for me. Will the ocean protect? Ho Ho, no quitters now. Must tell, and make readers Believe. Should I scream for them? Let's scream together

Carlyle Papers America #11

August 8, 1924
Nairobi

Dear Jonah,

Big news! There is a possibility that not all of the members of the Carlyle Expedition died. I have a lead. Though the authorities here deny the cult angle, the natives sing a different tune. You wouldn't believe the stories! Some juicy notes coming your way!

This one may make us all rich!

Blood and kisses,

J.

Carlyle Papers America #13

Many names, many forms, but all the same and toward one end...

Need help...

Too big, too ghastly. These dreams... dreams like Carlyle's?

Check that psychoanalyst's files... All of them survived!

They'll open the gate. Why?... so the power and the danger is real. They...

Many threads beginning...

The books are in Carlyle's safe...

Coming for me. Will the ocean protect?

Ho ho, no quitters now. Must tell and make readers BELIEVE. Should I scream for them? Let's scream together....

Carlyle Papers America #12

Set One of the Nairobi Notes sets forth the offices, officials, and tribes which Elias visited, searching for material concerning cults and cult rituals. Elias mentions Roger Corydon, the Colonial Undersecretary for Internal Affairs; however, he notes that nothing conclusive was learned. Elias discounts the official version of the Carlyle massacre.

Set Two describes his trip to the massacre site. He notes particularly that the earth there is completely barren, and that all the tribes of the region avoid the place, saying it is cursed by the God of the Black Wind, whose home is the nearby mountain top.

Set Three is an interview with a Johnstone Kenyatta, who says that the Carlyle murders may have been performed by the cult of the Bloody Tongue. He says that the cult is reputedly based in the mountains, and that its high priestess is a part of the Mountain of the Black Wind. Elias is politely skeptical, but Kenyatta insists upon the point. In quotes, Elias records that regional tribes fear and hate the Bloody Tongue, that tribal magic is of no protection against the cult, and that the cult's god is not of Africa.

Set Four follows up on the Kenyatta interview. Elias confirms from several good sources that the Bloody Tongue exists, though he finds no firsthand evidence of it. Tales include children stolen for sacrifice, and creatures with great wings are said to come down from the Mountain of the Black Wind to carry people off. The cult worships a god unknown to folklorists, one fitting no traditional African pattern. Elias lists "Sam Mariga, railway station," Neville Jermyn, Dr. Starret, Lt. Selkirk, and Col. Endicott as people he questioned.

Set Five is a single sheet reminding Elias that the Cairo-based portion of the Carlyle itinerary must be examined carefully. He believes that the reason which prompted Carlyle's Kenyan side trip is on the Nile.

Set Six is a long interview with Lt. Mark Selkirk, leader of the men who actually found the remains of the Carlyle Expedition. Importantly, Selkirk says that the bodies were remarkably undecayed for the length of time which they lay in the open—"almost as if decay itself wouldn't come near the place." Secondly, the victims had been torn apart, as if by animals, though what sorts of animals would pull apart bodies so systematically he could not guess. "Unimaginable. Inexplicable." Selkirk agrees that the Nandis may have had something to do with the episode, but suspects that the charges against the ringleaders were trumped-up. "It wouldn't be the first time," he says cynically. Finally, Selkirk confirms that no caucasians were found among the dead—only the corpses of the Kenyan bearers were scattered across the barren plain, despite what was claimed at the inquest.

Set Seven is another single sheet. Elias ran into "Nails" Nelson at the Victoria Bar in Nairobi. Nelson had been a mercenary for the Italians on the Somali-Abyssinian border, and had escaped into Kenya after double-crossing his employers. Nelson claimed to have seen Jack Brady alive in Hong Kong, less than two years before Elias was in Kenya and long after the Kenyan court declared that Brady and the rest of the expedition were dead. Brady was friendly, though guarded and taciturn. Nelson didn't press the conversation. This report only strengthened Elias' belief that the principle members of the expedition might still live.

Set Eight discusses a possible structure for the Carlyle book, but is mostly featureless, with entries like "tell what happened" and "explain why."

MEETING ERICA CARLYLE

- **Link:** Jackson Elias' radiogram mentioning the Carlyle Expedition (**Carlyle Papers: The Expedition #1**).
- **Link:** Roger Carlyle's sister (**Carlyle Papers: The Expedition #9–11**).

Miss Carlyle is presently at Carlyle House, her Westchester estate. The investigators can easily find her by reading the society column of any local newspaper, or by phoning and speaking with representatives at any of the numerous Carlyle companies or offices. All inquiries are forwarded to Bradley Grey, a partner in the law firm of Dunstan, Whittleby, and Grey. Grey acts as confidant and lawyer for Miss Carlyle, and the investigators must impress him in order to arrange an interview with her.

A face-to-face meeting can be arranged with Grey, who wishes to know why the investigators want to see Miss Carlyle. Grey's interest may be attracted by implying that Roger Carlyle is alive (though the investigators have no reason to think so, unless they've read Jackson Elias' notes; **Carlyle Papers America #11** and **#12**). Alternatively, he may set up a meeting for the investigators if they impress him with their credentials, state they intend to write a "favorable" account of the Carlyle Expedition, or some such account that will not tarnish the Carlyle name. A successful **Credit Rating** or **Persuade** roll also does the job.

Should the investigators manage to bypass Bradley Grey, they find Miss Carlyle to be "busy" and uninterested in discussing the Carlyle Expedition. She refuses to be questioned in public places or on the run without an introduction. If the investigators succeed in a Hard **Fast Talk** roll, then she may listen. Investigators might also attempt to crash a party or benefit that she is attending, or one or more might pose as businessmen working on a deal that requires a meeting with her.

Erica Carlyle does not want to discuss her dead brother, but she will if her position is threatened, if her business empire is compromised, or if her personal interest is piqued. Though she would never say so, she detested her brother's excesses and believes him better dead—even his death, she has said privately, was too bizarre to be decent. While he was alive, Roger nearly ruined the Carlyle interests (transport, munitions, import/export) by draining them of operating capital. He also mistreated Erica, and gave her no say in financial matters; she was nearly impoverished for a while. Since gaining control, Erica has managed the estate well, and the Carlyle holdings are flourishing. Management and stockholders are also heartily glad that Roger Carlyle is gone.

Alternatively, an investigator might try to gain employment in her household, or try to make friends with those who are employed there. Staking out the Carlyle estate might work, though she may not leave the grounds for a week at a time—her representatives and her private phone lines taking care of her legwork.

Keeper note: pushing the investigators to figure out ways in which to communicate with this wealthy, beautiful, and somewhat willful woman may be very entertaining. The Keeper could have the investigators thrown out of swanky clubs by enormous men wearing tight tuxedos, have Carlyle's private detectives obtrusively tail the investigators, and so on. At Miss Carlyle's request, the local police will always hold the investigators on charges of mopery (a handy, vague charge with which beat policemen could arrest nuisances whenever they wanted). If the investigators attempt to write a critical story about the Carlyle Expedition, they might gain her attention or that of Bradley Grey, provoking some effort to stop its publication.

Keeper note: depending on how organized the investigators are, their meeting with Miss Carlyle may take place as part of their initial investigations in response to the radiogram from Jackson Elias and before Elias is murdered. If so, adjust the information they can uncover accordingly, and bear in mind that the significance of some of the clues may be lost on them—for now.

THE CARLYLE ESTATE

The Westchester County estate is half an hour north of New York City, on the Hudson River. Motoring investigators catch an ominous glimpse of Sing Sing Prison not too far away. The Carlyle estate consists of an elegant three-story mansion and five acres of superb grounds, all guarded by a 12 foot (3.5 m) high iron fence topped with sharpened finials. There are always two armed gatekeepers. More armed men with guard dogs routinely patrol the grounds. One or more bodyguards, including Joe Corey, accompany Miss Carlyle when she ventures off the estate. Numerous faithful and capable servants staff the house.

Such protection is not unneeded. Shortly after Roger Carlyle's supposed murderers were hung in Nairobi, cultists tried to break into the library of the Westchester estate, seeking items of great interest to them.

Erica Carlyle would naturally press charges against any person who broke into her home (given the degree of security, this requires a successful combined **Locksmith** and Hard **Stealth** roll), but a successful **Fast Talk** roll might stay her hand; she likes feisty, well-spoken people.

Erica's Interview

Once an interview is obtained, the investigators are called to the Carlyle Estate. Here, they find Erica and Bradley Grey waiting for them. The information Erica may impart is summarized as follows.

From the beginning, Erica knew that Roger's African expedition was much more than just another of his foolish whims—she believes that some secret fascinated and worried him. "That Negro Woman Bunay" (her way of referring to M'Weru, based on her pseudonym, Nichonka Bunay) caused Roger's obsession. A successful **Psychology** roll makes Erica's racist attitude towards her brother's relationship with M'Weru quite clear; in her mind, Roger's entanglement with an uneducated African woman only helped underline how depraved his tastes had become. Erica has no idea how Roger came to meet her, but even before Bunay came to rule Roger's life, he'd begun to have strange dreams in which something seemed to beckon him and call to him that something be done. Roger would wake up screaming, but absolutely refused to discuss his dreams beyond that; with her, at least.

In an attempt to help her brother, Erica recommended that Roger visit Dr. Robert Huston, just then the lion of Erica's social set. She believes that Huston talked Roger into the expedition (undoubtedly with Bunay's collusion), and feels guilty about introducing them, but is convinced it was all Bunay's fault that Roger ultimately lost his grip on reality. Her brother began to disappear for days, then suddenly turn up wild-eyed and crazed, saying only that he had been to Harlem.

Roger said that Bunay was queenly, a priestess, and that she held secrets which he must have. For a while Erica encouraged the African expedition, supposing that eventually Roger would come to his senses and see that Bunay and her tales were mumbo-jumbo.

Keeper note: Erica Carlyle knows neither M'Weru's true name nor that of her cult.

The investigators may also wish to ask about the other members of the Carlyle Expedition.

- **Sir Aubrey Penhew**: Erica knows nothing of him, and does not know why he accompanied the expedition. "Perhaps Sir Aubrey needed money—everyone else around Roger certainly did."
- **Dr. Robert Huston**: a suave and handsome man whom Erica had found extremely sensitive and perceptive. Huston supposedly went with Roger in order to continue his treatment.



Meeting Erica Carlyle

- **Hypatia Masters**: Erica had met her occasionally and was unimpressed. Roger dated her a few times, inconclusively. She was a good photographer; perhaps that was the reason she went along.
- **Jack "Brass" Brady**: he was fanatically loyal to Roger, and someone whom Roger could always trust. In California, Carlyle's lawyers had saved Brady from certain conviction for murder; this occurred while Roger spent a semester at USC (having before then been thrown out of Harvard, Yale, Princeton, Miskatonic, and Cornell in quick succession).

If the Keeper wishes, they may also include select pieces of information regarding the members of the expedition, as described in **The Carlyle Expedition Principals** section, beginning on page 139. Asked if she knows of anyone else the expedition had dealings with, either in America or abroad, Miss Carlyle vaguely remembers that Roger hired a Frenchman called Besart to do some work for him in Egypt. What that work entailed, she has no idea.

The Carlyle Mansion Library

As an afterthought, Erica mentions that towards the end of his time at home, Roger constantly read several old books. She glanced through one (*The Pnakotic Manuscripts*): what she read frightened her, for it seemed to substantiate Roger's crazy actions. Roger kept those books in a hidden safe in the mansion library. Unknown to Roger, Erica knew of the safe and figured out its combination, which she jotted down on the flyleaf of Poe's collected poems. She has not thought to open the safe since Roger left for London, having had a new and nearly invincible vault installed in the mansion's offices.

The investigators may also learn of Roger Carlyle's books through the notes left by Jackson Elias in the possession of Jonah Kensington (**Carlyle Papers America #13**). If they bring up the matter directly, Erica may deny it at first, for it occurs to her that the old volumes may well be of considerable value to collectors, and she will want to have them appraised (as well as having the investigators investigated to see just who she's dealing with). If the investigators have impressed her, she may decide to let them see the books, at the Keeper's discretion.

In the library are easy chairs, tables and reading lamps, ashtrays and spittoons, an elaborate High Victorian iron fireplace, a magnificent teak and slate billiards table, and several thousand volumes protected within unlocked glass cases along the walls. There are leather-bound complete editions of Trollope, Dickens, Bulwer-Lytton, Mrs. Radcliffe, Francis Parkman, Ralph Waldo Emerson, the earlier works of George Washington Cable, and other fosterers of culture during the previous hundred years.

ROBBERY!

If the investigators try to secure Roger Carlyle's books through illegal means without knowing of the combination's whereabouts, they must deal with the estate's security, gain access to the library, locate the wall safe's hiding place, and be able to get into it (requiring either a successful **Locksmith** roll or a crowbar combined with an Extreme **STR** roll; dropping to Hard if the investigators possess the correct safecracking tools).

If they are smart, the investigators recruit a professional safecracker to do the job. The Keeper should have such people ready to hire, but let the investigators come up with the idea. Suitable profiles for such people can be found in the **Hirelings** section of this chapter (page 174); if the investigators decide to follow this path, the Keeper may consider having the players take on the roles of these petty criminals and play through the burglary. One or more of these hirelings may also make suitable long-term investigators, if the players need a replacement in a hurry.

If the investigators decide to rob the library themselves, one option is to inform them that there is to be a large party at the mansion, hosted by Erica. Should they wish, they could roleplay through the party (invited or not), find a way to clear guests from the library, lock its doors, and proceed. Such exploits could be wonderful fun. To search the library books, have the players make a group **Luck** roll every 20 game minutes. If one is successful, an investigator happens upon the correct volume of Poe and the combination it holds (R15, L14, R13, L12).

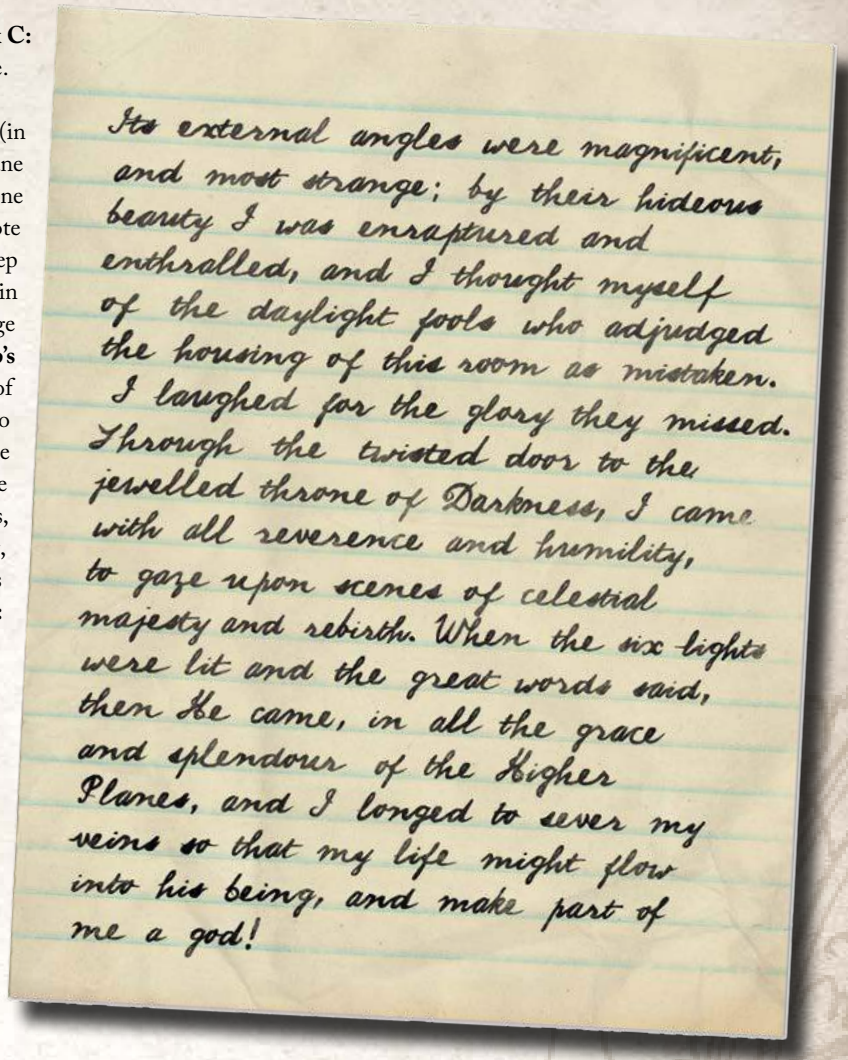
Another section contains books on the occult, but all are unremarkable surveys of traditional magic. On the north wall of the library is a large case filled with old reference works in English and French. A successful **Spot Hidden** roll notes an oddity: a fat edition of Poe's collected poems—the one in which Erica wrote the safe's combination—is tucked among these volumes. Behind the Poe is a small panel that can be pulled open. Behind the panel is a button: pushing the button slides the entire case aside several feet to reveal the safe behind. Within the safe are four books: *The Pnakotic Manuscripts*, *Sélections de Livre D'Ivon*, *Amongst*

Carlyle Papers America #14

the Stones, and *Life as a God*. See **Appendix C: Tomes** for further details on each of these.

Keeper note: in particular, *Life as a God* (in actual fact, Montgomery Crompton's insane diary) mentions the Black Pharaoh's throne room (**Carlyle Papers America #14**). The quote refers to the secret sanctum of Nyarlathotep within the capstone of the Bent Pyramid in Egypt. If the investigators read this passage and find the hidden room (**Nyarlathotep's Sanctum**, page 365, Egypt), remind them of this description. Crompton always refers to Nyarlathotep as the Black Pharaoh, or the Pharaoh of Darkness. Also in the diary are graphic descriptions of murders, sacrifices, and so on, all of which mention the short, single-spiked clubs which the cult uses for ritual murders (**Cult in Residence: Brotherhood of the Black Pharaoh (UK)**, page 182, England).

The Keeper may wish to withhold some or all of the information within *Life as a God* until the investigators reach London or Egypt, and then present it as something remembered from the diary, which before seemed to have no significance (for instance, the first time investigators are confronted with a short, single-spiked club).


Its external angles were magnificent, and most strange; by their hideous beauty I was enraptured and enthralled, and I thought myself of the daylight fools who adjudged the housing of this room as mistaken. I laughed for the glory they missed. Through the twisted door to the jewelled throne of Darkness, I came with all reverence and humility, to gaze upon scenes of celestial majesty and rebirth. When the six lights were lit and the great words said, then He came, in all the grace and splendour of the Higher Planes, and I longed to sever my veins so that my life might flow into his being, and make part of me a god!

OTHER INQUIRIES

The order in which the investigators meet with the characters described in this section may vary (before or after the funeral, etc.). They are grouped here for convenience.

THE DOCTOR IS IN

- **Link:** identified as a possible source during the investigators' interview with Lt. Poole (**The New York Police**, page 125).
- **Link**: identified as a possible source during the investigators' meetings with Rebecca Shosenburg (**The New York Times**, page 145).

Dr. Lemming's address at the Murray Hill Hotel (East 40th Street and Park Avenue) is easily obtainable from either Lt. Poole or Miss Shosenburg. The double stairway at the hotel's Park Avenue entrance leads up into the marble-lined reception hall, where the decor has changed little since the hotel's opening in 1884. A polite clerk at the reception desk greets the investigators and asks if he may be of assistance. Anyone unknown to the clerk who attempts to climb the impressive gray marble staircase to Dr. Lemming's apartment on the sixth floor is immediately challenged. If they fail to acknowledge him, they are chased after by the two smartly liveried doormen who stand guard at the lobby entrance; for their statistics, see the **Murray Hill Hotel Doorman** profile on page 167. The hotel has no compunction about calling the police should the investigators cause a ruckus.

Providing they comply or speak directly with the clerk upon arrival, the clerk asks the investigators to wait while he calls up to Dr. Lemming to see if he is at home to guests today. If the investigators look at all disreputable, then they need to succeed at a **Credit Rating** roll to have the clerk ring through. If they look presentable, or have a letter of introduction (or a sufficiently impressive business

or calling card), then the clerk does not hesitate in his duty. Once the clerk has secured Dr. Lemming's consent, he permits the investigators to climb the stairs.

Meeting Dr. Lemming

The doctor is waiting for the investigators outside his apartment door. He looks delighted to see them, and ushers them into his opulent but overcrowded rooms. Rococo detailing on the walls and ceilings fights for the investigators' attention amongst a plethora of books and seemingly random objects from every continent, all with the shared theme of myth and folklore.

Questioning the doctor about Elias' death and the other murder victims causes the elderly academic to giggle nervously before taking a medicinal nip of his "nerve-tonic" from a silver hip flask. All he can tell them is what he told the police: that he believes the mark to be that of an African death cult or, more likely, someone mimicking the symbol of an African death cult to stir up ill feeling. He is sorry to hear of Elias' death and is thoroughly perplexed by it. Either the police have the wrong man in prison, or Adams must have been working with an accomplice.

Should they wish to know more about such things as African folklore and cult histories, then Mr. Silas N'Kwane, the proprietor of Ju-Ju House in Harlem, may be able to help them. He regularly sends Dr. Lemming trinkets and fetishes he knows will be of interest to his studies, and charges a very reasonable price for them, to boot (see **Horror at Ju-Ju House**, page 154).

Keeper note: there is no malice intended in Dr. Lemming's referring the investigators to N'Kwane, so successful **Psychology** rolls discern no hidden agenda, even if they've spoken to Arthur Emerson and heard his misgivings about Ju-Ju House's proprietor (**Emerson Imports**, page 138). As far as Lemming is concerned, N'Kwane is exactly what he pretends to be, an aged, humble purveyor of African tribal curiosities.

If the investigators fail a group **Luck** roll, then Dr. Lemming is in a garrulous mood and glad of the captive audience. He rings down to the hotel kitchen to order refreshments and proceeds to bend the investigators' ears on every conceivable folklore topic under the sun until they can make good their escape, requiring a successful social skill roll; the Keeper may wish to award a penalty die to the roll to reflect the investigators' lack of luck. Attempts to use Intimidate immediately result in the old man calling for hotel security.

MEETING MIRIAM ATWRIGHT

- **Link:** letter to Jackson Elias, care of Prospero House (**Carlyle Papers America #6**).

The investigators may wish to travel up to Massachusetts to visit Miss Atwright in person at the Harvard University's Widener Library or speak to her over the phone. An interview with her establishes that Elias sought a book called *Africa's Dark Sects*, which mysteriously disappeared from the Widener Library several months before Elias requested it. By "mysteriously," she means that one day it simply vanished. "There was an unspeakable odor in the collection the day we noticed the *Sect*s book was missing."

Miss Atwright admired Jackson Elias and will help the investigators if they ask. Her library can identify the rune carved into Elias' forehead, if the investigators are struggling to do so themselves. She can make the identification over the next week in spare minutes while she works, or an investigator can do it in a single 12-hour day with her help. The information they learn is the same as that described in **Information in Room 410** section on page 120.

MEETING PROFESSOR ANTHONY COWLES

- **Link:** handbill to a lecture by Prof. Cowles, given at New York University, found hidden in amongst Jackson Elias' effects (**Carlyle Papers America #7**).

Originally from Sydney, Australia, Prof. Cowles currently works as a Professor of Anthropology at Miskatonic University. Because of the attention garnered by his beautiful daughter, Ewa, most young men in Arkham can offer precise directions to Prof. Cowles' bungalow on Pickman (between West and Garrison), to Cowles' office in the Liberal Arts Building, or to the Cowles' favorite lunch spot (Grafton Diner, near the Boston and Maine train station). The normal academic routes of phone, letter, telegram, or even inter-office mail, reach Cowles less quickly, but the investigators are always able to communicate with the scholar within 24 hours if they decide not to take the train to Arkham.

The professor is friendly and open. Unfortunately, he knows little. He never met Jackson Elias, he never consciously saw the man, and has no knowledge of Elias' life. He has read several of Elias' books in connection with Polynesia and New Zealand, and recalls a few details of the works if an investigator recites titles.

Carlyle Papers America #15

One: a bat cult once existed among the Aboriginal peoples of Australia. It was known across the continent, and the god of the cult was known as the Father of All Bats. Adherents believed that by making human sacrifices to their god, they themselves would become worthy enough that the Father of All Bats would appear to them. Once he was enticed to appear, the god would conquer all men. Sacrifices were run through a gauntlet of worshippers who struck the victims with clubs embedded with the sharp teeth of bats. The teeth were coated with a fast-acting poison, somehow derived from fermented bat droppings. The victims apparently went mad before they died. Leaders of the cult reputedly could take the forms of bat-winged snakes, enabling them to steal sacrifices from across the land. Cowles believes that this cult became dormant or extinct hundreds of years ago. Its former existence is the reason that he became interested in Jackson Elias' books about present-day cults.

Two: an Aboriginal song cycle mentions a place where enormous beings gathered, somewhere in the west of Australia. The songs say that these gods, who were not at all like men, built great sleeping walls and dug great caves. But living winds blew down the gods and overthrew them, destroying their camp. When this happened, the way was open for the Father of All Bats, who came into the land, and grew strong.

Three: a set of four overexposed glass slides. Each shows a few sweating men standing beside enormous blocks of stone, pitted and eroded but clearly dressed and formed for architectural purposes. Dim carvings seem to decorate some. Billows of sand are everywhere. Though he did not bring the book with him, Cowles says that the discoverer, one Arthur MacWhirr of Port Hedland, Australia, kept a diary in which he recorded several attacks on the party by Aboriginals. MacWhirr reportedly records deaths to victims from hundreds of small punctures, reminiscent of the earlier bat cult.

Four: Cowles tells a tale he collected from near the Arafura Sea, in northern Australia. In it Sand Bat, or Father of All Bats, has a battle of wits with Rainbow Snake, the Aboriginal deification of water and the patron of life. Rainbow Snake succeeds in tricking and trapping Sand Bat and his clan in the depths of a watery place from which Sand Bat can only complain, and is unable to return to trouble the people.

If suitably flattered or the subject of a successful **Charm** roll (Hard if **Fast Talk** or **Persuade** are employed), Cowles gladly summarizes his recent anthropology lecture at NYU (**Carlyle Papers America #15**). Depending on where (and how) an interview takes place, if the investigators outstay their welcome Ewa joins the conversation and drops increasingly heavy hints about what a busy man her father is.

Once the investigators have heard what Cowles has to say, and after showing them the photographic plates (mentioned in the handout), Prof. Cowles relates that the plates were made by Arthur MacWhirr and came to him via Robert Mackenzie, a mining engineer and the executor of the MacWhirr estate. Cowles says he also received MacWhirr's diary (**Carlyle Papers Australia #1**) but, should the investigators ask to see it, he sighs and relates how he doesn't have it, as it is back home in Sydney, Australia (**Meeting David Dodge**, page 461, Australia). Of course, should the investigators intend to travel to Australia, the professor is happy to furnish them with letters of introduction to his friend, David Dodge, who is currently looking after Cowles' house there, and to Robert Mackenzie in Port Hedland (**Meeting Robert Mackenzie**, page 466, Australia).

Keeper note: Prof. Cowles' lecture establishes that an Australian death cult of the Sand Bat once existed, and links this cult to evidence of the Cthulhu Mythos. In addition, the fact that Arthur MacWhirr's diary (and possibly further clues) can be found in Sydney, Australia, provides impetus for the investigators to visit that distant land.

The professor has heard of Cthulhu and R'lyeh, and finds certain disturbing parallels between the tales of the Sand Bat and Cthulhu. Some Polynesian legends discuss them also, though the tales are different. Cowles has read the *Ponape Scriptures*, "a most disturbing and disgusting tome." Unfortunately, the University of Sydney's copy of the *Ponape Scriptures* was lent to a John Scott of Boston, Mass., and was never returned. (John Scott is a villainous character appearing in the first *Call of Cthulhu* campaign, *Shadows of Yog-Sothoth*, later part of an omnibus volume, *Cthulhu Classics*.)

While he is a man of great curiosity and some personal courage, Cowles has a career to pursue and a contracted fellowship to complete. Neither he nor his daughter can spend many hours helping the investigators, and Prof. Cowles will not volunteer to join them. The Cowles family are reliable, and would be good U.S. contacts if the investigators need help while abroad. They plan on returning to Sydney in seven months, within the frame of this campaign, and so might participate in the Australia chapter, depending on when the investigators arrive there. As mentioned by Prof. Cowles, his colleague, Prof. David Dodge (**Meeting David Dodge**, page 461, Australia) is tending their house, and he would be of even more use during an expedition into the Australian desert than Cowles.

EMERSON IMPORTS

- **Link:** a business card found after Jackson Elias' murder (**Carlyle Papers America #5**).

The company can be found in a long, narrow building on the edge of the Hudson River, just beyond Hell's Kitchen. There are loading docks at both ends. The building itself is a warehouse piled high with freight, with a small set of offices upstairs at the front. Arthur Emerson, a man in his fifties, recalls the visit of Jackson Elias and expresses condolences if told that Elias is dead.

Elias had been checking importers to find connections with Mombasa. Emerson is the U.S. agent for the Mombasan exporter Ahja Singh (**Mombasa: Seeking Ahja Singh**, page 396, Kenya), whose only known U.S. account happens to be Ju-Ju House, 1 Ransom Court, New York City (**Horror at Ju-Ju House**, page 154). Emerson says that he is sure Elias intended to visit Ju-Ju House to talk with the manager, Silas N'Kwane.

If the investigators ask his opinion, he responds that something about N'Kwane makes his skin crawl, and adds that he told Elias the same thing. This is in marked contrast to Mordecai Lemming's assessment of N'Kwane's character (**Meeting Dr. Lemming**, page 136), but a successful **Psychology** roll shows no duplicity on Emerson's part. After the investigators leave, Emerson may decide to inform the police about Elias, his destination, and the investigators, if the Keeper so wishes.

THE CARLYLE EXPEDITION PRINCIPALS

The investigators may look deeper into the histories of the Carlyle Expedition members, and perhaps uncover a few surprises.

There were five important members in the Carlyle Expedition: dashing Roger Carlyle, charismatic Dr. Robert Huston, scholarly Sir Aubrey Penhew, beautiful Hypatia Masters, and resourceful Jack Brady. The following entries summarize the pertinent data about them, which the investigators can easily obtain from various sources (predominantly newspaper articles and personal contacts), or may already know. While the Keeper is free to print or photocopy these summaries and hand them out, they are more conceived as information to be included in interviews, perhaps those with Erica Carlyle, the police, or other characters.

Deeper research reveals more incidents, but not more meaning. On a purely biographical level, all researches about the principals finish as dead ends in which their public personas and private personalities match believably.

Unfortunately (for the investigators), while M'Weru was part of the expedition's entourage, easily available details concerning her history are not to be found. The best the investigators can do is to hear Erica Carlyle's racist remarks about her. As the investigators venture to other countries, more concerning M'Weru may come to the surface.

Keeper note: it is important to remember that there is a general lack of written information concerning people in America during this era; historic objections to the documentation of citizens in the United States were first muffled by World War Two and then by the Cold War that followed. To emphasize, most of the following information would be passed on in conversation, rather than by the liberal application of the Library Use skill.

ROGER VANE WORTHINGTON CARLYLE

- No police record; no military service.
- Wealthy, yet neglected and ignored by his father, young Carlyle craved attention.
- His lawyers evaded a paternity suit against him when he was 17.
- Carlyle underwent short treatments for alcoholism when he was 18, and again when he was 20.
- Miraculously, Carlyle graduated from Groton, but was allowed "gentleman's resignations" from a succession of excellent universities (Harvard, Yale, Princeton, Miskatonic, Cornell, and USC) over the next three years.



- When his parents died in an automobile crash, Carlyle seemed to take stock of himself and, for the next year, gained the general approval of his peers, retainers, and relatives. But he slipped back into his old ways when his sprightly sister, Erica (who had not neglected her studies), showed a better grasp of family affairs.
- His lack of character was somewhat confirmed when Carlyle fell under the influence of a mysterious East African woman, a self-styled poetess with the *nom de plume* of Nichonka Bunay. Rumors of debaucheries and worse circulated among police, journalists, and others whose business it is to know the backgrounds of public personalities.
- During this period, Carlyle began to drain great sums of money from family interests, which prompted vicious arguments between himself, Erica, and their executives.
- In person, Carlyle remained forthright and friendly, and was a popular figure at glittering New York nightspots.
- In the months before he left for Egypt, Carlyle seemed to withdraw and become more serious. But though Carlyle might have been maturing, the goals of the expedition remained nebulous and secretive, even to those who should have known.
- The first Carlyle, Abner Vane Carel, was transported to Virginia in 1714, having been convicted of "unwholesome and desperative activitie" not otherwise characterized by the authorities in Derbyshire, England. Abner was the illegitimate and discredited son of an undistinguished Midlands nobleman.
- Abner's son Ephraim moved to New England, adopted "Carlyle" as a more gallant surname, and made sound investments in lumber and textiles, the basis of the family fortune to come. The Carlyle interests amassed huge profits during the American Civil War, and far-sighted management further expanded the financial empire in the half-century thereafter.

DR. ROBERT ELLINGTON HUSTON

- No police record; no military service.
- The youngest of three sons, his father was a Chicago M.D. who, as a young man, was reputed to have belonged to several deviant sects.
- Robert Huston graduated with honors from Johns Hopkins. After three years he threw over his circulatory

THE CARLYLE RECORDS

Dr. Huston's files were carefully boxed, marked, and stored at the Medical Affairs Board in New York, in a room adjoining the secretary's office. Adjudication finally determined that these records were in fact medical in nature, though old-school doctors resisted the notion for several months. These are, therefore, confidential records. Only Huston's heirs, the patients, or a doctor showing good cause can easily gain access. A Mr. Adrian Ferris, secretary to the board, controls all such files. Ferris is a tough cookie, and any **Fast Talk** rolls performed against him require a Hard success; an investigator who is a practicing physician in the State of New York can get by him without need for a skill roll (note that no statistics are provided for Ferris).

The offices of the Medical Affairs Board are on Park Avenue at 61st Street, Suite 1002. There is always a guard on duty in the lobby. A watchman passes the offices once every hour between 6 p.m. and 6 a.m. Investigators conducting an illicit search should make a group **Luck** roll to determine if the guard checks the offices while they are present. If needing statistics for the watchman, use one of Erica Carlyle's guards at her estate (**Carlyle Estate Guards**, page 165, minus the shotgun). The files, held in a simple manila file folder headed "Carlyle, Roger V.W.," contain only a few relevant excerpts (**Carlyle Papers America #16**). Any investigator reading the files should perceive that the more Huston grew to know Carlyle, the less Huston was willing to put on paper about him. As desired, the Keeper may add other information, including the apparent coincidence of Imelda Bosch's suicide.

Huston's File for Erica Carlyle

Though there is a handout for Roger Carlyle's file, not enough exists to warrant anything for Erica. Her file notes a few innocuous consultations for which he charged her an outrageous $90 each, and establishes her relations with her brother troubled her. Huston believed Erica to be of remarkably fine character, and notes that he rarely saw such capable adjustment to the problems of living. He suggested to her that he would be glad to talk to Roger.



ailments practice (and his wife), and went to Vienna to study first under Freud and then under Jung. Huston was among the first Americans to undertake this esoteric and controversial study of the mind, which dealt so much with sexual behavior that no respectable person could talk about it.

- Huston's seemingly salacious and dangerous past, along with his elegant manners and sardonic wit, made him much in demand when he returned to New York City. There he established a practice in psychoanalysis, catering to the very wealthy.
- Huston enjoyed fame and notoriety. His fees were whispered to be $50–$60 dollars per visit, at a time when a college professor might make $4,000 a year. Women found him suave, handsome, sensitive, perceptive, and sexy.
- Among his patients was Roger Carlyle. Though Huston supposedly went on the expedition with Carlyle in order to continue treatment, Huston had just broken off an affair with a Miss Imelda Bosch, who had then committed suicide. Carlyle helped hush up the scandal, perhaps in return for Huston's company on the expedition.
- There were also rumors that Carlyle did not want Huston at large while he was far away in Egypt. Carlyle may have believed that Huston's ethics were not strong enough to resist revealing explosive material about his young patient.
- After Huston was declared dead, his records were turned over to the Medical Affairs Board of the State of New York. Controversy about this reached the newspapers. If the investigators ask, they will learn that the records have not been destroyed, because nobody got around to authorizing the destruction. In those records are all of Huston's notes concerning Roger Carlyle (**The Carlyle Records**, box nearby).

SIR AUBREY PENHEW, BARONET OF PEVENSEY



- Young Sir Aubrey was caught pinching a policeman's helmet in 1898, while at Oxford.
- Limited service as a Lieutenant with the Yorkshire Guards, 1901-1902, breveted as a Colonel in British Army Intelligence, 1915-1916, and then retired due to injury.
- Penhew's public life is easily followed in *Who's Who*, *Burke's Peerage*, etc. Sir Aubrey graduated with honors in Classics from

First Meeting: Jan. 11, 1918
Reference: Erica Carlyle
Closest Relative: Erica Carlyle

At his sister's insistence, Mr. Roger Vane Worthington Carlyle visited me this morning. He deprecates the importance of his state of mind, but concedes that he has had some trouble sleeping due to a recurring dream in which he hears a distant voice calling his name. (Interestingly the voice uses Mr. Carlyle's second given name, Vane, by which Mr. Carlyle admits he always thinks of himself.) Carlyle moves towards the voice, and has to struggle through a web-like mist in which the caller is [redacted] understood to stand.

The caller is a man—tall, gaunt, dark. An inverted ankh blazes on his forehead. Following the Egyptian theme (C. has had no conscious interest in things Egyptian, he says), the man extends his hands to C., his palms held upward. Pictured on his left palm C. discovers his own face; on the right palm C. sees an unusual, misshapen pyramid.

The caller then brings his hands together, and C. feels himself float off the ground into space. He halts before an assemblage of monstrous figures; figures of humans with animal limbs, with fangs and talons, or of no particular shape at all. All of them circle a pulsating ball of yellow energy, which C. recognizes as another aspect of the calling man. The ball draws him in; he becomes part of it, and sees through eyes not his own. A great triangle appears in the void, its twisted symmetry of the same fashion as the vision of the pyramid. C. then hears the caller say, "And become with me a god." As millions of odd shapes and forms rush into the triangle, C. wakes.

C. does not consider this dream a nightmare, although it upsets his sleep. He says that he revels in it and that it is a genuine calling, although my strong impression is that he actually is undecided about it. An inability to choose seems to characterize much of his life.

September 18, 1918: He calls her M'Weru, Anastasia, and My Priestess. He is obsessive about her, as well he might be—exterior devotion is certainly one way to ease the tensions of megalomaniacal contradictions. She is certainly a rival to my authority.

December 3, 1918: If I do not go, C. threatens exposure. If I do go, all pretense of analysis surely will be lost. What then will be my role?

Oxford, but spent the next several years in Egypt, surveying and performing exploratory excavations amid the then little known wonders up-river, to the First Cataract and beyond.

- As his official biography notes, Sir Aubrey is credited with founding several important branches of Egyptology, and for several important archaeological discoveries, particularly at Dahshur.
- Nearly as important, the Penhew Foundation in England, set up by Sir Aubrey, has underwritten many influential researches at home and abroad, and is responsible for the education of many brilliant but penniless scholars.
- With the inevitable nimbus of black sheep and blackguards down through the centuries, the Penhews trace their nobility from the time of William the Conqueror, when Sir Boris Penhew acquired great holdings in the west of England. With the exception of one Sir Blaize, who was beheaded for treason and black magic (his crimes nearly cost the line its titles and properties), the Penhew prosperity and prestige has been undiminished for eight centuries.
- Sir Aubrey has title to several famous stately homes, as well as mansions in London, the Cotswolds, Monaco, and Alexandria (Egypt), and townhouses in Paris, Rome, and Athens. He is incontestably wealthy, and reputedly made new fortunes from his American holding companies during the Great War.
- Though a public figure, Sir Aubrey's private life is little known. He is a bachelor, without family or heirs, other than the Penhew Foundation. His Egyptologist peers hold him in high regard.

MISS HYPATIA CELESTINE MASTERS

- No police record or record of public service.
- Masters is heiress to the Masters armaments fortune, the dark antecedents of which have been chronicled in the muckraking *Masters of Corruption* by Nikolai Steinburg.
- Miss Masters' grandfather, Aldington Masters, held onto and increased the holdings by leaving most decisions to a series of chief executives, who uniformly made intelligent, far-ranging, and profitable moves. George, her father, also adopted this relaxing way of life, spending his free time doting on his daughter.



- Hypatia attended Swiss and French academies, showing facility for languages. Her great interest, however, proved to be photography. Several of her shows earned good reviews and enthusiastic attendance.
- A daring streak in her led to an incautious affair with a Catholic Marxist, one Raoul Luis María Piñera, at City College of New York. (With a successful **Luck** roll, a close friend, Olivia de Bernardesta, confides that Hypatia was pregnant by Raoul, had the baby aborted, and fled the country with Carlyle rather than face her lover.)
- Miss Masters dated Roger Carlyle several times, but there was never anything serious in the relationship, and the two remained friends. Her presence on the expedition might have been Carlyle's gallant whim. No one actually knows why she was invited or why she accepted.

JACK ORIEL "BRASS" BRADY

- Brady's police record lists assaults and barroom brawls, petty theft, loitering, gambling, mopery, public drunkenness, and an acquitted murder charge.
- As a Marine sergeant, Brady served in China, with extended periods in Shanghai, and later on the Western Front in France, earning a Bronze Star and other commendations.
- He is rumored to have been a mercenary in Turkey just after the war, and to know Turkish and Arabic, as well as several Chinese dialects.
- During a fight, in Oilfield, California, he apparently throttled his opponent to death before onlookers could pull him off, suggesting great strength or perhaps excellent technique (as well as a violent streak).
- The Oilfield murder piqued the curiosity of Roger Carlyle, who just then was being expelled from USC. After an hour-long interview, the two forged an intimate alliance, amazing everyone who knew Carlyle, for the youth had never made any strong friendships. Carlyle summoned the best legal minds in the country for the defense, who proceeded to blow to pieces the seemingly open-and-shut case offered by the county prosecutor and eclipsing the testimony of seven eye-witnesses. Brady was acquitted on a variety of technical grounds.
- From that time, Jack Brady and Roger Carlyle were rarely separated—at times Brady worked as Carlyle's bodyguard, and at other times was his spokesman. For the expedition, Brady acted as general foreman and manager, and by all accounts performed well.
- Brady's nickname comes from a brass plate about 4 inches (10 cm) square, which he carries over his heart. The plate is described as being covered with strange signs and inscriptions. Bullets have dented it twice. Brady has said that his mother, a recluse in Upper Michigan, had The Eye, and that she made this plate to guard her impetuous son.



HARLEM

Wherein the investigators uncover a trail of cult brutality and police corruption before confronting Nyarlathotep's minions in New York, the Cult of the Bloody Tongue.

HARLEM IN THE 1920S

Once an affluent neighborhood, Harlem was gradually abandoned by its original white Manhattanite inhabitants as European immigrants, predominantly Italian and Jewish refugees flocked into the area towards the end of the 19th century. They, in turn, steadily gave way over the opening decades of the 20th century to residents from New York's other black communities, as well as newcomers who moved to the city as part of the Great Migration, immigrants from the British Caribbean colonies, and a growing number of Latin American arrivals after World War One in the area that became known as "Spanish Harlem." During the 1920s, the area was populated by African-Americans (predominantly Central and West Harlem), alongside Irish, Italian, Jewish, and Latino communities (largely based in East Harlem).

The neighborhood was plagued by police brutality, as well as racial tension as newcomers came and went, further fuelled by the return of African-American soldiers seeking housing, work, and recognition of their civil rights following the Great War. African-American gangs formed across the city in order to protect their neighbors and neighborhoods from the police and white (usually Irish) rabble-rousers, although much of the tension in Harlem itself involved police harassment of the various ethnic communities. While the *New York Age* urged respectability and good citizenship in the face of this violence, the *Amsterdam News* encouraged Harlem's African-American residents to speak up and demand justice, though stopped short of advocating violence in return.

In 1920, the boundaries of Harlem were roughly defined as 131st Street to 144th Street between Lenox and Seventh Avenue. By 1928, this had expanded out to cover the area between St. Nicholas Avenue and the Harlem River (west to east) between 110th Street and Central Park and 159th Street and the Polo Grounds (south to north).

Perhaps the thing Harlem is most famous for during the 1920s and '30s is the Harlem Renaissance, an outpouring of African-American art, literature, culture, and social activism that reached its peak between 1924 and 1929. People from all over the city (and country) flocked to Harlem for, amongst other things, events and talks at the 135th Street branch of the New York Public Library and the flamboyant nightlife in the neighborhood's many clubs, speakeasies, and saloons. Homosexuality was also more accepted in Harlem than elsewhere in New York, but due to the ongoing pressures to conform from certain quarters, such residents still had to watch their step.



Police officers patrol the streets of Harlem

ORGANIZED CRIME

Harlem was home to several organized crime factions, including the notorious Italian Black Hand gang of extortionists (whose activities largely died out in the 1920s due to changes in American immigration law). It was also the playground of both the Jewish and Italian mobs (including the 116th Street Crew), who controlled the area's speakeasies and nightclubs, including the famous Cotton Club (owned by gangster and former Sing-Sing inmate, Owney Madden). African-American gangs, particularly those under the control of Stephanie St. Clair and Casper Holstein (the so-called "Bolito King") ran numbers in Harlem so as not to encroach on the white gangs' territories (extortion, prostitution, and bootlegging).


HARLEM
the Heart of Upper Manhattan
EXPLANATION
SUBWAY STATION
SUBWAY ROUTE
RAILROAD
RAISED RAILWAY
SCALE IN STATUTE MILES
KEY
1 Trinity Cemetary
2 Church of the Intercession
3 Polo Grounds
4 155th Street Station
5 Colonial Park
6 College of the City of New York
7 Hebrew Orphan Asylum
8 The Cotton Club
9 St. Nicholas Park
10 Fat Maybelle's
11 Convent of the Sacred Heart
12 Ju-Ju House
13 New York Public Library
14 Amsterdam News HQ
15 Riverside Park
16 Grant's Tomb
17 Barnard College
18 Teachers' College
19 N.Y.C. Ticket Office
20 Columbia University
21 C. Ramsey's Office
22 Morningside Park
23 125th Street Station
24 Mount Morris Park
25 Saint Luke Hospital
26 Cathedral of St. John the Divine
27 Academy of Design
28 Harlem Hospital
29 Central Park
WASHINGTON HEIGHTS
SUGAR HILL
CARMANSVILLE
WEST HARLEM
MANHATTANVILLE
LITTLE AFRICA
HARLEM
EAST HARLEM
MORNINGSIDE HEIGHTS
MANHATTAN VALLEY
SPANISH HARLEM
HUDSON RIVER
HARLEM RIVER
RIVERSIDE DRIVE
BROADWAY
OLD BROADWAY
MANHATTAN ST.
CONVENT AVE
ST. NICHOLAS TER
ST. NICHOLAS AVE
ST. NICHOLAS PL
EDGECOMBE AVE
BRADHURST AVE
HAMILTON PL
CLAREMONT AVE
HANCOCK SQ
HANCOCK PL
MORNINGSIDE PARK EAST
MORNINGSIDE AVE WEST
MANHATTAN AVE
AMSTERDAM AVE
EIGHTH AVE
SEVENTH AVE
LENOX AVE
FIFTH AVE
MADISON AVE
FOURTH AVE
LEXINGTON AVE
THIRD AVE
SECOND AVE
FIRST AVE
PLEASANT AVE
CATHEDRAL PARKWAY
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AN INNOCENT MAN

- **Link**: a report in the *New York Times* regarding the similarity of Jackson Elias' death to a string of previous murders (**Carlyle Papers America #9**).
- **Link**: meeting with Rebecca Shosenburg at Elias' funeral (**The Funeral**, page 127).
- **Link**: interview with Lt. Martin Poole (**The New York Police**, page 125).
- **Link**: interview with Dr. Mordecai Lemming (**The Doctor Is In**, page 135).

During the course of their investigations so far, the investigators should have come across Rebecca Shosenburg's article in the *New York Times* (**Carlyle Papers America #9**) describing the previous eight murders, as well as Hilton Adams' arrest and subsequent incarceration for those crimes, or have been informed of them at Elias' funeral by the junior reporter herself (**The Funeral**, page 127). Alternatively, they may have learned details of Hilton Adams' imprisonment from Lt. Poole during their interview with him after Elias' murder (**The New York Police**, page 125), as well as potentially discussing his guilt and innocence with Dr. Mordecai Lemming (**Meeting Dr. Lemming**, page 136).

Keeper note: although not technically a sidetrack scenario, the events of **An Innocent Man** may be circumvented by the investigators if they choose to ignore the obvious links between their friend's death and Hilton Adams' wrongful arrest and imprisonment, or go straight to Ju-Ju House after talking to Arthur Emerson (**Emerson Imports**, page 138) or Dr. Lemming (**Meeting Dr. Lemming**, page 136). If they do, then the Keeper may wish to have them spot either Miss Shosenburg or Millie Adams watching the comings and goings at Ju-Ju House, or following them after their visit there (a successful **Spot Hidden** roll to notice Mrs. Adams; Hard difficulty for Miss Shosenburg). Depending on what their visit to Ju-Ju House entails, they may also be followed by cultists as well (see **What the Investigators See** and **Entering Ju-Ju House**, pages 155 and 156, respectively).

OLD VERSUS NEW

The weekly *New York Age*, published in Harlem, represented the middle-class values of what became known as the "Old Negroes" (the wealthier conservative establishment who had lived in New York since its earliest days, who largely believed that acceptance could only be achieved by conforming to white expectations). Its opposite number, the weekly *Amsterdam News*, represented the "New Negroes," concentrating more on the issues and events affecting Harlem and promoting political self-expression and genuine equality.

THE NEW YORK TIMES

- **Link:** source of the report linking Elias' murder to those previously committed (**Carlyle Papers America #9**).
- **Link**: Rebecca Shosenburg's place of employment, as well as the home of extensive news archives.

Now located in the recently expanded 229 West 43rd Street building, rather than the offices after which Times Square was named, the headquarters of the *New York Times* is a hive of journalistic activity. If the investigators come here before attending Elias' funeral, in search of the reporter behind the article linking his death to those of eight others (**Carlyle Papers America #9**), then they are directed to the news department's crime section and to Miss Shosenburg's neat and orderly desk. While she is surprised to see them, Miss Shosenburg is secretly delighted to be able to talk about the case with Elias' friends, even more so if they reveal that they were at the murder scene. If, however, the investigators come to West 43rd Street after the funeral, at Shosenburg's invitation, she is openly pleased, and more than a little relieved that they took the time to come see her.

Shosenburg has already retrieved the relevant clippings about the Adams' murders from her scrapbook, so they are ready to show the investigators. While the reports concerning the first two bodies make no definite link between them (despite the strange symbol carved into their foreheads), by the third murder, connections were being drawn, although the police seemed baffled by the deaths, especially as no ties could be found between the victims other than their visits to Harlem—hardly noteworthy, considering how popular the area is after dark.

If asked, Shosenburg suspects that, initially at least, the fact that the first bodies were found in different police precincts meant that there was little coordination or sharing of information between the various investigations. Even after everything was transferred to Captain Robson of the 14th Precinct in Harlem, there wasn't much progress on the case until Hilton Adams was arrested at the scene of the eighth murder. As far as she can tell, Captain Robson ended up heading the investigation due to the fact that most of the later corpses turned up either in Harlem or on its fringes, bolstered by Dr. Lemming's pronouncements that an African death cult was involved.

Opposite: Map of Harlem

ON THE STREETS

For those wishing to use modern maps of New York to navigate around Harlem, there have been a couple of name changes since the 1920s: Lenox Avenue is now also referred to as Malcolm X Boulevard, 7th Avenue is known as Adam Clayton Powell Jr. Boulevard, and 8th Avenue is Frederick Douglass Boulevard, while 125th Street is Dr. Martin Luther King Jr Boulevard.

Keeper note: if the investigators have earned Lt. Poole's trust, then questioning him about this reveals that Captain Robson lobbied early on for the role, so he could crack down further on what he referred to as "disruptive elements" in his precinct.

Although she has not been able to find any concrete evidence, Shosenburg believes that Robson is, at best, incompetent, and at worst, corrupt, and may have been responsible for framing Hilton Adams. This all serves to confirm what Lt. Poole may have told the investigators, both about the deaths and his suspicions regarding his colleague (**The New York Police**, page 125).

Provided the investigators take her concerns about Hilton Adams' situation seriously and are willing to look into the matter further, then Shosenburg offers to introduce them to Millie Adams, Hilton's wife (**Meeting Millie Adams**, following). She also offers to convince Hilton Adams to receive the investigators as visitors at Sing Sing, if they would like to speak to him directly (**A Visit to Old Sparky's House**, page 150). At this point, with Adams' execution looming ever nearer, the investigators' motives for looking into the case are not important to her—if there's a chance they can scare up something that could prove either Robson's corruption, thereby casting doubt on the safety of Adams' conviction, or discover the real culprit, she'll take it. Besides which, the story could make her career. If they agree to either meeting, Shosenburg asks the investigators to leave it with her; she'll get back to them with times and locations as soon as she can.

Keeper note: the meetings arranged by Shosenburg can take place whenever the Keeper desires, allowing them to occur at opportune moments in the unfolding investigation.

MEETING MILLIE ADAMS

- **Link**: the offer of an introduction from Rebecca Shosenburg (**The New York Times**, page 145).
- **Link:** mentioned to still be working on the case by Hilton Adams (**A Visit to Old Sparky's House**, page 150).

Miss Shosenburg contacts the investigators via their place of residence with a time and location to meet Millie Adams. While the meeting is to take place in Harlem, it is not at the Adams' home, but at the Lafayette Theater, also known as "The Beautiful House," at 132nd Street and Seventh Avenue.

Millie Adams and Shosenburg are waiting for the investigators under the theater's marquee. Once everyone has arrived, Millie Adams ushers the investigators into the smart lobby, past the ticket booths and cloakrooms, and through into the stalls. Various cleaners and other members of staff smile and greet Mrs. Adams as she passes. They also seem to know Miss Shosenburg.

The house lights are fully up in the main auditorium as Millie shows the investigators to seats in the center of the stalls. Cagey investigators may wish to check to make sure that they are alone in the auditorium. As far as they can tell, they are—unless, of course, the investigators have already alerted N'Kwane and M'Dari to their investigations; at which point, if the investigators fail a group **Luck** roll, then a cult spy is lurking within earshot. If spotted with a successful Hard **Spot Hidden** roll, a chase through the theater and out onto the streets of Harlem might ensue (as any spy does not hang around to engage in fisticuffs).



PULP: CAUGHT IN THE CROSSFIRE

If a chase does occur, it could cause all sorts of complications for the investigators, particularly if they are predominantly white. The cultist is not stupid (use **Cultist #6** from the **Average Bloody Tongue Cultist (NYC)**, page 170) and knows that, under such circumstances, screaming for help is the best way for him to make his escape. A young African-American man being chased by a white "gang" is going to draw attention and cause a crowd of local defenders to gather. The investigators may well find themselves relying on their powers of persuasion rather than their fists to extricate themselves from the situation.

If the police are attracted to the scene, at the Keeper's discretion, then the investigators could find themselves at the center of a small-scale riot as the police leap to their defence, no questions asked. The ramifications with respect to their attempts to get justice for Hilton Adams and Jackson Elias could be severe—a penalty die to all social interaction rolls when dealing with the Harlem community (in addition to any penalty the Keeper might already be applying to illustrate the distrust of "outsiders")—as word quickly gets round about what's happened. On the other hand, if the police are already aware of the investigators, having been tipped off by M'Dari, then they may decide to exercise restraint in the hope that the residents will take care of the matter for them or, for once, assist the locals in dealing with these obvious troublemakers. The Keeper may also wish to inflict a **Sanity** roll (0/1D4 loss) on all those involved if the riot results in the death of one or more innocent bystanders.

Keeper note: if there is an eavesdropper then, whether the investigators spot them or not, Millie Adams is now in danger. If the cultist is spotted and chased before Millie has a chance to talk to the investigators, then she flees home and writes up what she knows, posting it to Shosenburg at the *New York Times,* ensuring her knowledge is preserved should anything happen to her. Thus, this act enables the investigators to garner most of the information in the **What Millie Adams Knows** section, but without the opportunity to ask her questions. If they don't spot the eavesdropper, then Millie's fate is sealed and she will be dead before the week is out. Devious Keepers may wish to frame the investigators for her death; M'Dari sees a way to rid himself of both her and them in one fell swoop (a particularly pulpy option). Alternatively, he may decide to reincarnate her as one of his *ciimba* guardians (**Guards of the Sacrificial Chamber**, page 157).

Millie Adams is, understandably, guarded when it comes to speaking with the investigators. If any of them are police officers, it requires a successful Hard **Charm** or **Persuade** roll to coax her story from her. If they are not, talking to her about Elias and their investigations so far convinces her that they may be able to prove her husband's innocence. If asked why the meeting is taking place at the theater, she replies that she's worked there since it opened, as a musician and singer, and until she got the measure of them, she wasn't going to invite them into her home.

What Millie Adams Knows

Although her husband didn't confide everything he knew about the deaths and disappearances in Harlem over the last few years to her, he did tell her one or two of his suspicions. She has since attempted to confirm those for herself.

Provided they gain her trust, as the conversation progresses, Millie asks the investigators to make a deal: if they agree to try and exonerate her husband, she will provide them with information that may lead to the true killers. Now that Hilton's friends have apparently given up the fight through fear and intimidation, she has no one else to turn to, and she knows the authorities don't take her suspicions seriously.

- Hilton grew concerned when Harlem locals began to disappear several years ago. As the number of disappearances increased, Hilton turned to a group of friends from the saloon they all hung out at (Teddy's, two blocks over from the Lafayette Theater), all of whom had served in the Harlem Hellfighters. They began organising patrols to try and protect members of the community, alongside trying to find out who was responsible, after the police at the 14th Precinct refused to take the matter seriously.

Keeper note: investigators wanting to follow up and talk to Hilton's friends can be directed to them by Millie (**The Good Friends of Hilton Adams?**, page 149).

- Even after the mutilated bodies started appearing a couple of years back, the police still refused to do anything, claiming gang violence and street robberies gone wrong as the cause, despite the pronouncements regarding an African death cult by "some old crackpot

with too much time on his hands" (Robson's description of Mordecai Lemming).

- Hilton and his friends focused on the death cult link and managed to turn up a reference in the New York Public Library about some long-dead cult from East Africa. Her husband didn't tell her what it was called, and the police confiscated the journal in which he kept all his notes regarding the case. Millie remembers her husband using a strip of red cloth as a bookmark in the journal. She suspects it had some significance, but the police also confiscated it.
- The group's continued activities didn't go down well with the police, who warned Hilton about the dangers of stirring up trouble. Pressure was also applied to a couple of Hilton's friends by their employers; members of the conservative old guard who were concerned that the group's activities would only bring Harlem into disrepute, especially all the cult nonsense, which (as far as they were concerned) just played into white perceptions of black people as uneducated savages. This was further backed up by their respective church elders in a series of pointed sermons.
- Despite her husband's reticence to include her in his inquiries, he did mention that he thought there was a cult operating in Harlem, and that they were probably paying the police to turn a blind eye to their activities, just like all the other criminal gangs did.
- One night, shortly before his arrest, Millie overheard her husband mention the name "Ju-Ju House" to his friend, Needham Johnson, who works as a reporter at the *New York Age*.
- Her husband was arrested in September 1924 after he was found standing over the body of a middle-aged white man in a dingy alley not far from the Harlem branch of the New York Public Library. The police, allegedly alerted by the dying man's screams, claimed to have seen Hilton throw away a bloody knife when confronted. The knife—Hilton's army-issue bolo knife—was reportedly recovered from the scene and formed the crux of the prosecution's case against him, although Millie never remembers her husband taking the knife out with him when he went on patrol.

If any of the investigators are members of the legal profession, or versed in the law, asking Millie about any ongoing appeals in her husband's case brings about a heavy sigh. Their neighborhood and the patrons at Teddy's raised money to help pay for Hilton Adams' defense, as the New York Legal Aid Society judged that his case wasn't worthy enough to qualify for one of their attorneys. They only had enough to pay for the trial and one appeal. The money's all gone now, so it's only a matter of time before her husband is escorted to the electric chair. Unless, of course, the investigators can find something to clear his name.

About Ju-Ju House

If questioned further about Ju-Ju House, Millie confirms that the shop is an African art emporium in Ransom Court run by one Silas N'Kwane (**Horror at Ju-Ju House**, page 154). Since she started watching the premises after her husband's arrest, she has noted that, once a month, usually between 20–30 people file into the shop in the early hours of the morning. The timings coincide with when her husband and his friends used to go out on patrol. The attendees are a mixed bunch; some she swears are tramps and lowlifes, while others look like the sort of people her husband worked with in construction (i.e. blue collar workers). She didn't personally recognize any of them, though.

Once, Mrs. Adams saw crates going into Ransom Court on a night when there was a gathering, about an hour or so before the "guests" arrived. She concedes that there might just be a very exclusive speakeasy in the basement beneath Ju-Ju House (after all, there are a lot of similar establishments in basements all across the city) and that the crates might merely contain supplies of alcohol, but she has a horrible feeling that, given the disappearances also seem to tie to gathering nights, there's a more sinister explanation for the crates' contents. She has also seen police detectives going into Ransom Court during daylight hours; not necessarily unusual in itself, but it could be to pick up payoffs from Silas N'Kwane, if the 14th Precinct is as corrupt as her husband suspected.

If any of the investigators point out the danger in what she's doing, she looks distinctly exasperated. She replies that she has more sense than to approach the shop directly, and has never physically entered Ransom Court, let alone Ju-Ju House. Once, she managed to get into the tenement building overlooking the court, but she admits that was the one time she was almost spotted by one of the people hanging around in the alleyway, so she hasn't tried that since.

During the conversation, a successful Hard **Psychology** roll detects there's something she isn't saying. Further coaxing (and a successful Hard **Charm** or **Persuade** roll) encourages her to reveal that she fears that, if the matter isn't resolved soon, not only will her husband end up dead, but that she, too, may become a victim, either fitted up by the police or murdered by the real killers. But, while there's still a chance, she has to keep trying. She knows Hilton would do the same for her if the situation was reversed.

Next Steps

Providing the investigators make a good impression on Millie Adams, and she judges them to be sincere in their desire to help, she also offers to convince Hilton to speak with them, on top of Rebecca Shosenburg's efforts in that regard. If, on the other hand, the investigators fail to win

Millie's confidence, they leave the Lafayette Theater without some valuable clues in their quest for those behind Elias' murder, as well as lacking her recommendation to her husband. On top of that, if they have fumbled or failed a pushed roll during any of their interactions with Millie, any subsequent social skill checks that take place during an audience with her husband are subject to a penalty die, as she forewarns him of their behavior. Hilton Adams still agrees to see them, but mostly to assure himself that the investigators aren't part of a police plot to entrap his wife.

THE GOOD FRIENDS OF HILTON ADAMS?

- **Link:** mentioned by Millie Adams (**What Millie Adams Knows**, page 147)

Millie Adams can supply the investigators with the names and descriptions of those who formed the core of her husband's investigative team: Needham Johnson, Douglas Fells, Art Mills, and Jackie Wallace (see **Dramatis Personae: America**, page 113). She also adds that the best place to find them will be at Teddy's Saloon, where they like to chew the fat after work before heading home for dinner (or off to work, in Art Mills' case). Rebecca Shosenburg also knows the group, although she has only met them once or twice and feels unable to make any introductions. Millie is unwilling to go with the investigators as she is still angry at the group for abandoning her husband, even though part of her fully understands why. For this step, the investigators are alone.

Teddy's Saloon is a well-attended workingmen's club, not far from the Lafayette Theater. Strangers, or those known to be troublemakers, have to convince the large doorman that they should be allowed in (use the **Murray Hill Hotel Doorman's** profile, page 167, as required). Teetotal during the day, Teddy's does have a basement speakeasy for the regulars after hours. The interior is plainly, though comfortably, furnished, with tables and booths around the walls. The central tables can be removed for parties and dances, and there is a small stage at the far end of the single room. A bar lines one wall, serving sodas and hot drinks, as well as a limited food menu. The lighting is adequate, although the thick pall of cigarette and cigar smoke clouds the atmosphere, aided and abetted by the grubby front window.

As long as the investigators go to Teddy's after the end of the working day, then asking at the bar for any of the men named by Millie Adams is met in one of two ways:



Meeting the good friends of Hilton Adams

feigned indifference (if the investigators are strangers or don't buy anything), or a slight nod in the direction of a booth over from the bar (if the investigators are wise enough to say they're trying to help Hilton Adams). While the Bloody Tongue has eyes and ears in many places, it has never managed to infiltrate Teddy's, so such an admission is unlikely to alert the wrong people (although the investigators aren't to know that).

The four men are huddled in their booth, drinking coffee. If the investigators take the time to observe them before approaching, they can hear them occasionally chatting about the horrendous weather and how difficult it's making life at the moment. Mostly though, the four men sit in the comfortable silence of old friends. If the investigators arrive earlier in the day (say, lunchtime), then the men are there, eating. At any other time during the day, only Art Mills is ensconced in the booth.

The meeting is unlikely to be a smooth one: each of the men feels a deep sense of guilt at abandoning their friend to his fate, and each has their reasons for wanting to stay out of any further investigation, be it their job security, family safety, or loss of hope. A successful Hard **Psychology** roll reveals the group's unhappiness, which may be the lever the investigators need to get them to talk. Fumbling or failing a pushed roll here, however, is likely to get the investigators tossed out of the saloon, as the investigators manage to say exactly the wrong thing, causing Johnson to explode.

Provided that the investigators don't offend the men, they have little more to offer than what Millie Adams has already told them, besides the following.

- After a while, they figured out there was a pattern forming regarding the disappearances: usually two people, sometimes more, at the same time every month.
- Once, Hilton managed to stumble across someone being attacked when out on patrol and drove the attacker off. In the fight, he tore a strip of red cloth from some sort of weird mask the attacker was wearing. It wasn't long after that that the police starting making their threats.
- There is no physical evidence besides that piece of cloth, which the police took. Everything else was purely observation and conjecture, all recorded in Hilton's journal; also taken by the police. They probably don't even exist anymore.
- Hilton was convinced he'd tracked down a new lead, something to do with Ju-Ju House, but he was arrested before he could confirm his suspicions.
- There's no point going to the newspapers with tales of police harassment and brutality, as well as some sort of cover up. Everyone is already well aware that the police are paid to turn a blind eye, and no one is going to take their word over that of a white police captain. Besides, as they've already mentioned, they have no physical evidence to back up their side of the story.

Although the men are not openly hostile to the investigators, as long as they are not provoked, the atmosphere throughout the conversation is likely to be tense. They have no objection to the investigators looking further into the case. But, as they go to leave, Jackie Wallace quietly points out that the investigators need to realize that it's a cruel, cruel thing to raise a woman's hopes if they have no intention of seeing it through to the bitter end, whatever that may be; justice isn't only for the dead.

Keeper note: some of Adams' friends and associates may, understandably, resent having outsiders barging in and attempting to sort out their problems, but they realize that they can use the investigators as a tool to solve the current stalemate with limited risk to themselves. In their eyes, unless one of the investigators is either from Harlem or has close personal ties to it, they are expendable when it comes to taking on Captain Robson, driving out the Bloody Tongue, and freeing Hilton Adams. When dealing with anyone who falls into this category, the investigators are on their own unless they can come up with a solution that permits such residents to take part without endangering themselves or their families, at which point they will get behind the investigators and give them what support they can. However, there are plenty of residents who are not so coolly pragmatic and will freely offer their assistance wherever and whenever it is needed.

A VISIT TO OLD SPARKY'S HOUSE

- **Link**: where Hilton Adams is incarcerated (**Carlyle Papers America #9**).
- **Link:** Lt. Poole mentions that Adams was arrested for a number of murders that resembled that of Jackson Elias (**The New York Police**, page 125).
- **Link**: meetings with Rebecca Shosenburg, Millie Adams, and Adam's former friends (**The New York Times**, page 145; **Meeting Millie Adams**, page 146; and **The Good Friends of Hilton Adams?**, page 149 respectively).

Built at gunpoint over the course of three years (1825–1828) by prisoners from New York's second prison, Auburn, Sing Sing became the city's third penitentiary, as well as being the origin of the term "going up the river" for being incarcerated. Built next to the village of Sint Sinck (or Sinck Sinck), from which it gets its name, on the east bank of the Hudson River,

the prison lies approximately 30 miles (50 km) north of New York City. So bad was the prison's reputation that, in 1902, Sint Sinck changed it's name to Ossining to distance itself from the facility on its doorstep.

Originally run under the brutal Auburn system, conditions in Sing Sing began to change during the early 20th century, particularly under the wardenship of Lewis E. Lawes, who took control in January 1920. As well as instituting a sweeping building program to replace the original overcrowded and crumbling brick cell house, Lawes also brought in educational and recreational programs meant to reform and retrain his inmates, rather than just punish them. Despite his reforming agenda, Lawes still presided over the execution of 303 prisoners during his 21-year tenure there.

The jail electrocuted its first prisoner in 1891 in the specially built "Death House," where death row inmates were kept in a stone prison-within-a-prison. The electric chair, nicknamed "Old Sparky," electrocuted three other men that day. By 1916, all of New York State's executions took place at Sing Sing, prompting the construction of a new Death House to begin in 1920; two years later, it went into operation.

The prison can be reached from New York by train (nearest station: Ossining; the railway line cuts straight through the prison), road, or boat. Assuming the investigators agree to meet with Hilton Adams, Rebecca Shosenburg organizes a visit at the first available opportunity; probably a couple of days after they've spoken to Millie Adams. If the Keeper wishes it, or the investigators do, then Shosenburg can accompany them to the prison.

The Death House at Sing Sing sits in the lower corner of the prison, next to the river. Once the investigators have been searched for weaponry at the main entrance (anything that could be classed as such is confiscated for the duration of their visit), they are then escorted down the hill and over the railroad tracks to the Death House by a taciturn prison guard. They are greeted at the two-story brick entrance building by George Brunton, the subwarden in charge of the facility (see **Minor NPCs**, page 117; note that no statistics are provided for Brunton).

Meeting Hilton Adams

As he escorts them through the entrance building to Hilton Adams' cell block, Brunton explains to the investigators that they have 30 minutes to speak with Adams through the bars of his cell. They may not exchange any items with the prisoner; any attempts to do so will result in the interview's termination and their removal from the premises.

Adams' cell is cramped, with just enough room for a lavatory, a metal-framed bed, and a small desk and chair. There is no external window; the only natural light entering the cell comes from the windows across the corridor that face into the Death House's interior courtyards. Adams is waiting for them, seated on the edge of his bed, as near to the bars of his cell as he can get.

"I would shake your hand," he says, with a wry smile, "but I don't think that would go down too well, eh, Mr. Brunton?" Brunton merely grunts a not-unfriendly reply before taking a few steps back to give them a little "privacy."

Though polite, Adams' attitude is skeptical. He's sorry to hear that there's been another murder, and he knows there will be more if the perpetrators aren't stopped. He'll answer the investigators' questions—after all, they've come a long way to see him. Depending on what the investigators talk to Adams about, he can impart some or all of the following in the time allowed.

- He suspects the disappearances have been going on for years, although how long, he couldn't say. He only really started noticing them a little after he got back from the war in 1919, but they could have been going on for a lot longer than that.
- Once they'd spotted something was going on, it became clear that the disappearances took place on a monthly basis. They all took place during the dark of the moon—which makes perfect sense if you're going to abduct someone.
- The murders, on the other hand, didn't appear to have any fixed schedule; they seemed to happen in response to something specific. He's certain the last one (well, the eighth, he apologises) was carried out just to frame him.
- It wasn't his knife that was used to murder the victim; he had more sense than to take his bolo with him on patrol, knowing that the previous victims had all been killed with a large knife. Instead, he carried his army-issue revolver for protection. He insists that the knife was taken when the police searched his tenement rooms, and later covered with the victim's blood to secure his conviction.

Keeper's note: the bolo, issued to American infantry units, is very similar in size and shape to the cult's favored weapon, the panga, which only made it even easier for Robson to frame Adams for the murder.

- He did discover another pattern, shortly before he was arrested: none of the abductions or murders took place within a two block radius of West 137th Street, between Lenox Avenue and the Harlem River, apart from the one that saw him arrested. Beyond that clear area, the abductions fanned out in a rough circle for about a mile west of the Harlem River.
- The locations where the bodies were found were more spread out and sometimes crossed over into the neighboring police precincts.



Hilton Adams, an innocent man

Keeper note: Elias' scene of death breaks the pattern by being well beyond Harlem. If mentioned to Adams, he suggests the cult were desperate enough to act outside their usual range.

- Following on from Mordecai Lemming's pronouncements in the press about an African death cult, they'd found mention of something called the "Cult of the Bloody Tongue" in the New York Public Library that allegedly had links back to Kenya. The only place in the area that had ties with Africa was an emporium called Ju-Ju House, run by a man called Silas N'Kwane, which received regular shipments of goods from there. Even though the shop had been there for years, there was just something about the place that gave him the creeps.
- He didn't manage much surveillance of Ju-Ju House before the police came for him, but he did follow a muscular, shaven-headed African man, probably in his late 30s-early 40s, from there up to a coffee shop on 139th Street and Sixth Avenue, above Fat Maybelle's speakeasy. No one seemed keen to talk to him about the man, and several warned him to walk away, but he did get a name: Mukunga M'Dari. He's certain that that was when whoever was behind the murders decided he was becoming a threat. Although Needham Johnson knew about his suspicions regarding Ju-Ju House, he never got chance to tell the others about M'Dari.

If the investigators have yet to meet with Millie Adams, then Hilton mentions that she may have gathered additional evidence, despite his pleas to her to leave well alone. If the investigators saw the cultists who murdered Elias and describe their headgear to Adams, he confirms that their masks sound very similar to the one worn by the attacker he managed to chase off. Whoever killed Elias is undoubtedly behind the disappearances and deaths in Harlem.

Even if they have more to discuss, Brunton ends the interview after exactly 30 minutes, although he is most apologetic. As he points out, they can always come back another time, provided Adams hasn't had his date with Old Sparky.

If the Keeper wishes, and if the investigators haven't yet alerted M'Dari to their presence, then one of the guards at Sing Sing feeds back to Robson that a bunch of strangers have been to see Adams. This could prompt a visit from Robson's boys (**Bully Boys in Blue**, following). Even if they have already tipped M'Dari and Robson off to their existence, the visit to Sing Sing could herald an escalation in the cult's attempts to warn the investigators away from the case.

BULLY BOYS IN BLUE

Depending on how subtle the investigators are in their inquiries around Harlem, they may have largely avoided attracting police attention. However, if they visit Ju-Ju House prior to speaking to Rebecca Shosenburg, Millie Adams, or any of Hilton Adams' friends, or if they manage to cause a small-scale riot in front of the Lafayette Theater (**Caught in the Crossfire**, page 147), then it's only a matter of time before Captain Robson sends some of his men to have a quiet word.

The first approach is from a small group of uniformed officers (one per investigator; use the **Beat Cop** profile, page 163). If the investigators are largely white, then the patrolmen show a degree of restraint, but the message is clear: people trying to stir up unrest in this neighborhood will be dealt with. If the investigators are from different ethnicities or not American, then things are likely to get physical. While the police aren't trying to kill them, they are trying to make a point: back off. The presence of women investigators makes little difference to their tactics. There is a genuine danger of arrest here for the investigators if they fight back, although that might have its benefits, seeing as it would bring them directly into contact with Captain Robson.

If their "little chat" isn't seen to have done the trick, then Robson sends a few of his detectives to have another word (use the **Junior Detective** profile, page 163). Their tactics are pretty much the same, although the threats go from being vague to quite specific (as Robson has had time to dig up some information on who the investigators are in the meantime). Depending on what happened when they found Elias' body, threats could include suggesting that it wouldn't be too hard to convince Lt. Poole that they were behind their friend's death, for example. Or, in tried and tested fashion, if any of the investigators are from New York, then their families make a good soft target as well.

Keeper note: if the investigators have had chance to carry out any surveillance of Ju-Ju House before this (without getting caught), then at least one of the detectives who comes to put the frighteners on them has been seen leaving Ju-Ju House stuffing something into the breast pocket of his suit.

Finally, if the investigators are still poking their noses in where they're not wanted, they are arrested on trumped-up charges (as mentioned in **Meeting Erica Carlyle**, page 132, mopery is always a useful one) and are dragged into the 14th Precinct for an interview with Captain Robson himself. Alternatively, if they've been to see Hilton Adams, Robson is keen to have them brought in to find out what they know.

Meeting Captain Robson

Should the investigators obtain an audience with Captain Robson, either through walking into the 14th Precinct and asking to speak with him, or by getting themselves arrested during the course of their investigations in Harlem, then Robson is, initially at least, all smiles and charm. He quickly presses to find out what they know as subtly as possible, but begins to show his true nature if he feels they are messing with him or refusing to answer his questions truthfully.

A successful **Credit Rating** roll identifies that the captain is far too well dressed for a man on his official salary, which lends support to Poole and Shosenburg's suspicions that Robson is on the take.

Asking Robson to see the cultists who murdered Elias (if any of them were apprehended and they know Robson had them transferred) is greeted with an emphatic negative. If asked why, Robson quotes procedure, even if one or more of the investigators is a policeman or attorney to whom he could extend professional courtesy. If that doesn't put them off, he grins wickedly. "Let's just say they had a little accident on arrival and aren't in the best of health for receiving visitors," he says.

If it's early days, and the investigators have yet to really tackle the cult at Ju-Ju House, or are going around asking questions about Hilton Adams, Robson makes a point of warning them off, saying he's only trying to look out for their safety, as "bad things" can happen in Harlem. The point made, he lets the investigators go.

If the investigators do have concrete physical evidence of what is happening in the basement at Ju-Ju House (**Dealing With the Cult**, page 159), they may press Robson with a successful **Persuade** or **Intimidate** roll to come clean about the affair. He insists he knew nothing about what was going on down there—he'd assumed it was a speakeasy "like everyone else" and was happy to look the other way in return for a few dollars. He may even be convinced to set up a raid on Ju-Ju House to redeem himself. Only under the most extreme circumstances will he admit to fitting up Hilton Adams for the murders. He knows his men won't squeal, either; such is the loyalty he commands.

HORROR AT JU-JU HOUSE

As evidence mounts, all leads concerning the murders and disappearances seem to point to Ju-Ju House. What secrets are held within, and how will the investigators fare when they venture inside?

- **Link**: managed by Silas N'Kwane, whose name the investigators found on the reverse of Arthur Emerson's business card (**Carlyle Papers America #5**).
- **Link**: recommended by Mordecai Lemming as a good place to inquire about African death cults (**Meeting Dr. Lemming**, page 136).
- **Link**: mentioned by both Hilton and Millie Adams as a place of interest linked to the ongoing series of disappearances and murders in Harlem (**Meeting Hilton Adams** and **What Millie Adams Knows**, pages 151 and 147, respectively).

This African art emporium is in Harlem, at 1 Ransom Court, a cluttered alley off West 137th Street, east of Lenox Avenue. This short alley opens into a 20 foot (6 m) square court. The only doors from the court are those of Ju-Ju House and the back door of an abandoned pawnshop that fronts onto 138th Street. On meeting nights, three cultists sprawl in the court up until the ritual begins, posing as winos and acting as guards (use **Average Bloody Tongue Cultists (NYC)**, page 170). Lookouts at other times are at the Keeper's discretion.

Keeper note: depending on when the investigators get round to tackling Ju-Ju House, the dark of the moon falls on January 24 and 25, 1925, meaning they may or may not get to interrupt a rite in progress.

CASING THE JOINT

Providing the investigators decide to take a subtle approach, rather than just barging in, there are several ways they can gather information on Ju-Ju House and those who visit it.

Asking the Locals

Crowded tenements surround Ransom Court and many windows overlook it; one of the buildings must be that mentioned by Millie Adams (**What Millie Adams Knows**, page 147). If the investigators interview the residents, they learn that, once a month, strange people and foreigners go into the shop very late at night; odd noises are also heard at those times. Sometimes, there is more than one meeting a month, but fewer people attend those and there doesn't seem to be a regular pattern to when they happen.

Keeper note: due to the level of police hostility experienced in this part of Harlem, any investigators who are themselves members of the police are subject to a penalty die on all their social interaction rolls when dealing with the area's residents. If any of the investigators have already been involved in a riot elsewhere in Harlem (**Caught in the Crossfire**, page 147) then they, too, suffer a penalty die. Police characters suffer from a maximum of one penalty die, regardless of whether they were involved in the riot or not.

The Pawnshop

If talking to the tenements' residents isn't working for them, or the investigators prefer to observe for themselves, then they have two options: find a convenient window in one of the tenements to watch from (the tenants don't say anything as long as the investigators aren't disruptive or obviously doing something to attract adverse attention), or they can attempt to use the abandoned pawn shop as their base from which to spy on Ju-Ju House.

Those who choose to use the empty pawnshop first have to figure out how to get into it. They could try through the boarded-up front door (a successful **Locksmith** or **STR** roll) although being on the main street, any noisy approach is likely to attract someone's notice (a successful group **Luck** roll avoids unwanted attention). Alternatively, they can attempt to enter the building from Ransom Court through the back door, which is padlocked from the courtside (a successful **Locksmith** roll or Hard **STR** roll). Timing is everything here, although after dark on most nights should give the investigators the privacy they need.

The interior of the pawnshop is dusty and bitterly cold. There are frequent scuttling noises and obvious signs of rodent visitors, as well as rows of empty glass cabinets and shelves. The light switches also don't appear to be working. While it is undercover and, therefore, better than being out on the street, this isn't a comfortable place to hide by any means. From within the pawnshop, the back door may be opened slightly to allow a narrow view of the entrance to Ju-Ju House.

There is a danger in using the pawnshop for watching Ransom Court: every day or night the door is open risks the investigators being discovered, particularly by any police or cult visitors. If a cultist or police officer succeeds at a **Spot Hidden** roll (the difficulty level adjusted by the **Stealth** of the investigator observing through the cracked door), then they are aware they are being spied on. N'Kwane is informed immediately, who passes the information on to Mukunga M'Dari, potentially triggering a confrontation with either the cultists or the police, as the Keeper wishes.

If an investigator is foolish enough to be discovered watching Ju-Ju House on their own, then there is a very real danger they may end up joining the ranks of M'Dari's *ciimba* or become the chakota's next meal.

What the Investigators See

Unless the investigators take their time in focusing their attention on Ju-Ju House, it is unlikely that they will have the chance to observe one of the monthly rituals. Depending on how blatant the investigators have been in their inquiries, there may be a special meeting convened to discuss what should be done about them, giving the investigators a "lucky" chance to see unusual numbers of people trooping into Ju-Ju House in the early hours of the morning for themselves.

During the Day

Only a few people wander in and out of the emporium during its official hours of operation. They are mostly African-American, and usually spend around 10–15 minutes in the shop before leaving again, occasionally with a parcel of some description. At the Keeper's discretion, the investigators may be lucky enough to see a delivery arrive from Emerson Imports. If so, these crates contain no Mythos related items, just some interesting fetishes, masks, and instruments.

There are three people of note that the investigators see during their daylight vigil. One is a smartly-dressed white man in his mid-20s. A successful **Spot Hidden** roll identifies that he is wearing a gun underneath his suit jacket. He is inside for only a few minutes and can be seen tucking something, which looks suspiciously like a well-stuffed envelope, into his inside jacket pocket as he leaves. The investigators will recognize the man the next time they see him (if they haven't met him already): he is one of Captain Robson's underlings, here to collect the weekly pay-off.

The second is a short, elderly African-American man with very little hair, dressed in an old-fashioned suit. This is the shop's owner, Silas N'Kwane, who apparently only ever leaves the building at lunchtime and for a little while after closing to eat dinner at a nearby diner.

The third matches the description of a muscular, shaven-headed African man given to them by Hilton Adams: Mukunga M'Dari. If the investigators decide to follow M'Dari, provided he doesn't spot them, the high priest of the Bloody Tongue leads the investigators to one of three locations.

- The first is Fat Maybelle's, a sleazy speakeasy located in the basement of a coffee shop at 139th Street and Sixth Avenue—the same location Adams tracked him to. While the clientele is fairly ethnically mixed, the majority are African immigrants, most of whom have learned enough about M'Dari to fear and avoid him. Some say that he has the power, the ju-ju. They're right.
- The second is the docks on the Hudson River, not far from Emerson Imports, where M'Dari is employed.
- The third location is a shabby East Side room on 129th Street. Should the investigators decide to break in when M'Dari is elsewhere, then the room contains a sleeping mat, a few clothes, and a number of Kikuyu ceremonial items, including masks, shields, and wooden carvings; a successful **Spot Hidden** roll reveals three vials of a strange liquid hidden in a wooden box on which is carved a three-legged monster with a massive tentacle in place of a face. A successful **Cthulhu Mythos** roll identifies the carving as a crude representation of the Bloody Tongue, and the vials as Space Mead (this being one of the ingredients needed later in the campaign to take care of the Girdle of Nitocris; **Destroying the Girdle of Nitocris**, page 363, Egypt).

If M'Dari spots the investigators following him, he does not react in any way that might alert their suspicion. Instead, he contacts Captain Robson as soon as he is able and asks him to deal with the issue (**Bully Boys in Blue**, page 153). If this has already proven ineffective, M'Dari organizes for a little kidnapping to take place. He chooses the smallest or apparently most vulnerable of the investigators as the target, and sends six cultists to abduct them at the first sensible opportunity (either when they are alone or with a maximum of one other investigator). The target requires a Hard **Spot Hidden** roll to realize they are being stalked and may then attempt to get away. If they are caught, they are nailed into a waiting crate and taken straight to the basement of Ju-Ju House (**The Basement**, page 157).

After Hours

If, one night, the investigators are fortunate enough to witness cultists arriving for a meeting or ritual, then the details of what they see are as described in **Rites of the Bloody Tongue at Ju-Ju House** (page 159). A successful **Spot Hidden** roll identifies one of the men as someone they saw shifting crates at Emerson Imports. If the investigators saw Jackson Elias' killers but didn't manage to apprehend them, then they are also witnessed entering the building.

If they have been inside the tiny shop, then anyone watching dozens of cultists enter Ju-Ju House realizes that there must be a connection to another room or to a basement, in order to hold all the people. Should the investigators decide not to stake out Ju-Ju House but have established friendly relations with the tenements' residents, then that might yield a telephone call the next time the neighbors notice a lot of people entering the shop late at night.

ENTERING JU-JU HOUSE

Should the investigators wish to take a more direct approach, or blunder along to Ju-Ju House immediately after speaking with either Arthur Emerson (**Emerson Imports**, page 138) or Mordecai Lemming (**Meeting Dr. Lemming**, page 136), they find that the shop-front on the court consists of a display window and a glass door. Both are curtained, so that the interior of the shop cannot be seen. In the display window are genuine pieces of African art. According to the handwritten card propped up in the bottom corner of the window, shop hours are 9 a.m. to 5 p.m., closed on Sundays, with lunch between 12 and 1 p.m.

The shop interior is a mere 15 by 20 feet (4.5 by 6 m), and only Silas N'Kwane tends it. Another room of similar dimensions, where N'Kwane lives, is hidden behind a thick blanket at the rear of the premises. The shop itself is dirty, dusty, and piled with African tribal artifacts and bric-a-brac—devil masks, leather-headed drums, stuffed model giraffes, carved wildebeests, dull hand weapons intended for display, ivory warthogs, and so on. The shop has an oppressive, uneasy feel to it, especially if the investigators break in at night (see **Breaking Into Ju-Ju House**, following). A successful **Occult** roll indicates that certain fetishes are traditional components of ritual magic from various African cultures. None of these souvenirs are of use to the investigators without knowledge of African traditions. No pieces related to the Cthulhu Mythos can be seen.

Behind a cluttered waist-high glass cabinet, which acts as a counter, stands a shriveled old African-American man, wrapped in a red blanket (a successful **Anthropology** roll identifies the blanket as a *shuka*, usually worn by Maasai tribesmen, which N'Kwane is not). He greets the investigators with a toothless smile before introducing himself and asking if there is anything in particular they are looking for. With the benefit of a successful **Spot Hidden** roll, an investigator notices a key hanging on a leather thong around his neck.

Keeper note: the key around N'Kwane's neck is for the deadbolt lock on the door to the basement of Ju-Ju House. One way to acquire it is a successful Hard **Sleight of Hand** roll, although creative investigators are bound to think of others.

N'Kwane may or may not be aware of who the investigators are, depending on where their investigations have taken them up until this point and whether or not they were seen by Elias' killers. If he does not know of them, then asking him about African death cults immediately raises his suspicions and he carefully commits details of each investigator to mind to relay to M'Dari later. If he does know of them, then he affects a polite air of interest in whatever the investigators have to say, but insists on playing the innocent (although a successful **Psychology** roll rumbles what he is up to). Regardless, if the investigators weren't on the cult's list of people to keep an eye on, they are now, and M'Dari sets a tail on them to see where else they go and who they talk to. The tail can be spotted with a Hard **Spot Hidden** roll.

Provided the investigators visit during the shop's hours of operation, there is a 25% chance that a small number of innocent customers are present when the investigators arrive. The Keeper should call for a group **Luck** roll—if this is unsuccessful, three cultists are also within shouting distance. If no customers or cultists are present and N'Kwane fears for his life, then he acts as described in his entry in **Dramatis Personae: America**, page 117, fleeing into the street screaming to be rescued from thieves and murderers.

Breaking in to Ju-Ju House

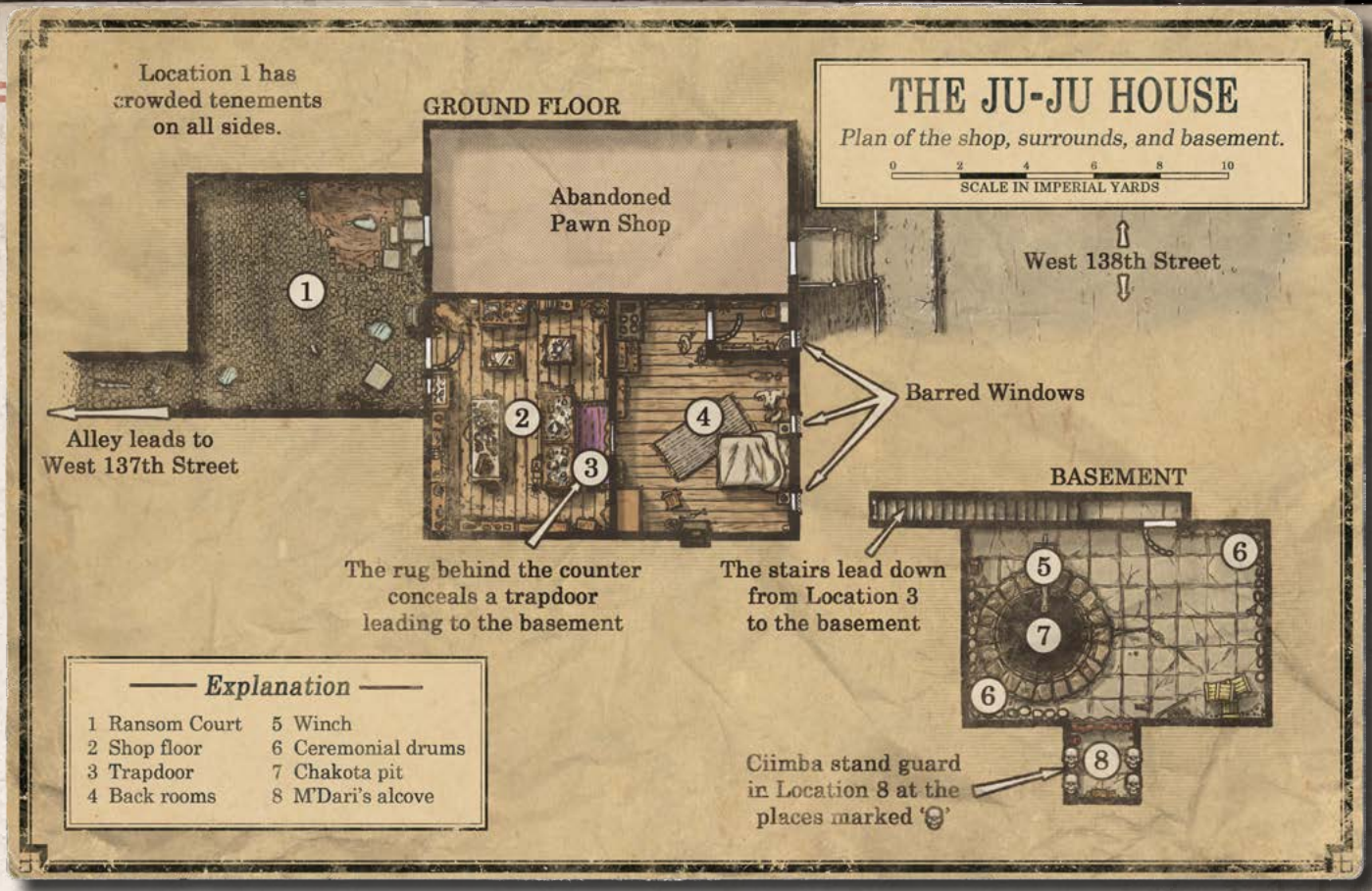
Should the investigators wish to break into the emporium, then there are two clear windows of opportunity, which will be known to them if they have been observing the shop: lunchtimes and an hour or two in the early evening when N'Kwane leaves the premises in search of food. This information may also be obtained from the residents overlooking Ransom Court.

It takes a successful **Locksmith** or Hard **STR** roll to open the shop's front door. As before, if the investigators fail a group **Luck** roll, then three cultists are within striking distance and, depending on what instructions they've been given by M'Dari, they are just as willing to inform the police that there's a robbery in progress as they are to take care of matters for themselves.

Searching the shop reveals a ledger behind the counter containing records of the shop's income and expenses, including the weekly payments to "W.R.14" (obviously Walter Robson, but hardly conclusive evidence). A successful **Spot Hidden** roll while searching N'Kwane's lodgings at the rear of the shop reveals N'Kwane's hideous Bloody Tongue mask, complete with mummified human tongue (Sanity loss 0/1), along with his panga, wrapped in a leopard skin beneath his bed.

INTO THE DEPTHS

Although it may appear that Ju-Ju House consists purely on one level, there is an entrance to a lower one—a trapdoor beneath the rug behind the shop counter (a successful **Spot Hidden** roll to notice the slight dip in the rug where the handle sits). Beneath the rug is the inset steel handle of the trap door. Lifting the trap door and laying it back on its hinges reveals a set of stairs barely wide enough for one person. The steep stairs lead downward nearly 20 feet (6m) and end in a corridor 10 feet (3 m) long that, in turn, stops at a stout door. The walls, ceiling, and floor of this corridor are stone. The ceiling is 8 feet (2.5 m) above the floor. Cut into the stone slabs are arcane tribal symbols; a successful **Anthropology** roll identifies them



Above: Map of Ju-Ju House

as Kikuyu tribal signs symbolizing evil. A kerosene lantern hanging from the center of the corridor is lit if this is a meeting night but otherwise the corridor is pitch black.

The Basement

The door at the end of the corridor leading down from the shop above is oak reinforced with iron strips. Cut into the wood are more symbols, this time unidentifiable. Obtaining the key from around Silas N'Kwane's neck is the easiest option; otherwise, the door has STR 160: two investigators can combine their **STR** or **SIZ** against the door (reducing the door's STR to decrease the difficulty of the roll per Physical Human Limits, page 88, *Call of Cthulhu Rulebook*); alternatively, a successful **Locksmith** roll (or shooting out the lock) suffices. The hinges of the door are on the outside; clever investigators might take the door off its hinges, provided they have the correct tools with them (screwdriver, hammer, etc.). If a rite is in progress, the door is unlocked.

Beyond the door is the sacrificial chamber, with a 15 foot (4.5 m) high ceiling. All surfaces are of dressed stone. A successful **Cthulhu Mythos** roll shows that the obscure cult symbols here are related to the Great Old Ones. Torches in wall niches light the ceremonial chamber. A curtain shields a small alcove opposite the door where M'Dari likes to meditate upon the joys of serving his god. Large African drums, accompaniment for the rituals, line the walls.

At one end of the room is a pit, some 8 feet (2.5 m) diameter, covered by a thick stone block. A large winch lifts the block, which is so heavy that a combined STR of 125 is necessary to shove it aside. For details of what's in the pit, see **The Chakota**, page 159.

Guards of the Sacrificial Chamber

Four *ciimba* (the Kikuyu equivalent of zombies, for profiles see **Ciimba**, page 173) wait in M'Dari's alcove and watch over the chamber. M'Dari created these strong creatures to guard his treasures. All are mutilated victims of cult murders. With their intestines dangling and their foreheads incised with the cult rune, they provoke a **Sanity** roll (0/1D8 loss) when encountered. If the investigators led the cult to Millie Adams and they killed her, then she is one of the four *ciimba* on guard here (at the Keeper's discretion, her presence increases the Sanity loss by +1D2 points).

If M'Dari is absent, the *ciimba* attack whoever enters the chamber, but pursue no further than the base of the stairs. The Keeper should choose the most dramatically appropriate moment for them to attack. During rites, the *ciimba* flank M'Dari as bodyguards.

Items Within M'Dari's Alcove

The alcove is 6 feet (1.8 m) square and curtained from the sacrificial chamber. Along each side wall of the alcove stand two *ciimba*, making a total of four. Most of M'Dari's treasures described below are wrapped together in a leopard's hide and placed against the back wall, well out of the way. The priest's robe and the lion's claws hang on a peg on the rear wall,

with a modern-looking chronomter situated above them. If M'Dari is present, he carries the scepter.

Bloody Tongue mask: M'Dari's mask, almost identical to N'Kwane's but obviously better used, is also decorated with a mummified human tongue.

High priest's robe: a long feathered shawl of shimmering color. A successful **Science (Zoology)** or Hard **Natural World** roll identifies flamingo and kingfisher feathers, likely from East Africa.

Lion's claws: taken from a lion and fixed to glove-like garments so that they may be worn. The construction is sturdy enough that these two ritual items can be used as weapons (see **M'Dari's** profile, page 171, for details).

Africa's Dark Sects: the book is stamped "Property of the Trustees of Harvard University." See **Appendix C: Tomes**, page 641.

Mask of Hayama: a carved wooden African mask with four hideous faces perched atop a thick, corded neck with a basket-like reed, feather, and fabric collar that hides the wearer's face. A successful **Science (Botany)** or Hard **Natural World** roll establishes that it is constructed of no wood known on Earth, although the feathers and fabrics are similar to those in the high priest's robes, but much older (see **Appendix D: Artifacts**, page 650, for details).

Keeper note: a successful **Cthulhu Mythos** roll identifies that the mask represents a combination of four Outer Gods: Nodens, Azathoth, Shub-Niggurath, and Yog-Sothoth. It was hewn by a Congolese high sorcerer who led a Cthulhu cult; a successful **Archaeology** or **Anthropology** roll establishes its Congo origin.

Burnished copper bowl: etched with unrecognizable runes and signs.

Keeper note: a successful **Cthulhu Mythos** roll identifies this ancient bowl as used in conjunction with the spell Send Dream. That spell is detailed in an Arabic scroll possessed by the Penhew Foundation in London (**Secret Room (Basement)**, page 202, England). Though the bowl appears to be made of copper, its substance is alien to earthly science; the cultists know it as "the copper from above." It is virtually identical to the bowl found in Huston's headquarters in the City of the Great Race (**The Top Floor**, page 499, Australia).

Carved scepter: African in origin, carved from baobab wood and inset with runes, perhaps recognizable to someone who knows **Language (Egyptian hieroglyphics)**.

Keeper note: the runes mean "Nyambe, Thy Power Mine." The scepter grants ten additional magic points to anyone grasping the scepter and calling on Nyambe. These points dissipate in one hour if not used. Once used, the scepter cannot provide more magic points until the next sunrise. Nyambe is a western and southern African name for the supreme god.

Headband of grey metal: various cuneiform-like runes are scratched into the surface of this heavy, curiously warm, metal band.

Keeper note: a successful **Cthulhu Mythos** roll determines not only that the runes are written in Senzar, the lost language of Atlantis, but that the headband is some sort of protection device related to Nodens, which, when worn, protects against nightgaunts. No nightgaunt can hurt the wearer of this headband unless the wearer first hurts a nightgaunt.



A very modern marine chronometer: mounted on the wall above the peg for the priest's robes.

Keeper note: although it will mean little to the investigators at this point, it is identical to that found at **Omar al-Shakti's Home** (page 345, Egypt) and in **Sir Aubrey's Workshop** on Gray Dragon Island (page 590, China). Eagle-eyed investigators note that the chronometer is not reading the correct time; a successful **Know** roll deduces it is showing Greenwich Mean Time (GMT), some 4 hours ahead of New York time.

Locked cash box: the box can easily be pried open with a screwdriver or knife, or picked with a successful **Locksmith** roll. Inside are various pieces of jewelry and personal items taken from the cult's victims. Several of these are sufficiently distinctive and/or inscribed that they could be used as evidence of the cult's involvements in the disappearances and murders. In addition, any handouts stolen by the cultists from Jackson Elias' hotel room (**Room 410**, page 118) can be found here.

Two long, stout poles jut from the wall beside the alcove. Leather thongs dangle from the poles, which are used to hold the wrists of sacrificial victims. At least two victims must be dedicated to the god of the Bloody Tongue during each monthly rite. Next to the poles is a pile of packing crates and a crow bar. Examining the crates reveals dried blood.

The Chakota

At the bottom of the 15 foot (4.5 m) deep pit is what the cult knows as the chakota, the Spirit of Many Faces, worshiped as a spirit subservient to the God of the Bloody Tongue.

The chakota is composed of dozens of human faces set into a thickly cylindrical, worm-like mass of sickly, purple-veined muscle. The faces weep, shout, and cry out with great woeful feeling. The chakota is somewhat mobile, but cannot escape its pit. It is about 8 feet (2.4 m) high and 6 feet (1.8 m) in diameter. The faces of the chakota are those of its victims. Each new victim's face appears about two hours after ingestion. There is no significant limit to the number of victims the thing can claim, for its bulk can constantly grow. This dismaying entity is described on page 162 of **Characters and Monsters: America**.

While in place, the stone block silences the crying voices of the chakota, but once it is lifted or moved aside, horrible shrieks fill the room. Once the stone block cover is removed, the chakota expects to be fed within ten minutes. If it is not, its faces redouble their wails, provoking a **Sanity** roll (1/1D8 loss) and attracting the attention of anyone in the shop above (if the trapdoor is still open).

RITES OF THE BLOODY TONGUE AT JU-JU HOUSE

Sacrificial rites are held beneath the shop once per month during the dark of the moon, with an average of 30 cultists in attendance. These rites require at least two sacrificial victims, usually kidnapped from other portions of Harlem on the evening of the sacrifice, and brought to the shop not long before the rite starts. If an investigator has been kidnapped for that purpose, they arrive earlier in the evening, captive within a packing crate; otherwise, any captured investigators are taken to the basement shortly after they are abducted. The rest of the cultists begin arriving a little after 1 a.m., and the rite begins around 1:30 a.m.

Although there are guards present as the cultists arrive, during the rites themselves the court goes unwatched. Most cultists enter the shop between 1:00 to 1:30 a.m. As the guards know all the cultists, getting past them before the ritual begins is almost impossible, but there is a chance after they've descended into the basement themselves. If the investigators enter after 1:30 a.m., the Keeper should call for a group **Luck** roll—with a failure, a single cultist who is running late stumbles in after them, potentially raising the alarm if they are not dealt with quickly.

As cultists reach the basement corridor, they doff their clothes, putting on only their grotesque Bloody Tongue headpieces, before entering the underground temple. There, they chant and dance for hours, until M'Dari determines that a proper frenzy has been reached. He then carves the foreheads of the sacrificial victims, and pronounces an invocation that distinctly includes the name "Nyarlathotep." The stone cap is raised from the chakota pit and the screaming victims are hurled to their doom. To attest their faith, occasionally a cultist jumps with the victims, and is consumed as a willing sacrifice.

During the rites, M'Dari wears the feathered robe and lion's claws, which he uses to mark victims with the cult's rune. He also attacks with these claws if investigators interrupt the proceedings. If physical efforts fail to kill or capture intruding investigators, M'Dari may attempt to summon a hunting horror to deal with them (only M'Dari can do this, and he can summon only one per night).

With all the noise and frenzy, investigators opening the door of the sacrificial chamber just enough to peek in will not be noticed. Even if they open it all the way, they won't be noticed unless they leave it fully open for more than a few minutes.

As might be imagined, the cult frowns upon uninvited guests, and all of the cultists will pursue intruders, hoping to capture and sacrifice them to their bleak god. The cultists have no weapons in the sacrificial chamber, and have a hard time sorting out their clothes quickly enough to find personal weapons among their garments. If the chase leads up into the shop, they grab whatever comes to hand from the stock of spears, knives, and clubs available. The chase might then continue until the investigators are killed or caught, or until they escape. Keep in mind that a howling mob of naked cultists chasing (potentially) dapper investigators down the middle of Lenox Avenue probably attracts the attention of local residents and the police.

DEALING WITH THE CULT

The investigators have several options.

Breaking In

If the investigators break into Ju-Ju House at any time other than during a cult ritual or meeting, they have a chance to gather evidence of the cult's illegal activities. Neither M'Dari nor N'Kwane keep written records of cult members. The investigators may have discovered the ledger detailing the payments to Captain Robson, which could (theoretically) be

used as evidence of his collusion, although the link is slim, as his name is never explicitly mentioned.

There are several items that the investigators could take, although the larger and more obvious they are, the more likely they are to be missed. Among these is N'Kwane's mask, which, while it doesn't entirely match those worn by the killers (if the investigators saw them), is close enough to establish the link. There are also the personal items of missing people in the locked cash box in M'Dari's alcove, as well as the various cult artifacts.

However, unless the investigators have a way of neutralising the *ciimba* that doesn't involve destroying them, then their presence in the sacrificial chamber is going to be immediately obvious the next time M'Dari goes down there (which he does on a daily basis). The *ciimba's* corpses are also useful evidence, although the investigators may wish to make use of the packing crates to transport them to either Captain Robson or Lt. Poole (and hope they don't get caught in the act or they're going to have a lot of explaining to do!).

Capturing Evidence

Photographs of the *ciimba*, the sacrificial chamber, and the chakota (a successful Hard **Art/Craft (Photography)** skill roll due to the poor lighting) are also a possibility. These might be taken on a ritual or meeting night, although any use of a flash immediately alerts the cultists to the investigators' presence. Photographs taken at other times suffer from the same issues as taking items from the sacrificial chamber: if they destroy the *ciimba*, M'Dari knows they've been here and will set events in motion to deal with them before they can expose the cult's practices. Photographs of the detective collecting bribes may be of use against Robson in conjunction with other evidence, and snapshots of Elias' killers entering the shop will certainly get Lt. Poole's attention.

Depending on what evidence the investigators manage to get their hands on, they may be able to convince either Robson or Poole to conduct a raid on Ju-Ju House on a ritual night, if the timing is right. Depending on what they have on Robson, he may tip off M'Dari before the fact. If he does, M'Dari clears out everything essential, then sets fire to the shop to destroy any remaining evidence, including the chakota (after all, he can create another one if needs must). The resulting conflagration is potentially disastrous for the residents of the surrounding tenements, if not caught quickly. At this point, any chance of exonerating Hilton Adams is lost; however if Lt. Poole is brought in, an assault may be mounted which potentially nets the cult and its ringleaders (dead or alive), as well as providing enough evidence to free Hilton Adams and take down Captain Robson.

Head On

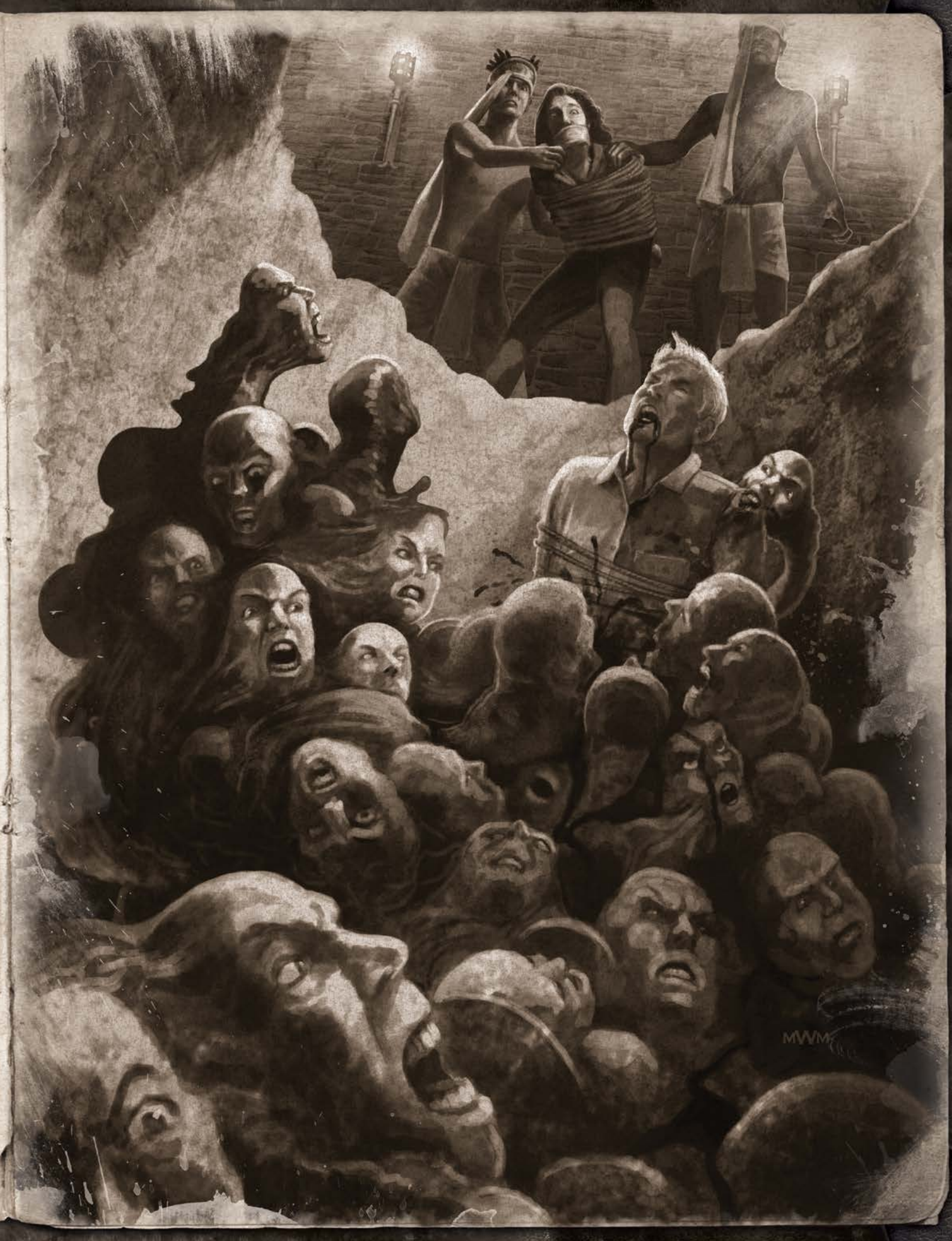
The chances of the investigators successfully taking on the whole cult on their own are slim, unless they resort to drastic action, such as setting fire to the shop while the cultists are inside. (The Keeper should make the ramifications clear, particularly in terms of the potential for innocent lives lost, as well as the destruction of any evidence that could save Hilton Adams from the electric chair.) However, they may be able to bring M'Dari to justice on their own, if luck and good planning are on their side. If they don't, then Hilton Adams will be executed for the murders and other cults around the world become aware that dealing with Jackson Elias has not lifted the threat to the Great Plan.

CONCLUSION

Taking on the Cult of the Bloody Tongue in New York is the obvious conclusion to this chapter. Whether they are successful or not, the investigators have taken their first steps to uncover the mystery of the Carlyle Expedition. They may or may not have saved the life of an innocent man and brought their friend's murderers to justice but, regardless, their lives will never be the same again. Armed mostly with clues, motivation, and a small inkling of the vast conspiracy which confronts them, the investigators now may sail to England, Egypt, Kenya, Australia, or China to learn more and perhaps to stymie the plans of the Dark God, backed up by the fortune which their late friend, Jackson Elias, accumulated during his own travels.

PULP: GETTING OUT OF DODGE

In a pulp game, where the action stakes are high, there is every chance that the investigators end up on the wrong side of the law and have to get out of New York as quickly as possible. While Carlton Ramsey can certainly smooth over minor legal infractions, under these circumstances his greatest use is to expedite the purchase of tickets to far off destinations, getting the investigators off American soil before they can be arrested. He will then work on their behalf to defuse any ongoing situation with the police that might result in the issuing of arrest warrants over the wire to places like London, Australia, and Shanghai.


MVM

REWARDS

Grant the players an investigator development phase when leaving America. Time spent upon a boat or otherwise in transit can heal injuries both physical and mental.

- For a walkthrough of the investigator development phase, see Rewards of Experience: The Investigator Development Phase, page 94, *Call of Cthulhu Rulebook*.
- For healing wounds, see Regular Damage Recovery and Major Wound Recovery, page 121, *Call of Cthulhu Rulebook*.
- For regaining Sanity points by spending time with a backstory element, see Self Help, page 167, *Call of Cthulhu Rulebook*.

In addition, apply the following rewards to surviving investigators.

- For solving Jackson Elias' murder: +1D6 Sanity points.
- For exonerating Hilton Adams: +1D4 Sanity points.
- For exposing Captain Robson as a corrupt cop: +1D2 Sanity points.
- If Mukunga M'Dari has been neutralized, grant each investigator: +1D6 Sanity points.
- If the cultists have been broken up or eliminated: +1D4 Sanity points.
- If Millie Adams dies: –1D4 Sanity points.
- If Hilton Adams dies: –1D4 Sanity points.
- Defeating a Mythos monster: hunting horror +1D10 Sanity points; ciimba +1D8 Sanity points; chakota +1D10 Sanity points.

PULP: REWARDS

In addition to the standard awards, the Keeper may award pulp heroes 10 Luck points for completing the America chapter.

CHARACTERS AND MONSTERS: AMERICA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

THE POLICE

Lt. Martin Poole, 43, *homicide detective*

STR 60	**CON** 65	**SIZ** 65	**DEX** 45	**INT** 50
APP 45	**POW** 40	**EDU** 55	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 8	**Luck:** —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4 or blackjack 1D8+1D4
Colt .38 revolver	55% (27/11), damage 1D10
Dodge	22% (11/4)

Skills

Charm 45%, Climb 50%, Credit Rating 40%, Drive Auto 60%, Fast Talk 75%, Intimidate 25%, Jump 40%, Law 50%, Library Use 25%, Listen 55%, Persuade 30%, Psychology 50%, Spot Hidden 40%, Track 15%, Throw 40%.

Languages

English 55%.

Captain Walter Robson, 52, *corrupt cop*

STR 70	**CON** 70	**SIZ** 75	**DEX** 40	**INT** 70
APP 40	**POW** 65	**EDU** 65	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 5	**MP:** 13	**Luck:** 35

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4 (brass knuckles +1)
Colt .38 revolver	65% (32/13), damage 1D10
Dodge	40% (20/8)

Skills
Appraise 45%, Art/Craft (Acting) 45%, Charm 45%, Climb 35%, Credit Rating 60%, Drive Auto 50%, Fast Talk 60%, Intimidate 75%, Law 65%, Psychology 60%, Firearms (Rifle/Shotgun) 45%, Sleight of Hand 50%, Spot Hidden 45%, Throw 60%.

Languages
English 65%.

Junior Detective, 26, *corrupt police officer*
Use this profile for all junior detectives (corrupt or otherwise).

STR 70	**CON** 65	**SIZ** 60	**DEX** 65	**INT** 70
APP 75	**POW** 35	**EDU** 65	**SAN** 35	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 7	**Luck:** —

Combat
Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
Colt .38 revolver	50% (25/10), damage 1D10
12-g sawn-off shotgun	45% (22/9), damage 4D6/1D6
Dodge	35% (17/7)

Skills
Climb 40%, Disguise 45%, Drive Auto 50%, Jump 40%, Law 45%, Listen 50%, Persuade 60%, Psychology 45%, Sleight of Hand 35%, Spot Hidden 50%, Stealth 45%, Throw 35%.

Languages
English 65%.

Beat Cop, 24, *NYC patrol*
Use this profile for all beat cops.

STR 65	**CON** 70	**SIZ** 85	**DEX** 60	**INT** 65
APP 60	**POW** 55	**EDU** 60	**SAN** 55	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 11	**Luck:** —

Combat
Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Colt .38 revolver	45% (22/9), damage 1D10
Dodge	40% (20/8)

Skills
Climb 50%, First Aid 50%, Intimidate 75%, Jump 50%, Law 45%, Listen 50%, Psychology 50%, Spot Hidden 55%, Throw 60%.

Languages
English 60%.

ALLIES OR INDEPENDENTS

Jonah Kensington, 48, *owner/editor Prospero Books*

STR 50	**CON** 60	**SIZ** 50	**DEX** 30	**INT** 80
APP 65	**POW** 50	**EDU** 70	**SAN** 50	**HP** 11
DB: 0	**Build:** 0	**Move:** 7	**MP:** 10	**Luck:** 25

Combat
Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Dodge	20% (10/4)

Skills
Accounting 60%, Anthropology 25%, Art/Craft (Photography) 20%, Climb 35%, Credit Rating 55%, Drive Auto 25%, Intimidate 50%, History 67%, Library Use 50%, Occult 50%, Persuade 55%, Psychology 75%, Spot Hidden 80%, Throw 40%.

Languages
English 90%, French 65%, Greek 54%, Latin 33%.

Carlton Ramsey, 54, *lawyer and executor of Elias' estate*

STR 50	**CON** 50	**SIZ** 45	**DEX** 60	**INT** 75
APP 45	**POW** 60	**EDU** 80	**SAN** 60	**HP** 9
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	**Luck:** —

Combat
Attacks per round: 1

Brawl	25% (12/5), damage 1D3
.32 revolver	45% (22/9), damage 1D8
Dodge	30% (15/6)

Skills
Accounting 75%, Charm 65%, Credit Rating 64%, Drive Auto 55%, Fast Talk 75%, Law 80%, Library Use 60%, Listen 60%, Persuade 65%, Psychology 70%, Spot Hidden 55%, Throw 60%.

Languages
English 80%.

Willa Sligh, 20, *legal secretary*

STR 60	**CON** 65	**SIZ** 75	**DEX** 50	**INT** 80
APP 55	**POW** 65	**EDU** 60	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3+1D4
.32 revolver	45% (22/9), damage 1D8
Dodge	40% (20/8)

Skills

Accounting 45%, Art/Craft (Shorthand) 55%, Art/Craft (Typing) 55%, Climb 55%, Fast Talk 65%, Law 35%, Library Use 50%, Listen 60%, Persuade 60%, Psychology 60%, Stealth 70%.

Languages

English 60%.

Erica Carlyle, 26, *millionaire businesswoman*

STR 40	**CON** 60	**SIZ** 40	**DEX** 55	**INT** 85
APP 80	**POW** 65	**EDU** 80	**SAN** 65	**HP** 10
DB: –1	**Build:** –1	**Move:** 8	**MP:** 13	**Luck:** 35

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1
Fencing foil	70% (35/14), damage 1D6–1 (sharp tip)
.25 Derringer	40% (20/8), damage 1D6
Dodge	50% (25/10)

Pulp Talents

Strong Willed: gains a bonus die when making POW rolls.

Skills

Accounting 70%, Charm 75%, Credit Rating 95%, Drive Auto 35%, Intimidate 65%, Law 35%, Persuade 60%, Psychology 35%, Ride 60%, Swim 30%.

Languages

English 85%, French 45%, German 50%, Italian 60%.

Joe Corey, 37, *Erica Carlyle's bodyguard*

STR 85	**CON** 75	**SIZ** 80	**DEX** 70	**INT** 60
APP 45	**POW** 40	**EDU** 40	**SAN** 40	**HP** 15
DB: +1D6	**Build:** 2	**Move:** 8	**MP:** 8	**Luck:** 40

Combat

Attacks per round: 1

Brawl	85% (42/17), damage 1D3+1D6 (brass knuckles +1)
Baseball bat	65% (32/13), damage 1D8+1D6
.45 revolver	75% (37/15), damage 1D10+2
Dodge	60% (30/12)

Pulp Talents

Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out melee combat.

Tough Guy: may spend 10 Luck points to shrug off up to 5 hit points of damage taken in one combat round.

Skills

Climb 45%, Drive Auto 90%, Fast Talk 65%, Intimidate 75%, Jump 65%, Listen 50%, Locksmith 30%, Mechanical Repair 50%, Psychology 60%, Stealth 50%, Spot Hidden 55%, Throw 70%.

Languages

English 40%.

Bradley Grey, 41, *Erica Carlyle's counselor*

STR 45	**CON** 50	**SIZ** 45	**DEX** 50	**INT** 85
APP 70	**POW** 55	**EDU** 90	**SAN** 55	**HP** 9
DB: 0	**Build:** 0	**Move:** 7	**MP:** 11	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	25% (12/5)

Skills

Accounting 70%, Charm 50%, Credit Rating 85%, Drive Auto 30%, Fast Talk 50%, Law 90%, Library Use 70%, Persuade 80%, Pilot (Boat) 10%, Psychology 40%, Ride 10%.

Languages

English 90%, French 60%, Latin 25%.

CARLYLE ESTATE GUARDS

	1	2	3	4	5	6
STR	65	75	70	65	80	70
CON	75	65	70	60	70	65
SIZ	60	60	65	70	75	60
DEX	65	60	55	50	60	50
INT	55	50	60	55	60	65
APP	45	55	65	45	55	60
POW	55	50	65	40	45	40
EDU	55	60	50	65	55	60
SAN	55	50	65	40	45	40
HP	13	12	13	13	14	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1
Move	9	8	8	7	8	8
MP	11	10	13	8	9	8

**Guards 5 and 6 are accompanied by guard dogs (see following).*

Luck: —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
.45 automatic pistol	50% (25/10), damage 1D10+2
12-g shotgun	45% (27/9), damage 4D6/2D6/1D6
Dodge	35% (17/7)

Skills

Climb 50%, Intimidate 60%, Jump 40%, Listen 65%, Spot Hidden 50%, Stealth 65%, Track 50%, Throw 60%.

Languages

English 60%.

Carlyle Estate Guard Dogs, *German Shepherds*

	Rex	Zoltan
STR	40	55
CON	40	55
SIZ	40	40
DEX	70	85
POW	50	45
HP	8	9
DB	–1	0
Build	–1	0
Move	12	12

Combat

Attacks per round: 1

Fighting	60% (30/12), damage 1D6+DB
Dodge	45% (22/9)

Skills

Jump 70%, Listen 75%, Scent Something Interesting 90%, Spot Hidden 75%.

Miriam Atwright, 47, *Harvard University librarian*

STR 55 **CON** 60 **SIZ** 50 **DEX** 50 **INT** 70
APP 60 **POW** 65 **EDU** 70 **SAN** 61 **HP** 11
DB: 0 **Build:** 0 **Move:** 7 **MP:** 13 **Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	25% (12/5)

Skills

Accounting 45%, Anthropology 60%, Charm 60%, Credit Rating 35%, Cthulhu Mythos 02%, History 65%, Library Use 90%, Occult 45%, Persuade 55%, Psychology 60%, Spot Hidden 65%.

Languages

English 80%, Latin 60%, Spanish 50%.

Professor Anthony Cowles, 46, *professor of anthropology*

STR 50 **CON** 60 **SIZ** 65 **DEX** 55 **INT** 65
APP 60 **POW** 70 **EDU** 90 **SAN** 53 **HP** 12
DB: 0 **Build:** 0 **Move:** 7 **MP:** 14 **Luck:** —

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Dodge	35% (17/7)

Skills

Anthropology 60%, Archaeology 45%, Charm 25%, Credit Rating 50%, Cthulhu Mythos 15%, Drive Auto 50%, Fast Talk 55%, History (Polynesian Cultures) 70%, Law 15%, Library Use 80%, Listen 50%, Lore (Aboriginal) 65%, Natural World 30%, Occult 15%, Persuade 55%, Psychology 45%, Ride 25%, Spot Hidden 30%, Swim 30%, Throw 30%.

Languages

English 90%, Greek 35%, Latin 20%.

Ewa Cowles, 20, *student and dutiful daughter*

STR 65 **CON** 70 **SIZ** 50 **DEX** 75 **INT** 80
APP 90 **POW** 70 **EDU** 65 **SAN** 70 **HP** 12
DB: 0 **Build:** 0 **Move:** 9 **MP:** 14 **Luck:** —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3
.32 revolver	40%, (20/8), damage 1D8
Dodge	45% (22/9)

Skills

Anthropology 40%, Archaeology 20%, Charm 25%, Climb 50%, Credit Rating 40%, Drive Auto 30%, Fast Talk 35%, First Aid 55%, Jump 40%, History (Polynesian Cultures) 55%, Library Use 30%, Listen 45%, Medicine 20%, Photography 25%, Ride 70%, Science (Astronomy) 20%, Spot Hidden 70%, Throw 35%.

Languages

Arabic 15%, English 90%.

Arthur Emerson, 53, *unwitting cult associate and importer*

STR 65	**CON** 65	**SIZ** 70	**DEX** 40	**INT** 75
APP 45	**POW** 55	**EDU** 60	**SAN** 55	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 5	**MP:** 11	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
.38 revolver	40%, (20/8), damage 1D10
Dodge	25% (12/5)

Skills

Accounting 65%, Credit Rating 40%, Drive Auto 50%, Fast Talk 45%, Intimidate 65%, Law 55%, Listen 40%, Mechanical Repair 40%, Operate Heavy Machinery 50%, Persuade 60%, Psychology 50%.

Languages

English 60%.

Murray Hill Hotel Doorman, *ex-soldier and gatekeeper*

STR 70	**CON** 70	**SIZ** 70	**DEX** 55	**INT** 60
APP 70	**POW** 65	**EDU** 55	**SAN** 65	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4
Dodge	50% (25/10)

Skills

Climb 40%, First Aid 50%, Firearms (Handgun) 55%, Intimidate 60%, Jump 50%, Listen 50%, Persuade 50%, Psychology 60%, Spot Hidden 55%, Stealth 50%, Throw 45%.

Languages

English 55%.

Dr. Mordecai Lemming, 62, *eccentric folklorist*

STR 50	**CON** 35	**SIZ** 45	**DEX** 55	**INT** 60
APP 60	**POW** 50	**EDU** 70	**SAN** 50	**HP** 8
DB: 0	**Build:** 0	**Move:** 6	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	27% (13/5)

Skills

Anthropology 65%, Appraise 65%, Credit Rating 70%, History 75%, Library Use 65%, Natural World 45%, Occult 45%, Persuade 40%, Science (Astronomy) 40%, Science (Botany) 40%, Spot Hidden 45%.

Languages

English 70%, Latin 60%, Greek (Classical) 45%.

Rebecca Shosenburg, 27, *reporter at New York Times*

STR 70	**CON** 45	**SIZ** 45	**DEX** 65	**INT** 90
APP 55	**POW** 55	**EDU** 65	**SAN** 55	**HP** 9
DB: 0	**Build:** 0	**Move:** 9	**MP:** 11	**Luck:** 25

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Dodge	50% (25/10)

Skills

Art/Craft (Acting) 45%, Climb 45%, Credit Rating 30%, Fast Talk 55%, History 45%, Jump 40%, Law 25%, Library Use 60%, Listen 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%, Stealth 60%, Throw 35%.

Languages

English 85%, Hebrew 20%.

Millie Adams, 27, *desperate but determined wife*

STR 50	**CON** 60	**SIZ** 60	**DEX** 60	**INT** 75
APP 75	**POW** 75	**EDU** 60	**SAN** 75	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 15	**Luck:** 35

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
.32 revolver	30% (15/6), damage 1D8
Dodge	30% (15/6)

Skills

Art/Craft (Piano) 65%, Art/Craft (Sing) 65%, Charm 60%, First Aid 60%, Listen 60%, Persuade 65%, Psychology 60%, Spot Hidden 65%, Throw 60%.

Languages

English 60%.

Hilton Adams, 29, *an innocent man*

STR 75	**CON** 65	**SIZ** 85	**DEX** 65	**INT** 65
APP 65	**POW** 50	**EDU** 60	**SAN** 50	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Dodge	55% (27/11)

Skills

Art/Craft (Blacksmith) 65%, Charm 70%, Climb 50%, Drive Auto 40%, Firearms (Rifle/Shotgun) 55%, First Aid 60%, Handgun 65%, Jump 45%, Mechanical Repair 55%, Operate Heavy Machinery 35%, Persuade 60%, Spot Hidden 65%, Stealth 50%, Throw 50%.

Languages

English 60%, French 35%.

THE FRIENDS OF HILTON ADAMS

Needham Johnson, 30, *reporter at the New York Age*

STR 65	**CON** 50	**SIZ** 65	**DEX** 40	**INT** 75
APP 80	**POW** 65	**EDU** 70	**SAN** 55	**HP** 11
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
Dodge	40% (20/8)

Skills

Art/Craft (Photography) 45%, Art/Craft (Writing) 75%, Credit Rating 25%, Firearms (Rifle/Shotgun) 45%, History 55%, Intimidate 50%, Library Use 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%, Stealth 60%, Throw 30%.

Languages

English 80%, French 40%.

Douglas Fells, 31, *sculptor*

STR 60	**CON** 80	**SIZ** 65	**DEX** 70	**INT** 80
APP 40	**POW** 35	**EDU** 65	**SAN** 25	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 7	**Luck:** —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4
Dodge	40% (20/8)

Skills

Art/Craft (Fine Art) 55%, Art/Craft (Sculpture) 75%, Credit Rating 35%, Drive Auto 50%, Firearms (Rifle/Shotgun) 75%, Natural World 40%, Persuade 50%, Psychology 40%, Spot Hidden 80%, Throw 50%.

Languages

English 65%, French 60%.

Art Mills, 29, *jazz musician*

STR 55	**CON** 70	**SIZ** 70	**DEX** 75	**INT** 65
APP 65	**POW** 80	**EDU** 55	**SAN** 70	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 16	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Dodge	50% (25/10)

Skills

Appraise 45%, Art/Craft (Trumpet) 75%, Credit Rating 15%, Fast Talk 65%, Firearms (Rifle/Shotgun) 45%, Listen 70%, Psychology 50%, Sleight of Hand 60%, Spot Hidden 60%, Stealth 60%, Throw 45%.

Languages

English 55%, French 40%.

Jackie Wallace, 30, *hospital orderly*

STR 75	**CON** 85	**SIZ** 55	**DEX** 75	**INT** 70
APP 55	**POW** 70	**EDU** 60	**SAN** 61	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 14	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Dodge	50% (25/10)

Skills

Charm 65%, Credit Rating 10%, Electrical Repair 30%, Firearms (Rifle/Shotgun) 65%, First Aid 70%, Listen 60%, Mechanical Repair 30%, Psychology 70%, Spot Hidden 65%, Stealth 60%, Throw 65%.

Languages

English 60%, French 30%.

ADVERSARIES

The three cultists sent to murder Jackson Elias (**Elias' Murderers**) each have their own profile (following). A range of **Average Bloody Tongue Cultists (NYC)** who the investigators may "meet" while in New York are also provided.

Elias' Murderers

Iregi Kipkemboi (Cultist #1), 23, *member of the Bloody Tongue*

STR 80	**CON** 75	**SIZ** 70	**DEX** 50	**INT** 40
APP 30	**POW** 60	**EDU** 40	**SAN** 00	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 10	**Luck:** 30

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4 or panga 1D8+1D4
Dodge	40% (20/8)

Pulp Combat

Brawl	70% (35/14), damage 1D3+1D4 or panga 1D8+1D4
African throwing knife	30% (15/6), damage 1D4+2, plus 1D4†
Dodge	50% (25/10)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Pulp Talents

Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out melee combat.

Skills

Climb 75%, Cthulhu Mythos 03%, Intimidate 25%, Jump 90%, Listen 65%, Sleight of Hand 50%, Stealth 60%, Swim 60%, Track 10%, Throw 25%.

Languages

English 30%, Kikuyu 50%, Nandi 35%, Swahili 35%.

Colm Doyle (Cultist #2), 24, *member of the Bloody Tongue*

STR 60	**CON** 60	**SIZ** 60	**DEX** 65	**INT** 35
APP 35	**POW** 40	**EDU** 55	**SAN** 00	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 8	**Luck:** 20

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3 or panga 1D8+1D4
Dodge	65% (32/13)

Pulp Combat

Brawl	80% (40/16), damage 1D3 or panga 1D8+1D4
African throwing knife	30% (15/6), damage 1D4+2, plus 1D4†
Dodge	85% (42/17)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Pulp Talents

Keen Hearing: gains a bonus die to Listen rolls.

Skills

Climb 60%, Cthulhu Mythos 04%, Drive Auto 35%, Intimidate 20%, Jump 65%, Listen 75%, Locksmith 25%, Sleight of Hand 55%, Stealth 60%, Swim 30%, Track 15%, Throw 30%.

Languages

English 55%, Swahili 15%.

AVERAGE BLOODY TONGUE CULTISTS (NYC) ASSORTED THUGS

	1	2	3	4	5	6	7	8
STR	60	50	70	70	75	55	45	55
CON	75	65	60	85	55	60	70	90
SIZ	60	70	50	40	45	60	70	65
DEX	85	75	65	55	50	50	45	40
INT	65	40	70	50	50	75	50	55
APP	70	50	55	40	45	65	60	30
POW	50	50	55	75	60	55	65	45
EDU	30	60	55	40	60	50	25	45
SAN	00	00	00	00	00	00	00	00
HP	13	13	11	12	10	12	14	15
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	8	8	9	9	9	7	7	7

Luck: —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3 or small knife/straight razor 1D4
Panga	45%, damage 1D8
.22 revolver*	30% (15/6), damage 1D6
Dodge	40% (20/8)

Pulp Combat

Brawl	65% (32/13), damage 1D3 or small knife/straight razor 1D4
Panga	65% (32/13), damage 1D8
.22 revolver*	50% (25/10), damage 1D6
African throwing knife**	35% (17/7), damage 1D4+2, plus 1D4†
Dodge	60% (30/12)

**Only cultists 3 and 4 are armed with handguns*
***Only cultists 1, 5, and 8 are armed with throwing knives.*
†Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.

Skills

Climb 60%, Cthulhu Mythos 05%, Jump 55%, Listen 50%, Occult 10%, Stealth 60%, Spot Hidden 35%, Track 35%, Throw 35%.

Languages

English 35%, Kikuyu 60%, Nandi 35%, Swahili 50%.

Jomo "Jimmy" Jepleting (Cultist #3), 26, *member of the Bloody Tongue*

STR 75	**CON** 65	**SIZ** 60	**DEX** 80	**INT** 50
APP 20	**POW** 50	**EDU** 55	**SAN** 00	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 8	**Luck:** 25

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4 or panga 1D8+1D4
Dodge	65% (32/13)

Pulp Combat

Brawl	70% (35/14), damage 1D3+1D4 or panga 1D8+1D4
African throwing knife	35% (17/7), damage 1D4+2, plus 1D4†
Dodge	75% (37/15)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Pulp Talents

Rapid Attack: may spend 10 Luck points to gain one further melee attack in a single combat round.

Skills

Climb 55%, Cthulhu Mythos 05%, Intimidate 25%, Jump 55%, Listen 75%, Sleight of Hand 60%, Stealth 55%, Swim 25%, Track 65%, Throw 35%.

Languages

English 35%, Kikuyu 60%, Nandi 25%, Swahili 40%.

Silas N'kwane, 73, *manager of Ju-Ju House*

STR 30	**CON** 85	**SIZ** 40	**DEX** 50	**INT** 75
APP 45	**POW** 65	**EDU** 30	**SAN** 00	**HP** 12
DB: –1	**Build:** –1	**Move:** 5	**MP:** 13	**Luck:** 35

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1 or panga 1D8–1
Dodge	35% (17/7)

Skills

Anthropology 15%, Archaeology 10%, Charm 60%, Credit Rating 23%, Cthulhu Mythos 11%, Fast Talk 45%, Listen 35%, Occult 50%, Psychology 45%, Stealth 65%, Spot Hidden 65%, Throw 30%.

Languages

English 45%, Kikuyu 70%, Nandi 20%, Swahili 20%.

Mukunga M'Dari, 36, *high priest*

STR 80	**CON** 100	**SIZ** 75	**DEX** 65	**INT** 65
APP 85	**POW** 85	**EDU** 40	**SAN** 00	**HP** 17
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 17	**Luck:** 85

Combat

Attacks per round: 1

Brawl	85% (42/17), damage 1D3+1D4 or large club 1D8+1D4, lion's claws 1D4+1D4, switchblade 1D4+1D4
Panga	75% (37/15), damage 1D8+1D4
Dodge	85% (42/17)

Pulp Combat

Brawl	95% (47/19), damage 1D3+1D4 or large club 1D8+1D4, lion's claws 1D4+1D4, switchblade 1D4+1D4
Panga	85% (42/17), damage 1D8+1D4
African throwing knife	50% (25/10), damage 1D4+2, plus 1D4†
Dodge	95% (47/19)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Pulp Talents

Tough Guy: may spend 10 Luck points to shrug off up to 5 hit points of damage taken in one combat round.
Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out melee combat.

Skills

Art/Craft (Sing) 55%, Climb 70%, Credit Rating 07%, Cthulhu Mythos 26%, Intimidate 60%, Jump 75%, Listen 65%, Natural World 40%, Occult 45%, Sleight of Hand 55%, Spot Hidden 55%, Stealth 75%, Track 20%, Throw 50%.

Languages

English 35%, Kikuyu 30%, Nandi 90%, Swahili 55%.

Spells: Bind Byakhee, Clutch of Nyogtha, Contact Nyarlathotep, Create Ciimba*, Dread Curse of Azathoth, Mindblast, Power Drain*, Shrivelling, Summon/Bind Hunting Horror.

*See ***Appendix B: Spells***.

MONSTERS

Chakota, *spirit of many faces*

The chakota is created by a magical ritual involving a willing person, who is consumed in the process, and whose face becomes the first face of the creature. At first, the cultists must help the newly-made thing feed, but soon it takes care of itself.

A chakota's characteristics are a function of the number of its faces. Each face yields 5 STR and 5 SIZ points. The creature's CON equals its STR. The DEX is always 15, and its MOV is always 4. The chakota in the pit has 36 faces. If it ate two investigators, then it would have 38 faces, and its STR and SIZ would increase accordingly (as would all of its associated derived statistics).

STR 180	**CON** 180	**SIZ** 180	**DEX** 15	**INT** 0
APP —	**POW** 180	**EDU** —	**SAN** —	**HP** 36
DB: n/a	**Build:** +4	**Move:** 4	**MP:** 36	**Luck:** —

Wails of the Chakota: automatically affects everyone who can hear its mouths weeping and shrieking; provoking a Sanity roll for 1/1D6 loss of points when hearing them for the first time.

Combat

Attacks per round: 1D8 bites per target

Fighting (Bite): kills by biting and devouring with its myriad faces. May only attack one target at a time (this increases to three targets in pulp games), seeking to devour the first target before turning to the second. Each target is attacked by 1D8 faces per round; roll to bite for each face. A successful bite clamps down on the victim, drawing them closer to the chakota. The target may make an opposed STR roll to break free (inflicting the automatic loss of 1 damage per set of clamped teeth): assume each bite has STR 5; total the number of bites and use that sum as the total STR for the opposed roll (do not use the chakota's bodily strength). Note that those held by the chakota's mouths gain a bonus die to attacks against it. Each successful bite attack inflicts 1 damage.

Bite	30% (15/6), damage 1 point per successful bite
Dodge	n/a

Armor: the chakota is immune to firearms and mundane melee weapons, but fire, magic, and electricity can harm it. If all the mouths are covered (perhaps submerged in water, covered in tar, thick molasses, etc.), it can suffocate.

Spells: none.

Sanity loss: 1D4/2D4 Sanity points to see the chakota. An additional 1D4 Sanity points are lost if an investigator sees the face of a person known to them in the chakota, increasing to 1D6 points if the person was a close friend or loved one.



The Chakota's Dark Spirit

CIIMBA, MONSTROUSLY STRONG UNDEAD HORRORS

	1	2	3	4
STR	**90**	**110**	**105**	**120**
CON	**95**	**35**	**65**	**50**
SIZ	**60**	**45**	**50**	**65**
DEX	**65**	**55**	**50**	**20**
POW	**05**	**05**	**05**	**05**
HP	**15**	**8**	**11**	**11**
DB	**+1D4**	**+1D4**	**+1D4**	**+1D6**
Build	**1**	**1**	**1**	**2**
Move	**6**	**6**	**6**	**6**

Luck: —

Combat

Attacks per round: 1

Fighting	30% (15/6), damage 1D4+DB
Dodge	n/a (*ciimba* do not dodge)

Armor: major wounds delivered to a *ciimba* result in the loss of a limb; otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

Sanity loss: 0/1D8 Sanity points to see the *ciimba*. If the *ciimba* was known in life to the investigator and is still recognizable, the investigator loses an additional 1D2 Sanity points whether the Sanity roll succeeds or fails.

HIRELINGS

The following hirelings are provided should the investigators decide to hire one or more criminals or to break into the Carlyle Mansion. If desired, the players could take on these roles temporarily to play through such a burglary—possibly more fun than watching from the sidelines.

In addition, by changing the names and a few details, these NPCs could be utilized later in any of the campaign's other locations, should the need arise.

Solomon "Solly" Reznik, 29, *safecracker and thief*

A Jewish Russian immigrant from the Lower East Side who turned to crime after he lost everything in a fire at the family's cabinetmaking business.

STR 40	**CON** 55	**SIZ** 75	**DEX** 75	**INT** 80
APP 80	**POW** 60	**EDU** 65	**SAN** 60	**HP** 13
DB: 0	**Build:** 0	**Move:** 8	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3 or crowbar 1D8
Dodge	40% (20/8)

Pulp Combat

Brawl	75% (37/15), damage 1D3 or crowbar 1D8
Dodge	60% (30/12)

Pulp Talents

Resourceful: may spend 10 luck points to find a certain useful piece of equipment

Skills

Appraise 55%, Art/Craft (Cabinetmaking) 45%, Climb 40%, Credit Rating 20%, Listen 70%, Locksmith 70%, Mechanical Repair 50%, Persuade 40%, Sleight of Hand 60%, Spot Hidden 75%, Stealth 60%, Throw 45%.

Languages

English 65%, Russian 20%.

Gino Fabbri, 30, *former soldier and explosives expert*

A second-generation Italian-American who learned his skills with explosives on the frontlines during the Great War.

STR 80	**CON** 65	**SIZ** 85	**DEX** 80	**INT** 70
APP 55	**POW** 50	**EDU** 60	**SAN** 50	**HP** 15
DB: +1D6	**Build:** 2	**Move:** 7	**MP:** 10	**Luck:** 25

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D6
Colt .45 automatic	60% (30/12), damage 1D10+2
Dodge	40% (20/8)

Pulp Combat

Brawl	85% (42/17), damage 1D3+1D6
Colt .45 automatic	75% (32/15), damage 1D10+2
Dodge	60% (30/12)

Pulp Talents

Alert: never surprised in combat.

Skills

Climb 40%, Credit Rating 20%, Demolitions 70%, First Aid 50%, Intimidate 65%, Jump 40%, Mechanical Repair 60%, Stealth 50%, Survival (Desert) 40%, Throw 60%.

Languages

English 60%, Italian 60%.

Clodagh Bannon, 36, *piano teacher, security expert, and occult dabbler*

The daughter of a long line of policemen, who would be horrified if they knew of Clo's sideline as a criminal mastermind.

STR 50	**CON** 65	**SIZ** 60	**DEX** 85	**INT** 85
APP 70	**POW** 70	**EDU** 65	**SAN** 70	**HP** 12
DB: 0	**Build:** 0	**Move:** 8	**MP:** 17	**Luck:** 42

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3
.32 revolver	40% (20/8), damage 1D8
Dodge	45% (22/9)

Pulp Combat

Brawl	65% (32/13), damage 1D3
.32 revolver	60% (30/12), damage 1D8
Dodge	65% (32/13)

Pulp Talents

Sharp Witted: bonus die to INT (but not Idea) rolls.

Skills

Appraise 55%, Art/Craft (Piano) 55%, Charm 65%, Credit Rating 25%, Drive Auto 30%, Listen 70%, Occult 35%, Persuade 60%, Spot Hidden 75%, Stealth 70%, Throw 50%.

Languages

English 65%.

Jessica Templeton, 26, *conwoman and pickpocket*

You'd never know it to look at the fine "lady" she's become, but "Little Jessie" grew up in one of the poorest neighborhoods in Yonkers.

STR 60	**CON** 65	**SIZ** 50	**DEX** 90	**INT** 85
APP 80	**POW** 50	**EDU** 60	**SAN** 50	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	**Luck:** 25

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
.25 Derringer	40% (20/8), damage 1D6
Dodge	45% (22/9)

Pulp Combat

Brawl	35% (17/7), damage 1D3
.25 Derringer	60% (30/12), damage 1D6
Dodge	65% (32/13)

Pulp Talents

Master of Disguise: may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls.

Skills

Appraise 65%, Art/Craft (Acting) 65%, Charm 65%, Climb 60%, Credit Rating 30%, Fast Talk 70%, Law 15%, Listen 60%, Psychology 60%, Sleight of Hand 70%, Spot Hidden 60%, Stealth 50%, Throw 45%.

Languages

English 75%.

Beauford Jones, 21, *muscle and getaway driver*

Formerly from San Juan Hill (now known as Lincoln Square) and currently resident in Harlem, Jones was once a chauffeur for a wealthy Manhattan family before he was fired for an illicit affair with his boss' son.

STR 75	**CON** 80	**SIZ** 70	**DEX** 70	**INT** 75
APP 75	**POW** 60	**EDU** 60	**SAN** 60	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Colt .45 revolver	40% (20/8), damage 1D10+2
Dodge	35% (17/7)

Pulp Combat

Brawl	85% (42/17), damage 1D3+1D4
Colt .45 revolver	60% (30/12), damage 1D10+2
Dodge	55% (22/11)

Pulp Talents

Heavy Hitter: may spend 10 Luck to add an additional damage die during melee combat.

Skills

Climb 35%, Credit Rating 15%, Drive Auto 70%, Intimidate 65%, Mechanical Repair 60%, Navigate 60%, Operate Heavy Machinery 50%, Persuade 50%, Psychology 40%, Spot Hidden 65%, Stealth 50%, Throw 40%.

Languages

English 60%.

Fearghal Wong, 24, *boxer and muscle for hire*

As a half Chinese-half Irish child growing up in Chinatown, Fearghal soon learned to be handy with his fists.

STR 70	**CON** 80	**SIZ** 60	**DEX** 85	**INT** 65
APP 60	**POW** 60	**EDU** 50	**SAN** 60	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	75% (37/15), damage 1D3+1D4 or pickaxe handle 1D8+1D4
Dodge	60% (30/12)

Pulp Combat

Brawl	95% (47/19), damage 1D3+1D4 or pickaxe handle 1D8+1D4
Dodge	75% (37/15)

Pulp Talents

Tough Guy: may spend 10 points of Luck to shrug off 5 points of damage per combat round.

Skills

Climb 50%, Credit Rating 15%, First Aid 45%, Intimidate 75%, Jump 60%, Psychology 40%, Spot Hidden 65%, Stealth 50%, Throw 50%.

Languages

Chinese (Mandarin) 50%, English 50%.



CHAPTER 3

ENGLAND

I remember when Nyarlathotep came to my city—the great, the old, the terrible city of unnumbered crimes. My friend had told me of him, and of the impelling fascination and allurement of his revelations, and I burned with eagerness to explore his uttermost mysteries.

—H. P. Lovecraft, *Nyarlathotep*

London's fog and gloom reaps harrowing returns as investigators cross paths with an all-but untouchable magician and learn secrets that will draw them to horrors waiting in England's green and pleasant countryside.

London is the nearest and perhaps the most logical place for investigators to travel to first, allowing them to retrace the steps of Jackson Elias, as England was the last place he visited before returning to America. The Carlyle Expedition also spent time in England, so researching their English contacts makes perfect sense.

London's scholarly resources are vast, and its rulers also govern Egypt, Kenya, and Shanghai in important ways. Most happily, London's natives (for the most part) are friendly and its street signs are in English. Here, the shadows first encountered in New York City grow more substantial. The investigators find themselves beset by a cult, one other than the Bloody Tongue but, nevertheless, connected to it. Clues found in England point to Egypt, Kenya, Australia, and China. Along the way, anomalies exist such as a mad artist and a village beset by a dark curse.

Give the players the feel of London—the fog and smoke, the seeping chill of the rain, the crowds and the enormity of the daytime bustle, the bohemian atmosphere of Chelsea, the magnificent museums and galleries of Central London, as well as the threatening byways of Limehouse and London's other less salubrious environs. Beyond the city, contrast and compare city life to the rural charm and frightened villagers of Lesser Edale, and the wilds of Essex where pagan and monstrous rites take place hidden from public view.

PICKING UP THE TRAIL

The investigators come to England to follow the trail of Carlyle and Elias. For most groups, London is the logical destination following the events in New York. Should the players decide to follow a different route, the England chapter can be played later in the campaign but, ideally, before the investigators head off to Kenya or China. In this event, if the Keeper needs to insert extra incentive, communiqués from Edward Gavigan or Zahra Shafik planted in the campaign's other chapters should be enough for the players to put London in their sights.

For example, one of Edward Gavigan's business cards (**Carlyle Papers America #2**) is located in Omar al-Shakti's safe (**The Safe**, page 347, Egypt) and a picture of the Cairene businessman with Zahra Shafik can also be found in Omar al-Shakti's home (**A Dangerous Man**, page 344, Egypt). Should the investigators visit Shanghai before London, then a letter from Edward Gavigan to Sir Aubrey talking about Henson Manufacturing is hidden among the paperwork in Sir Aubrey's workshop on Gray Dragon Island (**Carlyle Papers China #10**).

Leads given by Jonah Kensington in New York direct the investigators to Mickey Mahoney, owner and editor of ***The Scoop*** (page 190), who can steer them toward several encounters including the artist Miles Shipley (**The Chelsea Serpent**, page 215), **The Derbyshire Horror** (page 227), and to the "Egyptian Murders" that Inspector Barrington of Scotland Yard is pursuing (**Slaughter in Soho**, page 250).

A business card (**Carlyle Papers America #2**) at Elias' murder scene directs the investigators to Edward Gavigan and the Penhew Foundation. Note that **Slaughter in Soho** also provides a route to Edward Gavigan, should the investigators have missed the business card in New York.

During the course of their London excursion, the investigators should be drawn to Gavigan, the Blue Pyramid Club, Henson Manufacturing, and ultimately to the horrors of Misr House. In tandem, the appearance of Zahra Shafik presents a possible quandary: do the investigators agree to an alliance with her to end Gavigan's reign? And, if so, can they trust her?

Opposite: The Death Ritual at the Egyptian stele

The Carlyle Expedition in London

Having arrived in London on April 14, 1919, Carlyle, M'Weru, Huston, and Sir Aubrey set quickly to making plans and organizing their expedition to Egypt. Sir Aubrey's protégé Edward Gavigan assisted, with the group spending a great deal of time locked away in the secluded rooms of the Penhew Foundation. Meanwhile, Hypatia Masters found solace buying photographic equipment and outfitting herself and the group for the expedition.

Zahra Shafik, an Egyptian national and an associate of Gavigan, was hired to provide guidance to the expedition members through a series of briefings on Egypt (local laws, customs, politics, etc.), and also helped to arrange local introductions for when the group arrived in Egypt.

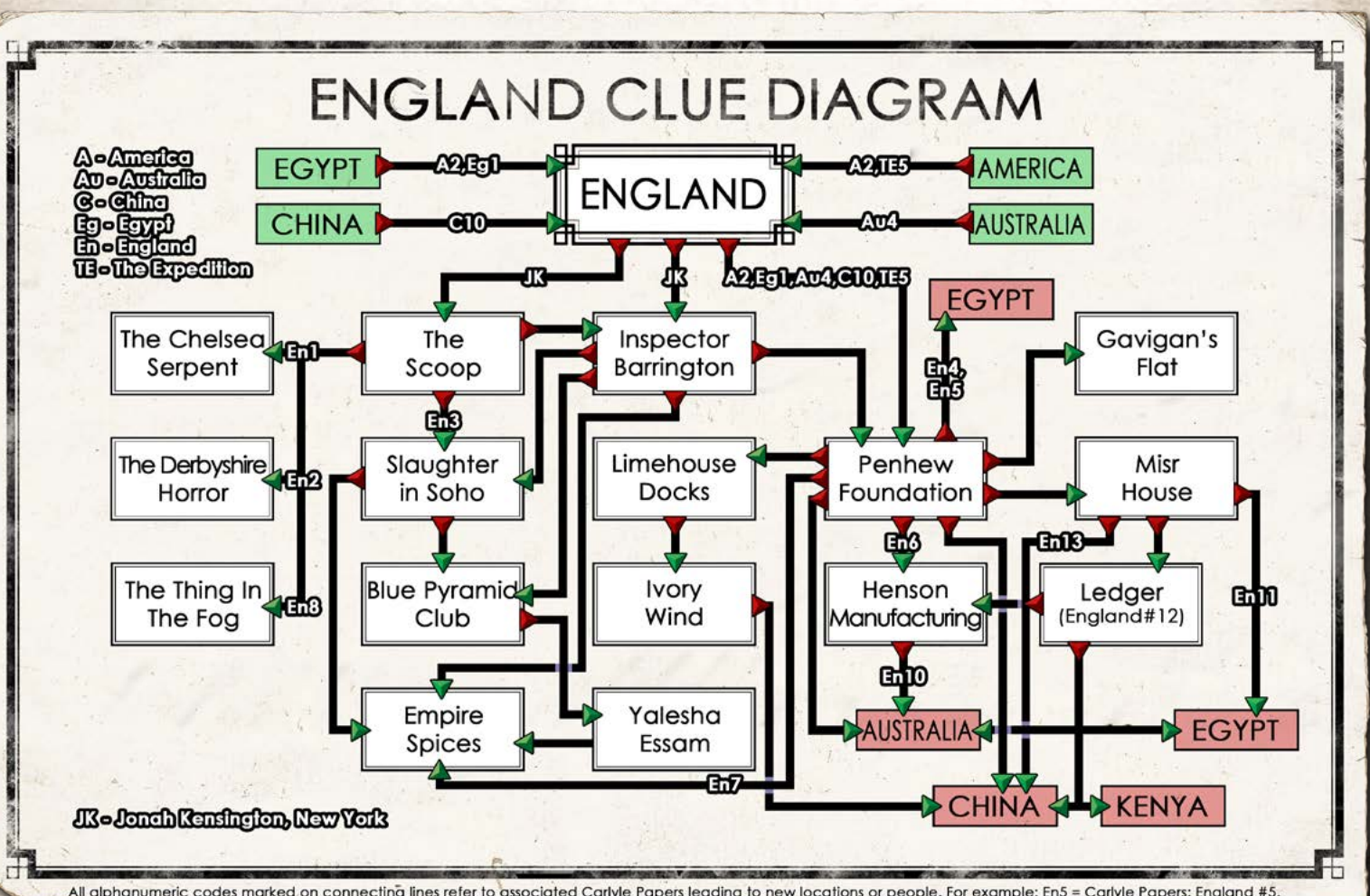
Desperate to get underway, Carlyle and his companions pulled out all the stops and within the space of 14 days the expedition was ready to depart for Cairo. Sir Aubrey handed over the day-to-day control of the Penhew Foundation to the ever-capable Gavigan. On April 28, 1919 the expedition joined a ship headed for Egypt.

Jackson Elias in London

Elias arrived in London in late November 1924 and busily accumulated leads, three of which (**The Chelsea Serpent** (page 215), **The Derbyshire Horror** (page 227), and **Slaughter in Soho** (page 250) he was unable to explore.

In early December, Elias arranged a meeting at the Penhew Foundation with Edward Gavigan, to delve deeper into the purpose and background of the Carlyle Expedition. Elias saw through Gavigan's lies and decided to return to press the Foundation's director further a few days later. Despite Elias' cunning, he was no match for Gavigan and left empty-handed. Unfortunately, this second meeting confirmed Gavigan's suspicions about the journalist and Elias was marked by the Brotherhood of the Black Pharaoh as a dangerous interloper. Gavigan's minions dogged his tracks, tailing Elias wherever he went.

By December 16, Elias had seen enough shadows following him to know that "someone" was on his tracks. Forced to flee the country before his researches could be completed, Elias sent a telegram to Jonah Kensington in New York letting him know he was heading back and, on the following day, he boarded a freighter named the *Phalarope,* headed for New York.



All alphanumeric codes marked on connecting lines refer to associated Carlyle Papers leading to new locations or people. For example: En5 = Carlyle Papers: England #5.

RUNNING THIS CHAPTER

Except for the Brotherhood of the Black Pharaoh, most of the menaces in England can be avoided or escaped by the investigators. Once the investigators contact and interview Edward Gavigan, the eyes of the Brotherhood are upon them.

The episodes in England involve several potentially deadly encounters. Allow the investigators to make their own choices but do not fail to present them with the opportunities. Two clues lead to optional sidetrack scenarios—**The Chelsea Serpent** and **The Derbyshire Horror**. Both are horrible enough, but unrelated to the unraveling of the mystery surrounding the Carlyle Expedition and to Nyarlathotep's cruel plans for the planet. Sections relating directly to the core campaign are (presented in likely narrative order):

- **Initial Investigations: The Scoop** (page 190), the **Penhew Foundation**, (page 196), and the **Limehouse Docks** (page 208).
- **Slaughter in Soho:** the **Egyptian Murders** (page 250), the **Blue Pyramid Club** (page 253), and **Empire Spices** (page 256).
- **Machinations of the Brotherhood: Henson Manufacturing** (page 262), and **Misr House** (page 269).

Note that Slaughter in Soho, while directly linked to the core campaign, could (at a pinch) be missed, although it does provide an additional clue trail to Misr House.

PULP CONSIDERATIONS

London presents a range of encounters that can easily be dialed up for pulp play. The initial stages focus on research, most of which lead into face-to-face meetings that set up some of the important NPCs and the key villain in London—Edward Gavigan. Following the events of New York, these early sequences in London help to slow the pace for a while and establish local tensions (which should be rapidly ratcheted up thereafter).

The two sidetrack scenarios lead into unexpected encounters, both of which present very different villains: one an evil genius with a crazed plan to usurp humanity; the other a victim of a curse, who could pose a moral quandary for the heroes. For **The Derbyshire Horror**, draw inspiration from John Landis' masterpiece *An American Werewolf in London* (1981); while for **The Chelsea Serpent**, look to Hammer Horror's *The Reptile* (Gilling, 1966). Both sidetrack scenarios offer different flavors of classic horror tropes and the Keeper is advised to play these for maximum effect.

The Keeper could do worse than checking out *The Devil Rides Out* (Fisher, 1968) and *Night of the Demon* (Tourneur, 1957) when seeking inspiration for Edward Gavigan and Misr House. As the chapter progresses, the heroes are first watched and then pursued by the cult, whose members will be happy to raid hotel rooms and set ambushes. Build the encompassing sense of threat while posing the question: who can the heroes trust? Let the formality of English society both constrict and confound the heroes—they know who the villains are but must catch them "in the act" lest they face the weight of the law upon their shoulders.

Once at Misr House, frame the situation around a Grand Rite to establish the set-up for an epic climax in which the heroes must confront Gavigan, his horde of cultists, and monsters from beyond. Take off the brakes and let the heroes "have at it!" Reward risky endeavors and encourage bold plans to deal with the Brotherhood of the Black Pharaoh in England.

ARRIVING IN ENGLAND

As international air travel is not available for most of the 1920s, an ocean voyage is required. The leading operators are the White Star Line and Cunard Line, offering First, Second, and Third Class accommodation, depending on the investigators' funds. The crossing takes around nine days; as long as the weather holds good, it can be as little as five days. On arrival in Southampton (or Liverpool), passengers can catch a train headed into London (taking half to a full day's travel).

FIREARMS IN THE UNITED KINGDOM

Investigators entering the UK with firearms (not shotguns, see below) should make a **Luck** roll: if failed, their bags have been searched and any firearms found are confiscated if valid paperwork is not in place—although kind Keepers might forgo this to ensure the investigators are "prepared" for the trouble they will encounter while in England's green and pleasant land.

Officials question those found to be traveling with firearms about their reasons for visiting the UK, and their paperwork (visa, weapon import license) is checked to ensure its authenticity. If a good reason can be explained, such as "I'm headed to Africa on a hunting trip" (and, at the Keeper's discretion, a **Persuade** roll) the customs official might allow someone with a good Credit Rating or social position to bring their weapons into the UK.

Clever investigators, who plan ahead, may discover that firearms may be shipped with them if their travel documents prove they are passing through Britain on their way to another country (such as Africa or China). Of course,

such investigators are reminded that their weapons must remain secured and unused while in the UK.

British subjects and permanent residents may, of course, bring firearms into the country providing they have been issued with a firearms certificate by the chief constable of their home district. Weapons (non-automatics) and ammunition may be purchased at hunting and department stores, specialist sellers, or on the black market. Reputable sellers will ask to see the buyer's firearms certificate (except when buying shotguns).

Obtaining a firearms certificate is usually very time-consuming for foreign visitors. It is unlikely that a tourist would be issued a certificate; occasionally, a chief constable might grant a certificate to an "upstanding foreigner" with references from a reputable UK source, as long as they are of "sound mind" and without a UK criminal record—a letter of recommendation from a US law enforcement authority may help, if provided within a suitable professional context. Anything from a couple of days to two weeks might be spent waiting for the paperwork to be approved and signed.

Shotguns

Shotguns are not considered a firearm under British law, so do not require a firearms certificate, and may be brought into the country ("for hunting game") without undue officialdom. Equally, tourists may purchase shotguns while in Great Britain. Of course, a reckless investigator will be stopped and probably arrested by the police if found walking around Central London (or anywhere else, apart from a country estate) with a shotgun cocked over their arm.

PULP: CUSTOMS WAIVER

The intricacies of UK immigration and customs inspections can be ignored for pulp heroes, unless the Keeper deems otherwise. Likewise, as long as the hero can demonstrate their good character, the police will issue firearms certificates to hero tourists.

SETTING INFORMATION: LONDON

For generations, London and its suburbs have comprised the greatest city known to man. Approximately seven and a half million people live in the Greater London area. Not only the largest, London is also the wealthiest city in the world. In later generations, New York overtakes the sprawling city on the Thames but, just now, London is the queen of civilization and the heart of the British Empire—but the cracks are beginning to show.

A dark scar lies beneath the fields of England. The Great War claimed a generation, with most families losing two of their number in the conflict. For many of the aristocracy, heirs have been lost, servants no longer serve, and the power once guaranteed by bloodline is being usurped by *nouveau riche* industrialists. Behind the facade of the Roaring Twenties, the British class system is slowly bleeding to death. Laborers strike for more pay and better conditions, and those going about London's streets are likely to see picket lines from time to time.

The County of London covers approximately 116 square miles (300 square km). It is ridiculously easy to hide (and get lost) in its warren-like streets. The wealthiest portions of the city are north of the Thames: the West End and most of Westminster, extending into Chelsea, Kensington, Paddington, and Marylebone. Within Westminster rest the palaces and government offices commonly thought of when the word "London" is mentioned. The most fashionable addresses include Mayfair (just east of Hyde Park), Belgravia (south of Hyde Park), Kensington (west of Belgravia), and Chelsea (to the south of Belgravia and Kensington).

The district of Soho, an area bounded by Oxford Street, Regent Street, Charing Cross Road, and Piccadilly, is among the most ethnically diverse areas of London. It is home to the Berwick Street Market (one of the oldest street markets in the capital), where flappers can find ready-made dresses next to all manner of other items and produce. Truly cosmopolitan, Soho is also beset with crime, prostitution, and other urban vices.

The actual City of London covers about one square mile just north of the Thames, within London's medieval walls. Rail terminals funnel commuters and travelers to the commercial heart of the British Empire. Further north, the districts are predominantly artisan or middle class. The mean streets of the East End: Stepney, Bethnal Green, Limehouse, Shoreditch, and so on, form a distinct and abruptly contrasting poverty, a state also normal along the south bank of the Thames from Battersea to Greenwich. A writer of the time noted, "Even in the richest quarters, in Westminster and elsewhere, small but well-defined areas of the poorest dwellings occur..." Further south of the

MONEY

Great Britain's currency is the Pound Sterling. One pound (£) is divided into 20 shillings (s) or 240 pennies (d), with 12 pennies making 1 shilling. Prices are quoted in pounds, shillings and pence, written as £/s/d. For conversion, there are, roughly, $5 US dollars to £1 (one pound).



Thames, the districts become progressively more middle class and suburban.

The Great War interrupted the growth rate of London but building construction and renovation has since renewed despite ongoing labor unrest (that comes to a head in 1926 with the General Strike). The period between 1920 and 1930 sees rapid expansion and modernization of transport networks, with the further development of the London Underground and electrification of commuter railways. War rationing has ended and nightclubs and cocktail bars flourish, both frequented by the Bright Young Things.

While modernization grips London, the overall economic position of England is not so good. Immediately following the Great War the economy boomed but, by 1920, the economy has slumped and industries like coal are in decline. Unemployment rose when servicemen returning from the front found no jobs, which only added to the general rise of joblessness that would not dissipate until the onset of the Second World War. Signs of unemployment and poverty are most noticeable in the East End working-class areas of London but the jobless may be seen on many London streets, sometimes agitating for political change.

GETTING ABOUT IN LONDON AND FURTHER AFIELD

The investigators are spoilt for choice with the range of transport services available to them. All of the following provide relatively easy means to travel to anywhere in London during daylight hours, although nighttime services are often limited or non-existent.

Underground

The "Tube" offers a cheap and convenient method of travel around London but note that the majority of stations are closed between 1 a.m. and 5 a.m.

Omnibuses

Double-decker open-top buses run by competing independent companies. Night buses to larger community centers in London have been available for the last few years. Such services are very rare outside of London.

Hackney Carriages

London's famed motorized black taxicabs operate across London. Taxis, able to carry four people, can be found in ranks in high footfall areas or can be hailed from the street as they pass by. Horse-drawn hansom cabs continue to offer an alternative to the motorcar and can seat six people in relative comfort.

Electrified Trams

Convenient hop-on, hop-off transport running weekdays only from 10 a.m. to 4 p.m.

Car Hire

Automobiles may be hired from garages by the hour, day, week, or month. On average, a week's hire costs around £35, while a month could cost £130. The number of cars on Britain's roads sees a rapid rise during the 1920s (over a million by 1930), although horse-drawn carriages could still be seen in most walks of life. Garages are rare and the speed limit is 20 mph (not that anyone seems to take notice of such restrictions). Hiring a car provides an extremely convenient means of transport not only in London but also for journeying beyond the capital.

Railways

Trains from London to other regions are operated by four privately owned groups: the London, Midland, and Scotland Railway (LMS), the London and North Eastern Railway (LNER), the Great Western Railway (GWR), and Southern Railway (SR). First (private compartment) or Third Class tickets (communal seating) could be purchased. The rail network crisscrosses the land and is the main (and cheapest) method for traveling around the country.

Accommodation

While in London, the investigators have a choice of high-end to low-rent accommodation.

The cheapest rooms can be found in slum hotels, usually in the heart of the poorest and least salubrious areas, where crime is rife. Taking a room in such downtrodden places offers the possibility of anonymity but risks being shoulder to shoulder with all manner of criminals, ne'er-do-wells, and others who would take advantage of gullible "tourists." An alternative could be the ubiquitous bed-and-breakfast in the suburbs and countryside—one or more rooms in a private residence (often advertised in newspapers or with a card in a front window saying "B&B"). While discrete, the investigators may have to comply with the landlady's rules (such as curfews and no guests) and be subjected to all manner of nosy questions.

For investigators prepared to spend more, average to grand hotels probably fit the bill. At the top of the scale are the Ritz (150 Piccadilly), the Savoy Hotel (Strand), Claridge's and Brown's Hotel (both Mayfair), and the Waldorf (Aldwych), all of which are located in Central London. Alternatively, the Cavendish, Grosvenor Court, and Langham hotels offer good rooms without the glamor.

THE LONDON FOG

London in the 1920s is famous for its fogs, known as "London peculiars," caused by coal fires and factory pollution. Also called "pea-soupers," the fogs were often so dense and unpredictable that people caught in them found navigation very difficult, if not impossible. Due to the industrial pollution, the fogs came in a range of colors, from yellow-brown to green, as well as being damp and cloying. While not recognized in the 1920s, it was estimated (in 1954) that such fogs had actually claimed the lives of around 12,000 people (total) due to the fatal properties of the chemicals contained within them.

As the investigators are unlikely to spend prolonged periods in the fog, its health consquences can be ignored, although particularly harsh Keepers may call for a **CON** roll if they deem a particular patch of fog to be highly polluted. If failed, the investigator is partially incapacitated by coughing for 1D6 rounds, with a penalty die applied to skill rolls during this time.

CULT IN RESIDENCE: BROTHERHOOD OF THE BLACK PHARAOH (UK)

The Brotherhood of the Black Pharaoh operates in both London and Cairo. While its membership was once exclusively Egyptian, the British wing of the organization now includes Indians, Arabs, and Europeans in equal measure. Relatively small, its membership in England numbers around 60 individuals. The name of the cult comes from an Egyptian form of Nyarlathotep, who in Dynastic Egypt was whispered to be a dark or invisible ruler who was, like night, both everywhere and nowhere. For information about the Brotherhood in Egypt, see **The Cult in Residence: The Brotherhood of the Black Pharaoh (Egypt)**, page 304.

In the UK, the Brotherhood primarily serves the Penhew Foundation, founded and originally managed by Sir Aubrey Penhew (who left to join the Carlyle Expedition). The cult's high priest in England is Edward Gavigan, the director of the Foundation, who is assisted by the high priestess Zahra Shafik. An Egyptian national sent to England by Omar al-Shakti (**A Dangerous Man,** page 344) to support the cult's growth, Shafik runs day-to-day cult operations from her spice shop in Soho (**Empire Spices**, page 256) and from the **Blue Pyramid Club** (page 253). Both Gavigan and Shafik are intelligent, dangerous, and insane.

The symbol of the cult is an inverted ankh, while its characteristic ritual weapon is a short club embedded with a single spike; in payment for certain crimes, cultists attempt to break their victims' bones with the club before driving the spike into their heart. The use of guns by the London branch of the Brotherhood is very rare, and they do not tend to leave an identifying rune or mark on the bodies of their victims.

The cult uses an outdoor location for its grand and lesser rituals known as **Misr House** (page 269), which stands on Edward Gavigan's private country estate in Essex. In London, the Blue Pyramid Club in Soho serves as a key meeting point for Brotherhood cultists. Outside of London, in Derby, Gavigan owns a secretive manufacturing unit where special components are fabricated and then sent to Shanghai (**Henson Manufacturing**, page 262). The cult has close ties to a shipping operation located in the **Limehouse Docks** (page 208), from which Mythos artifacts and fabricated components are shipped onboard a vessel called the ***Ivory Wind*** (page 210).



Sigil of The Brotherhood of the Black Pharaoh

The day-to-day business of the cult, beyond the secret and important work of Henson Manufacturing, consists of the illegal trafficking of antiquities (Mythos in origin and otherwise), the supply and distribution of drugs (such as hashish and opium), and the recruitment of new members.

Investigators who find themselves captured by the cult will be held at either the Blue Pyramid Club or the Limehouse Docks before being transported to Essex to take a special role in the cult's next rite (**Rites of the Brotherhood**, page 278).

Profiles for **Average Brotherhood Cultists (England)** can be found on page 287 in the **Characters and Monsters** section at the end of the chapter. In addition, the **Bigger-Than-Average Brotherhood Cultists (England)** (page 286) serve as Gavigan's bodyguards, henchmen, or when a particular "tough" is needed.

DRAMATIS PERSONAE: ENGLAND

Key NPCs of the England chapter are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in the **Characters and Monsters** section at the end of this chapter. Backgrounds and profiles for those NPCs featured in the sidetrack scenarios **The Chelsea Serpent** and **The Derbyshire Horror** can be found in situ.

POTENTIAL ALLIES

Mickey Mahoney, 43, *editor of The Scoop*

- **Link:** Jonah Kensington directs the investigators to Mahoney and *The Scoop* (**Prospero House**, page 128, America).
- **Link:** if the investigators miss the link from Kensington, they may recollect Mahoney's name from previous correspondence with Jackson Elias, or may simply come across a copy of *The Scoop* while in London and become intrigued with its sensational stories (a copy might be spied on Inspector Barrington's desk).

Mickey Mahoney is a red-haired, cigar-smoking, and grubby journalist of Irish descent, who publishes *The Scoop*, a weekly tabloid specializing in printing stories about gory murders, sex scandals, and weird happenings. He is a cynical and tough customer, ever on the lookout for suitably scandalous stories to print.



Mahoney knows the city intimately and has an extensive network of contacts from the underbelly of London life. If the investigators require the services of an expert safecracker, need to contact a shadowy underworld personality, or want to know if Inspector Barrington is an honest bloke, Mahoney is their man. The editor won't necessarily impart such information freely, preferring a "you scratch my back, I'll scratch yours" approach to business dealings.

Mahoney and his newspaper provide the investigators with clues leading them into significant sections of the England chapter, although two of these are sidetracks. While the investigators can get by without ever interacting with Mahoney, his presence and the clues he can impart add great depth to the chapter and the Keeper is encouraged to ensure the investigators meet and befriend the man.

In contacting Mahoney the investigators may, unwittingly, bring about the editor's downfall. Should Edward Gavigan (page 184) have sent cultists to keep an eye on the investigators, they will be tracked to *The Scoop's* offices where the cultists ritually murder Mahoney. Such hostility from the cult could expand into Mahoney's underworld contacts if the investigators have made use of them—the investigators could be harassed by both the criminal fraternity and the cult (something which may work particularly well in *Pulp Cthulhu* games).

- **Description:** overweight, with red hair and a wicked smile; normally surrounded by cigar smoke.
- **Traits:** sharp and insightful, belligerent at times.
- **Roleplaying hooks:** useful source of information and leads; the investigators may make him a potential victim of the Brotherhood.

Inspector James Barrington, 53, *lead on the "Egyptian Murders"*

- **Link:** Jonah Kensington directs the investigators to Inspector Barrington (**Prospero House**, page 128, America).
- **Link:** article in *The Scoop* mentions Barrington. If the investigators miss this lead, Mickey Mahoney can mention the article in connection to the spate of recent murders, which may bring the detective to their attention (**Carlyle Papers England #3**).

Inspector Barrington is a weathered and seasoned policeman, usually dressed in a slightly shabby suit. He is a methodical man and plays by the book. He has been investigating the



series of "Egyptian murders" for nearly a year, since the disappearance of his predecessor on the case (Inspector Munden).

Dependent on what the investigators share with Barrington, his role in the campaign is flexible. While he is an unlikely replacement player character, he could be a useful ally. If he witnesses or hears about the investigators engaging in dubious activities, he may warn them that "excessive zeal" could put them in his firing line. Certainly, if necessary, Barrington isn't beyond having the investigators picked up and formally warned; especially those who are foreigners acting like "cowboys," who Barrington threatens with expulsion from England if their antics don't calm down.

If irrefutable evidence is presented in regard to the spate of murders, Barrington acts and employs the full force of the police, which may mean their heavy-handed tactics destroy valuable information pertinent to the investigators and their research. Once in police custody, key cult members are essentially out of reach of the investigators' questions, so the players are best advised to think carefully before turning everything over to the authorities.

Edward Gavigan is another matter. With compelling evidence, Barrington may attempt to hold him for questioning but Gavigan's public standing and his solicitor, who utilizes all the legal tricks he knows, mean that most accusations are thrown out. Despite being unable to connect Gavigan to the murders, Zahra Shafik may not fare so well. Her position in society means that strong evidence may get her sentenced and locked up—if the investigators don't end up in her clutches first!

Inspector Barrington is something of a wildcard to be used as the Keeper desires to chastise or help the investigators. Remember, though, that Barrington's key motivation is to solve the murders; anything else is secondary to accomplishing that. His investigation works in parallel with that of the investigators, which can either operate in the background or lead him to crossing their path.

- **Description:** thin, with clipped mustache and weary eyes; shabby suit.
- **Traits:** follows the law to the letter, unimaginative.
- **Roleplaying hooks:** provides leads to Edward Gavigan, the Blue Pyramid Club, and Empire Spices (Zahra Shafik); a wild card to help or hinder the investigators.

Keeper note: as an additional pulp option for the London police, see **Detective Inspector John Craig** (page 286).

ADVERSARIES



Edward Gavigan, 55, *high priest of the Black Pharaoh*

- **Link:** business card in New York (**Carlyle Papers America #2**) and al-Shakti's safe in Egypt directs the investigators to the Penhew Foundation and Edward Gavigan.
- **Link: Inspector Barrington of the Yard** (page 183) mentions Gavigan helped with his inquiries into the Egyptian murders.
- **Link:** Warren Besart's statement (**Carlyle Papers Egypt #1**) mentions shipping stolen artifacts to the Penhew Foundation.
- **Link:** various letters from Edward Gavigan, addressed from his Mayfair home, can be found in Robert Huston's headquarters in the City of the Great Race (**Carlyle Papers Australia #4**) and Sir Aubrey's workshop on Gray Dragon Island (**Carlyle Papers China #10**).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

An intelligent and polished man of the English upper class, Gavigan is an astute and intelligent adversary. He is the main threat and villain of the England chapter.

Outwardly to society, Gavigan is the director of the Penhew Foundation and a respected academic in matters of ancient Egyptian antiquities. Secretly, he is the high priest of the London branch of the Brotherhood of the Black Pharaoh; a formidable sorcerer, he runs the organization with an iron fist.

Though Gavigan is the epitome of an upper class and wealthy Englishman, he was relatively poor as a young man owing to a disagreement with his father, who withdrew Gavigan's allowance. His interest in Egyptology eventually led him to the door of Sir Aubrey Penhew, where Gavigan spent many years scheming and dealing his way into Sir Aubrey's confidence. Eventually, Sir Aubrey revealed to Gavigan the majesty of the Black Pharaoh; Sir Aubrey told Gavigan the return of the Black Pharaoh was imminent, and that Gavigan would play a significant role in the Great Plan. In time, Sir Aubrey departed with Roger Carlyle, leaving Gavigan in his stead as director of the Foundation and leader of the London Brotherhood. Gavigan defers to his old master, Sir Aubrey, in all matters; more so than in his dealings with Omar al-Shakti (**A Dangerous Man**, page 344), who Gavigan is convinced despises him (true; al-Shakti doesn't trust the Englishman and would prefer Zahra Shafik to have total control of the London Brotherhood).

Gavigan's father died a few years ago and finally his inheritance, so long withheld, came to him. Now, he is

independently wealthy and enjoys material life as much as he enjoys being empowered by the gods; favoring Savile Row tailored suits, elegant jewelry, and an expensive and new wristwatch (still a relatively new item of personal adornment).

Relishing the power he commands as high priest, which goes hand-in-hand with the authority he demands as the Foundation's director, Gavigan is well placed to ensure that the essential activities of the Brotherhood remain out of the public eye. The word of a respected academic versus that of a gaggle of unwashed (and possibly foreign) conspiracy theorists is a one-sided argument. At his word, the investigators can be barred from learned institutions, pilloried in newspapers, or named in libel lawsuits. If he can tie them to disastrous events in another country (New York City, or elsewhere if the investigators come to London later in the campaign), he may leak biased and very damaging stories about them to the press or police.

Should the investigators attempt to pin anything on Gavigan, perhaps via Inspector Barrington (page 250), he may be brought in by the police for questioning but soon departs with his solicitor, who uses legal trickery and Gavigan's public standing to get any accusations thrown out. Witness testimony is easily discounted for a man of Gavigan's stature (or witness evidence can be retracted with suitable bribes or intimidation). While Barrington may believe the investigators, the detective will, ultimately, be frustrated and annoyed that the British legal system can't make charges stick to a man like Gavigan.

With enough incentive from the investigators, Gavigan could declare all-out war against them—kidnapping, break-ins, beatings, murder, and arson are all possibilities—that's before he even thinks to utilize Mythos magic.

Gavigan's utter confidence may be his undoing. Focused on the delivery of machine parts for Sir Aubrey's rocket (see the **China** chapter) and possibly distracted by the nuisance created by the investigators, he is unlikely to see the threat from Zahra Shafik (**The Schemes of Zahra Shafik**, page 259).

- **Description:** slim and superbly dressed, balding hair, manicured nails, and clean-shaven.
- **Traits:** a mask of charm and grace, coupled with good manners, hides an insane ego intent on the accumulation of personal power.
- **Roleplaying hooks:** if he cannot dissuade the investigators with outright lies and deception, he uses his cult minions to follow and then deal with them. If necessary, he resorts to magic and summons the **Thing in the Fog** (page 206). If they intrigue him enough, he attempts to capture the investigators to learn what they know before sacrificing them to his dark god at **Misr House** (page 269), his Essex estate.

Zahra Shafik, 36, *spice dealer and high priestess*



- **Link: Inspector Barrington of the Yard** (page 250) supplies a lead to Zahra Shafik and Empire Spices.
- **Link:** Yalesha Essam mentions Shafik (**Blue Pyramid Club**, page 253).
- **Link:** photograph of Zahra Shafik with Omar al-Shakti (**A Dangerous Man**, page 344, Egypt).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

High priestess of the London Brotherhood, Zahra Shafik is a power-hungry rival to Edward Gavigan and a cunning adversary for the investigators. From Empire Spices, her spice shop in Soho, Shafik controls most of the day-to-day operations of the London Brotherhood, essentially acting as Gavigan's mouthpiece and enacting his will.

Born and raised in Egypt, her talent for manipulation and keen intellect brought her to the attention of Omar al-Shakti, who nurtured her and brought her into the worship of the Black Pharaoh. In time, Shafik was sent to London to be Edward Gavigan's high priestess, while also acting as al-Shakti's eyes and ears. Occasionally, Shafik assists the Penhew Foundation, providing briefings on Cairo and Egyptian social customs for expeditions sponsored by the Foundation. She has made London her home and continues to monitor Gavigan and report back to al-Shakti, while directing the day-to-day activities of the cult's rank and file from her store in Soho.

Not content with being subordinate to Gavigan, a man she despises, Shafik aims to take control of the London chapter, eliminating Gavigan in the process. For some months, she has been recruiting followers loyal to her and not Gavigan. While content to bide her time until the moment is right to strike, she may see an opportunity with the arrival of the investigators and attempt to use them through guile and misdirection to achieve her goal. Shafik is not beyond employing magic to change her appearance to mislead, or to dominate the will of an investigator to implant a command to kill Gavigan (**The Schemes of Zahra Shafik**, page 259). While al-Shakti has not authorized her to eliminate Gavigan, she is sure her true master will approve of her initiative.

Shafik's role in the campaign is a wild card, able to be adjusted by the Keeper as necessary.

- **Description:** slender, with long dark hair and enchanting green eyes; a great beauty (some liken her to Cleopatra). Usually elegantly dressed in black. Note that she is often disguised; her true identity may not be revealed to the investigators until it's too late.
- **Traits:** quick to anger, intolerant of failure, and highly manipulative.
- **Roleplaying hooks:** wants to understand the investigators' mission and whether they can be used to enact her will. She attempts to manipulate the investigators to eliminate Gavigan, leaving the way clear for her to assume full control of the London Brotherhood.

Puneet Chaudhary, 44, *Limehouse warehouse owner*

- **Link:** trucks from the Penhew Foundation lead to Chaudhary's warehouse (**Watching Gavigan and the Penhew Foundation**, page 204).
- **Link:** paperwork mentioning Chaudhary may be found in the Penhew Foundation (**Secret Room (Basement)**, page 202).



Puneet Chaudhary owns a goods warehouse on Queen Street near the Limehouse Docks. He imports and exports all manner of goods, including illegal merchandise and off-the-book items for Edward Gavigan and the Brotherhood.

Chaudhary is not a member of the Brotherhood and is uninterested in such matters: he prefers the accumulation of money. The Brotherhood pays him well to illegally transport machinery parts to Shanghai, as well as relics and antiquities of interest to the cult. He keeps his mouth shut, as to do anything else would risk this lucrative business.

Chaudhary always carries a knife and a garrote. A fearless and dangerous man if crossed, he has no remorse in dispatching those who interfere with his business. Thus, only if he believes the investigators to be a threat will he act against them. If he believes he can profit from them, he attempts to con investigators looking for information—perhaps he offers, for a price, to "lose" a couple of the Penhew Foundation's crates; the crates will contain junk and nothing of relevance. If sore investigators come back looking to make trouble, Chaudhary has his men (see **Lascars**, page 210) on hand to send them on their way.

- **Description:** average height and weight, with a bushy mustache and a kind face (a mask he uses to lull others into underestimating him). Usually wears a suit.
- **Traits:** greedy, cunning, and fearless (willing to take on superior odds in combat).
- **Roleplaying hooks:** a link in the chain supplying rocket parts from Edward Gavigan to the Pale Viper (Sir Aubrey) in Shanghai; leads the investigators to the ***Ivory Wind*** (page 210).

Frank Marshall, 36, *foreman and cultist*

- **Link:** Edward Gavigan takes the train from London to Derby to visit Henson Manufacturing once a month (**Watching Gavigan and the Penhew Foundation**, page 204).
- **Link:** receipts for goods delivered to Henson Manufacturing can be found in Gavigan's secret room at the Penhew Foundation (**Secret Room (Basement)**, page 202).
- **Link:** ledger in Gavigan's secret room at Misr House (**Carlyle Papers England #12**).



Devoted to Edward Gavigan, Marshall is a high-ranking member of the London Brotherhood. Having previously proved himself as reliable and calm under pressure, Gavigan ordered him to handpick a team to supervise a secret operation in Derby (**Henson Manufacturing**, page 262).

Marshall has an athletic physique, strong in mind and body. If he lives long enough, he will one day be favored by Nyarlathotep and may even go on to take command of the London Brotherhood (although Zahra Shafik will oppose this).

Marshall is the foreman at Henson Manufacturing but, in reality, lets the engineers get on with their work while he ensures the deliveries of components are conducted without issue or delay. He will willingly give his life for the cult and is relentless in his pursuit of those who wrong his "brothers."

- **Description:** tall and muscular, unkempt hair, with a scar on his left cheek.
- **Traits:** calm under pressure, cunning.
- **Roleplaying hooks:** visitors to Henson Manufacturing are unwelcome and all are turned away no matter what "paperwork" the investigators try to use to gain entry. If the investigators make their presence known, Marshall sends his men to keep an eye on them and, if necessary, capture them for questioning before sending them off to Misr House.

MINOR NPCS

The following NPCs play significant but relatively minor roles in the campaign.

Thomas Kinnery, 36, *Edward Gavigan's private secretary*

- **Link: The Penhew Foundation**, page 196.

An obsequious weasel of a man, who follows Edward Gavigan around like a faithful hound. Kinnery works at the Penhew Foundation and manages Gavigan's diary, arranging appointments and meetings, as well as ensuring "time wasters" are shown the door.

Kinnery is a member of the Brotherhood of the Black Pharaoh and usually accompanies Gavigan when rites are held at Misr House, but does not join his master on visits to Henson Manufacturing in Derby. Kinnery is aware that Henson Manufacturing is producing special components for Sir Aubrey but little more than that.

Devoted to Gavigan, Kinnery will gladly give his life to protect his master but is a weak link. If captured and interrogated by the investigators he may inadvertently reveal secrets, such as when the next rite at Misr House is due to take place, or that Gavigan makes regular trips to Derby.

- **Description:** small frame in a pinstripe suit, pointed nose, and angular features.
- **Traits:** subservient, dutiful, and aloof.
- **Roleplaying hooks:** controls Gavigan's diary and wants to know why the investigators wish to make an appointment; may inadvertently reveal organizational secrets; gives his life to save his master.

Lars Torvak, 54, *captain of the Ivory Wind*

- **Link: The Ivory Wind**, page 210.



The alcoholic Norwegian has no knowledge of the Brotherhood of the Black Pharaoh, and has no personal dealings with Edward Gavigan. Puneet Chaudhary pays Torvak to transport the cult's goods to Ho Fang in Shanghai. The captain of the *Ivory Wind* is aware that most of these goods are undocumented but the money he is paid makes him turn a blind eye. Torvak has little interest in the goods and believes they are rare antiquities.

Torvak fears imprisonment and loss of his ship, so playing on those fears makes him far more pliable (possibly granting a bonus die to social skill rolls).

- **Description:** graying beard and hair, weathered skin, and bright blue eyes.
- **Traits:** apathetic and moody.
- **Roleplaying hooks:** despite the money he is paid, Torvak fears the authorities and worries about the loss of his ship and imprisonment. May be coerced into revealing details of his business with Chaudhary.

Abdul Nawisha, 48, *owner of the Blue Pyramid Club*

- **Link: The Blue Pyramid Club**, page 253.



A large Egyptian man, Nawisha runs the Blue Pyramid Club in Soho. He knows of the Brotherhood of the Black Pharaoh and fears the cult, but is not a member and prefers to keep a low profile so as not to annoy Zahra Shafik and the other cultists who use his club as a meeting place. In exchange for his silence, Nawisha is well paid to ignore the cult's business, which includes using the club's cellar to hold captives before they are transported elsewhere.

- **Description:** portly, plodding, with balding hair.
- **Traits:** circumspect.
- **Roleplaying hooks:** fearful of retribution, he keeps quiet and may double-cross the investigators.

Yalesha Essam, 19, *dancer at the Blue Pyramid Club*

- **Link: Meeting Yalesha**, page 255.



Yalesha is a young Egyptian belly dancer at the Blue Pyramid Club. Her boyfriend Badru was recently abducted and killed by the Brotherhood of the Black Pharaoh. While fearful of the cult, she wants revenge and seeks out the investigators for their aid.

- **Description:** slender, with long flowing hair and dark eyes.
- **Traits:** risk taker, assertive, and desperate.
- **Roleplaying hooks:** fueled by revenge, she wants to help the investigators to destroy the cult and can reveal important clues.

PULP OPTION: DETECTIVE INSPECTOR JOHN CRAIG, 69, RETIRED POLICEMAN

It is entirely possible that the investigators antagonize, alienate, or simply fail to get Inspector Barrington on their side. Should the need arise, the Keeper may wish to introduce Detective Inspector Craig as Barrington's mentor, now retired but still steadfastly opposed to occult shenanigans in his "old manor." The investigators might see Craig while they are talking to Barrington, with Craig perhaps overhearing part of the conversation and then seeking out the investigators as they have piqued his interest. If necessary, his relationship with the investigators could provide another means to bring the police on side.

Craig remains a sturdy man, despite being confined to a wheelchair. He looks like he could still land a hefty punch to any villain in arm's reach. A down-to-earth sort of fellow, Craig is unlikely to reveal the extent of his dealings with dark forces unless he completely trusts his companions.

Craig first encountered the Mythos during the events of the scenario "Signs Writ in Scarlet" (Chaosium's 1993 collection, *Sacraments of Evil*) and again in "Once and Future King" (Pagan Publishing's 1996 supplement, *The Golden Dawn*) along with his then boss Detective Inspector Cleveland, who was not unlike Barrington and part of the reason why he took the young Detective Constable Barrington under his wing.

- **Description:** white and thinning hair, smartly dressed in casual suit, and the physique of a once athletic and powerful man. Unable to walk and confined to a wheelchair.
- **Traits:** shrewd, insightful, and aware that dark forces lie beyond the common man's perception.
- **Roleplaying hooks:** knows a danger when he sees it and can exert pressure on Inspector Barrington to give some begrudging cooperation to the heroes. May become aware of the heroes through Barrington himself or through Mickey Mahoney, if he is made aware of potential occult connections and problems in getting Barrington on side.

Edjo, 26, *fanatical devotee of Zahra Shafik*

- **Link: Empire Spices**, page 256.



Devoted to Zahra Shafik, who picked Edjo up off the streets when he first arrived in England from Egypt. A faithful servant who helps out at Empire Spices by cleaning and taking in deliveries. He also sleeps in the store. He has been inducted into the cult and dotes upon his mistress. A little slow-witted, he often gets distracted.

- **Description:** tall and lanky, in scruffy overalls.
- **Traits:** passive and obedient (to Shafik), quick to anger at those who threaten his mistress.
- **Roleplaying hooks:** creeps about Empire Spices; acts to protect Zahra Shafik if troublemakers come to her door.



Opposite: Map of Central London


KEY
1 Grand Union Canal
2 King's Cross Station
3 St. Pancras Station
4 Euston Station
5 Gray's Inn
6 Liverpool St. Station
7 British Museum
8 Smithfield Markets
9 Penhew Foundation
10 St. Bartholemews Hospital
11 General Post Office
12 Public Records Office
13 The Scoop
14 The Bank of England
15 Miles Shipley's Home
16 Royal Courts of Justice
17 St. Paul's Cathedral
18 Blue Pyramid Club
19 Times Office
20 Inns of Court and Chancery
21 Covent Garden
22 Blackfriars Station
23 King's College
24 Blackfrairs Bridge
25 Royal Academy
26 Southwark Bridge
27 The Tower of London
28 The National Gallery
29 London Bridge
30 Waterloo Bridge
31 Charing Cross Station
32 Tower Bridge
33 London Library
34 Admiralty
35 War Office
36 Hyde Park
37 Waterloo Station
38 Green Park
39 St. James's Park
40 Westminster Bridge
41 Buckingham Palace
42 Houses of Parliament
43 Westminster Abbey
44 Lambeth Palace
45 Elephant and Castle Station
46 Lambeth Bridge
47 Vauxhall Bridge
The Thames
Environs of
LONDON
HACKNEY
ESSEX
SOHO
CITY OF LONDON
LIMEHOUSE
WESTMINSTER
LAMBETH
Isle of Dogs
GREENWICH
DEPTFORD
0 1 2
SCALE IN MILES
The city of
LONDON
EXPLANATION
Railway
SCALE IN MILES
London's Position in
ENGLAND
SCOTLAND
North Sea
Carlisle
Newcastle
York
Irish Sea
Liverpool
Manchester
Derby
Nottingham
Norwich
Cambridge
WALES
Oxford
Bristol
LONDON
Dover
Southampton
Plymouth
English Channel



INITIAL INVESTIGATIONS

A rambunctious editor and a learned gentleman offer tantalizing clues and information for investigators short on answers.

This section focuses on the two key leads the investigators have for London: Mickey Mahoney at *The Scoop*, and Edward Gavigan at the Penhew Foundation.

Information gathered from Mahoney puts the investigators on the trail of two sidetrack scenarios, **The Chelsea Serpent** (page 215) and **The Derbyshire Horror** (page 227). A third story concerns the **Slaughter in Soho** (page 250), and directly involves the Brotherhood of the Black Pharaoh. The core plot picks up again in **Machinations of the Brotherhood** (page 262), which presumes the investigators begin to close in on Edward Gavigan's dealings with Henson Manufacturing and Misr House and, ultimately, this chapter's conclusion.

THE SCOOP

The investigators meet one of Jackson Elias' old friends and are directed to three mysteries.

- **Link:** Kensington gives Mickey Mahoney's name to the investigators (**Prospero House**, page 128, America).
- **Link:** if the investigators miss the link from Kensington, they may recollect Mahoney's name from previous correspondence with Jackson Elias, or may simply come across a copy of *The Scoop* while in London and become intrigued with its sensational stories (a copy might be spied on Inspector Barrington's desk).

The offices of *The Scoop are* easily found on the third floor of a shabby building in Fleet Street, not far from Ludgate Circus. Mickey Mahoney is greatly saddened by Elias' death, having long known of it from the press wires. Initially a little reserved and wary, he soon warms to the investigators and is pleased to hear about their exploits so far. While anxious to help, Mahoney can quickly sour on the investigators if they appear incompetent.

WHAT MAHONEY KNOWS ABOUT JACKSON ELIAS

Mahoney relays that Elias was recently in London and promised him a story about an evil cult operating in the heart of the city. Elias hinted that the cult might be well connected but didn't provide any hard proof. Mahoney never got the story but would love to have it, and offers to pay the investigators up to fifteen English pounds ($75) if they can bring him the full salacious details.

Of course, Mahoney is more than happy to take any sort of odd, saucy, or gruesome story, and pays equally well for photos of cute models in their underwear (with such accompanying stories as "Her Cornish Holiday"). A true professional, Mahoney cares about truth unless not caring brings more cash.

The investigators can gain the following information from Mahoney:

- Elias never mentioned the name of the cult, nor did he talk about his evolving suspicions.
- Elias was keen to browse through *The Scoop*'s back issues and picked out some stories that caught his eye. The investigators are welcome to do the same but Mahoney recalls that Elias seemed interested by only three stories in particular.
- The three stories of interest to Elias are all unsigned (no named author). Mahoney says that he may have rewritten them from wire or stringer copy, "To give 'em that little extra whoosh!" (**Elias' Newspaper Research**, following.)
- Mahoney does not know if Elias followed up on any of these stories. The man seemed rushed and desperate, and he soon left for New York (as he had been found out by Gavigan, though Mahoney does not know this). As far as Mahoney knows, the Penhew Foundation and Edward Gavigan are completely above-board.

Keeper note: if the investigators have failed to pick up on clues directing them to the Penhew Foundation, Mahoney could "remember" Elias mentioning he had arranged a visit to meet with the Foundation's director.

Elias' Newspaper Research

Elias was interested in three stories from *The Scoop's* back issues. The first two stories—**Carlyle Papers England #1: The Chelsea Serpent** (nearby) and **Carlyle Papers England #2: The Derbyshire Monster** (page 194)—lead to sidetrack adventures that are not significantly related to the core campaign, while the third—**Carlyle Papers England #3: Slaughter in Soho** (page 195)—deals directly with the Brotherhood of the Black Pharaoh.

While Mahoney recollects the headlines of the three stories, his memory is vague concerning their details. The investigators need to dig through the back issues to find the articles, unless they can persuade Mahoney to do this for them. Either way, 1D4+1 hours—reduced to an hour with a successful **Library Use** roll—finds the three stories. Once they're found, Mahoney looks through his notebooks and provides the following information.

- **Carlyle Papers England #1:** the story was prompted by a small, unsuccessful show given by an artist named Miles Shipley. The artist's home address is on file as 6, Holbein Mews, Chelsea, London SW1W.

Carlyle Papers England #1

THE SCOOP

SHOCKING CANVASES CRAZE

LOCAL ARTIST'S MONSTROUS SCENES MOCK 'SURREALISTS'

NOW COLLECTORS CAN BUY savage scenes which rival or surpass the worst nightmares of the Great War, but which are far more exotic than that grim business.

London artist Mr Miles Shipley's work is being sought out by collectors, who have paid up to £300 for individual paintings. This correspondent has seen a number of the works of artist Miles Shipley, and finds them repulsive beyond belief. Maidens ravished, monsters ripping out a man's innards, shadowy grotesque landscapes, and faces grimacing in horror represent only a fraction of Shipley's nightmarish work.

Despite their repellent content, these works are conceived and executed with uncanny verisimilitude. Mr Shipley's imagination is sublime and it is almost as though the artist had worked from photographs of alien places surely never of this Earth! The artist reportedly is in contact with 'other dimensions' in which powerful beings exist, and says he merely renders visible his visions.

Mr Shipley is a working class man without formal artistic training, who has nonetheless made good where thousands have failed. Art critics say that Shipley provides an English answer to the Continental artistic movement of Surrealism, whose controversial practitioners have still to convince John Bull that the way in which a thing is painted is more important than what is painted. A tip of the hat to Mr Shipley for exposing those frauds!


DON'T FAIL TO SEE NYARLATHOTEP IF HE COMES TO PROVIDENCE. HE IS
WORLD M
WONDERFUL. HE HAUNTS ONE FOR HOURS AFTERWARDS. I AM STILL SHUDDERING AT WHAT HE SHOWED.
ARCTIC OCEAN
GREENLAND
BEAUFORT SEA
BAFFIN BAY
Arctic Circle
HUDSON BAY
CANADA
ICELAND
BRITISH ISLES
IRELAND
Vancouver
Montreal
Chicago
New York
USA
San Francisco
Washington
Los Angeles
PACIFIC
ATLANTIC
Tropic of Cancer
GULF OF MEXICO
MEXICO
CUBA
Mexico
HONDURAS
JAMAICA
CARIBBEAN SEA
ANTILLES
NICARAGUA
GUATEMALA
SALVADOR
COSTA RICA
PANAMA
VENEZUELA
COLOMBIA
GUYANA
Equator
OCEAN
ECUADOR
PERU
Lima
BRASIL
La Paz
BOLIVIA
PARAGUAY
Asuncion
Rio de Janeiro
Tropic of Capricorn
ARGENTINA
URUGUAY
Montevideo
Santiago
Bueno Aires
Lisbon
SPAIN
MOROCCO
Villa Cisneros
MAURITANIA
GAMBIA
GUINEA
SIERRA LEONE
LIBERIA
Route of t
Expe
By Olivier
PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN

MAP. 1925

HORRIBLE ? HORRIBLE BEYOND ANYTHING YOU CAN IMAGINE ? BUT



WONDERFUL. HE PAINTS ONE FOR HOURS AFTERWARDS. I AM STILL SHUNNING AT WHAT HE SHOWED.

he Carlyle
dition

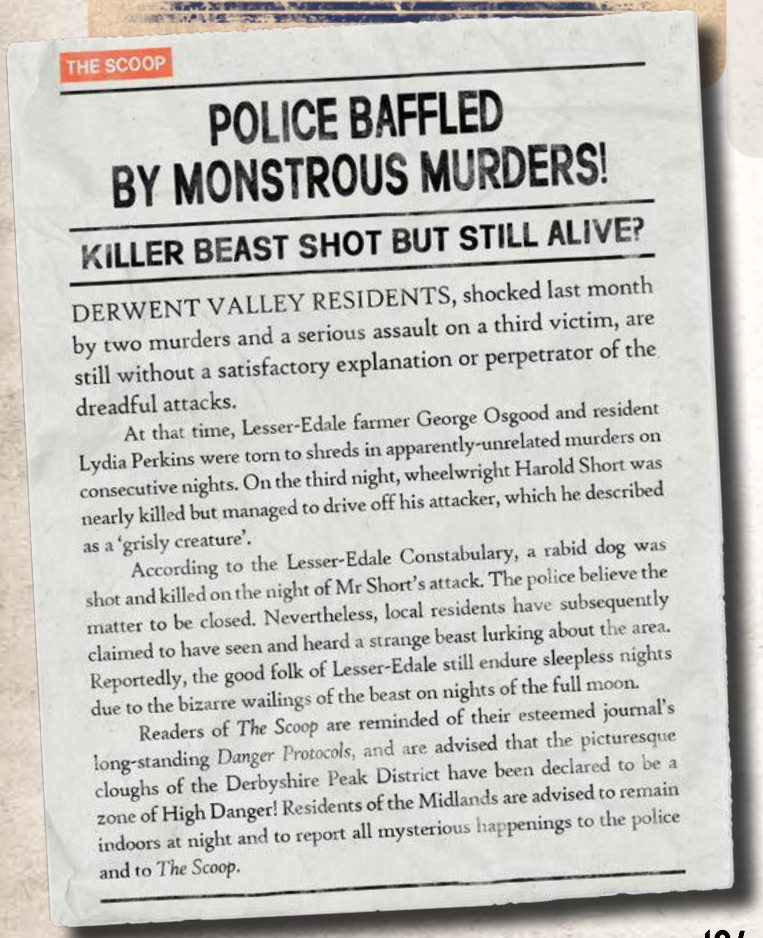
Sanfilippo *

PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN

PULP: MAHONEY ATTACKED

A worried call from Mahoney to the investigators' hotel about suspicious types loitering outside *The Scoop's* offices could alert the heroes to the cult's impending attack, allowing them to arrive just seconds after the cultists enter the offices and assault the editor. Equally valid, the Keeper may decide to have the attack take place while the heroes are on the premises, perhaps when they have returned to question Mahoney further or delve deeper into the newspaper's archives.

Increase the number of cultists to eight. While their intention is to kill Mahoney, they will run if faced with superior opposition; a chase sequence may ensue across the rooftops of London. Should any of the cultists be captured, they refuse to talk, as they fear Gavigan more than they fear death. At best, the heroes might get confirmation that Gavigan was behind the attack. Use the **Average Brotherhood Cultists (England)** profiles on page 287—not forgetting to use the pulp statistics given.



THE SCOOP

POLICE BAFFLED BY MONSTROUS MURDERS!

KILLER BEAST SHOT BUT STILL ALIVE?

DERWENT VALLEY RESIDENTS, shocked last month by two murders and a serious assault on a third victim, are still without a satisfactory explanation or perpetrator of the dreadful attacks.

At that time, Lesser-Edale farmer George Osgood and resident Lydia Perkins were torn to shreds in apparently-unrelated murders on consecutive nights. On the third night, wheelwright Harold Short was nearly killed but managed to drive off his attacker, which he described as a 'grisly creature'.

According to the Lesser-Edale Constabulary, a rabid dog was shot and killed on the night of Mr Short's attack. The police believe the matter to be closed. Nevertheless, local residents have subsequently claimed to have seen and heard a strange beast lurking about the area. Reportedly, the good folk of Lesser-Edale still endure sleepless nights due to the bizarre wailings of the beast on nights of the full moon.

Readers of *The Scoop* are reminded of their esteemed journal's long-standing *Danger Protocols*, and are advised that the picturesque cloughs of the Derbyshire Peak District have been declared to be a zone of High Danger! Residents of the Midlands are advised to remain indoors at night and to report all mysterious happenings to the police and to *The Scoop*.

ASKING AROUND ABOUT JACKSON ELIAS

Depending on where the investigators' inquiries take them, librarians, journalists, and others in London may recall talking to Elias, should the investigators think to make general inquiries at London's notable research institutions.

Anyone who came into contact with Elias probably can recall that he was somewhat shifty or nervous, and hurried in his manner. Some may relate that they believed the man to be frightened, as he was constantly looking around, as if being watched or pursued. One or two may have found his demeanor blunt and brash.

If asked what they can remember of Elias' research, most speak of the journalist seeking information about the Carlyle Expedition and its notable members. A few might relate Elias' interest in the Penhew Foundation and also with recent murders of Egyptian nationals in the city.

Note that of all the people the investigators may meet in England, only Edward Gavigan can detail all of Elias' movements while in England—information he is unlikely to share.

- **Carlyle Papers England #2:** this story arose from an article in the Derbyshire regional press, picked up by Mahoney and rewritten for *The Scoop*. What notes exist are scant, merely stating the murders took place in Lesser Edale, a village in rural Derbyshire.
- **Carlyle Papers England #3:** Mahoney remembers that Elias believed the spate of murders were connected. Elias, with his research tucked under his arm, went to see Inspector Barrington at New Scotland Yard.

Carlyle Papers England #2

RESEARCH LOCATIONS

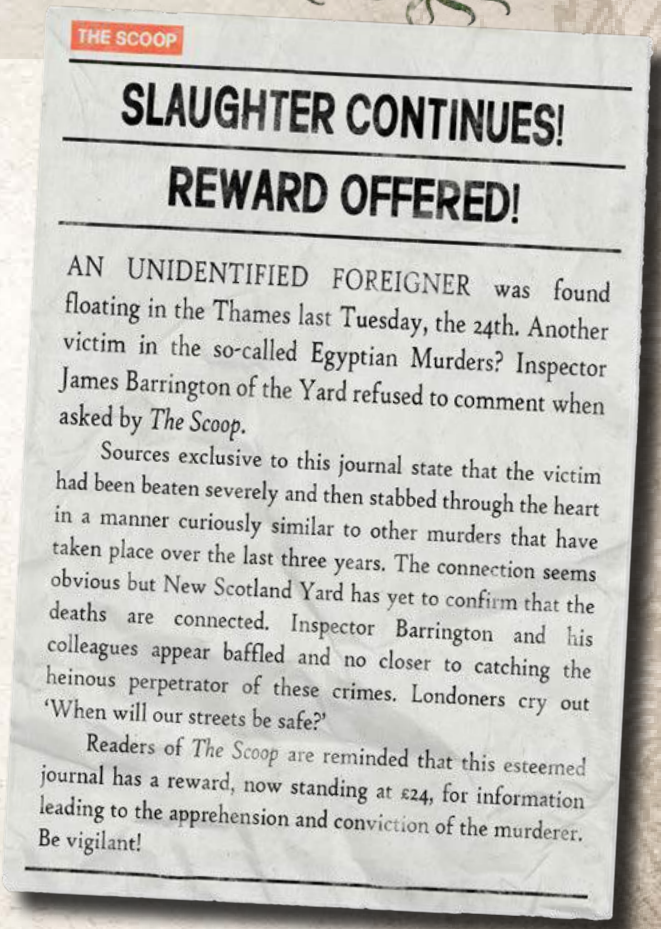
Key clues for the campaign, in the main, derive from the locations and NPCs described in the text; however, the sources for background information and research are less defined, allowing the Keeper to hand-wave such research as they see fit. The following are some of the possible places where the investigators might go to conduct research (there are many more), and are provided here to assist the Keeper in providing additional color and detail.

The British Museum (Great Russell Street)**:** houses all manner of priceless artifacts from across the world, such as the Rosetta Stone. The museum is also home to the **British Library**, although only the library's Reading Room is open to the public. Investigators who demonstrate their scholarly credentials can get a free Reader's Pass, allowing them to request a specific book, which is then brought to their seat. Open daily from 9 a.m. to 6 p.m.

The London Library (St. James's Square): a subscription library (£10 membership per year) that includes a complete back catalogue of *The Times* newspaper, as well as comprehensive religion, occult, travel, and biography sections. Foreign visitors may be able to apply for a short-term membership at a slightly reduced cost. The investigators may inadvertently rub shoulders with a number of famous (or soon to be famous) members, including Rudyard Kipling, Agatha Christie (before her "disappearance" in 1926), Edith Sitwell, Virginia Woolf, and John Betjeman (to name but a few).

Central News Agency (Ludgate Circus): carries back issues for most of the UK's newspapers, as well as a number of major foreign newspapers.

Press Association (off Fleet Street): collects and archives news from the UK's provincial newspapers, providing (for a small fee) an easy way to conduct research on matters outside of London.



THE SCOOP

SLAUGHTER CONTINUES!

REWARD OFFERED!

AN UNIDENTIFIED FOREIGNER was found floating in the Thames last Tuesday, the 24th. Another victim in the so-called Egyptian Murders? Inspector James Barrington of the Yard refused to comment when asked by *The Scoop*.

Sources exclusive to this journal state that the victim had been beaten severely and then stabbed through the heart in a manner curiously similar to other murders that have taken place over the last three years. The connection seems obvious but New Scotland Yard has yet to confirm that the deaths are connected. Inspector Barrington and his colleagues appear baffled and no closer to catching the heinous perpetrator of these crimes. Londoners cry out 'When will our streets be safe?'

Readers of *The Scoop* are reminded that this esteemed journal has a reward, now standing at £24, for information leading to the apprehension and conviction of the murderer. Be vigilant!

Keeper note: another story in the back issues of *The Scoop* (see **Carlyle Papers England #8**) dated nearly two years ago, concerns an encounter with a fog-spawn and relates to **The Thing in the Fog** (page 206). It is advised that the investigators do not find this story before the events of that encounter are played out.

If the investigators have already visited and tipped off Edward Gavigan before they meet Mahoney, they probably have been followed to *The Scoop*. If their subsequent activity proves harmful to the cult, Gavigan sends three cultists to murder Mahoney in a ritual killing. The investigators either hear about the murder in the *Evening Standard* or, perhaps, find the grisly aftermath themselves on a later visit to the newspaper.

THE PENHEW FOUNDATION

A visit to an important clearing-house and museum for Egyptologists, a meeting with an esteemed director, and the chance to learn some dark secrets.

- **Link:** Penhew Foundation business card found at Elias' murder scene (**Information in Room 410**, page 120, America), and Omar al-Shakti's safe (**The Safe**, page 347, Egypt).
- **Link: Inspector Barrington of the Yard** (page 250) mentions Gavigan helped with his inquiries into the Egyptian murders.
- **Link:** Warren Besart's statement (**Carlyle Papers Egypt #1**) mentions shipping stolen artifacts to the Penhew Foundation.
- **Link:** various letters from Edward Gavigan, addressed from his Mayfair home, can be found in Robert Huston's headquarters in the City of the Great Race (**Carlyle Papers Australia #4**) and Sir Aubrey's workshop on Gray Dragon Island (**Carlyle Papers China #10**).
- **Link:** Edward Gavigan is mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

The Penhew Foundation and its director Edward Gavigan are logical targets for investigator scrutiny if they found the business card (**Carlyle Papers America #2**) in Elias' New York hotel room. Otherwise, information gained during the events of **Slaughter in Soho** (page 250) points the investigators in the direction of the Foundation and Gavigan.

Investigators conducting research prior to visiting the Foundation may find the following information, either from pieces in various London newspapers (**Library Use**) or by word of mouth (any social skill) from those in the know.

On the Penhew Foundation

- The Penhew Foundation is in Central London on Devonshire Street (now Boswell St.), off Theobalds Road (a Bloomsbury address north of Oxford Street and west of the British Museum). It is a High Victorian building, of fewer stories and greater ceiling height than the buildings to either side, and altogether grander in scale.
- Public records show the Foundation was established in 1890 by Sir Aubrey Penhew, a renowned Egyptologist. As director of the Foundation, Sir Aubrey oversaw and funded a number of expeditions to Egypt.
- Sir Aubrey was a leading figure in the Carlyle Expedition of 1919 and was among those murdered in Kenya. Currently, Edward Gavigan is the Foundation's director.
- The Foundation issues grants to scholars undertaking the study of Egyptian history and antiquities. Its work also includes negotiating permits with the Egyptian authorities, assisting with planning expeditions, travel itineraries, and the hiring of local labor.
- The Foundation's building in London serves to house Egyptian artifacts recovered from the sands of time, as well as acting as a repository of information concerning Egyptian history and the numerous expeditions undertaken in northeastern Africa.
- Roughly 20 digs in Egypt have been supported by the Foundation, with ten of these happening since Sir Aubrey's untimely death. Unfortunately, many of the sponsored digs have been overshadowed by tragedy while in Egypt; a number of people (20 in all) have died. A few were suicides, but the rest appear to have been murdered by locals.
- Currently, the Foundation has one dig underway near Cairo, led by Dr. Henry Clive, which was excavating on the Giza plateau.

Keeper note: further information concerning Dr. Clive and his team is given in the Egypt chapter (**The Clive Expedition**, page 307).

On Edward Gavigan

- Society columns mention little of Edward Gavigan; however, an occasional note may be found in articles concerning the work of the Penhew Foundation, which describe him as a wealthy and learned scholar of ancient Egypt, and the right-hand man of Sir Aubrey Penhew.

VISITING THE PENHEW FOUNDATION

A high iron fence surrounds the Foundation building at the front and rear. A delivery entrance at the back is wide enough to admit vehicles; the double gate is usually padlocked with two stout chains across it.

A doorman is on duty at the front door (the sole public entrance) from 8 a.m. to 6 p.m., Monday through Friday, while an administrator sits at a desk just inside the main entrance from 8:30 a.m. to 5 p.m., Monday through Friday. At all other times, a single watchman patrols the building, making his rounds once every hour; he guards the collection against fire, burst pipes, and storm damage. Normal office hours for the Foundation are 8:30 a.m. to 5:30 p.m. Most of the employees have a half-hour lunch, beginning at noon.

Within, the building's appointments are opulent, consisting of two stories and a basement. The Egyptian Collection is open for viewing from noon to 4 p.m., Monday through Friday. During those times, two guards

Opposite: Map of the Penhew Foundation

PENHEW FOUNDATION

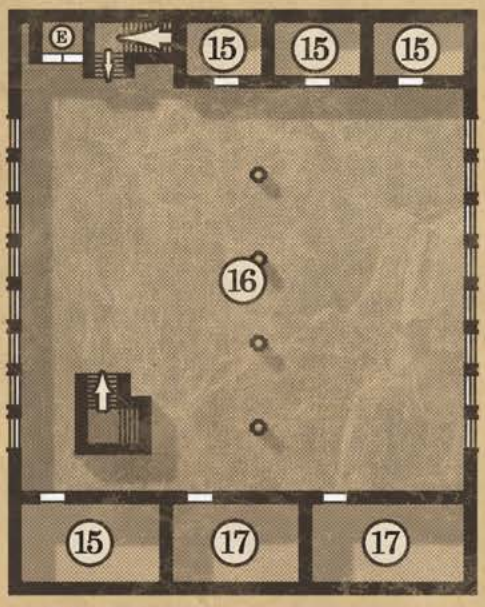
A plan of the grand Penhew Foundation building.

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SCALE IN IMPERIAL YARDS

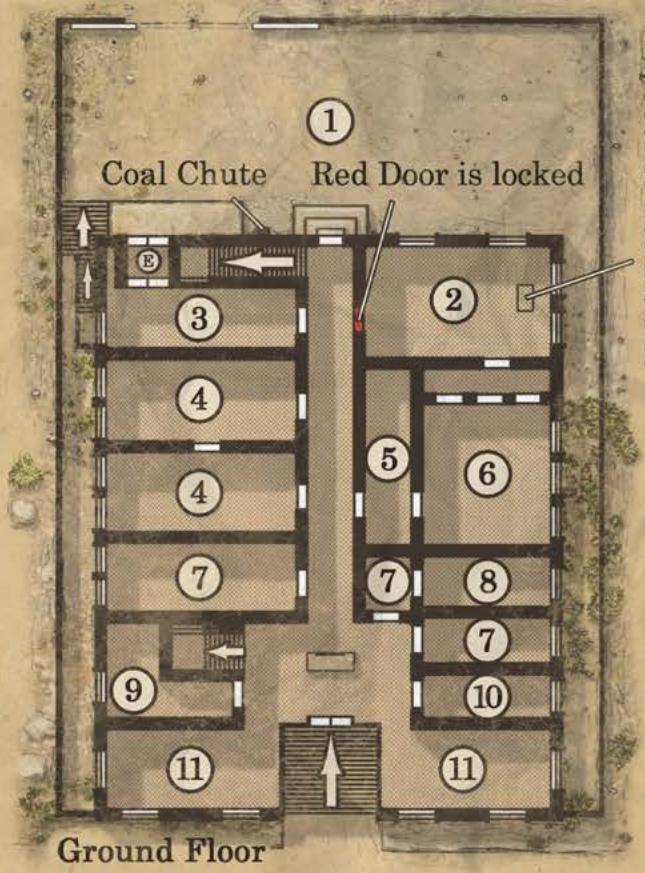
Elevator - Ⓔ

All Arrows Point
Up Stairs



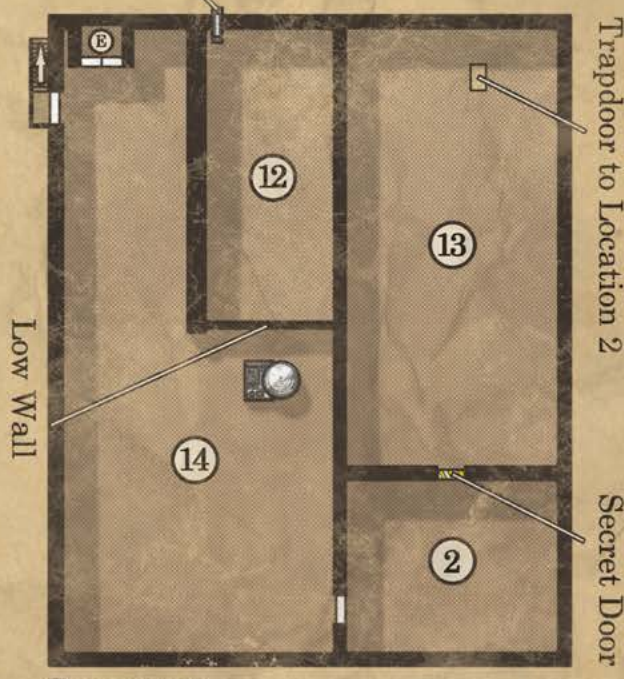
Top Floor

Sliding Gates



Ground Floor

Coal Chute



Basement

Explanation

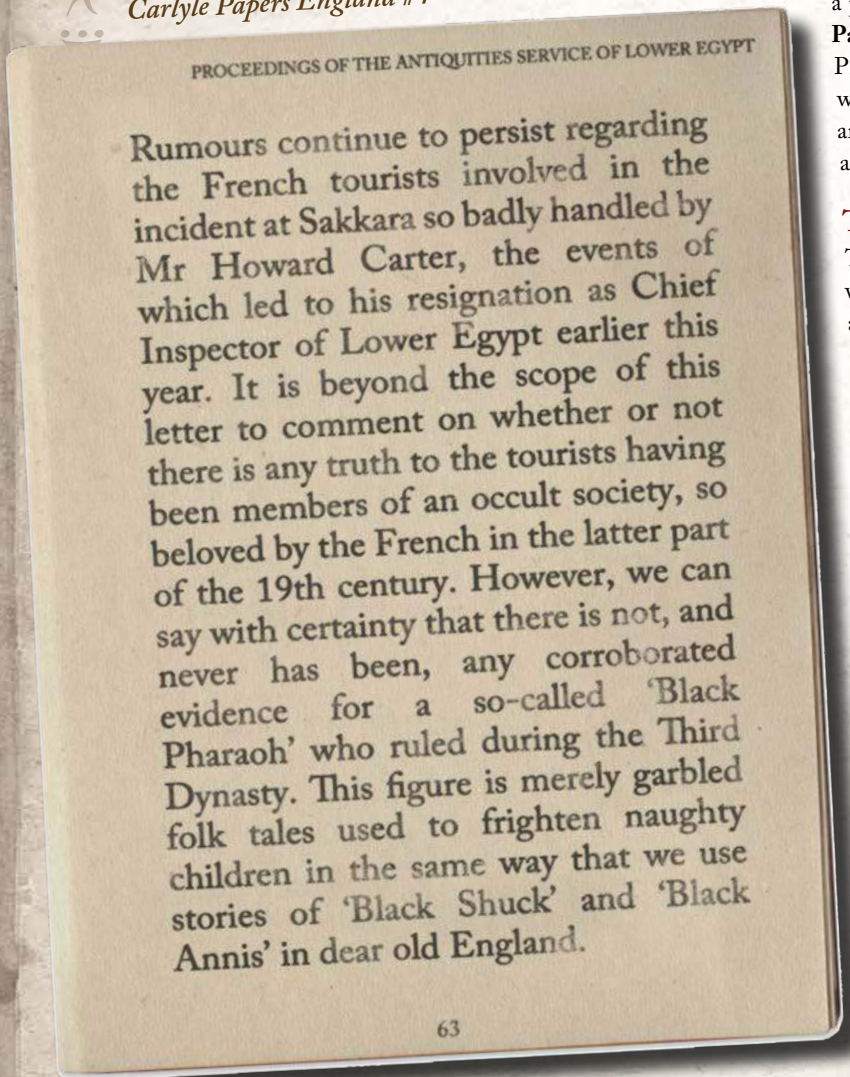
1	Rear Yard
2	Storage
3	Staff Room
4	Library
5	Waiting Room
6	Gavigan's Room
7	Office
8	Supplies
9	Ladies' Water Closet
10	Men's Water Closet
11	Visiting Scholars
12	Coal Store
13	Gavigan's Secret Room
14	Furnace Room
15	File Room
16	Exhibition Room
17	Exam Room

are stationed in the Exhibit Hall. All exterior doors are stout and well made (requiring **Locksmith** or **STR** rolls versus STR 200); interior doors are less stout (STR 100).

Including Gavigan and Thomas Kinnery, Gavigan's private secretary, there are administrators, librarians, and specialists who work at the Foundation, as well as six guards and four workmen. Visiting scholars, archaeologists, and so on, may be found conducting research during the day. A cleaning lady works from 5 p.m. to midnight, nightly. All of the employees are cultists, except for some of the administrators, who may be potential cult recruits if they demonstrate the right aptitude to Gavigan.

Keeper note: investigators who gain access to the rear yard of the building may detect (**Operate Heavy Machinery**, **Mechanical Repair**, or Hard **Spot Hidden** roll) the outside air intake pipe, which feeds air into Gavigan's hidden room (see **Secret Room (Basement)**, page 202).

Carlyle Papers England #4



PROCEEDINGS OF THE ANTIQUITIES SERVICE OF LOWER EGYPT

Rumours continue to persist regarding the French tourists involved in the incident at Sakkara so badly handled by Mr Howard Carter, the events of which led to his resignation as Chief Inspector of Lower Egypt earlier this year. It is beyond the scope of this letter to comment on whether or not there is any truth to the tourists having been members of an occult society, so beloved by the French in the latter part of the 19th century. However, we can say with certainty that there is not, and never has been, any corroborated evidence for a so-called 'Black Pharaoh' who ruled during the Third Dynasty. This figure is merely garbled folk tales used to frighten naughty children in the same way that we use stories of 'Black Shuck' and 'Black Annis' in dear old England.

63

The First Floor

The main business of the Foundation is carried out on the first (ground) floor: evaluating scholars and granting them funds, negotiating permits and exceptions with Egyptian authorities, arranging itineraries and schedules, and acting as a physical and informational repository for things Egyptian, especially Egypt before the Ptolemies. The work of the Penhew Foundation is legitimate, which means it is a convenient cover for Gavigan and the activities of the Brotherhood. On this floor, only Gavigan's office, his closets, and the storage room are of significance to the investigators.

The rest of the ground floor consists of offices, reading rooms for visiting scholars, and associated conveniences. If the investigators are posing as academics, they may gain access to the research facilities for a reasonable donation of £10 ($50) per person, which grants 12 months' access. The library solely concerns things Egyptian, so investigators spending 1D4+1 days (a successful **Library Use** roll halves this time), could find an intriguing passage concerning a pharaoh-like figure of the Fourth Dynasty (**Carlyle Papers England #4**)—the passage relates to the Black Pharaoh, a snippet of information missed by Gavigan, who ensures that any records about his dark master are expunged from the publicly accessible research and books.

The Second Floor Exhibit Hall

The windows of the Exhibit Hall are broad and tall, with ventilator openings at the tops via mechanical arms. The surfaces are finished in marble, and the ceiling is 20 feet (6 m) high. Mummies, glass cases filled with pottery and other artifacts, statuary, and so forth fill the hall in tasteful rows. An air of hushed contemplation pervades.

Nothing in the Exhibit Hall has anything to do with the cult of the Black Pharaoh nor with the Cthulhu Mythos. The file rooms at the front and back are filled with flat-file drawers containing countless carefully evaluated and catalogued artifacts from Dynastic Egypt. If requested, a librarian brings the specified artifacts to one of the examination rooms, although the visitor must be an accredited scholar (**Archaeology** or **History** roll, or a letter of recommendation). The examiner is locked in while making their study of the requested artifacts. When finished, the scholar knocks to be let out, and the artifacts are returned to their cases or files.

MEETING EDWARD GAVIGAN

All meeting requests are handled by Thomas Kinnery, Gavigan's private secretary, who aims to prevent time wasters from getting to see his master. Of course, if Gavigan is already aware of the investigators (perhaps warned in advance by Mukunga M'Dari in New York, or advised by Erica Carlyle of their interest in the Carlyle Expedition), then Kinnery is told to accommodate the investigators' requests for a meeting. In addition, if Jackson Elias' name is mentioned, an interview with Edward Gavigan is not difficult to obtain. Gavigan would love to find out what the investigators know about Elias and his research, as well as determining the investigators' role in such matters.

On arrival for the appointment, the investigators are greeted by Kinnery and taken along the first floor corridor to the waiting area outside Gavigan's office and offered a seat. While the investigators wait, Kinnery sits at his desk writing letters and shuffling papers. Attempts at conversing with Kinnery fall flat; he refuses to be drawn into answering questions, saying he is really quite busy and that Mr. Gavigan will be along soon. Sneaking a peek at the work on this desk reveals only general correspondence and nothing of particular note for the investigators.

After a few minutes, Edward Gavigan strides out of his office and warmly greets the investigators, asking them to join him in his office. Gavigan's manner is friendly and seemingly open.

As they enter the magnificent wood-paneled office, call for a **Spot Hidden** roll: success identifies a modern safe built into the floor in one corner, its door slightly ajar. If the investigators fail the roll, have Gavigan make a show of "realizing" the safe is open and go to close it, saying "One can never be too careful." The open safe is a ploy—see **Gavigan's Office (First Floor)**, page 200, for more details.

What Gavigan says about Jackson Elias

If Jackson Elias' name was used in setting up the appointment, Gavigan acknowledges that Mr. Elias spoke to him concerning Sir Aubrey's participation in the Carlyle Expedition. He expresses sadness at the news of Mr. Elias' death.

Gavigan states he met with Elias just once, when the journalist arranged an appointment to discuss the work of the Foundation. Elias said he was collecting background research on the Foundation's involvement in supporting the Carlyle Expedition. Gavigan says he was pleased to talk about the Foundation's role in grant funding and assistance with arranging travel permits and the like. The meeting was quite short and, after bidding Mr. Elias good day, Gavigan never heard from him again.

While talking about Jackson Elias, an Extreme **Psychology** roll is required to notice that Gavigan is leaving certain information unsaid, as well as detecting that when Gavigan mentions Elias it is with a disdainful air. Further digging by the investigators elicits no further discussion from Gavigan, who changes the subject (to the Carlyle Expedition or to show the investigators the Exhibit Hall) or, if pressed, terminates the meeting.

What Gavigan says about the Carlyle Expedition

Roger Carlyle obtained information, from "an African woman," concerning a shadowy time in Egyptian history about which Sir Aubrey had long been interested. In this ancient time a sorcerer was reputed to have ruled the Nile Valley. Alas, Gavigan smiles, the information proved to be a hoax. In Egypt, the African woman disappeared with the expedition's ready funds, in the amount of some 3,500 British pounds. "We are gentlemen of the world, are we not? Carlyle counted the lost money as insignificant but he was deeply affected by the defection of his African lover."

Fearing the heat and disappointment of Egypt would seriously affect her health, as well as Carlyle's, Hypatia Masters suggested that the group spend the summer months in the relatively cool Kenyan uplands, affording her a wonderful opportunity to use some new lenses to photograph African wildlife. Once there, the group injudiciously entered a dubious territory and, alas, paid for it with their lives. The vast share of the expedition's records were lost in the incident, as Sir Aubrey took them along to work on, while matters were still fresh in his mind.

"Wherever he is, there they are," Gavigan says, and closes the topic of the expedition as well as its records. If the investigators suggest that Sir Aubrey must have sent letters of interest to the Foundation, Gavigan agrees, but explains that they concern much about young Carlyle and how it would be unethical to show such documents to outsiders: "They are private matters unrelated to the work of the expedition. I'm sure you would agree that they are not something I could tolerate getting into the gutter press."

If asked, Gavigan acknowledges that the Foundation is the sole heir to the Penhew family fortune and estates, although he is insulted by such prying and the interview soon concludes abruptly. Otherwise, he is happy to talk about the expedition's findings.

He goes on to say that the expedition did turn up some interesting artifacts from other periods, and was able to dig a number of test trenches to help continue Sir Aubrey's systematic study of Dahshur. They also found some secondary sites in the wastes to the west of the Giza

pyramids. Some of the artifacts were loaned to the British Museum, while a few of the lesser pieces came to reside in the Penhew Private Collection.

Most of the items are still being catalogued for the Egyptian Museum in Cairo; however, Gavigan is eager to show off the "lesser miracles" that were brought to England, taking the investigators upstairs to the Exhibit Hall to show them endless rows of inscribed shards, broken pots, noseless statues, and bas-reliefs of sleek cats and men and ladies wearing thin linen. The tour of the exhibits reveals nothing of note and there are no items of real relevance to the Carlyle Expedition. In terms of his historical knowledge, an **Archaeology** roll finds nothing to fault Gavigan for, but he is irritatingly dull and long winded—Gavigan's ploy to learn what the investigators know of Elias, his discoveries, and their interest in the whole affair. Once he feels sure he has learned all he can from the investigators, he ends the tour and bids them farewell.

Keeper note: as stated in the America chapter, Nyarlathotep's cultists are not aware that Jackson Elias' notes are held by Jonah Kensington (**Prospero House**, page 128, America). If the investigators inadvertently mention this fact to Gavigan he takes note and, following the meeting, relates the information in a telegram to Mukunga M'Dari in New York (assuming the Bloody Tongue's leader is still alive). Soon after, the investigators may be shocked to read of Kensington's death, his body discovered at his home hacked to pieces.

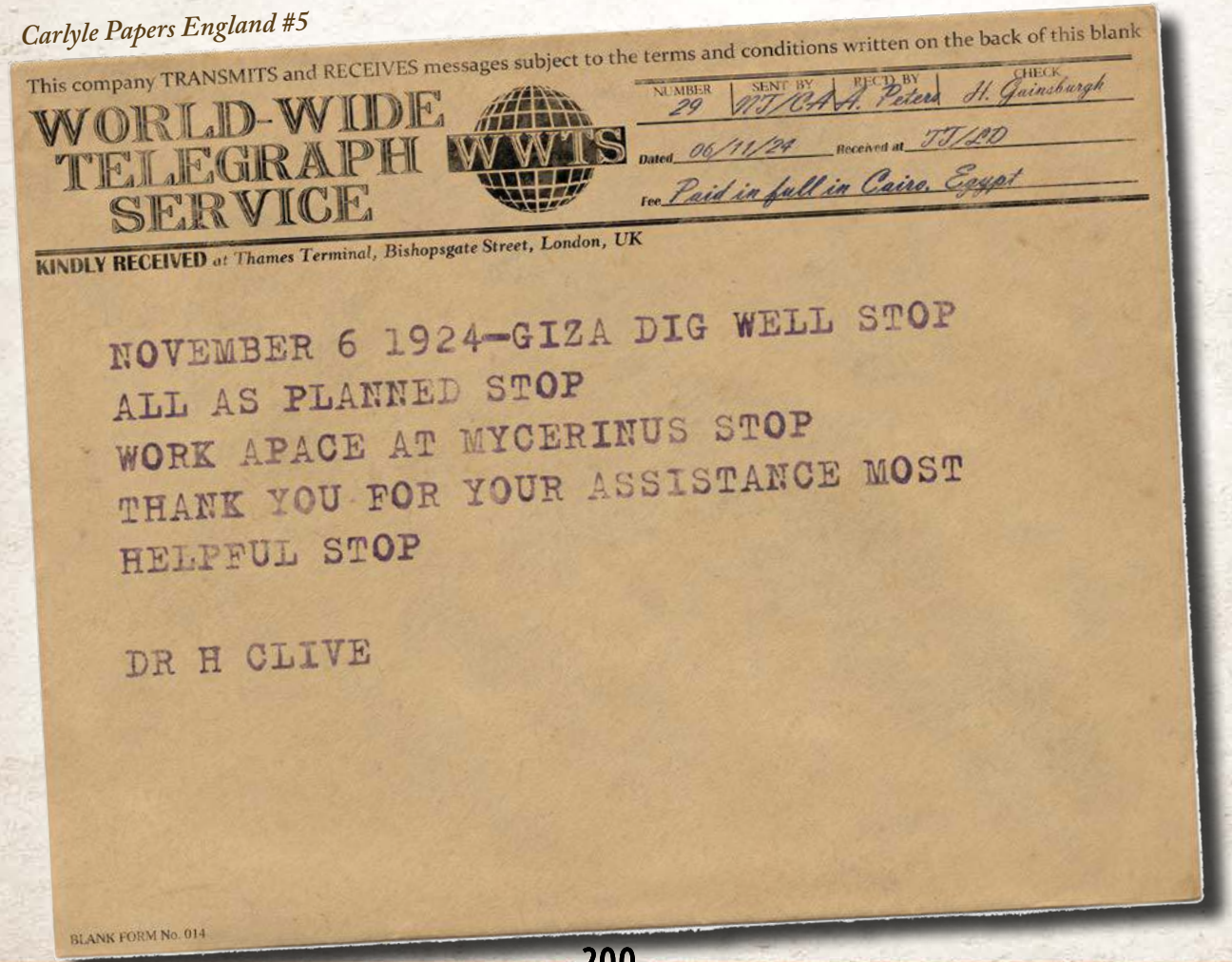
PENHEW FOUNDATION BUILDING: KEY ROOMS

Refer to the nearby plan of the Penhew Foundation building. While the majority of rooms serve the day-to-day functions of the organization, the following areas contain more relevant information for the investigators.

Gavigan's Office (First Floor)

Gavigan's office is kept clear of clutter and his desk is usually free of paperwork. Apart from a row of closets along the north wall, the rest of the wood-paneled walls are bare except for a couple of large oil paintings: one of the Egyptian pyramids, the other a view of the Nile. If the investigators have time to search the room, the following items may be of interest.

Carlyle Papers England #5



This company TRANSMITS and RECEIVES messages subject to the terms and conditions written on the back of this blank

WORLD-WIDE TELEGRAPH SERVICE

WWTS

NUMBER 29 | SENT BY WT/CAA. Peters | RECD BY | CHECK H. Gainsburgh

Dated 06/11/24 Received at TJ/LD

Fee Paid in full in Cairo, Egypt

KINDLY RECEIVED at Thames Terminal, Bishopsgate Street, London, UK

NOVEMBER 6 1924—GIZA DIG WELL STOP
ALL AS PLANNED STOP
WORK APACE AT MYCERINUS STOP
THANK YOU FOR YOUR ASSISTANCE MOST
HELPFUL STOP

DR H CLIVE

BLANK FORM No. 014

Unlocked floor safe: contains a packet of white one-pound notes—all with Gavigan's hand-written signature on the reverse—total worth £100 ($500) drawn by Gavigan from his London bank. If the investigators began to watch Gavigan before their interview with him, they may see him go to the bank and return to his office. No mean chess player, Gavigan has decided to play a little game to determine the investigators' motives by tempting them to steal the easily identifiable money (should they return to rifle through his office at a later point).

A photograph: sitting on the desk in a silver frame is a small photograph of an imposing three-story country mansion. If able to closely inspect the image, the name "Misr House" can be seen in tiny letters at the bottom right (**Misr House**, page 269).

Telegram: within a locked drawer of the desk is a recently arrived telegram from Dr. Henry Clive updating Gavigan on the excavations at the Giza plateau (**Carlyle Papers England #5**).

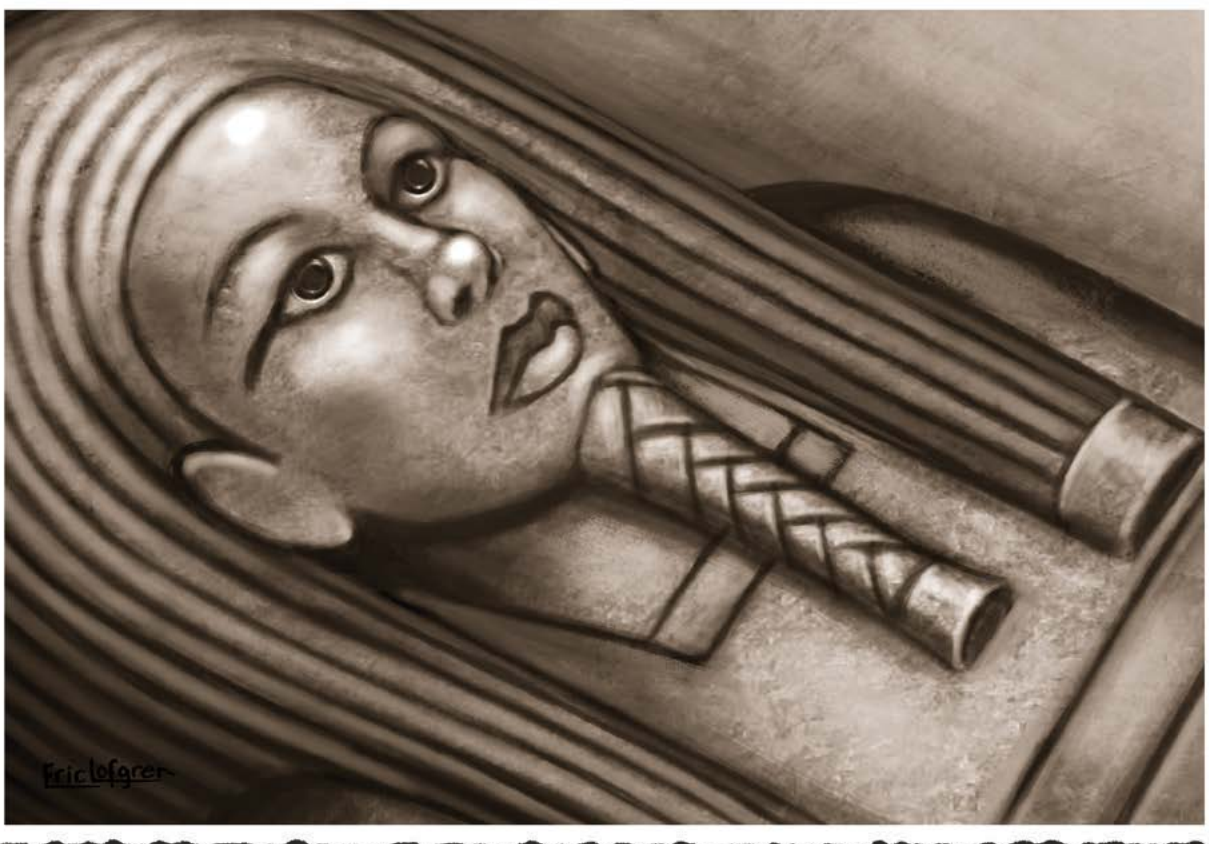
Secret door: the central closet sitting against the north wall hides a secret door. If this closet door is opened, the interior is empty (unlike the other closets, which hold glasses, a port decanter, sundry books, and so forth). The mechanism to reveal the secret door can be found with a successful Hard **Spot Hidden** roll. The passage beyond allows Gavigan to enter the **Storage Room (First Floor)** without being seen.

Storage Room (First Floor)

The door to the storage room is locked; Gavigan carries the key in his jacket and a second key is kept by the guard team. Access is also granted via the secret door in Gavigan's office.

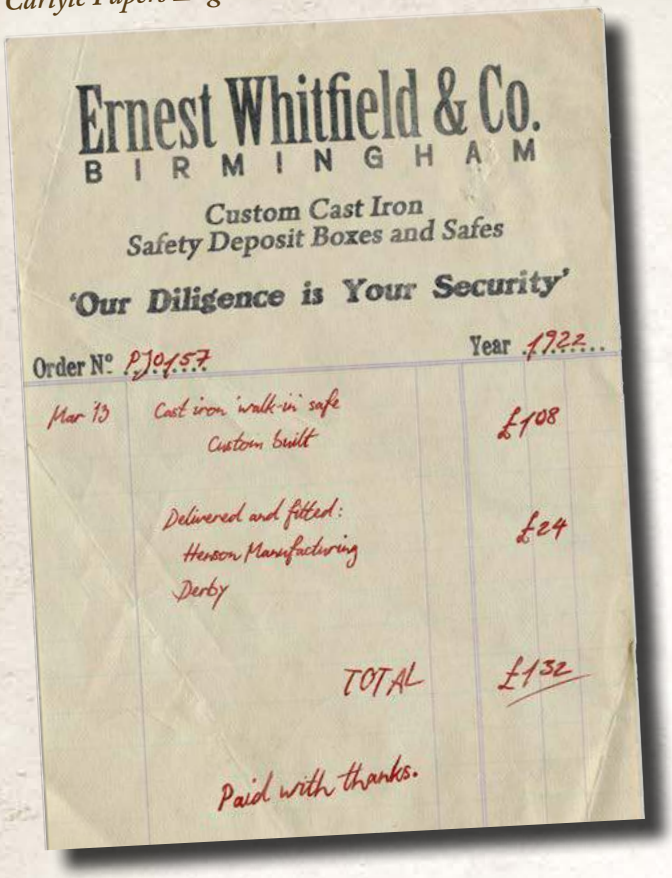
Inside, boxes, crates, old furniture, rolled up rugs, and so on fill the dusty space. If entering from the main door, the various crates and boxes obscure the view inside, requiring the investigators to move a number of the crates out of the way to give them access towards the rear of the room. A thin layer of dust covers the crates, suggesting that no one has been in here for some time. Obviously, careless investigators who make a lot of noise when moving the crates are liable to draw the attention of the guards.

If entering through the secret door from Gavigan's office, it immediately becomes clear that this route into the room is used regularly, as a clear walkway through the thick dust on the floor can be seen. The direction of travel is to one point, an empty mummy case (in pretty poor condition) lying on its back on the floor at the rear of the room. The area around the



The sarcophagus leads to Gavigan's secret room

Carlyle Papers England #6



Ernest Whitfield & Co.
BIRMINGHAM
Custom Cast Iron
Safety Deposit Boxes and Safes
'Our Diligence is Your Security'

Order N°: PJ0157 Year 1922

Mar 13	Cast iron 'walk-in' safe Custom built	£108
	Delivered and fitted: Henson Manufacturing Derby	£24
	TOTAL	£132

Paid with thanks.

case is enclosed by various crates and boxes, creating a sort of barrier to the rest of the room (i.e. from the main door, the mummy case would be near impossible to see). The top of the mummy case is fairly free of dust and somewhat worn.

If one or both eyes on the sarcophagus are pressed twice (if necessary, a **Spot Hidden** roll might suggest this), an electric motor slides the case aside to give access to a set of steep stairs leading down—see **Secret Room (Basement)**. A control button beside the stairs closes the opening. The mummy case can be moved manually if some force is applied (a successful Hard **STR** roll; Regular if two people work in concert); moving the case breaks the mechanism, causing it to open and remain in the open position.

Secret Room (Basement)

This spacious room is enclosed by foot-thick concrete on all sides and is essentially independent from the rest of the building, rather like a box within a larger box. The enclosed stairs (hidden beneath the mummy case in the **Storage Room (First Floor)**) are primarily used by Gavigan. A secret door in the south wall allows larger items to be wheeled in—on the opposite side of the wall, in the main basement of the building; the door is hidden within a wall of shelving and further obscured by empty packing crates. In addition, for those poking around the main basement, there are some telltale clues to the secret room's existence, as several small and not well-disguised connections might be found. An electrical cable leads from the main fuse box directly through the wall, hot and cold water pipes also pass through, as well as a connection to the building's boiler for steam heat. All together, these seemingly innocent supply connections suggest the presence of another basement room. There is also an air-intake pipe leading directly from the roof to the secret basement room that, coupled with an air pump, circulates fresh air through the room. A successful **Operate Heavy Machinery**, **Electrical Repair**, or **Mechanical Repair** roll identifies the outside air intake pipe for the secret room if the rear of the building is studied. Similar skill rolls (or a **Spot Hidden**) made while in the main basement can identify the supply connections cemented through the coal chute wall.

A light switch, on the left-hand wall as one enters (**Luck** roll to find unless someone is specifically searching for it), ensures the room is well lit; otherwise, inky darkness greets the investigators. Light or no, the smell of candles long since burned out lingers in the air. Once there is light to see by, the investigators are greeted with well-maintained furniture (desk, chairs, various tables), stacks of crates and boxes, an ornate chest, a bookcase, and an array of artwork hung about the walls.

Here, Gavigan prepares and experiments with spell casting, as well as storing paperwork not yet removed to Misr House, his Essex country estate. The room contains a variety of materials for invoking Mythos magic (chalk, candles, a few vials of blood, dried human skin, and so on), as well as dubious tomes containing spells.

Next to the desk is a comfortable study area, with seating for small meetings. Two boxes (nearer to the desk) contain a three-day supply of tinned food and water, as well as candles and matches, changes of clothes, and similar emergency supplies. Other notable items found in the room are described below.

Desk: a drawer contains a .32 revolver and a box of bullets, a couple of false passports, and a number of bundles of used five- and ten-pound notes totaling £2,000 ($10,000). Beneath the desk is a stout metal box (2 x 2 x 1 feet) containing miscellaneous paperwork (see following).

Paperwork: various receipts for goods and services, including deliveries to Henson Manufacturing, Derby for wood and coal, iron ingots, copper wiring, and an expensive cast iron safe (**Carlyle Papers England #6**), a receipt from Ferris & Sons of London for the six-month hire of a truck, and a letter from a Mr. Puneet Chaudhary of Ropemakers Fields, Limehouse, relating to the warehousing and shipment of "sundry antiquities" to

Shanghai onboard a ship called the *Ivory Wind*. Underneath the pile of receipts, a business card's edge is wedged into one of the box's corners (**Carlyle Papers England #7**).

Artwork: natural to a man in Gavigan's line of work, a small gallery of art consisting of ancient icons, statues, and wall art is displayed here; however, these pieces depict various Mythos deities and creatures in their blasphemous glory (details below). The pieces of wall art are hung on masonry and stucco surfaces, screwed to the original stone walls.

Keeper note: over the years, expeditions underwritten by the Foundation have brought art pieces with representations of the Mythos back to Gavigan's care, so as to stymie lines of research that their continued presence might have instigated. Most are obviously Egyptian or proto-Sumerian; a successful **Archaeology** roll confirms everything to be extremely old—most dating back to the Twenty-Second Dynasty (circa 943 to 730 BCE, the Middle Intermediate Period), although one piece, a small statuette of a pharaoh-like figure whose face is obscured by a mass of intricately carved squirming tentacles, dates to the late Third Dynasty (circa 2650–2575 BCE, in the Old Kingdom). A successful **Cthulhu Mythos** roll reveals that all of the pieces refer to or depict conceptual forms of Mythos entities. Most of the art is grotesque or horrific enough to induce a **Sanity** roll (0/1D2 loss as a whole). If the investigators meet such creatures later on, they may recall that they were depicted here. In describing the pieces avoid using the monsters' names, and use the following for inspiration.

- A dark winged thing, seemingly both leprous and scaly (byakhee).
- A winged hulking beast, with dragon-like tail and a fang-ringed jaw (shantak).
- A group of prowling human-seeming beings, whose eyes are far too big upon disfigured faces (sand-dwellers).
- Many red-orange colored bursts of color or light that are gathering around a tall dark humanoid, who appears to be on fire (fire vampires).

Tall wooden crate: several wooden crates are stacked about; all but two are open and empty. A tall, closed crate is stenciled "Ho Fang Import/Export, 15 Kaoyang Street, Shanghai, China," in both English and Chinese. In smaller letters are the words "Attention Honourable Ho Fang." The lid can be easily pried off. Inside is a corroded brass statue of a bulbous thing wearing an Asian rice hat; a snake pit of tentacles seem to be bursting forth from beneath the hat. It sends shivers down the spine of anyone touching the cold and strangely oily surface.

Carlyle Papers England #7

EMPIRE SPICES

76 Wardour Street
Soho
London W1F

Keeper note: the statue represents Nyarlathotep in the awful Bloated Woman form. Viewing the statue provokes a **Sanity** roll (0/1D3 loss). The statue is SIZ 100—roughly 330 pounds (150 kg) in weight. Proximity of 3 yards (3 m) or less to this statue adds ten percentiles to the chance of success for the Contact Nyarlathotep (Bloated Woman) spell. The crate's label links to Ho Fang in Shanghai (**A Gentleman of Business**, page 553, China).

Small wooden crate: stenciled "Randolph Shipping Company, Port Darwin, Northern Territory, Dominion of Australia", along with a curious symbol that seems to show a stylized deer's head or winged creature (**Sign of the Sand Bat**, page 457, Australia). In smaller letters are the words "Personal To Mr. Randolph." Inside is a 16 inch (41 cm) high representation of a fat, dragon-like figure, whose evil-looking head is fringed by tentacles, which provokes a **Sanity** roll (0/1D2 loss). A successful **Cthulhu Mythos** roll identifies the form as that of Great Cthulhu.





Keeper note: if the small statue is touched, an odd tingle passes through the investigator's arms and torso. Unless the point becomes significant, the Keeper should not inform the player that their investigator's magic points have just increased by ten. These extra magic points remain for 24 hours and then disappear, unless spent before then. The statue can grant a maximum of four such charges, once every 24 hours, before its magic is spent. The crate's label links to **Randolph Shipping Company** in Australia (page 464).

Ornate Chest: fashioned of carved sandalwood and inlaid with silver depictions of unwholesome creatures, which look like a bizarre cross between an ape and a lizard, and whose arms are unnaturally extended (dimensional shamblers). Inside the box are two ornate silver daggers (enchanted and designed to be used in conjunction with the binding of dimensional shamblers, see **Bookcase** below).

Bookcase: within the fine walnut bookcase are several glass-protected shelves of books and scrolls, as well as small stone jar tucked away between the tomes. Volumes in German, French, Russian, Latin, and Spanish are recognizable, while two are in English. There are 15 scrolls in total, all very old.

Keeper note: most of the tomes are simply insane treaties praising various outlandish gods or talking about the most abstruse theological questions, such as the correct season for contemplating discourse with strange hierarchies of powers. There are a few useful Mythos tomes: *Équinoxe Divisé*, *Book of Dzyan*, and *Liber Ivonis* (**Appendix C: Tomes** for details on these books). Study of the tomes reveals passing comments on Nyarlathotep and some of the various aliases the Outer God goes under, which may prove a useful resource later in the campaign should the Keeper wish to plant clues or hints. For example, an investigator using a tome for reference to piece together information (using the tome's Mythos Rating, page 175, *Call of Cthulhu Rulebook*) might find a section revealing that Nyarlathotep is known by some as the "Bloody Tongue." Such snippets can help the Keeper guide and consolidate clues gained by the investigators during the campaign.

Of the 15 scrolls, ten are poems of praise to various entities, including the Bloated Woman, Sand Bat, the Bloody Tongue, and the Lord of the Woods, among others. All are, of course, different nomenclature for Nyarlathotep. Three are in Arabic, four in Latin, two in Medieval French, and one in Old English. These poems have been collected from around the world and describe differing ceremonies and prayers, many of which come directly from cult rituals.

The remaining five scrolls, written in different languages, contain one spell each. Reading each scroll requires understanding of the specific language and costs 0/1D3 Sanity points. The spells' common names are written in parentheses:

- *Greek:* Treat with Sky Devil of Typhon (Summon Byakhee)
- *Egyptian hieroglyphs:* Call Messenger of Apep (Summon Hunting Horror)
- *Arabic:* Compel Nasnas (Bind Dimensional Shambler)
- *Arabic:* Atarsamain's Bane (Dread Curse of Azathoth)
- *Arabic:* Whispers of Shaitan* (Send Dream)

Small Stone Jar (inside the bookcase): contains a quantity of black-gray dust, much like ashes—five applications of the Powder of Ibn-Ghazi (see *Call of Cthulhu Rulebook*, page 261).

Watching Gavigan and the Penhew Foundation

Perhaps after meeting with Edward Gavigan—or before, if particularly diligent—the investigators may wish to keep a watch on the Penhew Foundation, as well as its director.

Keeping a Watch on Edward Gavigan

On a weekly basis, Gavigan makes a nocturnal visit to Empire Spices in Soho (Zahra Shafik). Such a visit takes place the same night following his interview with the investigators. If the investigators tail Gavigan, call for **Stealth** rolls as appropriate. Shafik's shop is only a short stroll from the Foundation; an Englishman of habit, Gavigan walks.

If Gavigan spots the tail, he'll go instead to a club, the Diamondback, on Tottenham Court Road. The club has no relation to cult activities but the food is excellent, and the card-playing ability of several members remarkably low. Sated and $70 the richer, Gavigan returns smiling to his Mayfair flat that night (**Gavigan's Mayfair Flat**, page 205). If he hasn't already put a tail on the investigators, he does so now.

Once a month, Gavigan catches a train from London's St. Pancras Station (going to Derby to visit **Henson Manufacturing**, page 262). If Gavigan spots a tail before getting on the train (harder to do, given the crowded nature of the station and the time of day), he attempts to lose the investigators in the crowd, hoping to catch a later Derby train; if unsuccessful, he turns around and heads for the Penhew Foundation, aiming to go to Derby the following day.

At least once a month, usually twice, Gavigan drives to his country estate in Essex to conduct a rite in honor of Nyarlathotep. Normally, he is accompanied by Zahra Shafik and at least two cultists (**Rites of the Brotherhood**, page 278).

Otherwise, Gavigan's routine has him walking or occasionally taking a cab from his flat in Mayfair to the Penhew Foundation each day. Evenings usually find him at the Diamondback Club or a fashionable restaurant, before heading home.

Keeper note: Gavigan rarely goes to the **Blue Pyramid Club** (page 253) but is it possible that he heads there to meet with Zahra Shafik instead of at her shop—changing things up in this manner allows the Keeper to keep Shafik's identity secret from the investigators, as the pair hold their meeting in the club's cellar away from prying eyes. Later in the scenario, the Keeper has the option of running a meeting between Gavigan and Shafik at the British Empire Exhibition, detailed in **An Important Meeting**, page 260.

Keeping a Watch on the Penhew Foundation

Nothing untoward occurs: each day the various Foundation employees, Gavigan included, come and go and conduct their usual routines. Occasionally, an academic calls in to view historical artifacts pertinent to their field of study; if questioned, such scholarly types can offer nothing of particular interest beyond yammering on about their own work and its "unique and valued relevance to academia," and so on.

At the Keeper's discretion, a couple of the cultists on the Foundation's staff might head towards the Blue Pyramid Club after work on one of the evenings. When appropriate, have a truck full of suspicious-looking men arrive at the rear of the property. Most likely, this happens late one afternoon but could take place during the evening. The truck is painted a dark blue color, with the words "Ferris & Sons" painted on its side. The men, some English, others possibly Indians or Arabs, exit the truck and loiter in the back yard (two may lurk by the gates to smoke) while waiting for a large and heavy crate to be brought to the rear door. Once the crate has been brought out, the men haul it onto the truck and then drive off. If the investigators wish, they can tail the truck to the **Limehouse Docks** (page 208). If the investigators miss the opportunity to follow the truck, have the men and truck return on another day.

Unless the investigators go out of their way to draw attention to themselves, the truck's driver is oblivious to the tail. As long as the investigators maintain a discreet distance, they see the truck arrive at the docks (**Limehouse Docks**, page 208).

Once a month, vehicles collect the London cultists (from the Penhew Foundation and from the Blue Pyramid Club) to take them to Misr House in Essex for one of the cult's rites (for further details see **Rites of the Brotherhood**, page 278).

Gavigan's Mayfair Flat

Gavigan's Mayfair flat is situated on Grosvenor Street, in the heart of Mayfair and close to Hyde Park. The flat occupies two floors: a hallway, reception room, and kitchen on the ground floor; three bedrooms, two bathrooms, and hallway on the lower ground floor.

Gavigan keeps nothing incriminating or pertaining to cult matters in the flat. Other than a place to rest his head, he spends little time here.

Gaining entry will be difficult. The flat sits in a row of terraced buildings (all residential) and so callers are likely to be seen by nosy neighbors; certainly, attempts to break down a door or smash a window are particularly risky. A successful Hard **Locksmith** roll opens the front door, while a Regular Locksmith can open one of the windows. The Keeper is advised to call for a group **Luck** roll to determine if any nosy neighbors are watching their antics.

Investigators able to search the rooms find nothing of particular interest except for some good whiskey, fine furniture, expensive clothes, and a meager larder. The reception room does feature some pieces of Egyptian bric-a-brac (pottery, papyrus scrolls in frames, and so on) but all are mundane and have no occult or Mythos connections.

Should Gavigan find his rooms have been broken into, he has a couple of cultists watch the premises for a few days. If he believes the investigators are behind the break-in, Gavigan may move to use **The Thing in the Fog** (page 206).

Breaking into the Penhew Foundation

See **Visiting the Penhew Foundation** (page 196) for details on the guards and general security of the building. If they are already being followed by Gavigan's cultists, the investigators might be ambushed as they depart the building or, more likely, while inside (presuming a break-in occurs after the doors have closed for the day). Refer to the room descriptions for details of what may be uncovered by the investigators.



The Thing in the Fog

CULT SURVEILLANCE

While he believes the investigators are a threat, Gavigan is subtle and does not immediately hurl cultists at them. Instead, he has the investigators followed. Occasionally, call for a **Spot Hidden** roll as the investigators go about London—the Keeper may elect to make the roll in secret so as not to tip off the players. If successful, the investigators concerned notice someone on their tail. If the watcher is aware of being discovered, they attempt to disappear into the crowd, which may bring about a chase sequence. Unfortunately, such cultists know little about Gavigan's plans but can, if coerced, impart information to lead the investigators to the **Blue Pyramid Club** (page 253)—any further clues are at the Keeper's discretion.

At first, Gavigan may simply wish to scare off the investigators, sending anonymous threats or a small bunch of nondescript cultists to "teach them a lesson." Use the **Average Brotherhood Cultists (England)** profiles, page 287.

If Gavigan believes the investigators are about to publicly reveal cult secrets or somehow expose his cult connections, then direct attacks begin. Such assaults may take two forms: an ambush by a group of cult thugs (use **Bigger-Than-Average Brotherhood Cultists (England)**, page 286) or a horrific encounter with **The Thing in the Fog** (see following). The investigators might also be attacked if the cult somehow learns that they possess Mythos artifacts or tomes, such as the Mask of Hayama or *Africa's Dark Sects* (**Items Within M'Dari's Alcove**, page 157, America). Such assaults are more to gain possession of said items than to kill the investigators. The investigators' hotel rooms certainly will be ransacked and plundered.

If they have already come to the attention of Zahra Shafik, she may see a use for the investigators and send some of her own loyal cultists to watch their comings and goings. If needs be, such Shafik cultists might serve to "rescue" the investigators if things take a turn for the worse. The investigators probably don't find out who their rescuers are until later, when they actually come face-to-face with Shafik (see the **Slaughter in Soho** section for further details).

THE THING IN THE FOG

If Gavigan has begun to fear the investigators or is outright annoyed by them, he may unleash the Thing in the Fog—an invisible, jelly-like horror. Most likely, such an attack takes place at night as the investigators are out and about, perhaps headed home after visiting the **Blue Pyramid Club** (page 253) or while conducting surveillance. The larvae of the Thing (fog-spawn) are sometimes obtained and used to smite enemies. Note that the Thing attacks only in places or times of darkness.

When the Thing approaches, those close by (within 25 feet; 8 m) notice the distasteful odor of burning hair, which grows

stronger as the Thing gets closer. The Thing is comprised of other-dimensional matter and is insubstantial in earthly terms. Bright light, such as from a flashlight, is the only defense against the Thing—if cornered by strong bright light or trapped in the sun when a thick fog suddenly lifts, the Thing returns to its native dimension, from whence it cannot return on its own. The transition takes a minute or two.

The Thing attacks by inserting its pliable tentacles into the nostrils and mouth of the target, suffocating them unless they can break free and run away. The attack of the Thing cannot be seen or deflected, it only can be felt. Investigators trying to fight the monster suffer a penalty die to all combat rolls (they must essentially make wild attacks); fumbles mean they have hit an ally instead. Though insubstantial, the monster might be seen momentarily in bright light as a sparkling gray cloud with thin, whip-like tentacles; in such light the penalty may be ignored at the Keeper's discretion. Refer to the Thing's profile in **Characters and Monsters: England**, page 284, and the spell Quicken Fog-Spawn in **Appendix B: Spells**.

Aftermath of the Thing's Attack

Surviving the Thing in the Fog's attack, the investigators may be curious to see if anyone else has encountered the nightmarish entity. The only relevant item (**Carlyle Papers England #8**) comes from a story in a back issue of *The Scoop*, which may be uncovered by speaking to Mickey Mahoney.

Carlyle Papers England #8

THE SCOOP

IT ALMOST HAD ME!

by Mickey Mahoney from a correspondent

Glasgow resident, Mr Alan McGann, had an unwelcome encounter with a monster of darkness while making his way home this last October. On hearing wails and cries, a police officer arrived to find Mr McGann in distress and removed him to the local station, where he was able to give a statement. 'It was like turning suddenly, knowing something was there, only to find nothing. A nothing possessing hideous life! The dank smell of the fog was replaced by the foul stench of smouldering hair, which reached out and filled my lungs and made it hard to breathe. I began to choke. It meant to kill me. I couldn't see it, only feel its terrible fingers filling my mouth and nose!'

Readers visiting Scotland are advised to be cautious on night-time rambles in the Glasgow area and to be on the lookout for invisible monsters down dark alleys!

OPTIONAL SIDETRACK: THE SCOTTISH HORROR

If the players are leaving no stone unturned and cannot be steered away from a visit to Glasgow, the Keeper could insert a sidetrack scenario relating to Mr. McGann's experience. In this case, two years ago, a fog-spawn was set free upon the streets of Glasgow. The fog-spawn killed a number of the city's poorer residents (deaths reported as asphyxiation, due to a gas leak) as it roamed the fog-shrouded streets, going on to attack McGann and then disappear.

The article in *The Scoop* doesn't mention it, but the policeman who heard McGann's gasps, turned his electric torch in that direction, driving the creature off. The bobby caught a glimpse of the monster but refrained from reporting what he saw—though the Thing is insubstantial, it can be seen momentarily in bright light as a sparkling gray cloud with thin, whip-like tentacles reaching out. Dispelled by the flashlight, the spawn fled down an open sewer. As noted in the monster's profile (page 291), were it to find some place of perpetual darkness, such as a deep sewer or a cave, it might stay on Earth for some considerable time; thus, investigators heading to Scotland could encounter the monster while looking in on Alan McGann.

Why was the fog-spawn released in Glasgow and who released it? The answer to these questions is left for the Keeper to decide. Did Gavigan make a discrete visit to Scotland, perhaps to hunt down a Mythos tome or to administer punishment to an enemy? Was Gavigan even involved? After all, he isn't the only worshipper of the Old Ones in the UK.

The clipping, "It Almost Had Me!" relates the account of Alan McGann, who unwittingly fell foul of a similar creature in Glasgow, Scotland in 1923. McGann managed to escape with his life but the encounter drove him to madness. Mahoney remembers that the story came to him from an associate in Scotland and can dig up his original notes, should the investigators wish to know more. Mahoney's notes state that Alan McGann is now a permanent resident at the Govan District Asylum at Hawkhead, near Glasgow.

While something of an unnecessary sidetrack, the investigators may decide to contact the asylum, allowing them to speak with Dr. Brown, who cares for McGann. A telegram or phone conversation should serve, rather than wasting time traveling to Scotland and back. Dr. Brown is unable to provide much in the way of useful information but can recount what he knows.

Alan McGann is incurably insane and was delivered to his care by the Glasgow police, who picked him up wandering the streets in a frantic manner. At first, the police believed McGann to be drunk but soon realized the man was mentally unsound. Since his incarceration at the asylum, McGann has uttered only two words, "Burning hair," often repeated again and again.

NEXT STEPS

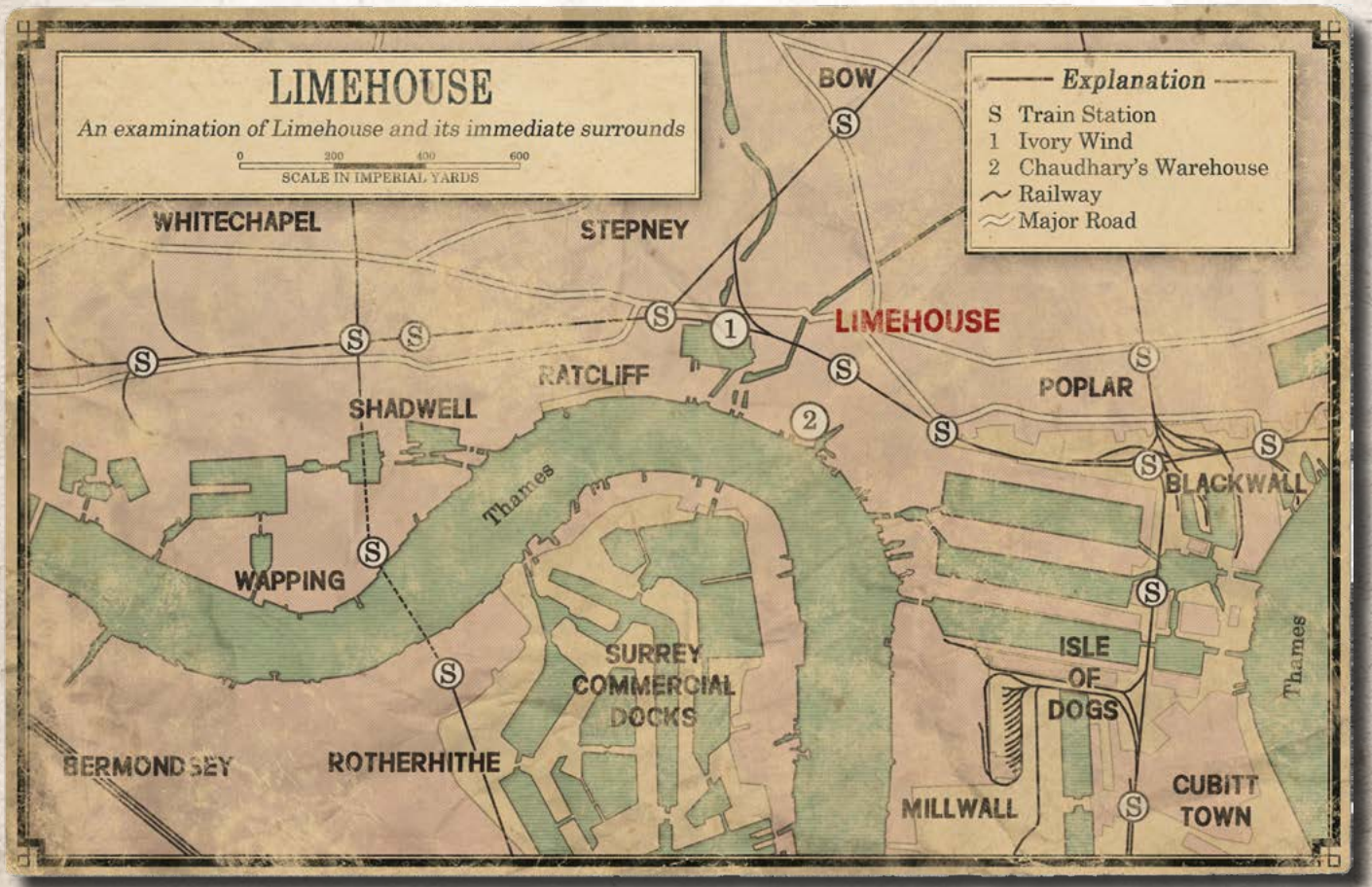
Having visited and, perhaps, kept a watch on the Penhew Foundation, the investigators may decide to follow one of the trucks to Limehouse (**Watching Gavigan and the Penhew Foundation**, page 204). The following section details the likely encounters and clues to be found at Puneet Chaudhary's warehouse in the Limehouse Docks.

For investigators wishing to look into Gavigan's links to Henson Manufacturing and intending to take a visit to Derby to see the company's premises, the Keeper should refer to **Henson Manufacturing** on page 262.

THE LIMEHOUSE DOCKS

- **Link:** paperwork at the Penhew Foundation (**Secret Room (Basement)**, page 202).
- **Link:** a truck may be followed to Chaudhary's Limehouse warehouse (**Watching Gavigan and the Penhew Foundation**, page 204).

If the investigators fail to pick up on the links noted above, they may discover the Limehouse Docks connection through other means; a couple of suggestions follow.



- A low-ranking Foundation employee or captured cultist might be "convinced" (with suitable inducement) to mention the ongoing deliveries to the Limehouse Docks.
- Spotting the truck but failing to follow, the name of Ferris & Sons painted on the vehicle's side is noted, allowing the investigators to look up the firm. Mr. Ferris and his son, Glenn, can confirm one of their vans is on extended hire to the Penhew Foundation. Glenn recalls seeing the van heading towards the Limehouse Docks.

Limehouse is a grim and dirty part of London, with an unsavory reputation for gambling, derelicts, opium addicts, exotic restaurants, and crime. Cheap housing draws working class English, as well as smaller African and Asian communities, notably Chinese, Japanese, and East Indians. Apart from the residents, sailors (from near and far) loiter around the dockland nightspots, ready to gamble, drink, or lose their hard-earned wages through all manner of distractions.

Unless touting their trade, most in Limehouse keep to themselves. Keeping a low profile avoids unwanted attention, while those considered to be prying into another's business risk confrontation with angry locals or visiting sailors. For most, turning a blind eye to criminal and violent behavior is far safer than the alternative. While commerce occurs, the differing communities tend to be insular and protective of their way of life.

Well-dressed investigators, flashing their money about, are targets for pickpockets, muggers, and the like. Most likely, such criminal enterprises stem from the English contingent of Limehouse, as the foreign communities (in the main) prefer to avoid the attention such crimes could attract.

Talking with the Locals

Speaking with the locals can be problematic, as most have little time or inclination to assist well-dressed middle class or upper class types, let alone wise-cracking foreigners (like Americans) who are addressed like some alien species from the moon—bribes, a Hard **Fast Talk** or Hard **Intimidation** may get the residents to talk. Those from clearly working class backgrounds or of Japanese, Chinese, or Indian descent may find a relatively warmer welcome—**Charm**, **Fast Talk**, or **Persuade** gets the conversation going. The residents can relay the following snippets of information.

- Many trucks come and go all the time, unloading and loading onto ships in the docks.
- Yes, a Ferris & Sons' truck has been through here in the last day or so. It stopped and unloaded some big crates at a warehouse at Ropemakers Fields.
- Mr. Chaudhary has a goods warehouse on Ropemakers Fields. He imports and exports around the world.
- Some unusual hours are kept by Mr. Chaudhary and his workers. Sometimes you can hear them moving goods in the dead of night. His workers are lascars and very tough customers.

Be aware, should the investigators overly annoy or harm local residents, such folk are liable to head straight to Puneet Chaudhary and relate all they know about the "outsiders" who have been asking questions about the man's dealings. In this event, Chaudhary may send some of his workers to scare off the investigators or, at least, try to find out why the strangers are here.

Following the Truck

If pursued, the truck from the Penhew Foundation arrives at the warehouse and the men unload crates into the warehouse, shutting the doors behind them. That night, several sailors from the *Ivory Wind* (page 210) arrive to collect some of the crates (including the large and heavy one taken from the Penhew Foundation). The sailors move the crates to the nearby ship, stowing them below. Watching investigators see everything—presuming they do not alert Chaudhary, the lascars, or sailors by failing a group **Stealth** roll or other appropriate skill roll.

The Warehouse

Puneet Chaudhary's warehouse lies on Ropemakers Fields, Limehouse. From here, Edward Gavigan ships Mythos artifacts overseas, as well as machine parts to Shanghai for Sir Aubrey's rocket (see the **China** chapter). While not a cultist, Chaudhary finds the money the Brotherhood pays him acceptable and so keeps their dealings secret.

Chaudhary is dangerous only if he believes the investigators are a threat. He sizes them up and decides what risk they pose and, if necessary, orders his men to capture them—he won't shed any tears if an investigator dies in the process, though. Chaudhary is fearless and does not hesitate in taking on superior odds in a fight. If a major incident occurs with the investigators, Chaudhary may send word to Edward Gavigan, alerting him about the potential troublemakers. If Gavigan is already suspicious, he sends cultists to pick up captured investigators or the Thing in the Fog (page 206) to deal with any that have escaped; otherwise, Gavigan puts a tail on them to gather more information before acting.

The warehouse is close to several docks, convenient for late-night loading of suspect items. Several lascars (1D4+1 at any one time) watch over the building at all times. If intruders are detected, they first use threats and

Opposite: Map of the Limehouse Docks

LASCARS

Sailors from South and Southeast Asia, as well as the Arab world; the term derives from *lashkar*, a Hindi word for "army" and the Arabic *al-askar* ("soldier"), becoming known as *lascarim* by the Portuguese. Generally, the term denotes militiamen or seasoned sailors from any area east of the Cape of Good Hope.

Their renown as good sailors meant many lascars served aboard British ships, although their wages were lower than that of other sailors and they were expected to work longer hours. While a few worked on deck, most labored below as engine stokers. Unsurprisingly, many jumped ship in England to find a new life. Lascars were often forced to wait in England for long periods until a ship came in that could take them to Asia. Consequently, lascars could be found around the Limehouse docks undertaking all manner of jobs to make ends meet while they waited for a ship to carry them home.

Puneet Chaudhary has managed to find the worst examples for his warehouse; rather than honest sailors, the lascars he employs are more like mercenaries, who have little to no conscience.

intimidation but, if this has little effect, they quickly move to attack and capture. Anyone killed by the lascars has their body dropped into the Thames; such remains may wash up downstream the following day.

Many of the goods in Chaudhary's warehouse are illegal or, at least, undocumented and include stolen merchandise, opium, illicit firearms, and a crate of explosives, as well as spices and exotic foodstuffs, legal and stolen antiquities, and the Mythos-related and machine items sent by Edward Gavigan destined for Shanghai. Literally, tons of evidence waits here, if the investigators can get their hands on it. If able to take some of the goods and show them to the authorities, the police may be persuaded to pay a visit to the warehouse and, in doing so, find leads to a number of crimes. Such public-spirited behavior plays well for the investigators and goes a long way towards earning the respect of Inspector Barrington (**Slaughter in Soho**, page 250).

THE IVORY WIND

- **Link:** surveillance of Chaudhary's warehouse sees sailors from the *Ivory Wind* arrive to collect goods for shipment (**Following the Truck**, page 209).
- **Link:** paperwork found at the Penhew Foundation mentions Chaudhary's warehouse and a ship called the *Ivory Wind* (**Secret Room (Basement)**, page 202).

The *Ivory Wind* currently resides in the Regent's Canal Dock in Limehouse. An older merchantman (7,000 tons displacement) designed to haul general cargoes, this dilapidated freighter is captained by Lars Torvak, a 54-year-old, alcoholic Norwegian. The vessel, like its captain, has seen better days.

Presumably the investigators follow the sailors to the ship but, if necessary, alternative ways of finding the *Ivory Wind* include getting its name and location from one of the lascars or from Chaudhary, or asking the locals if they know where the ship is docked.

Should the investigators look into the ship's details (visiting Lloyd's Register of Shipping), they can discover it has a Chinese registry and its homeport is Shanghai (to which it is bound). The ship's route includes stops in Marseilles, Malta, Port Said, Aden, Bombay, Singapore, and Shanghai. The voyage could take from six weeks to three months.

The crew is made up of Norwegian, African, and Chinese hands. Captain Torvak's relation to the Brotherhood is purely business; he smuggles cult goods alongside his legal freight—the Brotherhood (via Chaudhary) pays him well to transport the items to China, no questions asked. He puts false addresses on the cult's crates and leaves them off the cargo manifest.

The date of departure is fluid. At the Keeper's discretion, the *Ivory Wind* stays long enough to allow the investigators time to seek it out and discover its secrets. If time is unduly wasted, the ship sets sail and its secrets remain undisturbed—perhaps the investigators catch up with Captain Torvak and his ship later in Port Said, Egypt or, more likely, in Shanghai.

Surveillance of the Ivory Wind

If the investigators watch the ship, they see Captain Torvak leaving and heading to a nearby public house for a few drinks. Eight sailors remain onboard the freighter playing cards and drinking, although a couple are nominally on guard duty.

Currently, for this particular run to China, the freighter's holds are half full. The forward crew's quarters have been abandoned. Since no respectable person would take passage on this ship, the crew now occupies the staterooms originally intended for paying passengers. It is possible

that investigators with sufficient food and water could skulk, without discovery, in the forward part of the ship for most or the entire voyage to Shanghai.

If the investigators sneak aboard the ship (**Stealth** roll) and are discovered, they are believed to be thieves; the sailors attempt to rough them up a little and hurl them into the murky waters of the dock. If the investigators (foolishly) draw weapons, the sailors grab knives, billhooks, and clubs as the fighting escalates in danger. The sailors are not cultists and, while they are cunning and mean, they are not fools. If threatened with firearms (and if they cannot gain the upper hand), the sailors back off and allow the investigators to depart.

If faced with knife-wielding sailors, the investigators may perform a quick exit by jumping off the ship and swimming to safety, as they will not be pursued—at the Keeper's discretion, don't call for a Swim roll unless an investigator is trying to take one of the crates with them. Captured investigators are held on the boat and questioned by Torvak on his return. Feigning the role of a thief calls for **Art/Craft (Acting)**, otherwise the investigators can try to reason their way out of trouble with a **Fast Talk** or **Persuade** roll; if successful, Torvak buys whatever story is given and the investigators are roughed up (1D2 damage) and warned never to come near his ship again. If the investigators really provoke the situation, Torvak is more than happy to hold the intruders and drop them overboard when far at sea—before this can happen, the investigators should have a chance to break free and bolt (or swim) for safety.

Following Torvak to the Pub

Following Torvak to the pub provides the investigators with an easier route to success if they can demonstrate a reason for Torvak to talk—free alcohol provides a bonus die to a **Charm**, **Fast Talk**, or **Persuade** roll; otherwise, **Intimidation** may work. A successful **Psychology** roll reveals Torvak fears imprisonment and the loss of his ship, so playing on those fears makes him far more pliable (possibly granting a bonus die to social skill rolls). Unfortunately, Torvak hasn't much to say. He has never heard of the Brotherhood of the Black Pharaoh or Edward Gavigan. He may mention that Puneet Chaudhary pays him well to transport certain goods to an importer in Shanghai named Ho Fang. There have been a lot of crates over the last few years. He has never opened the crates and was told by Chaudhary that they contain "off the books" antiques. See Torvak's write up in the **Dramatis Personae: England** (page 187).

If Torvak can be persuaded to allow the investigators on board to open some of the crates intended for Ho Fang, he takes them into the hold and orders a couple of the sailors to break them open. He's as surprised as anyone with the contents, but a deal is a deal, and he sees no reason to stop the delivery (**The Crates**, following).

The investigators must decide whether to allow Torvak to ship the crates, use force to seize them, or attempt to pay off Torvak to allow them to take some of the crates away. Torvak is very hesitant to renege on his business dealings and so any roll to persuade him otherwise is at Extreme difficulty. Clever investigators might use Torvak's fear of the authorities as a lever, reducing the difficulty to Hard. Alternatively, calling in customs officials to impound the undeclared items in the ship's hold—if the investigators can present a compelling case—gets the items seized pending investigation, and moved to a customs warehouse beyond the investigators' reach.

The Crates

The crates, including the large one taken from the Penhew Foundation, are labeled "Cairo Museum, Egypt" but close inspection (or a successful **Spot Hidden**) detects these cover over an original label marked "Ho Fang Import/Export, Kaoyang Street, Shanghai, China," in both English and Chinese. In total, there are 16 crates: eight hold strange and futuristic-looking machine parts, while the rest contain items related to the Cthulhu Mythos.

Machine parts: oddly crafted valves, struts, strange (electrical) boards covered in wires, and monstrous and baffling radio tubes; individual components are carefully packed in separate crates.

Keeper note: those succeeding with a Hard **Science (Engineering** or **Physics)** roll can identify some of the components—the valves are probably used in reaction motor control, for instance. Most of the parts are simply baffling (some pieces are machined from titanium alloys that have never been seen outside of a lab). All of the strange devices are spare parts for Sir Aubrey Penhew's "Engine of Destruction" (**Sir Aubrey's Workshop**, page 590, China), and were fabricated at **Henson Manufacturing** (page 262).

Mythos items: each is packed in its own crate, indistinguishable from those containing machine parts. The Keeper may adjust or insert items of their own design, as none of the following play a significant role in the campaign, although the (optional) large painting does link directly to the sidetrack scenario, **The Chelsea Serpent**. Such items may form the basis for possible sidetrack scenarios or act as scenario seeds for adventures beyond this campaign.

Statuette of bat-winged creature: two feet tall (61 cm), carved in sandstone. The figure is leaping forward, its wings unfurling behind it. Instead of a face, it has a single bulbous eye, within which are three bulbous lobes.

- **Sanity roll:** none.
- **Archaeology:** near impossible to date, possibly of African or Australian origin.
- **Keeper:** a representation of the Father of All Bats.

Large statue of an Egyptian pharaoh: seven feet tall (2 m), carved from a single piece of obsidian. The pharaoh's face is obscured by a mass of squirming worms (tentacles), all intricately sculpted. It is unnerving to view, as the face-tentacles give a strong impression of movement, and the whole figure looks like it could come alive at any moment.

- **Sanity roll**: 0/1D3 loss.
- **Archaeology**: dates the statue to the Egyptian Third Dynasty, Old Kingdom (2650–2575 BCE).
- **Keeper**: a representation of the Black Pharaoh.

Small statuette of horned Devil-like figure: 6 inches (15cm) tall, carved in dark wood (rosewood). The figure is a dressed in the garb of a highwayman. With a closer look, the face is an unsettling cross of man and goat.

- **Sanity roll:** none.
- **Archaeology or History:** the costume and material dates this piece to 17th century New England.
- **Keeper:** a representation of the Horned Man (or Devil) of witch lore.

Kris knife: 12 inches (30 cm) long. What once was an extravagant "wavy" blade has corroded and dulled with age. Inscribed along the length of the blade are strange symbols.

- **Sanity roll:** none.
- **Archaeology:** possibly of Indonesian, Malaysian, or Thai origin but the details don't quite fit. The symbols are meaningless and correspond to no known language.
- **Keeper:** the blade predates humanity, fashioned by serpent people some 250 million years ago. The symbols on the blade are Aklo script and are an invocation to Yig, the Father of Serpents. Correctly pronouncing the Aklo aloud causes the knife to transform into a large, poisonous snake. The blade is far too corroded to be a useful weapon.

Exotic conch shell: approximately 18 inches (46 cm) long. The shell's dull exterior contrasts greatly to its pearlescent inner.

- **Sanity roll:** none.
- **Science (Zoology) or Hard Natural World:** appears to be a Horse Conch (*Triplofusus giganteus*), one of the largest species of sea snail.
- **Keeper:** the conch has been enchanted by deep ones; blowing into the shell for a prolonged period causes a dense fog to be emitted, which expands to fill a 20 x 20 foot area (6 x 6 m) within 5 minutes and remains in situ for 1D10+2 rounds before fading away. Using the conch costs 5 magic points and 1D2 Sanity points, and causes a human user to lose their voice for 1 hour.

Skin from two human feet: the skin appears to have been cured and is durable and pliable. Both feet are impaled onto a brass ring, like some nightmarish giant-sized key ring.

- **Sanity roll**: 0/2 loss.
- **Medicine** or **Science (Forensics)**: dating the feet requires proper analysis, which concludes they are over 100 years old. The person, probably a male, would have been aged between 20-30 years old at the time they were removed.
- **Keeper**: enchanted by an unknown sorcerer, the dead man's feet are worn over one's own feet, like galoshes. If the investigators conduct research on the strange items in Mythos tomes (using a book's Mythos Rating), they may find an account of such artifacts enabling wizards to move "like the wind," although the text also describes how the unwary might be involuntary propelled to places unpleasant for humankind. Whether the skins actually are magical and, if so, what the side effects are, are left to the Keeper. For pulp games, it is suggested the user must succeed in a Hard **POW** roll to be granted +2 MOV, at the cost of 2 magic points per round; however, the feet have a tendency to go where they please—if the **POW** roll is failed, the feet move in a random direction (if the roll is fumbled, the feet take the wearer to somewhere dire, of the Keeper's choosing). Note that the skinned feet do not work if socks or shoes are worn over them.

Large painting (optional): wrapped in brown paper and packed for shipping, the painting shows a picturesque English churchyard scene at twilight. A full moon casts light upon rows of headstones. Bestial figures can be discerned emerging out of the ground; humanoid but with long talons and evil-looking wolf-like faces.

- **Sanity roll**: 0/1 loss.
- **Spot Hidden**: the artist's name "M.S." and a year "1924."
- **Keeper**: purchased by Gavigan from a London art gallery, this painting links to the sidetrack scenario **The Chelsea Serpent** (page 215), should the Keeper wish to add further incentive for the investigators to become involved in that scenario. The picture is intended as a gift to Ho Fang (see **A Gentleman of Business**, page 553, China).

OPTIONAL SCENE: TALES OF THE DEAD

As the investigators go about London, the Keeper has the option of introducing Miss Jasmine Pink, a psychic medium able to contact the spirits of the dead. For *Pulp Cthulhu*, the ability is real, although for classic play the Keeper should decide if there is any truth to Miss Pink's powers. The following assumes Miss Pink (and other psychics in the campaign) are, in some way, able to relay the words of the dead to the investigators.

Miss Jasmine Pink, 36, *psychic medium*

Miss Pink may be found in Soho, Limehouse, or Chelsea, a window sign promoting her powers catching the eye of a passing investigator, or she might have a tent in a traveling circus in London or Essex. Essentially, she may appear wherever and whenever the Keeper desires, and may even contact the investigators to say that she "has a message for them from an old friend."

The Keeper should decide how to portray Miss Pink: as either an earnest and righteous person or someone who appears a touch more shady. In both cases, she wears an old, Victorian-style dress upon which she has sewn a cascade of pink ribbons. As a matter of honor, she never accepts payment before a sitting, preferring to handle such matters at the close of session (when a happy client is more likely to be generous).

For a sitting, she dims any house lights and asks participants to hold hands while sitting around a table. A single candle is lit in the middle of the group, while strange aromas waft through the air (incense she purchases from Chinese merchants). Falling into a trance, Miss Pink may rock back and forth on her chair, her breathing becoming labored and her mouth in a wide grimace. Should her Medium skill be up to the task, her voice changes tone and pace for each spirit that talks through her.

- **Description**: a slight frame, with ginger hair and a very pale complexion, she wears an old-fashioned Victorian dress bedecked with pink ribbons.
- **Traits**: down to earth in the main, somewhat flighty and ethereal when conducting a sitting.
- **Roleplaying hooks**: either the investigators seek her out or she seeks them; use her to provide important missed clues, red herrings, or just get the investigation headed in the right direction.

SÉANCES

During the campaign, the investigators have the opportunity to meet one or more psychics, which may lead them to engage their services so that they may "talk" to Jackson Elias or a fallen former comrade. Such scenes are encouraged for *Pulp Cthulhu* but left to the Keeper's discretion for classic *Call of Cthulhu* games.

While *Pulp Cthulhu* has specific rules and talents for dealing with psychic phenomena (*Pulp Cthulhu*, pages 83 and 84), classic *Call of Cthulhu* is a little more vague on the subject. If the investigators wish to engage a psychic for a sitting in a classic campaign, use the NPC's Medium skill (if necessary, determine this as half POW) to determine how successful the psychic is in contacting the "other side." Note that most psychics are serious about their gift and only undertake sittings for good reasons.

With success, the psychic falls into a trance state and is able to foretell events accurately, but in a suitably vague manner. At the Keeper's discretion, the psychic can contact the soul of a specific dead person. Each session of mediumship costs 1D10 magic points and lasts as long as the Keeper desires.

Keeper note: if Agatha Broadmoor (Egypt) is giving the sitting, she is unable to remember what was said during the spirit communication; refer to her write up in the **Dramatis Personae: Egypt** (page 307).

Contacting Jackson Elias' Spirit

Should the investigators manage to contact Jackson Elias beyond the grave—either via a sitting with a medium or through the use of a spell (such as Command Ghost; a variation of which is known by **Mu Hsien**, page 606, China)—then he acts as a useful source of missed information or, possibly, to point the investigators in the right direction if they are struggling to uncover the clues.

Elias' spirit should not spell out the plot for the investigators nor provide an unending chain of clues. The Keeper should use such encounters to present one or two clues (at most) that the investigators may have missed, pointing them in either the right direction or, if they are already well supplied with enough clues, to one of the sidetrack scenarios. The appearance of a psychic could be the means to enact an Idea roll, should the players ask to make such a roll if they are feeling a little lost in the campaign.



Miss Jasmine Pink contacts the spirit of Jackson Elias

Given that Elias was already teetering on the brink of insanity by the time he died, his spirit's turn of phrase is far from clear and many of his statements should make little sense. The Keeper should feel free to devise non-sequiturs and other strange pronouncements, examples of which follow.

- "Phansigar, phansigar—they are among you, with their pretty yellow nooses." (A successful **History** roll reveals this as a reference to his work on the Thuggee cults of India).
- "*Si un hombre no se levanta el sombrero ante ti es seguramente un delfín*" (A successful **Language (Spanish)** roll translates the statement as "If a man won't raise his hat to you, he's probably a dolphin," while a successful **Occult** roll recalls to mind an Amazonian legend about shape-shifting dolphins that Elias probably came across when writing *Skulls Along the River*.)
- "I don't suppose you know where my pipe is, do you? I can't seem to find it anywhere."
- "It never stops once it's started. And it never works. Not ever. I see that now."

If the Peru prologue chapter was played, the Keeper might wish to include a statement referring back to a memorable event from that endeavor.

One option, particularly suited for pulp-style campaigns, is to have Nyarlathotep take control of the psychic, twisting the sitting into a nightmarish scene, with the Outer God taunting, distracting, or mocking the heroes before causing the psychic to burst into flames (**Sanity** roll, 1/1D6 loss).

SIDETRACK SCENARIO: THE CHELSEA SERPENT

Jackson Elias noticed the lead—he was lucky not to have followed up on it! In retracing his steps, the investigators expose themselves to a cold intelligence of dangerous strength.

- **Link:** Mickey Mahoney and news item from *The Scoop* (**Carlyle Papers England #1**).

This scenario is not part of the overall campaign plot and is intended as a distraction. While the dark scheme at the heart of this adventure sits, ultimately, at odds with the goals of Nyarlathotep's cults, it is nevertheless a potential threat that, if allowed to come to fruition, could spell doom for England.

This adventure may be moved to any of the campaign's other locations by changing the news story handout, as well as the family names and backgrounds; for example, it could be moved to New York or even Australia, if the Keeper prefers. Statistics for the NPCs and monsters encountered here can be found at the end of this section.

MILES SHIPLEY'S ART

- Mickey Mahoney provides the investigators with Miles Shipley's address: 6, Holbein Mews, near Sloane Square, London SW1W.

The story of Miles Shipley has nothing to do with Nyarlathotep's machinations. It is a chilling footnote to the Cthulhu Mythos. In 1923, Shipley met a stranger in the Rose & Crown pub. This man swore that he could show Shipley scenes to paint, which no artist before had ever captured.

Since the stranger was a high sorcerer of the serpent people, he was as good as his word. Using hypnosis and doses of the Plutonian Drug, he sent Shipley's consciousness back in time to the era when the serpent people ruled the planet. Shipley saw their basalt cities, visited their temples, watched their blood rites, and witnessed their gory wars. As he feverishly painted picture after picture of the hellish sights, Shipley's sanity slipped away, even as his paintings grew in power and impact.

In return for such a gift, the high sorcerer—Ssathasaa in his own sibilant speech—wanted a safe place in which to live and eat a hearty meal or two each week. Miles' home became the place, and human flesh would make up the meals. Miles' aged mother, Bertha Shipley, comprised the first meal; Miles killed her, and Ssathasaa ate her and took her form, that of a kindly 70-year-old woman. It is as Bertha that Ssathasaa now lives.

Miles is now incurably insane and addicted to the Plutonian Drug. He rarely leaves his house, except to hunt down meals for his muse. These meals have been Bertha's old friends, prostitutes, or down-and-outs. He is careful not to be noticed going about with these unfortunate victims, and tends to only go looking for Ssathasaa's food after the sun has gone down.

DRAMATIS PERSONAE: THE CHELSEA SERPENT

Profiles for Ssathasaa and Miles Shipley can be found at the end of this sidetrack adventure (page 226).

Ssathasaa

(a.k.a. Bertha Shipley or Arthur Cotting)



Ssathasaa's great plan involves imbuing Shipley's paintings with Gate magic. If enough magical paintings of the historic reign of the serpent people are created, Ssathasaa can open the Gates to enable his kin to journey from the past to the present. Having completely engineered the situation, Ssathasaa has systematically driven Shipley insane and, consequently, has complete dominance over him.

Ssathasaa has but three forms. When he deals with callers at the house, or while he basks in the garden, he takes the form of Bertha Shipley, Miles Shipley's mother. At other times, when necessary, he takes the form of Arthur Cotting, a man he consumed when he awoke from his centuries of slumber—it was in this form that he first met Shipley. In the house and in his secret basement room, Ssathasaa goes about as a serpent man. He can switch from human to serpent form in about 20 seconds. For him to appear as Bertha Shipley or Arthur Cotting involves a ritual lasting 1D3 minutes (see the Consume Likeness spell, *Call of Cthulhu Rulebook*, page 250). If damaged while in human form (loss of 1 or more hit points), the shock reverts him to his original serpent form. In such an event, Ssathasaa attempts to capture or kill any witnesses.



Despite Ssathasaa's magical disguise, his shadow remains that of a serpent person and could betray his true nature to observant onlookers. Consequently, he never goes abroad in daylight and rarely

enters brightly lit places. Though they are cold, he loves the London fogs, for they dispel precise shadows. The Keeper may allow investigators to notice "Bertha's" odd shadow with either a successful **Spot Hidden** or **Luck** roll, dependent on the location and circumstances.

When the investigators pop up and start asking questions, Bertha/Ssathasaa gives a wonderful performance of a dotty old lady, whose memory isn't quite what it used to be. Ideally, as Bertha, the serpent man can sell a painting or two to interested visitors, which helps to maintain a sense of normality and respectability with the locals. If he believes that the investigators know of his true existence, Ssathasaa attempts to capture them (as they could be useful tools and a handy food source) and only resorts to killing them if he has no other choice.

While unlikely, should the investigators meet Ssathasaa in the form of Arthur Cotting, he appears as a local resident, eager to provide assistance. If Shipley's name is mentioned, Arthur/Ssathasaa can remark that Shipley is known to him: would they like to accompany him to the home of the artist, who also happens to be his good friend?

- **Description:** (as Bertha) a 70-year-old woman, stooped frame, kind eyes, and white hair; (as Arthur) a 50-year-old man, below average height, with a brush-like mustache and receding hairline; otherwise, his true form is all scales and claws, with a long crocodilian snout and a fat reptilian tail.
- **Traits:** (as Bertha) somewhat scatty, doddery, and forgetful; otherwise, a cunning, devious, and dangerous opponent; (as Arthur) quiet and reserved but eager to help those in need.
- **Roleplaying hooks:** wants to remain undetected so he can enact his grand plan of bringing his kin from the past to the present. Uses Miles Shipley to fetch victims to be eaten but, if the opportunity presents itself, would prefer to use other captives to do his bidding (leaving Shipley to get on with painting).

Miles Shipley, 37, *insane painter*

Miles Shipley was a struggling artist with few prospects until he met Arthur Cotting in the Rose & Crown public house. Tempted by Cotting's promises, he soon fell under the sway of Ssathasaa and went insane after seeing sights no human was meant to see.

Now malleable, Shipley does what Ssathasaa tells him, which includes a feverish workload of painting scenes dictated to him by the serpent man and bringing back victims for his master to eat. Consequently, Shipley is constantly tired and filled with guilt for his complicity in the murders. His madness presents as acute paranoia. He fears he will be Ssathasaa's next meal if he does not do as he is told (including assisting with the murders). Despite his predicament and mounting guilt, Shipley also sees the benefits that have come from it: his art is, at last, being appreciated and he is making good money from it; art critics and galleries want his work. Shipley is a man slowly being torn apart.



While he is far more likely to side with Ssathasaa in any given situation, Shipley could be turned to the investigators' side if they are able to spend enough time with him—such as if they have been captured (see **Ssathasaa Acts**, page 221, for more on this). If he can escape his fear of Ssathasaa and find someone to help him, he could prove to be a useful ally.

- **Description:** thin frame, unkempt dark hair, and dark bags under his eyes.
- **Traits:** nervous twitch, paranoid, and lives in fear of Ssathasaa.
- **Roleplaying hooks:** dominated by Ssathasaa, paranoid with fear, and beginning to crack from guilt. While at first unwilling, he may be convinced to help the investigators if enough time is spent to break him free of the serpent man's hold.

RESEARCHING SHIPLEY

Apart from the article in *The Scoop*, Shipley's name has appeared a few times in London newspaper art columns; a successful **Library Use** roll tracks these down. About half speak of Shipley's brilliant imagination, while the rest decry his paintings as nothing more than the work of a demented soul; in either case, all suggest the art may be worth investing in. All of the pieces were written after Shipley was mentioned in *The Scoop*.

Another **Library Use** success finds an article about Shipley in *Passions*, an upmarket art periodical for discerning collectors. While not a major feature (the piece barely covers a quarter page), the unnamed reporter speaks with gushing praise for the young Shipley's work, which is described as "a wondrous cavalcade of outlandish fancy and nightmare." The article ends by stating the artist welcomes private collectors and gives his address in Holbein Mews.

Investigators with contacts in the world of art, or those ingratiating themselves around some of London's well-to-do galleries, may find any of the following tidbits (call for social skill rolls as appropriate; equally, a high **Credit Rating** may negate the need for a roll).

- Aleister Crowley, the infamous occultist, has been a customer; Crowley is said to have described his purchase as "an ode to Bacchus in its audacity."
- Algernon Blackwood, writer of supernatural stories, is said to have a Shipley on his study wall. Apparently, the writer is interested in the perceived occult aspects of the painting he purchased. (Blackwood, like Crowley, was a member of the Hermetic Order of the Golden Dawn).
- Austin Osman Spare, both artist and occultist, is rumored to have praised Shipley's paintings following a gallery viewing.
- Several members of the Bloomsbury set are rumored to have invested in some of Shipley's work in the hope that it realizes a smart investment.
- Shipley is said to be highly egotistical about his own paintings and loves praise. A number of galleries have approached him to put on a collection but he has turned them all down flat, saying he prefers private sales.
- Miles Shipley is highly strung and lives with his mother, a delightful old lady.

Keeper note: the investigators could, in theory, approach historical real life figures like Crowley, Spare, and Blackwood. While they have little more to say on the matter of Shipley, their presence can help to add verisimilitude and depth to the scenario. The Keeper is encouraged to expand on the use of these NPCs: perhaps they confuse matters by visiting Shipley's home for a private viewing, overhear captured investigators calling for help, and so on.

ABOUT CHELSEA

Situated in West London, with the River Thames to the south, Knightsbridge to the north, and Belgravia to the east, the Metropolitan Borough of Chelsea is predominantly a lower-middle class and working class area. Further from the river, the area's prosperity rises, with the upper-middle class centered on Sloane Square (often considered by those living there to really be a part of upmarket Knightsbridge).

Generally, the close-packed houses are the homes of tradesmen, shopkeepers, and those with an artistic flair—artists, painters, poets—lending a bohemian air to the borough. Each morning sees the mass commute of people to their day jobs, which is repeated come evening when they all head home. Consequently, for the most part, the streets are fairly quiet during the day.

THE HOUSE IN HOLBEIN MEWS

The Shipley home sits in a terraced row of houses and is a two-story brick building in need of repair. Every window is barred, as well as locked shut and tightly curtained. There are front and rear entrances. A tall brick wall surrounds the rear garden. Large trees help to obscure the view from any neighboring windows that might overlook the garden. The rear gate is accessed via a lane that runs along the backs of the properties.

Watching the Shipley House

If the investigators stake out the Shipley house, there is a 20% chance per night (accumulative) for Shipley to leave in search of a new victim (meal) for Ssathasaa. Investigators wishing to tail Shipley should attempt a **Stealth** roll to avoid tipping him off to their presence.

If Shipley catches wind of the tail early on, he tries to disappear in a more crowded area, like a pub, or by ducking down an alley. Of course, the investigators may already have their own tail if they have aroused Edward Gavigan's suspicion or interest. Shipley might, inadvertently, benefit if the investigators realize they are being watched, allowing him to make a quick exit should the investigators get distracted.

If the investigators remain focused on Shipley, they may see him talking to a prostitute; he is cautious and observant, so if the investigators give him reason to become suspicious, he grows nervous and pays off his "date" and quickly returns home and alerts Ssathasaa. From this point on, Shipley's paranoia increases, while Ssathasaa grows more cautious.

Should Shipley be oblivious to the investigators, he brings the prostitute back to his house, returning via the rear garden. Naturally, in this event, the prostitute is never seen leaving.

Shipley goes in search of a victim once per week. If his attempts are thwarted for two or more nights, Ssathasaa grows hungry and angry, and Shipley's desperation increases. If necessary, Shipley seeks the easiest target, which could be *anyone* he can convince to come back to Holbein Mews.

Breaking and Entering

A skylight with a handle can be seen at the top of the house from the street; flanking buildings are vacant during the day and offer easier access if the investigators break into those in order to break into Shipley's home.

The skylight to the garret space is not barred and it is easy enough to break the glass, although nothing can be seen within, as the glass has been painted black. This blackened window is prevented from opening fully due to a chain and padlock. Because of the chain, the skylight frame can be lifted only a fraction of an inch, not enough room to pick the padlock or to cut the chain. Otherwise, forcing a door (Hard **STR** roll) or a successful **Locksmith**

or Hard **Mechanical Repair** roll gains entrance by more conventional means.

Should the investigators attempt a break-in, determine where Shipley and Ssathasaa are (choose or roll 1D6 for each of them):

Roll	Shipley	Bertha/Ssathasaa
1	Garret (painting)	Garret
2	Garret (painting)	Upper Floor
3	Garret (painting)	Ground Floor
4	Ground Floor	*Rear Garden or Ground Floor
5	Ground Floor	Basement
6	Basement	Basement

**Ssathasaa suns in the garden in fine weather, and enjoys lying there day or night (if just after a meal).*

If the investigators break the garret's skylight, make a **Listen** roll for Ssathasaa and Shipley to hear the noise (if they are in the garret, they hear the noise regardless): adjust the difficulty to Hard if either are on the ground floor; they hear nothing if in the basement. If Ssathasaa is in the garden, make his Listen roll Hard, unless the investigators try to enter through the rear of the property.

Breaking through the doors or windows with force makes enough of a racket to warn Ssathasaa and Shipley (if he is not painting). Careful investigators may attempt a combined **Locksmith**/Hard **Mechanical Repair** and **Stealth** roll to avoid detection. If alerted, Ssathasaa, if necessary, changes into the form of Bertha and goes looking for the cause of the noise. Shipley does likewise but, if painting, call for a group **Luck** roll: if successful, he is so consumed in his work that he ignores the sound.

Knocking at the Door

Ssathasaa always answers the door in the guise of Bertha. "She" carries a knitting basket (and wields a deadly knitting needle). If the investigators convince Bertha/Ssathasaa that they want to buy a painting and can show ready cash, they are invited inside (the pair survive on such money, as well as the cash taken from their weekly victims). Depending on their story, the investigators may need a successful **Fast Talk**, **Charm**, or **Persuade** roll to convince Bertha/Ssathasaa of their intent—if the pair have previously been tipped off to the investigators' interest in them, all social skill rolls are increased to Hard.

Gaining entry, Bertha/Ssathasaa calls for Shipley and introduces him to the investigators before they are led to **The Garret** (page 221) to inspect the paintings. Shipley and Bertha/Ssathasaa accompany them. The entire house stinks with the smell of cloying body odor—a successful **Natural World** or Hard **Know** roll identifies this as possibly reptilian, like the scent of a reptile house. The investigators easily notice that Shipley's trembling fingers and high-pitched voice betray a nervous man. Bertha, in contrast, appears calm and seems to be the boss. A successful **Psychology** roll suggests that Shipley is paranoid, fearful of his "mother," and perhaps on the verge of a nervous breakdown.

The investigators are shown to the attic room to see some finished paintings (see **The Garret**, page 221), which they can purchase—starting at £75 but increasing to £300 (if the investigators' **Credit Rating** appears high)—or state that nothing quite pleases them. After which, the investigators are politely shown out. If Ssathasaa is suspicious of the investigators, he may move against them (see **Ssathasaa Acts**, page 221).

INSIDE THE HOUSE

The house consists of a basement, ground floor, upper floor, and an attic. The interior is cluttered, smelly, and unclean. There is little in the way of "new" furnishings; all appear to be at least 20 or so years old, and the magenta and ivory-colored wallpaper is fading through age. Dust gathers in corners and spider webs cling to the architraves.

Ground Floor

The front door leads into a hallway, which ends at the kitchen, and has entrances to the reception room, dining room, and parlor along the way, as well as the staircase leading up to the upper floor. The property's rear door, in the kitchen, opens onto a small garden enclosed by a 9 foot (3 m) high brick wall. A locked door in the kitchen leads down to the basement. Apart from the prevalent foul smell, the ground floor offers nothing particularly suspicious or out of place.

Upper Floor

Three of the four bedrooms are perfectly ordinary; the doors are unlocked and lead into dusty rooms with scant furnishings. The fourth bedroom is where Shipley sleeps and is locked 80% of the time—Shipley has the key.

Inside Shipley's room, the bedclothes are a mess and items of clothing are strewn about. The room contains a bed, wardrobe, dressing stand, and a wall closet. If looking in the closet, call for a **Spot Hidden** roll; if successful, hidden behind a hatbox on the top shelf is a lacquered box. The box contains a syringe and a small vial filled with a greenish colored liquid. The syringe has been used so often that the proper dosage can easily be seen by the line of green residue within the tube.

Map of the Shipley House

SHIPLEY'S HOUSE

A plan and front elevation of Shipley's fragrant house.

0 3 6 9

SCALE IN IMPERIAL YARDS

Explanation

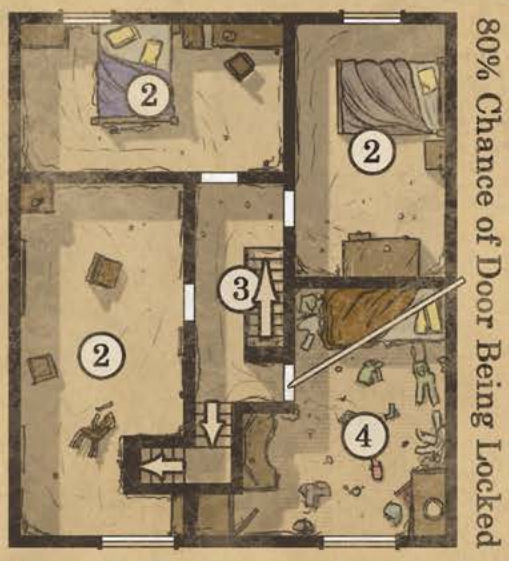
1	Garret	7	Cupboard
2	Bedroom	8	Hall
3	Landing	9	Reception Room
4	Shipley's Bedroom	10	Parlour
5	Kitchen	11	Basement
6	Dining Room	12	Secret Room



Attic



Ground Floor



Upper Floor

All Arrows Point Up Stairs



Basement



Front Elevation

TABLE: PLUTONIAN VISIONS

Pick or Roll 1D6	Destination	Sanity Loss
1	The First Empire of the serpent people in the Paleozoic era (some 300 million years ago). Serpent people, dressed in fine clothing, can be seen conducting experiments with all manner of strange colored substances in vials, while others consult strange texts.	1/1D6
2	Yithians constructing a great city (about 400 million years ago). The cone-like entities are holding things that look like box cameras, which seem to shoot lightning at terrifying flying monsters that look like masses of black plastic polyps.	1D4/1D10
3	A nightmare city of gigantic, towering cyclopean structures where the angles don't make sense. This is R'lyeh, the home of Great Cthulhu.	1D4/1D10
4	Revolt of shoggoths in a city of the elder things (250 million years ago). A group of the barrel-shaped creatures are being surrounded and then torn apart by masses of black protoplasm covered in eyes and mouths.	1D4/1D10
5	The Great Fire of London (1666). People dressed in old-fashioned garb scream and flee as around them a great city burns.	0/1
6	(1919) A group of five Europeans enter into a great pyramid as dusk falls upon what can only be Egypt. Allow the investigator a Know roll to recognize the members of the Carlyle expedition.	0/1

Keeper note: the green liquid is the Plutonian Drug (ten doses). A successful **Cthulhu Mythos** roll may identify the substance; otherwise, there is no way to detect its purpose unless used. Ssathasaa makes the drug from rare, expensive ingredients, providing Shipley with the means to witness sights that man was not meant to see.

If taken without intention, such as a hypnotic suggestion to go to a particular era, the drug randomly sends the user's mind back through time to view things that once were—pick or roll 1D6 on the **Plutonian Visions** table nearby to determine the destination (or fashion a historical scene of your own devising).

As the drug takes effect, the user's body drops to the floor. Taking the drug costs 1D8 Sanity points (plus any loss for the things that might be seen) but also grants 1D6 Cthulhu Mythos points. One dose lasts for 1D3 hours; larger doses last proportionately longer (cruel Keepers may wish to increase Sanity loses for prolonged exposure to Mythos scenes). While gripped by the drug's visions, the user's mind may see numerous historical scenes, including many of human history and, possibly, go beyond history to the creation of the Earth or even further back in time—a prolonged experience could grant +1D10 points to the investigator's History skill.

The Basement

This large room is cluttered with various junk. Boxes, crates, and broken chairs are stacked about; however, a pathway of sorts leads to the south wall of the basement (behind which is a secret room).

Keeper note: a successful **Spot Hidden** notices the secret door's seam in the brickwork.

Firmly pressing the brick in the center of the "door" opens the way inside, releasing the strong smell of snake in this room. Shelves cover one wall, while the rest are inscribed with mystic symbols. The shelves hold numerous jars filled with dark substances. At the foot of another wall is a bath-like stone tub, covered with a large sheet of metal.

Jars: the substances in the jars are used by Ssathasaa in the preparation of the Plutonian Drug. If taken for analysis, a successful **Science (Chemistry** or **Pharmacy)** roll identifies about half of the chemicals or ingredients in the

jars (including fossils, acetic acid, camphor, mercury, and pyridine, among others); the other ingredients are baffling (they are non-terrestrial).

Keeper note: a successful **Cthulhu Mythos** roll identifies the various substances as the ingredients to make the Plutonian Drug. If the investigators already know how, there are enough ingredients here to make two gallons of the stuff.

Stone tub: if the metal lid is removed from the stone tub, the butchered leftovers from Ssathasaa's latest meal are found within. Uncovering the severed head of an unfortunate and anonymous woman provokes a **Sanity** roll (1/1D4+1 loss).

The Garret

The attic door is always locked from the outside—Shipley carries the key. It can be unlocked from inside the room without a key.

Dangling kerosene lamps light this bare room with sloping ceilings. Beneath the skylight (painted black, since Shipley can no longer stand natural light) is an easel. The canvas on it bears a few pencil sketches toward a new work. A table to the left holds brushes, paints, and palettes, while against the walls lean various paintings. Tucked in a corner is a closet, its door locked by padlock.

Presuming Shipley and Bertha/Ssathasaa are with them, the investigators are shown a number of finished pieces and encouraged to part with their money. The paintings are hard to look at due to their horrific and weird subject matter. Each seems to be more gruesome or grotesque than the last. Call for a single **Sanity** roll for each investigator closely viewing the works (1D3/1D6+2 loss for the entire experience). A selection of paintings follow—the Keeper may wish to add a few of their own devising.

"Ancient Science": an alchemist's laboratory in which vials pour forth foul-looking gas. Working at a table is a reptilian humanoid, who seems eagerly involved in the dissection of a creature. Due to the blood and lack of recognizable features, it is impossible to determine the identity of the creature being cut apart.

"The Dark Pharaoh": a processional scene from ancient Egypt in which a golden chariot passes through a mass of people who have fallen to their knees in reverence. Atop the chariot is a pharaoh dressed in black and gold robes, whose face is turned away from the viewer. Behind the figure, two men have been impaled on stakes; eviscerated, their internal organs hang down to the ground and are being eaten by a pack of jackals.

"Goat Wood": nighttime in a woodland scene, a yellow moon casts sickly rays through dark branches upon a group of naked men and women, who cavort around a bonfire. Rising from the flames is the image of a goat-headed man, whose outstretched arms seem to be conducting the crazed antics of the witches.

"Drawn in Blood": the unsettling and stomach-churning scene of a man being cut open with a silver dagger, held in the hand of a black-robed figure. An act of ritual blood sacrifice, upon the victim's chest has been carved an occult-looking sigil, which seems to twist and move when viewed.

"Black Mountain": a towering mountain, possibly in Africa, over which rises a monstrous demonic creature, its head a great tentacle swathed in blood. Near a temple-like building, tiny human figures lift their hands imploringly skyward, in supplication to the hellish god-like entity. From each of the humans' heads a red tongue or tentacle dangles; looking closely, these appear to be ceremonial headpieces.

Keeper note: this last painting is a depiction of Nyarlathotep in his Bloody Tongue aspect rising over the Mountain of the Black Wind in Kenya. Investigators may recognize the headpieces from their encounters in New York. Shipley beheld this scene, as well as those of the other paintings, during his "travels" with the Plutonian Drug.

Padlocked closet

Shipley has the key to the closet. The door's hinges are on the outside of the door and so could be pried off or unscrewed if necessary. Alternatively, a successful **Locksmith** roll can pick the padlock. Shipley never willingly opens this door and only does so at the direction of Bertha/Ssathasaa, who has been tutoring him on the subject matter while instilling the work with a magical Gate.

Inside the closet, a dirty sheet covers an easel and a canvas. Uncovered, the canvas reveals a work that Shipley calls "The Serpent's Altar." Sketched out and half painted, the piece is clearly unfinished. Viewing the painting is unsettling, as the composition seems to move, provoking a queasy feeling and a **Sanity** roll (0/1 loss). See the box titled **Pulp: The Painting in the Closet** (nearby) for a description of the painting but note that its full effects only come into play in a pulp run-through of the campaign.

Ssathasaa Acts

If the investigators have somehow tipped their hand (perhaps in attempting to break in or when following Shipley at night) Ssathasaa moves against them. Using spells like Mental Suggestion, Dominate, and Enthrall Victim,


Eric Lofgren

Ssathasaa tries to split up the investigators; perhaps one of them will help her bring up some tea from the kitchen? The serpent man hopes to capture the investigators and, if some resist, he uses dominated investigators to subdue them. As a last resort, Ssathasaa shakes off the form of Bertha (**Sanity** roll for seeing his true from, 0/1D6 loss) and attacks—he does not want to kill unless necessary, preferring to have useful captives or, at least, a supply of fresh meat.

If captured, the investigators are tied up and held in either the basement or in one or more of the bedrooms. In the following days, Ssathasaa uses domination serum* (see *Call of Cthulhu Rulebook*, page 270) to get the affected investigator to find a victim on the streets and fetch them for the serpent man's next meal; alternatively, that investigator could become the next meal.

***Domination serum:** a successful Hard CON roll to resist; otherwise, the investigator becomes highly suggestible to the commands of Ssathasaa (short of endangering their own life).*

Ssathasaa eats once a week, so multiple captured investigators have time to get a plan together. The first time an investigator is eaten, Ssathasaa appears as Bertha and, as "she" starts to tuck in, the Consume Likeness spell begins to slip, so watching investigators are treated not only to the sight of their colleague being eaten but also see Ssathasaa's true form bursting through the disguise: **Sanity** roll (1D3/1D6+1 loss).

Captive investigators should have a chance to escape or, if some of their colleagues managed to avoid Ssathasaa's trap, be rescued. Some possibilities follow—the Keeper should reward creative thinking.

- If successful in resisting the effects of domination serum, an investigator who is aware of the drug's purpose (perhaps they have succumbed before or seen a colleague affected) may try to feign being under Ssathasaa's control. Requires a successful **Art/Craft (Acting)** or **Persuade** roll.
- Breaking or wriggling free of bonds calls for either a **STR** or **DEX** roll.
- Shipley lives in fear and is in thrall to Ssathasaa. If the investigators can get him on their side, he could help them to escape. A **Psychology** roll may identify this opportunity, while a **Charm**, **Fast Talk**, or **Persuade** roll at Hard difficulty convinces him to help—note that a successful **Psychoanalysis** roll reduces the difficulty to Regular.
- Hopefully, not all of the investigators took part in the visit to Shipley, so those on the outside can effect a rescue. Given the situation, the artist and serpent man will be on high alert and extremely cautious of any further callers to their home.
- Take into account Gavigan's possible tail on the investigators. If escape is somehow thwarted, Gavigan's cultists (eager to know why the investigators haven't stepped out of the house in Holbein Mews since they went in) may come calling. How this might play out is left to the Keeper to determine but the likelihood is for the cultists to essentially rescue the investigators, taking them to Gavigan at **Misr House** (page 269)—an "out of the frying pan and into the fire" situation. While this sequence of events is probably the least preferable, it does advance the plot and ensures the investigators aren't all eaten by Ssathasaa!

PULP: THE PAINTING IN THE CLOSET

In a pulp campaign, Ssathasaa has another trick to play on the heroes. Rather than simply employing spells, the serpent man brings out a special painting, which is hidden in the padlocked closet in the garret—in this case, rather than the unfinished work, the painting is near complete and poses a greater threat.

The scene should begin with the slow creep of horror, with the heroes ascending to the garret and viewing the paintings, only to have Bertha/Ssathasaa open the closet and pull out the painting, saying there is "something special" that "she" is sure her guests will like. The scene suddenly turns on its heels as the hidden painting is revealed.

The painting on the canvas is Shipley's masterpiece, showing a swampy area infested with serpents. A small island in the center holds a stone altar. A successful **Archaeology** or **Science (Botany)** roll identities some of the flora as extinct giant lycopods, calamites, and cordaitales—all prevalent in the Permian era (299 to 251 million years ago).

With adequate lighting, the images quickly appear to become three-dimensional. In the space of a few seconds, the waters of the swamp start to ripple, the plants sway, the serpents wiggle, and the altar glows. Looking at the painting, each viewer is subject to a Hard **POW** roll.

Any hero who fails the Hard **POW** roll is overcome, and finds themselves being pulled into the painting. Those unaffected have but a moment to try and pull their affected comrades out (a **DEX** roll) before the painting returns to normal. Of course, Bertha/Ssathasaa attempts to prevent such heroics (refer to **Ssathasaa Acts**, page 221).

The garret of Mile Shipley's paintings

PULP: THE PAINTING IN THE CLOSET (CONTINUED)

Inside the Painting

If pulled into the painting, a hero must make a **Sanity** roll (1/1D4 loss), realizing they are now, somehow, part of the canvas and standing beside the glowing stone altar. In truth, affected heroes have been transported back in time to the ancient civilization of the serpent people in the Permian era.

Unaffected heroes viewing the transportation see their comrade(s) appear in the painting (**Sanity** roll, 0/1 loss). If the transportee remains in the picture's field, the heroes can see them, and what happens next to their friend. If they continue to watch, they face having to make another Hard **POW** roll or be transported there as well.

Those in the painting cannot see back into the garret. There appears to be no way back. The painting has become their world and the swamps and skies of a long-vanished Earth stretch all around them.

- If the transported hero moves off the island, they must swim 50 feet (15m) through water infested with venomous serpents. Call for a Hard **Swim** or **Luck** roll to avoid being bitten; if failed, the bite inflicts 1D4 damage + poison (succeed with an Extreme **CON** roll or suffer a further 1D8 damage).
- If making it to the boggy shore, call for a **Luck** roll to determine if 1D4 serpent people arrive. Shocked by the appearance of the heroes, the serpent folk attempt to capture them for study and experimentation.

Don't worry about accurately portraying the Permian era—feel free to insert velociraptors and other dinosaurs as you see fit (see *Pulp Cthulhu* for profiles of such dangers); it is, after all, pulp! The Keeper must decide whether and how the heroes can escape the painting. Some options follow.

Staying Put

Heroes in the present can see their colleagues in the painting; thus, as long as those in the picture remain where they are, they might be pulled out. Of course, this requires heroes in the present to risk "opening" the painting by staring at it and not being pulled through themselves. At the Keeper's discretion, perhaps a rope tied around the waist prevents the pull of the painting and allows others to be grabbed out, or ropes thrown through the painting's portal can be grabbed as a means of exit. Either way, those trying to grab a colleague or some rope should attempt either a **Fighting (Brawl)** or **DEX** roll.

Using Magic

If a hero already knows the Time Gate spell (*Call of Cthulhu Rulebook*, page 256), they could cast it to rescue their comrades. Using the painting as guidance, the caster (with a successful **Know**, **Archaeology**, or **History** roll to determine the right historical period) can perform the spell. In this event, the spell costs the permanent loss of 55 POW points (kindly Keepers may allow other heroes to aid by sharing out the POW cost), with each person going through the Gate suffering the loss of 11 magic points and 1 Sanity point.

Spontaneous Cthulhu Mythos Use

A hero with skill points in Cthulhu Mythos might attempt spontaneous Mythos use to rip open the Time Gate in the painting, requiring a successful **Cthulhu Mythos** roll and the permanent expenditure of 55 points of POW (see note above for the potential sharing of POW points). Those traveling through lose 11 magic points and 1 Sanity point each. Such an endeavor might "override" the painting's magic and keep the Gate open long enough to rescue those trapped in the past.

More Adventure

Being trapped in the painting leads to a Permian era sidetrack adventure, where the heroes must seek a way out, perhaps finding a way to employ serpent person magic or technology to open a Time Gate back to 1925. The Keeper will need to expand upon the serpent realm and world, which are beyond this scope of the campaign.

Keeper note: clever players may try to Time Gate their heroes to some important point in the campaign, so make sure whatever magic or weird science they employ is limited, one-off, and drops them back in London. The Keeper might allow them to return five or so minutes before they were originally sucked into the painting, offering up the crazy possibility of the heroes arriving to see themselves pulled in (which conveniently ties up any time travel issues).

Opposite: An investigator falls through the painting in the closet

PULP: THE PAINTING IN THE CLOSET (CONTINUED)

The painting in the closet is magical but it is only canvas and oil paint. It can be destroyed just as any canvas might be. If it is destroyed, the Gate to the Serpent Realm is also destroyed. Destroying the painting after the fact in no way affects the fate of previous victims, who remain trapped. Once they understand the one-way property of the painting, the heroes may even find it a useful weapon. As always, be ready to improvise with any genius ideas the players have to extricate their heroes from the situation.



CONCLUSION

While this sidetrack scenario offers little towards the true mission, the investigators can find solace in that they have ended a murderous and wicked affair blighting London—if they were able to save Miles Shipley and get him into the care of a sanitarium, then so much the better. At the Keeper's discretion, grant the players an investigator development phase (refer to **Rewards**, page 162, America). In addition, provide the following rewards or penalties.

- For putting an end to Ssathasaa's plans: +1D6 Sanity points.
- For saving Miles Shipley and getting him into an asylum: +2 Sanity points.
- For killing Miles Shipley despite realizing he was acting under the serpent man's domination: –3 Sanity points.

PULP: REWARDS

In addition to the Sanity rewards, pulp heroes also gain 10 Luck points for dealing with the Chelsea Serpent.

CHARACTERS AND MONSTERS: THE CHELSEA SERPENT

Miles Shipley, 37, *insane artist*

STR 65	**CON** 70	**SIZ** 45	**DEX** 75	**INT** 65
APP 30	**POW** 50	**EDU** 50	**SAN** 08	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (15/6), damage 1D3 or butcher's knife 1D4+2
Dodge	40% (20/8)

Skills

Art/Craft (Fine Art) 75%, Cthulhu Mythos 15%, Fast Talk 60%, First Aid 40%, Jump 35%, Occult 35%, Persuade 45%, Spot Hidden 55%, Stealth 50%, Throw 30%.

Languages

English 50%, Naacal 20%.

Ssathasaa, *serpent person*

STR 60	**CON** 55	**SIZ** 55	**DEX** 75	**INT** 90
APP —	**POW** 120	**EDU** —	**SAN** —	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 24	**Luck:** 90

Ssathasaa, *as Bertha Shipley*

STR 20	**CON** 40	**SIZ** 40	**DEX** 30	**INT** 45
APP 45	**POW** 40	**EDU** 30	**SAN** —	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 24	**Luck:** 90

Combat

Attacks per round: 1 (claw, bite, weapon)

Bite: highly poisonous; victim must succeed in an Extreme CON roll; if failed, suffers additional 1D8 damage.

Fighting	60% (30/12), damage 1D3 or meat cleaver 1D4+2
Knitting Needle	60% (30/12), damage 1D3
Bite	35% (17/7), damage 1D8 + poison (see above)
Dodge	37% (18/7)

Pulp Combat

Fighting	80% (40/12), damage 1D3 or large meat cleaver 1D8
Knitting Needle	80% (40/12), damage 1D3
Bite	45% (17/7), damage 1D8 + poison (see above)
Dodge	37% (18/7)

Pulp Talents

Fleet Footed: spend 10 Luck to avoid being outnumbered for one combat encounter.

Rapid Attack: spend 10 Luck to gain one further melee attack in a single round.

Skills

Art/Craft (Knitting) 45%, Charm 60%, Cthulhu Mythos 50%, Intimidate 70%, Jump 65%, Lore (Brew Plutonian Drug) 80%, Natural World 60%, Science (Biology) 60%, Science (Chemistry) 80%, Spot Hidden 40%, Stealth 85%, Swim 85%, Throw 55%, Track 60%.

Languages

Arabic 50%, English 60%, Naacal 90%.

Armor: 1-point skin and scales.

Spells: Cloud Memory, Consume Likeness, Dread Curse of Azathoth, Dominate, Enthrall Victim, Mental Suggestion, Time Gate, Wrack. Other spells, such as Contact Yig (see the *Grand Grimoire of Cthulhu Mythos Magic* for further details), are at the Keeper's discretion.

Sanity loss: 0/1D6 Sanity points to see a serpent person.

SIDETRACK SCENARIO: THE DERBYSHIRE HORROR

Gruesome monsters and horrible screams haunt a once-cheerful English country village. The authorities are baffled. Can the investigators solve the case or do they run from the terrors of the night

Like **The Chelsea Serpent**, this fairly lengthy scenario is not an integral part of the overall campaign and is presented as a sidetrack adventure. The events present a traditional folk horror with a twist, allowing the Keeper to play with the classic theme of a family with a dark secret, while also presenting the English countryside in less than pleasant tones.

While the scenario is separate from the core campaign, investigators who successfully deal with the situation in Lesser Edale, and thereby gain the respect of Lord Arthur Vane, find themselves with a valuable ally who might deem to lend his assistance to the investigators in combating Edward Gavigan and the London Brotherhood.

- **Link:** Mickey Mahoney and a news item from *The Scoop* (**Carlyle Papers England #2**).
- **Link:** the investigators may visit Edward Gavigan's manufacturing workshop in Derby, bringing them into the vicinity of this scenario (**Henson Manufacturing**, page 262).
- **Link:** local gossip or newspaper reports concerning the attacks in Lesser Edale may provoke the investigators' interest.

The key link to this scenario comes from a clipping from *The Scoop*. If the investigators fail to give it any significance, the Keeper may elect to remind the players of the story should they venture north of London to Derby to seek out the London Brotherhood's secret workshop (see **Henson Manufacturing**, page 262). The matter can be reinforced by a filler piece in the *Derby Daily Telegraph* about the "Beast of Lesser Edale," which describes terrified villagers bolting their doors at night in fear of a howling beast, and which mentions the recent murders in the village.

Note: statistics for the NPCs and monsters encountered here can be found at the end of this section.



Eloise stalks the investigators through Blue John Cavern

MAD DOGS

Three months ago, the village of Lesser Edale was stunned by the murders of two of its residents and the near death of a third. The local police constable, Hubert Tumwell, shot a large dog, believing it to be the source of danger; however, the villagers fear the matter is not at an end, as strange wails and howls are still being heard on nights of the full moon. Locals believe a werewolf is at large. It is up to the investigators to uncover the truth and, in so doing, be confronted with a moral dilemma.

The truth of the matter concerns the unfortunate Eloise Vane, whose tainted bloodline is causing her to transform into a ghoul. Initially, the metamorphosis is sporadic and temporary, but soon the change will become permanent.

KEEPER CONSIDERATIONS

This scenario presents the investigators with a dilemma with no easy solution. During the course of their research, the investigators will uncover a dark family secret and be faced with the choice of having to murder a woman who is undergoing a transformation into a monster or letting her go free. The outcome of either option will sit poorly with the woman's father and it is up to the investigators to settle the waters and bring some sense of closure to the family concerned. If this can be done successfully, the investigators are rewarded with a formidable ally in Lord Arthur Vane.

The Derbyshire Horror presents as a classic werewolf story. The Keeper should endeavor to drive this home in the minds of the players, who can be expected to draw upon their collective "meta" knowledge to combat the werewolf with silver bullets and blades, and the like. The longer the players believe they are facing a werewolf the better, allowing the scenario's twist to be that much more enjoyable when the truth is discovered.

While the Derbyshire Peaks offer a beautiful backdrop, the Keeper is advised to fully play on the stereotypical English weather. Rain should be a significant factor (1925 sees heavy rainfall across the UK) whether it's a light but constant drizzle or nights filled with thunderous storms. Hiking the countryside can be fun. It is less fun when you are cold and totally soaked to the skin. Make the landscape a character in the scenario.

DRAMATIS PERSONAE: DERBYSHIRE HORROR

Key NPCs in Lesser Edale are discussed here. See page 246 for their statistic profiles, as well as some general profiles for village residents.

Constable Hubert Tumwell, 43, *local policeman*



Hubert Tumwell is the only police constable in Lesser Edale. He operates out of his house in the village but can call upon the police in Edale and further afield as needed (not something he has ever had to do until the recent murders). He grew up in Bakewell and was posted to Lesser Edale some 20 years ago, where he has remained ever since. Now part of the fabric of the village, he has little to do most of the time other than dealing with petty offenses and drunken brawls. The villagers, despite making him a source of amusement, trust him and think of him as one of their own.

Tumwell is not particularly competent in his work but the recent murders have made him more conscientious than usual. Having "real" policemen come up from Derby to oversee the murder investigation was an unnerving experience. Tumwell was particularly relieved when he tracked down a wild hound and shot it dead. This seemed to draw a line under the case for his big city colleagues and they went home. Tumwell hopes the matter is now closed so he can get back to leisurely strolls around the village and enjoying an ale in the Laughing Horse Inn.

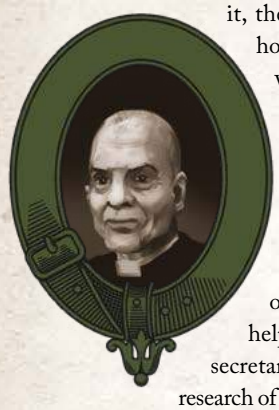
- **Description:** overweight and rotund, a bemused look (usually) on his face; wears a well-kept police uniform.
- **Traits:** prefers the easy life but when duty calls he acts; bumbling yet steadfast.
- **Roleplaying hooks:** doesn't want outsiders raking up the past, as this is liable to unsettle village (and his) life. Willing to aid the investigators but may be more of a hindrance than a help (knocking over noisy pans when everyone else is trying to be quiet, and so on). Potentially may become the fourth victim of the beast if he is in the wrong place at the right time.

Jeremy Stratton, 67, *vicar of Lesser Edale*

Reverend Jeremy Stratton is a widower and has been the vicar of Lesser Edale for 30 years. Following the recent murders, Stratton was drawn to an old journal written by one of the former vicars of Lesser Edale. Currently, Stratton is translating

portions of the journal written in Greek (a somewhat irritating yet intriguing mannerism of the former vicar) and has uncovered enough to understand that "something" untoward happens to Vane women around their 21st birthdays.

Stratton and Lord Arthur are very good friends; the vicar would be horrified to see the Vane family name slandered or for its secrets to become public knowledge and fuel for local gossip. Consequently, Stratton is very unlikely to share what he knows with the investigators unless Lawrence Vane has already confided in them. As far as the Reverend sees it, the matter is private. Ultimately, Stratton hopes to find a way to lift the curse, but when he finishes the journal's translation, he'll know that the earlier vicar had no solution either. Thus, if all is lost, he may approach the investigators for assistance if he deems them worthy of his trust.



A potential red herring is Stratton's membership of the Derwent Valley Order of the Golden Druid, an organization he helped to set up and for which he acts as secretary. The Order is devoted to historical research of pre-Roman Britain and is absolutely above-board, though the investigators may think otherwise.

- **Description:** genial old gentleman, near bald and somewhat hunchbacked due to age; dressed in a vicar's collar and black clerical robes.
- **Traits:** calm, inquisitive, and practices the utmost discretion.
- **Roleplaying hooks:** his studies reveal a curse on the female Vane line but no way to deal with it. Distrustful of the investigators' motives but may later come to see them as allies.

Other Villagers

A handful of NPCs are provided here, in broad strokes. The Keeper is invited to create other villagers as needed.

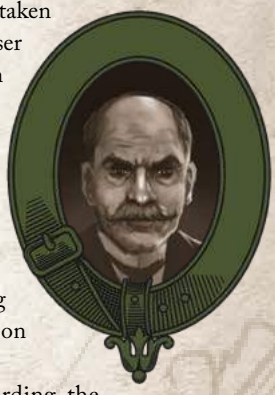
- **Edith Osgood:** wife of George Osgood, the first person murdered by the beast.
- **John Parkins:** father of Lydia Parkins, the second person murdered by the beast.
- **Ernest Wallop:** local poacher and expert tracker, and friend of Constable Tumwell. Might be hired by the investigators to help track the beast.
- **Ned Loughton:** injured his hand at the mill and is convalescing until he can return to work (not nearly quickly enough for his long-suffering wife, Margie).
- **Maddy Albright:** know-it-all and village gossip.
- **Alice and John Pitchlock:** owners of the Pitchlock General Store who fear the murders will put off tourists.

THE VANE FAMILY

Overlooking Lesser Edale, Plum Castle has been the home of the Vane family for centuries. The current head of the household is Lord Arthur Vane. Since the murders, Lord Arthur, his son Lawrence, and his daughter Eloise, have kept to the castle.

Lord Arthur Vane, 67, *peer of the realm*

Lord Arthur is a staunch supporter of the monarchy and takes his responsibility as a member of the House of Lords seriously. Recently, matters at home have taken him away from London and back to Lesser Edale. He has not been seen in London for around three months. Neither has he been seen much by the villagers of Lesser Edale, preferring to keep to his ancestral home where he can keep an eye on his daughter Eloise.



The investigators may meet Lord Arthur if they elect to arrange a meeting with him at Plum Castle, or if his son Lawrence invites them for dinner.

Lord Arthur is very concerned regarding the situation with his daughter and fears for her life, as well as the good standing of the Vane family name. Meddlesome interlopers, like the investigators, are likely to be given short shrift unless they can prove their trustworthiness. In all situations, he allows no inquiry by outsiders as to what he sees as purely family business. Apart from the reasons already given, Lord Arthur fears what might happen to his daughter if the police and villagers discover she is the

WHAT'S IN A VANE?

Sharp-eyed Keepers may notice that the Vane family in this adventure shares a name with Abner Vane Carel, the felon who was sent to the American colonies in 1714, and whose family later became the rich and powerful Carlyles of Massachusetts and New York.

Abner was the illegitimate son of Lord Joshua Vane, a man of otherwise severe probity. Roger Carlyle is a cousin, many times removed, to the present-day Vanes. This remarkable coincidence has absolutely no significance in the present scenario or in the campaign, though Keepers may make use of it as they wish.

murderer. The scandal would be awful enough, let alone the horror of seeing his daughter accused and hung.

- **Description:** bald pate, heavy walrus mustache; formally attired in country or dinner wear.
- **Traits:** normally shrewd and cunning, the current situation has him deeply worried and, consequently, he is prone to short bursts of anger.
- **Roleplaying hooks:** does not wish outsiders to be drawn into the "family problem," although he gratefully takes Reverend Stratton's help if it is offered. Investigators brought into confidence by Lawrence Vane may be forced to keep their knowledge secret from Lord Arthur until they can resolve the situation with Eloise.

Lawrence Vane, 23, *firstborn son and heir*

Lawrence Vane is under a lot of pressure. Like his father, he is very worried about his sister Eloise. While his father has basically "battened down the hatches" and retreated from public life, Lawrence is forced, for the sake of the family, to keep up appearances in the village. He feels terrible guilt for the murders and, in his heart, he knows his sister must be the culprit, but he cannot face this truth and so pushes it down behind a mask of normalcy. Consequently, he is being eaten alive by his conscience.



The investigators may bump into Lawrence in the Laughing Horse Inn, on one of his visits to the village to give the impression that all is well with the Vanes. A sophisticate, he was always contemptuous of the local gossip, though Eloise's sudden ruin has softened his pride. If he talks to the investigators, he (initially) assures them that the constable knows his business and that the Vanes have nothing to hide. A successful **Psychology** roll shows that Lawrence is troubled and keeping something back. If the investigators can win him over, he may break down and ask for their help.

- **Description:** blond, with angular features and the Vane chin; dressed in country tweed, with a flat cap.
- **Traits:** normally aloof and a bit of a snob, he has recently mellowed and fears for his sister's life.
- **Roleplaying hooks:** pretends that everything is fine and initially dismisses questions from the investigators. If they appear fine folk, he may invite them to dinner as a means to understand why they are here; letting his father do the talking. May eventually be won over by the investigators and ask for their help when Eloise escapes and goes missing.

Eloise Vane, 21, *heiress to the Curse of the Vanes*

Eloise is the heart of the scenario. For the three days of the full moon she transforms into a ghoul, due to her tainted bloodline. When the "curse" struck following her 21st birthday (approximately three months ago) she ran amok, attacking and murdering the unfortunate villagers she came upon over the consecutive nights of the full moon. On the morning of the fourth day, Lord Arthur and Lawrence Vane found her in the process of transforming from ghoul to human form. The Curse of the Vanes was true!



Since then, a routine concerning Eloise has evolved. On the afternoon of the full moon, she is drugged and then transported by her father and brother to a cell in the castle's dungeon. The servants are restricted to their rooms at these times; when Eloise begins to bay, they are happy to stay there.

The transformation began during the nights of the full moon, with Eloise returning to human form by daybreak; however, with each month following, the period of transformation has begun to lengthen. By the time the investigators arrive, Eloise is a ghoul for the majority of the three days and nights of the full moon. The timing is intentionally fluid to allow the Keeper the choice to have Eloise appear in human form for an interval. Certainly, for the scenario's climax, Eloise is in ghoul form when she escapes. If captured by the investigators, she returns to humanity to press home the dilemma they now face: to kill her, leave her locked up, or let her go.

In human form, Eloise is a pretty young woman, with a look of innocence in her eyes. She has no memory of her transformations. In time, she will change permanently into a ghoul.

- **Description:** pretty, blonde hair and blue eyes, slim and tall. As a ghoul, she is a raging beast, with yellowed talons and sharp, razor-like teeth. Her flesh hardens and turns a dark-gray color, while her features grow more dog-like and animalistic.
- **Traits:** confused; she knows something is wrong but is yet to guess she is the cause.
- **Roleplaying hooks:** Eloise may appear as an innocent young woman to confound the investigators. Only later, when she escapes, is she in full ghoul form.



GETTING TO LESSER EDALE

Mickey Mahoney can advise on travel arrangements, noting that he believes there is a public inn in Lesser Edale where the investigators can stay.

Lesser Edale lies some 170 miles north of London. The investigators can catch a train from London's St. Pancras Station to Derby, changing there for the Hope Valley Line that runs through Edale on its way to Manchester. Alighting in the village of Edale, the investigators must walk the 5 miles (8 km) to Lesser Edale or catch a lift on a cart with a passing farmer.

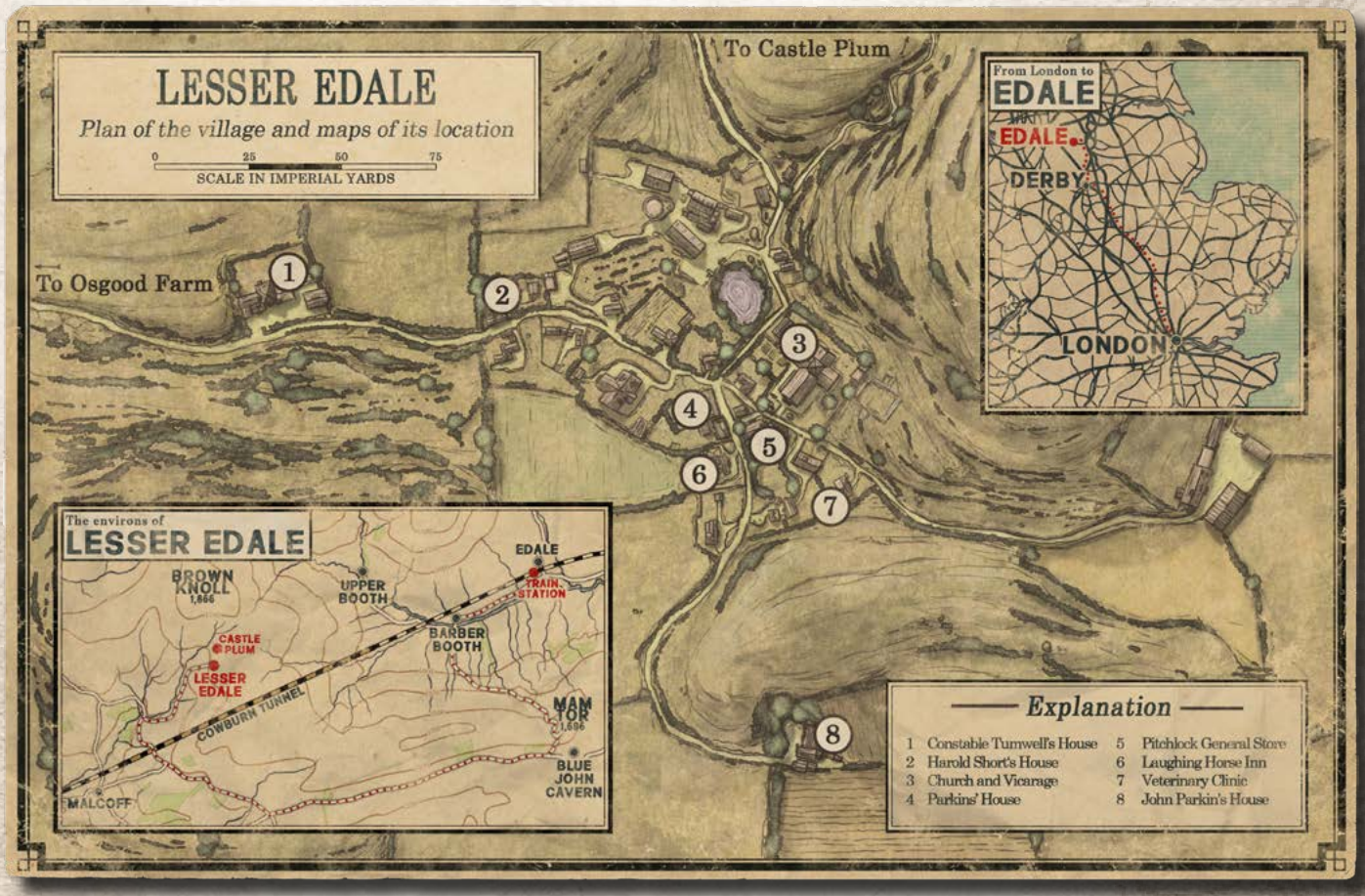
On arrival, the investigators probably find the limestone cliffs and outcrops, the lovely wooded vales and moorland, and the splendid waterfalls refreshing after the urban sprawl and darkness, let alone the dangers, of London. The countryside is immaculately green and the fields are full of sheep. The rain seems clean and fresh after the grimy droplets of London; however, dark storm clouds are on the horizon and a cold wind is blowing.

LESSER EDALE

Lesser Edale sits in the Edale Valley in the Derbyshire Peak District. The area is known for its natural beauty of rolling hills, valleys, and streams. Three miles south of the village stands Mam Tor, on which lies the remains of an Iron Age hill fort (a hike of about an hour) and, half a mile further is the Blue John Cavern where banded fluorite (or fluorspar) is mined.

The village is as beautiful as its setting. There are about 30 homes in the community (some of which have thatch for roofing), the Laughing Horse Inn, the Pitchlock General Store, a small modern church (beside the foundations of the Elizabethan-era church that, unfortunately, burned down in 1906), and a veterinary clinic servicing the farms of the area. The vast majority of those living in the village either works on the nearby farms or at the cotton mill in Edale.

Below: Map of Lesser Edale



INITIAL RESEARCH

The investigators will probably want to follow up the leads provided in *The Scoop's* story about Lesser Edale. For the most part, the Laughing Horse Inn serves as the center of village life and it is here that the investigators can hear the gossip and beliefs concerning the attacks. As appropriate, the Keeper should feel free to move the information provided in the Laughing Horse section elsewhere, should the investigators canvass opinions in the General Store or nearby farms. Separate details are given for speaking with Constable Tumwell, who may be encountered while on his beat, at his home, or also in the Laughing Horse Inn.

LAUGHING HORSE INN

With the skies darkening and a light drizzle turning into a proper shower, it seems that many have taken shelter inside the inn. The atmosphere inside is friendly and curious.

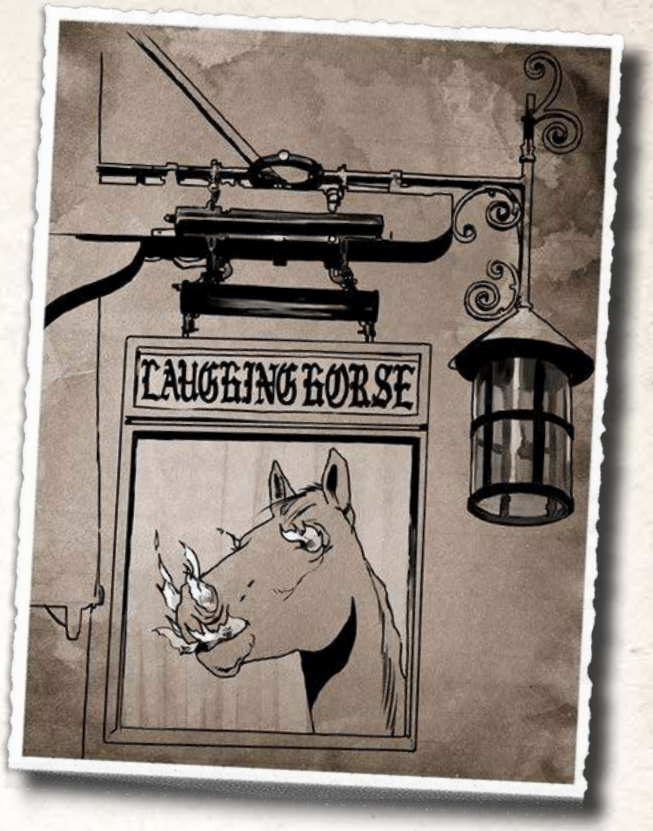
The inn offers the only accommodation for those wishing to stay in the village, and five rooms (four doubles and one single) are available to rent for 2/6 (2 shillings and 6 pence) per night, breakfast included.

Keeper note: it is assumed that, on first arriving, neither Constable Tumwell nor Lawrence Vane is in the inn. Tumwell may appear later when the Keeper deems appropriate, but Lawrence shouldn't be seen for at least the first day.

A general discussion ensues if the investigators are willing to pay for drinks all around; if not, a successful **Charm** or **Fast Talk** gets a few of the villagers to talk. Early mention of the recent murders causes the barroom to fall silent as all eyes look towards the investigators. Hopefully, one of the investigators can break the uncomfortable silence; otherwise, Bill Tatlock, the owner, does so by loudly telling Ernest Wallop to "Give a whistle." Ernest begins to captivate all with his musical whistling, even bringing some to tears with his melancholy tunes.

Once the investigators have the opportunity to question Tatlock or a small group of locals, supply the following gossip as appropriate.

- The murders happened some three months back. Two were killed, George Osgood and Lydia Perkins. Both were torn to shreds on different nights. A day later, Harold Short was attacked and was lucky to survive. Most fear that the monster that did this will return.



Pub sign of the Laughing Horse Inn

- Beware the moon! Many have heard howls when the moon is full. Full moon, they remind the investigators, is just one night away.
- One man swears he caught a glimpse of the thing, "No dog be a-walkin' round on his back paws. And no dog e'er ripped bone fra bone in such a way as done to poor Lydia."
- The Black Dog of Edale is abroad. A great beast, black as the night, with glowing red eyes. All who hear its howl can be sure death is coming.
- Some of the locals mention hearing that the vicar, Jeremy Stratton, said he'd caught a glimpse of the beast.
- Ernest Wallop and Ned Loughton, a couple of the locals (and friends of Constable Tumwell), say that Tumwell shot a wild dog and that, as far as he's concerned, settled the matter. At this, Maddy Albright says, "He didn't look nearly so sure when those big-city detectives came out about the killings, nor when the inquest was held." Murmurs of agreement flow around the bar.

Keeper note: if Constable Tumwell has arrived during the investigators' questioning, he listens from the bar. A successful **Psychology** roll detects his embarrassment.

PITCHLOCK GENERAL STORE

Alice and John Pitchlock run the store, which supplies groceries, tools, newspapers, and provisions for tourists walking the Peaks. They are welcoming to outsiders and do their best to put on a good show. While the day-to-day trade from the villagers keeps the store going, tourists really bring in the money. The Pitchlocks fear that the murders and talk of wild beasts will put off hikers and visitors alike. Use the Pitchlocks to reinforce or supply gossip and information missed at the inn.

Note that the store does not sell shotguns or weapons, other than knives and farming tools. Shotguns can be special ordered, taking at least two to four days to arrive.

MEETING CONSTABLE TUMWELL

While he is, most likely, encountered in the Laughing Horse, the investigators may come across Constable Tumwell on his rounds or visit him at his house in the village, which serves as the local police station and has the only telephone in the village.

Tumwell is reticent to talk in detail about the murders. As far as he's concerned the matter is over and life should move on. He says that he tracked down a wild hound and shot it. "Gone off to die in the hills. Been no trouble since I shot the blighter, thank God."

The tragic case is now closed. If pushed, requiring a successful **Charm**, **Fast Talk**, **Persuade**, or **Intimidate** roll, Tumwell elaborates—supply the following information as appropriate.

- Tumwell confirms the names of George Osgood and Lydia Perkins. The bodies of each were found on consecutive days, and the attack on Harold Short happened a day later. All incidents took place near to their homes.
- The bodies were ripped apart and savaged: a grisly sight, not for the squeamish. The Police Examiner confirmed the bites and claw marks were evidence of a wild animal attack, such as a large dog.
- Harold Short was knocked unconscious and suffered deep lacerations to the abdomen. He survived and has gone to his brother's house in Skegness (East Coast) to recuperate.
- The incidents happened three months ago, during the nights of the full moon.

INTERVIEWING THE VICTIMS' FAMILIES

If the investigators decide to interview the families of the victims they must approach with tact and discretion; otherwise, they are shown the door and, if appropriate, a fist thrown in anger at their thoughtlessness. A successful **Charm** or **Persuade** roll at Hard difficulty (per family) gets them through the door at the homes of the Osgoods and Parkins (see following). Harold Short, who survived the attack, is not at home due to him convalescing with relatives at the seaside resort of Skegness.

Osgood Farm

The Osgood farm lies beyond the village, about half a mile to the west. Edith Osgood greets callers and takes them through to the kitchen. Her two children, Maggie and Rachel, cling to her skirt throughout the interview.

- Edith, through mounting tears, describes that her husband heard a noise in the barn and went out to investigate, taking his shotgun with him. A moment later she heard him fire and then scream. Peering out, she saw a hairy, hunched-over form race away into the darkness.
- "It was as tall as a man, and ran howling into the woods. By the Lord's divine grace, I swear it were a demon," she says, wiping tears from her eyes.

Unable to say more, she apologizes and shows the investigators out.

Parkins' House

Investigators inquiring about Lydia Parkins are directed to John Parkins' house in the village. A normally resolute and temperate man, Parkins has grown sullen and maudlin since he lost his daughter. If he feels the investigators' questions are pushy or disrespectful, he is liable to lash out in anger.

- Parkins found his daughter's body after coming home from the Laughing Horse.
- He is convinced that Lawrence Vane, son of Lord Arthur Vane, had something to do with it. A neighbor (Tom Corty, who has nothing to add to this testimony) saw Lawrence Vane the night of Lydia's murder. Corty told Parkins that young Vane looked upset, and was hurrying from the direction of the Parkins' house.
- Constable Tumwell and his superiors questioned Lawrence Vane but declared him innocent of involvement.

Parkins doesn't believe the police story and thinks the authorities are protecting the Vane family from scandal. Bitterly, he declares that the Labour Party must correct such class injustice, and proceeds to lecture the investigators about English politics and its oppressive ruling class. A successful **Psychology** roll suggests that Parkins has been somewhat unhinged by the loss of his daughter. Later, the investigators may find Parkins wandering the countryside; in his madness, he has forgotten his daughter is dead and is calling for her to come home.

Asking About Harold Short

The investigators can quickly determine that Harold Short, the one person to survive the recent attacks, is not currently in the village and his house is closed up. Most villagers simply state the bachelor is "away," but a little digging finds someone (possibly Constable Tumwell) who knows that Short has gone to stay with his brother, Thomas, in Skegness. No one knows when or if he will return.

Keeper note: should the investigators wish to follow up with Harold Short in person, necessitating a journey to the seaside town of Skegness, in Lincolnshire on the East Coast, the Keeper might remind the players that a letter or telegram, or a call using Constable Tumwell's telephone, might suffice. In this case, any calls or correspondence are answered by Thomas Short, who says that his brother is convalescing and is not to be disturbed. A **Persuade** roll is required (be it via written or spoken conversation) to get Thomas to relate what he knows:

- Harold Short was taking an evening stroll and was nearing the village when he was attacked. He describes a huge dark shape appearing from out of nowhere and a burning pain as claws raked his body. He was knocked down unconscious. It all took place so quickly. He has been having nightmares of a foul-smelling, gray-colored beast hunting him.

FURTHER INQUIRIES

Information gained in the village points the investigators to the Reverend Jeremy Stratton and also Lawrence Vane and his family. In addition, some investigators may wish to explore the surrounding farms and land in hope of finding tracks and other signs of the beast haunting Lesser Edale. The following sections discuss these possible lines of inquiry.



Lesser Edale Church

THE VICAR OF LESSER EDALE

The Reverend Jeremy Stratton lives in a small vicarage next to the grounds of the Lesser Edale church. The church itself is newly built, constructed from limestone. Within the church grounds are the village cemetery and the old foundations of the former church building, which was burned down in 1906. The grounds are well tended.

Investigators calling at the vicarage are likely greeted by Sarah Bright, an elderly lady who keeps house for the Reverend. Mrs. Bright comes round most mornings to clean and do the laundry; a time when the Reverend usually heads to the church to write sermons and deal with correspondence. Most afternoons, Reverend Stratton conducts house calls or hosts callers at the vicarage or church. Evenings find the Reverend at home poring over the journal he is translating.

Mrs. Bright does not allow anyone inside the vicarage and directs callers to the church or says the Reverend is out and will return later. She knows nothing about the journal but does know that the Reverend has been acting queerly since the murders. A successful **Charm** or **Fast Talk** roll may entice her into some doorstep gossip, saying that the Reverend has taken to locking himself in at night, where he stays for hours. She knows this because she's seen the lights on till the early hours. Recently, she's often come upon him lost in thought or in prayer; something must be troubling him greatly.

Keeper note: Lesser Edale is so small that everyone in the village knows what Mrs. Bright knows; thus, this information could come from other sources.

Exploring the Church Grounds

Investigators looking for clues in the graveyard find gravestones dating back to the 14th century; many are so decayed as to be unreadable. No Vane family members are buried here (see the **Vane Mausoleum**, page 243). The new graves of George Osgood and Lydia Perkins can be found. Interestingly, a small silver crucifix has been hung over the headstones of both graves.

Jed Wainwright tends the grounds and may be found trimming the hedges. Not a very talkative person, Wainwright mainly communicates by alternately grumbling and laughing. If questioned about the crucifixes on the new graves, Wainwright ceases to laugh and the mask of his good-natured manner falls away, revealing a serious man. He tells the investigators that "Local matters don't concern outsiders," and they'd "Best be on your way, looks like a storm's coming." If not put off by this sudden change, a successful **Persuade** or **Intimidate** encourages Wainwright to say more. "They were murdered by the beast. Them crucifixes will keep 'em down where they belong. Don't want 'em turning." With this, he turns, smells the air, and walks away. He answers no further questions.

Meeting Reverend Stratton

The investigators probably first encounter Reverend Stratton in the church, where nothing untoward may be seen. If they visit him at home, the investigators may notice (**Spot Hidden**) various correspondences on his desk with the letterhead of the Derwent Valley Order of the Golden Druid, as well as a primer for Greek to English translation that occupies a significant portion of the desk. Further cluttering up the desk are various loose papers containing Stratton's handwritten notes, which obscure an old, leather-bound journal. The word "Vane" can be discerned on one of the loose papers. Observant investigators may wish to comment on the Greek to English translation guide, at which the Reverend smiles and says it's one of his hobbies but won't be drawn on what exactly he is currently translating.

As noted in the **Dramatis Personae** for this scenario (page 228), Reverend Stratton is happy to greet visitors to the village, and is also happy to give his account of encountering the beast to investigators who appear to be scholars or "people of letters"—see **Carlyle Papers England #9**. He is less inclined to share what he knows with those who appear to be on the lookout for salacious gossip.

Carlyle Papers England #9

I only glimpsed it momentarily, when I was walking home after visiting one of my parishioners. It was around 9 o'clock and the moon was full, although a heavy mist had risen. As I was opening the front gate, I heard a heavy breathing a few feet away. Looking up, I saw a huge dark shape, shrouded in mist. While the form was obscured, its burning red eyes filled me with terror. It let out a bloodcurdling cry and I knew it had seen me. Without thought, I bolted into the house and locked the door, thanking God for my safety.

Dependent on what the investigators have learned so far, Stratton hopes the shooting of the wild dog by the constable has put an end to things, but a successful **Psychology** roll notes he has reservations that the matter is now over. Howls are still being heard during nights of the full moon, even if there have been no further attacks. Stratton expresses sorrow and hopes that village life can return to normal, while also pointedly saying that no one wants such tragic events raked up and the families should be left to grieve in peace.

The Reverend will not be drawn on matters concerning the Vane family. If questioned about the word "Vane" written on his desk papers, Stratton states that Lord Vane is the squire of Lesser Edale and the note is to remind him to schedule a visit to Lord Arthur—a small lie that might be noticed with a **Psychology** roll.

Taking a different tack, the investigators find the Reverend to be a useful source of local history and he will be delighted to spend an hour chatting about such matters—see **Further Research on the Vanes, History, and Folklore** (nearby) for possible topics.

Unless the investigators already have the trust of Lawrence Vane, Stratton says nothing on the matter of the Vane Curse. A Hard **Persuade** roll is needed to get the Reverend to reveal what he knows of the Vane Curse from the journal; information he will not impart unless directly asked. If an investigator demonstrates expertise in Language (Greek), Stratton warms to them and, at the Keeper's discretion, might ask the investigator to assist in translating the journal (see **The Journal** box out, nearby). Remember, Stratton only knows so much and, even so, demands secrecy from the investigators.

THE JOURNAL

Local legend speaks of a large, hound-like creature, said to walk the land around Edale. The legend recalls the beast was once the working dog of the last squire of the village, which howled for three days and nights at the passing of its master. Edale folk say that if the howling should ever start again, it means someone will die.

One passage relates to the trial of the Witches of Bakewell in 1608, saying that Lady Evangeline Vane was a witness for the prosecution. Annie Stafford and Jenny Greene were found guilty and hung for witchcraft. A telling remark mentions that Annie Stafford cursed Lady Vane with the "mark of the beast."

TRACKING THE BEAST

Given that things happened some three months ago, there is nothing to see in terms of tracks or other possible clues where the attacks took place. Investigators electing to wander the surrounding countryside get to see the rolling hills, with Mam Tor rising to the south. Farms and fields of sheep are common, with small groups of farm hands working the fields, repairing dry stonewalls, or herding sheep. To the southwest, Plum Castle sits upon a hill overlooking the village.

If the investigators are wandering in the vicinity of Plum Castle, the only possible clue to be found (with a **Spot Hidden** roll) is a torn scrap of white material with a lacy frill, possibly from a lady's dress. The material is wet and muddy from being outside for three months. If the investigators have the necessary skill—**Science (Forensics** or **Chemistry)**—and equipment to analyze the cloth, traces of human blood can be detected.

ASKING ABOUT THE VANES

Investigators inquiring about the Vane family in Lesser Edale can easily find out the following information from the locals (no rolls required unless desired by the Keeper).

- The Vane family has lived in Derbyshire for centuries; some say as long as 700 years.
- They were made lords (titled) during the reign of Charles II, although no one knows exactly why. (In fact, a reward for Wellington Vane's skillful handling of certain undisclosed royal indiscretions.)
- The Vanes live in the keep of a medieval castle that has otherwise fallen or is in bad repair. Their home is called Plum Castle.
- Lord Arthur Vane is in his sixties; his heir is Lawrence Vane, aged 23, whose sister is Eloise, who turned 21 a few months ago.
- A few servants, all old and loyal, also live in "the Keep."

Further Research on the Vanes, History, and Folklore

No public library exists in Lesser Edale or in Edale, so investigators should head to Derby if they wish to conduct further research into the Vanes and Plum Castle. The following information can be found with a **Library Use** roll or, at the Keeper's discretion, could be known and relayed by Reverend Stratton or found in the library in Plum Castle. Some of the villagers may also recall snippets of the following.

- Lord Arthur Vane is listed in Burke's Peerage.
- Plum Castle is mentioned in the *Domesday Book*. One of England's Norman fortresses, the keep was originally built by Henry II in 1175, and later rebuilt and remodeled in 1587. The castle is one of 20 built around the area at various times between the 11th and 17th centuries.
- Plum Castle's name is falsely said to have derived from when it fell into the hands of Edward III "liketh a plum" when a rebellious former owner neglected to secure the gate. In fact, the name comes from the Norman French "le plomb" meaning lead; thus, Lead Castle. The area was an important source of lead for more than five centuries, hence the castle's name.

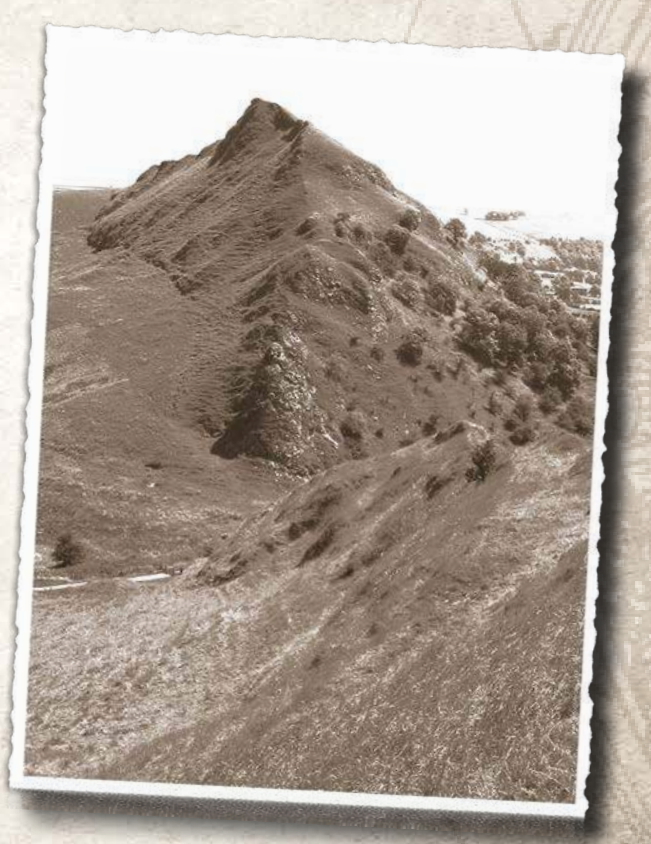
Keeper note: old lead mines, long since forgotten and hidden, can be found across the Derbyshire Peaks. When Eloise howls in her cell, the sounds carry through an old lead mine close to the castle's dungeon, allowing the villagers to hear the echoing cries rising from the countryside surrounding the village. Most likely, only Reverend Stratton might guess at this connection. The old mine's entrance has been bolted and buried for more than two centuries, its whereabouts lost to local knowledge. Of course, whether such long-abandoned tunnels are now the haunt of ghouls and other unsavory creatures is left to the whim of the Keeper.

- An area encompassing Edale was the feudal barony of Jeffrey Lyons before his line fell into disgrace and the lands passed to the Vanes, during the reign of Charles II in 1672.
- Local legend speaks of a large, hound-like creature, said to walk the land around Edale. The legend recalls the beast was once the working dog of the last squire of the village, which howled for three days and nights at the passing of its master. Edale folk say that if the howling should ever start again it is a omen of doom.
- An account of the trial of the Witches of Bakewell in Lester Illingworth's *Derbyshire Haunts and Tales* (1884). The short piece mentions a Lady Evangeline Vane who, in 1608, was a prosecution witness at the trial of Annie Stafford and Jenny Greene. The two women were found guilty and hung for witchcraft. The book alleges that Annie Stafford called out a curse during Lady Vane's testimony, putting the "Mark of the Beast" on the Vane bloodline.

TRUTH STRANGER THAN FICTION?

Strange tales of wandering beasts are not uncommon in the Derbyshire Peak District. The rolling hills and caverns are home to all manner of unusual folklore and, sometimes, these tales make the headlines. One such tale is directly pertinent to the scenario: the Black Dog of Edale, printed in the October 14, 1925 edition of the *London Daily Express.* The story talks about something *"black in colour and of enormous size"* and thought to be slaughtering sheep at night, *"leaving the carcasses strewn about with legs, shoulders, and heads torn off; broken backs and pieces of flesh ripped off."* The article went on to say *"People in many places refuse to leave their homes after dark, and keep their children safe in the house."*

The Keeper might wish to adjust this (real) newspaper coverage to fit with the scenario, moving the publication date to suit the time when the investigators are in England—perhaps further encouragement to the investigators to delve into the mystery?



The rolling hills of Derbyshire

LOCAL SITES OF INTEREST

Mam Tor and the Blue John Cavern are on the doorstep of Lesser Edale and present possible sites of interest for the investigators. In the course of the scenario, the Keeper may choose to have the hunt for the beast (when **Eloise Escapes**, page 244) move into these sites. An after-hours showdown in the Blue John Cavern would be a particularly spooky occasion.

Mam Tor

Mam Tor (or Mother Hill), is considered to be one of the earliest hillforts in Britain. Standing at 1,700 feet (518 m) above sea level, a large ditch surrounds its summit, on which would have stood the fort. The remains of gateways can be discerned on two paths leading to Mam Nick and Hollins Cross respectively. Also visible are the foundations of the circular huts that once would have comprised living quarters and other buildings of a village. For those making the trek up the hill, Mam Tor's pinnacle provides breathtaking views of Derbyshire.

At its peak are two Bronze Age burial mounds that are believed to be Mam Tor's oldest features, some 3,500 years old. Limited excavation of the mounds has taken place over the centuries, with records describing a partial excavation in the early 19th century. Come World War Two, one of the mounds is used to house a searchlight emplacement.

Whether any Mythos secrets still lie undisturbed in 1925 is left to the Keeper to decide and may, if desired, form the basis of a future scenario.

Blue John Cavern

At the base of Mam Tor, on the opposite side to Lesser Edale, lies the Blue John Cavern, a complex of limestone caves containing fossils and where Blue John (fluorite or fluorspar) is mined. This particular crystal blend, with elements of purple-blue and yellow, is found nowhere else in the world and is used to make jewelry and decorative items.

The cavern descends 214 feet (65 m) and contains six natural chambers. Each chamber has its own name. The first, Bull Beef, is a working mine; its name comes from similarity of the Blue John found there to raw beef. The Grand Crystallized Cavern is dome shaped, while the Waterfall Cavern houses an unusual formation of stalactites that look like a frozen waterfall. Of interest to Keepers may be Lord Mulgrave's Dining Room, which is a circular-shaped natural chamber where Lord Mulgrave is said to have dined with and entertained a group of miners. Why His Lordship did so is lost to history.

Investigators wishing to explore the cavern find it a distracting and fascinating experience—if they can convince the miners to show them around. Waiting for the miners to go home might be simpler, if they can avoid the night watchman; however, with only flashlights or lamps to guide them, the investigators' nerves might be put to the test. The cavern is pitch black, slippery, and dangerous for the unwary—call for **Spot Hidden** rolls to avoid bumping one's head and **DEX**, **Climb**, or **Jump** rolls to negotiate the steep and slippery trails down. Failure results in the investigator not being able to proceed safely; failing a push roll results in a potentially nasty fall and 1D6 damage.

If the Keeper decides, later in the scenario, to have Eloise descend into the cavern when pursued by the investigators, it is presumed the workers have gone home for the night. Eloise can either slip by the nightwatchman while he is taking a break, or the investigators can find his mangled body. Inside the caves, if the investigators are without light sources, increase difficulty levels for navigating around and give penalty dice for combat encounters in the dark. Smart investigators seek out the miners' lanterns in one of the sheds before entering the mine.



THE CURSE OF THE VANES

Lord Arthur Vane is a country gentleman, 67 years old and very proud. His handsome son Lawrence is 23 and also proud. Having attended Oxford, Lawrence has only recently returned to Derbyshire. Since the monster struck soon after Lawrence came back, some villagers agree with John Parkins that Lawrence is the fiend behind the attacks; however, it is Eloise, Lawrence's sister, who is actually to blame.

Eloise Vane, a soft-spoken 21-year-old, has unknowingly inherited the curse of the Vanes—a tainted bloodline—and has begun to transform into a ghoul. The transformation is somewhat unique, as it occurs periodically and rapidly, turning the young woman into a horrifying, almost dog-like, creature in a matter of moments. For a few hours, Eloise is no longer herself and degenerates into a fully-matured ghoul before, just as suddenly, returning to her human self with no memory of the metamorphosis or the actions taken while in ghoul form. Eloise's sporadic transformations have, at the moment, taken place during a full moon. Thus, the local legend of a werewolf has been born. In time, Eloise's transformations will grow more frequent until she permanently becomes a ghoul and can no longer inhabit the human world.

Family legend tells that in 1608, Lady Evangeline Vane gave testimony at the trial of two women accused of witchcraft, known as the "Witches of Bakewell." The evidence given led to sentencing of the young women to be hanged until dead. The legend says that one of the witches, Annie Stafford, put the Mark of the Beast on all the daughters of the Vanes; however, this is a lie. A far older and more sinister reality is at the heart of the Vane curse.

In centuries past, the forebears of the Vanes enacted rites dedicated to Mordiggian, the Charnel God. The dead were offered in supplication to the deity during rites of cannibalism and debauchery. The blasphemous proclivities of the Vanes' ancestors sowed a seed in their bloodline and a "ghoul-taint" runs deep in the blood of the Vanes. For unknown reasons, the blood-taint is stronger in the females of the line. Every generation or so (the curse has been known to skip a generation or two) female Vanes begin to manifest the family's dark heritage. Occasionally a Vane male has descended into ghoul form but, in the main, it is the female Vanes who bear the brunt of the curse. Information confirming this dark episode in the family's past can be found in the library of Plum Castle (**The Library**, page 241).

For centuries, when a blood-daughter of the Vanes reached the age of 21, she began the transformation into a ghoul, at first intermittently (as Eloise) and then permanently. The family has kept the secret, locking up their women during the full moon or slaying any female babies born to Vane women. Then, for four generations, no Vane daughters were born and no ghoul transformations took place; thus, the curse was forgotten. Now the evil is abroad once more. Lord Arthur Vane has pieced together enough of the family records to understand something of what is happening and has shown this information to his son Lawrence, who has taken it upon himself to care for Eloise—Lawrence was searching for his escaped sister when spotted by Tom Corty (**Parkins' House**, page 233).

Only Lord Arthur and Lawrence know that Eloise is turning into a monster each month. They lock her away in the castle dungeon on the three nights of the full moon, when the transformation most takes hold. It is Eloise's cries and howls from the depths of the dungeon that the villagers sometimes hear.

A VISIT TO PLUM CASTLE

Plum Castle stands on a stone bluff, some 200 feet (61 m) above Lesser Edale. A winding road leads directly from the village to the castle's entrance, while a second, longer road leads from Edale and passes near to the castle; it's just a short walk to the tumbled walls and towers of the ancient fortress.

Smart investigators get a villager to introduce them to the Vanes, or perhaps a chance encounter with Lawrence Vane in the Laughing Horse Inn wangles an invitation if a suitable **Charm** or **Persuade** roll is made, or if the investigators' **Credit Rating** is appropriately high (70+). Alternatively, the investigators might leave their calling cards and a message with the servants. Whatever method is employed, assuming the investigators act with good grace, an invitation is sent to them to join Lord Arthur Vane and his family for dinner.

Rushing up to the castle like cowboys and arriving unannounced is bad form and the investigators can expect to be rebuffed until they put forward a formal request (in writing) for an interview.

Assuming the investigators receive an invitation for dinner, they are greeted by one of the servants and taken down a side corridor to the Great Hall. Giles, the servant, remarks that the main door of the Great Hall has been immobile since the day that Charles I was hanged, hence the need to use a side entrance. Inside, the investigators can gaze at the wood paneled walls, tapestries, chandeliers, and ornaments while they wait to be joined by Lawrence and Lord Arthur (depending on the circumstances of their visit), who then take them into the library for the meeting. For a more detailed overview of Plum Castle's interior see **Key Locations in Plum Castle** (page 241).

The Servants

Lord Arthur has a typical range of servants in attendance, from butler to cook, valets to chambermaids. All are fiercely loyal and devoted. Any approaches made by the investigators are likely to fail unless an Extreme success is achieved with a social skill roll. If successful, the servants confirm that tales of the Black Dog of Edale are foremost upon the minds of the serving staff. For the last few months, when the moon is full, frightening wails and howls have been heard coming from the castle's grounds. The howl of the Black Dog is an omen of death. Investigators who dismiss talk of spectral hounds and instead push for information on Eloise Vane are told that "something odd" happened after Eloise's 21st birthday, but out of love and respect for Lord Arthur the servants have held their tongues. The servants fear Eloise is suffering from a painful malady that causes her to lash out and brim with anger, which is why Lord Arthur moves her to a room beneath the castle when the condition flares up. The servants say no more and depart with an off-hand excuse. Use the **Average Townsfolk** profiles, page 247, if required.

In Conversation with the Vanes

How the investigators' initial interaction with the Vanes plays out depends on the circumstances of their visit. Probably, the investigators have either been invited to dinner by Lawrence or have made an appointment to interview Lord Arthur. Adjust the following accordingly to suit the circumstances. The Keeper should also refer to the write-ups given in the **Dramatis Personae** for this scenario (page 228). Note that a separate section, **Meeting Eloise Vane** (page 241), is provided should the investigators have an opportunity to meet her in human form—allowing such a meeting with Eloise during the first half of the scenario helps to provide some misdirection.

Any initial meeting or dinner at Plum Castle has both Lord Arthur and Lawrence in attendance. If it is not the full moon, then Eloise joins the group for dinner; otherwise, she is not present. If necessary, should the investigators question his daughter's whereabouts, Lord Arthur explains Eloise has taken sick with a headache—offers from medically-minded investigators to examine Eloise are politely dismissed.

The Vane men listen intently and politely to the investigators' questions but do not give much away. Lord Arthur uses the meeting to question why the investigators are in Lesser Edale and the nature of their business.

Talk of werewolves or monsters causes bemused looks and, possibly, outright laughter (a successful **Psychology** roll reveals the mirth is a pretense). They thank the investigators for the entertainment but assure them that the recent kerfuffle in Lesser Edale is the result of a mad dog, which they are reliably informed, Constable Tumwell shot dead. The matter is closed. Lord Arthur suggests the investigators are being fanciful and mentions, if folklore entertains them, that they might like to visit the prehistoric sites nearby, such as Arbor Low and the Nine Ladies of Stanton Moor, which would better serve their interest than loitering about Lesser Edale. Further speculation by the investigators is shut down and the meeting brought to a polite but firm close.

Keeper note: Arbor Low and the Nine Ladies (20 mile and 25 miles south, respectively) are significant prehistoric stone circles which, while interesting in and of themselves, have nothing to do with the scenario. Lord Arthur is politely telling the investigators to "get lost!"

Lawrence says little if anything, letting his father do the talking. A successful **Psychology** roll made during the meeting deduces that Lawrence is worried but covers it well.

If the investigators maintain decorum and refrain from speculation about werewolves and the like, Lord Arthur is more inclined to listen. If their courage, discretion, and intelligence is made evident (successful **Charm** or **Persuade** roll), Lawrence takes note. While the meeting soon ends with seemingly little gained, as they head outside, Lawrence reappears wearing an outdoor coat and offers to walk the investigators back to the village (**Lawrence Asks for Help**, page 241).

DINNER AT PLUM CASTLE

Should the Vane family entertain the investigators with dinner, they are served a full five-course meal consisting of an hors d'oeuvres (appetizer of pâté), fish (trout), main course (steak), dessert (plum pudding), and a selection of local cheeses, followed by cigars.

Investigators are asked by the waiting staff as to their preference for the steak and may take note that all of the Vanes eat their meat very rare.

Lawrence Asks for Help

Lawrence is desperate for help in dealing with his sister. He finds himself in an untenable position, as his sister is in peril and he fears for the lives of the family he may one day have. If the investigators have demonstrated their truthfulness and worth, he may approach them for assistance. The Keeper should judge when to enact this request, as it significantly moves the plot forward.

When appropriate, Lawrence begs the investigators to agree to keep what they hear secret. Any dissent means that Lawrence can speak no further and he apologizes for wasting their time and departs. If the investigators agree to his terms, he explains the situation and recounts the family curse brought about by the Bakewell Witches in 1608—refer to the tale in **The Curse of the Vanes** (page 239). Lawrence only knows the false family history and so is unable to speak the truth about the Vanes' tainted bloodline. He doesn't use the "werewolf" term but rather describes Eloise transforming into a "beast."

After telling the tale, Lawrence invites the investigators to meet Eloise the following day but explains it must be done secretly without his father's knowledge. He arranges to meet the investigators on the road and plans to spirit them inside the castle by stealth. When appropriate, refer to **Eloise Escapes** (page 244).

Meeting Eloise Vane

Eloise remains at all times within the castle walls. Lord Arthur, Lawrence, or the servants watch her constantly, so the investigators must be ingenious in order to question her. She walks about the flower gardens on fair afternoons; if her chaperone can be distracted, the investigators may gain a chance to speak to her. Refer to Eloise's write-up in the **Dramatis Personae** for this scenario (page 230).

During the nights of the full moon, Eloise transforms into a full ghoul. At these times she is not seen, as she is kept in a cell beneath the castle. Should the investigators find a way down to see her, or if Lawrence takes them to her, refer to **Eloise Escapes** (page 244), as she will have escaped her bonds and departed into the countryside.

If encountered at other times, Eloise is a sweet girl, soft-spoken and thoughtful, but terribly distracted; a successful **Psychology** roll shows that she suffers greatly. She does not know that she is turning into a ghoul but she does know she has evil dreams each month; terrible dreams in which she witnesses ghastly happenings, though the events are vague. If asked to elaborate, requiring a **Charm**, **Persuade**, or even **Intimidate** roll, she talks of nightmares filled with blood, savage beasts, and dead things in graveyards. At this, she faints and falls to the ground, possibly causing some commotion. The investigators must decide whether to remain with her and risk discovery or hot foot it before a family member or servant appears to see what is the matter. If found talking to Eloise, having somehow used stealth to gain entry to the castle or grounds, the investigators are sent packing. There will be no further dinner invitations.

KEY LOCATIONS IN PLUM CASTLE

Plum Castle has been rebuilt over the centuries, its shell of stone repaired and restructured to conform to the architectural tastes of the time. Nowadays, it looks more like a Victorian mansion than a castle, although its crenellations and aspect do harken back to its past. Internally, the rooms are wood paneled and have plastered ceilings, while elaborate sconces and chandeliers provide gas lighting (Lord Arthur has yet to install electricity). Thus, the atmosphere is somewhat brooding and reminiscent of an earlier age. Fine views of the countryside and Lesser Edale village can be had from the building's two towers.

For investigators, the majority of the rooms are of little interest and there are no clues to be found in the bedrooms, kitchens, or servants' quarters. The following key locations in Plum Castle offer more for the discerning investigator.

Great Hall

The fine wood paneling was cleaned and refinished just before the Great War, and several new high windows cut in, providing a lighter, more airy atmosphere. An ornate fireplace is a feature of the hall, large enough to roast a pig, while long tapestries featuring medieval scenes hang from the walls alongside the heads of stags, antlers, and other curios from years past.

The Library

If the investigators achieve an interview, it will be held in the library. High-backed leather chairs and occasional tables litter the floor space, while large potted plants compete for light.

The library boasts a fine collection of classics, world maps (mainly featuring British territories), and encyclopedias. While there are no books on the occult, some volumes of local history are available—if the investigators have neglected to undertake prior research, the information outlined in **Further Research on the Vanes, History, and Folklore** (page 236) could be available here at the Keeper's discretion.

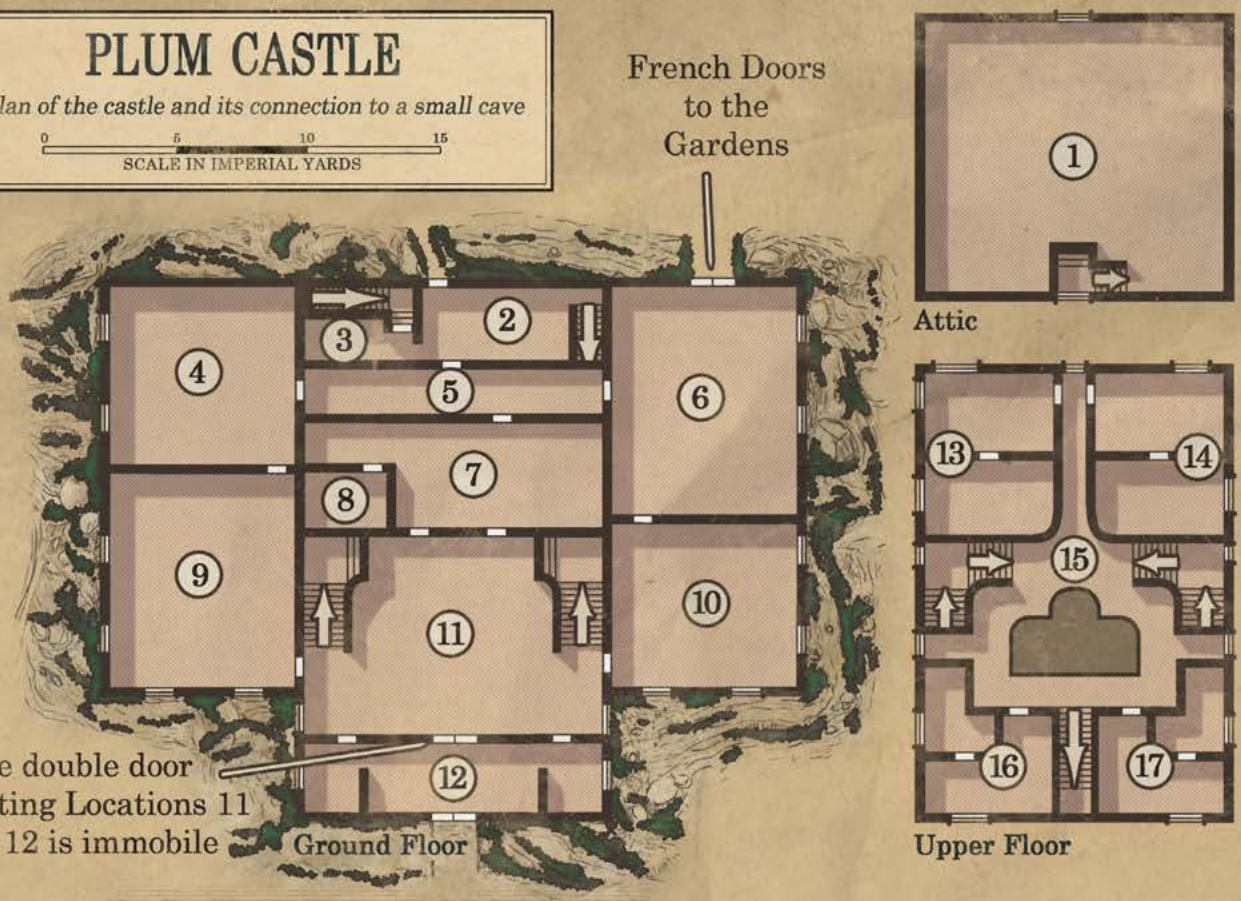
Of particular note, should the investigators locate it with a successful **Library Use** roll, is the journal of Edgar Vane dating back to the 16th century, calling itself a "History of the Vanes." Hidden amongst the shelves, the slim octavo

PLUM CASTLE

A plan of the castle and its connection to a small cave

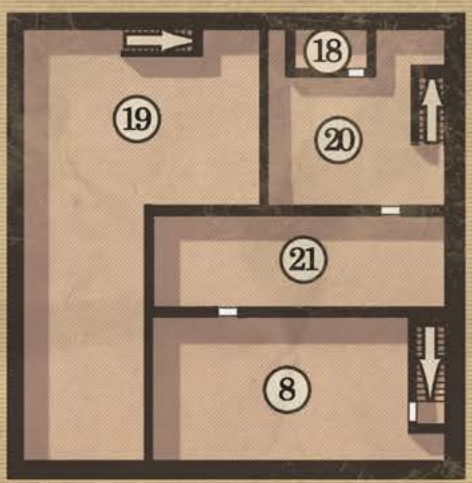
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SCALE IN IMPERIAL YARDS



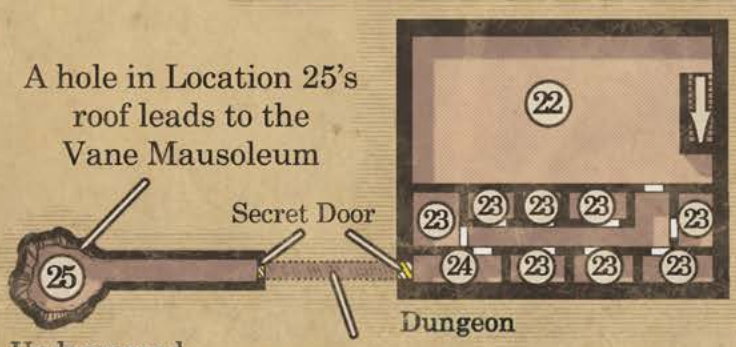
The double door connecting Locations 11 and 12 is immobile

All Arrows Point Up Stairs



Cellar

A hole in Location 25's roof leads to the Vane Mausoleum



A long, winding tunnel connects Locations 24 to 25.

Explanation

1	Empty Attic
2	Kitchen
3	Pantry
4	Billiard Room
5	Corridor
6	Dining Room
7	Servants' Hall
8	Storage Room
9	Library
10	Study
11	Great Hall
12	Reception Hall
13	Eloise's Apartment
14	Lawrence's Apartment
15	Landing and Balcony
16	Guest Apartment
17	Sir Arthur's Apartment
18	Larder
19	Servants' Quarters
20	Cellar
21	Wine Cellar
22	Dungeon Chamber
23	Cells
24	Eloise's Cell
25	Small Cave

volume has not been opened for many years, and the current Vanes have no idea it exists. A successful **Language (English)** roll is required to decipher the archaic script. With a few hours' study, an investigator finds a section describing the early religious beliefs of the Vanes. Edgar Vane states he found ancient records purporting to claim that his forebears once practiced devil worship and were dedicated to a blasphemous idol, named as "Mordee-ganee." The accounts say that the family called upon the idol to satiate their foul desires, and suggests that charnel rites and cannibalism took place. Edgar writes that he could find no other evidence to corroborate the outlandish claims but states that such blasphemy could be at the root of the diabolical curse plaguing the Vane bloodline.

Keeper note: in truth, the ancestors of the Vanes worshipped the Charnel God of the ghouls, Mordiggian (**Curse of the Vanes**, page 239). Edgar Vane's journal is the only clue to the true reasons behind the Vane curse. While enlightening, the journal is not an essential clue, although if Lawrence Vane has enlisted the investigators' help he may suggest browsing the library, as he understands that various Vanes, over the years, have researched the family line.

Vane Mausoleum

Set in the grounds of Plum Castle, the Vane Mausoleum is a granite edifice, bedecked with weeping angels and overgrown with creeping ivy. The stout wooden door is unlocked and pushes open easily.

The atmosphere is cloying and damp. The Vane tombs date back to the 1700s and many are decaying with age. A cursory inspection finds nothing untoward but a successful **Spot Hidden** detects deep claw marks gouged into the door's interior side. Additionally, those searching the lower level of the mausoleum may find (**Spot Hidden**) a loose floor slab. If lifted, a deep hole is revealed. The hole is just large enough to allow a person to pass through, giving access to an ancient and rusty metal ladder that descends into darkness.

Climbing down, the hole descends for approximately 15 feet (4.5 m) and ends in a small, naturally-formed cave. A man-made tunnel exits the cave and, strangely, ends at an old brick wall for no discernible reason. A Hard **Spot Hidden** is required to find the mechanism that opens a secret door built into the brickwork. This secret door opens directly into Eloise's cell in the dungeon beneath the castle (**The Dungeon**, following). The bricks could also be removed with some tools and hard work.

Keeper note: this secret passageway, built by a Vane ancestor, is unknown to the current Vanes, who would be surprised at its discovery.

The Dungeon

The dungeon is a remnant of Plum Castle's original fortification. To find it, one merely walks through the wine cellar (stocked with dusty old bottles of exquisite claret) and into a storage room, where a stout door leads down to the dungeon. The door is kept locked, although the key rests on a hook that hangs nearby.

A long flight of steps leads into a cold and dark stone chamber, in which a few ancient chains hang from the walls. An unlocked iron door leads into a series of nine cells, each fitted with iron doors of their own. The keys for most of the cells have been lost down the ages; however, Lord Arthur does have the keys for two of them—Eloise is kept in one of these (see the map for Plum Castle). All of the cells are bare except for Eloise's, which has fresh straw thrown on the floor each month. Breaking out of a locked cell would require a feat of strength (**STR** roll at Extreme difficulty).

A little light filters in through the bars of a ventilation shaft set 14 feet (4 m) above, which leads up to ground level—the bars are very old and a successful **STR** roll can easily dislodge them.

- **If Eloise is not confined here:** her empty cell might be examined. A Hard **Spot Hidden** roll made while carefully searching the cell's stone walls reveals a loose stone, which if pushed, operates a hidden mechanism that opens a secret door leading to the Vane Mausoleum.
- **If Eloise is confined here:** she is in her cell, likely transformed into ghoul form, raging, snarling, and howling.

INVESTIGATOR OPTIONS

The investigators may or may not have their attention focused on the Vanes. If not, they may stake out the village, castle, or surrounding land in the hope of seeing the beast on a night of the full moon. How long such tactics play out is determined by the Keeper, although it is advised to keep the scenario moving along and avoid consecutive nights of nothing much happening.

When the investigators first arrive in Lesser Edale, Eloise is locked up during the full moon so there is nothing for investigators on a stakeout to see; however, they will hear her wails and howls carrying across the hills. On the second or third night of the full moon, **Eloise Escapes** (page 244), providing watching investigators with the chance to see her in the moonlight or perhaps discover a new murder.

Should the investigators have realized the Vane connection, they may decide to sneak into Plum Castle to investigate further or confront Lord Arthur outright. The

Opposite: Map of Plum Castle

following sections outline these possibilities. Alternatively, if Lawrence Vane has requested their help, the investigators are brought to the dungeon without Lord Arthur's knowledge, so they may witness Eloise's condition for themselves—leading directly to the sequence described in **Eloise Escapes**.

Using Stealth

If the investigators use **Stealth** to enter the castle during the full moon, they might be rewarded by seeing Lord Arthur and Lawrence carrying the unconscious Eloise to her cell in the dungeon. Once locked in, Lord Arthur and his son generally sit in the study, smoking cigars and drinking brandy while they wait out the nightly ordeal. As dawn breaks, the men return to the dungeon and wait, if necessary, for Eloise to return to humanity. They then carry the exhausted Eloise back to her bed, where she awakens later, none the wiser.

Using stealth risks exposure. While the servants are kept to their rooms, the investigators could tip off Lord Arthur and Lawrence to their presence in the castle. Quick thinking may allow the nosy investigators to escape; otherwise, they are caught and potentially locked in the library until morning, when Lord Arthur sends a servant for Constable Tumwell to arrest them for breaking in. Such an event does provide the investigators with the opportunity to persuade the Vane men of their credentials and discretion (if a successful Hard **Persuade** roll is made), which may lead Lord Arthur to release them in return for their help. Perhaps Lord Arthur goes to check on his daughter in the middle of the night only to find she has escaped; thus, the investigators may prove a useful resource in helping to track her down before anything calamitous can occur.

Confronting the Vanes

Investigators electing to confront Lord Arthur or Lawrence Vane are most likely sent away with a flea in their ear (**In Conversation with the Vanes**, page 240). Such a scene greatly depends on timing in terms of where things stand in the scenario. If the investigators have already begun to appear as potential allies to Lawrence, a confrontation may cause him to break down and confess the need for help. With Lawrence on side, Lord Arthur's reticence can be overcome, leading to the investigators being told the truth as the Vane men see it. Such an outcome leads directly to Eloise's escape and the need to track her down, which Lord Arthur will expect them to perform with discretion and care.

ELOISE ESCAPES

When the Keeper determines (probably on the third night of the full moon), Eloise escapes her cell in the dungeon. She somehow discovers the secret door and finds freedom through the Vane Mausoleum. If the investigators have already found the secret escape route and Eloise has been moved to a different cell, she breaks through the cell's door and leaps to the iron bars of a ventilation shaft; wrenching these aside, she climbs to the castle's grounds.

ELOISE AT LARGE

Her mind not fully comprehending the changes wrought upon her, Eloise is a raging beast full of hurt and confusion. In time she will come to understand her ghoul nature but for now, those who cross her path are likely to be mauled and killed as she tries to satiate her unspeakable hunger.

She is unlikely to enter a building, though she might smash through a window to grab at someone in view. If she cannot find a human target, she eventually settles for a sheep. After wandering around Lesser Edale, as dawn approaches, she is drawn back to Plum Castle and returns to her cell by the same means she left it. If by the secret door, no one will be the wiser to her escape—the results of her attacks posing an uncomfortable dilemma. If she escaped via the ventilation shaft, signs of her exit may be seen if the investigators are able to search the dungeon.

If the investigators attempt to hunt and kill the "beast," they have to deal with Lord Arthur and Lawrence, both of whom wish Eloise to live, and have hopes of curing her condition. As soon as the Vanes catch wind of the investigators' nighttime hunting, and especially if Eloise has escaped, Lawrence drops everything to seek them out and persuade them to call a halt. Such a scene might see Lawrence rushing across the fields, shouting at the investigators, and remonstrating with them to cease their hunt. The Keeper should decide whether Lawrence reveals the truth to the investigators at this time; if so, then Lawrence directs them to help him catch his sister alive and unharmed.

Investigators who get a good look at Eloise in ghoul form may determine her nature if they have encountered ghouls before or if they succeed in a **Cthulhu Mythos** roll. If they have any Mythos tomes in their possession, they may attempt to research the matter using the tome's Mythos Rating (see *Call of Cthulhu Rulebook*, page 175). Such knowledge should lead the investigators to realize the intermittent transformation will soon become permanent. In addition, an escaped Eloise may begin to ransack the Vane Mausoleum for unspeakable sustenance in favor of hunting living flesh; eventually, she will find her way to the village graveyard.

PULP OPTION

If desired, the Keeper could have a ghoul pack hear Eloise's nighttime howling and come to Lesser Edale to seek out its source. This small pack of ghouls might have a home beneath Edale, some six miles (9.5 km) away. Moving through the natural cave systems beneath Derbyshire or across the land at night, the ghoul pack makes a new home in the Lesser Edale graveyard, filling the night with yet more ghoul howls and further terrifying the already nervous villagers. Soon, Eloise hears the pack's cries and she moves to join them. In such company, Eloise's transformation becomes permanent. The pulp heroes must now contend with more ghouls, while also working out how to handle Lord Arthur, Lawrence, and Eloise.

Possible Outcomes

If Eloise is killed without witnesses about, she immediately changes back to human form (if they had no idea the ghoul was Eloise, impose a Sanity loss of 1/1D6; otherwise 0/1D4), and the investigators will have to think quickly to cover things up or face the consequences of their actions with Lord Arthur (**Conclusion**, below).

If Eloise is captured, the investigators must decide what to do. Do they release her into the care of her family, knowing that she is a timebomb, likely to escape again and murder more innocents? Do they comprehend her true condition and that the change will become permanent in time? Or do they attempt to persuade Lord Arthur that the best cure is to kill his daughter so that no further innocents will die? Difficult choices are not made any easier if Lord Arthur and Lawrence are party to the discussion.

WE NEED SILVER BULLETS!

The scenario sets up the investigators to assume their quarry is a werewolf; thus, they may decide that silver is needed to combat the monster of Lesser Edale. Certainly, an **Occult** roll suggests that, in folklore, silver is the werewolf's bane.

Finding a source of silver in the village requires negotiation to persuade the residents to part with what few family heirlooms they have. Of course, Plum Castle offers a greater range of suitable silverware, from grand cutlery sets to antique candleholders, but neither Lord Arthur nor Lawrence will agree to such requests. A day trip to Derby might be easier, where silver items can be purchased from a number of upmarket traders.

With silver in hand, the investigators must melt it down to form suitable weapons. The local blacksmith can melt down the silver and forge knives and spear tips, but he is unable to craft bullets—the best he can do is to make shot for reloading into shotgun shells. Such work is bound to spread gossip throughout the village. Gunsmiths in Derby, Sheffield, or Nottingham might, alternatively, undertake the unusual work, although it will take a few days to accomplish.

Of course, silver has no additional effect upon Eloise in ghoul form and anything made from it simply acts like a regular weapon.

CONCLUSION

Whatever the outcome, should the investigators have acted with care and sensitivity and won over Lord Arthur and Lawrence, they may gain their (grudging) respect and find the Vane family to be an ally in their pursuit of the London Brotherhood of the Black Pharaoh. If events fall this way, Lord Arthur can call upon favors to help the investigators out of tricky entanglements with the English authorities, perhaps even helping to secure police assistance to raid Misr House should the investigators be able to offer up damning and incontrovertible evidence of Edward Gavigan's crimes. If required, Lawrence Vane could potentially be a replacement investigator.

Killing Eloise poses a problem. Do they hide her body and walk away? Or do they come clean with Lord Arthur? Dependent on the approach taken by the investigators, Lord Arthur may have questions if he fears the worst for his daughter. He can call upon the local police (as well as the authorities in London) to hunt the investigators down for questioning in connection with Eloise's disappearance.

Dependent on how clever they have been in covering their tracks, the investigators either come to face criminal charges or are dogged by Lord Arthur, who uses private agents (if the police can find no way to charge them) to harass them wherever they go. Lord Arthur wants the truth and little will stop him in seeking it out—in such an event, the investigators could be forced to depart England before they can actually deal with Edward Gavigan and the London Brotherhood.

REWARDS

There are no easy answers in this sidetrack scenario and the outcome may be equally messy. At the Keeper's discretion, grant the players an investigator development phase (refer to **Rewards**, page 162, America). Provide the following rewards or penalties; these reflect that Eloise is, essentially, a tragic victim; however, the Keeper should feel free to reverse certain awards if the players consider her to be a monster).

- Persuading Lord Arthur of the necessity to kill Eloise before more innocents are harmed: +1D4 Sanity points.
- Capturing and handing Eloise into Lord Arthur's and Lawrence's care: +1D4 Sanity points.
- Killing Eloise and making an enemy of Lord Arthur: –1D3 Sanity points.
- Letting Eloise run away to start a new life as a ghoul: +1D3 Sanity points.
- Walking away, leaving the matter unresolved in any way: –1D6 Sanity points.

PULP REWARDS

At the Keeper's discretion, award pulp heroes 10 Luck points for successfully resolving The Derbyshire Horror, although a poor outcome should grant no Luck reward.



A vein of Blue John mineral

CHARACTERS AND MONSTERS: THE DERBYSHIRE MONSTER

LESSER EDALE RESIDENTS

Hubert Tumwell, age 43, *police constable*

STR 60	**CON** 65	**SIZ** 50	**DEX** 50	**INT** 45
APP 45	**POW** 40	**EDU** 45	**SAN** 40	**HP** 11
DB: 0	**Build:** 0	**Move:** 7	**MP:** 8	**Luck:** 40

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or truncheon 1D6
12-g Shotgun	50% (25/10), damage 4D6/2D6/1D6
.303 Lee-Enfield rifle	50% (25/10), damage 2D6+1
Dodge	25% (12/5)

Skills

Charm 40%, Climb 35%, Credit Rating 22%, Drive Auto 20%, Fast Talk 45%, First Aid 60%, Intimidate 35%, Jump 30%, Law 30%, Listen 45%, Navigate 50%, Psychology 45%, Ride (Bicycle) 65%, Spot Hidden 50%, Stealth 35%, Track 30%.

Languages

English 45%.

Reverend Jeremy Stratton, age 67, *vicar*

STR 35	**CON** 50	**SIZ** 60	**DEX** 60	**INT** 75
APP 45	**POW** 50	**EDU** 80	**SAN** 50	**HP** 11
DB: 0	**Build:** 0	**Move:** 5	**MP:** 10	**Luck:** 50

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)

Skills

Accounting 15%, Archaeology 15%, Art/Craft (Sing) 15%, Charm 40%, Credit Rating 49%, First Aid 60%, History 70%, Law 15%, Library Use 35%, Listen 45%, Lore (Druidism) 20%, Lore (Theology) 75%, Medicine 20%, Natural World 40%, Occult 30%, Persuade 60%, Psychology 45%, Stealth 30%.

Languages

English 80%, Greek 11%, Latin 15%.

AVERAGE TOWNSFOLK OF LESSER EDALE

	1	2	3	4	5	6	7	8
STR	60	45	50	70	65	55	35	80
CON	50	40	45	60	75	65	60	90
SIZ	55	65	70	50	55	60	50	50
DEX	80	75	65	60	55	50	65	40
INT	70	45	55	60	45	50	80	35
APP	65	60	65	45	55	60	65	40
POW	60	35	50	70	65	50	45	55
EDU	40	45	30	45	40	40	50	35
SAN	60	35	50	70	65	50	45	55
HP	10	10	11	11	13	12	11	14
DB	0	0	0	0	0	0	0	+1D4
Build	0	0	0	0	0	0	0	1
Move	9	8	7	9	8	7	8	8

Luck: —

Combat

Attacks per round: 1

The majority of villagers have access to farm tools, kitchen knives, and so on. Servants are more likely to find candelabra, kitchen knives, or garden tools. A few will have access to a shotgun.

Brawl	40% (20/8), damage 1D3+DB
Kitchen knife	40% (20/8), damage 1D4+2+DB
Candelabra	40% (20/8), damage 1D6+DB
Spade	40% (20/8), damage 1D8+DB
12-g shotgun	30% (15/6), damage 4D6/2D6/1D6
Dodge	35% (17/7)

Villager Skills

Charm 35%, Climb 40%, Fast Talk 40%, First Aid 45%, History 15%, Intimidate 40%, Jump 35%, Listen 40%, Locksmith 35%, Mechanical Repair 50%, Natural World 35%, Navigate 50%, Occult 25%, Operate Heavy Machinery 40%, Psychology 25%, Ride 40%, Spot Hidden 30%, Stealth 35%, Throw 40%, Track 45%.

Servant Skills

Charm 40%, Climb 25%, Fast Talk 25%, First Aid 30%, History 20%, Intimidate 45%, Jump 30%, Listen 35%, Natural World 30%, Navigate 25%, Psychology 40%, Spot Hidden 35%, Stealth 45%, Throw 35%.

THE VANE FAMILY

Lord Arthur Gordon Fitzhugh Vane, 67, *peer of the realm*

STR 40	**CON** 40	**SIZ** 55	**DEX** 50	**INT** 75
APP 60	**POW** 45	**EDU** 80	**SAN** 41	**HP** 9
DB: 0	**Build:** 0	**Move:** 4	**MP:** 9	**Luck:** 45

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3
20-g shotgun (2B)	40% (20/8), damage 2D6/1D6/1D3
Dodge	25% (12/5)

Skills

Accounting 60%, Charm 25%, Credit Rating 92%, History 35%, Intimidate 35%, Law 65%, Library Use 35%, Listen 25%, Natural World 35%, Occult 10%, Persuade 60%, Psychology 55%.

Languages

English 80%, Greek 10%, Latin 35%.

Lawrence Arthur Ponsonby Vane, 23, *son and heir*

STR 65	**CON** 80	**SIZ** 70	**DEX** 75	**INT** 70
APP 50	**POW** 50	**EDU** 80	**SAN** 46	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 10	**Luck:** 50

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4
Fencing Foil (sharp tip)	50% (25/10), damage 1D6+1D4
12-g shotgun (2B)	45% (22/9), damage 4D6/2D6/1D6
Dodge	40% (20/8)

Skills

Charm 45%, Climb 60%, Credit Rating 90%, Drive Auto 70%, Fast Talk 40%, History 35%, Jump 40%, Law 40%, Library Use 40%, Listen 50%, Persuade 50%, Psychology 45%, Ride 55%, Spot Hidden 35%, Stealth 40%, Track 25%, Throw 45%.

Languages

English 80%, French 60%, Greek 10%, Latin 30%.

Eloise Gwendolak Eldreda Vane, 21, *heiress to the curse*

A separate profile for Eloise in ghoul form follows.

STR 35	**CON** 40	**SIZ** 60	**DEX** 45	**INT** 60
APP 70	**POW** 50	**EDU** 70	**SAN** 46	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 10	**Luck:** 50

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	30% (15/6)

Skills

Art/Craft (Piano) 65%, Charm 40%, Climb 40%, Credit Rating 80%, Drive Auto 30%, First Aid 40%, Jump 35%, Library Use 40%, Listen 40%, Natural World 55%, Persuade 50%, Psychology 45%, Ride 60%, Spot Hidden 30%, Stealth 40%, Throw 30%.

Languages

English 70%, French 65%.

Eloise in Ghoul Form

STR 85	**CON** 80	**SIZ** 80	**DEX** 90	**INT** 60
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 10	**MP:** 8	**Luck:** 50

Combat

Attacks per round: 3 (claws, bite, hold)

Bite and hold (mnvr): with success, Eloise's jaws bite and hold, worrying the target. Her fangs inflict 1D4 damage automatically per round thereafter, in addition to her other attacks. The held target may attempt an opposed STR roll to free themselves. Eloise has not been feeding on carrion (yet), so wounds do not become infected.

Fighting	40% (20/8), damage 1D6+1D6
Bite and hold (mnvr)	40% (20/8), damage 1D6+1D6, 1D4+1D6 thereafter
Dodge	60% (30/12)

Pulp Combat

Fighting	80% (40/16), damage 1D6+1D6
Bite and hold (mnvr)	80% (40/16), damage 1D6+1D6, 1D6*+1D6 thereafter
Dodge	70% (35/14)

**Increased from 1D4.*

Pulp Talents

Tough Guy: soaks up damage, may spend 10 Luck points to shrug off up to 5 damage taken in one combat round.
Heavy Hitter: may spend 10 Luck points to add +1D6 melee damage.
Fleet Footed: may spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter.

Skills

Climb 90%, Jump 80%, Listen 70%, Spot Hidden 60%, Stealth 90%.

Armor: firearms and projectiles inflict only half rolled damage (round down).
Sanity loss: 0/1D6 Sanity points to see a ghoul.



PULP OPTION: GHOUL PACK

If introducing these optional pulp opponents, assume 2 ghouls per hero. Use the following generic profile for each of the ghouls.

STR 80	**CON** 70	**SIZ** 70	**DEX** 70	**INT** 60
APP —	**POW** 60	**EDU** —	**SAN** —	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 8	**Luck:** —

Combat

Attacks per round: 3 (claws, bite, hold)

Disease: carrion feeders, wounds may become infected if target fails a **Luck** roll.

Bite and hold (mnvr): with success, the ghoul's jaws bite and hold, worrying the target. Its fangs inflict 1D4 damage automatically per round thereafter, in addition to its other attacks. The held target may attempt an opposed STR roll to free themselves.

Fighting	65% (32/13), damage 1D6+1D4
Bite and hold (mnvr)	65% (32/13), damage 1D6+1D4, 1D4+1D4 thereafter
Dodge	50% (25/10)

Skills

Climb 85%, Jump 75%, Listen 70%, Spot Hidden 50%, Stealth 70%.

Armor: firearms and projectiles inflict only half rolled damage (round down).
Sanity loss: 0/1D6 Sanity points to see a ghoul.

SLAUGHTER IN SOHO

A series of murders, possibly connected to the machinations of the Brotherhood, leads the investigators to a nightclub and an encounter with a most dangerous woman.

MURDER!

Slaughter in Soho is an adjunct to the core campaign, introducing a series of murders, the Blue Pyramid Club, and Zahra Shafik, a cunning and vicious high priestess of the Brotherhood of the Black Pharaoh, who is scheming to wrest control of the London chapter of the cult from Edward Gavigan. While the investigators could ignore these connections and focus solely on the Penhew Foundation and Edward Gavigan, they could get blindsided by Zahra Shafik, who attempts to use the witless investigators in her schemes to take full control of the Brotherhood in England. Additionally, investigating the Soho murders brings the investigators into contact with Inspector Barrington, who may prove to be a useful ally and able to assist in closing down the Brotherhood in England.

INSPECTOR BARRINGTON OF THE YARD

- **Link:** Mickey Mahoney and the news item from *The Scoop* (**Carlyle Papers England #3**).
- **Link:** Jonah Kensington said Elias contacted Inspector Barrington while in London (**Prospero House**, page 128, America).

Keeper note: if both links into this section are missed, the investigators may be drawn to the situation by other newspaper stories reminding the public that a murderer is still at large, with Inspector Barrington appealing for witnesses to come forward. A newsboy flashing the front-page headline and shouting, "Another Egyptian murder!" at the top of his lungs hopefully catches the investigators' attention. Mickey Mahoney may even contact the investigators about the case, the recent press attention having reminded him that Elias was interested in the deaths, and point them to **Carlyle Papers England #3**.

Inspector Barrington has been investigating the "Egyptian murders" for nearly a year. His predecessor on the case, Inspector Gregory Munden, disappeared mysteriously and has never been found. Barrington assumes that he got too close to the culprit and was assassinated; thus, Barrington dearly wants to apprehend the murderer or murderers.

LONDON POLICE

London has two police forces: the Metropolitan Police Force (the "Met") and the City Police, who operate in the City of London's "Square Mile." Inspector Barrington works for the Metropolitan Force.

The majority of London's policemen use bicycles in the 1920s, although a small number of cars were in service. Note that the blue police call box (made famous by *Doctor Who*) was not introduced in London until 1928; before then, officers had to rely on loud whistles to summon help and assistance. On patrol, a uniformed officer would carry a wooden truncheon, although firearms were sometimes (rarely) carried; usually a revolver. These were only issued if there was an identified need and if, in the opinion of the senior officer, the officer could be trusted to use it safely and with discretion.

In terms of police forensics, by 1901 the Metropolitan Police Force had a fingerprint branch—not quite up to modern standards but, potentially, it could spell trouble for careless investigators.

Investigators contacting Barrington and mentioning their interest in the case are granted an interview—he's desperate for leads and those who might assist him are welcome to his time. He arranges a meeting at New Scotland Yard, on the Victoria Embankment, but will deign to meet nervous investigators elsewhere, as long as it is in a public space (he takes no risks).

If the investigators don't mention the murders but, instead, ask to speak to him about Jackson Elias, Barrington is happy to discuss the matter but cannot spare much time, and asks them to come to New Scotland Yard.

Barrington is a conscientious policeman, who follows procedure by the book. Initially, he wants to know the investigators' reasons for being in London, why they are interested in the case, their involvement with Jackson Elias, and what information they can tell him. This experienced professional is unlikely to reveal key clues to those he considers gawkers or gossipmongers. If impressed by the investigators' acumen or quality of their research, he divulges more pertinent information. Of course, if he hears babble about horrid monsters and a world-spanning conspiracy, he humors the investigators and departs soon after, considering them to be far from desirable or useful allies.

LEADS POSSESSED BY INSPECTOR BARRINGTON

Barrington may reveal any or all of the following clues, dependent on the questions asked by the investigators and whether he thinks they may be of use to him in solving the murders. If necessary, the Keeper may call upon a **Fast Talk** or **Persuade** roll to get Barrington to open up; note that use of Fast Talk probably means Barrington grows suspicious following the meeting and puts a plainclothes tail on the investigators for a couple of days to make sure they are not somehow connected to the murders (**London Police**, page 250).

What Barrington says about Jackson Elias

- Elias talked to him briefly, saying that the murders were ritual killings conducted by an organization known as the Brotherhood of the Black Pharaoh, which Elias described as an Egyptian death cult.
- Following the tip presented by Elias, Barrington got in touch with the Penhew Foundation, an organization with connections to Egypt, to see if they could corroborate Elias' information. Barrington met with Edward Gavigan at the Foundation, who confirmed a society calling themselves the Brotherhood of the Black Pharaoh had once existed but that they had no modern-day equivalent, as they died out hundreds of years ago. Gavigan did, however, think the method of murder imitated those of the ancient cult. Barrington also discovered that Elias had previously been in contact with Gavigan, who remarked that Elias was a sensation-seeking profiteer and unlikely to be a reliable source of information.

Keeper note: if the investigators have missed clues directing them to Edward Gavigan, the tip off from Barrington points them squarely at the director of the Penhew Foundation.

What Barrington says about the murders

- A total of 19 murders have been carried out over the last three years, each having a similar modus operandi.
- The "Egyptian murders" are so called because 17 of the dead were Egyptian nationals, a fact the press quickly caught on to.
- A witness, who came upon a dying victim after hearing a commotion, said the victim cried out "Hotep!" Barrington mentioned this word to Edward Gavigan, who confirmed it is an ancient Egyptian word meaning "rest" or "peace."

Keeper note: Barrington does not give away the particulars of the murders and why he believes them to be connected. A Hard **Persuade** roll or tangible evidence pertaining to the case is required to make him outline this information. If persuaded to open up, Barrington states that all of the victims were killed by sharp force trauma, each victim dying from a metal, spike-like instrument piercing their heart. In addition, each victim suffered both blunt and sharp trauma to the head and torso, possibly a wooden club with nails driven through it.

While Barrington initially believed a single murderer was behind the crimes, forensic reports suggest some of the attacks were committed by people of differing heights, leading the inspector to assume a gang is responsible.

Clues Barrington is prepared to share

- The Blue Pyramid Club in Soho is often frequented by both resident and visiting Egyptian businessmen. Many of the victims had frequented the club. Barrington looked into the club and had the place under surveillance but learned nothing before the men were pulled away to attend to other police work.
- Barrington interviewed a number of people with connections to Egypt. The vast majority had little to offer, although a spice dealer named Zahra Shafik interested him. Shafik had worked with the Penhew Foundation in the past. She recognized the name but also denied that the Brotherhood of the Black Pharaoh still existed. Something about her gave Barrington the impression there was much she was not saying. He had her tailed for a few days, which confirmed she frequently went to the Blue Pyramid Club but little else.

The Truth Behind the Murders

The murders were all committed by the Brotherhood. The victims have, in the main, been targeted by Gavigan as possible spies sent by Omar al-Shakti (**A Dangerous Man**, page 344, Egypt). Gavigan dislikes that the Egyptian Brotherhood of the Black Pharaoh is superior to his own operation and distrusts al-Shakti—Gavigan (correctly) assumes al-Shakti would prefer an Egyptian national to run things in England. In addition, a few of the victims were in the wrong place at the wrong time, or those who had slighted a cult member (such as Yalesha Essam's boyfriend; **Meeting Yalesha**, page 255).

The high number of victims is due to the increased presence and activity of the Brotherhood in London over the last three years. Gavigan has recently warned his cultists that too many deaths on London's streets risks exposure; he has already had to get rid of one policeman (Inspector Munden) and is concerned that growing police attention will be a distraction when everyone should be working towards the "Great Plan."

Following Up Barrington's Leads

The following sections detail the Blue Pyramid Club and Zahra Shafik's Empire Spices. These sections have links to the Brotherhood of the Black Pharaoh and are suitably dangerous routes of investigation for the unwary. None is essential to the core campaign but they do provide further information about the London chapter of the Brotherhood, which the investigators might use to their advantage.

BLUE PYRAMID CLUB

Details of the club and its position in Soho

0 3 6 9

SCALE IN IMPERIAL YARDS

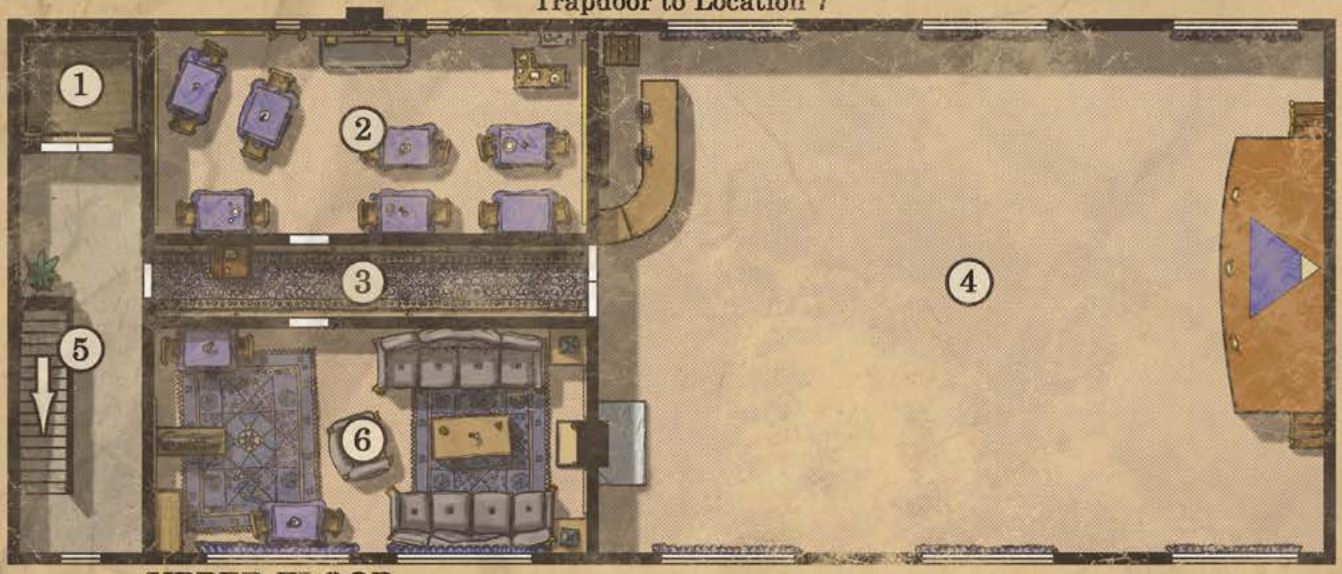
Explanation

1 Lift
2 Coffee Room
3 Corridor
4 Ballroom
5 Stairwell
6 Drawing Room
7 Club Cellar

A Blue Pyramid Club
B Empire Spices
Underground Station



Trapdoor to Location 7



UPPER FLOOR

Ladder to Location 7



GROUND FLOOR

All Arrows Point Up Stairs

THE BLUE PYRAMID CLUB

- **Link:** Barrington had the club watched but no tangible evidence was forthcoming (**Inspector Barrington of the Yard**, page 250).

Situated at 12B Meard Street, the Blue Pyramid Club is a private members club in Soho, London. The area offers many cheap eating-houses and coffee shops like The Moorish Café and The Algerian, and is a fashionable locale for intellectuals, writers, and artists. The Soho area has long been notorious for its pubs inhabited by drunken revelers, and its illegal brothels.

For members and their guests, the Blue Pyramid provides a discreet meeting place, as well as entertainment in the form of belly dancers, Egyptian singers, and Egyptian food. Thus, it attracts many Egyptian nationals and expatriates, as well as a smattering of English bohemian types. Club nights are usually noisy and crowded. A number of the patrons (both Egyptian and English) are members of the Brotherhood of the Black Pharaoh.

The club consists of a ballroom and bar, coffee room, and drawing room. A cellar, beneath the bar area, holds alcohol and other supplies, and is sometimes used to hold captives of the cult before they are transported to Misr House. The club's decor is, naturally, Egyptian in theme, with a number of large mirrors that act to make the rooms appear larger than they really are. The place is well kept and, in terms of its business, entirely aboveboard. Opening hours are from 6 p.m. to 1 a.m. every night of the week.

As the club is situated on the upper floor of the building (above a greengrocer's shop), access is granted by a ground-level door that leads to a stairwell and a rickety old lift. Apart from the windows, there are no other exits besides the front door.

The club is owned by Abdul Nawisha, a large, taciturn man. He is not a member of the Brotherhood of the Black Pharaoh but is afraid of the cult, having witnessed first-hand its thuggery and methods of persuasion. When Nawisha first became aware of a "gang" using his club for conducting "business," he tried to put a stop to it but was soon threatened and told to keep quiet. In exchange for his silence, Nawisha is paid hush money by Edward Gavigan. The club's owner is well aware that, if he breaks the agreement, he will be murdered.

Gavigan rarely comes near the club, preferring to work through Zahra Shafik to conduct cult business on his behalf. Shafik (**Dramatis Personae: England**, page 185), consequently, has become the *de facto* "boss" of the club; Abdul Nawisha bends to her will in all things. Using the club as her base of operations, Shafik oversees day-to-day cult business and formulates her schemes to oust Gavigan and take full control of the London Brotherhood (**The Schemes of Zahra Shafik**, page 259).

At any one time, there will be from four to ten cultists in the club, sometimes more. The Keeper should determine how many are enjoying the club's entertainment or conducting quiet meetings when the investigators arrive. Zahra Shafik is there 50% of the time during business hours, and 20% of the time after closing. The club employs bouncers; normally four (including the doorman) are on duty (**Club Bouncers**, page 289, for profiles).

VISITING THE BLUE PYRAMID CLUB

Knocking on the front door, the investigators are greeted by a well-dressed doorman, who asks to see their membership cards. Gaining entrance is not hard as long as the investigators appear to have money (a **Credit Rating** of 40+, or a **Disguise** or **Art/Craft (Acting)** roll might be appropriate). The investigators can become members by registering their names and paying a £5 fee. Alternatively, they might persuade an existing member to sign them in as guests for an evening—seeking out a local bohemian will be relatively easy, given that many frequent the surrounding bars and coffee shops.

Keeper note: very few of the club's members give their real names on joining the club; indeed, none of the cultists do except for Zahra Shafik. Thus, attempting to steal or look at the club's membership register is not a great help, although Edward Gavigan's name is listed.

Once inside, the investigators can watch the floor show, which consists of belly dancing routines, as well as musical sets performed by the club's resident quartet of musicians. At points, the dancers leave the small stage to go about the tables, encouraging the patrons to give them a few coins (sixpence or shillings; extravagant types might give florins or half crowns). Any patron becoming too boisterous or "hands on" with the dancers is liable to be thrown out by the club's bouncers, although it might be noticed (**Spot Hidden**) that certain members are given much more leeway in this regard—these being members of the Brotherhood.

Opposite: Map of the Blue Pyramid Club with Soho inset



Asking Questions

Asking questions about the Brotherhood or mentioning the names of Edward Gavigan or Roger Carlyle is risky.

- Abdul Nawisha, fearful for his life, rebuffs attempts to speak to him, saying he's a "busy man" or that he "knows nothing." If pertinent names are mentioned to him, he acts dumb and moves to extricate himself from the conversation. A successful **Psychology** roll reveals his dire fear and detects his eyes darting about, as if looking for a tiger about to leap upon him. Pushing him further means he has no choice but to call for one of his bouncers to throw out the inquisitive investigator.
- Speaking to club patrons risks notifying a cultist. The Keeper should make a secret **Luck** roll if an investigator talks to one of the patrons: if failed, they have engaged a cult member in conversation, who will feign knowledge while attempting to gather all the information they can from the investigator. Remember, not all of the Egyptian patrons are cultists, while some of the white European patrons may be.
- If not speaking to a cultist, the patron looks bemused and apologizes for being unable to help. Unless the investigator is being discreet, they risk a cult member overhearing part of the conversation. In this event, Zahra Shafik is informed of the investigator's interest and puts a tail on them.

No matter who the investigators speak to in the club, whether they are cultists or not, part of their conversation is heard by Yalesha Essam, one of the belly dancers. At some point during the evening, Yalesha deftly whispers in the talkative investigator's ear to "meet me down the street near the arches at midnight." If necessary, the message could be supplied on a napkin served beneath a drink. Refer to **Meeting Yalesha**, following.

Investigators who have already crossed paths with Zahra Shafik and who turn up in the Blue Pyramid Club, or make repeated visits and unwittingly get noticed, are likely to be accosted on their way home. An ambush might involve a group of cult thugs (equal in number to the investigators) or, if Gavigan is suitably concerned, an encounter with **The Thing in the Fog** (page 206).

Meeting Yalesha Essam

Taking up Yalesha's offer of information, the investigators spot a series of stone arches at the northern end of Meard Street. Yalesha hides in the darkness beneath the furthest arch and appears when the investigators are nearby, whispering for them to come under the arch so they will not be seen.

Yalesha is fearful of the Brotherhood. Her boyfriend Badru was brutally killed when he unwittingly threatened a cultist for making amorous advances toward his girlfriend, and she wants revenge. She says the investigators should be more careful in their inquiries as the Brotherhood has many ears and eyes. She quickly says that once a month, around midnight, a truck arrives near to the club. Up to two dozen Blue Pyramid customers climb in, all of them members of the Brotherhood of the Black Pharaoh, led by a woman called Zahra Shafik. She thinks they drive to somewhere outside of London (true: they go to Misr House, Gavigan's Essex estate).

If asked about Zahra Shafik, Yalesha says that she controls the club: it is her domain and the club's owner, Abdul Nawisha fears her greatly. Shafik runs a spice shop on Wardour Street and Yalesha warns the investigators that they would do best not to cross her path.

If the investigators are lucky enough to have avoided the attention of the Brotherhood so far, their conversation with Yalesha may go unnoticed; otherwise, the meeting risks discovery—call for a **Listen** or **Spot Hidden** roll to detect the presence of three cultists nearby. Whether the cultists actually hear what has been said is determined by the Keeper; if necessary, a group **Luck** roll could be used. Unless the investigators are able to prevent the cultists reporting back, two things happen:

- Yalesha is, at a later point, picked up by the cult and taken to the cellar of the Blue Pyramid Club to await transportation to Misr House for the cult's next ritual.
- Zahra Shafik is informed of the investigators' interest in the Brotherhood. If this is the first time Shafik has heard of the investigators, they are tailed until more can be gleaned of their intentions. If she or Gavigan already has eyes on the investigators, an attack will be prepared in the near future. The attack is designed to capture, rather than kill, as Shafik wishes to question them before handing them over to Gavigan at his country estate. Captives are brought to the cellar of the Blue Pyramid Club for questioning by Shafik (**Captured by Shafik**, page 260).

If the investigators do not take up Yalesha's offer of information, reward them with a **Spot Hidden** roll as they depart the club later that evening. With success, they glimpse the poor belly dancer being manhandled into the back of a car by four men. The car quickly drives off at speed. Possibly, the next time Yalesha is seen is when she is moved from Shafik's spice shop to the Blue Pyramid Club's cellar and then onto Misr House.

Stakeout: Blue Pyramid Club

Having heard from Yalesha about the nighttime pick ups from the club, the investigators may wish to conduct surveillance of the club in the hope of finding out where the cultists go to each month. Even if the encounter with Yalesha doesn't happen, suspicious investigators keeping an eye on the club could witness the next pick-up, leading them to Misr House (**Rites of the Brotherhood**, page 278). Likewise, surveillance of the club may notice Zahra Shafik's repeat visits and interactions with members of the Brotherhood, and, possibly, a meeting between her and Edward Gavigan (**An Important Meeting**, page 260).

PULP: DIRECT ACTION

Rather than tail the investigators, pulp cultists don't wait around. Just as Yalesha finishes what she has to say, a bunch of cult thugs suddenly appears to attack and capture the heroes and Yalesha. Allow a Hard **Listen** roll to detect the thugs' approach; otherwise, the first round is a surprise attack on the heroes.

The cult thugs number 6 to 12 (roughly double the number of heroes) but are mooks, easily knocked out or dispatched by the heroes. While (given bad dice rolls) the thugs might capture the heroes, the chances are the heroes win the day. However, while the heroes deal with the attack, two more cultists sneak up and capture Yalesha while everyone is distracted—the heroes don't discover her abduction until the combat is over. This may play differently if one of the heroes is specifically guarding Yalesha and is able to successfully fend off the kidnapping.

Should Yalesha or any of the heroes actually be captured (quickly bundled into a waiting car), they are taken to Zahra Shafik's spice shop (**Captured by Shafik**, page 260).

EMPIRE SPICES

- **Link:** Barrington's interviews with resident Egyptians brought Shafik to his attention; he felt she was hiding something (**Inspector Barrington of the Yard**, page 250).
- **Link:** Yalesha Essam mentions Shafik (**Blue Pyramid Club**, page 253).
- **Link:** photograph of Zahra Shafik with Omar al-Shakti (**A Dangerous Man**, page 344, Egypt).
- **Link:** Zahra Shafik is mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

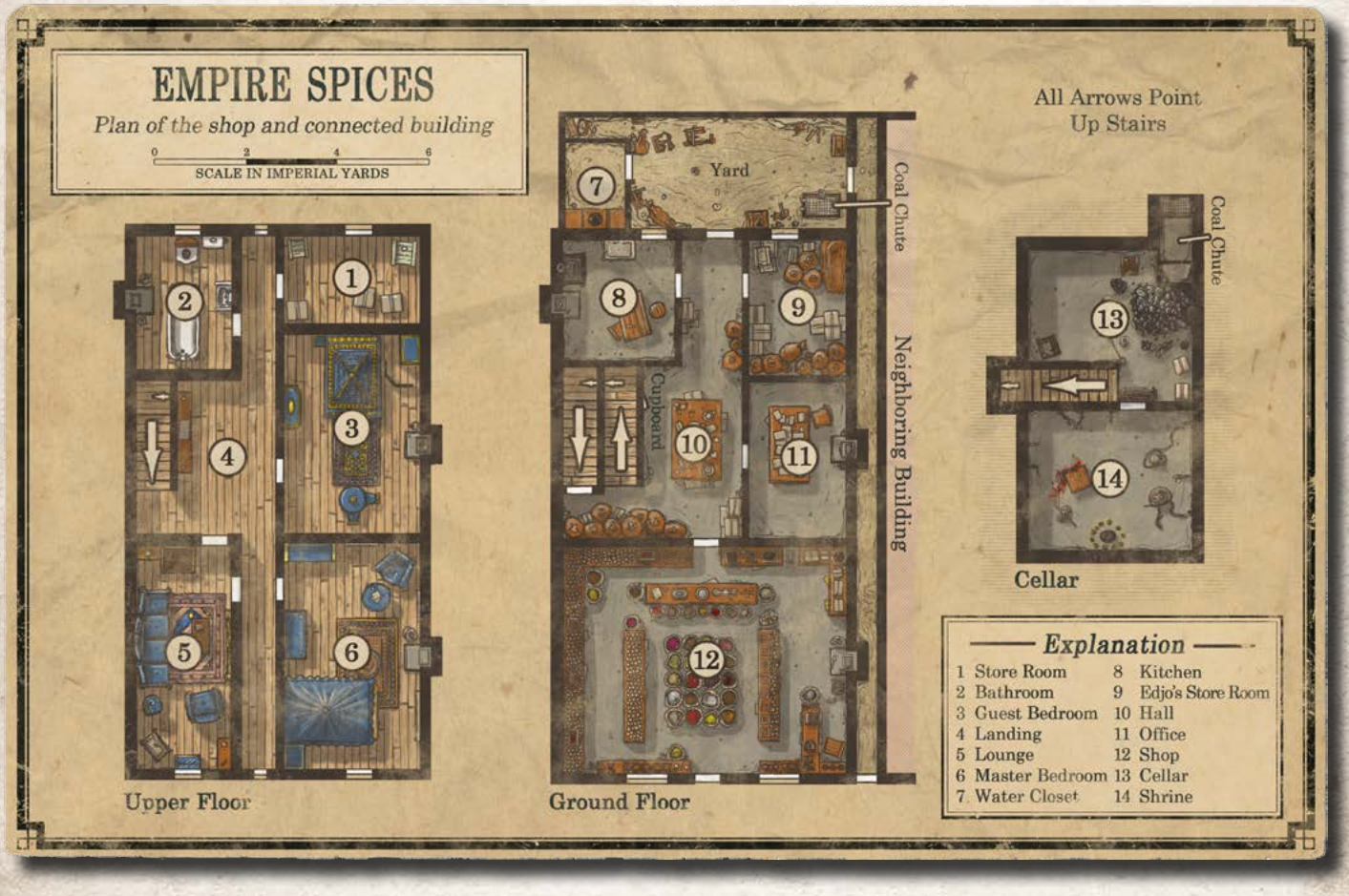
Zahra Shafik's spice shop, Empire Spices, is a two-story building at 76 Wardour Street in Soho. People of all sorts patronize the shop, from restaurant chefs to individuals in search of foreign and unusual tastes. On entering, a myriad of pleasant smells confront the visitor. Spices and herbs line the walls in large jars or drawers, each labeled with their contents. The shop is open 9 a.m. to 5 p.m., Monday through Saturday. On the upper floor is Shafik's small flat.

The only entrance to the shop is via the front door, although a side passage (barred by a locked wooden gate) leads to a door providing access to the rear of the property. All doors are stout but a successful **STR** or **SIZ** roll at Hard difficulty, or a **Locksmith** roll, can open them.

Shafik is the owner of the shop and is here most days, assisted by Edjo, a devoted 26-year-old cultist who cleans, serves, and lugs stock around when necessary. Edjo creeps about the place, often waiting on his mistress' call from his hiding place in the storeroom.

When the shop closes for the day, half of the time Shafik can be found at the **Blue Pyramid Club** (page 253) relaxing or dealing with cult business. If she is in her flat, the front upstairs windows are lit until midnight. If she has gone to the club, she usually returns home around 11 p.m.

If Shafik finds the investigators in her home, she calls out to Edjo to get help and attempts to capture as many of the "burglars" as possible, only resorting to killing if entirely necessary (she wishes to question them). She uses the spells and artifacts at her disposal, especially Flesh Ward to negate attacks against her. Living not far from the Blue Pyramid Club, Edjo can rustle up 8 to 16 cultists within five or so minutes (at the Keeper's discretion), who quickly come to their high priestess' aid.



TALKING TO ZAHRA SHAFIK

Assuming the investigators have not already encountered Shafik, they may venture to Empire Spices to question her following Inspector Barrington's tip. While cautious and suspicious of the investigators' questions, Shafik plays along and acts in a friendly and helpful manner. She says little and is sorry she cannot be of more help, before bidding the investigators goodbye.

Keeper note: Shafik has a Persuade skill of 90%—attempts to use **Psychology** to detect her lies are at Extreme difficulty.

What Shafik says

- Yes, she has assisted the Penhew Foundation on occasions with expedition preparations, giving briefings on the climate and local customs, as well as arranging local introductions, before groups headed out to Egypt.
- In 1919, she gave briefings to the Carlyle Expedition. The group was in London a short time and so she didn't really establish any relationships with the members and can't recall many details.

Keeper note: Shafik has assisted a few expeditions, secretly working under the direction of Omar al-Shakti to keep an eye on things.

- She confirms that a secret society, called the Brotherhood of the Black Pharaoh, once existed in Egypt. She believes the society held deviant beliefs but died out long before she was born. When she was a little girl in Egypt, her grandmother used to say the Brotherhood would come and get her if she misbehaved. She laughs at suggestions of the Brotherhood still existing.

Intrigued and somewhat concerned by the investigators' questions, Shafik sends word to have them followed once they leave her shop.

EMPIRE SPICES: KEY LOCATIONS

Zahra Shafik lives out of Empire Spices (see the map nearby). Important rooms are noted below.

Ground Floor Rooms

At the rear of the shop are an office, storeroom, kitchen, and yard with an outside toilet. Exiting through the back of the shop, one enters an area cluttered with wooden crates and sacks, all containing various stock items. An old table with a set of scales, measuring jugs, and other paraphernalia dominates the area. The storeroom contains even more crates and sacks. Edjo uses this room to sleep in; a collection of old sacks and blankets forms a dingy nest on which to lay his head. The kitchen houses a stove (usually kept lit), a sink, and a dining table. Stairs lead to the upper floor, while a locked door provides access to the cellar.

The office door is normally unlocked. A large desk fills the room, upon which is a plethora of paperwork, including bills, accounts, and supplier correspondence. No paperwork concerning the Brotherhood or cult activities can be found here, although a successful **Accountancy** roll notes that Shafik's accounts are up to date and appear completely above board; the business is turning a reasonable profit and seems to be doing well.

In the back yard stands the outside toilet and various old moldering crates and sacks. A grate for a coal chute leads to the cellar. The grate is kept locked with a good quality padlock (Hard **STR** roll to break or a successful **Locksmith** roll).

Zahra Shafik's Apartment

Shafik's living areas are well appointed, with fine wallpaper and luxurious furnishings, including new-looking couches, plush pillows, incense burners, expensive-looking rugs, and hanging lamps, all in muted shades of yellow and blue.

Keeper note: if the shop's accounts have been analyzed, it is clear that while the spice trade is doing well, Shafik could not afford such extravagant fixtures and fittings without another income source.

A sizable oil heater keeps the lounge warm (at Egyptian temperatures). In a prim glass case stand statuettes of Egyptian gods (Osiris, Bastet, Horus, and Anubis). Prominently and piously displayed on a table is an open copy of the Qur'an. An ornate mirror in a gilt frame dominates the room; the frame is subtly asymmetric and strange figures have been worked into it.

Keeper note: this is the Mirror of Gal, an ancient Mythos artifact for which any member of the Brotherhood would gladly kill or die. Its remarkable properties and uses are discussed nearby—see the **Shafik's Artifacts** box out.

A locked roll-top desk sits against the wall in the lounge (Hard **STR** roll or **Locksmith**). A cursory search within reveals only writing paper, pens, and ink. With a successful **Spot Hidden** roll, a secret compartment may be found, allowing a large drawer to slide open on the right side of the desk. Inside are two sandstone vials with caps, a folded black silk robe, a black inverted ankh on a metal chain, a crumbling papyrus scroll, a black skullcap embroidered with an inverted ankh, and a pair of unusual scepters made out of a black metal (see **Shafik's Artifacts** for details on these items).

Opposite: Map of Empire Spices

SHAFIK'S ARTIFACTS

Mirror of Gal

This dark mirror, framed in an ornate gilded frame, is a scrying device and a powerful weapon. See **Appendix D: Artifacts** for details regarding the uses of the mirror.

Sandstone Vials

Two red-brown sandstone vials contain respectively a syrupy red substance (*obra'an*) and a black powder flecked with odd, rubbery crystals (*gabeshgal*). A successful **Science (Chemistry** or **Pharmacy)** roll identifies the substances are unknown to science and are possibly extraterrestrial in origin; perhaps come to Earth in meteorites.

The contents of the vials are used in conjunction with the Mirror of Gal. There are 15 applications of *obra'an* and eight applications of *gabeshgal*.

The Robe, Skullcap, and Metal Ankh

The black silk robe and skullcap are tailored for a person of Shafik's size. Each is embroidered with the inverted ankh of the Brotherhood of the Black Pharaoh. These are worn by the priestess for rituals and prayer to her god. The metal ankh is symbolic and conveys no powers or properties, through the alloy is alien and would puzzle any metallurgist.

Scroll

Written in Egyptian hieroglyphics, the scroll contains instructions on the use of the Mirror of Gal, including descriptions of *obra'an* and *gabeshgal*, stating these substances are "divine" and "not of the world."

Two Scepters

Each scepter is about a foot long; one ends in a crook, while the other ends in an inverted ankh. The shapes appear almost organic, as if the metal was grown rather than forged; if analyzed, the metal is unidentifiable. See **Appendix D: Artifacts** for details regarding the powers the scepters confer.

Keeper note: Edward Gavigan owns a pair of these scepters as well, usually kept in his secret workroom at **Misr House** (page 269). If either Shafik or Gavigan come to believe the investigators possess magic and anticipate an attack, they will have their scepters close to hand.

The Cellar

Entry to the cellar is best gained via the stairwell inside the building, although the investigators can go down the coal chute (SIZ 60 or lower) if they are prepared to get their clothes completely covered in black coal dust.

The brick-walled cellar is dark, dirty, and featureless. A big pile of coal fills the area below the chute, while several old crates litter the floor. A shovel and coal bucket are the only equipment down here. Hidden behind an old bed frame is a locked door (Hard **STR** or **SIZ** roll, or **Locksmith**) leading to a room in which Shafik has a private shrine to the Black Pharaoh. She also uses the room to store prisoners she wishes to question, before moving them to the cellar of the Blue Pyramid Club. Bolted to the walls are chains and iron hooks, and various lengths of rope lie around the floor.

At one end of the room is Shafik's shrine. Black candles ring a 36 inch (91 cm) high idol of the Black Pharaoh, carved from ebony. A block of wood, roughly 2 feet (61 cm) square is stained with the blood of past sacrifices. Lying on top of the block is Shafik's ceremonial club, an old and gnarled thing, covered in dark stains and riven through by a blackened metal spike.

Keeper note: Shafik rarely keeps prisoners in her cellar, preferring to use the Blue Pyramid Club for such purposes; however, if she captures trespassing investigators, she'll hold them here, bound and gagged, so she can question them before getting cultists to transfer them to the club where they will be held until the next ritual at Misr House (**Captured by Shafik**, page 260).

NITOCRIS IN LONDON

Should the investigators visit Cairo before they journey to London—and fail to prevent Nitocris' resurrection (**Special Rites for Queen Nitocris**, page 358, Egypt)—then the former Queen of Egypt can easily make her way to England's capital to aid Zahra Shafik in her plan to dethrone Edward Gavigan as head of the London branch of the Brotherhood, if the Keeper so wishes.

Nitocris recognizes Shafik's potential and provides the ambitious young woman with sufficient additional cachet to secure her ascension. If Shafik proves to be an able and efficient lieutenant in London, she could find herself climbing even higher in the ranks of Nitocris' international organization (**Nitocris' Plans**, page 370, Egypt).

THE SCHEMES OF ZAHRA SHAFIK

Zahra Shafik is playing a dangerous game, aiming to oust Edward Gavigan and assume control of the Brotherhood of the Black Pharaoh in London; an outcome that would be welcomed by Omar al-Shakti in Egypt. While Gavigan and his position in British society are, currently, very useful to the Brotherhood, Shafik believes his usefulness is on the wane and yearns to take control. She knows, ultimately, that Gavigan must die and she hopes to be the one who will twist the dagger into his heart, smiling as she does so. Despite her hatred for Gavigan, she realizes that moving too fast exposes her and risks Gavigan's counterattack; thus, she is happy to wait and bide her time for the right moment to make her move.

So far, Shafik has been content to gather information on Gavigan and secretly turn cult members to her cause (she can call on around 20 trusted cultists who are devoted to her). She chooses her recruits wisely, focusing mainly (but not exclusively) on female cultists, those she has personally recruited, and those persecuted by Gavigan (use **Average Brotherhood Cultists (England)**, page 287).

When the arrival of the investigators comes to her attention, Shafik's interest in the interlopers grows and she has them followed by her most trusted associates—female cultists, who are less likely to draw attention to themselves in comparison to the thugs Gavigan might send. If an opportunity presents itself, such as getting wind of the investigators attempting to discredit or even attack Gavigan, Shafik attempts to bring the investigators into her schemes by "helping" them with information to take Gavigan down, which could be done face-to-face (**Captured by Shafik**, following) or via a cult intermediary.

Otherwise, Shafik bides her time and waits for the moment to wrest control from Gavigan, which may be after the investigators leave England—should they ever return, it could be in the middle of war between Shafik and Gavigan. Her role in the campaign is a wild card: a cunning enemy, a potential but deadly ally, or someone patiently waiting on the sidelines.



The artifacts found in Zahra Shafik's apartment

AN IMPORTANT MEETING

This is an optional scene, situated at the British Empire Exhibition in Wembley, North London. Due to the investigators' ongoing meddling, Gavigan and Shafik secretly meet to discuss ways to handle the situation. They are, perhaps, followed to the Exhibition by the investigators who are keeping a watch on either or both of the pair.

Shafik comes to the meeting wearing a headscarf that obscures her features (Hard **Spot Hidden** to recognize her, if the investigators have met Shafik before). The meeting is brief and parts may be overheard (**Listen** roll) over the general hubbub of the place and if the investigators can get close enough without being spotted. Information regarding the Exhibition can be found nearby, as well as the potential to foreshadow certain events or characters from the other campaign locations.

Details of the conversation are left purposely vague, allowing the Keeper to plant pertinent information that the investigators may have misunderstood the relevance of, or missed entirely. Possible topics of conversation follow; however, the Keeper should adjust these or ignore them in favor of more specific clues subject to their game.

Conversation topics

- The meddling investigators (specific character names of those known to Gavigan are mentioned).
- Possible break-in at the Penhew Foundation or Gavigan's London flat.
- The investigators visiting the Blue Pyramid Club and/or Empire Spices.
- Yalesha's name, along with mention of "taking her to Essex."
- Henson Manufacturing and/or Limehouse Docks; "They can't be allowed to interfere with the shipments."
- Jackson Elias, how the investigators are somehow involved "with that awful journalist."

Essentially, the pair agree that the investigators must be dealt with in a timely fashion, which may lead to Gavigan unleashing **The Thing in the Fog** (page 206), sending his cult brutes to capture them, or Shafik saying she will take care of them (using her loyal cultists to ambush and capture the investigators). Note that Shafik, ever cautious, has a gang of her loyal followers secreted about as insurance (should the meeting be a trap set by Gavigan), who follow her back to Empire Spices to ensure her safety.

Captured by Shafik

Investigators captured by the London Brotherhood are taken to the cellar of the **Blue Pyramid Club** (page 253) to await transportation to Misr House; however, if caught by Shafik in Empire Spices, the investigators will be held in the cellar beneath the shop until they can be taken to the club. In either instance, Shafik should have the opportunity to question the investigators.

The Keeper should decide how Shafik treats captured investigators. Does she torture them to extract information or is she more cunning? As per the details in **The Schemes of Zahra Shafik** (page 259), she may attempt to use her powers of persuasion to draw the investigators into her web of intrigue and, thereby, use them to kill Gavigan. One option is for Shafik to use Body Warping of Gorgoroth to change her appearance; making the investigators think she is another captive of the cult. In this disguise, Shafik attempts to learn all she can while "imprisoned" with the investigators.

Shafik tries to learn their motives and goals, subtly throwing in comments about Gavigan and Misr House to give the investigators enough direction to put him in their sights. She cares little if the investigators die in the attempt, just as long as they weaken or distract Gavigan long enough for her to make a move. If events transpire in this manner, she suggests the best place to kill Gavigan is at Misr House, away from the public gaze of London, during one of the Brotherhood's monthly rituals. She provides just enough detail on the timing of the next ceremony to entice the investigators, as well as directions to Misr House. Once she departs, she arranges for a "clumsy" cultist to leave an exit open, so that the investigators can have an easy "escape."

Perhaps, if she knows she has completely failed to enlist the investigators to her cause, she takes one of them aside and attempts to use the Mental Suggestion spell to implant a command to kill Edward Gavigan. The options are numerous and the Keeper is encouraged to be as sneaky and cunning as Shafik in their portrayal of the high priestess.

PULP: EXHIBITION

The Empire Exhibition makes a great backdrop for pulp exploits. Chases through the pavilions and reckless fights amidst the amusement park are both possible pulp encounters, if the Keeper wishes. Moving certain encounters to the Exhibition site is also an option, such as **The Thing in the Fog** (page 206) or an evening ambush from Gavigan's cult thugs.

BRITISH EMPIRE EXHIBITION

During 1924 to 1925, the British Empire Exhibition at Wembley in North London was a major event, attracting millions of visitors from across the world. The Exhibition's aim was "to stimulate trade, strengthen bonds that bind Mother Country to her Sister States and Daughters, to bring into closer contact the one with each other, to enable all who owe allegiance to the British flag to meet on common ground and learn to know each other."

The Exhibition's grandeur serves as a backdrop for the optional meeting between Edward Gavigan and Zahra Shafik. Of course, the Keeper may decide to omit that scene and use the Exhibition as the setting for another encounter—the investigators might even simply visit as tourists. Certainly, visitors to London in 1925 are likely find a reason to visit the Exhibition.

Exhibition Overview

The Exhibition was open for 13 hours every day, with admission costing one shilling and sixpence for adults and 9 pence for children. Large buildings housed themed areas, including the Palace of Housing and Transport, which contained a working crane and displays focusing on all manner of technical achievements in engineering, shipbuilding, electricity, motor vehicles, railways, telegraphy, housing, and aircraft. The Palace of Industry held displays looking at coal, gas, metals, medical drugs, sewage, food, clothing, and gramophones.

Each of Britain's colonies was given its own pavilion to display cultural, architectural, and technical achievements. For example, the Canadian Pavilion included a full-sized reproduction of the Prince of Wales (the future King Edward VIII) sculpted in butter.

The Palace of Arts contained historical room sets, paintings, and sculptures produced since the 18th century. Kiosks, both inside and outside of the various pavilions, represented individual companies within the British Empire, primarily to encourage commercial opportunities. Pear's Palace of Beauty stands as a fine example of such a kiosk, which apart from selling souvenir soap, featured ten glass-fronted rooms each containing an actress dressed as a famous woman from history. Depictions included Helen of Troy, Cleopatra, Nell Gwyn, and Madame de Pompadour—see following for how these ladies might be used to foreshadow elements of the campaign.

Campaign Foreshadowing

Given the multinational nature of the Exhibition, the Keeper might wish to use a visit by the investigators to briefly introduce NPCs (friendly or otherwise) to them, who later turn up in the campaign (such as Robert Huston in Australia, Ahja Singh in Kenya, or even Carl Stanford in China).

Pear's Palace of Beauty, with its differing historical women, offers possible visions of the campaign for an insane or mystically-aligned investigator (especially in *Pulp Cthulhu*). As an investigator walks around the glass-fronted rooms that make up the display, some of the women momentarily change, transforming into the likeness of key campaign personalities (choose one or two), as follows:

- Helen of Troy shakes and crouches, changing into a bestial thing, with piercing red eyes, sharp yellow fangs, and cruel-looking claws (Eloise Vane, The Derbyshire Horror).
- Madame de Pompadour begins to shimmer and shake as she turns into a belly dancer chained to a stone obelisk (Yalesha, Blue Pyramid Club).
- Dante's Beatrice seems to expand, becoming a fat and bloated thing hidden behind an elegant Chinese fan (the Bloated Woman, China).
- Cleopatra sitting before a chess set transforms into a beautiful Egyptian woman with entrancing pale eyes and a hooded black snake wrapped around her upper arm (Queen Nitocris, Egypt).
- A haughty-looking Mary Queen of Scots' features twist into a pale, older woman, her hair covered by a headscarf and a large straw hat (Agatha Broadmoor, Egypt).
- Nell Gwyn transforms into a lithe young woman in a flowing green dress (of contemporary design) and feather boa (Hypatia Masters, Kenya).

The effect is alarming but over in the blink of an eye—**Sanity** roll (0/1 loss). Of course, if asked, the ladies behind the glass are unaware of their sudden and temporary metamorphosis. Are the visions in the mind of the investigator or some not-so-subtle joke by Nyarlathotep?

MACHINATIONS OF THE BROTHERHOOD

Away from the urban streets of Metropolitan London, the trail leads both northwest to the industrial city of Derby and northeast to the remote countryside of Essex. Each presents risks, challenges, and dangerous obstacles for unwary investigators.

This closing section of the England chapter focuses on two distinct but connected functions of the Brotherhood of the Black Pharaoh in England. Firstly, Henson Manufacturing, a Derby-based industrial company owned and funded by Edward Gavigan to reverse engineer and then manufacture components for **Sir Aubrey's Rocket** (page 588, China). Secondly, Misr House, Gavigan's Essex country estate, where the Brotherhood regularly gathers to enact unspeakable rites in the adoration of the Black Pharaoh.

Both locations present potential endpoints for the chapter, although the chapter's climax is most likely to take place at Misr House during one of the Brotherhood's rites. The matter is flexible and greatly depends on the choices and direction the investigators take while in England. Guidance about building an effective climax for this chapter can be found towards the end, enabling the Keeper to be flexible in presenting when and how the investigators leave the country to continue their investigation into the Carlyle Expedition and their fight against Nyarlathotep's minions.

HENSON MANUFACTURING (DERBY)

A secret workshop hides strange technology, honest workingmen, and those with darker hearts.

- **Link:** surveillance may note Gavigan's regular trips to Derby to visit Henson Manufacturing (**Watching Gavigan and the Penhew Foundation,** page 204).
- **Link:** some of the receipts found in Gavigan's secret room at the Penhew Foundation mention Henson Manufacturing (**Secret Room (Basement)**, page 202).
- **Link:** Gavigan's ledger at Misr House records his ownership and funding for Henson Manufacturing (**Secret Workroom**, page 275).

Wholly owned by Edward Gavigan, Henson Manufacturing is a small industrial workshop hidden away on the outskirts of Derby in the English Midlands. Gavigan purchased the company in 1921 by making its former owner Arthur Henson an offer he couldn't refuse. Once the company had been signed over, Henson "retired to Cornwall" and has not been heard from since.

Gavigan, under the direction of Sir Aubrey, purchased the company as a means to build the necessary components for the rocket designed to trigger the opening of the Great Gate (**Sir Aubrey's Workshop**, page 590, China). While many of the components are sourced from other suppliers, most must be fabricated using technology taken from the City of the Great Race (**City Beneath the Sands**, page 486, Australia); Henson Manufacturing is devoted to this single task. Thus, this small and out-of-the-way business plays a significant role in the wider scheme devised by the Carlyle Expedition principals. By 1925, the majority of the rocket's components are with Sir Aubrey, although one last shipment remains to be sent to Shanghai (**The Last Shipment**, page 268).

The workers receive crates from Australia—delivered via the Penhew Foundation—that hold strange, almost archaeological, devices and are tasked with working out how they operate, enabling the engineers to fabricate components. Through guesswork in conjunction with Sir Aubrey's detailed blueprints, the engineers piece the parts together using the technology of the Great Race. While well paid enough not to ask awkward questions, the workers have a genuine interest in the puzzling nature of the strange devices, believing Gavigan's lies about their work being "top secret" and commissioned by the War Office of the British government. Thus, the engineers are secretive about their work and on guard for foreign interests (spies) who would be interested to know what goes on in the workshops of Henson Manufacturing.

FINDING THE WORKSHOP

The investigators may discover the existence of Henson Manufacturing either by following Edward Gavigan to its front door or finding mention of the company's name in Gavigan's paperwork. Additionally, Henson Manufacturing is mentioned in one of Gavigan's letters to be found in Shanghai, if the investigators visit Shanghai before heading to London (**Carlyle Papers China #10**).

If Following Gavigan

Per the description in **Watching Gavigan and the Penhew Foundation** (page 204), Gavigan makes a monthly visit to Derby. On arrival, he is met by one of his cultist minions who drives him to the workshop's premises. The investigators can hail a taxicab at the train station and follow Gavigan to the door. While the investigators may have given him reason to

Map of Henson Manufacturing with Derby inset

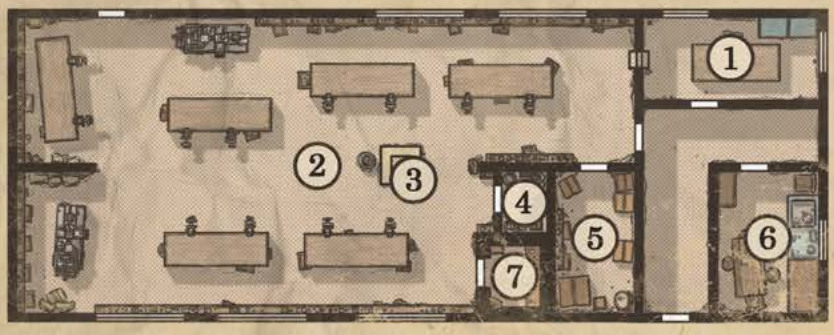
HENSON MANUFACTURING

Plans of Henson Manufacturing and maps to guide interested investigators there.

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SCALE IN IMPERIAL YARDS for the DETAILED VIEWS

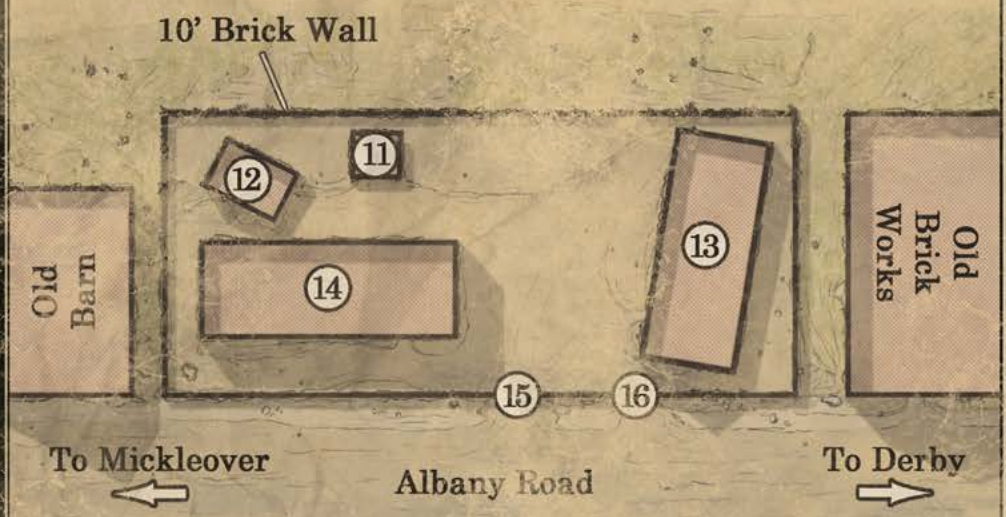


Detailed View of Location 14:
WORKSHOP



Detailed View of Location 13:
BIG SHED AND FURNACE





0 15 30 45
SCALE IN IMPERIAL YARDS



Explanation

1 Office	9 Wood Store
2 Workshop Floor	10 Coal Store
3 Fireplace	11 Water Closets
4 Cupboard	12 Wooden Shed
5 Storage Room	13 Big Shed
6 Break Room	14 Workshop
7 Safe	15 Main Gate
8 Furnace	16 Small Gate

be on the lookout for them in London, Gavigan is arrogant enough to believe that, once in Derby, they are of little concern; thus, tailing him in the Midlands should present no difficulties. Should Gavigan spot a known investigator in Derby he will, of course, be on guard and send his local minions to root out the unwanted interlopers.

If Researching the Company from Paperwork

Henson Manufacturing can be looked up in the business records held at Companies House in London; likewise, mention of the name could be uncovered at the British Library or another similar institution. Information found reveals the sale of the business in 1921 to Edward Gavigan; however, little in the way of reported accounts can be found. The business is listed as "manufacture and fabrication of machine parts," with an address on the western edge of Derby.

Asking the Locals

Once in Derby (and knowing that they are looking for Henson Manufacturing), the investigators can visit the offices of the *Derby Daily Telegraph* or *Derbyshire Advertiser*, or the local council offices to find details of the company's whereabouts, as well as to ask for directions. Likewise, asking the Derby locals nets the same information.

Keeper note: investigators in Derby could potentially come across a newspaper story about the "Beast of Lesser Edale," leading them to the events described in the sidetrack scenario **The Derbyshire Horror** (page 227).

About Derby

Situated in the Midlands, on the banks of the River Derwent, Derby is a large town with a population of around 130,000. One of the birthplaces of the Industrial Revolution, Derby is a hub for industry and manufacturing, particularly automobile, aircraft, and railway engineering.

Derby enjoys good railway links with London, with regular trains from St. Pancras Station. Investigators can get about the town on the electric trams, hail a taxicab, or wear down their shoe leather with a brisk walk. There are plenty of hotels for the investigators to choose from; however, the Keeper may wish to point out the Old Bell Hotel in the town center, which was originally a 17th century coaching inn. The hotel is notorious for being one of the most haunted buildings in the locality, with numerous spooky sightings over the years. Those spending the night may see Mabel, a pregnant linen maid who hanged herself in Room 6 upon hearing of her lover's death, or the ghost of a serving girl who frequents the bar. Should ghostly phantoms be too much for nervous investigators, the Georgian House Hotel, built in 1756, might be a quieter choice.

INSIDE HENSON MANUFACTURING

Henson Manufacturing lies along the Uttoxeter Road, heading west towards the town of Mickleover. Behind a 10 foot (3 m) high brick wall is a yard in which sit a number of brick buildings that make up the site. Large, wrought-iron gates provide access for vehicles and horse-drawn carts. The main gates are kept locked day and night (**Locksmith** roll). A smaller gate is usually unlocked during the day and provides access for foot traffic.

Two large structures dominate the yard: a workshop and a big shed. The workshop houses the engineers, while the shed is home to the furnace and ovens used to fabricate metal components. Beyond these, at the rear, is a smaller wooden shed and toilet block.

MAIN WORKSHOP

The two external doors to the workshop are kept locked at night (**Locksmith** or Hard **STR** roll) and open into a corridor leading to the main workshop, an office, and a kitchen-cum-break room. The engineers work here, figuring out the strange mechanical devices and blueprints they are given by Edward Gavigan, which are reverse engineered into components for Sir Aubrey's great rocket.

The office houses a desk and a large cabinet, which between them fill the room. The cabinet contains a series of large drawers in which various blueprints are stored. Along with some old blueprints left by the plant's former owner are the drawings sent from Sir Aubrey, detailing the make-up of the parts he requires (all of these blueprints are signed using Sir Aubrey's "Pale Viper" pseudonym—if the investigators have previously seen Sir Aubrey's handwriting, allow a **Know** roll for them to recognize it). See **The Components**, nearby, for details on what may be gleaned from studying these technical specifications. Note that Frank Marshall may be in here, feet up on the desk, sipping tea. Marshall locks the office at night.

The workshop space consists of large wooden benches (fitted with vices), two lathes, shelves holding all manner of tools, and a gigantic cast-iron safe (large enough for someone to walk inside). A large fireplace takes up a central position, providing warmth in the winter months. Wooden beams crisscross the ceiling, from which hangs a block and tackle. Sacks of fine grade sand, sawdust, packing crates, and odd pieces of metal are stored about the space. An unlocked cupboard is used to store chemicals—including resins, acids, and other unpleasant substances (many of which cause skin irritation and blurred vision, to say nothing of their flammable nature if directly exposed to heat).

THE COMPONENTS

With time, the investigators may wish to examine the components found in the safe and/or the blueprints found in the office. Careful study of the actual parts shows that many of the newer fabrications are similar in design to the older ones, and are seemingly "modern" copies.

The blueprints are dizzyingly complicated schematics, many annotated in tiny, spidery handwriting that is almost impossible to read (Sir Aubrey's hand). Some have strange, seemingly occult, sigils drawn in the margins or free space, which bear no relation to the schematic—a successful **Cthulhu Mythos** roll reveals some of the sigils resemble ones associated with Nyarlathotep, while others may be connected to the ancient ones known as the Great Race; however, no other meaning or intent can be identified.

A Hard **Science (Engineering** or **Physics)** roll, or Extreme **Mechanical Repair**, is required to begin to fathom the various parts' functions. Certainly, for any well-versed engineer, the component devices and blueprints are unlike anything they have seen before. With success, the investigator is able to determine that the modern pieces are copies (in part or full) of the older components. Some of the items appear to be regulators and valves, while others are beyond speculation; the nearest guess would be mechanical elements in some form of advanced engine design, perhaps for an airplane?



The components found at Henson Manufacturing

Positioned in an alcove is the huge walk-in safe in which the technology looted from the City of the Great Race in Australia is stored, alongside a few finished components awaiting delivery to Chaudhary's warehouse in Limehouse. The safe is always kept locked and requires a key to open; there are two keys, one held by Frank Marshall and the other by Edward Gavigan. The mechanism is modern and requires an Extreme **Locksmith** success to pick; short of dynamite, there is no other way of breaking into the safe. If entry is gained, its contents consist of shelves holding a variety of small mechanical devices; some are clearly new while others appear more like fossilized rock (**The Components**, nearby). Searching around in here enables an investigator to discover a packing label marked with "Randolph Shipping Company, Port Darwin, Northern Territory, Dominion of Australia."

Keeper note: should the investigators make off with the contents of the safe, Gavigan sends word to track down the culprits and does all he can to retrieve any missing components (**The Last Shipment**, page 268).

PULP: WEIRD SCIENCE

Heroes with the Weird Science talent only require a Regular success on a **Science (Engineering)** or **Science (Physics)** roll to understand that the engineers are reverse engineering the ancient technology to fabricate modern versions.

THE BIG SHED AND FURNACE

This is a huge, open plan building housing the materials and foundry processes for fabricating metal casings and core components to Sir Aubrey's specifications. Two large industrial ovens and a furnace take pride of place here, along with various workbenches, stacks of coke, coal, and wood, sacks of sawdust, piles of iron, steel, and copper, wooden crates, a water trough, barrels of plaster, and all manner of tools. The building's doors are locked at night (**Locksmith** or **STR** roll). A successful **Spot Hidden** roll in here notices some old shipping labels, see **Carlyle Papers England #10**.

Carlyle Papers England #10



Wooden Shed

Hidden behind the workshop, in the back corner of the yard, is an old wooden shed. A simple exterior bolt keeps the door shut. Inside, various gardening tools and shovels are stored. Rarely entered, the shed may provide a convenient place to hide for quick-thinking investigators climbing over the rear wall.

THE ENGINEERS AND THEIR GUARDS

To outsiders, Henson Manufacturing appears to be a regular, although small, engineering plant tucked away and lost in the industrial sprawl of Derby. Casual observers note nothing untoward or strange in the comings and goings of those employed there. Each morning at 7 a.m. the night watchmen unlock the gate, and 14 men arrive and head inside for a day's work. At 5 p.m. the workers depart for home and the night watchmen return to keep an eye on the premises. Every day, Monday to Friday like clockwork. At weekends, two guards patrol the site.

The guards and night watchmen are all cultists, subservient to Gavigan, who has brought them up from London to ensure the smooth running of the operation. These 6 cultists are led by Frank Marshall, who acts as foreman of the works.

The actual workers comprise 3 engineers, 1 mold maker, 2 furnace workers, and an apprentice (for fetching, carrying, and making the tea). The engineers and mold maker can usually be found in the workshop, while the furnace workers and the apprentice spend most of their time in the big shed. As the components are quite small things, there is no requirement for additional laborers.

All of the workers have homes in Derby; either a tram ride or walk away. The guards share a house rented by Gavigan, which lies about 200 yards (180 m) down the road from Henson's yard. The landlady of the house, a Mrs. Joyce Bullrush, has nothing but compliments for her tenants, who are "a nice bunch of young gentlemen."

CULT GUARDS AND FOREMAN

Frank Marshall handpicked these men for their loyalty and discretion. The whole set-up in Derby is designed to be quiet and essentially "above-board," as the less said and noticed the better. The cultists have been ordered to keep a low profile, ensure the security of the premises, and allow the workers to get on with their endeavors. The cultists keep an eye on the workers to make sure the whole operation remains secret. To this end, the cultists are efficient in their work.

Should the guards detect an attempt to break into Henson Manufacturing, they increase their number on the premises from two to three (or more if they have reason to suspect further trouble). If necessary, Marshall sends his boss a telegram asking for backup, which can arrive on scene within approximately three to five hours (dependent on the railway and the hour of the day or night).

Frank Marshall, head cultist in Derby

Like the other cultists in Derby, Marshall has no real knowledge of what the components are or what they are for; he just knows that their construction is important to the goals of the Brotherhood. Trusting no one, Marshall ensures his men keep a close watch on the workers, both at the yard and socially; he has encouraged the cultists to become friends with the engineers, as enabling close ties means the workers can be kept on a tighter leash.

See Frank Marshall's write-up in the **Dramatis Personae: England** (page 186) and page 291 for his profile. For the other cultists in Derby, use the **Average Brotherhood Cultist (England)** profiles on page 287.

The Workers

The workers believe their work is top secret and commissioned by the War Office. They are wary of strangers and refuse to talk about the nature of their endeavors to outsiders. All of the men were born and bred in Derbyshire, and all live with their families near to Henson Manufacturing. They are indebted to Edward Gavigan for their well-paid jobs and interesting work, and unlikely to risk such things for the sake of the investigators. If presented with tales of conspiracy and cults, the men laugh and anything else then said is dismissed as nonsense, although such encounters will be reported back to Frank Marshall.

The workers are liable to help Frank Marshall and his men to "see off" intruders and won't bat an eyelid should male investigators be roughed up a little and carted away in the back of a van; although if such tactics are used against female investigators, the workers are troubled and may act to calm things down. Likewise, the men are deeply worried if they witness murder—such events might be enough to convince them that all is not as it seems with Frank Marshall and Edward Gavigan. If the investigators can act on such suspicions they might turn the workers' allegiance (a Hard **Persuade** or Hard **Fast Talk** roll) at the Keeper's discretion.

HENSON MANUFACTURING WORKERS

Taff Wordsley, Harold Coley, and Jim Crane are engineers; Jack Brace is the mold maker; "Big" Thom Braden and Elijah Green look after the furnace; Gordon "the Boy" Stuart does all the menial jobs, as he's the apprentice.

- **Description:** dressed in brown or leather aprons, collarless shirts, and flat caps.
- **Traits:** insular, dedicated to their work.
- **Roleplaying hooks:** believe they work for the government on top secret engineering projects; friendly with their "minders" and likely to view the investigators as interfering outsiders or, at worst, spies.

See **Henson Manufacturing Employees**, page 291, for the workers' profiles.

ALTERCATIONS AND EVENTS

The investigators may employ all manner of tactics to discover what is going on inside Henson Manufacturing, from breaking and entering to kidnapping a cultist guard or engineer. Visitors are turned away and there are no job openings currently available.

Unless the investigators are particularly cautious and skilled when breaking in, they are liable to rouse the attention of the guards. Anyone seen on the premises after dark will be hunted down and captured, unless they can make an escape. Clever investigators may think to cause some form of distraction, allowing colleagues time to search for clues. If caught on the premises during working hours, the guards may be more restrained but still aim to capture the investigators for questioning.

Some may favor talking to the workers at home or down the pub. If the investigators can find a way to talk without

one of Marshall's men listening in, the best they can learn is that the work is "government stuff, top secret," and little more. A close-lipped worker might be encouraged to talk if strong-arm tactics are used or their family threatened but, in so doing, the investigator wins no friends or allies.

While watching the premises won't reveal a great deal, the investigators may see a visit from Edward Gavigan and, potentially, the final shipment of crates being packed onto a truck headed to London. Ambushing the truck once it has left Henson's yard might be an easier way to acquire this last shipment that is, ultimately, headed for Shanghai. Such an endeavor is not without its own risks.

Those setting fire to the workshop's building risk being hunted down by both the police and the cult. Any investigator known to the cult and seen in Derby may find their likeness drawn and described in the newspapers, wanted in connection with the crime of arson. With this, Gavigan is more than pleased to help the police with their inquiries and accuse the investigators of whatever he thinks is likely to get them locked up or deported. With such events, the investigators must decide whether to stay (so they may "dismantle" Gavigan and his cult) or flee England at the first opportunity. Of course, the decision may present more of a quandary should any of the investigators already have been captured and taken to **Misr House** (page 269).

THE LAST SHIPMENT

Housed in the safe at Henson Manufacturing are the remaining parts of Sir Aubrey's rocket, its guidance system (**The Guidance System**, page 592, China). Six in all, these parts are due to be boxed and delivered to Puneet Chaudhary's warehouse in Limehouse for shipment onboard the *Ivory Wind*—these components are additional to the ones already in Limehouse, essentially providing the investigators with another opportunity to prevent or sabotage the shipment.

If the investigators are able to prevent the delivery of this last shipment, Gavigan employs the full extent of his power to recover the missing components. If he suspects the involvement of the investigators, his minions seek them out. Tactics include: surveillance, laying traps, kidnapping, breaking into hotel rooms and, if necessary, direct threats and magic to find the location of the missing devices. Captured investigators are held and taken to Misr House for the next rite of the Brotherhood, where they take a leading and sacrificial role in the ceremony (**Misr House**, page 269).

Should the investigators destroy the parts, Gavigan directs his engineers to rebuild them, hoping that they can be fabricated and shipped in time to meet Sir Aubrey's timescale. Cunning investigators may attempt to tamper with the parts, effectively sabotaging their functions so that they ultimately fail—to do so requires the investigators to have a basic understanding of the components (a Hard **Science (Physics** or **Engineering)** or Extreme **Mechanical Repair** roll) and then calls for a **Science (Engineering)** or **Mechanical Repair** roll, both at Hard difficulty, to conduct the sabotage so that it remains hidden. The consequences of destroying or tampering with the components are discussed in the China chapter in **Foiling the Ritual of Opening** (page 598).

Much depends on timing and where the London chapter falls in your campaign. If early (following New York), then Gavigan has some time to fix whatever problems the investigators cause. If later on, Sir Aubrey may have to make do with early prototypes rather than the finished components.

PULP: WEIRD SCIENCE II

As noted earlier, heroes with the Weird Science talent only require a Regular success with a **Science (Engineering)** or **Science (Physics)** roll to understand the nature of the components. Likewise, a Regular **Science (Engineering)** or **Mechanical Repair** roll is enough to sabotage the parts.

Concluding Henson Manufacturing

Importantly, if the investigators make their presence known in Derby (stealing the parts, setting fires, etc.), Gavigan and the London Brotherhood turn their full attention to the interfering outsiders. If able, the Brotherhood attempts to sacrifice captured investigators at Misr House but, if this proves too difficult, Gavigan is happy to use his influence to accuse them of arson, property damage, or assault (depending on the circumstances) and thereby direct the police's attention to them.

Now on the back foot, the investigators must either go to ground and keep a low profile—if they wish to continue their work in England—or make a hasty exit to foreign parts. If the investigators have not already visited Misr House then, presumably, Gavigan remains a threat and, depending on their interactions, Zahra Shafik is unknown, an additional threat, or an ally.

If the events at Henson Manufacturing do not close out the investigators' time in England, Misr House is likely to be the setting for this chapter's end. Should the investigators have failed to draw a line to Gavigan's country estate, Zahra Shafik might be employed to take an active hand in leading them to Misr House, as part of her scheme to overthrow Gavigan (**The Schemes of Zahra Shafik**, page 259). Whether via Shafik or other clues, the investigators' attention should now be drawn to Misr House.

MISR HOUSE

Through North Sea marsh and gloom, both the respectable and the suspicious flock at regular intervals to a secluded island. Will the investigators also risk that narrow road which winds into the darkness?

- **Link:** surveillance of Gavigan/Penhew Foundation sees him and his cultists traveling to Essex (**Watching Gavigan and the Penhew Foundation**, page 204).
- **Link:** Yalesha the dancer reveals that, once a month, vehicles collect cultists from the Blue Pyramid Club to take them "somewhere outside of London" (**Meeting Yalesha Essam**, page 255, and **Stakeout: Blue Pyramid Club**, page 255).
- **Link:** captured investigators will be brought to Misr House for one of the cult's rites.
- **Link:** Zahra Shafik may "ally" with the investigators and give them directions to Misr House (**Captured by Shafik**, page 260).

This is Edward Gavigan's country estate, hidden away on an island in the wilds of Essex, where unspeakable rites to the Black Pharaoh are held. Here, the blood of prisoners is offered in sacrifice 13 times a year at the dark of the moon—the largest regular gathering of the Brotherhood of the Black Pharaoh in England.

Depending on circumstances, the investigators may come to Misr House to seek out and discover the nature of the Brotherhood's gatherings, to put an end to Gavigan's reign, or to rescue captured colleagues and allies. In all cases, the only way to fulfill their mission is to visit the Essex estate. Whether they depart in success or flee in madness will be determined by their actions.

RESEARCHING MISR HOUSE

Investigators wishing to research Misr House should attempt a **Library Use** roll to uncover the following details from newspaper clippings dating back ten years. The information may also be obtained via London society gossip.

- In Arabic, Misr means "Egypt."
- The land and mansion were formerly owned by an enthusiastic Egyptologist and occultist named Neville Lloyd-Price. It is rumored that Lloyd-Price went broke and was forced to sell the property and the land on which it stood.
- Neville Lloyd-Price has not been seen for nine years and has, effectively, disappeared from London society. Rumors suggest that he took to the bottle when he lost everything.

A book on historical houses, *Greene's Estates of England*, carries a snippet of information for investigators haunting London's libraries:

- A mansion house named "Long View" is mentioned, situated on the Naze in Essex. The passage states it was built in the 16th century during the reign of Queen Elizabeth I and features a secret room used to hide Catholic priests during Elizabeth's religious purges.

Records for Misr House do not freely exist in London, although paperwork for the land ownership does reside in the archives of Chelmsford Council, if the investigators travel to the county seat for Essex. The land, covering over 6,000 acres, transferred to Edward Gavigan in 1915. The mansion was formerly known as Long View until Lloyd-Price changed the name to Misr House.

Keeper note: Lloyd-Price littered the house and grounds with Egyptian bric-a-brac and squandered his family's fortune. In desperation, he turned to his "good friend" Edward Gavigan to bail him out, who agreed to provide a loan with the land and property as security. Gavigan then spent the next year cultivating Lloyd-Price's extravagance for Egyptian antiquities, ensuring the man could not repay the loan. Broke once again, Lloyd-Price was left with no option but to hand over the estate and mansion house keys to a smiling Gavigan.

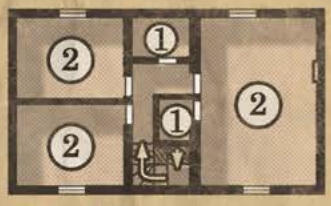
Gavigan owns much of the surrounding land, which is let to a small number of farmers (a close-knit bunch, distrusting of outsiders but more-or-less tolerant of "tourists" bird watching on their land). None of the locals have much of an opinion about Edward Gavigan, who they rarely see, as rents are collected by an estate manager. None have visited Misr House and, due to both its location and density of trees, no one really knows what goes on there.

MISR HOUSE

Plan of Misr House and maps concerning its location

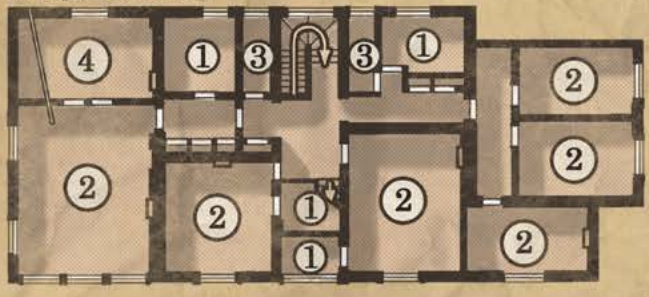
0 5 10 15

SCALE IN IMPERIAL YARDS

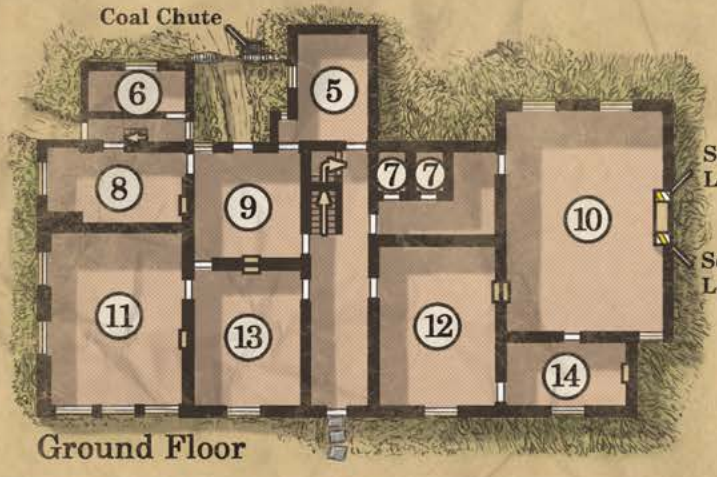


Third Floor

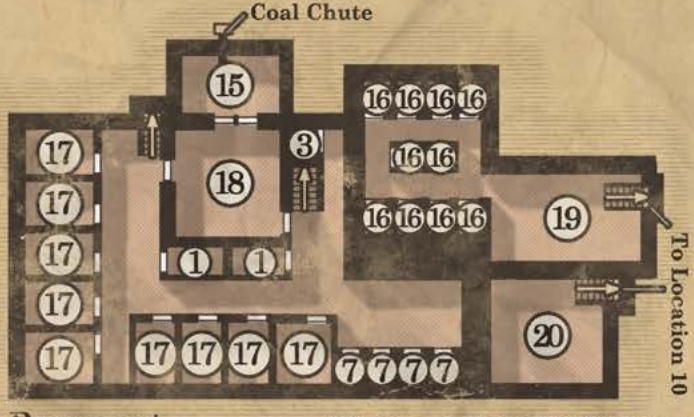
Gavigan's Bedrom



Second Floor Floor

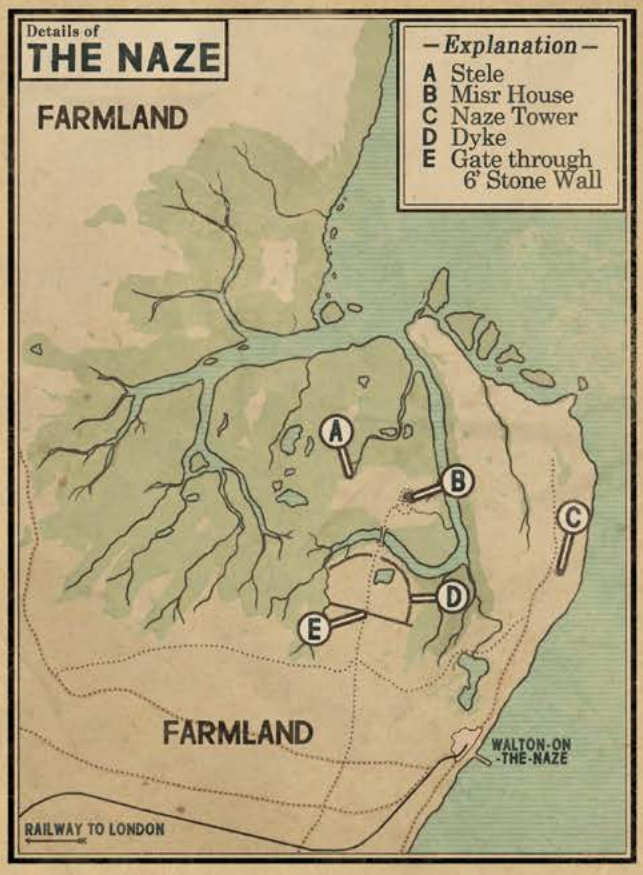


Ground Floor



Basement

All Arrows Point Up Stairs





Explanation

1	Bathroom	11	Drawing Room
2	Bedroom	12	Dining Room
3	Storage	13	Reception Room
4	Dressing Room	14	Library
5	Utility Room	15	Coal&Wood Store
6	Pantry	16	Cell
7	Water Closet	17	Servant Bedroom
8	Kitchen	18	Boiler & Laundry
9	Breakfast Room	19	Secret Workroom
10	Great Hall	20	Priest Hole

About Walton-on-the-Naze

During the Victorian era, Walton-on-the-Naze rapidly grew in size and population as city dwellers discovered the delights of the seaside. With a fine beach and bracing air, perfect for bathing, the town became a holiday destination boasting one of the longest piers in the country.

Investigators seeking accommodation can opt for one of the numerous reasonably priced bed and breakfasts or situate themselves at the Marine Hotel. Depending on the time of year, the seafront is either a bustling cavalcade of bright colors, milling promenaders, and bathers, or wet, gray, and near empty. Most tourist attractions are closed in the off-season, while the general store, a weekly market, and other services remain open for local trade.

GETTING TO MISR HOUSE

Gavigan's fictitious estate is situated on an island in the Naze, about seven miles (11 km) southwest of Harwich, in the midst of the marshes at the edge of the North Sea. The Naze is a peninsula, densely forested with swampy marshes and small islands stretching out into the sea.

Driving from central London, the journey takes approximately three to four hours, depending on the time of day. By rail, it takes just over two hours from Liverpool Street Station to arrive in Colchester. A local train from Colchester to Walton-on-the-Naze takes about an hour, from where the investigators may seek a ride or hire transport to the Naze (15 minutes by car). Walking is possible but the investigators do risk getting a little lost; directions from a local (head north to the Naze Tower and then northwest) help tremendously, and the journey takes around an hour on foot.

If asking a local for directions, the investigators can learn that there is a private estate on one of the islands in the middle of the Naze, joined to the mainland by a stone bridge.

If one doesn't mind traipsing through the marshland and getting soaked, the island's location—to the northwest of the Naze Tower (see box nearby)—can be identified with a successful **Navigate** roll. A decision is needed as to whether access to the island is gained via the road bridge (over a moat of marsh and slough) or by boat.

While there is no deep one colony here, Dunwich is only 60 miles (97 km) up the coast and its proximity may give pause. The Keeper may worry the investigators with lots of fog, strange ripples, bulgy-eyed guides, mysterious splashes, and so on.

If Following the Cultists from London

The cultists from London visit Misr House on a regular basis. Following the cultists' vehicles from London, the investigators must exercise caution once the trucks and cars enter the Naze and turn onto the long lane leading to the manor house; at the Keeper's discretion, a combined **Drive Auto** and **Stealth** roll might be called for to remain hidden a safe distance back. If the investigators are spotted, one of the vehicles stops and five cultists flag down the investigators' car, firmly saying that they are on a private road and must turn back. Likewise, should the investigators' vehicle make it to the gate, they are told to turn back. In either case, if a fight breaks out, the investigators may be subdued, captured, and taken for questioning—the chance of them ending up as sacrificial offerings for tonight's rite is high. Should the investigators flee an assault, word spreads quickly and the cultists are ordered to keep a lookout for trespassers. For further details about access to Misr House via the road or by boat, see **Entrances to the Estate** (page 272).

THE NAZE TOWER

The tower, built in 1720, acted as a navigation aid for shipping heading to Harwich up the coast. Rising up 86 feet (26 m), an internal spiral staircase of 111 steps leads to the top of the tower, where 360-degree views can be had of the coast and countryside. The locals simply call it "the landmark." The tower is essentially unused (later, in World War Two, the tower becomes a watch post) and locked up, preventing tourists from wandering inside. It stands on private land (unrelated to Gavigan) but tourists may roam freely as long as the locals don't perceive them as troublemakers.

Unfortunately, should the investigators decide to break in (**Locksmith** or Hard **STR** roll), the view from the tower doesn't include Misr House which, situated some one and a half miles (2.5 km) away, is enclosed and hidden by trees. However, on ritual nights, anyone watching from the tower may see unusual lights and hear strange singing (chanting) drifting on the breeze from the direction of the Naze.

Map of Walton-on-the-Naze with Misr House inset

ENTRANCES TO THE ESTATE

A dirt track road leads to a 6 foot (2 m) high stone fence marking the outer border of the estate, with an iron gate barring the way. During rituals, four to six guards lurk at the gate and have access to a telephone link to the manor. At other times, a single gatekeeper waits. The guards never unlock the gate until they understand the visitors' business; if necessary, they contact Misr House for approval. On ritual nights the gate is left open until midnight and is then locked—no one is admitted thereafter, nor is there anyone in the manor to answer the phone during the ritual.

Beyond the gate, a narrow road follows along the top of a levee, raised nearly 5 feet (1.5 m) above the land (centuries of tilling have left the fields far below sea level). Great dikes protect the land from the sea (the island is relatively higher). A turnstile, fitted to the bridge, ostensibly rotates on its center column to allow small boats to pass. From afar, it takes a successful **Spot Hidden** roll to notice that the bridge can be opened and closed. If an investigator vehicle makes it across the bridge, the cultists can lock open the bridge, trapping the vehicle on the island. The sea offers better and safer access.

All kinds of boat can be rented at Walton-on-the-Naze, Clacton-on-Sea, Ipswich, Harwich, or even Dunwich, and operator guides can be found. Let the Lovecraftian names of some of these places give the investigators pause. If investigators wish to hire too large a craft with too many crew, the operator advises that the sloughs of the Naze are too shallow for entrance. Force the investigators into awkward, vulnerable rowboats so that they confront the cultists without an intervening screen of fearless British seamen.

The Island Estate

The foundations of the estate's mansion, built in the 17th century, have since settled into the boggy ground. The subtle distortions of its architecture and the wild aspect of its poorly kept grounds lend the place a gloomy and foreboding air, a place of palpable menace. The island estate is over 1,000 acres in area. Tall trees densely pack the island's coastline, while the interior is a mix of rough ground interspersed with bogs and marsh. Thick fogs are common.

Investigators making their way to the island on foot may discover an old and forgotten rowboat (**Spot Hidden**) moored on the mainland side, allowing them to make their way to the island in a relatively stealthy fashion.

Note that Gavigan has the use of a small motor launch, which can rendezvous with the *Ivory Wind* or other vessels off the coast, if discretion is required. Such activities are reserved for dark nights to limit unwanted attention. The motor launch is usually anchored on the island, not far from the stone bridge.

THE MANOR HOUSE

A gravel track leads up to Misr House. If one of the rites is to take place that night then a number of vehicles will be parked out front; otherwise, a single car is usually kept on the premises for Gavigan's convenience—a Bentley Blue Label Tourer, seating four people, with a top speed of 80 mph (130 kph).

The three-story mansion house is an imposing sight. Other than an outbuilding to the rear, it's the only building on the island. The ravages of time and weather have not been kind; ivy crawls up the eastern facade, providing adventurous investigators the opportunity to risk climbing up the vegetation as a possible means of access to the second floor windows.

INSIDE THE MANOR HOUSE

The interior of the manor is unremarkable, except that it is dirty and dusty, and lacks the furniture and comfort one might associate with a man of Gavigan's standing. The halls and the majority of rooms are wood paneled, although an occasional tapestry breaks the monotony. The furniture is old, doors creak, and pipework knocks intermittently when the boiler is turned on.

A central hallway opens into the building, with a reception room on the left leading to a drawing room, and a dining room off to the right, which opens into the library. Further down, the hallway leads to the breakfast room (left) and to the Great Hall (right). The kitchen, next to the breakfast room, has access to a large pantry and a flight of stairs used by the servants to get to their basement rooms. The upper floors consist of bedrooms and bathrooms. In total, there are five bedrooms plus Gavigan's master bedroom on the second floor. When at home, Gavigan normally has at least one or two (cultist) guests with him. During rites, the guest rooms accommodate high-ranking cultists, such as Zahra Shafik, and foreign visitors.

See the plan of Misr House for details. Specific details about the Great Hall, Gavigan's master bedroom and also his secret workroom, as well as the dungeon, are detailed below.

Great Hall

Grand double doors open into the Great Hall. It housed dinner parties and dances in times past but now the space is left to gather dust. Dominating the room is a magnificent stone fireplace, flanked on either side by dusty suits of armor, which have been attached to the wood-lined walls. The armor cannot be removed, as the pieces have been bolted together and permanently fixed to the woodwork.

GAVIGAN'S SERVANTS

Whenever he is at the manor, ten cultists act as Gavigan's valets, butlers, maids, groundskeepers, cooks, and companions. While most are English, drawn from the cult for their suitability and skills, the maids are Chinese and the head cook is Egyptian. Many prominently wear inverted ankhs as pendants or jewelry.

These cultists rarely leave the island and are loyal to Gavigan. During rituals, a handful guard the gate to the island. Ritual robes are kept in their (servant quarters) rooms, and only worn when participating in the rites. Note that one of the (unused) servant rooms in the basement holds many cult robes (white with black painted inverted ankhs), which are brought up and handed out to the cultists arriving from London.

The fireplace hides two secret doors, one on either side. Each door opens when a certain (different) brick is pressed, causing a suit of armor to swing forward to reveal a narrow stairway leading down. The one on the right leads down to a dark, dank room—a priest hole—where, in the days of Queen Elizabeth I, Catholic priests would hide from persecution. The hideaway is unused and contains nothing but cobwebs and rats. Whereas the passage to the left connects to the dungeons and Gavigan's secret workroom (**Secret Workroom and Dungeon**, page 275). Note that the priest hole and dungeons are not connected. To close, the secret doors must be pushed shut; luckily, the armor is pretty solid and so does not rattle when moved.

Spotting either of the secret doors calls for a successful **Spot Hidden** roll; although if the investigators are already aware of the existence of the priest hole, the Keeper may award a bonus die to the roll. Observant investigators who state they are looking at the dust on the floor might also be awarded a bonus die to find the left-hand door as, unlike the priest hole door, Gavigan often passes through here and leaves marks in the dust.

Master Bedroom

The most well kept room in the house. An ornate four-poster bed takes up a great deal of space; its heavy red velvet curtains hide the bed's interior. On a dressing table, next to a folded piece of paper (a letter), stands a wooden mannequin head on which rests an ornate headdress constructed of interlocking eyes fashioned from gold and inset with jet gemstones for the pupils. On a wall hangs a large oil painting of an Egyptian pharaoh, a modern-looking clock, and Gavigan's ceremonial club, which has a large iron spike driven through its head. A dressing room contains Gavigan's country wear, as well as a selection of high priest robes.

Headdress of eyes: Gavigan paid a king's ransom to have this jewelry made to his own design. He wears it while officiating at rites on the island; consequently, this item will be on his head and not in this room during such times. See page 652, **Appendix D: Artifacts** for details on the headdress' capabilities.

Painting of the Black Pharaoh: a regal-looking pharaoh, whose skin is totally black. The detailing is sublime, especially the eyes, which burn with captivating intensity. While there is no label, it seems clear that this is a representation of the Black Pharaoh (a **Cthulhu Mythos** roll can confirm this). Those seeing the painting can recognize the god if they later observe him in human aspect.

Wall clock: a chronometer, unremarkable except for it being the most modern thing in the entire house. Swiss-made, it tells the time particularly accurately.

Keeper note: come January 14, 1926, Gavigan will use this clock to ensure the proper timing of the Great Plan, lending his and his cultists' voices to the Great Rite.

Letter: the folded letter was written by Omar al-Shakti (**Carlyle Papers England #11**).



The Headdress of Eyes

Carlyle Papers England #11

Omar al-Shakti
Gezira Mohammed
Cairo
Egypt

January, 1925

My Dear Gavigan,

IN HIS NAME DO WE SERVE

As the work of our lord and master grows ever nearer to completion, I must ask you, with all due politeness, to consider the return of that which your predecessor and his associates acquired from us under less than honest circumstances. As we are allies in this Great Endeavor, I seek not to dwell on past slights and inconveniences, but to move forward. I hope that this is your wish, also, and with this in mind, the return of the bust to its true home would not only be a gesture of goodwill, but also a reaffirmation of our most august and beneficial brotherhood.

Your humble servant,

Omar al-Shakti

High priest robes: Gavigan has lavish robes for all occasions, some in red and others in black. All are large enough to entirely cover the wearer, including their head and faces. All are embroidered with inverted ankhs and other icons associated with Nyarlathotep (**Cthulhu Mythos** roll). Hanging nearby are six neck chains, gold and silver, each suspending an inverted ankh.

Keeper note: it would be risky for the investigators to don these robes in an attempt to infiltrate one of the rites, as none of the other cultists' robes are so fine, or of those colors (basic cult robes are white and inscribed or painted with inverted black ankhs). A successful **Disguise** or **Art/Craft (Acting)** roll, both at Hard difficulty, or a successful **Luck** roll (Keeper's discretion) is required to pass as Gavigan; if failed, it can be assumed that a cultist has realized that there are *two* Gavigans in attendance, or some other discrepancy has been noted. The investigators are less likely to draw attention to themselves if they wear regular cult robes (see box **Gavigan's Servants**, page 273, and **Infiltrating the Rites**, page 280).

SECRET WORKROOM AND DUNGEON

At the bottom of the stairs from the secret left-hand fireplace door is an unlocked iron door. Within are two rooms unconnected to the rest of the basement and soundproofed by reinforced brick walls. The first is Gavigan's secret workroom, the second is the dungeon.

Secret Workroom

Along one wall, the workshop holds a bizarre array of medieval torture devices, including a rack and an iron maiden. On a workbench rest tongs, pincers, thumbscrews, and some modern-looking knives. A brazier (unlit unless Gavigan is "working" down here) stands in the center of the room. Against the opposite wall, sitting below some shelves, are a desk and three more tables, which are all cluttered with an assortment of jars, small boxes, and tins, as well as statuary, scrolls, and books. Sitting on the shelves are four unhealthy-looking plants in pots, each approximately 12 inches (30cm) high. Key items and their whereabouts follow.

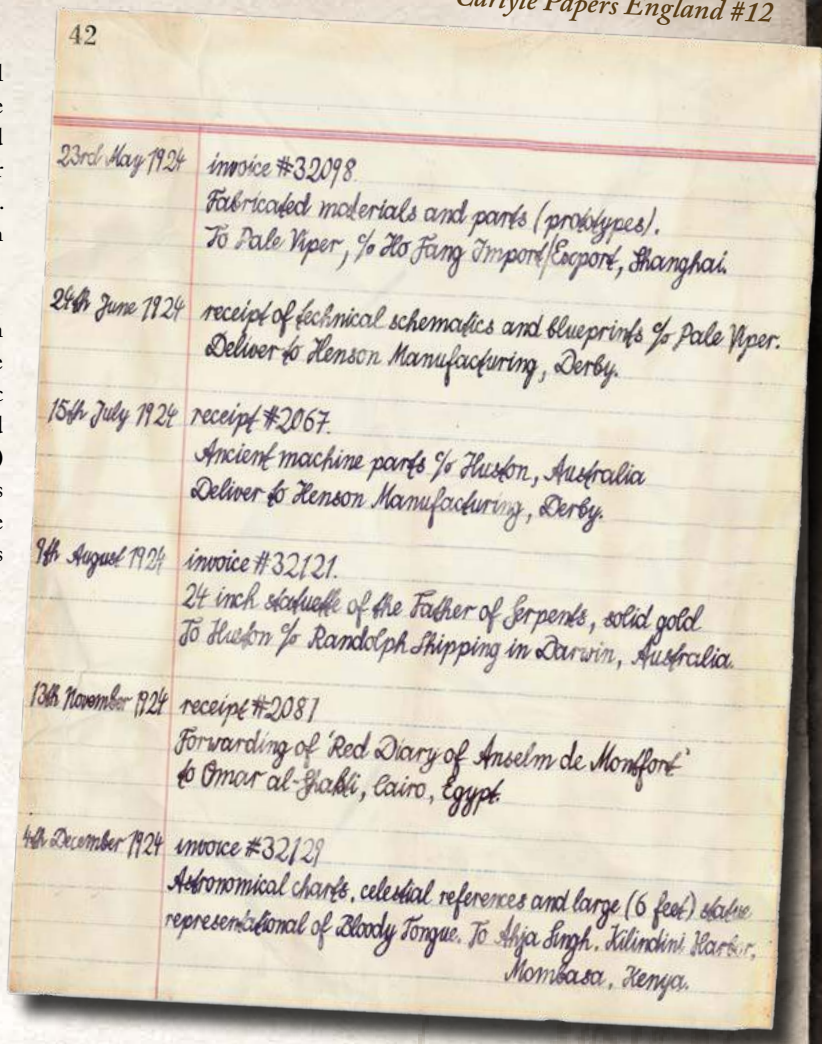
Torture devices: a rack, thumbscrews, tongs, pincers, knives, and an iron maiden (see **Torture,** page 278).

Wall hook: at the far end of the room, holds a key chain of iron keys (for the cells).

Desk: unlocked and holds a large ledger and an unfinished letter. The ledger contains handwritten entries describing transactions and shipments around the world. Gavigan records everything he ships abroad, with addresses of recipients and notes of what was shipped. More than any other volume, this book holds important leads to the other chapters in this campaign. Reading the entries shows shipments to Ho Fang in Shanghai, Randolph Shipping in Darwin, Australia, and Omar al-Shakti in Cairo, Egypt. While the items described will mean little to the investigators, the destinations and contact names provide clear directions for them. See **Carlyle Papers England #12** for an example of a few typical entries from the ledger. The unfinished letter is written in Gavigan's hand on excellent cream-colored rag paper (**Carlyle Papers England #13**).

Keeper note: the unfinished letter connects Gavigan to the murder of Jackson Elias, as well as suggesting that Sir Aubrey Penhew is still alive and presently located near Jack Brady. Thus, if Brady is alive, it may be that Roger Carlyle still lives.

Carlyle Papers England #12


42

23rd May 1924 — invoice #32098.
Fabricated materials and parts (prototypes).
To Pale Viper, % Ho Fang Import/Export, Shanghai.

24th June 1924 — receipt of technical schematics and blueprints % Pale Viper.
Deliver to Henson Manufacturing, Derby.

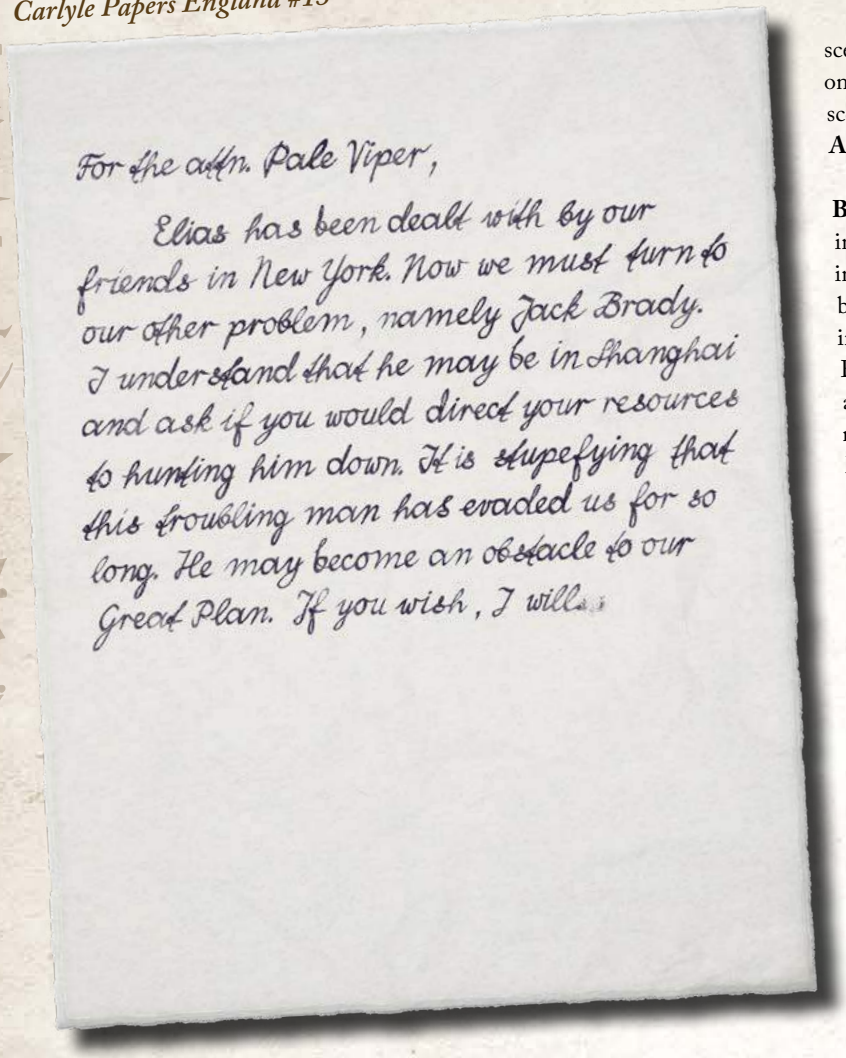
15th July 1924 — receipt #2067.
Ancient machine parts % Hudson, Australia
Deliver to Henson Manufacturing, Derby.

8th August 1924 — invoice #32121.
24 inch statuette of the Father of Serpents, solid gold
To Hudson % Randolph Shipping in Darwin, Australia.

13th November 1924 — receipt #2081
Forwarding of 'Red Diary of Anselm de Monfort'
to Omar al-Shakti, Cairo, Egypt.

4th December 1924 — invoice #32129
Astronomical charts, celestial references and large (6 feet) statue representational of Bloody Tongue. To Ahja Singh. Kilindini Harbour, Mombasa, Kenya.

Carlyle Papers England #13



For the attn. Pale Viper,

Elias has been dealt with by our friends in New York. Now we must turn to our other problem, namely Jack Brady. I understand that he may be in Shanghai and ask if you would direct your resources to hunting him down. It is stupefying that this troubling man has evaded us for so long. He may become an obstacle to our Great Plan. If you wish, I will...

The tables near to the desk hold a variety of interesting items:

Statuary: various pieces include a 6 inch (15 cm) bust of the Black Pharaoh, carved from ebony; a 12 inch (30 cm) high bust of the Black Pharaoh, carved from marble; the top half from a broken wooden statuette of a crocodile-headed man (a child of the Sphinx); the greater portion of a broken stone tablet, roughly 2 feet (61 cm) square, on which a number of inverted ankhs have been carved, defacing the tablet's original Egyptian hieroglyphs (the damage makes the original hieroglyphs unreadable). A successful **Archaeology** or Hard **History** roll dates these pieces to the Third Dynasty of Egypt.

Two scepters: Gavigan's pair of magical scepters rest upon a large cushion of purple velvet atop one of the tables. If Gavigan is already wary of an investigator attack, he has the scepters on his person, leaving just their indents on the cushion. Information concerning the scepters and their powers can be found in **Appendix D: Artifacts**, page 651.

Books and scrolls: nearly 100 rare and intriguing books concerning the occult, stored in ranks, while some are stacked in wooden boxes. The books and scrolls are each written in a range of languages, including Arabic, English, Hebrew, French, German, Frisian, and Spanish. None, except two (see **Keeper note**, following), pertain to the Cthulhu Mythos, as Gavigan keeps those in his secret room at the Penhew Foundation, but many hold interest to students of the arcane. Should an investigator, one day, have managed to read all 100 books, they can be rewarded with +35 percentiles to their Occult skill. Reading individual scrolls or books grants +1 or +2 points at the Keeper's discretion.

Keeper note: a tome, written in Arabic, titled *Oghniat Min al Jinn* (*Song of the Djinn*—**Appendix C: Tomes**, page 643) includes a passage relating to a means to destroy the **Crown of Nitocris** (**Appendix D: Artifacts**, page 652) by using a spell called Enchantment of the Living Flame (**Appendix B: Spells**, page 634). The investigators are unlikely to be drawn to or realize the significance of the information until they visit Cairo and learn of the Crown. Sir Aubrey set Gavigan onto researching possible destruction methods for the Crown in case there would be a need to stop Omar al-Shakti's plans (**Special Rites for Queen Nitocris**, page 358, Egypt).

One scroll, written in Hebrew, contains the original wording of the Quicken Fog-Spawn spell (**Appendix B: Spells**, page 636). An investigator with **Language (Hebrew)** might quickly spot this scroll with a successful **Spot Hidden** roll; otherwise, it is just one among many.

Spell Components: spread across the tables are numerous jars, metal tubes, wooden boxes, tins, bags, sacks, and pouches. Each is filled with herbs, roots, pickled organs, strips of skin and hide, powdered blood, pressed flowers, vari-colored dusts, powders, and other special aids for magical practice.

Keeper note: a successful **Occult** roll suggests that many of these items have folklore connecting them to superstition and witchcraft, while a successful **Cthulhu Mythos** roll confirms that these are ingredients for spellcasting. If necessary, a successful **Science (Biology**, **Botany**, or **Zoology)** roll can identify most of the contents, although some should remain a mystery due to their extraterrestrial origin.

Shelves: spiny and diseased-looking plants grow in pots. Despite the darkness and chill of the space, they appear to be flourishing. No one can classify these plants; a successful **Science (Botany)** roll reveals they are an unknown species. Hidden amongst the plants and spell components lining the shelves are two 1 inch (2.5 cm) long metal vials. A successful **Spot Hidden** roll notices that the two vials are engraved with star-shaped designs (Elder Signs). Within each is a grayish-white slime, actually a single, tiny larva—potential **Things in the Fog** (page 206).

PULP: FOG-SPAWN LARVAE AND STRANGE PLANTS

While outside the scope of the campaign, should a hero wish to cultivate the growth of a larva (administering fresh blood does the trick), it begins to grow and consume more and more nourishment. Presumably, the growing spawn moves on to solid food quickly, creating its own problems and risks for the hero, who will have to consider where and how to house the rapidly growing spawn—while also avoiding being its next meal!

The Keeper must decide how such events play out. Does the spawn eventually mature into a full grown gish-rla? What happens when an extra-dimensional being is able to phase through its prison doors? Does it depart for its home or stick around to enjoy the tasty snacks here on Earth?

As for the strange diseased-looking plants, what will they grow into if they continue to be "watered" with blood? If exposed to sunlight, the plants soon wither and die; perhaps when larger, the vegetation is better able to stand exposure to daylight? Why did Nyarlathotep gift the plants to Gavigan? The answers to such questions are left to the Keeper to decide.

Keeper note: if emptied out of the vials, the larvae can be easily destroyed. The plants were gifted by the Black Pharaoh for reasons yet to be determined by Gavigan. He was told to keep them in darkness and to feed them with blood.

The Dungeon

Ten cells with iron doors. Inside each cell is a pair of iron rings set into the walls as anchors for shackles. Gavigan keeps sacrificial victims in these cells. Currently, there are three captives here—three Londoners who saw something they shouldn't—all of whom will be used as sacrifices at the next rite. Their number may be supplemented by captured investigators, as well as Yalesha Essam, the dancer from the **Blue Pyramid Club** (page 253). Any other captives are at the discretion of the Keeper.

The captives are imprisoned behind stout locks built into the iron doors, which require a **Locksmith** or Hard **Mechanical Repair** roll to open. Note that an easier means of access is provided by the keys kept on the hook in the preceding workroom.

The unfortunate captives know only that they have been kidnapped and imprisoned. If Yalesha is here, she can impart any information previously missed (**Meeting Yalesha**, page 255). If necessary, one captive could be an outspoken or reckless member of the Brotherhood whose words or deeds angered Gavigan. This "insider" might be used to relay clues or other information pertaining to the London Brotherhood that may have been overlooked by the investigators (such as Henson Manufacturing), helping to tie up loose ends before the England chapter comes to a close, as well as describing the basic layout of the island estate, the nature of the rites, and the number of cultists likely to be about (**Rites of the Brotherhood**, page 278). Such a renegade cultist might serve as a replacement investigator.

If specifically searching the unoccupied cells, an investigator finds a beaten-up leather wallet (no roll), lying half hidden in a pool of water; otherwise, call for a **Spot Hidden** roll to notice the wallet. Tucked inside the wallet is the warrant card of Inspector Gregory Munden (see **Inspector Barrington of the Yard**, page 250). The mystery of the man's disappearance can finally be solved: captured by the cult, transported to Misr House, and then beaten and held before being sacrificed to the Black Pharaoh.

RITES OF THE BROTHERHOOD

The London Brotherhood holds two forms of rites at Misr House: monthly Grand Rites (held during the dark of the moon), and Lesser Rites (held more frequently at the whim of Gavigan). Both kinds are held outdoors around a large Egyptian stele (a four-sided stone column that tapers to a rounded point) to the west of the island.

The stele: approximately 8 feet (2.4 m) tall, this dark stone obelisk bears many Egyptian hieroglyphs. Four iron shackles, embedded in the stone, hold the wrists of sacrificial victims; one for each side of the stele.

Keeper note: if time and skill permits, an investigator able to decipher Egyptian hieroglyphics can discover the carvings spell out a poem in praise of the Black Pharaoh.

Enclosed by tall and dense trees, the area used for the rites is well hidden, although someone in the right place, watching with binoculars from the other side of the swamp, might see some fires and strange shadowy movement (**Spot Hidden** roll).

A well-trodden path leads from Misr House to the ritual clearing. Within the enclosing circle of trees, the land has been stripped and flattened to create the ritual area. The stele stands in the center, and the ground around it is uneven, with multiple indentations and bowls in the compacted soil. All rites occur at night, with braziers and torches lighting the proceedings.

Skulking investigators must get fairly close to see more than confused motion and fluttering flames. Robed cultists dance and cavort to music played on a variety of instruments—from cheap violins to Middle Eastern flutes, small drums to finger cymbals, and so on. Edward Gavigan and Zahra Shafik usually attend all of the rites, wearing priestly garb, and each carries their twin scepters (**Appendix D: Artifacts**, page 651). The Brotherhood's rites are more formal and more complex than those of the Bloody Tongue but are no less barbaric.

How a rite plays out is dependent on whether the investigators disrupt the proceedings. Both rites are described in full in the following sections. Possible investigator tactics and their likely consequences are discussed in **Constructing a Climax**, page 280.

LESSER RITES

Lesser Rites may happen every couple of weeks or so, at the whim of Gavigan. They are held during the evening or night—the phase of the moon is unimportant (only Grand Rites take place during the new moon). Usually 20-30 cultists attend a Lesser Rite, although numbers rising to 40 are possible.

Lasting around two to three hours, Lesser Rites are general in nature, with the cultists conducting devotions and prayers to the Black Pharaoh. Gavigan and Shafik each lead at differing points, addressing the gathered believers with tales of the Black Pharaoh, chanting, and sacrificial offerings (low-ranking enemies of the cult may be sacrificed at this time). Gavigan and Shafik use their ceremonial clubs to despatch the unfortunate sacrifices, screaming

TORTURE

Captured investigators unwilling to divulge information may be treated to Gavigan's personal attention and encouraged to talk with the use of his torture instruments. Remember, Gavigan does not wish to kill the investigators, he wants information and is patient; he will use charm and honey before resorting to torture. Only when he believes a captured investigator has given up their secrets will Gavigan dispose of them by offering them up as a sacrifice during one of the cult's rites (buying the investigators' comrades the time to mount a rescue).

Should the shoe be on the other foot, investigators wishing to conduct torture on NPCs must fail a **Sanity** roll in order to carry out such a hideous act. Even then, at the conclusion, as the reality of their actions falls heavily upon them, apply an automatic Sanity loss of 1D8 points. Note that, for pulp games, only the Cold Blooded and the Hard Boiled pulp archetypes can administer torture without having to make a Sanity roll.

The Keeper is recommended to draw a veil over torture, fading to black and letting the players' imagination fill in the blanks (far more effective) before then summarizing the outcome. Mechanically, torture is about breaking the will, so an opposed **POW** roll can be used to determine if an NPC or captured investigator gives up their information. In terms of physical damage, assume the person being interrogated suffers 1D6+3 damage before they either capitulate (failed to win the POW roll) or fall unconscious (there is no point in continuing; the captive is left to rest for six hours).

aloud invocations to the Black Pharaoh while doing so. Occasionally a Mythos entity, such as a hunting horror, is summoned for adoration. Once the formal segments have been conducted, such rites tend to descend into a chaotic morass of ritual self-mutilation (blood-letting), frenzied orgy, and extreme supplication. Observing a Lesser Rite provokes a **Sanity** roll (1/1D6 loss).

GRAND RITES

Held every lunar month during the new moon, these rites are special occasions for the cult; it is rare for either Gavigan or Shafik to miss a Grand Rite. The vast majority of cultists attend, usually around 50-60 individuals. Normally lasting up to four hours (they can sometimes go on all night), Grand Rites always include the following six elements.

Ceremonial Induction of New Members

New recruits are paraded around a sacred circle made up of the gathered cultists. As they walk around, each encircling cultist ritually hits the recruits with their club; while this is mostly light taps, the recruit is expected to withstand more serious hits to their body offered by the higher-ranking members. By the time a full circuit has been made, the recruits are bloody and some (deemed unworthy) may be dead. Those surviving are each given their own ceremonial club.

Ritual Chanting and Supplication

With the new members inducted, the cultists are led in chanting devotions to the Black Pharaoh by Gavigan and Shafik. The chanting first rises in volume and then diminishes until it becomes something like a hushed meditation; the cultists fall exhausted to the ground while continuing to repeat the mantras of the Black Pharaoh. During this, sacrifices are brought out and tied to the stele. Those considered "high ranking," such as meddlesome investigators or those with positions in society, are especially favored. At least one captive is sacrificed in a lengthy process in which all those present take a turn to club the sacrifice, effectively beating them to death, before a final spike through the heart ends their misery. The rest of the sacrifices are left for the arrival of the herald. This segment of the ritual can last anywhere from one to two or more hours. Eventually, a herald of the Black Pharaoh manifests, triggering the next phase of the ritual.

Manifestation of the Herald(s)

Rarely does Nyarlathotep personally appear, preferring to send a herald in his place. Heralds are otherworldly entities through which the Black Pharaoh speaks and may take the form (Keeper's choice) of a hunting horror, two shantaks, or eight of the Million Favored Ones (rising from the earth in the bodies of previous sacrificial victims, now reanimated and speaking as one). The herald(s) eats any remaining captives, while faithful cultists vie to offer themselves, hoping to be taken with the herald(s) to the bosom of the Black Pharaoh when they depart. Meanwhile, the rest of the cultists murmur in adoration, prostrating themselves before the herald.

Ceremonial Promotion of Members

Those who have proven their worth may be promoted to a higher rank at the discretion of Gavigan and Shafik, who both (independently) use the ceremony to advance those most loyal to them, effectively building their distinct power bases. Whether by whim or design, Gavigan has started to block some of Shafik's promotions (fuelling Shafik's animosity). The ceremony requires the supplicants to willingly offer themselves to the herald of the Black Pharaoh, who then assesses their worthiness, which means a 50/50 chance of either being eaten or passing through unscathed.

Adoration of the Herald

Gavigan and Shafik then perform a ceremony in adoration of the herald, offering their own blood in granite bowls while also reciting praise to the Black Pharaoh. The rest of the cultists, either prostrate or on their knees, echo the adorations through chanting.

Closing the Rite

Much like the Lesser Rites, each Grand Rite ends with a couple of hours of wanton debauchery, blood-letting, and madness. During this time, the herald departs. The remains of sacrifices are thrown into hastily dug shallow pits.

Observing a Grand Rite instigates a **Sanity** roll (1D4/1D8 loss) plus any losses for seeing the herald(s): 0/1D10 for a hunting horror, 0/1D6 for the shantaks, and 0/1D8 for the Million Favored Ones. Profiles for the various heralds can be found in the **Characters and Monsters: England** section at the end of this chapter.

PULP: RITES

Increase the number of heralds to two hunting horrors, four shantaks, and 20 of the Million Favored Ones. Treat **Average Brotherhood Cultists** (page 287) as mooks, and ranking members as **Bigger-Than-Average Brotherhood Cultists** (page 286).

CONSTRUCTING A CLIMAX

London does not have a set-piece finale; although it is likely that one of the Grand Rites conducted at Misr House forms the setting of this chapter's climax. For some options regarding a denouement at Henson Manufacturing, see **Altercations and Events**, page 267.

Given the sandbox nature of the campaign, each player group will be different and it is the Keeper's job to craft the arising situations and consequences into a memorable chapter close, while also laying the foundations to springboard the investigators onto the next location, be it Egypt or elsewhere. In this section a few possibilities are presented for closing out the England chapter—use these as inspiration but don't feel straitjacketed; allow your own game to develop naturally.

As with **Rites of the Bloody Tongue at Ju-Ju House** (page 159, America), the Keeper always chooses when a Lesser Rite of the Brotherhood is held, with the Grand Rites taking place during the new moon. Unlike the cramped Ju-Ju House site, Gavigan's estate is large enough to permit the investigators to watch events without undue risk. Of course, should any of the investigators have been captured, they will be brought out as sacrifices during the rite—presenting the opportunity for a climactic finale for the chapter.

The Keeper should determine what the players are aiming to achieve in terms of closing out the England chapter. Are they gathering evidence and then departing in Jackson Elias' footsteps? Are they intending to demolish the Brotherhood of the Black Pharaoh in England? If the latter, do they aim to cut off its head by killing or otherwise incapacitating Gavigan (attempting to bring his crimes to the police and authorities)? Where do Zahra Shafik's ambitions fit into all this? Have the investigators made a deal with her or do they remain ignorant of her schemes? Try to craft this chapter's climax in light of the players' plan. If the players have no plan but have come to the attention of Gavigan or Shafik as potential threats, then bring the climax to them by ensuring at least one of their number is captured and taken to Misr House to be sacrificed at the next Grand Rite. Remember to give the investigators enough of a breadcrumb trail of clues to lead them to Misr House so they mount a rescue.

Following are some differing options for how things might go down at Misr House—use these as inspiration when constructing the climax.

PULP: EPIC CLIMAX

The seeds for a memorable finish to the England chapter are already in place: simply ensuring an increased number of monsters and an adequate amount of cultists is probably enough to do the trick.

Make use of Gavigan and Shafik's Luck points to give you, as Keeper, options. Using the "Look Out Master!" rule (*Pulp Cthulhu*, page 63) allows these arch villains to survive and escape, although if the heroes cunningly press their attack, they may still take the cult leaders down. If circumstances have led to the heroes disrupting a rite a little early in the chapter, then "Look Out Master!" should ensure their adversaries are still around to trouble them further.

For a pulp climax, focus on the key points of action and the main characters; average cultists are mooks to be used as inconveniences rather than meaningful threats. Try not to overdo one of the rites as a climax, as other chapters in the campaign also have the potential of closing amidst even larger cult ceremonies; each should scale up as the campaign progresses. It's not a problem if the players think they handled the situation easily, as later encounters in the campaign will serve to test them.

Infiltrating the Rites

This is an option that allows the investigators to get close to the action, but not without risk. Using stealth, the investigators may be able to explore inside Misr House while the cultists gather outside and prepare for the evening's rite. If able to find some cult robes (**Gavigan's Servants**, page 273), the investigators can actually wander about the house and grounds more freely (if necessary, a successful **Disguise** or **Art/Craft (Acting)** roll might be required to pass unnoticed). Should suspicion arise, a successful **Fast Talk** or **Persuade** roll keeps their cover and fends off a skeptical cultist.

At the Keeper's discretion, lucky investigators might come upon Gavigan alone inside the house, preparing for the forthcoming rite. Able to only call upon a few cultists and servants nearby, he is relatively unprepared for a surprise attack. Taking Gavigan out ahead of time (perhaps locking him in one of the dungeon cells, if still alive) presents the investigators with an opportunity to impersonate the high priest—if one of their number can maintain the ruse, who knows what chaos they can cause and thereby turn events to their advantage?

Opposite: Rites at the Egyptian stele



All-Out Assault

A lot will depend on whether the investigators carefully plan an assault or simply start one without any preparation. Well timed and executed attacks from differing points could bring about mass confusion, with the cultists on the back foot. A spontaneous attack might leave the investigators exposed, with the full force of the cultists focused on them. Strategic attacks should serve the investigators better.

Depending on when an attack takes place, the cultists may already be so engaged in their activities (during the latter stages of the rite) that a good 50% of them (or more) are unable to immediately respond, buying the investigators some time. Of course, leaving things too late could mean that there are not only angry cultists to deal with but also summoned monsters, which present their own unique challenges.

In response to an attack, Gavigan makes full use of his artifacts: the **Two Scepters** (see **Appendix D: Artifacts**) and his arsenal of spells, with Cloud Memory, Flesh Ward, Mindblast, Pharaoh's Breath, Pharaoh's Wrath, and Shrivelling all useful spells in this situation (see **Appendix B: Spells** for further details). If necessary, he throws cultists (and even Zahra Shafik) in front of him to buy time, allowing him to sneak away and regroup by summoning byakhee, a dimensional shambler, or a hunting horror to counterattack.

Likewise, Zahra Shafik employs spells while calling her faithful servants to defend her. See **Zahra Shafik at the Rite**, nearby, if a deal with the investigators has been struck.

If the investigators' assault is supported by a raid from Inspector Barrington and a squad of police (**Going to the Authorities**, following), it might be enough to gain the upper hand and see cultists fleeing in all directions. At this, Gavigan and Shafik do their best to disappear in the mayhem, although eagle-eyed investigators may be able to track them down. Gavigan may attempt to get to a car or to his motor launch, which could be the perfect time for Shafik to try and kill him before she also sneaks away.

Going to the Authorities

If the investigators go to the authorities with their improbable tales, remember that Edward Gavigan is a respected gentleman and, without suitable evidence, the investigators probably sound somewhat crazed. After all, what is an occasional wild party if the participants are discreet? Toning down their story and bringing hard evidence (rescued abductees, ritual robes, the location of one of Gavigan's secret rooms and photographs of their foul contents, and so on) is liable to get the police's interest. Note that, even with the police onside, Gavigan may still be able to remain at large due to his connections and status, which may precipitate the need for "stronger" direct action against the high priest.

If the investigators have established a good relationship with Inspector Barrington (**Slaughter in Soho**, page 250) and are able to draw a link between the Soho murders and Misr House, the detective might be persuaded to accompany them to Essex with a small squad of police in tow. If the investigators first witness one of the Lesser Rites and are able to bring back evidence (photographs, cult items, etc.) then Barrington needs less persuasion to accompany them to Essex and may call on a larger force of uniformed officers from both the London and Essex constabularies. In this event, the Keeper should aim to frame one of the Grand Rites as the scene for the raid. The number of police officers supporting the raid has been left deliberately vague and in the control of the Keeper; such NPCs provide a supporting backdrop to the investigators, who should always be the center of attention. If guidance on numbers is needed, assume a minimum of six officers to a maximum of 30 (if the investigators have tangible and credible evidence for the need for such numbers).

Zahra Shafik at the Rite

If the investigators have made some form of a deal (knowingly or via a spell enchantment), Shafik should have briefly outlined the forthcoming rite, suggesting when would be the optimum moment for the investigators to make their presence known and attack Gavigan. For her part, Shafik expects the investigators' attack to cause confusion and, hopefully, kill Gavigan. If successful, she turns the tables and calls upon the cultists to capture the investigators with cries of "Hunt them down and bring them to me, alive or dead!" If the investigators are unable to kill Gavigan quickly, Shafik may have the opportunity to catch the high priest unawares and kill him herself, using the confusion and chaos as cover. In this event, she'll claim the investigators killed Gavigan and send the cultists to track and capture them. In both situations, she wants the investigators alive to be used as sacrifices in the next rite, but she'll not mourn if one or two die at the hands of overzealous cultists. Remember, too many dead investigators may curtail the campaign's progression, so capture, rather than kill, ensures a chance for escape or rescue.

Quick-thinking investigators might try to outwit Shafik by throwing loud accusations at her, although with her high Persuade skill (90%), the chance of winning an opposed communication roll with her is low; thus, the listening cultists are unlikely to believe anything the investigators have to say. If things do go badly for Shafik, her personal cadre of cultists work to defend her and buy her time to escape.

If not in league with the investigators, Shafik plays her role as high priestess, performing the necessary devotions alongside Gavigan. She only moves against Gavigan if an ideal situation presents itself; otherwise, she looks after herself and tries to put down any threat (remember, she'll have her Two Scepters with her). If the tide turns against her, she'll make a bid for one of the cars outside Misr House. She either goes down fighting or, if her level head prevails, disappears into the night to lick her wounds and then take stock of the situation.

Anything Else?

The various options and scenarios described discuss only the most likely events. The players may come up with an entirely different plan to deal with Gavigan, Shafik, and the cult. Be prepared to adjust and adapt, using the guidance supplied.

For example, if the investigators try to target Edward Gavigan in London (at the Penhew Foundation or at his home), events could rapidly get out of hand. Before needing to call upon cult thugs or his own spells, Gavigan can pick up the telephone to call for the police to come and arrest the investigators. Likewise, the police will be very interested to talk to any investigators emerging from a smoking building with the smell of gasoline on their hands. Local witnesses might spot the investigators acting suspiciously and call the police. Certainly, any acts of destruction or scenes of bloody combat will draw attention and be headline press. London is a big city, with eyes everywhere; shrewd investigators will play (mostly) inside the law while within its limits.

AFTERMATH

Due to its remote location, events taking place at Misr House are, most likely, unnoticed by the public at large. Should the house burn down, the local fire service and police will eventually arrive but not before the vast majority of cultists have fled into the night. The authorities scratch their collective heads if remnants of destruction and death are found, and quietly sweep the matter under the rug if Gavigan cannot be found. A few days later, some of the London newspapers carry a story about Edward Gavigan being missing, and also hint at strange goings-on at his country retreat in Essex.

If Gavigan escapes any confrontation at Misr House, he acts quickly to cover up any incriminating evidence. Bodies are disposed of, builders are called to effect repairs, and so on. If needs be, Gavigan circulates a story to the press about a group of crazed people (the investigators) who attacked a party he was holding at his country estate. The story says he is helping the Essex and London police in their efforts to track down this criminal gang. If Gavigan knows the identities of the investigators, their names and likenesses are printed in the story—they are now wanted by the police! The investigators must decide whether their luck has run out and depart England or risk capture while they seek out another way to end Gavigan's reign.

If he didn't already understand the threat the investigators pose to the Great Plan, he does now. Gavigan sends word to Sir Aubrey about the troublemakers, who in turn alerts Robert Huston and the other high-ranking cult leaders around the world. The investigators are described in the letter, ensuring that cult leaders in Shanghai, Australia, and Egypt (and New York, possibly) know who to keep a look out for; the investigators are now marked men and women.

If Zahra Shafik now controls the cult in England, she has enough on her plate to worry too much about the investigators. Whether the investigators, somehow, helped her in her bid for power or not, she probably sends cultists to find and kill them, so as to tie up the loose ends. If the investigators cannot be found, she assumes they have left the country and are no longer a threat to her.

CONCLUSION

The investigators may leave England without putting an effective end to the Brotherhood of the Black Pharaoh, or they could have destroyed its command structure and left the cult in disarray. If the former, they may feel a need to return later in the campaign to finish the task. A return to England could prove to be a nerve-wracking enterprise, especially if Gavigan still lives.

The investigators have learned more about the global nature of the cult conspiracy, with clues leading them to Egypt, Australia, and China. Do they take the logical geographical path to Cairo or set their sights elsewhere? As they make their getaway and head for distant shores, the investigators have some time to reflect, gather their thoughts, and lick their wounds. For travel to the differing destinations, see the appropriate chapters.

If this chapter forms the conclusion to your campaign, hopefully the investigators have foiled the opening of the Great Gate. Refer to the **Grand Conclusion** chapter for details.

REWARDS

Grant the players an investigator development phase when departing England (refer to **Rewards**, page 162, America). In addition, apply the following rewards or penalties to surviving investigators.

- If Edward Gavigan has been neutralized, grant each investigator: +1D6 Sanity points
- If Zahra Shafik has been neutralized, grant each investigator: +1D4 Sanity points.
- Assisting Zahra Shafik to take control of the London Brotherhood: –1D4 Sanity points.
- If the cultists have been broken up or eliminated: +1D4 Sanity points.
- Defeating a Mythos monster: hunting horror: +1D10 Sanity points; shantak: +1D6 Sanity points (total); Million Favored Ones (the dead): +1D6 Sanity points (total).

PULP: REWARDS

In addition to the standard awards, the Keeper may award pulp heroes 10 Luck points for completing this chapter.

CHARACTERS AND MONSTERS: ENGLAND

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

ALLIES OR INDEPENDENTS

Mickey Mahoney, 43, *editor of The Scoop*

STR 55	**CON** 65	**SIZ** 40	**DEX** 50	**INT** 70
APP 70	**POW** 45	**EDU** 65	**SAN** 45	**HP** 10
DB: 0	**Build:** 0	**Move:** 8	**MP:** 9	**Luck:** 45

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3
.303 Enfield rifle	55% (27/11), damage 2D6+4
Dodge	30% (15/6)

Pulp Talents

Strong Willed: bonus die to POW rolls.

Skills

Accounting 65%, Climb 30%, Credit Rating 38%, Drive Auto 55%, Fast Talk 75%, History 35%, Jump 25%, Law 95%, Library Use 55%, Mechanical Repair 55%, Occult 10%, Persuade 65%, Psychology 60%, Spot Hidden 50%, Throw 30%.

Languages

English 65%.

Inspector James Barrington, 53, *by-the-book policeman*

STR 50	**CON** 70	**SIZ** 55	**DEX** 60	**INT** 75
APP 55	**POW** 50	**EDU** 80	**SAN** 50	**HP** 12
DB: 0	**Build:** 0	**Move:** 6	**MP:** 10	**Luck:** 50

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3 or nightstick 1D6
.38 revolver	50% (25/10), damage 1D10
Dodge	30% (15/6)

Pulp Talents

Nimble: does not lose next action when "diving for cover" versus firearms.

Skills

Accounting 40%, Climb 30%, Credit Rating 45%, Drive Auto 30%, First Aid 60%, Fast Talk 60%, History 25%, Jump 25%, Law 45%, Library Use 60%, Mechanical Repair 30%, Navigate 50%, Persuade 40%, Psychology 60%, Spot Hidden 75%, Stealth 35%, Track 20%, Throw 40%.

Languages

English 80%.

STEADFAST CONSTABLES, TRUSTWORTHY OFFICERS

	1	2	3	4	5	6	7	8
STR	80	75	85	60	65	55	60	90
CON	80	90	75	60	65	70	50	70
SIZ	80	85	75	80	60	60	70	65
DEX	70	70	75	65	60	70	60	50
INT	55	60	70	65	55	70	75	60
APP	50	55	60	65	70	65	60	85
POW	50	60	65	75	55	60	60	80
EDU	50	60	45	50	55	70	50	55
SAN	60	35	50	70	65	50	45	55
HP	16	17	15	14	12	13	12	13
DB	+1D4	+1D4	+1D4	+1D4	+1D4	0	+1D4	+1D4
Build	1	1	1	1	1	0	1	1
Move	8	7	8	7	8	8	7	8
MP	10	12	13	15	11	12	12	16

Luck: —

Combat

Attacks per round: 1

Brawl 65% (32/13), damage 1D3+DB or nightstick 1D6+DB

Dodge 35% (17/7)

Skills

Climb 60%, Drive Auto 25%, First Aid 40%, Fast Talk 40%, Intimidate 45%, Jump 40%, Law 20%, Mechanical Repair 25%, Navigate 55%, Psychology 30%, Spot Hidden 50%, Stealth 45%, Track 20%, Throw 50%.

Miss Jasmine Pink, 36, *psychic medium*

STR 45 **CON** 80 **SIZ** 40 **DEX** 75 **INT** 70
APP 65 **POW** 75 **EDU** 60 **SAN** 72 **HP** 12
DB: 0 **Build:** 0 **Move:** 9 **MP:** 15 **Luck:** —

Combat

Attacks per round: 1

Brawl 40% (20/8), damage 1D3

Dodge 45% (22/9)

Pulp Talents

Psychic Power: Medium 70%.

Nimble: does not lose next action when "diving for cover" versus firearms.

Skills

Charm 55%, Credit Rating 32%, First Aid 50%, Fast Talk 70%, Medium 70%, Occult 50%, Psychology 65%, Sleight of Hand 45%, Spot Hidden 60%, Stealth 45%, Throw 30%.

Languages

English 60%, French 15%.

PULP: DETECTIVE INSPECTOR JOHN CRAIG, 69, RETIRED POLICEMAN

STR 60 **CON** 55 **SIZ** 65 **DEX** 30* **INT** 70
APP 60 **POW** 65 **EDU** 79 **SAN** 59 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 4* **MP:** 13 **Luck:** 65
**Confined to a wheelchair, unable to walk.*

Combat
Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4
.45 revolver	55% (27/11), damage 1D10+2
Dodge	15% (7/3)

Pulp Talents
Beady Eye: does not suffer penalty die when "aiming" at a small target (Build –2), and may also fire into melee without a penalty die.
Rapid Fire: ignores penalty die for multiple handgun shots.

Skills
Charm 40%, Credit Rating 49%, First Aid 45%, Fast Talk 60%, History 30%, Law 80%, Navigate 60%, Persuade 60%, Psychology 50%, Spot Hidden 55%, Stealth 30%, Throw 60%.

Languages
English 75%, Polish 20%.

ADVERSARIES

Bigger-Than-Average Brotherhood Cultists (England), *Gavigan's henchmen*

Use this profile for all tougher cultists.

STR 80 **CON** 85 **SIZ** 85 **DEX** 65 **INT** 55
APP 50 **POW** 60 **EDU** 45 **SAN** 00 **HP** 17
DB: +1D6 **Build:** 2 **Move:** 7 **MP:** 12 **Luck:** 20

Combat
Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D6 or large knife/club 1D6+1D6
Dodge	35% (17/7)

Pulp Combat
Attacks per round: 1

Brawl	85% (42/17), damage 1D3+1D6 or knife/club 1D6+1D6
Dodge	40% (20/8)

Skills
Climb 50%, Cthulhu Mythos 4%, Drive Auto 30%, Fast Talk 40%, Intimidate 70%, Jump 60%, Listen 40%, Locksmith 30%, Operate Heavy Machinery 60%, Stealth 40%, Swim 40%, Throw 40%.

Languages
(Varies, own at 60%, others at 20% or 30%) Arabic, English, French.



AVERAGE BROTHERHOOD CULTISTS (ENGLAND) ASSORTED THUGS

Use these profiles for run-of-the-mill cultists, as well as for Zahra Shafik's cadre of loyal cultists.

	1	2	3	4	5	6	7	8
STR	45	50	55	60	65	70	80	90
CON	50	50	75	60	70	70	50	70
SIZ	60	50	50	70	75	60	80	80
DEX	70	70	80	65	60	70	60	50
INT	55	60	70	65	55	75	75	60
APP	50	40	45	65	55	65	60	85
POW	50	60	65	75	55	60	60	70
EDU	50	60	45	50	55	70	50	55
SAN	00	00	00	00	00	00	00	00
HP	11	10	12	13	14	13	13	15
DB	0	0	0	+1D4	+1D4	+1D4	+1D4	+1D6
Build	0	0	0	1	1	1	1	2
Move	8	8	9	7	7	9	8	8
MP	10	12	13	15	11	12	12	14

Luck: —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+DB or large knife/club 1D6+DB
Dodge	40% (20/8)

Pulp Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+DB or large knife/club 1D6+DB
Dodge	40% (20/8)

Skills

Climb 45%, Cthulhu Mythos 4%, Drive Auto 40%, Fast Talk 30%, Intimidate 45%, Jump 40%, Listen 50%, Sleight of Hand 30%, Spot Hidden 50%, Stealth 70%, Throw 40%, Track 10%.

Languages

(Varies, own at 60%, others at 20% or 30%) Arabic, English, French.

Edward Gavigan, 55, *high priest*

STR 65	**CON** 85	**SIZ** 65	**DEX** 80	**INT** 90
APP 70	**POW** 115	**EDU** 90	**SAN** 00	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 23	**Luck:** 80

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4 or club 1D6+1D4
Saber	30% (15/6), damage 1D8+1+DB
12-g shotgun (2B)	40% (20/8), damage 4D6/2D6/1D6
Dodge	40% (20/8)

Pulp Talents

Tough Guy: spend 10 Luck to shrug off up to 5 points of damage taken in one combat round.

Fleet Footed: spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter.

Skills

Accounting 30%, Anthropology 20%, Archaeology 60%, Charm 45%, Credit Rating 85%, Cthulhu Mythos 39%, Drive Auto 50%, History (Egyptian) 90%, Intimidate 40%, Listen 55%, Occult 65%, Persuade 80%, Psychology 90%, Ride 55%, Science (Astronomy) 40%, Spot Hidden 35%, Stealth 45%, Throw 60%.

Languages

Arabic 80%, English 90%, Egyptian Hieroglyphs 80%, French 80%, Greek 60%, Hebrew 40%, Hindustani 25%, Latin 70%.

Special

Gavigan has a pair of magic scepters (see **Appendix D: Artifacts**, page 651); normally kept at Misr House, Gavigan may have these nearby if he fears an attack is forthcoming.

Spells: Cloud Memory, Contact Nyarlathotep, Dread Curse of Azathoth, Enchant Knife, Enchant Whistle, Flesh Ward, Mindblast, Pharaoh's Breath*, Pharaoh's Wrath*, Power Drain*, Quicken Fog-Spawn, Send Dream*, Shrivelling, Steal Life, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, and others as the Keeper wishes.

*See ***Appendix B: Spells***.

Armor: none, but the Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at Gavigan, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but Gavigan must keep the scepters crossed.

Thomas Kinnery, 36, *Gavigan's private secretary*

STR 45	**CON** 55	**SIZ** 45	**DEX** 80	**INT** 70
APP 50	**POW** 45	**EDU** 75	**SAN** 00	**HP** 10
DB: 0	**Build:** 0	**Move:** 8	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or club 1D6
Dodge	50% (25/10)

Skills

Accounting 80%, Archaeology 20%, Charm 10%, Credit Rating 40%, Cthulhu Mythos 7%, Fast Talk 70%, History (Egyptian) 35%, Listen 55%, Persuade 35%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 30%.

Languages

English 75%.

Zahra Shafik, 36, *spice dealer and high priestess*

STR 60	**CON** 70	**SIZ** 70	**DEX** 90	**INT** 90
APP 85	**POW** 100	**EDU** 80	**SAN** 00	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 20	**Luck:** 60

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4, knife 1D4+1D4, or club 1D6+1D4
.32 auto	30% (15/6), damage 1D8
Dodge	50% (25/10)

Pulp Talents

Rapid Attack: may spend 10 Luck points to gain one further attack in a single combat round.

Quick Draw: does not need to have their firearm "readied" to gain +50 DEX for combat order.

Skills

Accounting 60%, Archaeology 30%, Charm 90%, Climb 70%, Credit Rating 65%, Cthulhu Mythos 29%, History (Egyptian) 40%, Fast Talk 60%, Intimidate 30%, Jump 70%, Listen 70%, Occult 40%, Persuade 40%, Psychology 60%, Sleight of Hand 70%, Spot Hidden 60%, Stealth 80%, Throw 60%.

Languages

Arabic 80%, English 65%, Egyptian Hieroglyphs 50%.

Special: Shafik has a pair of magic scepters (see **Appendix D: Artifacts**, page 651); normally kept in her flat, she takes these to rites at Misr House. In addition, Shafik is the keeper of the **Mirror of Gal** (page 650), which may be used as a weapon.

Spells: Body Warping of Gorgoroth, Cloud Memory, Contact Nyarlathotep, Flesh Ward, Mental Suggestion, Mindblast, Power Drain*, Steal Life, Shrivelling, Summon/Bind Byakhee, Summon/Bind Hunting Horror, Voice of Ra*, and others as the Keeper wishes.
See **Appendix B: Spells.*

Armor: none, but the Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at Shafik, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but Shafik must keep the scepters crossed.

Edjo, 26, *fanatical devotee of Zahra Shafik*

STR 90	**CON** 60	**SIZ** 75	**DEX** 50	**INT** 25
APP 40	**POW** 30	**EDU** 30	**SAN** 00	**HP** 13
DB: +1D6	**Build:** 2	**Move:** 8	**MP:** 6	**Luck:** —

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D6 or club 1D6+1D6
Dodge	25% (12/5)

Skills

Climb 80%, Credit Rating 10%, Cthulhu Mythos 08%, Intimidate 50%, Jump 40%, Listen 35%, Psychology 20%, Spot Hidden 40%, Stealth 30%, Throw 70%.

Languages

Arabic 40%, English 5%.

BLUE PYRAMID CLUB

Abdul Nawisha, 48, *owner of the Blue Pyramid Club*

STR 70	**CON** 70	**SIZ** 75	**DEX** 50	**INT** 75
APP 35	**POW** 40	**EDU** 30	**SAN** 36	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 8	**Luck:** —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4 or switchblade 1D4+1D4
Blackjack (small)	60% (30/12), damage 1D6+1D4
Dodge	25% (12/5)

Skills

Accounting 60%, Charm 40%, Cthulhu Mythos 01%, Drive Auto 45%, Electrical Repair 15%, Fast Talk 60%, Gamble Recklessly 70%, Listen 60%, Psychology 60%, Sleight of Hand 60%, Stealth 35%.

Languages

Arabic 80%, English 45%, French 25%.

Bouncers, *Blue Pyramid Club*

Use this profile for all club bouncers.

STR 75	**CON** 60	**SIZ** 80	**DEX** 50	**INT** 45
APP 40	**POW** 45	**EDU** 35	**SAN** 45	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
Chair Leg (club)	65% (32/13), damage 1D6+1D4
Dodge	25% (12/5)

Skills

Climb 40%, Intimidate 70%, Jump 45%, Listen 40%, Psychology 40%, Spot Hidden 45%, Stealth 30%.

Languages

Arabic 60%, English 35%.

Yalesha Essam, 19, *Blue Pyramid Club dancer*

STR 45	**CON** 50	**SIZ** 40	**DEX** 85	**INT** 55
APP 85	**POW** 55	**EDU** 40	**SAN** 55	**HP** 9
DB: 0	**Build:** 0	**Move:** 9	**MP:** 11	**Luck:** —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3
Dodge	60% (30/12)

Skills

Art/Craft (Dancing) 95%, Art/Craft (Sing) 75%, Charm 70%, Climb 70%, Credit Rating 28%, Jump 65%, Listen 60%, Psychology 45%, Spot Hidden 40%, Stealth 70%.

Languages

Arabic 70%, English 45%.

LIMEHOUSE DOCKS

Puneet Chaudhary, 44, *warehouse owner*

STR 50	**CON** 60	**SIZ** 60	**DEX** 50	**INT** 70
APP 50	**POW** 40	**EDU** 30	**SAN** 40	**HP** 12
DB: 0	**Build:** 0	**Move:** 6	**MP:** 8	**Luck:** —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3 or knife 1D4+1
Garrote	50% (25/10), damage 1D6, successful mnvr to break free.
Dodge	25% (12/5)

Skills

Accounting 55%, Charm 35%, Credit Rating 65%, Cthulhu Mythos 02%, Fast Talk 80%, Law 10%, Listen 65%, Sleight of Hand 50%, Spot Hidden 50%, Stealth 40%.

Languages

English 50%, Hindustani 75%.

Lascars

Use this profile for all of the Lascars.

STR 50	**CON** 55	**SIZ** 55	**DEX** 60	**INT** 50
APP 50	**POW** 40	**EDU** 25	**SAN** 40	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 8	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3 or knife 1D4
Dodge	40% (20/8)

Skills

Climb 40%, Jump 45%, Listen 50%, Spot Hidden 40%, Stealth 50%.

Languages

English 20%, Hindustani 60%.

THE IVORY WIND

Lars Torvak, 54, *captain of the Ivory Wind*

STR 80	**CON** 65	**SIZ** 70	**DEX** 50	**INT** 60
APP 50	**POW** 35	**EDU** 40	**SAN** 35	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 6	**MP:** 7	**Luck:** —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4 or knife 1D4+1D4
.30-06 rifle	50% (25/10), damage 2D6+4
Dodge	25% (12/5)

Skills*

Accounting 25%, Climb 30%, Credit Rating 52%, Fast Talk 40%, Intimidate 45%, Jump 35%, Mechanical Repair 35%, Navigate 70%, Operate Heavy Machinery 40%, Pilot (Ship) 65%, Psychology 40%, Stealth 30%, Swim 70%, Throw 45%.

Languages

Arabic 15%, Chinese (Mandarin) 20%, Chinese (Shanghainese) 15%, English 40%, French 40%, Norwegian 70%.

**Torvak is drunk most of the time; impose a penalty die to skill rolls.*

Sailors of the Ivory Wind

Use this profile for all of the sailors.

STR 55	**CON** 60	**SIZ** 65	**DEX** 60	**INT** 50
APP 50	**POW** 45	**EDU** 35	**SAN** 45	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3, knife 1D4, or club 1D6
Dodge	30% (15/6)

Skills

Climb 65%, Jump 55%, Listen 50%, Operate Heavy Machinery 40%, Spot Hidden 50%, Stealth 35%, Swim 30%, Throw 50%.

Languages

Chinese (Mandarin) 20%, English 40%, Norwegian 50%.

HENSON MANUFACTURING

Frank Marshall, 36, *foreman and cultist*

STR 70	**CON** 60	**SIZ** 70	**DEX** 65	**INT** 70
APP 55	**POW** 70	**EDU** 45	**SAN** 00	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 14	**Luck:** 35

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4
Metal pipe (club)	70% (35/14), damage 1D8+1D4
Dodge	35% (17/7)

Skills

Accounting 35%, Climb 55%, Credit Rating 40%, Fast Talk 40%, Intimidate 70%, Jump 45%, Mechanical Repair 55%, Operate Heavy Machinery 45%, Psychology 50%, Stealth 50%, Throw 60%.

Languages

English 50%.

Spells: Cloud Memory, Mindblast, Pharaoh's Wrath*, Shrivelling.

*see ***Appendix B: Spells***.

Henson Manufacturing Employees, *innocent workers*

Use this profile for all of the workers (adjust down for Gordon "the Boy" Stuart).

STR 55	**CON** 65	**SIZ** 60	**DEX** 55	**INT** 75
APP 60	**POW** 50	**EDU** 50	**SAN** 50	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3
Dodge	27% (13/5)

Skills

Climb 35%, Credit Rating 47%, Electrical Repair 60%, Fast Talk 50%, Jump 30%, Mechanical Repair 80%, Operate Heavy Machinery 60%, Psychology 45%, Stealth 35%, Throw 50%.

Languages

English 60%.

MONSTERS

Fog-spawn (Thing in the Fog), *other-dimensional life form*

STR 150	**CON** 150	**SIZ** 150	**DEX** 90	**INT** 05
APP —	**POW** 125	**EDU** —	**SAN** —	**HP** n/a*
DB: n/a	**Build:** n/a	**Move:** 10	**MP:** 25	**Luck:** —

Combat

Attacks per round: 6 tentacles, each with a reach of 35 feet.

Fighting: inserts pliable tentacles into nostrils and mouth of the target—up to six victims simultaneously—inflicting choking damage, which increases each round: 1 damage in first round, 2 damage in second round, 3 damage in third round, and so on. If the target is able to win an opposed STR roll versus the STR of the tentacles, they may break free and escape. Each tentacle has STR 25, multiplied by the number of tentacles attacking the individual; thus, if the Thing performs three successful attacks on one target, the opposed roll is versus STR 75, and so on.

Investigators suffer a penalty die to all attempts to hit the monster (they must essentially make wild attacks) and fumbles mean they have hit an ally or the Thing's victim instead. In suitable light, the monster might be seen (see **Insubstantial**); thus, the penalty may be ignored at the Keeper's discretion.

Insubstantial: immune to physical attacks. It may be seen (momentarily) in bright light as a sparkling gray cloud with thin, whip-like tentacles. Direct sunlight dispels the fog-spawn back to its native dimension (transition takes a minute or two), from whence it cannot return on its own. If it can find a perpetually dark place, such as a deep sewer or a cave, the fog-spawn might stay on Earth for some time. It is immortal in Earthly terms, with no need to feed. Its motives or instincts are unknown.

Fighting	50% (25/10), treat as surprise attack, damage (see note)
Dodge	n/a

Armor: none—the fog-spawn is insubstantial and nothing material can harm it. Bright light (such as a flashlight) is the only defense against the Thing—if cornered by strong bright light or trapped in the sun when a thick fog suddenly lifts, the fog-spawn returns to its native dimension, from whence it cannot return on its own. The transition takes a minute or two.

Skills: Hunt for Victim 65%, Stealth 95%.

Sanity loss: if seen, 1/1D10; otherwise, 1D8 loss (total) from being first attached by the invisible fog-spawn.

Hunting Horror

Enormous ropy black serpents or worms possessing bat-like or umbrella-like wings, the form of a hunting horror continually shifts and changes, twitching and writhing, making it hard to look at them.

STR 145	**CON** 50	**SIZ** 205	**DEX** 65	**INT** 75
APP —	**POW** 105	**EDU** —	**SAN** —	**HP** 25
DB: +3D6	**Build:** 4	**Move:** 7/11*	**MP:** 21	**Luck:** —

**Flying.*

Combat

Attacks per round: 2 (bite, grasp, tail bash)

Grasp (mnvr): the tail can wrap around the victim, preventing movement. The hunting horror may then fly off with its victim or keep fighting. The victim can only break loose as the result of a successful opposed STR roll. When a victim is caught in the tail, the hunting horror may only make a bite attack, nibbling at the dangling victim with a bonus die to hit, since the victim's arms are usually pinned.

Fighting	65% (32/13), damage 1D6+3D6
Grasp (mnvr)	65% (32/13), target immobile and must win an opposed STR roll to escape.
Dodge	35% (17/7)

Armor: 9-point skin.
Spells: none.
Sanity loss: 0/1D10 Sanity points to see a hunting horror.

Million Favored Ones: The Dead

Counted among those named as the "Million Favored Ones," these decaying and reanimated remants of humanity, who in life were devotees of Nyarlathotep, continue to serve the Crawling Chaos.

STR 80	**CON** 40	**SIZ** 60	**DEX** 55	**INT** 05
APP —	**POW** 10	**EDU** —	**SAN** —	**HP** 10
DB: +1D4	**Build:** 1	**Move:** 5	**MP:** 2	**Luck:** —

Combat

Attacks per round: 1 (bite, tear, or crush)

Crush: investigator may attempt a STR or DEX roll opposed by the Dead's STR to break or wriggle free once per round.

Fighting	40% (20/8), damage 1D4+1D4
Crush (mnvr)	40% (20/8), held, crush on following round, damage 1D6+1D4
Dodge	n/a

Armor: none; major wounds indicate a limb or head has fallen off (which continue to "live" unless completely destroyed).
Spells: none.
Sanity loss: 0/1D6 Sanity points to see the dead.



Hunting Horror

Shantak

Enormous bird-like creatures, with wings encrusted with rime and nitre. Noisome and loathly.

STR 170 **CON** 65 **SIZ** 250 **DEX** 50 **INT** 15
APP — **POW** 50 **EDU** — **SAN** — **HP** 31
DB: +4D6 **Build:** 5 **Move:** 6/18* **MP:** 10 **Luck:** —
**Flying.*

Combat

Attacks per round: 1 (claw, bite, wing/tail bash)

Bite and hold (mnvr): use a bite attack to grab hold of their prey.

Fighting	45% (22/9), damage 1D6 + 4D6
Bite and hold (mnvr)	45% (22/9), damage 2D6+2 plus held for 1D6 damage per round
Dodge	25% (12/5)

Armor: 9-point hide.
Spells: none.
Sanity loss: 0/1D6 Sanity points to see a shantak.





CHAPTER 4

EGYPT

It was sunset when we scaled that cliff, circled the modern mosque of Mohammed Ali, and even looked down from the dizzy parapet over mystic Cairo—mystic Cairo all golden with its carven domes, its ethereal minarets and its flaming gardens... Far over the city towered the great Roman dome of the new museum; and beyond it the awful Yellow Nile that is the mother of eons and dynasties...

— Harry Houdini (ghost-written by H. P. Lovecraft), *Under the Pyramids*

Wherein the investigators come to Egypt and soon understand the awful past of that land, and the plan that threatens everyone.

Egypt is the pivot-point of this campaign and offers teeming masses, exotic customs and costumes, ruins, mystery, disease, danger, political intrigue, and fabulous wealth. The Egyptian Brotherhood of the Black Pharaoh is powerful, and the Keeper can expect blood and Sanity points to flow freely before all is done and dusted.

Depending on where they have traveled before arriving in Egypt, this may be the first time that the investigators have been in a truly foreign environment. One way to accentuate the sense of being outsiders is to enforce the language and cultural barriers encountered while in Egypt, as these real-world obstacles contribute greatly to the investigators feeling like fish out of water. Bear in mind, though, that such hindrances may be circumvented if one or more of the investigators speak Arabic, are of Arab/Egyptian descent, or are scholars of Arab/Egyptian history and culture. And as much fun as using these devices may be, great care should be taken to ensure that the characters' inquiries are not completely stymied—such a lack of progress can become immensely frustrating for both players and investigators alike if taken too far.

Egypt is a land of extremes: the temperature, the smells, the sheer chaos of its city streets, and the gulf between its richest and poorest citizens. Give the players a sense of a summer heat so strong it saps your very strength; the heady aromas of spices, human and animal waste, and the mass of hot, frequently unwashed bodies pressed together in close proximity; and the noise of thousands of hawkers, vendors, and holy men competing to be heard above the background din and bustle.

Keeper note: browsing through a modern guidebook to Egypt, such as Fodor's or Lonely Planet, as well as reading some of the descriptions of Cairo and Egypt contained in any encyclopedia (traditional or online) can help to set the scene. To further add to the atmosphere, an elementary Arabic phrase book can supply dozens of useful exclamations, pattern sentences, and isolated nouns and adjectives with which to amaze your players and add richness to the setting.

PICKING UP THE TRAIL

Clues, information, and adventures are more tightly locked together here than in the America and England chapters. Note that some of the information in this chapter may be redundant if the investigators arrive here from China, Kenya, or Australia—particularly if Jack Brady has already been found—although plenty of juicy information and spine-tingling research remain to be savored.

While there are many clues pointing towards Egypt, the most logical reason to go to Cairo—though hardly the most compelling—is that both Roger Carlyle and Jackson Elias did, which suggests its importance.

If the investigators have already visited London, the **Penhew Foundation** (page 196, England), and (possibly) Zahra Shafik's apartment (**Empire Spices**, page 256, England), they have (hopefully) noticed the connections there to all things Egyptian. The interview with Edward Gavigan confirms Carlyle's visit to the country with Sir Aubrey (**What Gavigan Says About the Carlyle Expedition**, page 199, England). An article in a book at the Foundation (**Carlyle Papers England #4**) hints at the existence of the Black Pharaoh, while a telegram from Dr. Henry Clive (**Carlyle Papers England #5**) points to the Foundation's most recent expedition to Egypt. Gavigan's ledger, located at Misr House (**Carlyle Papers England #12**), contains details of shipments made by the Penhew Foundation to Egypt, as well as many other critical locations.

If the investigators have survived a visit to Misr House, there is also a chance that they have identified Gavigan's personal collection of Black Pharaoh "memorabilia" (**Secret**

Opposite: The Black Pharaoh on his throne in the Bent Pyramid



Above: Map of Cairo

Workroom, page 275, England), which may come in handy when visiting **The Bent Pyramid** (page 364)—as might a reading of Montgomery Crompton's *Life as a God*, locked away in Roger Carlyle's safe in New York (**Carlyle Papers America #14**), and Robert Huston's notes of his consultations with Roger Carlyle (**Carlyle Papers America #16**). Also at Misr House is an incriminating letter from Omar al-Shakti, requesting the return of a valuable artifact (**Carlyle Papers England #11**).

If the investigators visited Kenya before venturing to Egypt, then Ahja Singh's safe also contains a ledger showing shipments to Omar al-Shakti in Cairo (**Mombasa: Seeking Ahja Singh**, page 396, Kenya), although it is only through interviewing the key players in Egypt that they discover his insane plan. The *Nairobi Star's* files contain details of the Carlyle Expedition's arrival from Egypt (**What the Nairobi Star's Files Show**, page 404, Kenya), but nothing useful about their time there.

If arriving from Australia, the investigators may well have come across two references to Omar al-Shakti during their time in the City of the Great Race: an overly familiar letter from Edward Gavigan to Robert Huston (**Carlyle Papers Australia #4**) and a condescending entry in Huston's manuscript, *Gods of Reality* (**Carlyle Papers Australia #5**). While both of these are vague, they do hint at associated cult activity in the lands of the Nile.

Although it is unlikely that the investigators will come to Cairo after China (unless they've been thwarted by their lack of knowledge and plan to return later to properly deal with Sir Aubrey and his rocket), Jack Brady's report (**Carlyle Papers China #8**) directs them straight to Faraz Najjar (**The Street of Potters**, page 314) and Warren Besart (**The Fallen Agent**, page 317), as well as providing them with the details of some of the events which took place at the Red and Bent Pyramids.

However, by far the best single reason for the investigators to go to Cairo is the letter from Warren Besart to Roger Carlyle, which Jackson Elias somehow obtained and which the investigators may have found on Elias' corpse in his grim New York hotel room (**Carlyle Papers America #11**). Besart's identity as Carlyle's agent in Egypt can be confirmed by Erica Carlyle—if the investigators have the presence of mind to ask about him during their meeting with her.

It is likely that the investigators begin their trip to Cairo by visiting either Warren Besart or Faraz Najjar (the subject of the Frenchman's letter). Najjar has useful information regarding the items he sold to Roger Carlyle and who the head of the Brotherhood is in Egypt, as well as the Brotherhood's interest in the Mosque of Ibn Tulun and the Girdle of Nitocris (**The Many Shops of Faraz Najjar**, page 313).

Besart also knows much that could be of help. Not only can he tell the investigators about the Bent Pyramid (**Carlyle Papers Egypt #1**), but he can also point them towards Nuri in El Wasta (a Nile town south of Meidum, easily reached by train, car, and steamer) and the Eye of Light and Darkness (**Nuri of El Wasta**, page 320). Faraz Najjar also suggests Nuri as someone to talk to if they haven't already hunted out the fallen Frenchman.

The Egypt chapter includes one sidetrack scenario, **The Black Cat** (page 326).

The Carlyle Expedition in Cairo

Warren Besart welcomed the Carlyle Expedition to Egypt on May 15, 1919. After a brief settling-in period, they arranged a private audience with Omar al-Shakti as a matter of some urgency. During the meeting, they returned the Crown of Nitocris taken from him by Faraz Najjar (**Najjar's Tale**, page 316), both as a token of goodwill and to cement their working relationship, which remained strained yet studiously polite throughout the expedition's time in Egypt.

Once the formalities were taken care of, Carlyle and his associates set off for Giza, then Sakkara (Saqqara), allegedly in search of Third Dynasty artifacts. By the end of the month, Carlyle and his cronies were settled in Dahshur, the main objective of their mission. While the official record of the expedition's time in Cairo and the surrounding desert can largely be gleaned from the pages of the *Cairo Bulletin* (page 321), the most pertinent facts are not recorded in print for all to see: that, once in Dahshur, Carlyle climbed the Red Pyramid and smashed the protective ward set into the capstone, witnessed by Jack Brady (**Carlyle Papers China #8**). This left the way clear for Huston, Masters, Penhew, and Carlyle to enter Nyarlathotep's inner sanctum within the Bent Pyramid, where they vanished back into Egypt's past to learn many of the secrets necessary for their insane scheme. It was during this time that Hypatia Masters fell pregnant with the Crawling Chaos' child (**The Carlyle Expedition and the Pyramids**, page 370).

After their return, the expedition ringleaders organized a celebratory sacrificial event in the deserts near the Collapsed Pyramid at Meidum as a fitting climax to their labors in Egypt. Although most cult ceremonies take place beneath the Great Sphinx, Sir Aubrey deliberately chose the location to set them apart from the local cult, much to Omar al-Shakti's annoyance. The ritual slaughter was witnessed by both Warren Besart and Jack Brady (**Carlyle Papers Egypt #1** and **China #8**).

Once the ritual was complete, the dig at Dahshur wrapped up and the expedition moved back to Cairo, where they planned their next trip to the Mountain of the Black Wind in Kenya. They left Egypt for Nairobi on July 18, 1919, two and a half months after first arriving.

Jackson Elias in Cairo

Elias arrived in Cairo from Shanghai in November 1924, having spoken to Jack Brady (**Carlyle Papers China #8**). Asking around confirms very few sightings of him, although he visited both the *Cairo Bulletin* and the city's Museum (a treasure trove of wondrous Egyptian artifacts and knowledgeable scholars).

Nigel Wassif, the owner of the *Cairo Bulletin* (page 321), is a font of gossip and hard facts, who can set the investigators in the right direction regardless of their success in locating clues in other parts of the world. Similarly, Dr. Ali Kafour (**The Egyptian Museum**, page 322) is a good man to know when it comes to the occult aspects of this chapter. However, only Dr. Kafour actually spoke to

Elias—Wassif was out of town on the day the American called by to search the newspaper's archives.

Remember, Elias stopped in Cairo for a remarkably short period of time, and was apparently only interested in confirming a few facts. Mythos minions were hot on his trail and he could not risk staying in such a cult stronghold for long.

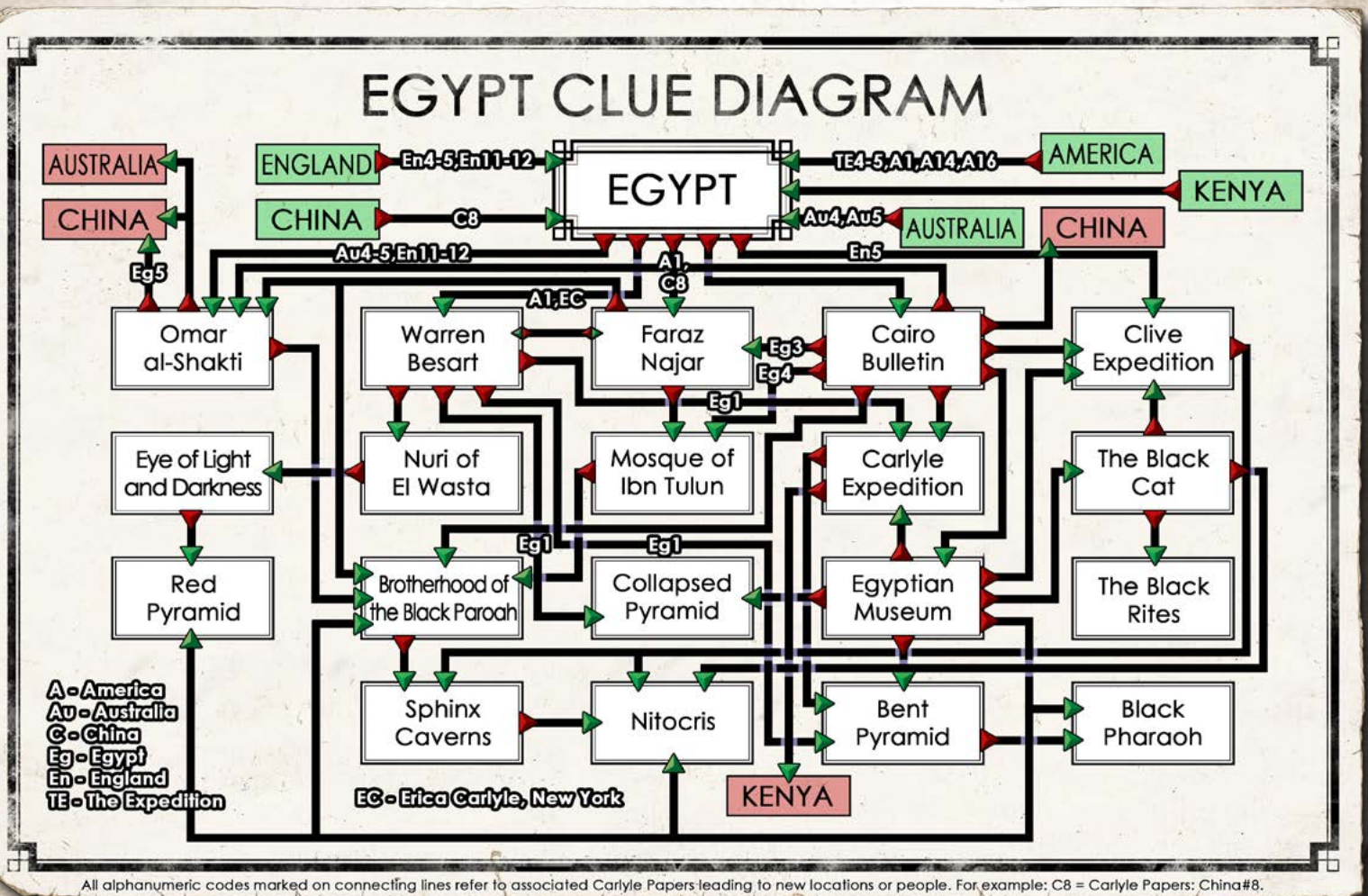
RUNNING THIS CHAPTER

The key threats in this chapter are presented by the Brotherhood of the Black Pharaoh, most notably in the form of Omar al-Shakti and his plan to resurrect the ancient Egyptian Queen, Nitocris. Another sanity-blasting threat comes from Nyarlathotep himself, in his guise as the Black Pharaoh, should the investigators make it inside the throne room atop the Bent Pyramid.

Following Elias' leads, the investigators may first seek out Faraz Najjar (**The Many Shops of Faraz Najjar**, page 313) and Warren Besart (**The Fallen Agent**, page 317), whose statement leads to **Nuri of El Wasta** (page 320). Their quest for research may also draw the group to **The Cairo Bulletin** (page 321) and **The Egyptian Museum** (page 322), as well as to speak with **The Clive Expedition** (page 307). Thereafter, events conspire to **An Audacious Theft** (page 340) and, possibly, a meeting with Omar al-Shakti (**A Dangerous Man**, page 344). The chapter has two significant encounters that may draw their Egyptian odyssey to a close: **The Horrors Below** (page 348) and **Into The Sanctum** (page 364).

The sidetrack scenario **The Black Cat** (page 326) involves Janwillem Van Heuvelen, a former member of the Clive Expedition, and his theft of the *Black Rites of Luveh-Keraphf* from Cairo's temple to Bast, the Egyptian cat goddess. There is still valuable information to be gleaned from this sidetrack, particularly with respect to what the latest British expedition was searching for, although trusting the Dutch archaeologist may well backfire on the investigators.

Those who survive the dangers in Cairo and its environs know Nyarlathotep's intentions, and perhaps even know what might be done about them. Many of the NPCs in this chapter can be of invaluable service if the investigators manage to befriend them and, depending on what happens, they may even acquire a new and powerful nemesis, or the unlikeliest of allies...



All alphanumeric codes marked on connecting lines refer to associated Carlyle Papers leading to new locations or people. For example: C8 = Carlyle Papers: China#8.

PULP CONSIDERATIONS

Let's face it: when you think of pulp and Egypt, you tend to think of Indiana Jones and *Raiders of the Lost Ark* (Spielberg, 1981), closely followed by *The Mummy* (Sommers, 1999). Both contain lots of inspiration for how to deal cinematically with rampaging cultists and terrifying monsters in an exotic and forbidding location.

As in other chapters, the numbers of such adversaries are greater than they would be in a classic *Call of Cthulhu* campaign, presenting more of a challenge to pulp heroes. There are also plenty of opportunities for thrilling chases in Cairo's narrow streets and beneath the Great Pyramids at Giza. Depending on where the heroes have already visited, chances are that the resident cult is well aware of them, meaning that the pressure is on from the moment they arrive.

The sidetrack scenario, **The Black Cat** (page 326), like **The Derbyshire Horror** (page 227, England), involves a dangerous and cunning shapeshifter, although this young woman is very much in control of her transformations. Keepers could play Neris as a villain in the *femme fatale* mold if they wish, but her actions are most definitely in the service of her goddess, Bast, rather than carried out for any selfish motives. This does not, however, lessen the threat she poses to the heroes if they decide to stand in her way. A viewing of *Cat People* (Tourneur, 1942) may help to illustrate such a *femme fatale*.

There are two possible denouements to the Egypt chapter, both of which offer pulp potential. The first, far below the Great Sphinx, presents the heroes with a chance to face down a risen queen, her hideous man-beast servants, and an emissary of the Black Pharaoh (perhaps even the god himself, if they permit the ritual to go that far).

The second is a more intimate affair—a face-to-face meeting with the Outer God himself in a secret chamber inside the Bent Pyramid at Dahshur, where the heroes face a tricky decision which could see them become the villains, if that is their destiny. In addition, in an echo of the events in London (**The Chelsea Serpent**, page 215, England), the heroes could find themselves cast adrift in the past and searching for a way home.

ARRIVING IN EGYPT

It is common (in terms of campaign play) for the investigators to head to Cairo straight from England. In the 1920s, the simplest way to get between the two destinations was by sea, docking either at Alexandria or Port Said (the most popular port for ships sailing from England, situated at the north end of the Suez Canal). It is also possible to take the ferry from Dover to Calais and pick up the "Blue Train" to Marseilles before joining up with a steamer for Alexandria, thus neatly avoiding the Bay of Biscay—this option, like the Simplon-Orient Express (below), is one for wealthy investigators. Refer to **Appendix A: Travel** for journey times.

On arrival, steamers are mobbed by a flotilla of smaller vessels, which are either advertising a plethora of hotels and tourist services or are touting for business as water taxis. This is a particular issue at Port Said, where the ships do not dock at the harborside and passengers must trust to one of the small (and frequently unseaworthy) boats to get them safely to shore. Once they have made landfall, things are little better for the visitor, with porters, *dragomen* (tourist guides), and other assorted ne'er-do-wells all jostling to assist them with their bags as they head for Customs. If they are unlucky, the investigators may never see their luggage again.

While steamers are by far the most common method of arriving in Egypt, it is possible to make it there overland. If coming from London (or anywhere else in Europe), this is usually achieved by catching the Simplon-Orient Express to Constantinople, then transferring onto its extension through Syria and Palestine in order to reach Cairo. The trip involves catching multiple trains and ferries, as well as a jaunt in an automobile for one leg of the journey, and takes around one week from Calais.

Arriving by road is a possible, though unlikely, method of reaching both Egypt and Cairo. The roads in Egypt and the surrounding countries are virtually non-existent, with such routes more often used by camel caravans than motor vehicles. Likewise, although flights with Imperial Airways between London and Cairo's Heliopolis Airport are possible by the mid-1920s, a regular commercial service is not established until the end of the decade.

From America: there are two major sea routes to Cairo from New York. The first is via the Anchor Line to Liverpool, England, transferring to their Indian Service, which travels through the Mediterranean and on to India via the Suez Canal, stopping off at Port Said. The other is to travel with the White Star Line, which runs a weekly service from New York to Southampton. Connections can then be made there with their service to Port Said via Malta.

From Nairobi: by train to the port of Mombasa, then by ship via Aden and the Suez Canal to Port Said. Overland is possible, although prohibitive both time- and health-wise. It would take at least six months over incredibly difficult and dangerous terrain to trek from Nairobi to Cairo.



Above: Skyline of Cairo

From China: by ship from Shanghai, most likely with the P&O Line, via Hong Kong, Singapore, and Ceylon (Sri Lanka), then through the Suez Canal to Port Said.

From Australia: if in eastern Australia, by ship with the Australian Oriental Line via the Philippines to Hong Kong, then transferring to the P&O steamer service between Hong Kong and Port Said via the Suez Canal, with layovers in Singapore and Ceylon. If in Western Australia, the P&O service runs to either Hong Kong or Shanghai via Yokohama, then on to Port Said as above.

PAPERS, PLEASE!

Investigators must obtain visas and register as aliens at their point of entry into Egypt; they also have to re-register once they arrive in Cairo. Both activities require valid passports. Investigators entering with firearms should make a **Luck** roll: if failed, their bags have been searched and any firearms found are confiscated if valid paperwork is not in place; these can be regained once the appropriate paperwork is acquired—although kind Keepers might forgo this to ensure the investigators are "prepared" for the trouble they will encounter in Cairo.

Cairo registration can be carried out by reputable hotels and travel agencies, such as Thomas Cook & Son, on behalf of their clients, saving much time and effort on the part of the investigators. Otherwise, a visit to the city's Customs House is in order; a trip which may take several hours, given the notorious vagaries of the Egyptian queuing system.

LEGAL TENDER

Egypt's legal currency is the Egyptian pound, and one Egyptian pound contains 100 piastres. For game purposes, treat the Egyptian pound and the British pound sterling as interchangeable. United States paper dollars may or may not be acceptable, at the Keeper's discretion. Silver dollars—especially Mexican silver dollars, which have trickled around the globe—are recognized in Egypt. One Egyptian pound is equivalent to five American dollars or Mexican pesos.

Firearms in Egypt

While it is legal to import firearms and explosives into Egypt during the 1920s, permits are required for both. These must also be arranged at the port of entry unless the investigators wish to find themselves on the wrong side of the law.

ON TO CAIRO

Assuming they arrive by ship, investigators may then catch the train for Cairo from either Alexandria or Port Said. This is an easy trip that takes less than a day, it being only around 100 miles (160 km) or so from the Mediterranean to where the city lies at the apex of the Nile Delta. Just how long the journey takes depends on whether they catch the standard or express service.

Rail coaches are separated into several classes. Fares are paid in Egyptian pounds and piastres, and tickets can be obtained from the ship's purser before docking during the main tourist season (November through April). Outside the tourist season, tickets must be acquired from the main railway station in each port. Trains from both Alexandria and Port Said arrive in Cairo at Central Station, about a mile from Ezbekiya Gardens.

Motor taxis are available to take travelers to their hotels from the station, although horse-drawn cabs are far more common until the end of the decade. Brave investigators may even wish to make use of the city's extensive tram network to reach their lodgings and find their way around. Walking is also an option, although not

necessarily the safest way to get about for new arrivals unsure of their bearings.

Unless they have pre-booked their accommodation at a good quality hotel, the investigators must keep charge of their baggage throughout each step of their journey—not an easy task given the general hubbub and the sheer number of "helpful" assistants lying in wait for them.

SETTING INFORMATION: EGYPT AND CAIRO

The opening of the tomb of Tutankhamun in November 1922, and the breathtaking beauty of the treasures within, sparks a wave of Egyptomania that washes over the entire world. Egyptian jewelry is worn by flappers and dowagers alike; men wear tarbouches (the Arabic equivalent of the fez) to work on Wall Street, and smoking hashish from sheesha water pipes becomes a fashionable pastime.

Cairo profits from the attention of the rest of the world, and tourists in search of the wonders of Egypt fill its hotels and bazaars. The greatest city in Africa, and one of the great cities in the world, by the mid-1920s Cairo's population has risen to 850,000 (one in ten of whom are foreigners). It is the capital of the oldest continuously identifiable culture in the world, with the dynasties of north and south Egypt stretching back to 3100 BCE, 5,000 years before the investigators set foot on the desert sands.

Guarded effortlessly by the desert and the sea, the heritage of Egypt is unparalleled in its architectural achievement, cultural sophistication, and its general stability. Only China is able to rival its cultural heritage.

Following on from the well-known glories of the earlier dynasties, a second golden period of achievement came after Alexander's conquest and the establishment of the Ptolemies. By blending Egyptian science and Greek philosophy, Alexandria became the intellectual capital of the Mediterranean world. A third period of greatness came with the Islamic conquest. In 968 CE, the Fatimids built a new capital city, El Kahira ("The Victorious"), a name later corrupted to Cairo. Liberal Fatimid trade policies reestablished Egypt as a great power. Egypt shared in the brilliant Arabic culture of the era and, during the rule of the Mamluks, became once more the unrivaled political and cultural center of the eastern Mediterranean and of the Middle East.

The caliphs and khedives of Arabic Egypt built architectural wonders as great as those of the ancient dynasts. Palaces and mosques litter Cairo and its vicinities, some of them the finest examples of their kind in the world. It has been written that one may satisfactorily study Arabic architecture and architectural ornament without ever leaving the city.

EGYPT IN 1925

The 1920s are a time of turmoil for Egypt, with frequent riots and political killings. A British protectorate for about 40 years, Egypt regains most of its internal independence in 1922 following the 1919 revolution led by Saad Zaghloul. (The surrounding tumult very conveniently shielded the dubious investigations of the Carlyle Expedition from close public scrutiny.) However, the British reserve four areas of discretionary powers concerning imperial communications (including the Suez Canal), the Sudan, the defense of Egypt and the Canal, and the protection of foreign interests and of minorities.

Such reservations are far removed from full independence, and resistance to the British presence, in the form of civil unrest, is ongoing throughout the period. Investigators visiting Cairo in the 1920s find themselves in the middle of a powder keg of political intrigue, with members of rival political parties literally fighting each other in the streets. British garrisons remain at the Suez Canal, and armed British intervention within Egypt is a normal occurrence. This continual interference prompts general resentment toward foreigners, regardless of their nationality.

One particularly sensitive area is the movement of ancient artifacts and treasure out of Egypt by foreign archaeologists. In consequence, the Egyptian national government strictly polices such activity. Investigators will not receive much help from the Egyptian authorities when it comes to the removal of Mythos items from the land of the Nile; surreptitious removal is a criminal offense, and applicable charges (including "damage of antiquities") will be pressed if caught, resulting in up to a year in prison if found guilty. The British may decide to intervene if such charges seem unfounded, but do nothing to aid common criminals. The United States' ambassador and consuls don't do much besides weighing the facts presented in court, or writing courteous letters on the plaintiff's behalf. Little better can be expected from the representatives of other nations with resident consuls in Egypt. However, it is possible to obtain a license for the shipping of antiquities from the Egyptian Museum, if the authorities can be convinced that the items in question are of minor historical interest. As can be expected, there is a thriving black market trade in such licenses, be they forgeries or carefully "adapted" genuine articles.

El Kahira

Amid all the political chaos, there remains the allure of Cairo itself. This is, after all, the city of the Arabian Nights, with a storyteller on every corner and jugglers and snake charmers aplenty to distract the unwary.

Ezbekiya Gardens is a park of about 20 acres. It is a major center within the city, and forms the hub of European expatriate life in Cairo. Many of the city's finest restaurants, cafes, and nightclubs are located around Ezbekiya. The main post office is on its south side, the American consulate on the north. On the west side are most of the European-style hotels in the city, including the world-famous Shepheard's, and to the east are financial institutions, such as the stock exchange. Still further east there are some excellent shops to be found, but these soon peter out where the so-called "New Quarter" meets the Old City.

Within the Old City are the narrow, winding alleys and crowded marketplaces so stereotypically Middle Eastern. Perhaps the most famous bazaar (besides the Khan el-Khalili) is the Muski, a thriving market where everything from silks to fine jewelry, spices to rugs—and if you know where to look, black market weapons, including guns—can be found. The true heart of Cairo, the Old City also contains most of the classic Arabic architecture, though average homes and shops are simple two- to four-story, flat-roofed buildings made from whitewashed mud brick and tile. Largely built during the Middle Ages, the streets are shadowed by the overhanging upper stories of their buildings, and visitors must beware of wastewater casually flung from the upper levels in the poorest areas.

Along the east bank of the Nile, in the district known as Kasr el-Dubara, the Garden City, are most of the governmental buildings and palaces of the nobility, as well as fancy detached residences and expensive flats. Not far south of the Kasr el-Nil Bridge is the British Consulate General, often referred to as "the Residency." On the other side of the bridge lies Gezira Island, home to the private Sporting Club set up by the British military in 1882.

South of the Old City, beyond the Citadel of Saladin perched on its rocky outcrop, lies the windswept wilderness of the City of the Dead, where only rock, sand, tombs, and mausoleums exist. Investigators may want to explore such an eerie and dread place, though there is little there of interest as far as their current quest is concerned.

Affluence and Poverty

Most of Cairo is shockingly poor, and beggars abound. Some are con artists but many genuinely suffer from an array of physical deformities, including missing arms, legs, and noses, as well as twisted spines. Investigators with medical training can easily diagnose rickets and advanced cases of syphilis as they move through such poor neighborhoods. Schistosomiasis, a water-borne parasitic disease that often causes a swollen belly, is endemic.

STREET NAMES

Streets in Egypt are designated "sharia"—for example, Sharia Muhammed Ali—in the same way that Americans use "boulevard" or "avenue." Squares and plazas are designated by "midan," for example, Midan Suliman (now Midan Talaat Harb). Both designations appear in the text. Certain streets, such as the Street of Jackals, are translated into English. When they are, such streets are fictitious and may be presumed never to have existed.

Beggars see a lot, though, and are easier to find than the police. Street people can give directions and other information if the investigators speak even a little Arabic and are generous with their piastres. Not too much, though, as openly flashing large amounts of cash in the streets marks you out as a potential target for pickpocketing or robbery.

Getting About in Cairo

Other than a few thoroughfares, Cairo's streets, particularly in the Old City, are notoriously narrow, crowded, obstructed, and otherwise inaccessible to carriages and motorcars. Apart from pack animals transporting goods, most of Cairo's traffic is on foot, although an excellent tram network connects many parts of the city. A tourist tramway also bridges the Nile and ends at the Giza pyramids, which lie to the west of the city.

Communication

After the Arab conquest, the native Coptic dialects of Egypt were gradually replaced by Arabic, except for the Bohairic dialect, which was preserved for religious purposes by the Coptic Christian Church. The written characters for this remnant are mostly drawn from Greek, though a few Demotic Egyptian characters also survived.

Many residents of Cairo and Port Said, especially members of the middle and upper classes, speak some English, but the overwhelming majority of the country speaks Arabic and nothing more. French is spoken in Cairo, particularly in learned societies, museums, and cafes. Remember, social skill rolls, such as **Fast Talk** and **Persuade**, have little effect when presented in a language that cannot be understood. For investigators seeking a translator, see the ***Dragomen*** box on page 315.

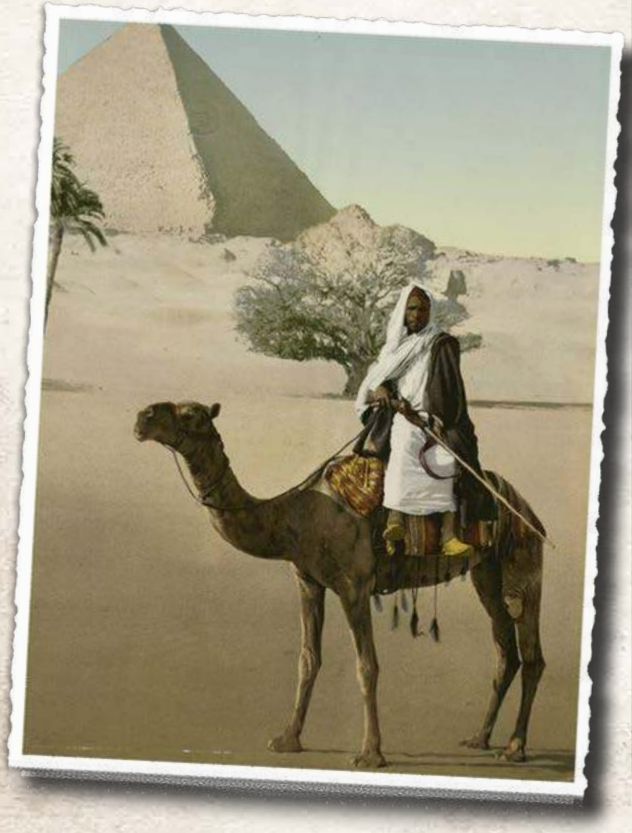
Religion

The dominant religion of Egypt is Islam. Coptic Christians also exist in some numbers, although they are in the minority. Investigators may unwittingly commit offenses against local customs or beliefs through ignorance, such as neglecting to remove their shoes when entering a mosque or ignoring the etiquette of not speaking of worldly matters in such places. Rude investigators tromping about and shouting questions not only risk being corrected, but also being physically removed by justifiably upset Muslims.

The Weather

The heat in Cairo is greatest June to August, with daily highs well over 37°C (100°F) for months at a time. There is little respite from the sweltering temperatures, even at night. Winter months tend to be cooler, but any rainfall is erratic and negligible, with little more than an inch (2.5 cm) a year, usually in March or October. In the desert, *khamsin* (dust storms) occur from March to June.

If investigators decide to run around or undertake any form of strenuous physical activity, the Keeper should remind them of the stifling climate and the real danger of heatstroke and dehydration. In the heat of the day, even the worst villains are reluctant to move unless they absolutely have to (see nearby box, **Too Hot to Handle**).



A Bedouin in the Egyptian desert

TOO HOT TO HANDLE

Dehydration and heatstroke are serious medical hazards that can affect the unwary and inexperienced when in hot desert conditions. While locals are used to prolonged exposure to the heat, the investigators are probably not (unless they, too, hail from hot climes). They must, therefore, take care to ensure that they are clothed appropriately, seek shelter at the hottest times of day, and make sure that they have sufficient water with them wherever they go or risk falling ill.

If the Keeper wishes, use the following rules to simulate their effects, both here and in Kenya and Australia. These rules can be ignored if running a pulp campaign.

Dehydration

A person needs at least 4 pints (2.3 liters) of water per day in very hot temperatures, even if they are resting in the shade; far more if they are active in the full heat of the sun. At the Keeper's discretion, for every day without access to sufficient water, the investigator loses 10 points of CON; this has the knock-on effect of losing 1 hit point per day as well. Such points are regained at the rate of 1 hit point and 1D10 CON points per day as soon as sufficient water is consumed.

Heatstroke

As for dehydration, at the Keeper's discretion, for every three hours of exposure* to the desert sun, the investigator must succeed at a **CON** roll to avoid the effects of heatstroke. The second CON roll (after six hours) becomes Hard, the third (after nine hours) Extreme. Failure inflicts 1D4 points of damage and incurs a penalty die on all skill rolls due to the onset of exhaustion, violent headaches, and fainting spells.

A successful **First Aid** or **Medicine** roll identifies the problem and how to treat it (getting the person into shade and cooling them down as quickly as possible). If treated correctly, hit points recover at the normal rate. If left untreated, every hour after the failed CON roll, the investigator loses another 1D4 hit points and must succeed at a Hard **CON** roll or fall unconscious. Unless somehow cooled or treated, death may follow.

**If working without protection in the hottest part of the day (10 a.m. to 4 p.m.), then the CON roll takes place after every hour of exposure.*

CULT IN RESIDENCE: THE BROTHERHOOD OF THE BLACK PHARAOH (EGYPT)

This is the central branch of the cult—a larger and more powerful organization than that in London, secure in its home territory, with 300+ members mostly concentrated in Egypt's major cities, particularly Cairo. While its membership is eclectic, including those from all nationalities and walks of life, most members are Egyptian nationals. The chief priest of the Cairo (and wider Egyptian) cult is Omar al-Shakti, a wealthy cotton farmer and landowner (**A Dangerous Man**, page 344).

Cult rituals are held in the deserts, usually in caverns beneath the Great Sphinx at Giza or, more rarely, near the pyramids at Dahshur. Since the Egyptian police and British political operatives keep a careful watch on religious activity in Cairo, the cult stays well hidden there. Favored weapons include short swords, daggers, and garrotes, as well as the short spiked club.

In public, the Egyptian and British authorities deny that the Brotherhood of the Black Pharaoh exists, and the police greet such tales with laughter. However, the fact is that the Egyptian authorities do know of the cult but are under strict orders not to impart such information to foreigners; official confirmation of a murder cult reflects poorly on the ability of the Egyptians to govern themselves. If the investigators supply good information to the police they act on it, but may not admit to doing so.

Profiles for **Average Brotherhood Cultists (Egypt)** can be found on page 379.

DRAMATIS PERSONAE: EGYPT

Key NPCs of the Egypt chapter are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in the **Characters and Monsters** section at the end of this chapter. Backgrounds and profiles for those NPCs featured in the sidetrack scenario **The Black Cat** can be found in situ.

ALLIES AND INDEPENDENTS

Faraz Najjar, 45, *antiquities dealer*

- **Link:** letter from Warren Besart to Roger Carlyle, dated March, 1919, discussing the sale of important artifacts (**Carlyle Papers America #1**).
- **Link:** interview with Warren Besart, confirming Faraz Najjar's role in acquiring the artifacts for Carlyle (**Carlyle Papers Egypt #1**).
- **Link:** reports of a mysterious shop fire in the Street of Jackals, found in the *Cairo Bulletin's* archives (**Carlyle Papers Egypt #3**).



A Cairene antiques dealer, Najjar's current shop on the Street of Potters sells mostly tourist garbage. Najjar found himself on the wrong side of the Brotherhood of the Black Pharaoh after stealing certain artifacts from Omar al-Shakti (**Najjar's Tale**, page 316), then selling them to Warren Besart, Roger Carlyle's agent in Cairo. In revenge, fire vampires were sent to destroy him; an attack which he only narrowly escaped.

Although he is the most obvious person to speak to in the city regarding the Carlyle Expedition, Najjar's interactions with the investigators may well ensure that the Brotherhood's thugs succeed where the fire vampires failed. This is particularly likely if the investigators stole from the Brotherhood in London (or elsewhere) and are now being tailed by them. By talking to the investigators, Najjar proves that he has learned nothing at all when it comes to crossing the Brotherhood, the punishment for which is death.

- **Description:** portly, and badly scarred on one side of his face as a result of the terrible fire which destroyed his former shop in the Street of Jackals. He wears a traditional Arab *djellaba* and a turban. Hidden beneath the *djellaba* is the Amulet of the Night Beasts (see **Appendix D: Artifacts**, page 652).
- **Traits**: nervous and ill tempered (through fear).
- **Roleplaying hooks**: a useful source of information regarding the Carlyle Expedition and the Brotherhood; also a possible intermediary for dealings with Cairo's criminal underground.

Warren Besart, 35, *near-mad hashish addict*

- **Link:** letter from Warren Besart to Roger Carlyle regarding Faraz Najjar (**Carlyle Papers America #1**).
- **Link:** named by Faraz Najjar as being the agent he sold Omar al-Shakti's Black Pharaoh artifacts to (**Najjar's Tale**, page 316).
- **Link:** confirmed as Roger Carlyle's agent by his sister, Erica—may arise from the investigators' discussions with her in New York (**Erica's Interview**, page 133, America).
- **Link:** confirmed as Roger Carlyle's agent by Jack Brady (**Carlyle Papers China #8**).



Besart was once a calm, collected man with a taste for smart, expensive suits; a man who knew how to find things for his various employers, no matter how rare, expensive, or illegal such items might be. Those days are long gone, all thanks to his association with the Carlyle Expedition. Besart now spends his time smoking hashish in order to dispel the terrible sights he witnessed while working for Carlyle (**Carlyle Papers Egypt #1**).

- **Description**: tall, with a sunken, pale face fringed with a scruffy blond beard. He insists on wearing a filthy *djellaba*, with the hood pulled over his face at all times which, he believes, allows him to blend in with the crowd. But his height (far greater than most Egyptians), along with his rather distinctive gait, clearly mark him out as a foreigner.
- **Traits**: drug-addled and querulous.
- **Roleplaying hooks**: a source of information on the Carlyle Expedition.

Nigel Wassif, 43, *proprietor of the Cairo Bulletin, agent for the King of England*

- **Link:** Jackson Elias visited Wassif's newspaper archives during his brief stay in the city (**Jackson Elias in Cairo**, page 297).

Editor, owner, and reporter for the *Cairo Bulletin,* an English-language weekly newspaper, Wassif is a confirmed anglophile; the illegitimate son of an Egyptian noblewoman who died shortly after his birth. Wassif believes that his father was an English nobleman and, in conversation, implies that he is of royal blood, though he never makes a specific claim. A lot of influential Cairenes believe him, though, mostly because Wassif so thoroughly believes it himself.

In many ways, Wassif is dense and unseeing, and his newspaper unperceptive in its general reporting, although it impeccably covers debuts and fancy-dress balls. Or, at least, this is the carefully cultivated impression Wassif gives to those not paying close attention. It is all an act, used to mask his true employment as an intelligence agent for King George V.

Thanks to his suave manners and careful maneuvering, Wassif has long had access to the highest levels of the Egyptian aristocracy and government; his excellent English and French, and his unimpeachable discretion, have opened doors to him among all the foreign social sets in the capital. Only one British functionary in Egypt knows his true profession as an operative for His Majesty's Government, although investigators with a background in intelligence (such as spies) may realize he is more than he seems with a successful Hard **Psychology** roll.



Wassif can help respectable investigators in a number of ways: finding a reliable *dragoman* (see page 315)—if so, use Saleem Naziz (page 373); helping to find Faraz Najjar and Warren Besart; and paying the investigators a few piastres for any news stories they produce, although he refuses anything too controversial. If asked about research libraries, and so on, Wassif directs investigators to the excellent Egyptian Museum and commends to them an acquaintance there, Dr. Ali Kafour, who may be able to clear up bureaucratic snags holding back permits, as well as easing small problems with the police regarding the acquisition of "antiquities."

If the investigators make a polished and intelligent appearance at the *Cairo Bulletin*, Wassif might mention them in routine dispatches; if he does, Anthony Chang (**Dramatis Personae: China**, page 532) is either on the lookout for them when they arrive (if the investigators confide in Wassif where they plan to travel) or is immediately aware of who they are the moment they walk into his office at the *Shanghai Courier* (page 540). If, on the other hand, the investigators are rude, loud, or otherwise uncivilized, Wassif probably takes a dislike to them and this potentially valuable alliance is unlikely to occur.

- **Description**: Wassif is well fed, with slicked-down hair and a pencil-thin mustache. His clothes are excellently cut and conservative, and he is always spotlessly clean and unruffled.
- **Traits**: suave, charming, and remarkably alert to the social implications of a situation.
- **Roleplaying hooks**: a source of information, as well as a possible ally. Wassif can be used in a fashion similar to that of Mickey Mahoney (England), but where Mickey is cynical and brash and makes no bones about the poverty of his upbringing, Wassif obsequiously strives for exquisite taste in the pages of the *Bulletin*, lavishing great care on his gossipy "Events" column.

Dr. Ali Kafour, 63, *curator of the occult and ritual magician*

- **Link:** interview with Nigel Wassif (**The Cairo Bulletin**, page 321).
- **Link:** inquiries at the Egyptian Museum (**The Egyptian Museum**, page 322).
- **Link:** known to have spoken with Jackson Elias during his time in Cairo (**Jackson Elias in Cairo**, page 297).



Dr. Kafour is a respected Egyptian scholar based at Cairo's foremost museum. He is also a ritual magician of some capacity, though he wants no one to know that he dabbles in sorcery. Provided the investigators treat him with respect and do not waste his time, Dr. Kafour can become a useful ally. However, if they make an enemy of him, he will watch them carefully to make sure they do not endanger Egypt's antiquities.

- **Description**: a short and thin older man, who has never lost his love for the occult. When he grows excited in conversation, his excess energy spills out as a characteristic set of fidgety movements.
- **Traits**: alert, able, and intelligent.
- **Roleplaying hooks**: source of information and a potential ally. He may be able to help the investigators protect themselves from certain Mythos spells and creatures, if he is approached respectfully. The scholar also makes for a potential replacement investigator, with suitable adjustments, in high-powered campaigns.

Ahmed al-Dhahabi, age 73, *nazir of Ibn Tulun*

- **Link:** interview with Faraz Najjar, claiming that the Brotherhood of the Black Pharaoh intend to steal an item from the former Mosque of Ibn Tulun (page 340).



Ahmed al-Dhahabi is currently acting both as an *alim* (learned Islamic scholar; plural: *ulama*) to the residents of the Ibn Tulun asylum, and as *nazir* (caretaker) for the *waqf* (Islamic endowment council) responsible for the former mosque. He is deeply upset about recent attempts to break into the former mosque to steal the Girdle of Nitocris, a critical element in the Brotherhood's plans to resurrect the ancient queen. al-Dhahabi is aware of the Mythos gods and their minions, but perceives them as instances of the demonic menaces mentioned in the Qur'an. He has zealously arranged the defense of the Girdle but, in the purity of his faith, he does not understand the danger to the world to be as pervasive and all-threatening as it really is.

- **Description**: al-Dhahabi has a lined and careworn face framed by a long, white beard. He wears a traditional white *taqiyah* (skull cap).
- **Traits**: patient, gentle, and devout.
- **Roleplaying hooks**: if the investigators can befriend al-Dhahabi, he proves to be a steadfast ally, although he is in mortal danger as the Brotherhood escalates their attempts to retrieve the artifact.

Dr. Emile Vabreaux, age 39, *police forensics expert*

- **Link:** called in to examine the unidentified tissue found after the attack on the Ibn Tulun *ulama* (**The Police Investigation**, page 343.

A former chemist turned police forensic expert, Vabreaux isn't entirely certain how he ended up in Cairo. The way he sees it, his transfer from his home city of Paris was either a punishment for always chasing up every last detail, or a chance to make his mark on the fledgling field under challenging circumstances. Either way, here he is, so he might as well make the most of it.

- **Description**: average-looking in almost all respects, with a neatly trimmed beard and a permanent expression of concentration (probably because he needs spectacles but is too vain to wear them).
- **Traits**: curious, dogged, and reserved.
- **Roleplaying hooks**: the Keeper should determine whether or not Vabreaux becomes an important ally for the investigators. It is likely that he has some acquaintance with Nigel Wassif, though the temperaments of the two men are very different. Alternatively, he could make a useful replacement player character.



THE CLIVE EXPEDITION

- **Link:** Telegram from Dr. Clive to Edward Gavigan (**Carlyle Papers England #5**).
- **Link:** interview with Dr. Ali Kafour (**The Egyptian Museum**: **Queen Nitocris**, page 325).
- **Link:** interview with Nigel Wassif and hunting through the archives of the *Cairo Bulletin* (**The Cairo Bulletin**, page 321).
- **Link:** interview with Janwillem Van Heuvelen, who may even provide an introduction, although this may have unfortunate repercussions for the investigators (see optional sidetrack, **The Black Cat**, page 326).

The members of the Clive Expedition are: Dr. Henry Clive, Martin Winfield, Agatha Broadmoor, James Gardner, and Johanna Specht.

Dr. Henry Clive, 58, *archaeologist and cultist*



The expedition's leader, Dr. Clive is an excellent archaeologist. He affects an aristocratic casualness whenever in polite company but is, in actual fact, a commoner, the youngest of three sons born to an impoverished Yorkshire schoolmaster. While Dr. Clive is not a priest of the Brotherhood of the Black Pharaoh, he nevertheless has considerable magic at his disposal.

- **Description**: gray-haired, with a receding hairline and a luxuriant mustache. Often seen waving around a cigarette in an ivory holder.
- **Traits:** seems kindly enough but has been a cultist for 35 years and is long insane. He does not appreciate people questioning his authority, especially those he considers to be beneath him.
- **Roleplaying hooks**: one of the Brotherhood's many lackeys and an adversary.

Martin Winfield, 24, *archaeologist, sadist, and cultist*

The well-connected second son of a British Member of Parliament, Winfield is yet another archaeologist turned cultist in the Brotherhood, although he ranks low in the British branch due to his youth and relative inexperience. He enjoys inflicting pain and relishes extracting information from his victims. He believes that Clive's methods are unduly conservative and inhibited, though he fears Clive's magical powers.



- **Description**: tall, lean, and blond, with a prominent chin and nose. His lips are usually curled into a slight sneer.
- **Traits**: smug, malicious, and vindictive; a sadistic brute and a bully. (A successful **Psychology** roll identifies that his civility is a pretense and that he is barely in control of himself most of the time; he is, undoubtedly, prone to angry and violent outbursts as well.)
- **Roleplaying hooks**: Winfield is a dangerous man to cross, and makes for a petty and spiteful enemy.

Agatha Broadmoor, 67, *psychic and potential ally*

Miss Broadmoor is a medium, capable of contacting the spirits of the dead by trance. Plagued by prophetic nightmares of Nitocris' rising, Broadmoor originally sought out the Clive Expedition in order to convince them to stay away from Egypt after hearing they were planning on excavating Mycerinus' (Menkaura's) pyramid. Her first meeting with Dr. Clive (at a lecture hosted by the British Museum) convinced Broadmoor that his soul was already lost to darkness and that her only hope of thwarting the evil queen's rebirth was to accompany the expedition and somehow exorcise Nitocris' spirit.

As far as the Penhew Foundation is concerned, Broadmoor's appearance occurred at a most fortuitous time, even if they do suspect her true motives for approaching them. So, although an apparently odd addition to the expedition's roster, she was paid to accompany Clive to Egypt because she precisely fitted the expedition's requirements—a conduit for the dread monarch's resurrection (**Special Rites for Queen Nitocris**, page 325). With the disappearance of the mummy, Broadmoor fears Nitocris' restoration is imminent, little realizing that she has a significant part to play in the Brotherhood's machinations.

As a psychic, Broadmoor might perform a sitting for the investigators, if suitably encouraged (see **Séances**, page 213, England). If such a sitting is held, her visions always end with the same prophetic statement: "That which bends can break the mind but reveal the truth. The white way leads to darkness, illumination, and temptation." This is a direct reference to the doorway into Nyarlathotep's sanctum, hidden in the Bent Pyramid at Dahshur (**The Bent Pyramid**, page 364).



- **Description**: pale despite her time in Egypt, Broadmoor is elderly and genteel. Her long, white-gray hair is kept coiffured in a neat swirl at the nape of her neck, and she wears loose-fitting, flowing dresses and a headscarf and large straw hat to protect her from the sun. She never goes without her costume jewelry; her fingers are covered with rings bearing occult symbols.
- **Traits**: appears to be a bit dotty but appearances can be deceptive. In reality, she is determined and wily, using her persona of an eccentric old lady as the perfect smokescreen.
- **Roleplaying hooks**: because of her fear of what Nitocris might do if brought into the modern age, Broadmoor can act as a potential ally in the investigators' attempts to uncover what is going on in the Egyptian deserts, even though she knows nothing of the Mythos and the Brotherhood. Given her profession, she may hold a séance for the investigators (see box, **Séances**, page 213, England), but if the investigators mock her talents, she is unwilling to have further dealings with them. If she survives, Broadmoor could make for an interesting and unusual replacement player character.

James Gardner, age 40, *archaeologist and potential ally*

Gardner is a good archaeologist, one strongly influenced by the theories of Carl Jung. He has written three books concerning ancient Egypt, none of which were particularly well written or well received. Gardner believes that the riddle of who the Sphinx represents involves an unnamed ruler of ancient Egypt, who occupied the throne long before the advent of the Black Pharaoh (he is mistaken, of course).

In addition, Gardner theorizes that an underground labyrinth, perhaps an entire city, exists or existed beneath the Sphinx and beyond; he agreed to join the Clive Expedition in order to investigate this hypothesis. He is essentially correct, unfortunately for him (see **Descent into Horror**, page 349).

Gardner is not a member of the Brotherhood, though his dream research, along with his other arcane studies of the human collective unconscious, have given him some inkling of the awful threat posed by the Mythos.



Clive brought Gardner along because Nyarlathotep commanded that he do so; the god has not yet revealed the purpose behind his command. Gardner is blissfully unaware of why he was chosen to accompany the expedition as, otherwise, he would extricate himself from Egypt and return to England (particularly in light of his inability to confirm his theories now that the dig has moved to Memphis).

- **Description**: shorter and stouter than his colleague, Martin Winfield; Gardner dresses like the archetypal English archaeologist abroad.
- **Traits**: thoughtful and usually friendly, though currently somewhat glum and frustrated by the events surrounding the expedition.
- **Roleplaying hooks**: a useful source of information. Of the Clive Expedition members, after Miss Broadmoor, Gardner is the most likely to be a useful ally to the investigators. He is also a potential replacement player character, if he survives.

Johanna Specht, age 32, *archaeologist and mystic*

The fourth archaeologist on the Clive Expedition, Fräulein Specht has a formidable ability to sight-read hieroglyphics, and is uncannily good with codes and ciphers of all kinds. As well as having a keen intellect, she is physically very fit, being an ardent enthusiast of physical culture, and rises early most mornings for rigorous exercises and a cold shower.

Specht is also an occultist of some repute who seeks magical artifacts with which she can rescue her beloved Germany from its present agony and, thereby, grant her homeland its rightful place on the throne of nations.

Her occult studies indicate that a champion of *der volk* (the people) will soon arise, but she is unsure who that will be. Since the minions of Nyarlathotep have plans for the National Socialists, they'll keep Specht alive if at all possible, and there is a small but definite chance that Nyarlathotep might resurrect her (if that suits the Keeper's purposes).

- **Description**: Fräulein Specht has a well-honed physique and a golden tan. She prefers to wear jodhpurs and close-fitting tailored shirts, and keeps her blond, wavy hair in a ponytail.
- **Traits**: distant and dedicated, with a razor-sharp mind. She usually only becomes animated when discussing her passions—ancient Egypt and her dreams for her homeland.
- **Roleplaying hooks**: although she probably won't take much notice of the investigators (unless they are German or share her political viewpoints), if she can be convinced that the Carlyle Expedition's plan to scorch the sky endangers the future of Germany, then the investigators may end up with an unlikely ally. She could also make for a morally ambiguous replacement player character, if required.



ADVERSARIES

Omar al-Shakti, appears 55, *wealthy plantation owner and high priest*

- **Link:** letter from al-Shakti to Edward Gavigan (**Carlyle Papers England #11**).
- **Link:** Gavigan's shipment ledger at Misr House (**Carlyle Papers England #12**).
- **Link:** interview with Faraz Najjar (**Najjar's Tale**, page 316).
- **Link:** interview with Nigel Wassif (**The Cairo Bulletin**, page 321).
- **Link:** Ahja Singh's ledger (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).
- **Link:** mentioned in Gavigan's letter to Robert Huston (**Carlyle Papers Australia #4**).
- **Link:** mentioned in *Gods of Reality*, Robert Huston's rambling magnum opus (**Carlyle Papers Australia #5**).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

This powerful sorcerer controls the Brotherhood of the Black Pharaoh—throughout Egypt, at least—and has the direct aid and advice of Nyarlathotep. Though Egyptian, British, and French dispatches occasionally mention al-Shakti, in every such instance pertinent files and their cross-references have been destroyed by fire within a few months. Incidental tax records and property deeds exist, but no dossier ever compiled on Omar al-Shakti has survived for very long.

The Cairo underworld occasionally whispers of him, but no more so than it refers to hundreds of other Cairo-area businessmen. Publicly, Mr. al-Shakti is an honest citizen, an astute businessman of impeccable manners, and reputedly a lesser son of a fine family long powerful in Egypt. He speaks English fluently, as well as many other languages, including Mandarin Chinese.

The Cairene businessman plans to resurrect Queen Nitocris so that she may lead the Brotherhood to greater glories. While his plans do not entirely fit in with those engineered by the Carlyle Expedition, he grudgingly lends his support in order to keep a close eye on what the London branch is up to. He has no love for Edward Gavigan and would be happy to see him fall. Neither does he trust Zahra Shafik, even though he trained her; he suspects that, once she has London under her control, her eyes will turn once again towards Cairo.

al-Shakti has been reincarnated many times before, and has seen more of history than anyone of human origin. He likes life as a human being and, should he be killed, it is likely that the gods of the Mythos will raise him again, for he has always served them faithfully, Nyarlathotep in particular.



Keepers are advised not to abuse the power al-Shakti possesses but to be relentless if the investigators persist in tangling with him. He disdains mere weapons, though he does keep a revolver in his house. If he is killed, al-Shakti immediately crumbles into dust, requiring a Sanity roll for viewers (loss 1/1D6 loss).

- **Description**: physically, al-Shakti is rotund and genial. He looks to be a robust 55 years old but is much, much older—by several thousand years. Usually, he carries his cat Hetep with him (**Characters and Monsters: Egypt**, page 372).
- **Traits**: cunning, ruthless, and as powerful as a minor god.
- **Roleplaying hooks**: by far one of the most potent adversaries whom the investigators can meet in this campaign.

Sharifa Rawash, appears 29, *the revivified Queen Nitocris*

- **Link:** the investigators may witness her resurrection during the ceremony beneath the pyramids at Giza (**Special Rites for Queen Nitocris**, page 358).

Having spent several millennia traversing the *Duat* (the Ancient Egyptian underworld), Sharifa/Nitocris is unfamiliar with much of what the modern world has to offer, but she is a quick learner. Even after all this time, humanity's driving passions—lust, greed, jealousy, and fear, to name but a few—haven't really changed and she has lost none of her ability to manipulate those around her to get what she most desires: power.

Sharifa/Nitocris' goal is to become the outright leader of the International Brotherhood of the Black Pharaoh, a role that will continue to increase in power and scope once the Old Ones return. If her resurrection is successful, guidance for Sharifa/Nitocris' role in the campaign can be found in the London, Kenya, Australia, and China chapters.



- **Description**: with high cheekbones set in a heart-shaped face, an aquiline nose, and unsettlingly pale gray-green eyes, Sharifa is a most attractive woman. She wears her long brunette hair coiled and flowing in the latest European fashion, held in place by numerous jeweled pins. On her left arm she wears the Circlet of Nata Haje (see **Appendix D: Artifacts**, page 652).
- **Traits**: proud, scheming, and vivacious.
- **Roleplaying hooks**: depending on how the Keeper wishes to use Sharifa/Nictocris, she becomes a powerful if unpredictable ally or a deadly foe.

MINOR NPCS

Nuri of El Wasta, age unknown, *Guardian of the Eye of Light and Darkness*

- **Link:** recommended as an expert on occult matters by Faraz Najjar (**Najjar's Tale**, page 316).
- **Link:** Warren Besart's statement (**Carlyle Papers Egypt #1**).

Hideously scarred in punishment for defying the Brotherhood of the Black Pharaoh one too many times, Nuri and her son, Ubaid, live in abject poverty in the town of El Wasta.

- **Description:** prematurely aged beyond her years. Both of her hands and most of her jaw have been burned away (0/1D3 Sanity loss).
- **Traits:** insane, but determined to protect the Eye of Light and Darkness until those she knows are destined to seek her out come to claim it.
- **Roleplaying hooks:** due to her horrific injuries, there is little more Nuri can do besides pass on her half of the Eye of Light and Darkness.



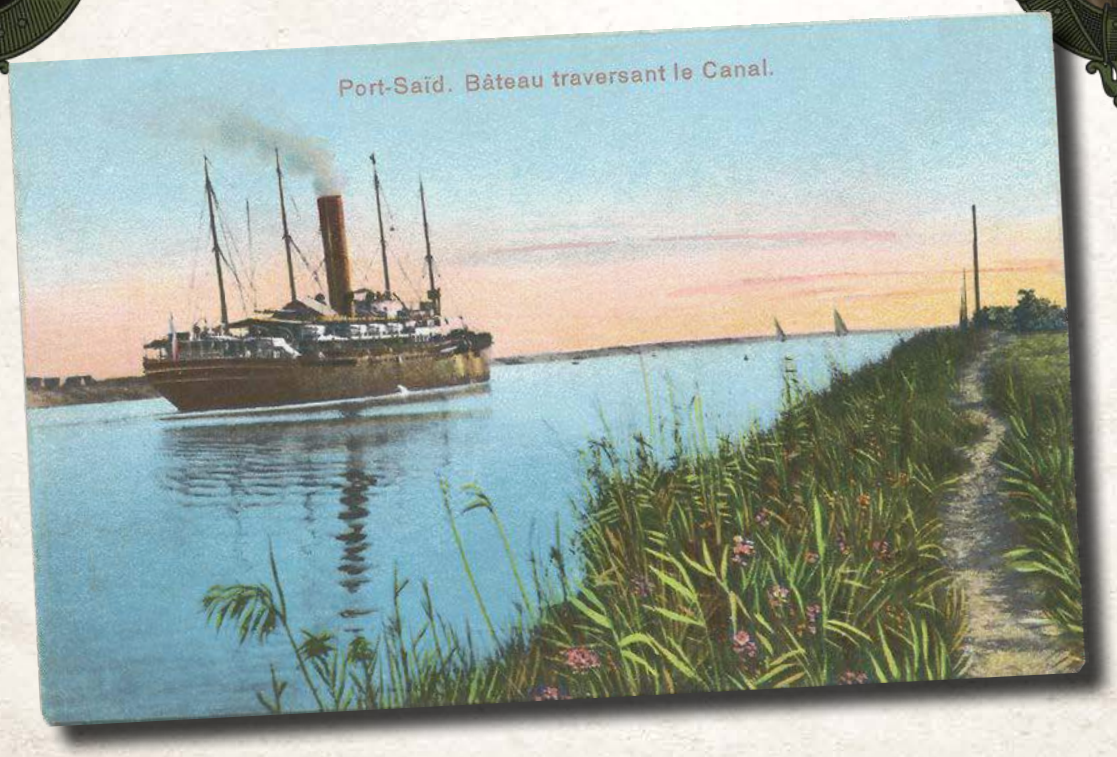
Nessim Efti, age 90, *bearer of the Sword of Akmallah and potential ally*

- **Link:** meets the investigators during their visit to the Mosque of Ibn Tulun (**An Audacious Theft**, page 340).

Wizened and old, Efti still retains a strength and determination to carry out his duties, even if his movements are now slowed with age. A devout *alim* and fearsome guardian of the Girdle of Nitocris, Efti wields the Sword of Akmallah, a marvelous scimitar made many centuries ago to mete out punishment to mundane and extradimensional creatures alike.

- **Description:** a bald head, usually hidden beneath his *taqiyah*, with a neatly groomed white beard. There is a lively sparkle in the old man's eye.
- **Traits:** brave, determined, and intelligent; a good judge of character.
- **Roleplaying hooks:** a potential ally in the fight against Omar al-Shakti and the Brotherhood, if he can be convinced of the impending danger.





Postcard of Port Said

THE MOTHER OF CITIES

Wherein the investigators are introduced to both the dangers and delights of this most ancient of metropolises.

OPTIONAL SCENE: FRESH OFF THE BOAT

This section describes an additional encounter the Keeper may wish to include to further reinforce the danger and chaos of Egypt. It takes place as soon as the investigators arrive in the country—probably at Port Said or Alexandria—or when they arrive at the train station in Cairo.

If the investigators tangled with the Brotherhood in England before arriving in Egypt, and especially if they escaped with some of the cult's artifacts or books, the Egyptian Brotherhood (probably) learns of this before the investigators arrive. If so, replace the miscreants described in this section with **Average Brotherhood Cultists** (page 379). Even if the investigators avoid or neutralize them on this occasion, al-Shakti's cultists continue to dog them, rifle their rooms, and so on. Otherwise, the Brotherhood completely ignores the investigators until their activities affect cult operations.

Alternatively, this is an opportunity to introduce Hakim and his disagreeable friends (**About Hakim**, page 315). Unlike the Hotel du Sud's "staff," Hakim and his cronies do not attempt to lead the investigators to any hotel, just the nearest quiet alley where they can rob them.

THE PICK-UP

Unless the investigators have the foresight to book themselves into a reputable hotel, such as Shepheard's or the Semiramis in Cairo, then it is unlikely that an agent is there to greet them at the docks or station with trustworthy baggage handlers. In amongst the bustle and din of the city and the milling crowds of bewildered newcomers, crooks and swindlers watch for an opportunity to relieve the unwary of their luggage or lure them to seedy hotels where the staff can go through the mark's possessions at their leisure.

As soon as they step onto the pier or platform, the investigators are accosted by a crowd of men—some in Western-style suits, others in the traditional *djellaba*—all waving flyers for their favored hotel or guest house. One young man, distinctly taller and with a shock of unruly brown hair, approaches them; in contrast to most of the other barkers, he is very smartly turned out in Western clothing. Bowing slightly, he addresses them in virtually flawless English (or French, if that is the group's majority common language).

"Good day to you, and welcome to Egypt. My name is Ibi Moussa. If you have yet to arrange your accommodation, may I suggest the Hotel du Sud? Please, permit me to take care of your luggage for you."

Without waiting for them to reply, the well-dressed man motions for a gaggle of boys to grab the investigators' bags and, as a group, with Ibi at the head, they set off into the crowds. If resistant to the "offer," a successful Hard **DEX** roll allows quick investigators to grab onto their possessions before the boys can make off with them; otherwise, Ibi and the boys disappear through the crowds, bags in hand.

If the investigators wish to catch up to the boys and their bags, the Keeper might like to frame the scene as a short chase sequence. Note that, should an investigator catch up with the boy carrying their luggage, they may attempt to grapple their bags back from the urchin with a **STR** roll.

If entering a chase, there are plenty of obstacles to liven up the pursuit: the streets are notoriously busy and obvious ones include crowded streets of people and animals, upended market stalls, and slippery conditions underfoot caused by animal (and human) waste.

Should they lose track of the boys, attempting to hail a police officer is pointless in the crush and confusion, as is reporting the theft to the authorities. Their complaints are met with shrugs and suggestions that they should at least see if the Hotel du Sud is real before lodging a formal grievance. If, on the other hand, the investigators decide to follow Ibi and his troupe, they finally come to a guesthouse not too far away from the dockside or station: the Hotel du Sud. The boys were not really stealing the luggage, although to newly-arrived foreigners, it did seem like the case! Cruel Keepers might ask for a **Luck** roll from investigators who allowed their bags to be taken: failure indicates that their bag (and the boy carrying it) didn't make it to the hotel, and it has been stolen.

See page 373 for **Ibi Moussa's** profile and the **Robbers** statistics in **Characters and Monsters: Egypt**.

CHASE SEQUENCE QUICK REFERENCE

Ibi Moussa and his Accomplices

CON	50
DEX	50
STR	45
Base MOV	7

Skills: Climb 50%, Jump 50%, Stealth 45%.

Hotel du Sud

Standing in what must once have been a relatively prosperous area before the inhabitants moved on to bigger and better things, the Hotel du Sud has obviously seen better days. The paint is peeling and the curtains faded, although the windows are clean and the step freshly scrubbed. Overall, the guesthouse exudes an air of faded grandeur.

Inside the lobby, decorated in a style that hasn't really been tasteful for the last 40 years or so, a slender, middle-aged woman of European extraction stands behind the reception desk. She is elegant, in a faded sort of way, with good quality clothes that have been carefully maintained over the years. Her sandy brown hair is kept fastened into a tight chignon, and a pair of spectacles (purely for show), perch on the bridge of her nose. She greets the newcomers with a brittle smile and a "Bonjour!"

- If the investigators kept pace with Ibi and the boys, they are present. Ibi introduces the investigators to the woman as "honored guests." Provided they do nothing to contradict him, the woman introduces herself as Mme. Patenaude, the hotel's manageress, and proceeds to check them into their rooms. If they refuse the offer, they are free to leave.
- If the investigators arrive behind Ibi and the boys, in search of their lost luggage, Mme. Patenaude apologises for any confusion that has been caused and attempts to convince them to stay, given that they're here now along with their bags, which stand by the desk alongside Ibi and the boys, who wait expectantly for a tip. If they decline, Mme. Patenaude sighs and Ibi looks forlorn.

NOW YOU SEE IT...

Provided the investigators accept the offer of bed and board made by Mme. Patenaude, Ibi shows them up to their rooms on the upper floors. Despite apparently being the only guests, the investigators' rooms are not adjacent to each other and, if there are more than four of them, at least half the rooms are on a different floor.

The rooms are as tired-looking as the rest of the hotel, although they are very clean. Apart from a bed and a washstand, complete with porcelain bowl and jug, the only other pieces of furniture in each room are a wicker chair, a large wardrobe, a chest of drawers, and a bedside table on which sits a rather battered-looking electric lamp.

If the investigators have the presence of mind to carefully search their rooms after Ibi leaves them, a successful **Spot Hidden** roll enables them to discover a sliding panel in the back of each of their wardrobes, which leads through the wall and into a wardrobe in a vacant room next door.

If, on the other hand, they don't search their rooms, the first they are likely to know about a potential problem is when small items start to vanish. This can either be when they are out and about in the city, hot on Elias' trail, or at night, when the thieves attempt to strike as the investigators sleep.

A successful **Listen** roll alerts the sleeping investigator to the sounds of the wardrobe door opening and someone moving about their room. A successful Hard **Spot Hidden** roll subsequently pinpoints their exact location in the darkened chamber. Naturally, if the investigators fumble for the switch on the bedside lamp, no roll is required, although a successful **DEX** roll is required to turn it on before the intruder can make good their escape.

Challenging the intruder in any way causes them to make a run for it, either back through the wardrobe or out of the room's main door. If the investigators had the presence of mind to lock their doors (always a good precaution in a strange city), then the thief may well be cornered. They don't wish to really harm the investigator, just get away, and act accordingly (although they are armed with a knife, just in case).

Unmasking the thief reveals one of the boys who "helped" with the luggage. Bringing the matter to the attention of Mme. Patenaude or Ibi brings exclamations of shock and dismay, although a successful **Psychology** roll makes it clear that the two are well aware of what is going on at the hotel.

It is up to the investigators whether or not they report the matter to the local police or satisfy themselves with simply retrieving any missing belongings. Regardless, it's unlikely they'll wish to remain where they are, so now all they have to do is find reputable accommodation elsewhere, quite possibly in the middle of the night. "Safe" hotels include Shepheard's and the Semiramis for those with deep pockets, the Continental Savoy for those on more modest budgets, or the bed and breakfast options provided by the Hotel du Nord or the Hotel de Paris.

Once the investigators have vacated the Hotel du Sud, they are free from the attentions of Mme. Patenaude's little gang and can get on with following up their hard-won leads.

THE MANY SHOPS OF FARAZ NAJJAR

In which the investigators encounter the unfortunate Cairene antiquities dealer and attempt to learn his secrets.

- **Link:** letter acquired by Jackson Elias, written by Warren Besart to Roger Carlyle, concerning the sale of ancient Egyptian artifacts (**Carlyle Papers America #1**).
- **Link:** Warren Besart's statement (**Carlyle Papers Egypt #1**).
- **Link:** named by Jack Brady in his statement (**Carlyle Papers China #8**).

From the letter in Jackson Elias' possession (**Carlyle Papers America #1**), the investigators know that Faraz Najjar had a shop on the Street of Jackals. The street itself is in the Old City, one of those "narrow alleys redolent of aromatic secrets" imagined by Lovecraft.

Finding it is no easy task. No complete street maps for Cairo exist in this period, in part due to the city nearly doubling in population in the last 20 years. There is a telephone directory but so few phones that the listings are useless as a research tool. Business registers and tax rolls, all in Arabic, are a potential resource, but possible language barriers and difficulties in arranging access make these tricky to exploit, as far as the casual browser is concerned.

Hiring a competent Arabic-speaking *dragoman* (guide) is by far the wisest option. The best hotels, such as Shepheard's, can recommend short-term, reputable guides who know the city and are unlikely to rob them in a dark alleyway. If the investigators are not staying at such an establishment, then they have the option of hiring a *dragoman* on the street—always a risky affair. Two such guides, along with a far trustworthier individual, are presented in the ***Dragomen*** box, nearby.

Provided they choose wisely, the investigators' *dragoman* leads them to the Street of Jackals in half an hour. By themselves, they require a day or more to locate it. Unfortunately, once they find the street, they learn that Faraz Najjar's former shop is now a burned-out, rubble-strewn hole in the ground. Locals invoke Allah each time they pass the spot, and no one in this enormously crowded quarter wants to rebuild on the site. According to local gossip, five or six years before, a hideous demon descended on the shop and set it aflame.



Faraz Najjar doesn't appreciate being confronted in his antique shop

Keeper note: this is true; the demon was a fire vampire summoned by the Brotherhood of the Black Pharaoh, a punishment meted out because Najjar stole cult artifacts then sold them to Roger Carlyle.

Inquiring of the police confirms that a fire occurred, but they poo-poo any talk of demons, insisting it was caused by an oil lamp. Searching the archives of the *Cairo Bulletin* (**Carlyle Papers Egypt #3**) backs up the police version of events, as well as confirming the date of the fire as late March 1919.

However, all is not lost. If the investigators question the shopkeepers on the Street of Jackals, they discover that, although his shop was destroyed, Faraz Najjar survived but was horribly burned. He has since opened a new shop in the Khan el-Khalili, an ancient marketplace off the Sharia al-Muizz. Liberal offerings of money help pry this information from the shopkeepers (as their *dragoman* can remind them if they are a little slow on the uptake). Everyone they question speaks of Najjar in hushed tones, believing him to be cursed, and all make warding gestures against the evil eye whenever his name is mentioned.

Alternatively, if the investigators respectfully ask for help from the authorities (perhaps someone at the Egyptian Museum, such as Dr. Ali Kafour (**Dramatis Personae: Egypt**, page 306), the Egyptian Foreign Ministry, or the American or British consuls), their contact remembers that all dealers of antiquities must be licensed by the government, and that Najjar's name and address, therefore, must be on file somewhere or other. One such place is the nearby police headquarters, where help is always available to well-dressed, polite visitors. The address on file is listed as being on the Street of Potters, somewhere in the labyrinth of the Old City, close to the Khan el-Khalili bazaar.

THE STREET OF POTTERS

In the midst of a dozen pottery shops is a door and window clearly marked "Faraz Najjar" in Arabic, "Curios" in English, and "*Magasin des Antiquités*" in French. Several stories of tenements tower above. Pushing open the door reveals a store packed full of merchandise, which Najjar handles alone. A curtained door towards the rear of the premises leads to Najjar's living quarters. The shop holds nothing of an occult or Mythos nature, nor anything of interest to the investigators, unless they wish to purchase a tawdry souvenir of their visit.

Najjar hovers expectantly over the new arrivals, encouraging them to examine his "magnificent and ancient wares" more closely, all the while attempting to keep his scarred face turned away from them. He is obsequious and gracious to begin with, but at the first mention of the Carlyle Expedition, his eyes bulge and he begins to splutter and choke. He attempts to shoo the investigators out of the shop, locking and shuttering his doors and windows behind them. He now believes in the power of the Brotherhood and is afraid to cross the cult again.

If the investigators stand their ground and refuse to leave, Najjar takes a beautiful jeweled scimitar from a case and shakes it at them, cursing loudly in Arabic about their relation to a diseased camel (no language roll required—his tone of voice is enough to convince everyone present that what he's saying is far from pleasant or complimentary, even if they can't make out the exact meaning).

A successful Hard **Charm**, **Fast Talk**, or **Persuade** roll calms the irate shopkeeper. The difficulty of the roll is reduced to Regular if the investigators back up their attempts with a generous application of cold, hard cash. After much hemming and hawing, Najjar eventually invites them to meet with him later at the nearby al-Hussein Mosque, where they can talk more freely (**Najjar's Tale**, page 316). However, if they try to use **Intimidate** (which does not work because he is more afraid of the Brotherhood than of any threat the investigators can make), or if a pushed roll is failed, Najjar shouts for help, crying out that these accursed foreigners are trying to rob him.

A sullen, hot-eyed crowd of local residents appears almost instantly, and grows steadily the longer the investigators stick around. If they don't discreetly remove themselves from the situation, they are mauled by gouges, kicks, and spittle for an incidental 1D2 damage each. In addition to the physical harm, if they fail a Hard **Spot Hidden** roll, wallets, passports, money, letters of credit, rings, and pocket watches disappear to opportunistic thieves hidden in the crowd (a successful roll allows the investigator to see what's happening and back away).

Alternative Strategies

Should the investigators' initial approach to Faraz Najjar be rebuffed, all is not lost. If they come back later, having left a suitable period of time for any mob to disperse, they see Najjar close up shop and make his way to Fishawi's coffeehouse (allegedly the oldest in Cairo), located near the entrance to the market and adjacent to the al-Hussein Mosque.

Najjar goes to Fishawi's every day to savor a glass of mint tea before devoutly walking to the al-Hussein for evening prayers. He has become a pious man since his brush with death. If the investigators approach him now, offering money helps stave off his angry rebuttals. Further cajoling, along with additional cups of mint tea and a successful Regular **Persuade**, **Fast Talk**, or **Charm** roll, convinces Najjar to invite them to talk with him at the mosque.

DRAGOMEN

The cost of hiring a tourist guide in Cairo does not, surprisingly, depend on their knowledge of the city, but on their ability to speak English or another "useful" European language, such as French. Lists of trustworthy, licensed individuals can be obtained from the better hotels' concierges, and pay is usually based on a hourly or daily rate.

Dragomen are essential not only for navigating the bewildering warren of the Old City, but also for negotiating deals with local shopkeepers and businessmen, and when hiring transport. The investigators can attempt to do so themselves but any associated rolls increase in difficulty to Hard—even if they speak sufficient Arabic to make themselves understood.

If a guide is not employed, the Keeper is within their rights to call for **Anthropology**, **Archaeology**, **History**, or **Law** rolls to help the investigators navigate through the beautiful, exotic, and bewildering streets of Cairo.

The Reputable Option

While the concierge at the investigators' hotel will gladly arrange for a *dragoman* on their behalf, all of his guides seem to have commitments that make it impossible for them to stay on the job for more than a few hours at a time. If this suits the investigators, then they are introduced to Saleem Naziz. Saleem's family has worked as tourist guides for many generations. Unlike far too many of his "colleagues," he takes his profession seriously and is scrupulously honest and forthright. He has traveled extensively within Egypt and knows Cairo better than he knows the back of his own hand. See Saleem Naziz's profile in **Characters and Monsters**, page 373.

On the Streets

Unless their own dragoman already accompanies them, two potential guides persist in offering themselves to the investigators whenever they set foot out of their hotel. One, Hakim, is about 20, strong and confident, and speaks passable English. If there are female investigators, he flirts outrageously with them. The other is a beggar boy, Mahmoud, about 11 or 12 years old. He is quick, facile, a superb liar, and also speaks passable English.

About Hakim

Hakim promises all kinds of information and services but he merely wants more money. He is the worst possible sort of *dragoman*, the type that gives all the rest a bad name. He intends to lure the investigators to a quiet alley where three of his accomplices lounge in order to rob them at knife point (double their number for pulp games). If the investigators do not resist, the men hastily take what they want and disappear. If they meet resistance, the robbers grow angry and try to take what they want by force. For statistics, use the **Robbers** profile (page 373).

About Mahmoud

An orphan, Mahmoud has lived by his wits for as long as he can remember. He knows of no family or relatives. For several years he has, each night, watched over the flowers and fruits in a minor nobleman's garden and, in return, received a place to sleep and a simple meal every day. But now his employer is dead and one of the nobleman's daughters has chased away the dirty beggar boy. Mahmoud has been weighing the possibilities of prostituting himself, flirting several times with a notorious procurer in order to gain a meal. Mahmoud is quick-witted, daring, and knows—or knows of—hundreds of useful Cairenes, but doesn't quite know as much as he thinks he does. He is very familiar with the Old City and knows from whom he can get reliable answers—formidable knowledge in this teeming city.

If employed by the investigators, Mahmoud serves them faithfully and well—within limits. He likes to spend his money as fast as he earns it so, as soon as the investigators give him coin, he disappears until it is gone. He spends his earnings at the rate of four piastres an hour (24 hours a day) on food and clothing—a level of luxury he can scarcely comprehend. If the Keeper wishes, he also has the knack of turning up whenever he's needed.

Mahmoud knows that, as yet, he is remarkably unscarred by his existence but realizes that he is living on borrowed time. If the investigators make a fuss over him, he strives with every ounce of his being to make them keep him with them forever and ever. Unfortunately, the desperate company kept by *Call of Cthulhu* investigators may bring Mahmoud to his doom nearly as quickly as impoverishment on the streets of Cairo will. Probably the happiest fate available to Mahmoud would be to be adopted or protected by Nigel Wassif (**The Cairo Bulletin**, page 321), a relationship that Keepers may recognize from Kipling's *Kim*. Alternatively, with some tweaking, Mahmoud could become a replacement investigator.

Following Najjar to the mosque and confronting him there is a potential option if the investigators make a mess of their earlier attempts to speak with the frightened shopkeeper. However, interrupting believers in mid-prayer is, at best, likely to create resentment and, at worst, a public disturbance, which may lead to the investigators' detention for their own protection.

Najjar's Tale

Once the investigators have convinced Najjar to talk with them, he sets up a meeting in a small room of the al-Hussein Mosque. These days, he feels safest on ground sacred to Allah. He sets the meeting for the lunch hour (1–2 p.m.), when all Cairo shops close. Najjar meets the investigators at the side of the mosque and leads them through several short hallways to a quiet room.

According to Najjar, Roger Carlyle sought information about the Black Pharaoh, whose reign was supposedly ended by Sneferu, the first pharaoh of the Fourth Dynasty. Najjar had come into possession of a number of items related to the Black Pharaoh, which he offered to Carlyle through his agent, Warren Besart. Even though he'd done work for Besart many times before then, he has not spoken to the Frenchman since he handed over the artifacts, and does not know where he can be found.

Amongst the items he sold to Besart were an ancient scroll detailing the entrance to a hidden room in an unnamed pyramid, within which the Black Pharaoh was supposedly entombed; a bust of the Black Pharaoh (which now rests in Edward Gavigan's secret workroom in Essex, England, and may have been seen by the investigators if they visited Misr House; **Secret Workroom**, page 275, England); a small drum (a tambour) bearing odd symbols supposedly of mystical power; and a strange circlet set with a large zircon, which was said to be the crown of the Black Pharaoh and the key to his triumph over death (actually the Crown of Nitocris—not that Najjar knows this).

A successful **Psychology** roll identifies that there is more to the story than meets the eye. Pressing Najjar further prompts him to admit that he stole the artifacts from the house of one Omar al-Shakti, a local businessman. Najjar had heard rumors about the existence of such items after Warren Besart approached him on Roger Carlyle's behalf. It wasn't until later that he discovered al-Shakti was also high priest of the Brotherhood of the Black Pharaoh in Egypt. He'd heard of the cult but never believed in such nonsense until they came after him.

Keeper note: although the Brotherhood tracked Najjar as soon as his identity was discovered, al-Shakti stayed his hand when it came to dealing with Warren Besart, as Nyarlathotep promised that the upstart Frenchman would receive a suitable punishment for his crimes once his usefulness was at an end.

While he does his best to stay away from the Brotherhood, Najjar claims that fresh rumors have reached him that the cult was involved in the recent theft of a mummy from the Clive Expedition, which is currently digging at Memphis (**The Clive Expedition**, page 307). He has also heard that the Brotherhood wants an item located in the Mosque of Ibn Tulun, but he does not know what it is or why the Brotherhood wants it. It can't be for any noble purpose, that's for sure.

If they really want to know more on occult matters related to the Black Pharaoh and his cult, Najjar suggests that they should seek out an old wise woman called Nuri. She lives in the town of El Wasta, around 7 miles (11 km) southeast of the pyramid at Meidum. He's fairly certain that her son also worked for the Carlyle Expedition during their time in the region, although the man's name escapes him. (**Nuri of El Wasta**, page 320; Najjar has no idea that the old woman has also suffered dreadful injuries at the hands of the Brotherhood and is no longer in a position to tell visitors anything.)

This is all that Faraz Najjar knows and it may turn out that he would have been wisest to have kept it all to himself. If the Brotherhood is tailing the investigators when they contact Najjar, he is murdered shortly after he imparts his information to the investigators, since he obviously did not learn his lesson the first time.

PULP: ATTACK ON NAJJAR

If the heroes are already being trailed by the cult, the attack on Najjar may take place while the heroes are talking to him. Once Najjar has relayed the important clues to the heroes, cultists appear and make a sudden surprise attack; their goal is to kill Najjar, but any heroes injured or killed is a bonus. They scatter and flee as soon as Najjar is dead or seriously wounded. If any are captured, they do not talk, being more fearful of al-Shakti than of the heroes. Use **Average Brotherhood Cultists (Egypt),** page 379, assuming two cultists per hero plus two for Najjar.

THE FALLEN AGENT

In which the investigators discover more dark secrets about the Carlyle Expedition's time in Egypt. But can Warren Besart's word be trusted?

- **Link:** author of the letter sent to Roger Carlyle, concerning Faraz Najjar (**Carlyle Papers America #1**).
- **Link:** confirmed as Carlyle's agent by his sister, Erica (**Erica's Interview**, page 133, America) and by Faraz Najjar and Jack Brady (**Najjar's Tale**, page 316, and **Carlyle Papers China #8**).

Roger Carlyle's former agent, Warren Besart, is not that hard to track down. The investigators can find his address by asking at the French Ambassador's office or at Main Station (a fictitious police station adjacent to Ezbekiya Gardens). Both show Besart's current address as The Red Door, Street of Scorpions, in the Darb al-Ahmar (the Red Alley). The Red Alley is another bazaar located along the Sharia al-Muizz in the Old City.

Neither the ambassador's staff nor the police are keen to hand over Besart's contact details without an explanation. Investigators must come up with a plausible excuse as to why they wish to find him, and it is up to the Keeper to decide how reasonable their justification is, and whether or not a bribe or some discreet arm-twisting (using the appropriate social skill rolls) helps matters along.

THE RED ALLEY

The sole red door along the Street of Scorpions opens into a clothing shop owned by one Abou Udhreh, who denies that Besart lives there. That is their agreement, for Besart does not want to be located. A successful **Psychology** roll shows Abou to be lying; he even furtively glances at a curtained archway at the back of the shop that leads to the door of the tiny room wherein Besart hides.

If the investigators decide not to call Udhreh's bluff, they can stake out the shop to see if Besart makes an appearance. If they are watching the shop at around 8 p.m., they see a strange, muffled figure sally out to eat. Going by his height, it is definitely not Udhreh and can only be the former agent. Confronting Besart in the street is not an easy task. He is functionally insane because of what he witnessed in the desert (**Carlyle Papers Egypt #1**), and only a successful **Intimidation** roll starts him speaking. Otherwise, he runs, prompting a chase.



Talking to Warren Besart

Carlyle Papers Egypt #1

"A lawyer contacted me—must have been five, six years ago: January, or maybe February. I agreed to act as purchasing agent for Mr. Roger Carlyle, a wealthy American. On written instructions from Mr. Carlyle, I purchased certain artifacts from Faraz Najjar, an antiquities dealer, and illegally shipped them out of Egypt to the Penhew Foundation in London. That was early April, I think, so they'd be there for when they got in from New York. I know the artifacts were ancient, but nothing more.

"When the Carlyle Expedition came to Egypt in May, was it? I met them and arranged for all their equipment and permits, and they invited me to travel with them in case there were any local difficulties. Their main site was at Dahshur, in the area of the Bent Pyramid.

"One day at Dahshur, Jack Brady came to me and told me that Carlyle, Hypatia Masters, Sir Aubrey, and Dr. Huston had entered the Bent Pyramid and had vanished. Brady was up in arms and suspected foul play, since the diggers had already fled the site and work had come to a standstill. We did not know what to do, so we... drank.

"The next morning, Carlyle and the others reappeared. They were excited by some tremendous find, but what it was, they would not say; nor did I learn, for Sir Aubrey was a fiend for secrecy. All of them had changed in some inexplicable way, and not for the better. I did not ask further.

"That evening, an old Egyptian woman visited me. She said that her son had been one of the diggers. She said the diggers had fled because Carlyle and the others had consorted with an ancient evil, the Messenger of the Black Wind. She said that she could recognize that the souls of all the Europeans, save Brady and myself, were lost. If I wanted proof, I should go to the Collapsed Pyramid at Meidum the night before the dark of the moon, at the time when the moon is slimmest. God help me, I went!

"I took one of the trucks, pretending to leave for a night in the pleasure quarter of Cairo. But instead, I drove the 20 miles south to Meidum and secreted myself where she advised. There in the midnight blackness I saw Carlyle and the others disport themselves in obscene rituals with a hundred madmen. The very desert came alive, crawling and undulating towards the ruins of the pyramid. To my horror, the stone ruins themselves became a skeletal, bulging-eyed thing!

"Strange creatures emerged from the sands, grasped the dancing celebrants and, one by one, tore out their throats, killing all until only the Europeans and one other robed celebrant remained.

"Something more loomed out of the sand, the size of an elephant but with five separate shaggy heads. Then I realized what it was but it is madness to speak of it! I saw it rise and in a great ravening, swallow as one all the torn corpses, leaving only five amidst the stench of the blood-soaked sands alive.

"I fainted. When I recovered, I wandered into the desert. There further horrors awaited me. Stumbling up a rise before dawn, I saw beyond hundreds of dark sphinxes, rank upon rank drawn up and waiting for the hour of madness when they will spring forth to devour the world! I fainted again and, this time, I left the world for many months.

"The man found me. For two years he and his mother cared for me—me, a man mindless and adrift. Eventually, I came back to Cairo. But I began to dream! Only hashish helps now, or opium if it can be found. My supply is low again and my life is intolerable without it. Will you good, kind people please contribute? Only strong drugs keep me from the madness. Everything, everything is lost. There is no hope for any of us. Everywhere they wait.

"Perhaps you will join me in a pipe? Yes?"

CHASE SEQUENCE QUICK REFERENCE

Warren Besart

CON	40
DEX	35
STR	20
Base MOV	7

Skills: Climb 35%, Jump 30%, Stealth 40%.

If Besart manages to give the investigators the slip, he makes his way back to Udhreh's shop by a circuitous route, refusing to come out again until the next morning. It should be easy enough for the investigators to pick up his trail again. If caught, however, Besart snivels and whines, but is thankfully reluctant to shout for help or offer anything but the feeblest resistance. After only a token struggle, he lets the investigators lead him back to his filthy room.

Alternatively, if the investigators wish to bull their way into the back room to get at Besart, Udhreh does nothing to prevent them. He doesn't particularly like the Frenchman and his filthy habits, and cares little for his fate. He also has more sense than to stand in the way of a determined group of people.

Talking to Warren Besart

The room at the back of the shop is tiny, nearly filled by a foul bed, two filthy cushions, and a worm-eaten low table. There is no room for the investigators to sit, as Besart flings himself onto the bed as soon as he enters the room (if he isn't already in residence), glaring up at his visitors with wild eyes.

Questioning this wreck of a man is also far from straightforward. The rambling, shambolic figure seems far distant to the authoritative agent hinted at in his letter to Carlyle, and confirmed by those who knew him before the events of 1919. As he relates his story (**Carlyle Papers Egypt #1**), his English alternates from precise to incomprehensible; sometimes he lapses into French or even gutter Arabic. Throughout, his voice is empty of emotion, as though his soul had long since fled. At other times he pauses to puff on a small, acrid-smelling pipe. A successful **Science (Pharmacy)** or **Natural World** roll identifies the smoke as coming from a poor grade of hashish. Occasionally, Besart completely forgets what he is saying. Near the end of his tale, he begins to sweat profusely.

Besart can be bribed with hashish or other drugs if the investigators are having a hard time drawing his story out of him or need to calm him down. Unless the investigators are users themselves, it is unlikely they have such things to hand; however, they're not hard to get hold of in the bazaars roundabout, if required.

Depending on what the investigators have seen so far, Besart's tale may seem far-fetched and highly fanciful, and could, potentially, be little more than the ravings of a depraved drug addict who is trying to cover up his own sinister actions; however, a successful **Psychology** roll reveals that, if nothing else, Besart believes what he is telling them to be true.

What Besart Saw in the Desert

The climax to the orgiastic ritual witnessed in the desert by the sorry Frenchman was the appearance of the **Black Sphinx** (**The Enormous Hole**, page 357), a fearsome entity of great power that resides in an extra-dimensional plane beyond our reality. Investigators who attempt to confront the beast are unlikely to survive such an encounter, even if using the *Pulp Cthulhu* rules.

Besart's final memory, of a desert army of sphinxes waiting to attack, may be verifiable. The contours of the Great Sphinx at Giza are very like those of *yardangs*, wind-carved landforms that occur in many deserts, and which can sometimes be found in striking and suggestive groups, like great crouching beasts. Insane or shaken investigators might stumble into such terrain, to their players' infinite horror and the Keeper's amusement.

Keeper note: Jack Brady does not mention the Black Sphinx in his report of the same event (**Carlyle Papers China #8**), having already fled the area before the Black Sphinx was summoned.

If questioned further by the investigators, Besart struggles to recall the name of the woman who warned him, then took him under her roof after his encounter with the army of sphinxes. Eventually, he remembers that she and her son lived in the town of El Wasta, near Meidum, and that her name was Nuri.

NURI OF EL WASTA

- **Link:** recommended as an expert on occult matters by Faraz Najjar (**Najjar's Tale**, page 316).
- **Link:** statement of Warren Besart, as spoken by him in the privacy of his shabby room on the Red Alley (**Carlyle Papers Egypt #1**).

Having spoken to Warren Besart, the investigators may wish to question Nuri. El Wasta is a few hours up the Nile and is rarely visited by outsiders, meaning knowledge of Arabic is essential here; a few merchants and functionaries have some very limited English and French, but they also have their own duties to perform and deals to strike. If the investigators have not already hired a guide/translator, they are advised to do so before heading to El Wasta.

On arrival, asking around identifies that there are too many Nuris in town for that name to be significant. The right Nuri is almost impossible to find without adequate Arabic and a systematic search, although a **Luck** roll means the investigators happen to chance upon the right person within 1D6+2 hours. Otherwise, careful questioning in Arabic throughout town, perhaps mentioning the fact that the Nuri they are seeking once looked after a foreign guest for a prolonged period a few years ago, at last leads them to a tiny hovel; however, their presence has been relayed to the local members of the Brotherhood, who may be waiting for them as they leave (at the Keeper's discretion).

The first person the investigators see is Ubaid, Nuri's son. His right arm and shoulder and the right side of his face have been gouged away. If any of the investigators have witnessed (or survived) a hunting horror attack, then that investigator correctly concludes that just such a creature maimed Ubaid. The large man's speech is slow and halting, and he is very wary of them. If the investigators patiently persist, Ubaid at last agrees to bring them to his mother.

Nuri looks extremely old; her injuries make it impossible to tell her actual age. Normally she is quite insane but, seeing the investigators, her eyes light up. She makes awful gurgling noises, and points with her stumps to a corner of the hut. This disturbs her son, who rushes to her. Hopefully, her actions prompt the investigators to look in the indicated corner; if not, Ubaid eventually brings the artifact to their attention.

In the corner, amidst blankets, pots, and other bric-a-brac, is a rush basket painted with a red symbol. A successful **Occult** or **Archaeology** roll identifies the glyph as an ancient Egyptian symbol of protection. Within the basket is a 7 × 9 inch (18 × 23 cm) slab of white stone several inches thick. Its irregular edges make it apparent that it was broken from a larger piece of worked stone. On its surface is inscribed a strange symbol (**Carlyle Papers Egypt #2**), which appears to be remarkably similar to the Eye of Horus combined with, possibly, the head of an inverted ankh.

Nuri silently pleads for the investigators to take the stone. Providing they accept it, she lapses into dullness, her last goal accomplished. She is of no further help. She has no idea where the other part of the symbol is, and would be unable to tell them even if she did.

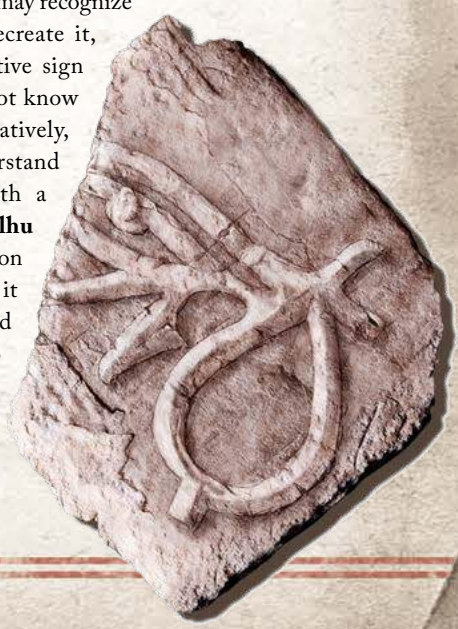
Note: no profiles are provided for Ubaid and Nuri.

Studying the Stone

When studying the stone, call for an **Archaeology** roll to identify that the incisions are many centuries old, and that such limestone was used as a facing on many pyramids. Alternatively, a successful **Science (Geology)** roll suggests the same thing. Examining the stone in greater detail—for example, under natural daylight—reveals yet more information. The stone fragment is not white or even creamy white, but has a pinkish cast—a facing color used only on the Red Pyramid at Dahshur, as any good Egyptologist knows (a successful **History** roll can also bring this fact to mind).

Though the investigators cannot know it (unless they have already retrieved the other half of the stone from Jack Brady and heard his story; see **Meeting Jack Brady**, page 577, China), the fragment is half of a warding symbol that was worked into the capstone of the Red Pyramid. The ward is known as the Eye of Light and Darkness. The investigators see only the right-hand portion of the symbol. Nuri recovered the stone after Roger Carlyle broke the ward's power.

The fragment can be of use as a guide to the nature of the symbol required in Egypt if the investigators learn the ritual of activation, which is in one of the *Seven Cryptical Books of Hsan* (**Carlyle Papers China #9**). Dr. Ali Kafour (**The Egyptian Museum**, page 322) may recognize the symbol and be able to recreate it, surmising that it is a protective sign of some power, but he does not know how to activate it. Alternatively, an investigator can understand the symbol's importance with a successful **Occult** or **Cthulhu Mythos** roll. Further information on what the symbol is and how it may be used can also be obtained if the investigators show it to Old Bundari in Kenya (**Old Bundari**, page 421, Kenya).



Carlyle Papers Egypt #2

THE CAIRO BULLETIN

- **Link:** visited by Jackson Elias (**Jackson Elias in Cairo**, page 297).

The newspaper's offices are (conveniently) very close to whatever hotel the investigators are staying at, and its back issues are just what they need to learn about the Carlyle Expedition while it was in Egypt. Not only that, but its proprietor, Nigel Wassif, could be extremely helpful in terms of establishing additional contacts.

All of the information in the *Cairo Bulletin* is available in any respectable Cairene newspaper, should the investigators decide to look elsewhere. But, remember, as far as the investigators can tell, the *Bulletin* was the only newspaper visited by Jackson Elias during his brief time in Cairo, indicating it is of some importance to their inquiries.

There are three key sections of information to be discovered, either in the newspaper's archives or from its editor, Nigel Wassif.

- Cairo Bulletin: The Carlyle Expedition (following).
- Cairo Bulletin: The Clive Expedition (following).
- Cairo Bulletin: Fire on the Street of Jackals (page 322).

Keeper note: if the investigators make an ally of Nigel Wassif, he may send word about them to Anthony Chang (**The Shanghai Courier**, page 540, China), another spy in the employ of the British Secret Service.

Cairo Bulletin: The Carlyle Expedition

Hunting through the *Cairo Bulletin's* archives identifies several articles of varying usefulness. The best item is a photograph showing Sir Aubrey, Roger Carlyle, Hypatia Masters, and Dr. Robert Huston emerging from a dinner in their honor at the Turf Club, two days after their arrival in Cairo. Carlyle is blond and handsome; Huston is darker and plumper, with a somewhat worried smile; Sir Aubrey is white-haired, tall, and distinguished; Hypatia Masters is blonde and beautifully gowned. A man in a tight tuxedo in the background may be Jack Brady but, as a mere employee, he is unidentified (unless, of course, the investigators have already met him in Shanghai).

Bits of data in the society and news sections of the *Bulletin* weave a single story. The expedition arrived in Cairo in May of 1919, avowedly to survey for and excavate sites linked with the Third Dynasty, a shadowy period in Egyptian history. After investigations near Giza, work shifted first to a site at Sakkara and then to Dahshur. Since the specific digs seemed unrelated to known Third Dynasty locations, speculation arose about the expedition's "secret purpose." Later, rumors are mentioned concerning gossip that Carlyle had made an astonishing find.

Then, in July of 1919, the expedition suddenly embarked for Mombasa, ostensibly on holiday. Other articles highlight that Roger Carlyle was said to have fallen ill around this time. As spokesman, Sir Aubrey indicated that the summer was too hot for Carlyle, and also implied that the impending seasonal flood of the Nile would cover an important site for several months.

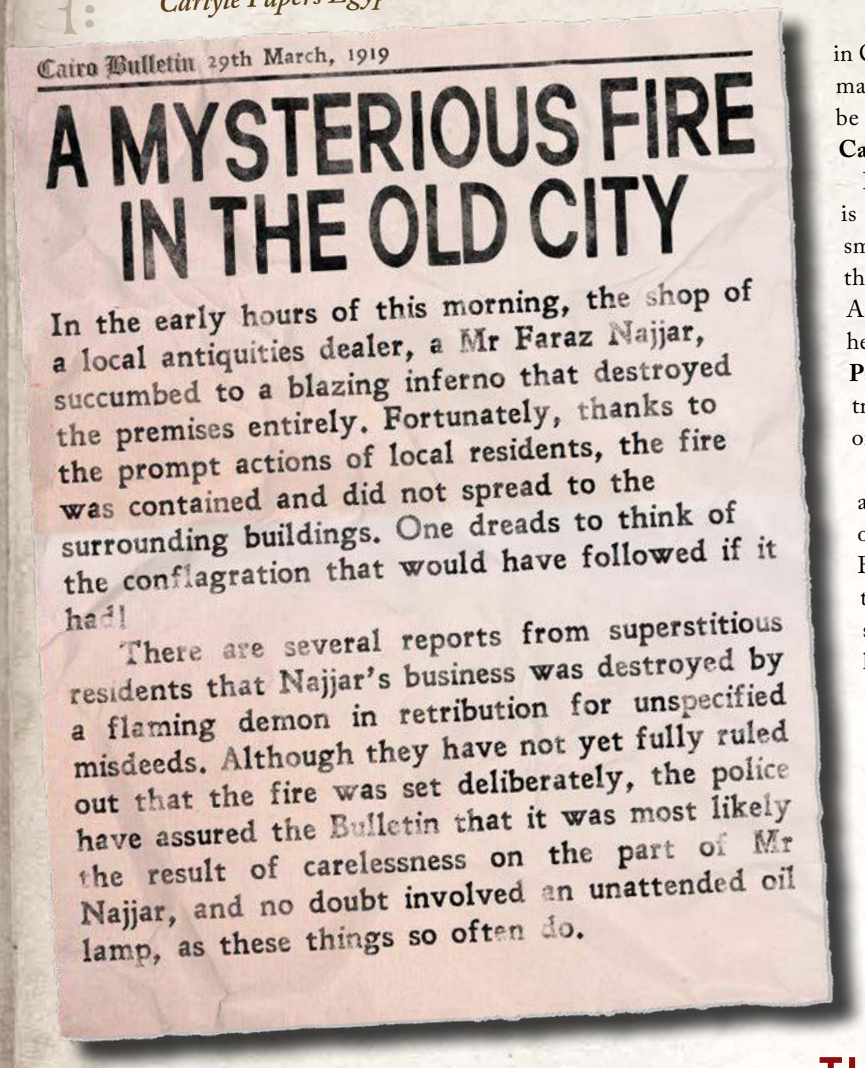
Several photographs show Hypatia Masters with her camera ("Miss Masters Prepares for a Camera Safari in Kenya"), but a successful **Spot Hidden** roll reveals that the background of one of the photographs contains part of a calendar page for May. It appears that Wassif ran the photographs in July, even though they were actually taken during the first few days after the arrival of the expedition, and are no evidence of her appearance after her visit to the Bent Pyramid (and her resulting pregnancy). This is of particular relevance if the investigators then decide to travel on to Kenya. If questioned on the matter, Wassif shrugs, claiming not to remember using earlier photographs. Any investigator with a journalism background knows that this is, in fact, common newspaper practice if more recent pictures are not available. Miss Masters also reportedly fell ill in June, and had not yet recovered when the group departed for Kenya.

Wassif remembers that the Carlyle Expedition "was simply horrid" in keeping visitors away from its sites, including the press. He also recalls that the principals of the expedition had dinner several times with one Omar al-Shakti, a wealthy cotton plantation owner whom Wassif finds repellent and whose private reputation is unsavory. A successful Hard **Psychology** roll suggests that the newspaperman knows more than he is letting on. Wassif would not normally say so to strangers, but he knows al-Shakti to be connected to the Brotherhood of the Black Pharaoh, an organization he fears and one he feels brings great shame on Egypt. If the investigators prove to be reliable friends, Wassif may share this secret, or can do so if they succeed at a Hard **Charm**, **Persuade**, or **Intimidate** roll. If they have already made a good impression on Anthony Chang in China (**The Shanghai Courier**, page 540, China), then the Cairene is more forthcoming with what he knows.

Cairo Bulletin: The Clive Expedition

While chatting, Wassif reveals that another Penhew Foundation expedition is currently in Egypt. The Clive party was excavating at Giza, where they recently unearthed the mummy of an unknown female from a secret chamber in Mycerinus' pyramid; the smallest of the three Great Pyramids (**The Mummy's Discovery**, page 337).

Carlyle Papers Egypt #3



Cairo Bulletin 29th March, 1919

A MYSTERIOUS FIRE IN THE OLD CITY

In the early hours of this morning, the shop of a local antiquities dealer, a Mr Faraz Najjar, succumbed to a blazing inferno that destroyed the premises entirely. Fortunately, thanks to the prompt actions of local residents, the fire was contained and did not spread to the surrounding buildings. One dreads to think of the conflagration that would have followed if it had!

There are several reports from superstitious residents that Najjar's business was destroyed by a flaming demon in retribution for unspecified misdeeds. Although they have not yet fully ruled out that the fire was set deliberately, the police have assured the Bulletin that it was most likely the result of carelessness on the part of Mr Najjar, and no doubt involved an unattended oil lamp, as these things so often do.

Wassif remarks that several authorities have speculated that it is Queen Nitocris, a mysterious figure of the Sixth Dynasty. However, before tests could be carried out or the mummy unwrapped, the sarcophagus and its contents disappeared, much to the bewilderment of all concerned. Considerable efforts by the police have turned up no leads. The site was well guarded and only one entrance to the secret chamber existed. It really is a complete mystery as to what could have happened.

Besides the loss of the mummy, Wassif has heard rumors that the expedition's Dutch archaeologist was fired for incompetence, among other things. As far as the journalist knows, the man, Janwillem Van Heuvelen, couldn't afford a return ticket to Europe and is still holed up somewhere in Cairo. As an insider from the Clive Expedition who may very well carry a grudge against them, who could be a better source of information? (See **The Black Cat** sidetrack scenario, page 326, for further details.)

Bringing up Faraz Najjar's claims that the Brotherhood is responsible for the mummy's theft elicits a wry smile from Wassif. "You shouldn't believe everything that shady backstreet characters tell you, you know. After all, it's not as if we're living in the Dark Ages here in Cairo!" However, as before, a successful Hard **Psychology** roll indicates that the newspaperman is trying to divert their attention away from mentions of the Brotherhood.

Should the investigators note Wassif's reticence and press him further, a successful Hard **Intimidate** or **Fast Talk** gets him to admit that he fears the Brotherhood of the Black Pharaoh and so should the investigators. He has learned to keep his mouth shut where the Brotherhood is concerned. "Walls have ears, don't you know," he says with a grimace, before changing the subject.

Cairo Bulletin: Fire on the Street of Jackals

While rifling through the archives, the investigators stumble across a small clipping reporting a fire on the Street of Jackals. It details how the shop of a local antiquities dealer, Faraz Najjar, was burned down in late March, 1919 (**Carlyle Papers Egypt #3**). The police suspect arson or an accidental fire caused by an unattended oil lamp.

THE EGYPTIAN MUSEUM

- **Link:** visited by Jackson Elias during his short stay in Cairo (**Jackson Elias in Cairo**, page 297).

The museum, a staggering storehouse of Egyptian antiquities, is not far from the Nile and the Kasr el-Nil Bridge. The building's large ochre dome is a prominent landmark in the city. This former palace houses an ever-growing collection of everything precious to the Egyptian past, and is open to visitors from 9 a.m. to 4:30 p.m.

The museum has a large collection of Egyptian occult material, much of it hieroglyphics on papyrus scrolls. Hiding in the museum, should the investigators come across it, is a complete copy of *Al Azif* in Abd al-Azrad's Arabic (also known as the *Necronomicon*; see **Appendix D: Tomes**), which may prove useful to them if all other recourse fails.



Dr. Ali Kafour, the resident expert in occult matters, oversees this portion of the museum. His interest is piqued if the investigators ask about Jackson Elias, the Carlyle Expedition, or the Black Pharaoh. If the investigators hide their intentions with irrelevant researches, the good doctor dismisses them: he is far too busy a man to deal with tourists and their nonsense.

Keeper note: even if the investigators ignore the *Cairo Bulletin*, the Egyptian Museum is the most attractive and easily accessible source of Mythos knowledge in Egypt, relatively speaking. If their inquiries haven't turned up the fact that Jackson Elias visited the museum, then the investigators can be referred to Dr. Ali Kafour by Nigel Wassif (**The Cairo Bulletin**, page 321), or the Keeper might make them work their way through a bureaucratic maze in order to reach him. There is also the possibility that, if any of the investigators are Egyptologists or occultists, they already know him, or of him, in a professional capacity.

THE VAULTS

The core of the Egyptian Museum's occult collection rests within several adjacent underground vaults of thick steel (to guard against damage from the nearby Nile). The vault walls are, essentially, impossible to break through, and the door is sealed by excellent combination locks designed and built in Munich (Extreme **Locksmith** roll).

Dr. Kafour has memorized the vault's combinations; another set of the combinations rests in the ultra-secure and efficient offices of Munchen Geldschrankenwerk, who built the locks; a third and final set is in a sealed envelope in the personal safe of the Director of Antiquities (a successful Hard **Locksmith** roll to open), located on the second floor of the museum. Additionally, and unknown to anyone but him, Kafour has cast a spell of warding for the entire collection (**Seal of Isis**, **Appendix C: Spells**). To overcome the magical protection, an investigator must make an opposed **POW** roll against the ward's POW 80.



Learning about the Black Pharaoh from Dr. Kafour

Even if Kafour cooperates and grants the investigators permission to examine the occult holdings, they need to be able to read hieroglyphic and hieratic Egyptian of various dynasties and conventions, Demotic Egyptian, Coptic, Arabic, Classical Greek, Latin, Aramaic, and Hebrew in order to thoroughly comb these materials. If the investigators manage to intrigue him, Dr. Kafour may be happy to undertake some of the research for them, depending on what it is they're looking for.

TALKING TO DR. KAFOUR

While the occult library of the Egyptian Museum is an undoubtedly rich resource, the best option for the investigators is to gain Dr. Kafour's trust and ask him specific questions relating to their inquiries. Some possible topics of conversation follow.

Jackson Elias

Dr. Kafour remembers Elias quite distinctly. He was nervous, driven, and constantly seemed to be checking over his shoulder throughout their conversation. He, too, wanted to know all about the Carlyle Expedition. Dr. Kafour had a meeting to attend and could not fully address all of Elias' queries at that time, so they scheduled another appointment. Elias never turned up, and Dr. Kafour heard no more from him.

The academic is saddened and shocked to hear of Elias' death. He warns the investigators that they, too, are placing themselves in the path of great danger by their actions (on the off-chance that they don't already know it).

The Carlyle Expedition

Dr. Kafour believes that the Carlyle Expedition uncovered a secret pertaining to the Black Pharaoh and that the discovery somehow led to their slaughter in Kenya. Sir Aubrey Penhew had long studied the Black Pharaoh, and Kafour and Penhew had discussed the topic several times and traded information about that subtle presence.

When last he came to Egypt, Sir Aubrey did not seek out Kafour, and when Kafour visited the expedition dig near Dahshur, Sir Aubrey rudely rebuffed him. Kafour vividly recalls marked changes in Sir Aubrey—physically the man seemed younger, and emotionally he was withdrawn, aloof, and curiously malicious.

The Black Pharaoh in History

At the end of the Third Dynasty, a man known as Nephren-Ka came to Egypt. Nephren-Ka was a powerful sorcerer; he brought madness and death to his enemies at the flick of a finger. The stories say that he came from an ancient city

in the deserts of Arabia, whose name was Irem, the City of Pillars. This place is mentioned in *Al Azif*. All who knew of it held it in dread.

Nephren-Ka revived the worship of an old, foul god: the Black Pharaoh. Soon Nephren-Ka and that god were interchangeable in the minds of the people, and the sorcerer became known as the Black Pharaoh. Now, no one can distinguish between their deeds and legends.

For many years, the Black Pharaoh fought with Zoser's successors of the Third Dynasty for control of the land; so great was the power of the Black Pharaoh that no record of them now remains. For a time, Nephren-Ka ruled the Nile and its peoples. At last Sneferu rose and founded the Fourth Dynasty and, with the aid of the goddess Isis, thwarted the evil magic and slew Nephren-Ka.

Remarkably, a pyramid was built at Meidum, by Sneferu's command, to contain the sorcerer's body. Kafour speculates that this, perhaps, insulated Egypt from the still-potent magic within the corpse; however, the Meidum pyramid collapsed and a second, which was already under construction, was hurriedly repurposed. This second pyramid is now known as the Bent Pyramid at Dahshur. Records imply that Nephren-Ka's corpse was removed from Meidum and placed within the Bent Pyramid, but exploration of the site has discovered no trace, despite rumors of a hidden chamber within. Another pyramid at Dahshur, the Red Pyramid, is also attributed to Sneferu; this pyramid is said to guard Dahshur, lest Nephren-Ka rise from the dead.

Upon his triumph, Sneferu ordered all traces of the Black Pharaoh stricken from the land. Nevertheless, worshippers of the Black Pharaoh remained and schemed for the evil one's return. In time, the worshippers were driven south, out of Egypt and into the hideous swamps beyond the Sudan.

In the Sixth Dynasty, the cruel Queen Nitocris was thought to be in league with a new cult of the Black Pharaoh; though the proof of this is subjective, Dr. Kafour believes it to be true. In an aside, Dr. Kafour casually mentions that the Black Pharaoh is sometimes called by the name Nyarlathotep.

Legends of the Black Pharaoh

Some say he was one of a pantheon of abominable deities more ancient than the gods of Egypt. These old gods were utterly inhuman and dedicated to chaos and madness.

- Nephren-Ka was said to possess a huge beast, of which the Sphinx at Giza is but a small, inaccurate representation.
- The voice of Nephren-Ka is said to have been carried throughout the land upon a black wind, a wind which destroyed at his whim.
- One prophecy implies that the Black Pharaoh will arise "fingers and toes after the Great Good One," a reference which many have taken to mean 20 centuries after Jesus. A new age then begins, destined to end the dominance of mankind, and bringing "freedom" and "stark truth" to the Black Pharaoh's followers.
- Man-like but inhuman worshippers of the Black Pharaoh were said to lurk underground in the deserts, occasionally waylaying innocent passersby.
- The Great Sphinx at Giza is said to have had an important function in hideous rituals held by Queen Nitocris.

The kindly scholar believes the Black Pharaoh and Nephren-Ka existed, as do the pantheon of gods of which the Black Pharaoh was a part. He calls these entities the "Outer Gods," and says they are led by the demon sultan Azathoth.

Dr. Kafour has seen servitors of these gods in the desert, and knows for a fact that the Brotherhood of the Black Pharaoh exists in present-day Egypt, though he knows nothing of its organization, leadership, or activities. He also suspects that worship of the Black Pharaoh is growing in other parts of Africa. For example, he has heard of a cult, called the Bloody Tongue, in Britain's Kenya Colony. The cult worships a monstrous god, which he believes is another aspect of the Black Pharaoh.

Queen Nitocris

According to Dr. Kafour, the unidentified mummy recently stolen from the Clive Expedition at Giza was undoubtedly the remains of that beautiful and evil ruler. She had been buried alive, but no trace of her was found until the Clive Expedition uncovered a secret room in the smallest of the Great Pyramids (**The Clive Expedition**, page 307). How or why she was stolen he does not know, but he thinks that the theft relates to the prophesied return of the Black Pharaoh.

Dr. Kafour also knows that one member of the expedition; a Dutch archaeologist called Janwillem Van Heuvelen (**The Black Cat**, page 326) was let go by the dig's supervisor, Dr. Henry Clive. If the investigators wish to learn more about the expedition, then Van Heuvelen is the person to talk to.

The Penhew Foundation

Dr. Kafour always respected Sir Aubrey (who he now believes to be dead), as well as director Edward Gavigan, and the efforts of the Penhew Foundation in London. However, since Sir Aubrey's "death," there have been ten Foundation expeditions to Egypt, and among them there have been at least 20 deaths, numerous disappearances, several suicides, and one certified case of madness. Most have followed the same pattern of paranoid secrecy, erratic excavation, and bizarre incident that was set by the Carlyle Expedition.

SIDETRACK SCENARIO: THE BLACK CAT

Wherein inquiries about the Clive Expedition lead the investigators to discover another power at large, and cause them to deduce that kindness and respect are always the best policies.

- **Link:** Nigel Wassif or Dr. Ali Kafour (**The Cairo Bulletin: The Clive Expedition** and **Talking to Dr. Kafour**, pages 321 and 324 respectively) point toward Janwillem Van Heuvelen.
- **Link:** Janwillem Van Heuvelen takes the initiative and contacts the investigators (**Making Contact** box, page 328).

When inquiring about the Clive Expedition, the investigators soon learn that one member of the dig was dismissed a month or so after the group's arrival. Although the events of **The Black Cat** are, technically, a sidetrack from their main inquiries, they do contain relevant and useful information that could aid the investigators in their attempts to unravel the Brotherhood's schemes in Egypt.

Note: statistics for the NPCs and monsters encountered here can be found at this end of this section.



A statuette of Bast

VAN HEUVELEN'S MISFORTUNES

Janwillem Van Heuvelen is a troubled man. Fired from the Clive Expedition and left to fend for himself in Cairo, the ambitious but incompetent Dutchman has tried for months to attach himself to another expedition or start one of his own, all to no avail.

A couple of weeks ago, he attempted to reconcile with the Clive Expedition. A surprisingly helpful Martin Winfield pointed the hapless Van Heuvelen in the direction of a little-known back-alley temple in the Old City. There, said Winfield, he might find a subject worthy of study, one that would not only get him back into Dr. Clive's good graces but might also make him famous in his own right. Winfield would have looked into it himself, but his time was taken up at the Memphis dig.

This is, of course, a complete fabrication on Winfield's part. He knows very well the danger he sent Van Heuvelen into under the guise of friendship. Aware of his former colleague's ambition and greed, and counting on it getting him into trouble, Winfield views sending the irritating Dutchman after the *Black Rites of Luveh-Keraphf* as an amusingly cruel and protracted way of getting rid of him once and for all.

Unaware of Winfield's duplicity and intrigued by his story, Van Heuvelen ventured into the narrow, twisting alleyways and dingy passages of the Old City. After a circuitous journey, he came to a small, dark chamber beneath the city's teeming streets. A fire burned in a small brazier before an ancient obsidian statue of a sleek cat-headed woman. Several (living) felines watched from the shadows.

Van Heuvelen examined the statue closely, and was about to count the experience as an interesting footnote in his catalog of failures, when his prodding and poking revealed a secret compartment in the base of the statue. Inside were several impossibly ancient papyrus scrolls covered with hieroglyphs: the *Black Rites*. There was no one to see him take the scrolls—no one human, at least—and so, he helped himself, believing no one would miss them.

The little temple honors the cat goddess Bast and is visited primarily by the feline population of the city. While humans do not worship Bast in any organized sense, they do still make offerings to her in times of need. A very select priesthood has managed to maintain itself through the centuries, though perhaps only one or two during any given generation. In Cairo, that position is filled by a creature of unearthly beauty and power, who wears the form of either a young woman or a black panther. This woman, Neris, now seeks the return of the *Black Rites* at any price.

For the past week, Van Heuvelen has been deciphering the scrolls. In between drinking bouts he has learned that they are the work of Luveh-Keraphf, a priest of Bast during the Thirteenth Dynasty. The unlucky Dutchman has also become the victim of a curious plague: everywhere he goes he is followed by cats. They watch him, stalk him, and, when he approaches, they hiss at him. He has even drawn a scratch or two from his feline pursuers.

DRAMATIS PERSONAE: THE BLACK CAT

There are two main protagonists in this sidetrack scenario: Janwillem Van Heuvelen and Neris, the Priestess of Bast.

Janwillem Van Heuvelen, 39, *hapless archaeologist and alcoholic*

- **Link:** interview with either Nigel Wassif or Dr. Ali Kafour (**The Cairo Bulletin: The Clive Expedition** and **Talking to Dr. Kafour**, pages 321 and 324 respectively).
- **Link:** approached by the desperate archaeologist (**Making Contact** box, page 328).



Van Heuvelen might be a halfway decent archaeologist if he wasn't so fond of the bottle. His drinking problem is intermittent: when he has money, he drinks. And when he drinks, he drinks to excess, not stopping until his money is gone. He is always happy to see fellow Westerners, especially if they furnish drinks or spare a few coins.

Thanks to his addiction, Van Heuvelen is, at best, a middling archaeologist. He has no formal degrees, having acquired his knowledge as a practical matter, in the course of several field expeditions to Egypt. Being a quick-minded man, he now has a fair knowledge of Egyptian hieroglyphs.

- **Description**: average height, a little plump, and slightly bloated from his bouts of heavy drinking. He is perpetually unshaven and wears a tiny pair of spectacles perched on his nose. His clothes are rarely laundered; he and his room smell of alcohol, perspiration, and body odor. He has a slight Dutch accent but speaks fluent English and German, as well as a smattering of Arabic.
- **Traits**: nervous, excitable, with a lot of ambition but lacking in common sense.
- **Roleplaying hooks**: providing he survives the events of **The Black Cat**, Van Heuvelen can act as an assistant or guide to the investigators during their stay in Egypt, and perhaps beyond (although they will have to pay the hapless Dutchman's expenses). However, despite their help, the Dutchman remains loyal to the Clive Expedition. He won't do anything to offend or oppose Clive and company. Unfortunately, he is also foolish enough to betray the investigators to these secret foes, in the hope of regaining his position with the expedition. Alternatively, Van Heuvelen might make a good replacement investigator, with a little tweaking to free him of his fawning devotion to Dr. Henry Clive.

Neris, appears 22, *were-panther priestess of Bast*

- **Link:** encountered through the investigators' dealings with Van Heuvelen (in respect of their inquiries about the Clive Expedition).



Neris was trained to become the guardian of Cairo's temple of Bast by her mother. It is a duty she takes very seriously. She is both sickened and angered by Van Heuvelen's desecration of Bast's sacred space.

Given her ability to transform into a panther at will, Neris makes a forbidding enemy if crossed. Whether she could effect this transformation before she assumed the mantle of Bast's priestess is a matter for conjecture; she neither confirms nor denies it if asked.

- **Description**: stunningly attractive and lithe, Neris appears to be in her early twenties, her thick, black hair cut into a fashionable bob. She dresses smartly in Western clothes and gives the distinct impression of regal breeding. She wears a faience amulet of Bast on a chain around her neck.
- **Traits**: soft-spoken; sensual but aloof.
- **Roleplaying hooks**: a dangerous enemy but a formidable ally. At the Keeper's discretion, she might make an interesting and highly unusual replacement hero in a pulp play-through of the campaign.

HUNTING THE DUTCHMAN

If they decide to pursue the leads pointing to Van Heuvelen, the investigators have some difficulty tracking him down, as he seems to have gone to ground. If they have developed an amicable relationship with Nigel Wassif and/or Dr. Kafour, either may be able to discover the Dutchman's whereabouts within a day or two.

Searching on their own, the investigators need several days to a week to find him, although this time can be reduced if they have the services of a reputable *dragoman*, who can put the word out that they are searching for the disgraced archaeologist.

Directly approaching the members of the Clive Expedition is a fruitless exercise. They either do not know where Van Heuvelen is, or claim not to know; although they are intrigued as to why the investigators are looking for him.

If they manage to speak to Martin Winfield about Van Heuvelen's whereabouts, a successful **Psychology** roll indicates his repellent nature and that he knows more than he is saying; information the investigators may be able to encourage from him with a successful **Charm** or **Intimidate** roll. While he admits to knowing where the Dutchman is living, he mentions nothing about the danger he's placed his former colleague in.

Van Heuvelen is currently residing in the Street of the Moths, one of the poorest sections of the Old City, in a dingy room behind a tailor's shop. He has stooped to running errands for his tailor/landlord to cover his room and board. When the investigators arrive at the shop, the grizzled old tailor is cursing in Arabic while shooing several cats out of the premises with a broom. He does not seem pleased that his lodger has visitors, even if they are of the human variety this time.

The Dutchman's tiny room contains a cot, a crude table and chair, a few innocuous books on Egyptian archaeology, an oil lamp, and a couple of candles jammed into wine bottles. Van Heuvelen keeps the scrolls of the *Black Rites* wrapped in canvas in a shallow hole in the dirt floor beneath his cot (a successful **Spot Hidden** notices the traces of disturbed earth).

TALKING TO VAN HEUVELEN

The Dutchman is prepared to tell the investigators whatever they want to know, so long as they're buying drinks and dinner. Once fed and watered, he begins to relate his sorry tale; the pertinent details are covered in the following sections.

MAKING CONTACT

If the investigators decide not to track down Van Heuvelen but the Keeper still wishes to use this scenario, then the down-at-heel archaeologist hears of their activities from his contacts in Cairo and approaches them, either begging for assistance with his work (if any of them have the relevant language and occult skills) or in an attempt to secure a patron or buyer for the translations. Alternatively, he knows his reputation as a drunk precedes him and he needs reputable people to act as intermediaries in any possible sale or unveiling: the investigators may well fit that bill.

The Clive Expedition

Van Heuvelen attached himself to the Clive Expedition when they arrived in Cairo, staying with them during their work at Giza. He was there when the tomb with the "unidentified" female mummy was discovered. The Dutchman believes the mummy was indeed Nitocris, about whom he knows next to nothing.

He then describes the mysterious nocturnal disappearance of the mummy and its guards (**The Mummy's Disappearance**, page 337), although he contradicts some of Henry Clive's claims, insisting that the scrolls found in the tomb were in good shape and quite legible (**The Mummy's Discovery**, page 337). He was fired abruptly just before the company packed up and left for Memphis, which he claims was because Clive needed to cut expenses. If pressed (**Persuade** or **Intimidate**), he admits that he was actually dismissed because of his drinking.

- As the conversation with Van Heuvelen continues, a cat slinks into the room. The Dutch archaeologist interrupts his speech to toss a spoon at it. The startled cat bounds out of the room with a loud yowl.

Of the members of the Clive Expedition, Van Heuvelen expresses little but praise, although he does hold a half-hearted grudge against Dr. Clive for firing him. The Dutchman is quite fond of Johanna Specht, whose knowledge of Egyptian hieroglyphs earned the Dutchman's respect in spite of her troubling political views.

Van Heuvelen is also on good terms with Agatha Broadmoor and James Gardner, though he feels that their theories about Egypt and the occult are more than a little far-fetched, particularly Gardner's insistence on a network of secret tunnels beneath the Great Pyramids. Of all of them, he is most grateful to Martin Winfield for his help since he lost his job.

The Black Rites

Fortified with alcohol, Van Heuvelen tells the investigators of the find that will make him rich and famous. In a tiny, forgotten temple, he found a set of scrolls containing an unknown tract setting forth ancient Egyptian rituals. He states that the scrolls must be at least Thirteenth Dynasty, if not earlier. He's translating them now. A few more days, maybe a week, and he'll have it finished.

If pressed or liberally plied with more alcohol, the disgraced archaeologist brandishes a sheaf of grubby papers at the investigators, a broad smile plastered across his face. This is his magnum opus, the one that will show them all that he is a talent to be reckoned with: a Dutch version of the *Black Rites of Luveh-Keraphf* (**Appendix D: Tomes**, page 644).

Anyone with the relevant language skills looking at the manuscript sees that Van Heuvelen's translation is often faulty. Though different in many ways, Dutch is a dialect of High German, and a **Language (German)** roll can suffice if the investigators do not speak Dutch.

The archaeologist claims to have translated roughly half of the scrolls and, so far, they mostly deal with the worship of Bast. He has also delved into the sections on Sebek, though he wrongly identifies the entity as Apep, one of the evil serpents of Egyptian myth who sought to stop the boat of the sun god Ra from rising every morning.

Van Heuvelen's present version of the scrolls grants +1 point to an investigator's Cthulhu Mythos skill for an initial reading and costs an automatic 1D4 Sanity points loss. A further +3% Cthulhu Mythos is added upon full study, along with 1D4 Sanity loss if the accompanying **Sanity** roll is failed. The translation includes the spells: Contact Bast, Bind Cat, and Bind Crocodile—given Van Heuvelen's state, the spells may be inaccurately translated, if the Keeper wishes to use the notion of flawed spells from Chaosium's *Grand Grimoire of Cthulhu Mythos Magic*.

If requested, the Dutchman can translate his scribblings into written English in about a week, though he can—with difficulty—provide a spoken commentary in English (taking about four hours), giving the investigators a good idea of some of its contents. If this option is taken, the investigators are unlikely to realize just how riddled with mistakes his work is (+1% Cthulhu Mythos, 1 Sanity point loss to listen to the spoken English version).

Van Heuvelen's full Dutch translation requires another month or so to complete—if he lives to complete the work, of course. Provided he does so, then a further +1%/+3% Cthulhu Mythos gain, as well as the relevant 1D4 Sanity loss, occur upon reading, and all the spells become available per the book's full write up in **Appendix C: Tomes**.

Although keen to show off his self-perceived brilliance, Van Heuvelen has more sense than to reveal the location of the original scrolls, saying only that they are in a safe place. Of course, those who noticed the fresh dirt beneath his bed can probably deduce their likely hiding place. He says he discovered the scrolls in a lost temple beneath the streets of Cairo. He is reluctant to show the investigators the temple, however, until he's finished his translation and has studied more of the site.

A Plague of Cats

Since he found the scrolls, Van Heuvelen has been the victim of a strange curse: he is being constantly watched and followed by cats of all shapes and sizes. No matter where he goes, the cats are there. The determined felines seek to avenge his theft from the temple of Bast.

In the past couple of days, as well as the cats, the Dutchman has noticed another follower: a beautiful young Arab woman. Unbeknown to Van Heuvelen, the woman is a priestess of Bast: her name is Neris and she seeks the return of the scrolls, by whatever means necessary.

In the hours after the investigators question Van Heuvelen, the plague of cats intensifies. Each time they meet with the Dutch archaeologist thereafter, a successful **Spot Hidden** roll notes an increased number of lurking, watchful felines. Whenever the investigators notice the rising number of cats, call for a **Sanity** roll (0/1 loss)—this works best if the Keeper stages several encounters between Van Heuvelen and the investigators, with the felines growing in number each time.

Van Heuvelen has not yet associated the theft of the scrolls with the presence of the cats. Perhaps the investigators can help him with this easy deduction (if necessary, a successful **INT** roll deduces the situation).

Once the investigators have met with the archaeologist, cats also begin following them, too. In fact, the more time they spend with Van Heuvelen, the more cats attach themselves to the investigators. Everywhere they turn, the felines follow: in their hotel rooms, in alleyways, taxicabs, toilets, and so on. Mysterious scurrying noises (caught by successful **Listen** rolls) turn out to be "harmless" but persistent cats. As the situation escalates, call for **Sanity** rolls (0/1 loss) as appropriate. The Keeper should use the cats as implacable, eerily intelligent pursuers, sure to set the investigators' nerves on edge with their unblinking, all-seeing eyes.

The Priestess of Bast

If Van Heuvelen or the investigators kill or seriously injure a cat, the felines gather in force, as well as engaging in furtive sneak attacks against their targets. Even if the cats are treated with care, Van Heuvelen is still singled out and scratched at least once by a wrathful specimen.

Soon after Van Heuvelen's blooding, Neris approaches him directly (one to two days after the investigators' first meeting with him). The investigators may or may not witness this meeting but, if they aren't present, it's important that they learn of it as quickly as possible (probably from a visibly shaken Van Heuvelen, who seeks out their help).

At first, the priestess' intentions seem friendly towards the unkempt foreigner, even vaguely seductive. Soon enough, however, Neris urges Van Heuvelen to return what he has stolen. Now the dark-eyed beauty's aloofness appears menacing. She warns that his theft has brought the curse of the cats upon him, and if he does not make amends, he will feel the wrath of the goddess.

If Van Heuvelen refuses (for example, if the investigators are not there to convince him to return what he has stolen, or fail to do so when present), Neris departs angrily. If followed or threatened, she runs, which may begin a chase if the investigators are on her tracks (see box nearby). It is unlikely that Van Heuvelen joins such a pursuit, preferring to skulk back to his room and quietly console himself with yet more alcohol. Neris sticks to the Old City while attempting to escape, aiming to lose any pursuers in the maze of tiny streets. If attacked during the chase, Neris remembers who wounded her and, assuming she escapes, later returns in panther form for revenge against her attacker.

If caught or cornered, the cat priestess warns the investigators that the wrath of the goddess shall be visited upon them unless they let her go in peace. As the investigators consider her words, they notice they are surrounded by an increasing number of cats (1D6 per round). If Neris it not released, the cats pounce and attack the investigators.

Use the **Miscellaneous Cats** profile (page 335) for any combat or, for a quicker resolution, ask those present to make a Fighting (Brawl) roll: if successful, they escape the scene suffering only 2 points of damage; if failed, they escape but suffer 1D4+2 damage. In the mayhem of flying fur and screeching, Neris escapes (if necessary, changing into panther form to make a sharp exit).

PULP: SCALING THE HEIGHTS

A full on, over the rooftops chase is a definite option for pulp. Rather than sticking to street-level, Neris scampers up the side of the nearest building at the first opportunity and bounds away across the city's skyline. The following applies regardless of whether she is in human or panther form.

If the heroes decide to set off in hot pursuit, a successful **Climb** roll is required to reach the upper story of the building, followed by a successful **Jump** roll each round to even hope to keep up with the fleeing priestess (as moving from rooftop to rooftop constitutes a hazard for everyone involved). Failing a Jump roll puts the hero out of the chase and costs 1D6 hit points for injuries caused by a fall.

CHASE SEQUENCE QUICK REFERENCE

Neris	(Human Form)	(Panther Form)
CON	70	75
DEX	95	120
STR	60	90
Base MOV	9	12

Skills (human): Climb 75%, Jump 75%, Listen 70%, Spot Hidden 80%, Stealth 75%.
Skills (panther): Climb 95%, Jump 95%, Listen 90%, Spot Hidden 95%, Stealth 100%.

NERIS RETURNS

Beginning a night after any encounter with Neris, and if the situation has yet to be resolved, Van Heuvelen and/or the investigators are visited by the priestess in the form of a large black panther. They might first spot her crouching on a nearby rooftop (**Spot Hidden**) or hear her growl from an alleyway (**Listen**). If they have been particularly insulting or have previously injured her or her feline friends, she makes a special point of breaking into their rooms. On their return, the investigators find their possessions strewn about and their bed sheets torn into ribbons.

The first sighting of this creature triggers a **Sanity** roll (0/1D2 loss). The panther fights only in self-defense, unless Neris herself was harmed earlier by an investigator or Van Heuvelen; if so, she takes a warning swipe or two at the person who wounded her, before loping away into the night. If attacked, the panther lashes out but flees if she loses half her hit points. When they next encounter her, Neris is fully healed (by the grace of her patron, Bast).

On subsequent nights, the panther repeats her visits, especially to the increasingly terrified Dutchman. As a panther, Neris' later appearances grow increasingly violent as she attempts to force the return of the scrolls. She pursues those who hold on to the *Black Rites* for as long as they are in Egypt. If anyone attempts to leave the country with the scrolls, she is forced into desperate measures (**Exporting the Scrolls**, page 331).

DEALING WITH THE SITUATION

If the investigators have understood Neris' warnings and manage to convince Van Heuvelen to return what he stole, without the situation escalating into serious bloodshed, then there is a chance to resolve the matter peacefully; although not, perhaps, to everyone's complete satisfaction (**Resolutions**, page 333, for possible outcomes).

If the investigators advocate the return of the scrolls, the priestess may visit them in human form to ask for their assistance with Van Heuvelen. If the alcoholic archaeologist cannot be persuaded, she advises the investigators to find and take the scrolls by force. She makes it plain that she fully expects the scrolls to be handed over to her at their next meeting.

Should the investigators encourage the Dutchman to hold on to the scrolls, Neris pursues all concerned with the same intensity as she does the thief Van Heuvelen.



Neris pays a visit to Van Heulen

DEATH OF THE FAITHFUL

If Neris dies during her attempts to retrieve the scrolls, her killer incurs the wrath of Bast, who moves implacably to avenge her faithful priestess. Like a cat, the goddess enjoys playing with her victims. At first, her feline emissaries follow the killer but the situation escalates over the following days. The cats' threatening behavior increases each day; the building tension costing the killer 0/1 Sanity points per day.

If any of the harassing cats are killed, bigger cats, such as lions and panthers, take their place. The curse ends only with either the death or atonement of Neris' killer. Atonement can be found by returning Bast's scrolls to her secret shrine (although only Van Heuvelen knows its location) or by seeking Bast's mercy and assuming Neris' place as the priest or priestess of Bast in Cairo. If neither of these outcomes take place, the curse follows its sufferer wherever they go (even into the Dreamlands) and, probably, comes to a head in Nairobi when a pride of lions hunt down and kill the target(s) of the curse. Before such a grisly end comes to pass, the cursed investigator must suffer the animosity of every feline they encounter, which should make their life that much harder (try being stealthy while a cat digs its claws deep into your leg).

THE TEMPLE OF BAST

If frightened enough by the plague of cats, the mysterious woman, and/or the black panther, and convinced by the investigators that it is in his best interests to do so—a successful **Charm**, **Intimidate**, or **Persuade** roll—Van Heuvelen agrees to lead the investigators to the secret temple where he found the scrolls. Whether he decides to surrender the scrolls once there depends on whether the investigators can talk him into doing so.

The temple is hidden in the Old City. The easiest access to it is via a narrow passage leading off a dingy back-alley; a route that twists and turns and forks, crosses the corridor of a large building before climbing up across a rooftop, only to finally plunge down a steep and narrow stairway into the earth. There is only one entrance.

Van Heuvelen can relocate the temple, although it takes far longer for him to remember the way if he is drunk. Without the Dutchman's presence, his verbal directions yield only an Extreme chance to find the temple using **Navigate**. A clever investigator might think to appeal to a cat to lead the way—a morsel of food and a heartfelt request spoken to the cat does the trick—reducing the difficulty of the Navigate roll to Hard (if necessary, an **INT** roll brings this idea to mind). If the investigators have a positive relationship with the goddess already (for example, by being a dedicated cat owner themselves), not only will it improve their relations with Neris but the difficulty of the Navigate roll is reduced to Regular.

Whether or not Van Heuvelen guides them, during their search for the sanctuary, the investigators see few people, none of whom admit knowing about a secret temple. Of course, as they get closer, more and more cats loiter on doorsteps, windowsills, and walkways.

Once located, the underground temple turns out to be a large dome-like space about 40 feet (12 m) across. Its walls are dotted with many nooks and crannies, within which its feline worshippers perch and lurk, their wise and alien eyes glinting in the soft, glowing light from a small brazier that casts shadows across the whitewashed walls.

Against the wall opposite the entrance is a 7 foot (2 m) tall statue of a beautiful, cat-headed woman seated on a throne. If needed, a successful **Archaeology** or **Anthropology** roll identifies this as the ancient Egyptian goddess Bast, sometimes called Pasht or Bubastis. A successful **Cthulhu Mythos** roll also confirms the statue as the human form of Bast, an "Elder God" believed to have some form of affinity to Earth and its feline inhabitants. The statue is carved from a single block of obsidian. On closer inspection, a successful **Spot Hidden** roll reveals the seams of a drawer between her feet, where Van Heuvelen found the scrolls originally.

When the investigators enter, a dozen cats are already in residence. If any of these creatures is attacked or molested, a multitude of cats appears and swarms forth to attack everyone present. Each round of the fight brings another 1D6 animals scurrying into the fray, seemingly out of the very walls (**Miscellaneous Cats**, page 335, for details).

If a cat is actually killed in Bast's sanctuary, all hell breaks loose as the vengeance of the goddess is made known. She transforms 1D6 of the felines present into bloodthirsty big cats; these lions and panthers attempt to kill the remaining transgressors, pursuing them to the streets if necessary. Use the lion's profile, **Characters and Monsters: The Black Cat**, page 334, as required.

If the investigators visit peacefully, they note the comings and goings of dozens, perhaps hundreds, of cats. If they remain for more than a couple of hours, a humble human

pilgrim enters. Though surprised to see others present, the person is merely here to seek the beneficence of the cat goddess. If questioned (in Arabic), the pilgrim says that they are here to pray for their cat, who has been missing for several days. They hope Bast can return their companion to them, or else see the creature's soul to its rest. They know nothing about an organized Bast cult, only that, long, long ago, their grandmother told them of this place and its purpose.

RESOLUTIONS

The situation is complex: Van Heuvelen needs to finish his translation and exhibit the scrolls in order to make his name, but Neris wants the holy items returned immediately to re-establish the divine order of the sanctuary. These two goals are in direct conflict and it may take skill and determination on the part of the investigators to bring the matter to a satisfactory conclusion.

Returning the Scrolls

Van Heuvelen is reluctant to return the scrolls unless he is seriously injured or seriously frightened. The investigators can convince him of his peril with successful **Charm**, **Intimidate**, or **Persuade** rolls. **Fast Talk** is an option but such rolls are at Hard difficulty, unless Van Heuvelen has already had a close encounter with Neris in her black panther form (after that, they become Regular).

For all concerned, the best outcome is for the investigators to convince Van Heuvelen to return the scrolls as soon as possible. This takes persuasion on their part, for the archaeologist has nothing without the *Black Rites* and he is stubborn about the matter. His life is secure if he hands the scrolls over to Neris or returns them to the temple.

If the situation gets out of hand and the archaeologist is killed, Neris doesn't know where the scrolls are, so she switches to keeping tabs on the investigators to see if they can lead her to them. The investigators find themselves experiencing a second plague of cats until they find and hand over the scrolls. If Neris kills Van Heuvelen herself, the investigators automatically lose 1D4 Sanity points for their inability to help him escape his fate, but nothing extra if they also find his mauled corpse.

Exporting the Scrolls

Neris attempts to prevent the investigators from acquiring the necessary export permit if they try to leave the country with the scrolls. Alternatively, she informs the authorities about their attempt to smuggle antiquities. As a last resort, she uses lethal force.

If Neris fails and the scrolls of the *Black Rites* leave Egypt, relentless Bast takes charge, sending out her feline sentinels (as described in the box **Death of the Faithful**). In this case, the return of the scrolls is enough to call off the feline harassment, providing no cats have been killed in the process. The odds are, ultimately, in Bast's favor, but Van Heuvelen and/or the investigators (probably) have enough time to make a full translation of the *Black Rites of Luveh-Keraphf* before the scrolls are returned to their rightful owner.

CONCLUSION

Hopefully, Van Heuvelen was convinced to return Bast's scrolls (while also giving him just enough time to complete his translation, and ensuring no cats were harmed during the enterprise). At the Keeper's discretion, grant the players an investigator development phase (refer to **Rewards**, page 162, America). Provide the following rewards or penalties as appropriate.

- Van Heuvelen's survival nets the investigators +2 Sanity points, not to mention access to the knowledge contained in the *Black Rites of Luveh-Keraphf.*
- If the scrolls were returned and no cats were harmed, a reward of +1 Sanity point plus each investigator involved gains a boon from Bast—a small, carved stone pendant in the form of a cat, which marks the wearer out as favored by the goddess (**Token of Bast's Regard**, page 653, Appendix D: Artifacts). Ownership of such a pendant could, potentially, have knock-on effects when facing down Omar al-Shakti and his nefarious companion, Hetep, if the investigators have not already encountered them in Cairo, as well as in any interactions with the cat-demon, Wu, sent to punish Mr. Lung in Shanghai (**The Demon Cabinet of Mister Lung**, page 545, China).
- For killing Neris, see **Death of the Faithful**, page 332.
- For failing to return the scrolls, the investigators are pursued by cats wherever they go, causing the loss of 0/1 Sanity points per day. The situation continues until the scrolls are returned or Bast is, somehow, appeased.

PULP: REWARDS

In addition to the Sanity rewards, pulp heroes also gain +1D10 Luck points for returning the scrolls and forestalling Bast's wrath.

CHARACTERS AND MONSTERS: THE BLACK CAT

Janwillem Van Heuvelen, 39, *hapless archaeologist and alcoholic*

STR 55	**CON** 55	**SIZ** 70	**DEX** 60	**INT** 70
APP 60	**POW** 60	**EDU** 85	**SAN** 50	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	**Luck:** 25

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3+1D4
Dodge	30% (15/6)

Pulp Combat

Brawl	45% (22/9), damage 1D3+1D4
Dodge	40% (20/8)

Pulp Talent

Quick Study: halves time needed to read tomes, Mythos or otherwise.

Skills

Anthropology 30%, Archaeology 45%, Climb 30%, Credit Rating 01%, Fast Talk 65%, History (Egyptian) 40%, Jump 40%, Listen 35%, Ride (Camel) 25%, Stealth 50%.

Languages

Arabic 35%, Dutch 85%, Egyptian Hieroglyphs 40%, English 61%, German 70%.

Neris, appears 22, *were-panther Priestess of Bast*

Human Form

STR 60	**CON** 70	**SIZ** 55	**DEX** 95	**INT** 80
APP 90	**POW** 90	**EDU** 90	**SAN** 45	**HP** 12
DB: 0	**Build:** 0	**Move:** 9	**MP:** 18	**Luck:** 45

Combat

Attacks per round (human): 2 (sharp fingernails and kick)

Brawl	70% (35/14), damage 1D4
Dodge	45% (22/9)

Pulp Combat

Brawl	85% (42/17), damage 1D4+1
Dodge	55% (27/11)

Pulp Talent

Quick Healer: natural healing increased to +3 hit points per day.

Panther Form

STR 90	**CON** 75	**SIZ** 90	**DEX** 120	**INT** 80
APP —	**POW** 95	**EDU** —	**SAN** —	**HP** 16
DB: +1D6	**Build:** 2	**Move:**12	**MP:** 19	**Luck:** —

Combat

Attacks per round: 2 (bite, claw, grab)

Grab (mnvr): if the panther successfully grabs its opponent, it continues to hang on, biting and raking with its hind claws in each subsequent round. A successful opposed STR roll is required to tear the panther away (may be carried out by either the victim or their associates).

Fighting	50% (25/10), damage 1D10+1D6
Grab (mnvr)	50% (25/10), damage 1D6, then 2D6+1D6 rake damage each round thereafter unless dislodged by opposed STR roll
Dodge	60% (30/12)

Pulp Combat

Fighting	70% (35/14), damage 1D10+1D6
Grab (mnvr)	70% (35/14), damage 1D6, then 2D6+1D6 rake damage each round thereafter unless dislodged by opposed STR roll
Dodge	60% (30/12)

Pulp Talent

Quick Healer: natural healing increased to +3 hit points per day.

Skills (human)

Climb 75%, Jump 75%, Listen 70%, Persuade 35%, Spot Hidden 80%, Stealth 75%, Track 40%.

Skills (Panther Form)

Climb 95%, Jump 95%, Listen 90%, Spot Hidden 95%, Stealth 100%, Track 100%.

Languages

Arabic 90%, English 35%.

Spells: Blessing of Bast*, Contact Bast*, Implant Fear, Bind Cat*.

See **Appendix B: Spells.*

Armor: 1-point skin and muscle in panther form.

Sanity loss: 0/1D6 Sanity points to see Neris change between forms.

Miscellaneous Cats

Use this profile for all "house" cats. Keeper determines the number of cats. Multiple cats may attack the same target at the Keeper's discretion.

STR 10	**CON** 35	**SIZ** 05	**DEX** 75	**INT** 60
APP —	**POW** 65	**EDU** —	**SAN** —	**HP** 4
DB: –2	**Build:** –2	**Move:**9	**MP:** 13	**Luck:** —

Combat

Attacks per round: 2 (bite, claw)

Grab (mnvr): if a cat successfully grabs its opponent, it continues to hang on, biting and scratching causing automatic damage in each subsequent round. A successful opposed STR roll is required to tear the cat away (may be carried out by either the victim or their associates).

Fighting	40% (20/8), damage 1D3–2 (min 1)
Grab (mnvr)	40% (20/8), damage 1D3–2 (min 1), then automatic damage each round thereafter until dislodged by an opposed STR roll
Dodge	40% (20/8)

Pulp Combat

Fighting	80% (40/16), damage 1D3-2 (min 1)
Grab (mnvr)	80% (40/16), damage 1D3–2 (min 1), then automatic damage each round thereafter until dislodged by an opposed STR roll
Dodge	50% (25/10)

Skills

Spot Hidden 80%, Stealth 80% (95%), Track 65%.

Armor: none.
Sanity loss: special (see text).

Lions and Big Cats

Including lions (*Panthera leo*), tigers, mountain lions, pumas, and cougars. Use the values listed below, adjusting as necessary —a tiger or panther is a little stronger (STR 110), while cheetahs are lighter and faster (SIZ 60, DEX 100).

char.	*average*s	*roll*s
STR	95	(2D6+12) ×5
CON	50	(3D6) ×5
SIZ	80	(3D6+6) ×5
DEX	95	(2D6+12) ×5
POW	65	(2D6+6) ×5

HP: 13
Average Damage Bonus: +1D6
Average Build: 2
Move: 10
Luck: —

Combat

Attacks per round: 2 (claws and teeth)

Fighting	60% (30/12), damage 2D6 + DB
Dodge	25% (12/5)

Skills

Stealth 30%, Track 25%.

Armor: 2-point fur and skin.



Token of Bast's Regard

THE CLIVE EXPEDITION

In which the investigators discover that yet another of the Penhew Foundation's expeditions is up to no good in the deserts of Egypt.

- **Link:** telegram from Dr. Clive to Edward Gavigan, regarding the expedition's dig at Mycerinus' pyramid (**Carlyle Papers England #5**).
- **Link:** interview with Faraz Najjar (**Najjar's Tale**, page 316).
- **Link:** interview with Nigel Wassif (**The Cairo Bulletin: The Clive Expedition**, page 321).
- **Link:** interview with Dr. Kafour (**The Egyptian Museum: Queen Nitocris**, page 325).
- **Link:** interview with Janwillem Van Heuvelen (optional; **Talking to Van Heuvelen**, page 328).

Financed by the Penhew Foundation, Dr. Henry Clive and his party have been in Egypt for the last five months. (The Keeper may need to adjust this date to fit in with that on the telegram found at the Penhew Foundation (**Carlyle Papers England #5**), depending on when the investigators arrive in Egypt.) They are currently excavating at Memphis, having hurriedly vacated the Giza plateau following the theft of a mummy from Mycerinus' pyramid. Besides the principal members described in **Dramatis Personae: Egypt** (page 307), the rest of the expedition consists of overseers, diggers, waterboys, guides, cooks, and so on.



Laborers for the Clive Expedition

The site at Memphis is impressively guarded. It lacks only minefields and machine guns to be up to the defensive standards of the Great War. Anyone with experience of archaeological digs, or the **Archaeology** skill, knows that this level of defense is unusual but not unheard of in countries where there is political or civil unrest. If anyone is questioned about the level of security, they reply that, after the events at Giza, Dr. Clive isn't prepared to take any chances this time around.

PULP: SCALING THE HEIGHTS

To increase the challenge for pulp heroes, all of the dig's Egyptian staff and guards are Brotherhood cultists supplied by Omar al-Shakti—use **Average Brotherhood Cultists (Egypt)**, page 379.

To give the heroes fair warning, as they approach the camp, a successful **Psychology** roll allows them to notice the same sullen stares that greeted them at al-Shakti's plantation (**The Plantation**, page 344)—providing they have already paid it a visit. If not, there's just something different about the guards that draws their attention; this hunch is confirmed by a Hard **Spot Hidden** roll, detecting that the guards wear an inverted ankh around their necks. If the heroes encountered the Brotherhood in London, the symbol is unwelcomingly familiar.

On arrival at Memphis, Martin Winfield greets the investigators. While he behaves in a perfectly civil manner towards the visitors, he tries his utmost to discourage any inspection of the dig. Only if the investigators can think of a good excuse—for example, a forged letter of introduction from Edward Gavigan, the sudden illness of an investigator, or the presence of an important Egyptian or British archaeologist, bureaucrat, or police official—will they be able to talk to anyone at the site, let alone gain access to it.

Of course, if the investigators have befriended Janwillem Van Heuvelen and successfully aided him (**The Black Cat**, page 326), then not only can he help them locate the expedition, but he can also help arrange a meeting with some, if not all, of the dig's core staff. Depending on what the investigators have told him of their own quest, the Dutchman's desire to ingratiate himself back into Dr. Clive's good graces (especially if he has lost access to the *Black Rites*) may flag them up as a potential threat to the Brotherhood's plans—if they have not already crossed paths with the local cult in the course of their inquiries.

TALKING TO THE CLIVE EXPEDITION

If they manage to stay for a few hours, the investigators assemble a consistent story from the various expedition members they speak to, with one or two notable exceptions.

The Mummy's Discovery

While excavating at Giza, the expedition discovered a secret chamber in Mycerinus' pyramid, the third and smallest of the Great Pyramids. In it were the unprepared but preserved remains of an unknown Egyptian queen. No hieroglyphs identified the body but the marvelous funerary trappings convinced Clive that here rested a great ruler. An ornate gold coffer containing papyrus scrolls was taken from the chamber in the hope that it might identify its occupant.

"Alas," Dr. Clive says coolly, "all the scrolls were totally illegible, the result of improper sealing when the coffer was originally placed in the chamber."

If the investigators have already spoken to Van Heuvelen about this, they know Clive is being far from truthful; otherwise, a successful **Psychology** roll identifies this fact. Challenging Clive sees their interview concluded; Clive is angry that the investigators dare to question his word on such a matter. They are politely but firmly escorted from the site and are not knowingly permitted to enter it again.

Keeper note: after they gained entrance to the secret room in Mycerinus' pyramid, the expedition found scrolls which told the full story of Nitocris' reign. The scrolls also admonished that eternal vigilance was necessary lest the evil queen rise from the dead. Clive gave the real scrolls to Omar al-Shakti, and substituted fragments of useless junk from the Twelfth Dynasty to confuse the find. (Janwillem Van Heuvelen knows the scrolls were intact, but does not know what happened to them; **Talking to Van Heuvelen**, page 328.)

The Mummy's Disappearance

If, however, Clive manages to continue with his story (or the investigators manage to discuss events with the others before upsetting Clive), they discover that preparations for the removal of the casket and the mummy were subsequently made in conjunction with the Egyptian authorities. Three nights later, terrible screams echoed from inside the pyramid. When the archaeologists investigated, they found that the mummy, the sarcophagus, and the two Egyptian police guards were missing without a trace. The guards have not been found and are presumed dead.



The excavations at Giza

No one knows how the thieves succeeded in removing an alabaster sarcophagus weighing several tons so quickly. It would have taken the expedition several days, yet from the time of the hideous cry to the time that the party entered the pyramid, no more than 20 minutes had elapsed.

Close examination of the scene showed that the dust in the corridors was undisturbed except by the identifiable footprints of the expedition's members and the antiquities authorities. Nor were there signs of roller marks or of wear at inclines and elevations along the corridors where any winches the thieves might have used would need bracing. Everyone expresses bafflement at this turn of events and worries that this inexplicable loss will discredit the great work of the expedition.

- Clive does not believe the sarcophagus contained Queen Nitocris saying that, while the possibility exists, as a scientist he must be able to prove his conjectures before announcing them. As before, a successful **Psychology** roll shows that he is clearly hiding something but cannot be pressed to say more.
- Winfield and Specht concur with Clive on being unable to confirm the mummy's identity, as well as claiming the scrolls they found to be too damaged to read.

If the investigators can get Agatha Broadmoor and James Gardner on their own, they get a different story; however, the pair are watched constantly and rarely leave the dig site. According to them:



An oasis on the road to Dahshur

- The mummy was identified as Queen Nitocris from texts which Clive researched before they left London. Indeed, without these texts, they would never have known where to look. Even then, it still took them several months to gain access to the chamber.
- Broadmoor and Gardner think that Clive has been overly discreet in not identifying the mummy but, given the legends surrounding her, grudgingly concede he might have good reasons for doing so.
- Both believe that the sarcophagus and its contents were not dragged from the pyramid. Broadmoor says that some supernatural entity was involved, "something ancient and unfathomable." Gardner, a skeptic in many ways, thinks that an undetected passage leads from the secret chamber to somewhere else—perhaps to one of the other pyramids in the area. The district police at Giza agree with Gardner's theory and spent many fruitless days trying to discover such a passage before giving up (**Following Up Leads**, page 349). Dr. Kafour, if consulted, agrees that there are stories of tunnels beneath the pyramids, but no one has ever located them (or, at least, returned to tell the tale).

Keeper note: the stone sarcophagus did indeed contain the body of Nitocris. It has now been transferred to the Great Chamber of Nyarlathotep, far beneath the Giza Sphinx (**The Altar**, page 356), having been raised and moved there by powerful magic performed by members of the Brotherhood. There is a secret passage within the third (Mycerinus') pyramid, which leads down and east to connect with a maze of tunnels deep in the rock (**Searching the Pyramid**, page 349). The entrance to the hidden passage is nearly 100 feet (30 m) from the hidden chamber of Queen Nitocris, which came in very handy during the sarcophagus' removal. James Gardner would be thrilled to discover that his theories about the existence of such a tunnel are correct.

Raising Nitocris

Agatha Broadmoor is the first to mention that the body may have been stolen in order to resurrect Nitocris. She can be convinced to share this information either with a successful **Charm** or **Persuade** roll, or if the investigators have treated her and her talents with respect (particularly if they engaged in a sitting with her). She has learned that the queen's resurrection requires three powerful artifacts: the Crown of Nitocris, the Necklace of Nitocris, and the Girdle of Nitocris. By placing these three items on the mummy of the queen while conducting the proper ritual, Nitocris will rise from the dead. Although Broadmoor knows of their existence, she doesn't know what the artifacts look like or where they may be found.

- If mentioned to the others, the notion of the literal resurrection of Nitocris is condemned by Clive, Winfield, and Gardner as "mumbo jumbo of the worst kind." Fräulein Specht says nothing.
- If the investigators have already met Dr. Ali Kafour (**The Egyptian Museum**, page 322) and go to him with Broadmoor's suspicions, he confirms that magical resurrection is, indeed, possible. However, he does not recall anything about the Girdle, the Necklace, or the Crown of Nitocris.
- Both Broadmoor and Kafour say that the likeliest time for the resurrection of Nitocris is the night of, or the night before, the dark of the moon.
- Dr. Kafour speculates that while a resurrected Nitocris might be a deadly foe, her true significance may be that efforts toward the return and empowerment of the Black Pharaoh are underway—a vast activation of long-dormant forces, of which Nitocris is but one important element.

Keeper note: Broadmoor's worst fears are well founded: Nyarlathotep does indeed intend for Nitocris to return to life. The Brotherhood already possesses the Necklace and Crown of Nitocris; should they manage to steal the Girdle from the Mosque of Ibn Tulun (**An Audacious Theft**, page 340), then they will possess all of the artifacts required to bring her back to life.

Keeper note: if desired, Broadmoor may offer (or be receptive) to giving a psychic reading for the investigators; if so, refer to her write up in the **Dramatis Personae: Egypt** (page 307) and also to **Séances** (page 213, England).

Other Esoteric Inquiries

If the investigators attempt to steer their conversations away from the reported facts of the disappearance and ask about any of the cults they have so far encountered (such as the Brotherhood of the Black Pharaoh or the Cult of the Bloody Tongue), everyone denies having ever heard of them. **Psychology** rolls can be used to identify who is lying; successes against Clive and Winfield show they know more than they admit to.

Following up on Faraz Najjar's assertion that the Brotherhood is involved in the theft of the mummy (**Najjar's Tale**, page 316) prompts Clive to conjecture that, while he has never heard of such an organization, it's not beyond the realms of possibility that a nationalist group has taken the mummy to discredit Western archaeologists, or to act as a totem for their cause. This latter point is sufficiently close to the truth that an additional **Psychology** roll regarding this matter reveals nothing further of value.

No one at the site knows anything about the Carlyle Expedition's work. Clive and the other principals have heard of the Black Pharaoh but admit to no special knowledge. Again, successful **Psychology** rolls show that Clive and Winfield are lying.

A Change of Location

If questioned as to why the expedition moved from Giza to Memphis, Clive claims that following the theft of the sarcophagus the Egyptian authorities revoked their permission to excavate near the Sphinx, as had originally been planned.

- Gardner doesn't believe this, and is quite upset about the move because it makes it nearly impossible for him to fulfill his responsibilities to the expedition, or hunt for the evidence to support his own theories. The real reason for the move is, in part, to prevent Gardner finding the proof he so desperately craves, but also to direct attention away from the site of the Brotherhood's rituals.
- Dr. Kafour can confirm that the Clive Expedition's permits for Giza are still valid, and that the authorities were happy to grant new ones for Memphis at Dr. Clive's request, if only to avoid yet more scandal and commotion.



The Stepped Pyramid of Djoser

AN AUDACIOUS THEFT

Wherein for a few hours, the investigators bid adieu to busy bureaucrats and cutthroat cultists and instead encounter true heroes of the struggle against evil.

- **Link:** interview with Faraz Najjar (**Najjar's Tale**, page 316).

Through his less-than-salubrious acquaintances in the Cairene underground, Faraz Najjar heard rumours that the Brotherhood want an item located in the former Mosque of Ibn Tulun (having already been involved in the theft of the mummy from Mycerinus' pyramid; see **Najjar's Tale**, page 316). Given what the investigators may have learned from their new associates in the city, the Brotherhood's intentions for the item (whatever it might be) cannot be good.

THE MOSQUE OF IBN TULUN

The mosque is about half a mile (800 m) due west of the Citadel of Saladin, and near due south of the Ezbekiya Gardens. The windswept wilderness of the City of the Dead begins just over half a mile (900 m) south of the mosque. The easiest way for the investigators to get there is by hired car, which their hotel concierge or *dragoman* should be able to arrange.

The oldest complete mosque in the city of Cairo, Ibn Tulun is less ornate than many of Cairo's later holy places. Traditional mosque design imitates the courtyard of Mohammed's house in Medina, where the great prophet first taught. Originally, Ibn Tulun was a walled court, open to the sky, with shade along several sides; however, since the middle of the 19th century the mosque has been converted and used as an asylum for the infirm and insane, rather than as a place of worship.

If the investigators are unfamiliar with Cairo, they might be quite surprised to find that the mosque Najjar spoke of is actually a hospital of sorts, although the shrieks and wails coming from within should give them their first clue. Regardless, they might be glad to know of its existence before their visit to Egypt is done. Asking an attendant for an audience with a member of staff introduces them to one of the medical faculty, who is somewhat bemused by the idea that there is anything worth stealing on the premises (besides drugs).

After a brief chat, the doctor recommends that the investigators speak to one of the *ulama*, the learned scholars of Islam who take care of the spiritual welfare of the asylum's inmates; they may know something he doesn't. With a successful group **Luck** roll, the doctor immediately introduces them to Ahmed al-Dhahabi, the man they need to see; if they fail the roll, the meeting takes longer to secure, as they are passed round a handful of polite but mostly unhelpful scholars until they are finally introduced to al-Dhahabi.

THE NAZIR

Ahmed al-Dhahabi is a busy man with a lot on his mind, and is uninterested in chatting with "tourists and gawkers," whether they are local, foreign, Christian, or Muslim (or anyone else, for that matter). He is reluctant to see the investigators unless they succeed at a Hard **Persuade** roll, mention the Black Pharaoh, or say something about the proposed theft of a relic from the building. Under these circumstances, they are quietly guided to a building adjacent to the mosque, which the old scholar uses as an office away from the noise and insanity of the asylum.

If the investigators convinced the old *nazir* to talk to them by mentioning either the relic or the Black Pharaoh, he attempts to learn what they know about the topic. He is careful not to reveal too much himself until he is certain that the investigators pose no threat to him or the Girdle of Nitocris. If the investigators achieve a successful Hard social skill roll (such as **Charm** or **Persuade**), he cautiously reveals that there is indeed a powerful artifact within the mosque, but that it is safely guarded from all comers. "The evil ones shall not have it. *In'shallah*."

While it is possible that the investigators have figured out that the artifact is one of the items the Brotherhood needs to raise Nitocris from the dead (if necessary, a successful **INT** roll allows them to make the connection), they don't yet know which one. If asked directly, al-Dhahabi delicately deflects all questions about the identity of the artifact unless he can be assured the investigators have sufficient information or skills to be of help in its defense.

Mentioning the proposed theft of the artifact elicits a tired smile from al-Dhahabi, who explains that someone has already attempted to steal that which is in his keeping. Fortunately, the thieves were easily repelled and he thinks it unlikely they will try again, having seen the vigor with which it is defended. He may mention that the thieves were wearing inverted ankhs—if the investigators have come across this symbol during their inquiries in Egypt or England, it confirms the Brotherhood's involvement.

It takes all of the investigators' persuasive powers to convince al-Dhahabi that the Brotherhood is unlikely to give up if they've set their sights on something (a fact the investigators may well know from personal experience, depending on what they've witnessed so far). If al-Dhahabi sufficiently trusts the investigators, he calls up Nessim Efti (**Dramatis Personae: Egypt**, page 310) for the rest of the meeting. While both men are aware of the Black Pharaoh,



A hunting horror attacks the Ibn Tulun Mosque

they insist he was a scourge destroyed long ago by the power of Allah, as was the order that worshiped him. The Black Pharaoh's name, Nyarlathotep, is known to them, but they do not pronounce it aloud and do not appreciate hearing it.

As to Nitocris, another legendary evil power, both men know that she can be raised by means of the Girdle, which they guard precisely to prevent her ascension. They have tried to destroy the Girdle but, so far, it has defeated their efforts.

The *ulama* do not know of Omar al-Shakti, who moves in much more worldly company than they do, and they are skeptical that the Brotherhood still exists—unless the investigators can share firsthand information regarding them. Both al-Dhahabi and Efti believe that the Carlyle Expedition stirred an ancient evil which now threatens the spirits of many men.

Locating the Girdle of Nitocris

The Girdle rests beneath Ahmed al-Dhahabi's office in a guarded cellar. The only entry is through an iron door at the back of the office, which is kept locked at all times (requiring **Locksmith** or for the investigators to combine their **STR** to overcome the door's STR 250, HP 35).

Behind the door, stairs lead down 25 feet (7.5 m). Here, it is cool and dry; the very conditions which have preserved so much of Egypt's heritage. The stairs end at another locked iron door (see door above). Beyond is a bare room, 20 × 15 × 10 feet high (6 × 4.5 × 3 m), with walls of thick stone.

A small chest in the center of the room holds the Girdle of Nitocris. Six *ulama*, all old and all armed with scimitars, are charged with guarding the Girdle. The lives of these men have concluded except in their zeal for Allah. Here, shut off from the world above, they testify, expound, and contemplate, waiting for death or a final chance to prove the temper of their faith. Nessim Efti, 90 years old and the chief of the guards, stands ready with the Sword of Akmallah to defend the Girdle, or die trying.

Each of the guards, including Efti, spends a few hours daily on the surface, walking, conversing, and ministering to the patients. As a result, there is a 50% chance that there are five rather than six guards in the room; however, Efti should always be present during an attack.

Twice daily, two boys bring food to the guardians, using the only key to the door, which they obtain from Ahmed al-Dhahabi, who carries the keys for both doors. (If the investigators feel the need to resort to underhanded methods to enter the cellar, then **Sleight of Hand** should prove useful.) The boys work swiftly and promptly, never entering

the room but knocking on the heavy door and waiting for one of the guards to open it and receive their food. They then immediately return the key to al-Dhahabi.

Keeper note: see **Appendix D: Artifacts** (page 652) for a description of the Girdle, and **The Items of Power** (page 361) for a means to destroy it.

Options

The investigators are now presented with a number of choices: to help defend the Girdle where it is, to steal or otherwise acquire the priceless artifact, or to attempt to destroy it. Should the investigators come into possession of the Girdle, they forestall a powerful assault on the mosque and, if they can conceal the artifact or render it useless, they make the resurrection of Nitocris impossible.

Guarding the Girdle

If the investigators offer to help stand guard and defend the Girdle in the cellar, Ahmed al-Dhahabi agrees, but only if they can convince him of their sincerity and purpose (a successful Hard social skill roll, excluding Intimidate). If so, they are present when a hunting horror materializes in the underground room (see **Tragedy Strikes**, following).

If they cannot convince the old *alim* but decide to watch the Girdle's hiding place in case of trouble, then the investigators may be present when the attack happens, at the Keeper's discretion. If they can get into the room in time, they witness the assault in all its insanity-inspiring glory. Should the investigators defeat the hunting horror, they prevent it from snatching the Girdle and carrying it back to its summoner (Omar al-Shakti). This presents the investigators with either an opportunity to snatch it for themselves or to convince al-Dhahabi to let them take it (no roll required—he is now firmly convinced of the power of the Black Pharaoh).

Stealing the Girdle

If the investigators find a way to steal the Girdle, the Brotherhood learns about the theft and dispatches its members to recover it. As if that weren't bad enough, there's also the small matter of the Cairo police, alerted to the theft by al-Dhahabi.

Leaving Cairo with the Girdle

Unless the investigators discover a way to destroy the Girdle (once they have it), then they're probably going to want to get it out of the country as quickly as possible.

- Dr. Kafour could help them obtain the necessary permits, passing the Girdle off as antique jewelry, but Omar al-Shakti will do his utmost to block such a move if he hears of it (which he most likely will).
- If the investigators have (or managed to cultivate) links in the Cairene criminal fraternity, then a forged export license is not beyond the realms of possibility, although it is unlikely that either Warren Besart or Faraz Najjar are of much direct help in obtaining a permit—they are too afraid of the potential repercussions to become any more involved. They may be able to suggest likely people, although how trustworthy those individuals are is left to the Keeper's discretion.
- Of course, the investigators may wish to indulge in a spot of smuggling rather than go through official channels; the penalties for getting caught are discussed in **Egypt in 1925**, page 301.

Getting the Girdle out of Egypt is also a sensible precaution if the investigators managed to convince al-Dhahabi to give them the artifact for safekeeping or after helping defend it against the hunting horror attack. Retaining the Girdle merely adds to the investigators' difficulties while they are in Egypt—and they still need to get it out of the country when they leave.

Other Options

Giving the Girdle to Dr. Kafour to store in his warded vault at the Egyptian Museum is only a temporary solution (**The Vaults**, page 323). The Brotherhood does everything it can to gain entry to the vault, and it's only a matter of time before they succeed.

If the investigators manage to destroy the Girdle, the Brotherhood sends its cultists to avenge the loss of such a precious and powerful object. Suggestions for how the Girdle, as well as the Crown and Necklace, can be neutralized can be found in **The Items of Power** (page 361).

Provided the investigators act honorably and bravely in their dealings with al-Dhahabi, with respect to the Girdle and its fate, they acquire his undying gratitude and assistance. Depending on their actions, the grateful *ulama* (scholars) may even award them the Sword of Akmallah, upon the condition that they dedicate their lives to the struggle against evil. If so, many doors in the Muslim world are then open to them.

TRAGEDY STRIKES

Should the investigators be standing guard or keeping a watch on the Girdle, they may witness and become involved in the attack by a hunting horror, sent by Omar al-Shakti to fetch the Girdle. Use the profile for a hunting horror provided in **Characters and Monsters: England**, page 284. If they are successful in fending off the monster, al-Dhahabi is greatly disposed to allow the investigators to take the Girdle for safekeeping (**Options**, above).

Alternatively, if the investigators do not take or destroy the Girdle of Nitocris, several days later they read or hear about

PULP: MEAN AND NASTY

For pulp heroes, an average hunting horror may not prove to be much of a challenge, so either increase the monster's characteristics to their maximum values (see *Call of Cthulhu Rulebook*, page 299), or have two average creatures arrive to take care of the Girdle and its guardians.

Of course, this being pulp, there's always the possibility that one of the heroes could attempt to bind the monster (if they know the right spell), enabling them to ride the beast back to its master (al-Shakti)...

an incident (**Carlyle Papers Egypt #4**). If Nigel Wassif is aware of their inquiries regarding the mosque, he contacts them directly about the story, as does Dr. Kafour.

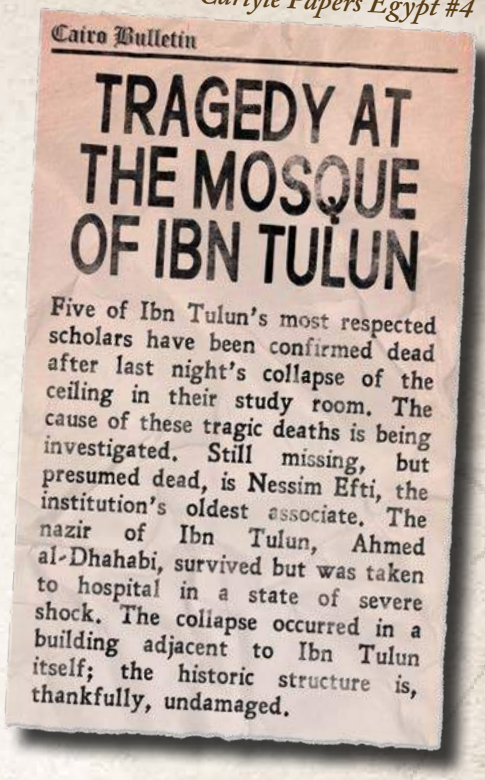
The underlying message of the article is clear: the Brotherhood has finally managed to steal the Girdle and masked their activities as a terrible accident. Their success brings the resurrection of Nitocris measurably closer. Now that the Girdle is in the hands of the Brotherhood, the investigators will not see it again until the night of Nitocris' proposed resurrection (**Special Rites for Queen Nitocris**, page 358).

Locating which hospital al-Dhahabi has been taken to is not difficult: the Kasr el-Aini, Cairo's main hospital on Rhoda Island. He can be of no further use to the investigators, though. His "state of shock" is actually catatonia induced by the sight of the hunting horror appearing in mid-air and slaughtering his old friends. Assuming they were not present for the hunting horror attack, the police are conducting an investigation, which the investigators can try to access—see **The Police Investigation**, following.

THE POLICE INVESTIGATION

If the investigators were not present and later hear about the attack on the Ibn Tulun mosque, they may decide to contact the police to uncover more information. Call for a **Luck** roll—those who are members of law enforcement or have ties to either the British or Egyptian administrations should gain a bonus die to the attempt. A success reveals that Dr. Emile Vabreaux (**Dramatis Personae: Egypt**, page 306), the Cairo police's forensics expert, found an odd substance at the scene, samples of which have been sent by military courier to laboratories in both Paris and Geneva for further testing. If they don't manage to pick up this piece of juicy gossip from the police, then Nigel Wassif could provide it instead.

Carlyle Papers Egypt #4



Cairo Bulletin

TRAGEDY AT THE MOSQUE OF IBN TULUN

Five of Ibn Tulun's most respected scholars have been confirmed dead after last night's collapse of the ceiling in their study room. The cause of these tragic deaths is being investigated. Still missing, but presumed dead, is Nessim Efti, the institution's oldest associate. The nazir of Ibn Tulun, Ahmed al-Dhahabi, survived but was taken to hospital in a state of severe shock. The collapse occurred in a building adjacent to Ibn Tulun itself; the historic structure is, thankfully, undamaged.

In talking to the police, a successful **Persuade** or **Fast Talk** roll enables an interview with Dr. Vabreaux, a subtle and imperturbable scientist, at his Cairo laboratory. From the wreckage of the cellar, Vabreaux collected nearly 6.5 lbs (3 kg) of a body tissue with which he is completely unacquainted. Talking with the perplexed scientist or asking to examine the tissue itself (a successful **Science (Biology)** roll is required to make sense of the overall structure), reveals that one surface resembles a leathery black hide, while underneath is what must be some sort of muscle tissue, given that it continues to twitch unnervingly even though removed from its parent organism.

The tissue samples were apparently cut away by an exceedingly sharp instrument. The majority of the pieces Vabreaux recovered are in cold storage; keeping them at below-freezing temperatures seems to help preserve them, but exposure to light causes the skin and underlying sinews to smoulder, meaning he has had precious little time to study them in detail.

Keeper note: of course, Vabreaux's mystery tissue is hunting horror flesh. Although they can't know it (but can probably make an educated guess if they've seen the *alim's* weapon), Nessim wounded the beast with the Sword of Akmallah before it carried him, the enchanted blade, and the Girdle away from the scene. If the investigators have any tomes or objects crafted from hunting horror skin, Vabreaux recognizes the surface texture as identical to his samples, although the tanned hide is stable when exposed to light. Otherwise, identification requires a successful **Cthulhu Mythos** roll.

A DANGEROUS MAN

A wealthy businessman appears the cordial host yet behind his smiles lurks the heart of a devil.

- **Link:** letter from Omar al-Shakti to Edward Gavigan, requesting the return of certain precious artifacts (**Carlyle Papers England #11**).
- **Link:** Gavigan's shipment ledger at Misr House (**Carlyle Papers England #12**).
- **Link:** interview with Faraz Najjar (**Najjar's Tale**, page 316).
- **Link:** interview with Nigel Wassif (**The Cairo Bulletin: The Carlyle Expedition**, page 321).
- **Link:** Ahja Singh's ledger in Mombasa (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).
- **Link:** mentioned in Gavigan's letter to Robert Huston (**Carlyle Papers Australia #4**).
- **Link:** mentioned in *Gods of Reality*, Robert Huston's rambling magnum opus (**Carlyle Papers Australia #5**).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

Having come across Omar al-Shakti's name several times during the course of their adventures, the investigators may wish to pay him a visit to find out more about him—a potentially foolhardy plan, but always an option. If they do, they find the largest of his cotton plantations a few miles north of Cairo, as well as his home in the small town of Gezira Mohammed, some six miles (9.5 km) north of Cairo along the west bank of the Nile, near to this plantation.

THE PLANTATION

By far the easiest way to reach both the plantation and al-Shakti's home is by car. The investigators' hotel concierge or *dragoman* could hire one, with or without a driver, on their behalf, or they could risk hailing a cab (motorized or horse-drawn) on the streets themselves.

Omar al-Shakti's fields plainly yield cotton and bear no hint of Mythos-related activity. A successful **Psychology** roll notes that the workers (all Brotherhood members if using *Pulp Cthulhu*, otherwise a mix of cultists and "innocents") are quieter and more sullen than most *fellahin*



Having tea with Omar al-Shakti and his cat, Hetep

(peasant laborers). With a successful Hard **Spot Hidden** roll, an investigator glimpses what appears to be an inverted ankh hanging around the neck of one worker. If they've already visited the Clive Expedition at Memphis (or the Penhew Foundation in London), then the symbol is one they recognize.

If the investigators decide to stake out the plantation, they can easily follow the desert pilgrimage of the cultists among the plantation workers on the last night of the waning moon (1D6+1 days later). The cultists' numbers grow steadily along the route to the Sphinx at Giza. To join the parade without attracting undue attention, the investigators must acquire cultists' white robes, inscribed with inverted ankhs. Local residents do not mention these parades, nor do they speak of Omar al-Shakti (**Missing Persons**, page 355). Grand ceremonies are held at the summer and winter solstices and during other auspicious astronomical alignments; otherwise, the cultists are making their way to a lesser ceremony.

The potential types of ritual witnessed are described in more detail in **The Cult's Rituals** section on page 358. Provided the investigators survive such an encounter, they may wish to report their findings to the authorities. However, without good evidence, local or national forces make no move against al-Shakti for fear of triggering yet more civil unrest. The British never act concerning such minor internal matters—unless the investigators have made friends with Nigel Wassif and can convince him to contact his paymasters in London (**The Cairo Bulletin**, page 321).

OMAR AL-SHAKTI'S HOME

If the investigators journey past the plantation, on to al-Shakti's nearby residence, he suavely greets them upon their arrival. If they have a sufficiently convincing cover story (or succeed at a Hard social skill roll), he welcomes the strangers in and offers to show them around after some refreshments, which consist of mint tea and honey cakes in his well-appointed parlor.

Any polite silences during the conversation are punctuated by the ticking of a brass-mounted clock hanging on one wall. The timepiece is oddly out of place amongst the luxurious and distinctly Egyptian decor of al-Shakti's home; those with any seafaring experience recognize it as a marine chronometer that has been removed from its protective wooden case. If the investigators have already seen Sir Aubrey's chronometer (**Sir Aubrey's Workshop**, page 590, China), then here is its twin; both are identical to that in M'Dari's sanctum in the basement of Ju-Ju House in New York (**Items Within M'Dari's Alcove**, page 157, America).

The house holds few clues for the investigators; the most valuable are to be found in the study (**The Safe**, page 347), although a successful **Spot Hidden** while in al-Shakti's home (whether invited or not) identifies a framed photograph of him hidden among several other pictures. He is shown with a striking young woman—if the investigators have already visited London and Zahra Shafik's spice shop (**Empire Spices**, page 256, England), then they recognize her instantly. If not, then permit the investigators an **INT** roll (when they encounter her in London) to remember where they've seen her face before.

Talking to al-Shakti

If questioned, al-Shakti denies any unusual knowledge of the Black Pharaoh or Queen Nitocris, adding that although he knows many legends of his land, he puts his faith in Allah and not in ancient stories. Magic, monsters, and desert ceremonies are tales for *fellahin*, he admonishes, not for educated people such as his guests.

Depending on who they have talked to in Cairo, the investigators may have uncovered al-Shakti's links to the Brotherhood of the Black Pharaoh (**The Cairo Bulletin: The Carlyle Expedition**, page 321, and **Najjar's Tale**, page 316). Questioning him about this causes al-Shakti to become obviously annoyed; he insists that he is an honest, hard-working businessman, and such are the stories put about by his business rivals to discredit him with the British (a Hard **Psychology** roll, Extreme in Pulp, to determine that while al-Shakti's annoyance is genuine, the reasons for it are not).

The Carlyle Expedition

Al-Shakti confirms that he knew Sir Aubrey in his capacity as head of the Penhew Foundation, with which he still has occasion to work from time to time. He aids the Foundation because, he states, every right-thinking Egyptian is eager to understand and preserve the wonders of this ancient land and he is blessed to be in a position to be able to do so. He did briefly meet with the members of the Carlyle Expedition during their time in Cairo as a professional courtesy to Sir Aubrey and to welcome them to Egypt, and was sorry to hear that the revered archaeologist met a violent fate in East Africa.

Jackson Elias

The businessman claims never to have met, or even heard, of Jackson Elias. A successful Hard **Psychology** roll suggests that al-Shakti is lying—but he will not be drawn further on the subject.

If al-Shakti was previously unaware of the investigators and they have been careful with their questioning then, although his suspicions are aroused, he politely bids

them farewell, later contacting Zahra Shafik in London by telegram to see what she knows of them, then acting accordingly. If they have been less than cautious, then al-Shakti immediately sends out one of his cultists to keep an eye on their movements; they can be detected by a successful Hard **Spot Hidden** roll. Use the **Average Brotherhood Cultist** profile on page 379, if required.

Keeper note: there is, of course, every chance that the investigators are already known to al-Shakti when he welcomes them into his home; if so, then he takes the opportunity to judge what the investigators know before later dispatching cultists to deal with them once they are off his property.

Alternatively, or in addition to speaking with al-Shakti, the investigators may wish to break into his home in order to search for more clues; if so, see **Investigating al-Shakti**, below.

Other Lines of Inquiry

If the investigators had the presence of mind to ask other people besides Nigel Wassif and Faraz Najjar about Omar al-Shakti before visiting him, then they uncover a wide-ranging set of views.

Some people dislike al-Shakti, having suffered financially at his hands, although they insist that he has done nothing illegal or underhanded. Many more respect him for his ability to remain one step ahead of his business rivals, although one or two mention they suspect he may use magic to achieve his aims, while making the warding sign against the evil eye as they do so. Any contacts they may have in the criminal underworld prefer not to speak of him altogether, and warn the investigators to stay out of his way.

Should the investigators manage to gain access to the few official records that exist on him, checking al-Shakti's financial records, such as they are, accompanied by a successful **Accounting** skill roll, shows that his paperwork is all above board, confirming what the vast majority of people insist he is: an honest and upstanding pillar of Cairene business society.

Investigating al-Shakti

If the investigators fail to gain an audience with al-Shakti or wish to explore his home without their genial host, they can attempt to do so. Breaking into the house requires a successful **Stealth** roll to sneak past the four guards who keep a watch from outside the property (use **Average Brotherhood Cultist (Egypt)**, page 379)—the number of guards should be beefed up if al-Shakti is forewarned about the investigators. Once inside, refer to **The Safe** (following).

While al-Shakti keeps cult activities out of the public's attention, he uses his considerable powers to avenge overt attacks or midnight burglary, and he can easily rid himself of corpses. If the investigators have spoken to him, it doesn't take long for him to realize who is behind any thefts, and he directs his henchmen to act accordingly.

If caught red-handed, in the first instance—provided that none of his men have been injured or his property badly damaged—al-Shakti acts to maintain his facade as an honest businessman. This involves calling in the police, who make it clear that, were it not for the patience and forbearance of Mr. al-Shakti, the investigators would be facing incarceration. However, any further action against Mr. al-Shakti will result in prosecution. On top of that, the investigators have made themselves known to al-Shakti as a potential threat. Even if they had managed to escape the Egyptian Brotherhood's notice before, they are now well and truly on its watchlist.

The Safe

The large house holds little of interest except for the safe in the study. The safe is actually a thick steel cabinet secured by a key lock. Al-Shakti always carries the key except when he sleeps; an investigator could attempt a Hard **Sleight of Hand** roll to pickpocket it during the day, if they were feeling lucky. Otherwise, at night, or when al-Shakti takes a nap during the hottest part of the day, the key rests in the drawer of the night table beside his bed, requiring a successful combined **Stealth** and **Sleight of Hand** roll at Hard difficulty to acquire. Alternatively, a successful **Locksmith** roll or considerable brute force is required (STR 225, HP 30—the accompanying noise is bound to attract attention).

Within the safe are business records, 250 Egyptian pounds, and a log book which lists five years of shipments: all are Egyptian artifacts sent to Ho Fang Import/Export, 15 Kaoyang St., Shanghai, or to Randolph Shipping Co., Darwin, Australia.

There are two other items of interest stuck into the pages of the logbook. The first is Edward Gavigan's business card, identical to that found in Jackson Elias' New York Hotel room (**Carlyle Papers America #2**). The second is an initialled receipt (**Carlyle Papers Egypt #5**). If the investigators have already seen Sir Aubrey Penhew's handwriting, a successful **Appraise** skill roll (or Hard **INT** roll) identifies it as written by him. The receipt lists a scarab brooch as being sent to Ho Fang Import/Export two months earlier. The notepaper is fresh, though undated. The receipt provides evidence suggesting that "A.P." is still alive and presumably living somewhere in the vicinity of Shanghai.

If the Keeper wishes, the Crown and Necklace of Nitocris, as well as the Girdle if the Brotherhood managed to steal it, are also stored in the safe. Ordinarily, though, they are kept in the far safer confines of the Great Chamber of Nyarlathotep (**The Altar**, page 356).

Carlyle Papers Egypt #5

My Dear Omar,

The scarab brooch, which arrived this morning, is magnificent. If the matching pieces could be found, I would be most appreciative.

A. P.

THE HORRORS BELOW

It was then that the smile of the Sphinx vaguely displeased us, and made us wonder about the legends of subterranean passages beneath the monstrous creature, leading down, down, down to depths none might dare hint at—depths connected with mysteries older than the dynastic Egypt we excavate, and having a sinister relation to the persistence of abnormal, animal-headed gods in the ancient Nilotic pantheon.

—H. P. Lovecraft, *Under the Pyramids*

In which the cultists openly parade to their foul ceremonies. To follow their trail, the investigators must dare that which lurks in the dark and loathsome passages deep beneath the dust of ages.

- **Link:** surveillance of al-Shakti's plantation workers and their nighttime activities (**The Plantation** and **The Cult's Rituals**, pages 358 and 344 respectively).
- **Link:** interviews with Agatha Broadmoor, James Gardner, and the police investigating the disappearance of Nitocris' mummy (**The Mummy's Disappearance**, page 337).
- **Link:** interview with Janwillem Van Heuvelen (optional; **The Black Cat**, page 326).

While their researches have identified some, if not all, of what the Carlyle Expedition got up to while in Egypt during the summer of 1919, the investigators have also stumbled across evidence that the Brotherhood of the Black Pharaoh is planning something blasphemous in the wastes beyond Cairo.

If the investigators have managed to piece together the clues from Agatha Broadmoor, James Gardner, and Dr. Kafour, and have seen al-Shakti's plantation workers heading off to their blasphemous rituals, then their next destination should be Giza and the horrors which lie beneath the desert sands.

THE RIDDLE OF THE GREAT SPHINX

For much of the 19th century and before, the Great Sphinx at Giza was largely buried beneath the desert sands. Some sporadic attempts were made to clear it, and certainly parts of the forelimbs and the stele between them are visible by 1925. At some point in that year, the French engineer, Emile Baraize, is given the job of fully excavating and restoring the iconic statue, a Herculean task he does not complete until 1936.

While the partial burial of the Great Sphinx doesn't have to affect the cult's ability to use the stele to access the underground catacombs (**Entrance A**, page 350), the presence of Baraize's team could cause more of a problem. One option is to stall the project until after the ritual to raise Nitocris is completed (for good or ill). Another, probably more realistic option, is to have some members of Baraize's site security belonging to the Brotherhood. These men can then ensure that any non-cultists are kept well away from the Sphinx whenever a ritual is scheduled to take place.

GIZA

Located to the southwest of Cairo on the west bank of the River Nile, the Giza Plateau is home to the last remaining wonder of the ancient world: the Great Pyramids of Cheops (Khufu), Chephren (Khafre), and Mycerinus (Menkaura). A popular tourist destination, though not for the faint-hearted, the pyramid complex is easily reached by tram from the center of Cairo (a journey of approximately 60 minutes). The roads are of a sufficiently good quality that a motorbus also makes the run, and the investigators' hotel or *dragoman* could arrange for a private car to take them there, if they so wished.

Tickets for guided tours of the pyramids can be obtained from an office along the street from the Mena House Hotel, close to where the Cairo tram terminates. Otherwise, scores of *dragomen* offer camel and donkey tours for those wishing to obtain an overview of the site. The Mena House Hotel is also a welcome respite from the heat and chaos, providing four-star service to its invariably wealthy clientele.

As might be expected, the plateau is home to numerous archaeological digs, particularly those funded by the Vienna Academy of Sciences, and Harvard University in association with the Boston Museum of Fine Arts. Should the investigators decide to ask around any of the current digs, they are left in no doubt that the theft of the mummy from the Clive Expedition during its brief time on the plateau caused a great deal of tension, both among the foreign academics and with their local workforces. Many fear it has jeopardized their own work, as well as bringing Western archaeologists into disrepute.

FOLLOWING UP LEADS

The district police in Giza seem somewhat embarrassed if asked about the theft from the Clive Expedition. They confirm James Gardner's story that they searched for a secret passage in the pyramid for days after the mummy was stolen (**The Mummy's Disappearance**, page 337). They eventually gave up when their efforts found nothing of interest.

If pressed (a successful social skill roll, such as **Persuade**), the police admit to finding a hidden shaft close to Mycerinus' pyramid after the Clive Expedition left, but the other archaeologists at Giza identified it as a burial shaft, of which there are many dotted about the ruins on the plateau. And, as baffling as the theft was already, it was beyond comprehension that someone could get a sarcophagus of that size down a vertical shaft outside the pyramid without anyone in the nearby camp noticing.

The police are happy to tell the investigators where to find the shaft (entrance "D" marked on the map, page 351), but openly express their doubt that it has anything to do with the loss of the mummy. Should the name of Nitocris be mentioned by the investigators, call for a Hard **Spot Hidden** roll to notice at least one of the officers making a warding sign against the evil eye when her name is spoken.

If the investigators decide to talk to the police regarding any suspicions they may have about Omar al-Shakti, then the response is clear: once their incredulity and shocked laughter has died down, the police insist he is a pillar of the local business community. Unless they have hard evidence of his murderous activities that the authorities cannot ignore, they receive a (mostly) polite warning that those spreading malicious gossip about such a respectable citizen will find they have few friends to call on should they require any assistance in future. (For further details on al-Shakti's social standing, see his entry in **Dramatis Personae: Egypt**, page 309.) If statistics are required for the policemen, use **Egyptian Policeman/Guard**, page 375.

MYCERINUS' PYRAMID

Built for the Pharaoh Mycerinus, Cheops' grandson, this is the least impressive of the Great Pyramids at Giza. It has a large, vertical scar on its north face, caused when the son of the legendary Muslim warlord Saladin tried to destroy the monumental structure at the end of the 12th century. There are many rumors as to why he attempted this, and why he gave up eight months later. Was he intent on locating and destroying Nitocris' tomb or, perhaps, was he merely trying to acquire dressed stone for his own building works? Perhaps it was just too great an expense to continue; but, then again, maybe something caused him to change his mind? The record books remain strangely silent on the topic.

The pyramid itself is not easy to get into, and its passageways are steep and claustrophobic. As the theft of the mummy took place a couple of months ago, there are no longer any guards on the tomb, and tourists are once again permitted to enter it.

Searching the Pyramid

If the investigators wish to search the pyramid, they are free to do so. Should they employ a local guide, he takes them straight to the secret chamber, which he admits has become something of a tourist attraction in its own right because of the theft. Otherwise, they must clamber down into the bowels of the pyramid until they find it themselves. Unsurprisingly, it has been hastily added to the cheap, hand-drawn maps available from the various hawkers outside, so it is not that difficult to locate.

A series of small antechambers precede the actual burial chamber. Carefully searching all of them in the flickering torch light, including the burial chamber, leads to the discovery of the sliding panel into the tunnels (as well as the stone they need to press to open it) with a successful Extreme **Spot Hidden** roll (**Map: Tunnels Under the Pyramids**, page 350).

Should the investigators find the entrance while in the presence of a guide (other than their own *dragoman* from Cairo), he immediately flees and attempts to inform the police that the tunnel has been found—unless stopped; the investigators might mistake him for a cultist. If the police are told about the secret entrance, the investigators have a limited time in which to either enter the tunnels or search for signs of the sarcophagus having been carried this way before the police arrive. (Of course, there are no signs, seeing as the sarcophagus wasn't physically dragged out of the pyramid.)

If the investigators decide to enter the tunnels at this point, then they need to close the door behind themselves, unless they want the police following them. There is an obvious lever for this purpose just inside the secret tunnel. Their disappearance is bound to cause a furore, which raises questions they will need to answer if they survive their visit to the Great Chamber of Nyarlathotep. Public knowledge of the investigators' disappearance in the pyramid also alerts the Brotherhood to the investigators' activities in Egypt.

DESCENT INTO HORROR

If the investigators do not stumble across the secret tunnel in Mycerinus' pyramid, as indicated on the nearby plan (**Map: Tunnels Under the Pyramids**, page 350), there are four other potential entrances to the underground labyrinth,

the existence of which James Gardner has so brilliantly hypothesized.

The investigators are already aware of entrance D if they have spoken to the Giza police, but there are also two other burial shafts (entrances B and C) located close to the Great Sphinx. Entrance A can only be found by following or impersonating cultists on a ritual night (**Entrance A**, nearby).

If the investigators don't know about entrance D and decide to randomly search the ruins around Mycerinus' pyramid, the Keeper should request a **Spot Hidden** roll; if successful, a shaft is discovered that likely leads to "something," though exactly what is unclear without further investigation.

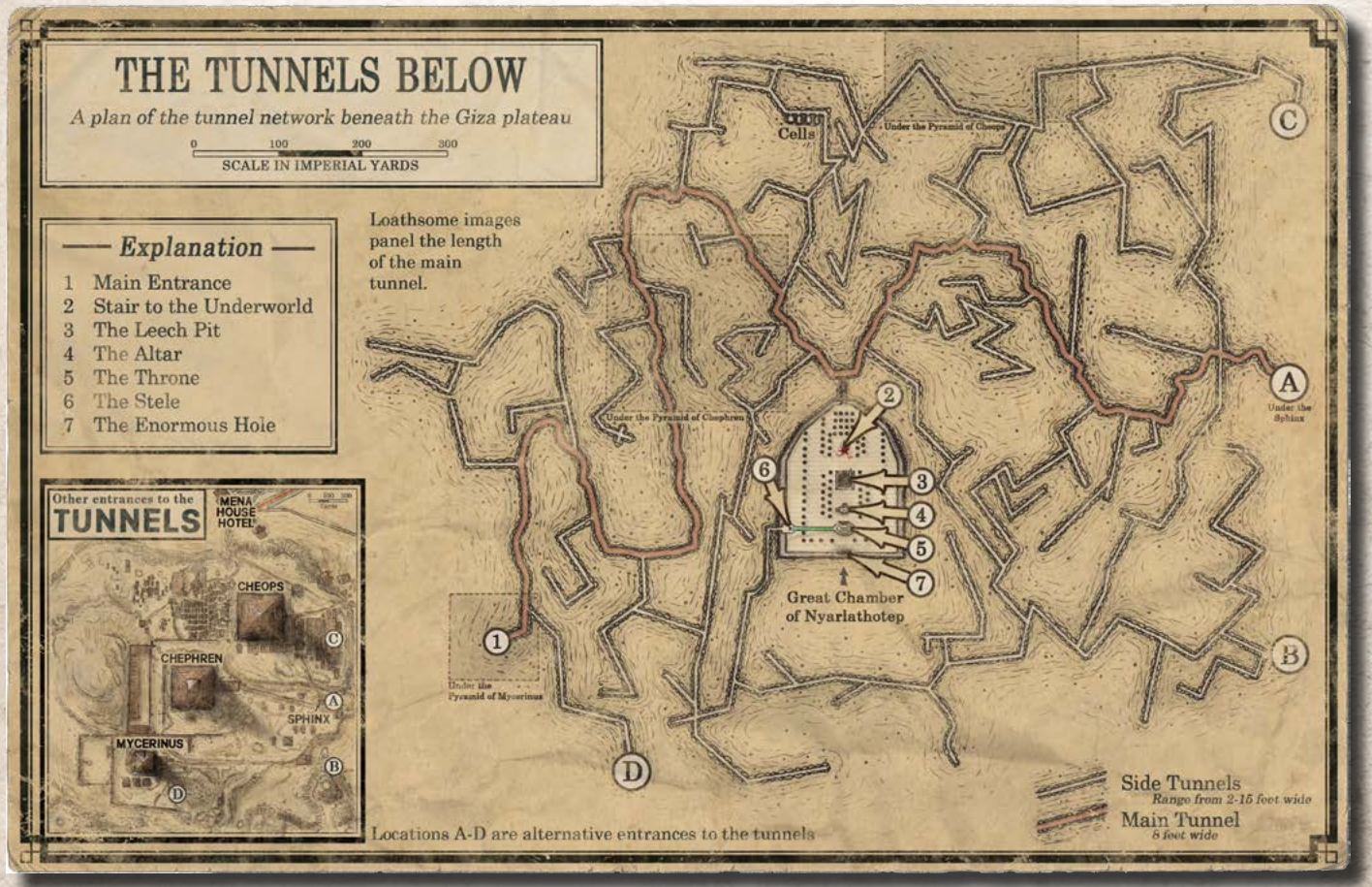
If they believe James Gardner's theories to be credible and have taken note of what Dr. Kafour told them about rites to Nitocris being associated with the Great Sphinx, then the investigators may wish to search for hidden entrances in its vicinity. (If they have forgotten what Dr. Kafour told them, then it merely takes them longer to find what they are looking for.) Questioning the local guides points them in the direction of the general areas for entrances B and C but, again, a successful combined **Luck** and **Spot Hidden** roll is required to identify their exact locations.

Whichever shaft the investigators uncover, they need torches or flashlights in order to fully explore the shaft and the tangle of tunnels to which it is connected (note that certain entrances also require rope and climbing gear). Without a source of light, they are left stumbling about blindly in the velvet, impenetrable darkness (apply increased skill difficulties and/or penalty dice as appropriate).

Entrance A

This entrance is with the stele erected by Thutmosis IV in front of the Sphinx, and is magical in nature. Its four sides exhibit the lengthy tale of how Thutmosis found the Sphinx buried in the Egyptian sands and how he unearthed it. Scattered in a subtle pattern across the front of the stele are 13 glyphs, which if taken together form a statement:

Mighty Is the God Whose Breath Brings Death and Whose Form Brings Madness!



At night, by reciting this passage aloud in ancient Egyptian (Demotic pronunciation serves as well), and by sacrificing 12 magic points to the stele, the stele becomes intangible and translucent, though still visible. This effect lasts for two minutes.

Any investigator, or ally, with a skill of at least 10% in **Language (Egyptian Hieroglyphs)** can identify the necessary invocation (no roll) but a successful **Cthulhu Mythos** or **Occult** roll is required to determine the right sequence of words and activate the magical opening. Among the cultists, only the high priest (currently al-Shakti) knows the ritual phrase to open the way. Upon sacrificing their magic points, the high priest enters, followed by the eager crush of his insane flock.

Once within the stele, entrants instantaneously find themselves in a chamber (marked "A" on the map), which exits into a tunnel. There is no trace of the surface world as they are now more than 200 feet (60 m) below ground. By standing in the center of the chamber and invoking the name of Nyarlathotep, the speaker is transported back to the surface (no loss of magic points).

Investigators following the cultists on their way to a ritual may pass freely through the stele (going in disguise is probably wise) while the spell keeps the stele open.

Entrance B

A second entrance (marked "B" on the map) is a hole in the ground located about 300 yards (275 m) south of the stele entrance. The shaft falls 50 feet (15 m) straight down without a break, then bends to the left and becomes a ramp declining at nearly 20 degrees for another 200 feet (60 m). The hole is usually fenced off and is wide enough to admit only one climber at a time.

The walls of this shaft are nearly impossible to climb up or down without rope and climbing equipment— an Extreme **Climb** roll is required if attempted without the necessary gear. The walls have few handholds, and most of the surfaces are slimy from who knows what. Cultists occasionally throw or lower a victim down here, and people have been known to toss garbage down as well.

Entrance C

The third entrance (marked "C" on the map) is another burial shaft; 300 yards (275 m) north of the stele. In most respects it is identical to entrance B, except that the shaft bends slightly several times before concluding 50 feet (15 m) down, where it turns into a steep ramp. The walls are equally slick and difficult to climb, again requiring an Extreme **Climb** roll if attempted without the proper equipment.

Entrance D

This entrance (marked "D" on the map) is found beneath an ancient-looking stone slab hidden amongst the rock tombs some 150 yards (around 140 m) southeast of Mycerinus' pyramid.

After a relatively short and sharp descent straight down (around 30 feet; 9 m), there is a small, square chamber with a blocked doorway on each wall. All of the entrances are false bar one, which leads into the labyrinth below. A successful **Spot Hidden** roll identifies the correct door. There is no sliding panel here—the corridor's entrance has been blocked up with mud bricks faced with a thin layer of plaster rendered to match the blind entrances. The wall can be broken through with picks and shovels and a little effort (no roll required, but the activity takes time).

Once through into the corridor, its sloping stone floor is easily negotiated. It connects with the long, winding main tunnel that ends close to the secret chamber of Queen Nitocris within Mycerinus' pyramid.

BENEATH THE PYRAMIDS

Far below the earth, the silence is ceaseless and oppressive. Above is a terrible weight of suspended stone and earth. Occasional drafts pass along the tunnels, causing candles or torches to gutter momentarily.

The Main Tunnel

The main tunnel winds from the pyramid of Mycerinus all the way to the entrance chamber below the stele of Thutmosis (entrance A). It is about a mile (1.6 km) in length, though the straight-line distance is little more than half that. Approximately mid-way between these two points lies the **Great Chamber of Nyarlathotep** (page 355), where the Brotherhood's sacred and horrific rites occur.

The main tunnel is of hewn stone, obviously man-made; its floor is generally level, and the tunnel is approximately 8 feet (2.5 m) wide and 8 feet (2.5 m) high. There is no light, except for the occasional glow from livid purple or putrid green fungus—slimy stuff, disgusting to touch. Branch tunnels and tiny votary alcoves frequently open to either side.

Along the main tunnel, loathsome images panel the walls, depicting men with the heads of animals, animals with human limbs, and unidentifiable entities performing cruel, disgusting, and obscene activities. If the investigators use lights and thereby comprehend the pictures, they risk a loss of 0/1 Sanity points while negotiating their passage. In addition, see **Random Events** (page 353).

Opposite: Map of the tunnels below the pyramid

TABLE: EVENTS BENEATH THE SPHINX

Pick or Roll 1D10	Event
1	A successful Listen roll hears snatches of Arabic conversation; provided the listener understands the language, two men are discussing that there may be intruders in the tunnels. The voices cannot be located.
2	Warm liquid drips from the tunnel ceiling; the stone beneath is slick and red. Those with either First Aid or Medicine can identify the liquid as blood (no roll required), which has no apparent source (0/1 Sanity loss).
3	With a successful Spot Hidden roll, jet-black roses are seen to border the tunnel floor. The investigator who picks one loses 1D3 hit points from the razor-sharp thorns.
4	A foul stench engulfs the investigators; failure to make a successful Hard CON roll forces the investigator to vomit for 1D4 rounds.
5	Call for a Luck roll: if failed, the investigator stumbles and falls. Slimy, luminous moss coats their hands, elbows, and knees, and cannot be rubbed off (it disintegrates after 24 hours).
6	A violent blast of wind extinguishes all unshielded candles and carries off any loose papers. Whether a Keeper allows a DEX roll to catch hold of a particularly important paper is determined by how kind a Keeper you are...
7	Some shapeless thing is glimpsed in the shadows. It leaves neither trace nor track of its passage.
8	Macabre chuckles, growls, or groans are heard in the blackness—they may be a single sound or a hideous cacophony erupting without reason.
9	Four to six children of the Sphinx attempt to seize one investigator (if in a branch tunnel) or two investigators (if in the main tunnel). Roll any die: an odd result indicates that the children come from the rear, while an even result indicates that they come from the front. There is room for two children to each attempt a grab in a branch tunnel, and room for four to grab at once in the main tunnel. As the Keeper wishes, captives are taken to the cells or to the Great Chamber of Nyarlathotep (for a more immediate sacrifice). See the description and statistics for the children in **Characters and Monsters: Egypt**, page 372.
10	Pick an investigator or choose the one with the lowest Luck: the investigator perceives that the walls of the tunnel are rhythmically moving in and out, like bronchial tubes in the lungs, provoking a Sanity roll (1/1D4 loss). This episode may, later, be utilized for delusions, if that investigator goes insane.

The Side Tunnels

Some parts of these branching black passages are obviously cut from the stone; other parts look like old water courses or rock fractures, or as if acid had eaten through the stone. Still other parts have obviously been hacked out by hand (or claw).

These tunnels have an organic feel, suggesting that some great beast was once imprisoned within the stone, then somehow got free; the investigators now creep along the spaces left by its bones and sinews.

While it is true that the direction of the branches is generally consistent, the angles of the walls, floor, and ceiling constantly change, and the passages themselves may narrow to as little as 2 feet (60 cm) across, or extend as much as 15 feet (4.5 m) wide by 15 feet (4.5 m) high. More strikingly, the way constantly rises or falls, so that it is impossible to see far ahead or behind. Thus blocked, the beams of lamps or strong flashlights reveal little. Use the twisting tunnels, filled with darkness and the dust of ages, to build tension.

Because the lines of sight vary, if the investigators include those with ranged magical or physical attacks, the Keeper may want to monitor their marching order to see if those guns or spells can be brought to bear in the event of any unfortunate encounters.

See **Random Events** (page 353) and, for pulp games, see **Pulp: Additional Hazards** (page 354) for possible encounters in the side tunnels.



Finding the Path

The two tunnel types, main and side, are shown on the map. Depending on which entrance the investigators use, they find themselves in the main tunnel (via entrances A and D) or one of the many side tunnels (via entrances B and C).

If the investigators followed the Brotherhood's members through entrance A, then finding their way to the Great Chamber of Nyarlathotep is simple—they just keep following the cultists. If they have entered via entrance D then, once in the main corridor, a successful **Spot Hidden** roll (Hard if they've brought inadequate light sources, such as candles or matches) identifies footprints in the dust, which can be followed to the main chamber. (A **Track** roll is only required if using candles or matches to light the way.)

For those groups who would not enjoy being asked which direction they wish to go at each intersection shown on the map, then a **Navigate** or **Luck** roll should suffice, with a fumble (or failed pushed roll) leading them into a potential event (**Random Events**, following). With success (or eventually through trial and error), the investigators either come to the Great Chamber's back door (**The Stele**, page 356) or the main tunnel, at the Keeper's discretion. Once in the main tunnel, the investigators have a chance to spot the cultists' footsteps leading to the Great Chamber.

If the players would enjoy charting their way step-by-step through the tunnels, then the Keeper is free to ask for their decision at each junction, carefully mapping their progress on the map. This way, certain encounters are dictated by where the investigators find themselves, and not just by how atmospheric or unnerving they might be.

Random Events

Table: Events Beneath the Sphinx contains a selection of possible entanglements and distractions the investigators could stumble across as they make their way to the great Chamber of Nyarlathotep. These are optional devices intended to test the nerve of investigators and emphasize the fearful forces arrayed against them.

The Keeper can choose or roll randomly on the table. If used randomly, be careful that the encounters don't become a distraction from the main plot. The Keeper is under no obligation to use any of the suggestions if they do not fit with their campaign style or flavor—if play is proceeding satisfactorily without an encounter, there is no need to insert one just for the sake of it.

PULP: ADDITIONAL HAZARDS

Side tunnels present additional dangers that the main tunnel does not. If the Keeper so wishes, they can employ these hazards instead of, or as well as, those found in **Table: Events Beneath the Sphinx**. The following hazards are particularly suited to pulp games but may be employed in classic games if the Keeper desires.

Side tunnels have a habit of sloping abruptly, either up or down. If up, a successful **Climb** roll is required to reach the top of the incline. Failing a pushed Climb roll inflicts 1D6 points of damage from bouncing off sharp rocks on the way back down the slope, although a successful **Dodge** roll limits that damage to 1 hit point; if heading downward, a successful **Jump** roll means landing on one's feet, with no damage taken.

For those with a poor Climb skill, ropes and gear can be used to assist (providing they brought some with them) and negate the need to roll, as long as one person manages to make the ascent successfully (with a **Climb** roll) and takes the rope with them, or they can find somewhere secure (**Luck** roll) to anchor the rope for a descent (no roll).

There is also a danger of cave-ins in the side tunnels. If a cave-in occurs, rocks begin to fall from the ceiling and investigators must make a successful **Dodge** roll to avoid being hit. Failure to do so inflicts 1D10 damage. A group **Luck** roll determines whether the cave-in is sufficiently serious that the passageway becomes permanently blocked.

Chasms and pits are also an issue in the side tunnels. If the Keeper chooses to employ them, on a failed group **Luck** roll the investigators come across a chasm with sheer, slippery sides. It is at least 100 feet (30 m) deep and stretches across the entire breadth of the tunnel. It's width is variable, and can be determined using **Table: Pits and Chasms** nearby, if required.

A successful **Jump** roll crosses the narrowest chasm, while a successful Hard **Jump** roll is needed to cross one 10 feet (3 m) wide, and a successful Extreme **Jump** roll to cross one 15 feet (4.5 m) wide. Investigators may have to turn back if the chasm is too wide to jump safely.

For pits, a successful **Spot Hidden** roll is needed to avoid stumbling into one (bonus die if using a good light source); failure indicates that the investigator slipped on the pit's edge and tumbled in. The amount of damage suffered depends on the pit's depth, which can be determined by looking at **Table: Pits and Chasms** (nearby).



TABLE: PITS AND CHASMS

Roll 1D4	Chasm Width	Pit Depth and Fall Damage
1	5 ft (1.5 m)	10 ft (3 m); 1D6
2	10 ft (3 m)	20 ft (6 m); 2D6
3	15 ft (4.5 m)	30 ft (9 m); 3D6
4	20 ft (6 m)	40 ft (12 m); 4D6

THE GREAT CHAMBER OF NYARLATHOTEP

This great hall is the ritual center for the Brotherhood of the Black Pharaoh. If the investigators arrive during one of the rituals, then see **The Cult's Rituals** (page 358); if the ritual to resurrect Nitocris is taking place, then see **Special Rites for Queen Nitocris** (page 358). Otherwise, guarding their holiest site are four of the human-animal composite children of the Sphinx (eight for pulp games).

From the main tunnel, wide steps lead another 100 feet (30 m) down into the massive chamber. As befits the Black Pharaoh, only a few torches light the way or illumine the vast courts within, reflecting everywhere from the gleaming black marble walls. The floor is of black marble flecked with white—cultists boast that each fleck is a soul snared by their lord. The floor is exceptionally shiny and slick.

The hall is approximately 400 × 500 feet (120 × 150 m), with ceilings (if they could be seen in all this darkness) soaring more than 100 feet (30 m) high. The hall is so vast that only loud noises echo—ordinary voices are damped by the huge space. Special locations indicated on the map are discussed below.

The Pillars

Numerous ebon pillars support the enormous vaulted ceiling. With proper light (a strong flashlight) the pillar tops are seen to splay out into the tops of black trees, the branches of which visibly sway to and fro in extra-dimensional winds. The sight triggers a **Sanity** roll (1/1D2 loss).

Stair to the Underworld

Entirely different from those leading into the Great Chamber, these stairs lead to a floor (or somewhere...) lower than the hall. They disappear down into a hideous, glowing ruby mist that pours up from below. Occasional ghastly shrieks and moans can be heard drifting up into the main chamber.

These stairs lead out of this scenario and into adventures of the Keeper's own devising. If the Keeper wishes to refuse the investigators entrance to the underworld, then either their way is barred by an invisible shield across the steps, or (if feeling mean) the investigator who leads the way down into the strange light begins to suffers horrible injuries from some unseen force, which causes 1D6+2 damage per turn. It feels as though a huge bony hand were crushing them. The attack stops if the investigator retraces their steps.

The Leech Pit

A large square pit in the middle of the cavern turns out to be a pool of water, 75 feet (23 m) across and filled to within 8 feet (2.5 m) of the top of its stone wall. If anyone has a way to test, it averages 20 feet (6 m) deep. At first, this water looks totally black and featureless, but a successful **Spot Hidden** roll notes the ceaseless play of tiny ripples across its surface.

A set of narrow and slippery black marble steps without railings leads down into the pool. Tethered beside the steps is a jet-black ceremonial raft, which can be poled around to ensure sacrifices can be carried to the center of the pit before being fed to those that dwell within. The raft and its two attendants can carry (or tow) up to four victims at a time. It also makes for a potential escape route for anyone who falls or is thrown into the pit—a successful **Climb** roll to clamber aboard (if the raft is unoccupied); Hard difficulty if the raft is defended by cultists.

Anyone unfortunate enough to slip or be thrown into the water is attacked by hungry, 3 feet (90 cm) long "leeches," each of them sporting multiple, rasping mouths. These are not, unsurprisingly, normal leeches, but vile creatures counted among the Million Favored Ones of Nyarlathotep. The leeches' victims are rapidly drained of blood, losing 1D3 hit points per melee round until

MISSING PERSONS

While life is cheap in Egypt and the cult has easy access to the poor and desperate in the slums of Cairo, they must still be careful not to attract too much attention when it comes to acquiring sacrifices for their foul rites. Even the lackadaisical authorities are going to take notice if huge numbers of beggars suddenly disappear, and landowners would certainly kick up a fuss if multiple of their *fellah* vanished on a regular basis.

However, those who work for al-Shakti and other cult members know that, if they speak of such things, they are likely to find themselves as the focal point of the next ritual killing, as are their families and anyone else who shouts about suspected cult activity. As a result, through fear and intimidation, the cult manages to keep its activities quiet while still supplying its needs; surreptitiously gathering offerings and keeping them in the labyrinth's cells.

dead (see **Characters and Monsters: Egypt**, page 372, for further details). Surviving the leeches requires a **Sanity** roll (1/1D8 loss), as does watching a friend being sucked dry (1/1D6 loss).

Sometimes, during a ritual, a random victim is hurled screaming onto one of the shoals in the pit. These shoals are built up entirely of human bones and skulls, and rise to within 18 inches (45 cm) of the water's surface. A victim thrown onto a shoal may survive from several minutes up to half an hour, depending on how hungry the leeches are (if an investigator, use a **Luck** roll to determine if they land on a shoal).

Once a week, the cult unceremoniously dumps someone into the pit to keep the leeches fed but hungry. If they are exploring the hall at any time other than a ritual night, then with a failed group **Luck** roll, the investigators come upon one of these routine feedings (0/1D4 Sanity loss).

During the monthly lesser ceremonies, up to half a dozen drugged or screaming humans are flung to their doom. For the grand solstice celebrations, a dozen or more victims meet their grisly fate at the rasping mouths of the pit's leeches. Great booms are mounted at the corners of the pit for these rites, so that victims can be lowered in, become coated with leeches, and then be raised again, forestalling death and allowing the cultists to savor the situation. Witnessing this horrible prolongation triggers a **Sanity** roll (1/1D6 loss).

While the pit is not used during initiation ceremonies to kill the cult's victims (initiates are expected to do that themselves), it is used to dispose of the corpses (**The Cult's Rituals**, page 358).

The Altar

The altar is constructed from white marble, about 25 feet (7.5 m) square at the top. From three sides, steps lead 15 feet (4.5 m) up to where the sarcophagus of Queen Nitocris rests (unless it is the evening of the resurrection; see **Special Rites for Queen Nitocris**, page 358). Stone braziers, which burn with a sickly yellow light, are built into the four corners of the altar.

Before the resurrection ritual takes place, the Crown and Necklace of Nitocris also rest on the altar in front of the sarcophagus—as does the Girdle, if the Brotherhood managed to steal it from the Ibn Tulun mosque before the investigators visit the Great Chamber. Alternatively, the Keeper could have these items stored in al-Shakti's safe (**The Safe**, page 347).

The Throne

Beyond the altar is another structure: a hideous double throne of vile green, sweating stone, carved with numerous images of violent and cruel acts performed by humans and other horrifying, almost mythical-looking, creatures (these being sand dwellers, deep ones, and other entities). The images are disturbing but unidentifiable, unless the investigators have first-hand experience of any of the creatures on display.

The throne's two seats are designed for human-sized figures. Hieroglyphics above proclaim this as the throne of Nitocris (requires a successful **Language (Egyptian Hieroglyphs)** roll to translate). The throne block stands 30 feet (9 m) above the floor. To the front only, facing the hall, a set of narrow and precarious steps leads steeply down to the floor of the hall.

The Processional Bridge

As one faces the hall from the throne, a long bridge leads sideways to the left wall of the hall. Its supports are also carved with disgusting figures and writhing tentacles. The bridge is of the same bilious green, weeping stone as the throne block, and has no railings. Its surface is 30 feet (9 m) above the floor. In ancient times, Nitocris and her priests and priestesses strode across this bridge, instilling awe in the gibbering faithful gathered below.

The Stele

A few feet out from the where the bridge joins the chamber wall stands a stele. It is the same size as the one before the Sphinx, though the glyphs are different. The functions of the two steles are identical, and both lead to the entrance "A" on the map.

Only the priests of the Brotherhood know the special invocation allowing them to transport themselves from the entrance chamber to emerge from this stele, considerably shortening the time it takes for them to reach the Great Hall. As with the glyphs on Thutmosis' stele (entrance A), a skill of at least 10% in **Language (Egyptian Hieroglyphs)** identifies the necessary invocation and a successful **Cthulhu Mythos** or **Occult** roll is required to activate the magical opening.

Hidden behind the stele at the end of the processional bridge is an unlocked door that opens into a branch tunnel. Lucky investigators who stumble across this door in their wanderings through the underground labyrinth could use it to enter the Great Hall and remain unnoticed while they peep cautiously around the sides of the obelisk (see **Finding the Path**, page 353).

The Enormous Hole

In the rear wall of the Great Hall, behind the throne, is an enormous irregular hole, about 100 feet (30 m) wide by 125 feet (38 m) deep, evidently torn open by some vast force. The hole is pitch black, no matter how much light is aimed within it.

If anyone is brave (or foolish) enough to enter the hole, they see, hear, and feel nothing. After spending 1D6 minutes within the hole, they are convinced that they have been everywhere within it, and that there is nothing interesting to report. It is, apparently, just a really big, empty hole.

Unfortunately, this isn't the case. The hole is actually an interdimensional Gate between Earth and a plane of particular comfort to Nyarlathotep. By expending 20 magic points in the proper ritual, the hole will Gate anyone inside it to the Crawling Chaos. If the investigators have previously visited China and stolen Ho Fang's annotated copy of the *Necronomicon*, then they are already in possession of the required spell. (See **Appendix C: Tomes**, page 646, for further details.) Whether other copies of the *Necronomicon*, such as that held in the Egyptian Museum, contain this spell is at the Keeper's discretion.

Anyone making a successful **Cthulhu Mythos** roll inside the hole realizes that there is more here than meets the eye. If a spontaneous use of Cthulhu Mythos is invoked within the hole, the investigator automatically loses 20 magic points as they find themselves transported (along with anyone else who happens to be in the hole with them) not to Nyarlathotep's plane, but to the inner sanctum of the Bent Pyramid, where the god appears before them in his guise as the Black Pharaoh (see **Nyarlathotep Arrives**, page 366). Note that if the investigators have already experienced this encounter, they are transported either directly to the Crawling Chaos or another foul and deadly location of the Keeper's choosing.

Less obviously, the hole also allows the Black Sphinx, a monstrous spawn of Nyarlathotep, easy access to the Great Chamber. Thankfully, the Black Sphinx only occupies the hole after the Call the Black Sphinx spell (**Appendix B: Spells**, page 630) has been cast as part of a grand ritual. Those inside the hole when the Black Sphinx is summoned are in deep trouble. See the box nearby for the Black Sphinx's description and **Characters and Monsters: Egypt** (page 372) for further details. It is because of the Black Sphinx's enormity that this sacred temple is so large.

The dimness and gargantuan proportions of the chamber make it an easy place in which to hide, which negates the need for **Stealth** rolls when hiding from cultists. Since the cultists in Egypt wear the same cult robes as in England, investigators who are able to bring robes stolen from **Misr House** (page 269, England) should be able to pass scrutiny.

THE BLACK SPHINX

It was something quite ponderous, even as seen from my height, something yellowish and hairy, and endowed with a sort of nervous motion. It was as large, perhaps, as a good-size hippopotamus, but very curiously shaped. It seemed to have no neck, but five separate heads springing in a row from a roughly cylindrical trunk; the first very small, the second good-sized, the third and fourth equal and largest of all, and the fifth rather small, though not so much as the first. Out of these heads darted curious rigid tentacles which seized ravenously on the excessively great quantities of unmentionable food placed before the aperture. Once in a while the thing would leap up, and occasionally it would retreat into its den in a very odd manner. Its locomotion was so inexplicable that I stared in fascination, wishing it would emerge farther from the cavernous lair beneath me.

Then it did emerge... The Great Sphinx!... What huge and loathsome abnormality was the Sphinx originally carven to represent? ... That five-headed monster as large as a hippopotamus...the five-headed monster and that of which it is the merest forepaw....

—H. P. Lovecraft, *Under the Pyramids*

As the hapless narrator discovered, the Sphinx is indeed a representative carving. What he did not know, however, was that the thing it represented was a relative, and herald, of Nyarlathotep.

A monstrous spawn of Nyarlathotep, the Black Sphinx acts as herald to the dark god, although (somewhat confusingly) Nyarlathotep has been known, from time to time, to appear in or possess this form as an avatar (often referred to as The Faceless God or The Beast). The Black Sphinx is huge. Its face has a wrinkled, eyeless forehead and myriad maws placed asymmetrically in its oval face. Otherwise, it looks like a living sphinx. With its two great, animated forepaws it alternately scoops up sacrifices into floor-level mouths drooling blood and bones, or lifts sacrifices high into other fang-rimmed maws, or (highest of all) drops terrified humans into the mouths of a mocking, leering, infinitely evil rubbery face 70 feet (21 m) across.

Statistics for the Black Sphinx can be found in **Characters and Monsters: Egypt**, page 372.

THE CULT'S RITUALS

Once a month, at the dark of the moon, as many cultists as possible (at least 50 or so) gather in the Great Chamber of Nyarlathotep. Unlike the English branch of the Brotherhood, the Egyptian cult's rites focus purely on death rather than Gavigan's heady mix of sex and slaughter. The monthly lesser ritual consists of sacrifices to the leech pit, although a special, better-attended, ceremony is held if there are new members to be initiated.

During such ceremonies, the initiates are expected to perform the required sacrifices to prove their devotion to the Black Pharaoh. New members slowly beat their victims to death with cult clubs, the final blow piercing the sacrifice's heart. The bodies are then tossed into the leech pit (page 355), only to rise again, puppeted by the Million Favored Ones.

The corpses, sucked dry and dripping with fat leeches, are joined by others—the animated bones of previous victims, their flesh and sinews replaced by yet more leeches in a twisted parody of a human body. As one, the corpses' many mouths chant in praise of Nyarlathotep before the bodies collapse back into the black waters of the pit.

As already mentioned, observing a standard lesser ritual inflicts a 1/1D6 Sanity point loss (**The Leech Pit**, page 355). Watching a standard initiation ritual inflicts a 1/1D10 Sanity point loss instead.

New priests are only initiated at the solstice ceremonies. They are also required to perform their own sacrifices, but by magical rather than physical means. Solstice rituals are grand affairs with at least 100 cultists in attendance and, as such, end not with the summoning of the leech chorus but with the appearance of the Black Sphinx.

During ceremonies occuring on particularly special dates (such as an eclipse or certain other astronomical alignments), the Black Sphinx speaks as the herald of Nyarlathotep to the gathered faithful. Such ceremonies occasionally take place in the deserts surrounding Dahshur, so that the god's sand-dweller worshippers may also participate.

Watching a priest's initiation triggers a **Sanity** roll (1D2/2D6 loss), as does the appearance of the Black Sphinx (Sanity loss depends on how much of the Black Sphinx is observed).

Investigators discovered violating a ritual night are put to death immediately, unless they can make good their escape; for example, by fleeing and thereby initiating a chase, or by engaging in a fighting retreat (the latter more suited to a pulp campaign due to the potential numbers of antagonists involved).

SPECIAL RITES FOR QUEEN NITOCRIS

If the Brotherhood steals the Girdle of Nitocris from the Mosque of Ibn Tulun, the next great rite to be performed in the Great Chamber is the attempt to raise Nitocris from the dead; a satisfying conclusion and climax to the investigators' adventures in Egypt (for another, see **Into The Sanctum**, page 364).

Present at this ritual are 12 priests, including Omar al-Shakti and Martin Winfield; around 200 lesser cultists, including Dr. Henry Clive; and 20 children of the Sphinx. The rest of the Clive Expedition are also in attendance: as sacrifices. Here, Nitocris' body has been removed from the sarcophagus and placed directly onto the sacrificial block in readiness for her resurrection. The sarcophagus itself rests to one side.

The Order of Ceremonies

Unless the investigators decide to intervene, the events of the ritual play out as follows.

- James Gardner and Agatha Broadmoor are dragged through the chamber to the altar and made to kneel behind the sacrificial block. The gathered throng begins to chant and wail, led by al-Shakti.
- Agatha Broadmoor is forced to use her powers to contact the spirit of Nitocris, while the cultists hurl victims to the leeches, who animate the fresh corpses in order to join the celebrations.
- The various priests link hands, while Winfield and al-Shakti slice open the throats of Gardner and Broadmoor. As their blood drains into the withered mummy on the sacrificial block, its dried flesh begins to rejuvenate, swelling and glowing with life until, at last, the Queen Nitocris rises in all her deadly beauty.
- The braziers beside the throne are lit, and Nitocris steps lightly over the corpses to take her place.
- A child of the Sphinx brings Nitocris a goblet of fresh blood to enjoy while she gives the command to bring forth the Black Sphinx. Omar al-Shakti, Clive, Winfield, and the other priests summon the creature, which emerges from the enormous hole and is unleashed upon the screaming cultists, children of the Sphinx, and remaining sacrificial victims. If anyone stays sane enough to witness the rest of the show, the Sphinx becomes so compelling that they drunkenly mime its hideous gluttony (a successful Hard **POW** roll to resist).
- Once the Black Sphinx is sated, Nitocris dismisses it, then casts the Contact Nyarlathotep spell, to summon Nyarlathotep in the form of the Black Pharaoh, who coalesces from the blood and gristle scattered by the Black Sphinx's feeding. He ascends to the double throne and takes

Opposite: The Resurrection of Nitocris



a seat beside Nitocris, confirming her as his earthly consort. After the leech chorus finishes singing Nyarlathotep's praises, they dissolve back into the pit and the Black Pharaoh vanishes. Any remaining cultists stagger into the placid Egyptian night.

Witnessing this horrible ritual (up to the appearance of the ghastly Black Sphinx) triggers a **Sanity** roll (1D6/2D8 loss). The manifestation of the Black Sphinx provokes 1D8/1D20 Sanity loss, while the Black Pharaoh's appearance, by comparison, causes little in the way of loss: a mere 0/1D2 Sanity points.

Foiling the Resurrection of Nitocris

There are multiple ways in which the investigators could foil Nitocris' resurrection. Some can be attempted prior to (or during) the ritual, whereas others require research and time—something which the investigators may not have. Such possibilities are discussed here; also see **The Items of Power**, page 361.

The Mummy

A way to prevent Nitocris' rise from the dead is to destroy her mummy before the resurrection ritual begins. This is not easy, as the mummy is remarkably resistant to mundane destruction methods, such as fire and acid. However, magical fire, such as that from the Melt Flesh spell (*Call of Cthulhu Rulebook*, page 259) is effective.

Although dissection is a tried and tested way of disposing of a corpse in Egyptian mythology, it still leaves the pieces available for reassembly at a later date. Besides which, due to the robust nature of the corpse, it takes a magical weapon, like the Sword of Akmallah, to successfully chop it into pieces. If the investigators did not secure the Sword of Akmallah from Nessim Efti, then they could create their own enchanted weapon with the Bless Blade spell (*Call of Cthulhu Rulebook*, page 246).

Alternatively, the investigators could use the spell Enchant Club (page 633) to create a weapon capable of pounding the mummy into dust. As with Nodens' dagger (**Deus Ex**, following), any such dust must be thoroughly scattered or it becomes a usable component in a Resurrection spell. Then again, it could find itself as a very special component in the Dust of Suleiman spell.

One final weapon of use against Nitocris' mummy is a Yithian lightning gun, which the investigators may have acquired during their visit to Australia (**Lightning Gun: Model B**, page 495, Australia). The welding devices found in Sir Aubrey's volcano lair on Gray Dragon Island (**Parts and Storage**, page 589, China) are also capable of destroying the corpse.

Deus Ex

Nodens, Lord of the Great Abyss, has been known to aid Nyarlathotep's foes. If the investigators are aware of this (a successful **Cthulhu Mythos** roll informs them, if they are not), another potential way to foil the ritual is to use the Contact Nodens spell (*Call of Cthulhu Rulebook*, page 253)—this is a particularly satisfying option in a pulp campaign. The Mask of Hayama, found in the basement of Ju-Ju House in New York and discussed in **Appendix D: Artifacts** (page 650), may also promote contact with Nodens.

If cast successfully, Nodens appears and gives the caster a dagger and instructions to plunge the blade into the left eye of the mummy, causing it to disintegrate into dust. The dust must then be scattered as described above. Being stabbed with the dagger is instant death to anyone resurrected, and it also disintegrates many other corpses protected by magic.

The dagger appears to be an ornate weapon of unusual design, which otherwise inflicts normal knife damage. On the evening after the deed is done, Nodens sends three nightgaunts to retrieve the blade. If the investigators decide to fight the nightgaunts to maintain control of the knife and succeed, Nodens sends further creatures every night until the blade is back in his possession. Any survivors of this final nightgaunt attack may be carried off by their attackers to somewhere deeply unpleasant to await further punishment for defying a god. If the investigators relinquish the dagger willingly, it is left to the Keeper to determine if Nodens' favor carries any other long-term consequences or costs.

Death and the Maiden?

The third way to prevent the resurrection is by far the easiest, but also (potentially) the least honorable: remove Agatha Broadmoor from the equation. Without her, the ritual cannot occur, for the cultists know of no other with her great powers and it will take them a long time to find a suitable replacement.

If an investigator manages to deduce Broadmoor's function as conduit and sacrifice, then they can also figure out that getting rid of her halts the proceedings. There are two ways to neutralize Broadmoor: get her to leave Egypt or the somewhat more drastic option—kill her.

Convincing the aging medium to quit Egypt voluntarily is not an easy task; after all, her sole purpose in accompanying the Clive Expedition is to exorcise Nitocris' spirit, even though she is at a loss how to do so after the mummy vanishes. It requires a Hard social skill roll, such as **Charm** or **Persuade**, to get her to see reason. Attempting to use **Intimidate** only makes her dig her heels in, upping the level of success required to Extreme (never let it be said that little old ladies aren't stubborn and determined when they set their mind to it).

PULP: SMASH AND GRAB

Another alternative, if charm and diplomacy don't work, is kidnap. While this is an option for a classic game, it's much more appropriate for a pulp adventure. It's still no easy task, though, given that Winfield and Clive watch Broadmoor's movements like hawks as the time for the ritual grows nearer. The Keeper should reward player inventiveness when it comes to planning and executing the abduction, although the punishment for the heroes, if caught (by either the Brotherhood or the authorities), is likely to be severe.

Should the investigators decide that their best chance of foiling the ritual is to kill Broadmoor, then they can attempt to do so before the ceremony or during it; but here, timing is crucial. If they are determined to eliminate Agatha Broadmoor before the ritual takes place, then they risk being caught—and tried—for murder, unless they pull off the crime without anyone becoming any the wiser. After all, elderly Brits dying of odd infections or fevers is hardly unheard of in Egypt during this period...

If, on the other hand, the investigators decide to wait until the ceremony, Broadmoor begins her trance to contact the shade of Nitocris about 20 minutes after the ritual starts, and it takes her another 1D10+10 minutes to establish contact. Exactly 12 minutes elapse between the time she contacts Nitocris and the time when her throat is cut, after guiding Nitocris to her mummified self. If Broadmoor dies during those 12 minutes, the spirit of Nitocris is lost forever among the planes; if she dies before those 12 minutes, the resurrection is only delayed, though the delay is of some years (and is unlikely to happen at all if the investigators don't foil Sir Aubrey's plans).

Because of intervening figures and the pervading darkness of the Great Hall, the use of ranged weapons is compromised. Treat each range increment as the one above, so Normal becomes Long, and Long becomes Very Long.

There is one other potential option when it comes to killing Agatha Broadmoor. If, prior to the ritual, the investigators explain to her what they think her role will be, she volunteers to sacrifice herself at the appropriate moment in the proceedings; however, she will need help to do so, as she won't be capable of it once she has entered her trance. She lays her fate in the investigators' hands and prays they have the courage to do what must be done when the time comes. This option should only be offered if the Keeper thinks it dramatically appropriate and something their players will buy into.

The Items of Power

If one or more of the three items of power necessary for the resurrection—the Crown, the Girdle, or the Necklace—are destroyed, then the ritual cannot take place. All three are impervious to normal destruction, but each is susceptible to a specific form of magic or enchanted item.

Details on each of the three artifacts can be found in **Appendix D: Artifacts**, while the exact method for destroying each is discussed below. The various methods can all be found by hunting through the occult archives of the Egyptian Museum (**The Vaults**, page 323), where a successful **Library Use** roll brings the techniques to light. Dr. Kafour may or may not assist the investigators with their research, depending on their relationship with him.

Although all of the theoretical solutions are readily to hand, the necessary tomes and components needed to deal with each item could form the basis of future adventures, if the Keeper so desires. If the Keeper would rather that the investigators have access to all of the necessary books and materials while still in Egypt, then Dr. Kafour and Dr. Vabreaux, amongst others, may be able to help acquire them. Each method to destroy the artifacts can be found in various Mythos tomes, using a book's Mythos Rating to identify the reference (see *Call of Cthulhu Rulebook*, page 175); assistance from Dr. Kafour or Dr. Vabreaux might grant a bonus die to the roll to find the information.

In the first instance, though, stealing one or more of the items is enough to halt the ritual, at least temporarily. For example, if the investigators have already snatched the Girdle and transported it out of Egypt (legally or otherwise), then the ritual cannot go ahead. However, Omar al-Shakti does not rest until he reacquires the artifact, and if that involves sending his minions after the investigators to find out where they've secreted it, then so be it. The only way to finally end this pursuit is to destroy the Girdle and put it beyond the Brotherhood's reach forever; the same goes for both the Crown and the Necklace.

Destroying the Crown of Nitocris

Hunting through Mythos tomes reveals the best way to destroy the Crown is by using a rare variant of the Enchant Torch spell, called **Enchantment of the Living Flame** (**Appendix B: Spells**). This variant spell can be found in *Oghniat Min al Jinn (Song of the Djinn)* (one of the tomes in Misr House—see **Secret Workroom and Dungeon**, page



275, England), although the investigators may well not recognize its significance at the time if they visit England before Cairo. Sir Aubrey Penhew set Gavigan onto researching possible destruction methods for the artifact in case he ever needed to stop al-Shakti's plans.

If Enchantment of the Living Flame cannot be tracked down, those with knowledge of chemistry may recall, with a successful **Science (Chemistry)** roll, that zirconium and zircon are highly flammable, particularly in powder form. This hints at two other possible ways to destroy the Crown—with a successful **Cthulhu Mythos** roll—feeding it to a fire vampire (summoned with or without the assistance of an enchanted torch; the spell for which is in *Al Azif* stored in the vault at the **Egyptian Museum**, page 322) or incinerating it with a Yithian lightning gun (it takes at least two charges to destroy the Crown completely; **Lightning Gun: Model B**, page 495, Australia).

Destroying the Necklace of Nitocris

Research identifies that the Necklace can be destroyed by cutting it up into tiny pieces with a blade made of pure silver, such as that created by the Enchant Knife spell (*Call of Cthulhu Rulebook*, page 255); even the gemstones must be cut apart if the Necklace's power is to be broken. The design on the blade must match that on the Necklace's pendant and at least 10 POW must be sacrificed when enchanting the blade. Alternatively, the Sword of Akmallah is sufficient to cut up the Necklace.

Destroying the Girdle of Nitocris

Old tomes reveal that a mix of chemistry and magic are required to destroy the Girdle. The artifact needs to be physically dissolved in "aqua regia"—a dangerous, fuming mixture of concentrated nitric and concentrated hydrochloric acid, known to alchemists for its ability to dissolve gold and platinum. The concoction must also contain at least two doses of Space Mead (see **Brew Space-Mead**, *Call of Cthulhu Rulebook*, page 247).

A successful **Science (Chemistry)** roll identifies the components and ratios needed for the aqua regia, while a successful **Cthulhu Mythos** roll is required to work out what Space Mead is (if the investigators have not come across it before). A recipe for Space Mead can be found in Lin Yenyu's copy of *Secret Mysteries of Asia* (**Madam Lin's Collection**, page 570, China), while samples of the completed formula can be found in Mukunga M'Dari's apartment in New York (**During the Day**, page 155, America).

NITOCRIS IN CAIRO

If Nitocris is raised, she assumes the identity of "Sharifa Rawash," a wealthy woman of mysterious origin who lives lavishly in the Old City. As Rawash, she furthers the will of Nyarlathotep. Omar al-Shakti continues to rule the Egyptian Brotherhood but now must allot considerable resources to his queen, as she establishes new branches of the Brotherhood throughout the Middle East (before extending her activities to the rest of the world)—see **Nitocris' Plans**, page 370, for further details.

AN UNFAMILIAR FACE

Unless the investigators survive their attendance at the resurrection ritual and manage to successfully follow Nitocris and al-Shakti to her new home in Cairo thereafter, they are unlikely to know that the resurrected monarch becomes Rawash, although a successful **INT** roll should allow them to connect the dots if they are still in Egypt when she starts to hit the society column of the *Cairo Bulletin*.

Not knowing her identity means that Keepers can have some fun with Rawash if she crosses paths with the investigators in the future—after all, it may well be that she knows who they are, while they are blissfully unaware of her true nature. This could even lead to Nitocris duping the investigators into acting as her temporary allies, only to double-cross them later; a particularly fitting motif in pulp campaigns, and something to consider if wishing to expand the campaign.



The Circlet of Nata Haje

INTO THE SANCTUM

The dogged investigators, having survived monsters, cultists, and magic-laden priests, have one (potentially) final destination to visit in Egypt: the pyramids at Dahshur.

- **Link:** Dr. Huston's report on Roger Carlyle's dreams, and his description of a misshapen pyramid (**Carlyle Papers America #16**).
- **Link:** the Eye of Light and Darkness (obtained from Nuri of El Wasta or Jack Brady; **Carlyle Papers Egypt #2** and **Carlyle Papers China #8**, respectively).
- **Link:** triggering the Gate spell while exploring the Great Chamber of Nyarlathotep (**The Enormous Hole**, page 357).

Although the investigators may be keen to quit Egypt—if they have followed up on every other lead thus far and, hopefully, managed to survive with at least some of their Sanity intact—the throne room of the Bent Pyramid contains important information, and the appearance of Nyarlathotep is an additional and effective (if potentially deadly) climax to many sessions of leg work and deduction.

If the investigators neglect the Bent Pyramid, give them more clues to encourage them to visit it, such as a communique from Dr. Kafour regarding his own research into their case, or some (apparently) prophetic dreams sent by Nyarlathotep to lure them into exploring the pyramid in search of clues to help them in their quest. Not that the investigators know who is behind such dreams; if they fall for the ruse, it merely gives the Crawling Chaos something else to mock them for when they finally meet him face-to-face (**Nyarlathotep's Rebuke**, page 368).

MEIDUM: THE COLLAPSED PYRAMID

- **Link:** Warren Besart's statement about Meidum (**Carlyle Papers Egypt #1**).

Meidum lies a little over 60 miles (96 km) south of Cairo in the deserts to the west of the Nile. Although there are other archaeological remains there, the site's most famous building is Sneferu's Collapsed Pyramid. If the investigators decide to go and see the Collapsed Pyramid—where Warren Besart saw the Black Sphinx rise—it yields little information, regardless of when they visit. Locals say that strange things happen here occasionally, but that the desert is always strange.

Although the ceremony held by the Carlyle Expedition was rare for Meidum, in terms of its scale, local cultists do occasionally venture out into the desert to commune with the sand-dwellers living there. Like the locals of Giza, who see cultists heading toward the Sphinx, Meidum's residents know better than to tell of such things to strangers.

If the investigators poke around at the Collapsed Pyramid, call for a group **Luck** roll per hour to determine if 1D4 cultists appear to keep watch or attack the investigators—depending on how many questions they have been asking the locals (increase to 2D4 cultists, if pulp).

All entrances to the pyramid are completely blocked by fallen stone and rubble, which would take months to remove; thus, other than a possible altercation with a few cultists, there is little for the investigators to find here. At best, the investigators are alerted to the fact that "someone" is watching them.

DAHSHUR

Just over 20 miles (35 km) south of Cairo, and around 35 miles (56 km) to the north of Meidum are the pyramids of Dahshur. There are two: the Red Pyramid and the Bent Pyramid, both built on the orders of Sneferu, first pharaoh of the Fourth Dynasty. (Sneferu also had the Collapsed Pyramid built at Meidum.)

THE RED PYRAMID

The Red Pyramid, originally faced with pinkish limestone, bore a protective ward for the Dahshur area, but Roger Carlyle destroyed the ward and broke its power; a fact known by Omar al-Shakti (though he is unlikely to share this knowledge with the investigators). The pyramid is otherwise unremarkable.

If the investigators have spoken to Nuri during their time in Egypt and/or Jack Brady in Shanghai, then they may already have one or both pieces of the Eye of Light and Darkness (**Nuri of El Wasta**, page 320, and **Carlyle Papers China #8**, respectively).

THE BENT PYRAMID

The Bent Pyramid is so-called because the angles of its walls change between its upper and lower sections, giving it a strangely curved, squat appearance. Constructed before the Red Pyramid, there are many theories as to its unusual shape. Much of the pyramid's limestone cladding is still in place, hinting at what an awe-inspiring sight it must have been in ages past.

Entrances to the Bent Pyramid exist on its west and north faces, another feature which, along with its shape and intact cladding, makes the Bent Pyramid most unusual; other pyramids only have one entrance facing the north. The west door is unguarded, although a wooden barricade blocks passage. The north entrance leads to a funerary chamber reputedly built for Sneferu (although archaeologists found no mummy or furnishings there).

The North Entrance

Four Egyptian soldiers always guard the steps up to the north entrance. They are on watch here to prevent any further "mysterious accidents" that have a tendency to happen in the Bent Pyramid. They know nothing much about these events, except that strange movements supposedly occur within the pyramid and in the area immediate to it; otherwise, they are friendly and happy to chat to the investigators about local happenings.

If the investigators give a gift to the guards or succeed with a **Charm** role, they are allowed inside, though one guard goes along to make sure that the foreigners cause no damage. If this strategy doesn't dawn on them, then the investigators' *dragoman* (if they have one), suggests it (see **Egyptian Policeman/Guard**, page 375, for the relevant profile).

The north entrance leads to a bare, poorly painted chamber of no particular interest. Searching it carefully finds no trace of an entrance to the supposed hidden chamber, which the investigators may recall from their conversations with Dr. Kafour (**The Black Pharaoh in History**, page 324).

The West Entrance

Of course, the investigators could save their money or cigarettes by breaking through the western door. Anyone knocking on or otherwise touching the wood notices several loose boards, which can be shoved aside to allow entrance.

From the door, a passage leads to a false funerary chamber, roughly in the center of this great pile of stone. The chamber is devoid of artifacts, though two remarkably thick and startlingly white alabaster columns stand at the rear of the room; they are near indestructible. If the investigators had a sitting with Agatha Broadmoor, they may recall her strange prophecy relating that the "white way leads to darkness, illumination, and temptation" (see **Agatha Broadmoor**, page 307, Dramatis Personae: Egypt, and **Seances**, page 213, England).

Carefully examining the white pillars, coupled with a successful **Spot Hidden** roll, reveals that the right-hand pillar contains a secret door. If the investigators haven't had a sitting with Broadmoor and the existence of a secret chamber in the pyramid didn't come up during their conversations with Dr. Kafour, then increase the difficulty of the Spot Hidden roll to Hard.

Once the opening has been discovered, 20 steps lead up to a series of ramps that ascend towards the interior of the pyramid's capstone, where the fabled secret chamber can be found: the earthly throne room of Nyarlathotep!

Nyarlathotep's Sanctum

An asymmetrical arch, deep inside the pyramid, marks the entrance to Nyarlathotep's throne room. Inside is a throne upon a dais, behind and to the sides of which are a series of bas-reliefs and some sort of pictorial wall carving, while around the space are six pillars, each of them 5 feet (1.5 m) high.

If an investigator has read *Life as a God* (**Carlyle Papers America #14**), they can recognize the room from Crompton's description. Six pillars, each topped with an alien gem, cause the six lights (per Crompton's report). If a flame is put to these gemstones, they burn like torches, but with a cold, unceasing fire. Lighting all six of these gems automatically summons the Black Pharaoh to his throne (**Nyarlathotep Arrives**, page 366).

The Throne

The indestructible throne rests above the floor on a stepped dais. It is carved from black obsidian and encrusted with precious stones, which a successful **Science (Geology)** or **Appraise** roll indicates are of unknown origin.

If a mortal sits on the throne while Nyarlathotep is summoned (either by lighting the gems or once the investigators have finished searching the room; **Nyarlathotep Arrives**, page 366), then the god possesses the trespasser and takes on their appearance. For practical purposes, Nyarlathotep is in the chair speaking and acting, though his appearance is that of the investigator. All those witnessing this strange event should make a **Sanity** roll (0/1D4 loss).

When Nyarlathotep chooses to depart, the possessed mortal must also make a **Sanity** roll (1D10/1D100 loss), their foolish bravado summarily punished by the god. If the investigator manages not to go insane as a result of the possession, then their feeble human mind has somehow managed to block out the experience (perhaps, erasing it from their memory completely). If no one sits in the throne, then the god appears in the guise of the Black Pharaoh (**Nyarlathotep Arrives**, page 366).

The Bas-Reliefs

Raised inscriptions cover the wall behind the throne, glyphs partly of the Cthulhu Mythos and partly Egyptian in origin. Translating the glyphs requires either a successful **Language**

(**Egyptian Hieroglyphs)** or **Cthulhu Mythos** roll. If Dr. Kafour has accompanied the investigators, he can easily translate the symbols.

The glyphs foretell the impending birth of the child of Nyarlathotep within the Mountain of the Black Wind, although the date for this event is vague. The Keeper should choose a date in accord with the investigators' general progress (i.e. assuming they have not already been to Kenya), given that they may wish to attend such a special function (see **The Ritual of the Birth**, page 433, Kenya). The prophecy further foresees that vast destruction heralds the great birth, though the nature of the destruction is unstated.

Keeper note: the investigators may remember that Warren Besart mentioned the "Messenger of the Black Wind" in his statement (**Carlyle Papers Egypt #1**), referring to it as an "ancient evil." Call for an **INT** roll, if necessary, to help recall this fact.

Because of the poor light, any **Art/Craft (Photography)** skill rolls made within the throne room are at Hard difficulty; a failed roll produces useless photographs—perhaps the strange gems gave off an alien light that reacted poorly with film or plates designed for Earthly sunlight. However, a pencil rubbing of the symbols produces a perfect transcript that can be taken away for later translation.

The Astronomy Wall

The wall to the left of the throne holds two bas-reliefs: a large star chart and a smaller depiction of specific planetary positions in this solar system. Formidable-looking astrological symbols ring the latter relief.

All the points on the star chart are within our galaxy; even with a successful **Science (Astronomy)** roll, only Fomalhaut, Aldebaran, Deneb, and a few other visible stars can be recognized. The rest of the hundreds of points have Mythos or astronomical significance incomprehensible to sane human astronomers, although a successful **Cthulhu Mythos** roll reveals a glimpse of their true nature.

The planetary positions chart can be understood by a successful combined **Science (Astronomy)** and **Occult** roll. Study and calculations indicate that the next matching planetary configuration occurs on January 14, 1926. This realization should send the investigators scurrying to either a current ephemeris or almanac as soon as they can get their hands on one: on that day, a total solar eclipse is due to race across the Indian Ocean. Investigators who are astronomers recognize the importance of this date immediately.

The Hemispheric Map

On the right of the throne is a distorted map, carved into the wall, of Eurasia, Africa, Australia, and the western Pacific. Mountains, rivers, and continental outlines are easily recognized, but no cities or nations are shown. Three uncut rubies form an elongated triangle, each respectively marking a point in the East China Sea, central Kenya, and western Australia.

Although this decorative map looks old, a successful **Appraise**, **Archaeology**, or **Art/Craft (Fine Art, Carving, Stone Masonry,** etc.**)** roll indicates that it is a relatively recent addition to the chamber, although who created it and when is a matter for some conjecture. (In truth, Nyarlathotep fashioned it as a visual reference when the Carlyle Expedition joined him here in the inner sanctum in 1919.) Unfortunately, precise locations cannot be determined. An inlaid ebony band marks an arc crossing the Indian Ocean; a **Science (Astronomy)** roll can confirm that the arc is identical to that of the totality for the solar eclipse of January 14, 1926. In addition, arcane symbols border the map, which a successful **Cthulhu Mythos** roll infers as meaning:

The Old Ones Shall Come Hence.
All Shall Tremble Before Their Awful Might.

Keeper note: the triangle described by the uncut rubies illustrates the key points (spell loci) where the Great Rite must be performed to enable the Great Gate to be opened.

Nyarlathotep Arrives

The god comes when all of the alien gems are set burning atop the six pillars, or when the investigators have examined the room, at which point the gemstones automatically catch fire of their own accord.

Keeper note: if the investigators manage to activate the Gate located in the hole in the Great Chamber of Nyarlathotep (**The Enormous Hole**, page 357), it transports them straight to Nyarlathotep's throne room; however, the Black Pharaoh does not materialize on his throne until the investigators have had time to examine the room or until the lamps are lit.

As Nyarlathotep arrives, the entrance to the throne room condenses into solid rock, pushing out anyone standing in the archway. Those left outside the throne room are undoubtedly dismayed to see 1D4 (1D6 for pulp) sand-dwellers crawl out through solid stone and attack them. These creatures do not pursue their quarry beyond the entrance to the pyramid—they disappear when they die or when the investigators clear the passage to the west entrance.



Inside the throne room, Nyarlathotep appears in full Black Pharaoh aspect: tall and handsome, haughty and magnificent, full-voiced and exuding an aura of glittering malice; provoking a **Sanity** roll (1/1D6 loss). If the investigators saw his bust in Gavigan's country workroom (**Secret Workroom**, page 275, England), they instantly recognize who now sits upon the throne.

As the Black Pharaoh materializes, the air boils and bends to his left and right (invisible until their god bids them attack, this is the manifestation of two hunting horrors). Foul, unearthly music toys with the minds of the investigators, taunting and disappointing them. The smell of death is everywhere.

See **Characters and Monsters: Egypt**, page 372, for the sand-dwellers' profile, and **Characters and Monsters: England**, page 284, for the hunting horrors.

Nyarlathotep's Offer

Provided the investigators do not immediately attack him, Nyarlathotep deigns to speak to them. He greets each of them by name, and then asks what their heart desires most in all the world. Once everyone has spoken, he appears to consider their replies for a few moments before making them an offer, his voice seductive and dripping with promise: give up their foolish quest and serve him, and he will reward them in the manner they themselves have just described.

Although the dark god could use his power to force the investigators to comply, he does not—each victim must give themselves to him willingly. If any of the investigators do decide to take him up on his offer, he waves his hand and the hemispheric map shimmers and vanishes, forming a swirling gateway. He invites his new disciples to step through the Gate, which transports them to where they need to be to attain their desire. The investigator is removed from the campaign as a player character, although they may reappear later as an adversary, if the Keeper so wishes. The gateway closes as soon as the last of the Black Pharaoh's new recruits enters it.

Keeper note: there is always the possibility that an investigator may lie to the Crawling Chaos about joining with him in order to make a getaway from the pyramid. If so, it is up to the Keeper as to whether or not the god recognizes that the investigator is attempting to double-cross him. If he does, then the god may permit the investigator to walk through the gateway to their doom rather than their stated dream, letting them believe they have hoodwinked a god

until it is too late for them to realize their mistake. If not, then Nyarlathotep will not make the same mistake twice. Either way, Nyarlathotep should suitably twist whatever the investigator desires, so that it carries a sting in its tail.

If the investigators refuse the offer, see **Nyarlathotep's Rebuke**, following. If they decide to attack at any point, consult **Taking on a God**, page 369.

Nyarlathotep's Rebuke

Any of the investigators who refuse the dark god's offer see the Black Pharaoh's expression change to one of immense irritation, and his tone grows cruel and mocking. He informs them that they are foolish to continue their present efforts; the gods they defy are too powerful to be discomfited by the efforts of mere mortals. After all, unless they can be in three places at once, they have no hope of stopping what is to come; as with the hydra of legend, unless all of its heads are removed, the creature still lives. The investigators should meekly and gratefully return to their homes, enjoying their "small" lives, to await the inevitable fate that must come, rather than continue their doomed and pathetic struggle.

To underline his point, he waves a hand, and images form of the Carlyle Expedition's camp in Africa. "Look you," he sneers, "at the fate of those who came before you, and see how they prospered."

The investigators watch as Kenyan bearers come and go. The principal members of the expedition can be seen moving around the camp and discussing their safari. All is peaceful until terrible screams are heard, as scores of winged, gigantic snake-like things (hunting horrors) descend from the sky, while out of the earth lurch diseased mockeries of humanity (ghouls), twisting foetid columns of black plasticity (formless spawn), and other frightful creatures. The carnage is unspeakable.

Witnessing the scenes through the prism of a projected vision, the **Sanity** cost to the investigators is 1D4/1D8. All members of the expedition are seen being ripped to shreds.

The god laughs, a pitiless harsh sound that echoes in the sealed chamber. "Even the brave know their lot. All doors are closed to you; all your dreams are doomed; all your struggles are futile."

Truth or Fiction?

If the investigators have already met Jack Brady or other members of the Carlyle Expedition (such as Hypatia Masters or Robert Huston), they are no doubt confused by the contradicting information in the vision. So, were the members of the expedition actually killed? If they met one of the members, is this an illusion of some sort? Did Nyarlathotep, or some other god, resurrect the Carlyle Expedition to use as slaves in some unfathomable scheme? In truth, Nyarlathotep lies, though the investigators cannot be certain of it—Psychology rolls are useless against a god.

Interview's End

Unless the investigators decide to attack him, Nyarlathotep slowly disappears before their eyes (see box **Doorway to the Past** for an additional pulp option the god could utilize before disappearing). The stone slab filling and blocking the asymmetrical entrance to the throne room dissolves, and the shaken party can stumble back to the secret door in the pillar.

SMALL VICTORIES

If the resurrection of Nitocris has already been foiled by the time the investigators visit the inner sanctum, the Keeper can elect to have Nyarlathotep be far harder on these pesky mortals. Gods have short tempers when they don't win.

- Rather than killing any investigators outright (which is not so much fun and may spell the end of the campaign), the god could disfigure or curse them; choose a suitably high characteristic and reduce it by 10 or 20 points (such as withering an arm (DEX), disfiguring a face (APP), sapping STR or POW). He could "curse" them with some points (say 10 or 20) of Cthulhu Mythos, which while seemingly a boon, also correspondingly reduces the investigator's current Sanity.
- Kind Keepers may, instead, wish to have the god mock the investigators further, pointing out that just because they succeeded in thwarting one of his plans, there are far more schemes within schemes that they can never hope to overcome. The investigators' actions are, in the grand scheme of things, ultimately futile.

In either case, the Keeper should consider adjusting or giving a new backstory to the investigators concerned; this might reinforce a desire to heroically defeat the god, e.g. "I shall stop the Black Pharaoh's plan," or be corrupting, e.g. "All who serve the Black Pharaoh must die." Subtle use of language in the wording of such backstory elements may help drive the investigator into certain ways of thinking or acting, leading them on a path to redemption or destruction.

Once they have all returned to the false funerary chamber, the pillar doorway also vanishes and ceases to exist for them; the investigators never get another chance to enter the sanctum of Nyarlathotep. They may (correctly) conclude that their meeting with the god was either arranged or fated.

Should the investigators wish to ensure that no one else gains access to the throne room, it can be destroyed with sufficient high explosives and a successful **Demolitions** roll. The immediate cost for the explosive is 1,400 Egyptian pounds; the delayed cost for blowing up a pyramid is 30 years in an Egyptian prison.

Taking on a God

If, rather than listening and speaking to the Black Pharaoh, the investigators decide to attack the god instead, then the hunting horrors at his sides become visible (0/1D10 Sanity loss) and counterattack.

Should the investigators overcome the creatures, Nyarlathotep resorts to using his rod and ring to blast them with searing bolts of energy. The god is diverted by this amusing activity, chuckling as his victims, horribly withered and burned, scream, writhe, and die. After one or two perish in this manner, he ceases his attacks, pausing

PULP: DOORWAY TO THE PAST

As with **The Chelsea Serpent** (page 215, England), there is a further opportunity for the heroes to get themselves into trouble. Not only does Nyarlathotep conjure images of the Carlyle Expedition, he offers more proof of his potency by once again opening an archway in place of the hemispheric map—where, beyond, stretches ancient Egypt.

The archway leads onto ground level and is simple to step through. The locale is the same area as that surrounding the pyramid, yet the Red Pyramid does not exist. The dimensional Gate seems to have opened into a marketplace. Craftsmen work busily. Everything is real. The cost for witnessing this unexpected event is 0/1D3 Sanity points.

If at least half of the heroes incautiously walk through the new archway, they hear Nyarlathotep roar with laughter and, a moment later, the archway shimmers. Each hero has one chance to make a successful **Jump** roll in order to hop back through the archway; if the roll fails, that hero is trapped in ancient Egypt.

Escape!

Here are some options open to heroes who end up trapped in the past. Undoubtedly, the players will think of others, and the Keeper should make the most of any roleplaying opportunities these present.

Magic

The Time Gate spell (*Call of Cthulhu Rulebook*, page 256) is one of the few that the heroes could use to return themselves to the present, if they know it. If those trapped in ancient Egypt are attempting to cast it, then they know what period they wish to return to and don't need to make any additional rolls besides their (possible) casting one. If the heroes' allies (still in the present) wish to rescue their comrades, then a successful **Archaeology** or **History** roll is needed to establish the correct time frame for the spell. As the Time Gate needs to cover approximately 4,500 years, then it costs 45 POW to create; 9 magic points and 1 Sanity point to use. For those without access to this spell, a spontaneous use of the **Cthulhu Mythos** skill could replicate its effects (at the same costs), although it could also bring other complications or unwanted effects, at the Keeper's discretion.

Further Adventure

The magic and science of ancient Egypt have long been the basis of myth and legend, and being trapped in the past leads to a sidetrack scenario where the heroes attempt to find their way back home. This could involve hunting for the right spell (or sorcerer) or an artifact of great power that can open a Gate to their own time, or some weird science device based on "ancient" technology. And, if all else fails, perhaps they can leave a message for their friends in the future to discover; one that helps them in their mission to defeat Nyarlathotep's vile plans. Depending on the direction of travel, if the heroes have not yet been to England, they might find a painting of ancient Egypt among those created by Miles Shipley (**The Chelsea Serpent**, page 215, England), allowing them to time jump through the painting and rescue their friends!

Keeper note: it is possible that some players may attempt to use whatever Time Gate they manufacture or discover to intervene in their own timeline or leap straight to an important location elsewhere in the campaign. To avoid this, as discussed in **Inside the Painting** (page 224, England), what they can actually achieve should be carefully limited, returning them to the Bent Pyramid at a dramatically appropriate moment.

like a father to see if his children have learned their lesson. Should the investigators continue to fight, he shows no further mercy.

If the investigators do give up, the Black Pharaoh first mocks them as described in **Nyarlathotep's Rebuke** (page 368), then makes his offer for them to join him (**Nyarlathotep's Offer**, page 367)—after all, such demonstrations of his might must have convinced them by now that there is no point in trying to stand against him. If they refuse the offer, he vanishes, the doorway opens, and they are free to leave.

If, on the other hand, the investigators manage to inflict sufficient damage to Nyarlathotep's human aspect (see profile in **Characters and Monsters: Egypt**, page 383), he changes into the loathsome form of the Bloody Tongue, provoking a **Sanity** roll (1D10/1D100 loss), and then disappears, taking the hunting horrors with him (if they survive). The archway to the throne room remains solid stone, and the survivors are left trapped within. Two people with picks can break through the stone in 1D3+1 days, either through the archway or through the capstone from outside. Strong explosives cannot be used without risking the death of those inside, from the shock of the explosion. Kind Keepers, if any investigators didn't enter the throne room, might allow outsiders to hear those within and thereby assist with their escape.

THE CARLYLE EXPEDITION AND THE PYRAMIDS

The day Roger Carlyle, Hypatia Masters, Robert Huston, and Sir Aubrey Penhew disappeared within the Bent Pyramid, they stumbled into Nyarlathotep's sanctum in the same way as the investigators might.

Via the hemispheric map, they were transported to ancient Egypt—a feat especially pleasing to Sir Aubrey—where they spent several weeks. Many potent spells were taught to the three men while they were being indoctrinated into the worship of Nyarlathotep; in particular, they were taught how to break the warding spells guarding the three defining angles of the triangular Gate, which wards the planet from those outside who seek permanent entry (or return).

In his human aspect, Nyarlathotep also seduced Hypatia Masters, implanting in her the seed of a child which could be born when the time was right. Jack Brady (strong-willed, faithful, and magically defended) was excluded from this great adventure, as he was considered unsuitable for Nyarlathotep's purposes.

CONCLUSION

Once they have met the god, images of Nyarlathotep dog the investigators as long as they remain in Egypt: a quick glimpse in a crowd, a lurking vendor in a bazaar, a reflection in a window, etc. At the Keeper's discretion, these sightings may or may not require **Sanity** rolls (0/1D2 loss). Certainly, for those now indefinitely insane, their delusions can bring the same visions. It could be fun if investigators come to believe that every other person in Egypt is Nyarlathotep or his cultist double…

ESCAPE

If the investigators have the attention of the Brotherhood, repeated assassination attempts should make it clear that it's time to move on.

One way to end this chapter is to stage a thrilling escape and pursuit. Perhaps cultists swarm across Cairo, blocking railways, roads, and Delta-bound steamers, forcing the team up the Nile, then overland by caravan to some fictitious port on Egypt's eastern coast, from whence the investigators can take passage either north or south along the Red Sea, as their cash and their strategic itinerary dictate.

The flight could be run as a straightforward chase, introducing hazards and obstacles as befits the nature of the campaign, or could take the form of a montage sequence, with each player describing some peril they narrowly manage to escape before they reach safety.

If the investigators haven't fully dealt with the Brotherhood in Egypt, then any high-ranking cult members left alive make sure to inform their counterparts in other locations that the investigators may well be on their way. This pretty much guarantees a far from warm welcome wherever the investigators next make landfall, unless they take some precaution to alter their appearance or arrive via an unexpected or unusual route.

NITOCRIS' PLANS

If resurrected, Nitocris becomes a wild card for the Keeper to use freely in other chapters as the campaign progresses, although she does have long-term plans of her own that she seeks to fulfill; as necessary, boxes in each chapter suggest how Nitocris might come into play in a specific location.

Her main plan, though, is to link the cults of Nyarlathotep, as well as those of other gods, together and bring about world subjugation. Her first goal is to have her agents infiltrate the most powerful and important cults within key countries or territories. These agents are then expected to exploit their positions to gather intelligence, with a view to achieving Nitocris' second goal: subjugating the cults to her will (via coercion, bribes, blackmail, or use of force), and extending each cult's power base to "recruit" important, significant, or wealthy members of the community. In a small nation state, her agents might need to influence only a few members of the ruling family, bend a few oligarchs to their will, or polish the epaulets of a handful of generals. In an extensive nation such as the United States, multiple regional organizations need building and coordinating, requiring more time and effort. Nitocris is in no hurry and expects to achieve her goals over a span of several years.

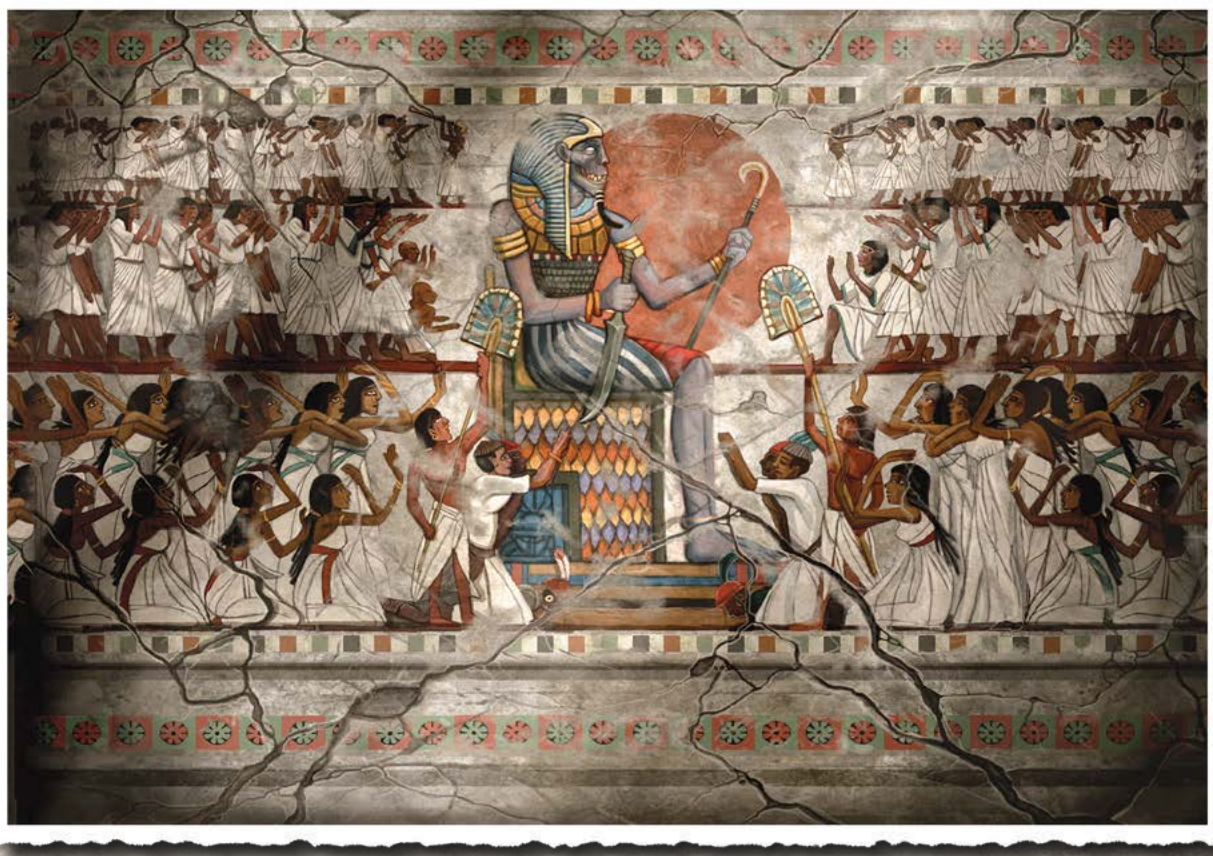
Her third goal is to the fan the flames of chaos by utilizing her network of cults to incite racial, religious, and economic class differences, which provide cover and opportunity for "safely" acquiring sacrificial victims without attracting unwanted attention. The fourth goal—which might take decades or even generations to achieve—requires her cult network to instigate a global atmosphere of tension and fear, in which the control of society everywhere is concentrated in fewer and fewer hands, all subservient to the cults and, ultimately, Nitocris.

Her end goal, of course, is to control the power-elite, which in turn controls humanity. She shall become not merely the risen Queen of Egypt but Empress of the World, reigning in dark majesty with her consort, Nyarlathotep, over a cowed and blood-soaked populace in the thrall of alien gods.

AT CROSS-PURPOSES?

Omar al-Shakti's plan to raise Nitocris from the dead in order to establish a new world order dedicated to the Black Pharaoh seems (at first glance) at odds with that of the Carlyle Expedition who, instead, intend to tear a hole in reality and herald in a new dark age on a comparatively shorter timescale. Both schemes are, apparently, supported and driven by Nyarlathotep.

While this might seem confusing, it is perfectly in keeping with the Crawling Chaos' nature. After all, why have just one plan to subjugate and destroy humanity when you can have multiple, with the hope that at least one of them is likely to succeed. Besides, it is, no doubt, amusing (or



Reign of the Black Pharaoh

what passes as "amusement" for an Outer God) to watch all those insignificant humans driving themselves mad and tearing each other to pieces in their petty attempts to curry favor. With this in mind, it is possible that Nitocris could even end up as a dangerous and unpredictable ally in the investigators' fight to stop the Carlyle Expedition's machinations in order for her own to succeed—no one ever said the differing cults and beliefs of Mythos leaders were in any way harmonious! On the other hand, investigators knowing of Nitocris' resurrection now carry a dangerous secret: if she learns of the investigators' knowledge, she may decide to exterminate them in order to protect herself.

Whether indifferent, an ally, or a foe, Nitocris is a malleable instrument for the Keeper to further complicate, distract, or drive the campaign. Even if pushed to the background of the campaign, Nitocris can serve to be the central focus of villainy in extended play, with her schemes coming to light once the investigators have successfully defeated the Grand Plan of the Carlyle Expedition. While such adventures fall beyond the scope of this book, the seeds are here for the Keeper to nurture and realize.

If this chapter forms the conclusion to your campaign, hopefully the investigators have foiled the opening of the Great Gate and stopped the resurrection of Nitocris. Refer to the **Grand Conclusion** chapter for details.

Rewards

Grant the players an investigator development phase when departing Egypt (refer to **Rewards**, page 162, America). In addition, apply the following rewards or penalties to surviving investigators.

- If Omar al-Shakti has been neutralized, grant each investigator: +1D6 Sanity points.
- If the cultists have been broken up or eliminated: +1D4 Sanity points.
- Destroying Nitocris' mummy: +1D8 Sanity points.
- Delaying Nitocris' resurrection ritual by stealing at least one of the artifacts: +1D4 Sanity points.
- Foiling the resurrection ritual by destroying an artifact during the ceremony: +1D6 Sanity points; if destroyed later (under less distracting conditions) then grant +1D4 Sanity points.
- Saving Agatha Broadmoor: +1D4 Sanity points.
- Failing to prevent Agatha Broadmoor's death: –1D6 Sanity points; if, instead, she is murdered by an investigator (to help stop the ritual): –1D8 Sanity points, with other investigators who witness the act losing –1D6 Sanity points. Conversely, everyone involved also gains +1D4 Sanity points for thwarting Nitocris.
- Defeating a Mythos monster: hunting horror: +1D10 Sanity points; Million Favored Ones (leeches): +1D4+1 Sanity points (total); children of the Sphinx: +1D8 Sanity points (total); Black Sphinx: +1D20 Sanity points; sand-dwellers: +1D6 Sanity points (total).

Bringing Down a God: Egypt

While it is technically possible that the investigators can take down Nyarlathotep in his guise as the Black Pharaoh, any potential Sanity reward for doing so (+1D20 Sanity points) will, almost certainly, be negated by the concurrent loss caused by the god assuming his monstrous form before he disappears (Sanity loss 1D10/1D100).

PULP: REWARDS

In addition to the standard awards, the Keeper may award pulp heroes 10 Luck points for completing this chapter.

CHARACTERS AND MONSTERS: EGYPT

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

GUIDES AND ROBBERS

Ibi Moussa, 20, *hotel gang lieutenant*

STR 45	**CON** 50	**SIZ** 80	**DEX** 50	**INT** 70
APP 60	**POW** 75	**EDU** 60	**SAN** 75	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 15	**Luck:** 35

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4 or knife 1D4+1D4
Dodge	40% (20/8)

Skills

Art/Craft (Acting) 55%, Charm 70%, Climb 50%, Fast Talk 55%, Jump 50%, Listen 50%, Psychology 60%, Sleight of Hand 50%, Stealth 45%.

Languages

Arabic 65%, English 50%, French 40%.

Robbers, *various troublemakers*

Use this profile for both Ibi Moussa's accomplices and Hakim's friends.

STR 45	**CON** 50	**SIZ** 55	**DEX** 50	**INT** 60
APP 50	**POW** 40	**EDU** 25	**SAN** 40	**HP** 16
DB: 0	**Build:** 0	**Move:** 7	**MP:** 15	**Luck:** —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3 or knife 1D4
Garrote	35% (17/7), mnvr to escape or suffer 1D6 damage per round
Dodge	45% (22/9)

Skills

Climb 50%, Fast Talk 35%, Intimidate 40%, Jump 50%, Listen 40%, Persuade 25%, Sleight of Hand 50%, Spot Hidden 40%, Stealth 45%.

Languages

Arabic 40%, English 20%, French 20%.

Hakim, 20, *disreputable dragoman*

STR 70	**CON** 50	**SIZ** 65	**DEX** 55	**INT** 60
APP 70	**POW** 45	**EDU** 20	**SAN** 40	**HP** 11
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4 or knife 1D4+1D4
Garrote	45% (22/9), mnvr. to escape or suffer 1D6 damage per round
Dodge	45% (22/9)

Skills

Charm 45%, Climb 50%, Fast Talk 35%, Jump 40%, Navigate 50%, Persuade 25%, Spot Hidden 40%, Stealth 50%.

Languages

Arabic 40%, English 30%.

Saleem Naziz, 25, *professional tourist guide*

STR 60	**CON** 65	**SIZ** 50	**DEX** 55	**INT** 70
APP 60	**POW** 55	**EDU** 65	**SAN** 55	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 11	**Luck:** —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or dagger 1D4+2
.22 bolt-action rifle	35% (17/7), damage 1D6+1
Dodge	30% (15/6)

Skills

Archaeology 15%, Climb 60%, Fast Talk 65%, History 40%, Natural World 15%, Navigate 80%, Persuade 60%, Ride 40%, Stealth 55%, Track 20%.

Languages

Arabic 70%, English 30%, French 25%, German 25%.

Mahmoud, 11, *beggar boy*

STR 45	**CON** 70	**SIZ** 35	**DEX** 75	**INT** 80
APP 65	**POW** 60	**EDU** 15	**SAN** 60	**HP** 10
DB: –1	**Build:** –1	**Move:** 9	**MP:** 12	**Luck:** —

Attacks per round: 1

Brawl	50% (25/10), damage 1D3–1
Dodge	65% (32/13)

Skills

Climb 70%, Fast Talk 30%, Jump 65%, Listen 45%, Persuade 45%, Psychology 10%, Spot Hidden 50%, Stealth 70%, Throw 40%.

Languages

Arabic 45%, English 30%.

ALLIES OR INDEPENDENTS

Faraz Najjar, 45, *antiquities dealer*

STR 35	**CON** 80	**SIZ** 45	**DEX** 45	**INT** 70
APP 20	**POW** 65	**EDU** 40	**SAN** 10	**HP** 12
DB: –1	**Build:** –1	**Move:** 7	**MP:** 13	**Luck:** 30

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3–1
.38 revolver	45% (22/9), damage 1D10
Dodge	45% (22/9)

Special

Wears the Amulet of the Night Beasts, granting limited protection against hunting horrors (see **Appendix D: Artifacts**, page 652).

Skills

Accounting 50%, Archaeology 30%, Credit Rating 20%, Cthulhu Mythos 10%, Fast Talk 65%, History (Egyptian) 60%, Law 15%, Listen 55%, Occult 25%, Persuade 45%, Psychology 30%, Spot Hidden 65%, Stealth 55%.

Languages

Arabic 90%, English 40%, French 45%.

Warren Besart, 35, *hashish addict*

STR 20	**CON** 40	**SIZ** 60	**DEX** 35	**INT** 65
APP 30	**POW** 50	**EDU** 75	**SAN** 25	**HP** 10
DB: –1	**Build:** –1	**Move:** 7	**MP:** 10	**Luck:** 25

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3–1
Dodge	20% (10/5)

Skills

Accounting 45%, Appraise (Hashish) 65%, Archaeology 55%, Climb 35%, Credit Rating 5%, Cthulhu Mythos 11%, Drive Auto 30%, Handgun 35%, Jump 30%, Law 30%, Persuade 55%, Psychology 30%, Stealth 40%.

Languages

Arabic 55%, English 55%, French 75%.

Nigel Wassif, 43, *proprietor of the Cairo Bulletin and British spy*

STR 55	**CON** 65	**SIZ** 65	**DEX** 55	**INT** 75
APP 65	**POW** 75	**EDU** 60	**SAN** 75	**HP** 13
DB: 0	**Build:** 0	**Move:** 6	**MP:** 15	**Luck:** 35

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3
Polo mallet	50% (25/10), damage 1D6
Dodge	40% (20/8)

Skills

Accounting 20%, Archaeology 5%, Charm 70%, Credit Rating 95%, Drive Auto 30%, History 80%, Law 15%, Library Use 35%, Persuade 60%, Psychology 55%, Ride 50%, Spot Hidden 65%, Stealth 60%, Tennis 35%.

Languages

Arabic 70%, English 80%, French 70%.

Dr. Ali Kafour, 63, *curator and ritual magician*

STR 35	**CON** 70	**SIZ** 50	**DEX** 65	**INT** 90
APP 75	**POW** 80	**EDU** 90	**SAN** 50	**HP** 12
DB: 0	**Build:** 0	**Move:** 5	**MP:** 16	**Luck:** 40

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Skills

Anthropology 35%, Archaeology 95%, Credit Rating 75%, Cthulhu Mythos 15%, Drive Auto 30%, History (Egyptian) 95%, Law (Antiquities) 90%, Library Use 95%, Occult 80%, Persuade 60%, Psychology 50%, Science (Astronomy) 40%, Science (Geology) 25%, Spot Hidden 50%, Stealth 40%.

Languages

Arabic 90%, Coptic 25%, Demotic Egyptian 65%, Egyptian Greek 40%, Egyptian Hieroglyphs 90%, English 65%, French 80%, Hebrew 60%, Latin 40%.

Spells: Chant of Thoth, Enchanted Dust of Anubis*, Flash of Ra*, Seal of Isis*, Voice of Ra*, Ward of Anubis*, other spells at the Keeper's discretion.

See **Appendix B: Spells.*

Dr. Emile Vabreaux, 39, *police forensics expert*

STR 65	**CON** 60	**SIZ** 60	**DEX** 65	**INT** 80
APP 50	**POW** 65	**EDU** 90	**SAN** 65	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 13	**Luck:** 35

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4
.38 service revolver	50% (25/10), damage 1D10
Dodge	45% (22/9)

Skills

Library Use 60%, Persuade 60%, Psychology 50%, Science (Chemistry) 60%, Science (Forensics) 70%, Science (Pharmacy) 65%, Spot Hidden 65%.

Languages

Arabic 30%, English 60%, French 90%.

Egyptian Policeman/Guard, *steadfast professionals*

Use this profile for reputable law enforcement and guards.

STR 75	**CON** 55	**SIZ** 85	**DEX** 50	**INT** 60
APP 40	**POW** 60	**EDU** 60	**SAN** 50	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
.38 service revolver	50% (25/10), damage 1D10
Dodge	55% (27/11)

Skills

Climb 40%, First Aid 50%, Intimidate 55%, Jump 40%, Law 45%, Spot Hidden 55%, Stealth 50%.

Languages

Arabic 60%, English 35%, French 40%.

IBN TULUN MOSQUE

Ahmed al-Dhahabi, 73, *nazir of Ibn Tulun*

STR 25	**CON** 35	**SIZ** 50	**DEX** 50	**INT** 80
APP 70	**POW** 50	**EDU** 90	**SAN** 40	**HP** 8
DB: –1	**Build:** –1	**Move:** 4	**MP:** 10	**Luck:** 25

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1
Dodge	25% (12/5)

Skills

Archaeology 35%, Cthulhu Mythos 10%, First Aid 75%, History 55%, Law (Muslim) 90%, Lore (Qur'an) 99%, Occult 25%, Persuade 50%, Science (Astronomy) 25%, Spot Hidden 70%, Stealth 40%, Throw 30%.

Languages

Arabic 90%, Egyptian Hieroglyphs 15%, English 40%, French 75%.

Nessim Efti, 90, *bearer of the Sword of Akmallah*

STR 50	**CON** 50	**SIZ** 50	**DEX** 40	**INT** 90
APP 30	**POW** 60	**EDU** 90	**SAN** 50	**HP** 10
DB: 0	**Build:** 0	**Move:** 2	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Sword of Akmallah	55% (27/11), damage 1D8+1 (magical weapon*)
Dodge	30% (15/6)

**Sword is able to injure creatures resistant to mundane weapons.*

Pulp Talents

Rapid Attack: spend 10 Luck points to gain an additional melee attack for one combat round.

Skills

Archaeology 10%, Cthulhu Mythos 10%, History 80%, Law (Muslim) 95%, Lore (Qur'an) 95%, Medicine 25%, Persuade 50%, Science (Astronomy) 15%, Spot Hidden 70%, Stealth 60%.

Languages

Arabic 95%.

Guardian Ulama, *learned scholars*

Use this profile for the ulama.

STR 55	**CON** 45	**SIZ** 60	**DEX** 70	**INT** 70
APP 50	**POW** 65	**EDU** 70	**SAN** 50	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Scimitar	45% (22/9), damage 1D6+2
Dodge	35% (17/7)

Skills

Cthulhu Mythos 5%, Law (Muslim) 55%, Lore (Qur'an) 65%.

Languages

Arabic 70%.

MEMBERS OF THE CLIVE EXPEDITION

Dr. Henry Clive, 58, *archaeologist and cultist*

STR 50	**CON** 75	**SIZ** 45	**DEX** 60	**INT** 80
APP 65	**POW** 95	**EDU** 90	**SAN** 00	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 19	**Luck:** 45

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3 or large club 1D8
.38 revolver	35% (17/7), damage 1D10
Dodge	40% (20/8)

Skills

Anthropology 40%, Archaeology 80%, Credit Rating 65%, Cthulhu Mythos 20%, Fast Talk 30%, First Aid 65%, History (Egyptian) 90%, Intimidate 40%, Law 15%, Library Use 65%, Occult 40%, Persuade 40%, Psychology 20%, Science (Astronomy) 35%, Spot Hidden 75%, Stealth 50%.

Languages

Arabic 50%, Demotic Egyptian 45%, Egyptian Hieroglyphs 85%, English 90%, French 45%.

Spells: Call the Black Sphinx*, Contact Ghoul, Contact Nyarlathotep, Contact Sand-Dweller, Enchant Pipes, Mindblast, Summon/Bind Hunting Horror, Summon Servitor of the Outer Gods, Wrack.

See **Appendix B: Spells.*

Martin Winfield, 24, *archaeologist, sadist, and cultist*

STR 65	**CON** 60	**SIZ** 70	**DEX** 75	**INT** 75
APP 70	**POW** 60	**EDU** 80	**SAN** 00	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	80% (40/16), damage 1D3+1D4 or large club 1D8+1D4
Riding crop	80% (40/16), damage 1D2+1D4 (five minutes of continued thrashing)
.38 revolver	45% (22/9), damage 1D10
20-g shotgun	55% (27/11), damage 2D6/1D6/1D3
Dodge	45% (22/9)

Pulp Talents

Heavy Hitter: spend 10 Luck points to add additional damage die in melee combat.

Skills

Archaeology 40%, Credit Rating 50%, Cthulhu Mythos 16%, Drive Auto 80%, Fast Talk 40%, History (Egyptian) 55%, Intimidate 50%, Occult 10%, Ride 45%, Stealth 60%.

Languages

Arabic 70%, Egyptian Hieroglyphs 30%, English 80%, French 65%, German 29%.

Spells: Call the Black Sphinx*, Clutch of Nyogtha, Contact Ghoul, Contact Nyarlathotep, Dominate, Enchant Whistle, Summon Byakhee.

See **Appendix B: Spells.*

James Gardner, 40, *archaeologist*

STR 60	**CON** 65	**SIZ** 60	**DEX** 50	**INT** 75
APP 55	**POW** 35	**EDU** 80	**SAN** 30	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 7	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
.32 automatic pistol	35% (17/7), damage 1D8
Dodge	25% (12/5)

Skills

Anthropology 70%, Archaeology 35%, Charm 30%, Credit Rating 30%, Cthulhu Mythos 5%, Dreaming 35%, Dream Lore 10%, History (Egyptian) 40%, Library Use 60%, Occult 10%, Persuade 25%, Psychology 20%, Stealth 40%.

Languages

Arabic 45%, Aramaic 45%, Assyrian 15%, Egyptian Hieroglyphs 15%, English 90%.

Johanna Specht, 32, *archaeologist and mystic*

STR 65	**CON** 80	**SIZ** 60	**DEX** 80	**INT** 80
APP 50	**POW** 85	**EDU** 85	**SAN** 50	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 17	**Luck:** 40

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4 or knife 1D4+2+1D4
9mm automatic pistol	65% (32/13), damage 1D10
Dodge	40% (20/8)

Pulp Talents

Linguist: identify spoken/written language, plus bonus die to Language rolls.

Skills
Archaeology 60%, Credit Rating 25%, Cthulhu Mythos 6%, Drive Auto 40%, History 20%, Intimidate 40%, Jump 40%, Listen 30%, Occult 70%, Persuade 40%, Pilot (Aircraft) 20%, Psychology 15%, Ride 30%, Science (Astronomy) 20%, Science (Cryptography) 50%, Spot Hidden 50%, Stealth 50%, Swim 50%, Throw 45%.

Languages
Arabic 70%, Egyptian Hieroglyphs 85%, English 55%, French 35%, German 85%.

Spells: Augury*, Curse*, Empty Mind*.

*See ***Appendix B: Spells***.

Agatha Broadmoor, 67, *psychic*

STR 20	**CON** 40	**SIZ** 45	**DEX** 45	**INT** 65
APP 45	**POW** 80	**EDU** 60	**SAN** 35	**HP** 8
DB: –1	**Build:** –1	**Move:** 5	**MP:** 16	**Luck:** —

Combat
Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1
Dodge	22% (11/4)

Pulp Talents
Psychic Power, Medium: able to communicate with spirits (see *Pulp Cthulhu*, page 84).

Skills
Archaeology 10%, Charm 45%, Credit Rating 45%, History (Egyptian) 35%, Medium 75%, Occult 25%, Persuade 50%, Science (Astronomy) 40%.

Languages
Arabic 25%, Egyptian Hieroglyphs 5%, English 70%, French 20%.

ADVERSARIES

Omar al-Shakti, appears 55, *plantation owner and high priest*

STR 65	**CON** 125	**SIZ** 50	**DEX** 85	**INT** 100
APP 80	**POW** 165	**EDU** 60	**SAN** 00	**HP** 17
DB: 0	**Build:** 0	**Move:** 8	**MP:** 33	**Luck:** 90

Combat
Attacks per round: 1

Brawl	75% (37/15), damage 1D3 or large club 1D8
Webley revolver	35% (17/7), damage 1D10
Dodge	60% (30/12)

Special
Hetep the cat-demon (see following); al-Shakti has a pair of magical scepters similar to those of Edward Gavigan and Zahra Shafik, except that al-Shakti's add 5D20 magic points. He can call his scepters to his hands so long as he can see them, and only he can wield them. Tied to his life force, they crumble if he dies.

Skills
Accounting 65%, Animal Handling 50%, Archaeology 80%, Cthulhu Mythos 45%, History 85%, Intimidate 70%, Law 65%, Listen 70%, Occult 95%, Persuade 75%, Psychology 90%, Science (Pharmacy) 95%, Spot Hidden 90%, Stealth 75%.

Languages
Arabic 95%, Aramaic 70%, Classical Greek 98%, Chinese (Mandarin) 90%, Chinese (Shanghainese) 70%, Coptic 90%, Demotic Egyptian 80%, Egyptian Hieroglyphs 95%, English 90%, French 95%, Hebrew 98%, Hindustani 80%, Latin 98%, Swahili 45%.

Armor: none, but al-Shakti's Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at him, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but al-Shakti must keep the scepters crossed.

Spells
Call the Black Sphinx*, Contact Nyarlathotep, Dominate, Evil Eye, Fist of Yog-Sothoth, Flesh Ward, Implant Fear, Mindblast, Pharaoh's Breath*, Pharaoh's Wrath*, Summon/Bind Fire Vampire, Wither Limb, and others as the Keeper wishes.

*See ***Appendix B: Spells.***

Hetep, *cat-demon*

Omar al-Shakti's pretty white cat is more than something to hold in his lap. In one combat round it can transform itself into a cat-demon, which walks on its hind legs, looking something like a horrible, hairless, wrinkled lion. Hetep understands al-Shakti's messages (and vice versa), and is always near to to him (if not actually carried by al-Shakti). If slain, the mummy of a cat dead for over a thousand years is all that remains.

Cat Form

STR 30	**CON** 20	**SIZ** 05	**DEX** 80	**INT** 75
APP —	**POW** 125	**EDU** —	**SAN** —	**HP** 2
DB: –2	**Build:** –2	**Move:** 9	**MP:** 25	**Luck:** —

Demon Form

STR 105	**CON** 100	**SIZ** 60	**DEX** 90	**INT** 75
APP —	**POW** 125	**EDU** —	**SAN** —	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 10	**MP:** 25	**Luck:** —

Combat

Attacks per round: 2 (claw, bite, tongue lash)

Tongue Lash (mnvr): consists of a whiplash of a 6 foot (2 m) long scratchy tongue, which first loops around the throat of the target before beginning to choke them (1D6 damage per round). Once attached, Hetep usually then transforms into its demon form while continuing the choke, reeling itself onto the horrified victim's torso, and ripping out the target's stomach with its claws. An opposed DEX roll is required to slip free from the tongue, or an opposed STR roll to break free. The tongue can also be severed by 5 points of damage from an edged weapon (held by someone other than the victim).

Cat form attacks

Fighting	35% (17/7), damage 1D4–2 (min 1)
Tongue Lash (mnvr)	65% (32/13), damage 1D6 per round
Dodge	65% (32/13)

Cat-Demon form attacks

Fighting	70% (35/14), damage 1D6+1D6
Tongue Attack (mnvr)	65% (32/13), damage 1D6 per round
Dodge	45% (22/9)

Skills

Arabic 30%, Climb 85%, Coptic 30%, Demotic Egyptian 30%, English 30%, Jump 95%, Stealth 95%, Track 75%.

Armor: none.
Spells: none.
Sanity loss: 2/1D6+1 Sanity points to see Hetep in cat-demon form; 0/1D3 Sanity points to see the cat-demon's desiccated mummy.

Sharifa Rawash (a.k.a. Nitocris), appears 29, *the revivified queen*

These statistics represent Nitocris/Sharifa after about six months of life in the 20th century. In her rejuvenated form, she is a beautiful woman.

STR 60	**CON** 75	**SIZ** 60	**DEX** 65	**INT** 80
APP 90	**POW** 80	**EDU** 60	**SAN** 00	**HP** 13
DB: 0	**Build:** 0	**Move:** 8	**MP:** 16	**Luck:** 80

Combat

Attacks per round: 1

Poison: Sharifa brews a Strong poison, which she coats her fingernails and weapons in. The poison takes effect after ten combat rounds, inflicting 2D10 damage; if the victim succeeds in an Extreme CON roll the poison damage is halved.

Brawl	60% (30/12), damage 1D3 or dagger 1D6 + poison damage (2D10)
Fingernails	60% (30/12), damage 1D3 + poison damage (2D10)
Dodge	35% (17/7)

Pulp Talents

Smooth Talker: bonus die to Charm rolls.
Tough Guy: spend 10 Luck points to shrug off up to 5 hit points of damage in one combat round.

Skills

Archaeology 30%, Charm 65%, Cthulhu Mythos 40%, History (Egyptian) 60%, Fast Talk 75%, Intimidate 60%, Occult 60%, Persuade 60%, Psychology 50%, Science (Pharmacy) 45%, Spot Hidden 80%, Stealth 75%, Throw 55%.

Languages

Arabic 60%, English 20%, French 10%, Sixth Dynasty Egyptian 95%.

Armor: if worn, her Crown, Necklace, and Girdle (combined) provide 15 armor points of magical protection over her entire body.
Spells: Call the Black Pharaoh (Contact Nyarlathotep), Clutch of Nyogtha, Gate, Implant Fear, Seal of Nephren-Ka*, Shrivelling, Wrack, and others as the Keeper wishes.
Sanity loss: none for seeing Nitocris' rejuvenated appearance; at the Keeper's discretion, if killed, her appearance decays rapidly into that of a centuries-old mummy, provoking the loss of 1/1D6 Sanity points.

See **Appendix B: Spells.*

AVERAGE BROTHERHOOD CULTISTS (EGYPT) ASSORTED THUGS

Use these profiles for run-of-the-mill cultists, as well as for Zahra Shafik's cadre of loyal cultists.

	1	2	3	4	5	6	7
STR	55	60	55	50	45	50	60
CON	45	35	45	50	55	50	90
SIZ	55	65	50	65	65	50	60
DEX	60	50	50	65	65	60	55
INT	50	60	55	65	65	65	55
APP	35	40	45	40	30	45	40
POW	20	35	35	40	50	55	45
EDU	20	45	60	15	75	50	15
SAN	00	00	00	00	00	00	00
HP	10	10	9	11	12	10	15
DB	0	+1D4	0	0	0	0	0
Build	0	1	0	0	0	0	0
Move	8	7	8	8	8	8	8
MP	4	7	7	8	10	11	9

Luck: —

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3+DB or large knife/club 1D6+DB
Short sword	35% (17/7), damage 1D6+1+DB
Dodge	30% (15/6)

Pulp Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+DB or large knife/club 1D6+DB
Short sword	55% (27/11), damage 1D6+1+DB
Dodge	40% (20/8)

Skills

Climb 35%, Cthulhu Mythos 11%, Fast Talk 35%, Jump 30%, Listen 45%, Spot Hidden 45%, Stealth 45%.

Languages

Arabic 60%, English 15%.

ADDITIONAL CULTISTS OF THE BROTHERHOOD (RESURRECTION CEREMONY)

Use these profiles for those at Nitocris' resurrection ceremony.

	1	2	3	4	5	6	7	8
STR	85	75	80	60	45	50	55	70
CON	35	35	40	50	55	50	90	50
SIZ	80	60	90	50	55	40	55	50
DEX	80	50	50	65	65	60	55	60
INT	70	45	40	55	50	50	40	45
APP	75	40	45	40	30	45	30	20
POW	70	35	35	40	50	55	45	50
EDU	20	15	15	15	20	25	15	15
SAN	00	00	00	00	00	00	00	00
HP	11	9	13	10	11	9	14	10
DB	+1D6	+1D4	+1D6	0	0	0	0	0
Build	2	1	2	0	0	0	0	0
Move	8	8	7	9	8	9	8	9

Luck: —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3+DB or large knife/club 1D6+DB
Short sword	40% (20/8), damage 1D6+1+DB
Dodge	30% (15/6)

Pulp Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+DB or large knife/club 1D6+DB
Short sword	60% (30/12), damage 1D6+1+DB
Dodge	50% (20/8)

Skills

Climb 45%, Cthulhu Mythos 10%, Fast Talk 30%, Jump 40%, Listen 45%, Spot Hidden 35%, Stealth 35%.

Languages

Arabic 60%, English 10%.

MONSTERS

Million Favored Ones: Leeches, *horrendous bloodsuckers*

These large, multiple-mouthed leeches are among Nyarlathotep's "Million Favored Ones." These horrific leeches are capable of articulating and maneuvering the bones and corpses of sacrificial victims, using their muscular bodies to parody human movement. When they open their fanged mouths, their songs of praise to their god have a piercing, ululating tone that set the nerves on edge.

Statistics are provided for an individual leech and for when multiple leeches are animating a host form (corpse or skeleton).

char.	Leech	Host	*rolls (for host form)*
STR	5	50	(3D6) × 5
CON	5	55	(3D6) × 5
SIZ	5	65	(2D6+6) × 5
POW	35	35	(2D6) × 5
DEX	80	65	(2D6+6) × 5
HP:	4	12	

Average Damage Bonus: 0
Average Build: 0
Move: 8 (leech) / 6 (animated host)

Luck: —

Combat

Attacks per round: 1 (single leech) or 1/1D3 (animated host)

Fighting: an individual leech bite inflicts 1D3 damage. A successful bite means the leech holds on and automatically inflicts 1D3 points of damage per round. Alternatively, rather than continue biting, it may worm its way to the victim's mouth (taking one round, no damage), causing 1D3 choking damage per round. A successful Hard STR roll is required to pull the leech off/out; reduced to a Regular roll if another person helps.

Animated Form: multiple (1D3) leeches may jump from the host to attack (per **Fighting**, above), or the "host" performs a single bash attack (e.g. punch), inflicting 1D6 damage.

Bite	35% (17/7), damage 1D3 per round (bite or choke)
Bash	50% (25/10), damage 1D6 per round
Dodge	40% (20/8)

Armor: 1-point slimy skin.
Spells: none.
Sanity loss: 0/1D3 Sanity to see a leech, 1/1D4+1 to see a corpse or skeleton animated by leeches.

Children of the Sphinx

I would not look at the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they did not speak ... but God! their crazy torches began ... to cast shadows on the surface of those stupendous columns. Hippopotami should not have human hands and carry torches ... men should not have the heads of crocodiles....

—H. P. Lovecraft, *Under the Pyramids*

These horrors come in many varieties; Lovecraft speaks of them with the heads of bulls, ibises, falcons, and cats, and of objects walking with nothing above the waist. Children of the Sphinx may come as any human-animal composite.

Except for "objects walking with nothing above the waist," all children of the Sphinx can attack in some form or another. These creatures should only be found beneath the Great Sphinx in this campaign but, beyond that, could certainly be found anywhere that dynastic Egypt left traces.

char.	*average*	*roll*s
STR	70	(4D6) ×5
CON	65	(2D6+6) ×5
SIZ	50	(3D6) ×5
INT	50	(3D6) ×5
POW	50	(3D6) ×5
DEX	35	(2D6) ×5

Hit Points: 11
Average Damage Bonus: 0
Average Build: 0
Move: 8
Luck: —

Combat

Attacks per round: 1

Fighting: most of these bizarre creatures lack melee weapons and tend to strike with either their hands and feet or their bite/gore/peck attack (depending on the creature). Children of the Sphinx charge in groups, knock down their victims, and inflict damage.

Fighting	55% (27/11), damage see below
Dodge	20% (10/4)

SAMPLE CHILDREN OF THE SPHINX

	Cheetah	Bull	Crocodile	Hippo	Falcon	Ibis
STR	40	60	90	80	105	75
CON	75	75	65	75	90	60
SIZ	70	70	65	65	35	35
DEX	50	40	50	30	50	25
INT	30	15	15	15	20	30
POW	55	55	50	60	55	55
HP	14	14	13	14	12	9
DB	0	+1D4	+1D4	+1D4	+1D4	0
Build	0	1	1	1	1	0
Move	7	7	8	8	9	8
MP	11	11	10	12	11	11
Attack	Bite	Gore	Bite	Bite	Peck or Claw	Peck

Attacks and Damage by Creature Type

Creature Type (Attack)	Damage
Cheetah (Bite)	1D6+DB
Bull (Gore)	2D4+DB
Crocodile (Bite)	1D10+DB
Hippopotamus (Bite)	2D6+DB
Falcon (Peck or Claw)	1D4+DB
Ibis (Peck)	1D3+DB

Armor: none.
Spells: none.
Sanity loss: 0/1D8 Sanity points to see a child of the Sphinx.

Sand-dwellers, Stalkers of the Wastes

Humanoid, sand-encrusted servants of the Great Old Ones.

STR 50 **CON** 65 **SIZ** 80 **DEX** 65 **INT** 50
APP — **POW** 50 **EDU** — **SAN** — **HP** 14
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 10 **Luck:** —

Combat

Attacks per round: 2 (claws, other unarmed attacks)

Fighting	30% (15/6), damage 1D6+1D4
Dodge	30% (15/6)

Skills

Stealth 55%, Listen 60%, Spot Hidden 50%.

Armor: 3-point rough hide.
Spells: sand-dwellers have a 30% chance of knowing 1D6 spells (suggested: Flesh Ward, Implant Fear, Mindblast, Shrivelling, Wither Limb, Wrack).
Sanity loss: 0/1D6 Sanity points to see a sand-dweller.

The Black Pharaoh, *avatar of Nyarlathotep*

Tall and handsome, haughty and magnificent, full-voiced and exuding an aura of glittering malice. The Black Pharaoh may wear a tailored suit of dark fabric, or the full regalia of a pharaoh.

STR 105	**CON** 75	**SIZ** 75	**DEX** 90	**INT** 430
APP —	**POW** 500	**EDU** —	**SAN** —	**HP** 15
DB: +1D6	**Build:** 2	**Move:** 9	**MP:** 100	**Luck:** —

Combat

Attacks per round: 1 per two rounds (energy blast)

Fighting: the Black Pharaoh prefers to utilize two hunting horrors that accompany him, rather than engage in combat himself. If the hunting horrors cannot take care of the situation, the Black Pharaoh takes a hand, using the rod and ring of his office as foci through which he casts energy blasts. Each blast inflicts an automatic 20 points of damage to a random target. Nyarlathotep inflicts such damage every other combat round by means of a casual gesture. Victims are horrifically seared and withered.

Energy Blast	Automatic, damage, 20 points

Armor: none, although may regenerate hit points at a rate of 1D6 per magic point expended. However, if his adversaries inflict 15 or more points of damage to the Black Pharaoh, his body splits open and an indescribably monstrous, mind-wrenching form squeezes its way out of the human shell before departing (refer to the **Bloody Tongue** aspect, page 447, Africa).
Spells: the Black Pharaoh knows all Mythos spells.
Sanity loss: 0/1D2 Sanity points to see the Black Pharaoh in his human aspect, 1D10/1D100 to see his monstrous form.

The Black Sphinx, *spawn of Nyarlathotep*

A monstrous spawn and herald, the Black Sphinx is immense, powerful, savage, and near-mindless. From time to time, for reasons passing understanding, Nyarlathotep takes this form (known as The Faceless God or The Beast). This profile deals with the Black Sphinx as Nyarlathotep's spawn, rather than an avatar.

STR 800	**CON** 400	**SIZ** 1,750	**DEX** 45	**INT** 05
APP —	**POW** 375	**EDU** —	**SAN** —	**HP** 85
DB: +15D6	**Build:** 16	**Move:** 8	**MP:** 75	**Luck:** —

Combat

Attacks per round: 3 (forepaw smash, tentacle grab, or munch)

Tentacle Grab (mnvr): the Black Sphinx first grabs its victim with its tentacles; the target may attempt to wriggle free with a DEX roll (as their next action). If they fail to escape, the Black Sphinx automatically inflicts "munch" damage on the next turn. The victim can continue to attempt to escape each round (if they are still alive).

Fighting	60% (30/12), damage 15D6
Tentacle Grab (mnvr)	40% (20/10), allows a munch
Munch	automatic if grabbed, damage 15D6 per round

Skills

Sense Prey 35%.

Armor: 19-point unearthly hide.
Spells: Contact Nyarlathotep.
Sanity loss: 1D4/1D8 Sanity points to see just the Black Sphinx's monstrous paw, 1D8/1D20 Sanity points to see the Black Sphinx in its entirety.



CHAPTER 5

KENYA

It was in the hot autumn that I went through the night with the restless crowds to see Nyarlathotep; through the stifling night and up the endless stairs into the choking room.

— H. P. Lovecraft, *Nyarlathotep*

Wherein is retraced the final journey of the Carlyle Expedition, leading inland to the ultimate horror at the Mountain of the Black Wind.

Investigators have a chance to acquire some useful items and to learn valuable information while at work in Kenya. Smart investigators will examine every lead before jumping off towards the Aberdare Forest and the perils of the Mountain of the Black Wind. In Mombasa and Nairobi the investigators are probably harassed by Taan Kaur, while M'Weru (if she is aware of them) waits until they are isolated targets in the countryside.

Help may come from friendly tribes, and especially from African magicians in the area. Little or no help is likely from the colonial administration and police; the scattered contingents of the King's African Rifles are unlikely to take action without direct orders or without clear and present need. Those few high-level representatives of the Crown are ignorant of organized Bloody Tongue activity.

No white man in Kenya Colony knows the location of the Mountain of the Black Wind; they are utterly oblivious to its Mythos connections and know it, instead, as Mount Satima, the highest peak in the Aberdare Range. (The English term is just a translated one, based on the Maasai name for the mountain: *Oldoinyo Lesatima*, the Mountain of the Bull Calf. Similarly, Mount Kenya is called that name only by the white settlers; black Africans call it *Kere-Nyaga*, the home of the creator god, Ngai.)

PICKING UP THE TRAIL

The primary mystery to be solved in Nairobi is the location of the Mountain of the Black Wind. If the investigators talked with Jonah Kensington in New York and acquired Elias' Nairobi notes (**Carlyle Papers America #12**), they have leads to Johnstone Kenyatta, Lt. Mark Selkirk (deceased), and Nails Nelson, as well as Sam Mariga, Dr. Starret, Neville Jermyn, and Colonel Endicott. If they questioned Arthur Emerson (see **Emerson Imports**, page 138, America), they know that a Mombasan exporter named Ahja Singh made regular shipments to America (**Horror at Ju-Ju House**, page 154, America). They may also know the priestess' name: M'Weru. If they have already met Jack Brady in Shanghai, then they likely have a detailed map showing the way to the Mountain of the Black Wind. If they have none of these leads, it's hard to understand why they sailed to Kenya! If they did anyway, use the *Nairobi Star* (page 403) to direct them to one or more of the key contacts in Nairobi.

Note: all of the Kenyan NPCs noted above are described in the **Dramatis Personae: Kenya**, page 391.

The Carlyle Expedition came to Kenya in 1919 under the pretense of going on a safari in the Great Rift Valley. They later spoke of a trek to confirm data gathered in Egypt concerning the followers of a religious leader who migrated southward into Kenya.

While in Nairobi, the Carlyle principals stayed at **Hampton House** (page 405). While there, they met with Neville Jermyn, who organized 20 bearers for the expedition. The Carlyle Expedition also purchased a small quantity of medical supplies from Dr. Horace Starret. In addition, members of the expedition met with Taan Kaur, a local Bloody Tongue cultist, who provided contacts and guidance on how they might travel to the Mountain of the Black Wind.

With a few days to kill while preparations were made for their journey to the Mountain of the Black Wind, the expedition chose to spend a night at Colonel Endicott's game lodge (see the sidetrack Scenario, **The Game Lodge**, page 413).

Jack Brady (**Dramatis Personae: China**, page 534) was increasingly appalled by Carlyle's nightmarish ravings and by

Opposite: M'Weru directs the Spawn of Nyarlathotep

WHAT THE CARLYLE EXPEDITION DID IN KENYA

Date	Event
30th July 1919	Carlyle Expedition arrives in Mombasa, Kenya.
1st August 1919	Expedition visits Endicott's Game Lodge, returning after two days.
3rd August 1919	Expedition makes final preparations to depart Nairobi and trek towards the Mountain of the Black Wind the following day. That night, Brady and Carlyle secretly flee.
4th August 1919	The "Carlyle" Expedition leaves Nairobi at first light to avoid attracting further attention. Brady and Carlyle arrive in Mombasa, then depart by ship for Perth, planning to continue to Shanghai where Brady has friends.
8th August 1919	The remaining expedition members perform a magical rite in the wilderness. The "massacre" takes place. Later, the expedition travels secretly to the Mountain of the Black Wind.
11th March 1920	Erica Carlyle arrives in Kenya to search for traces of the Carlyle Expedition.
20th May 1920	Mutilated remains of the "Carlyle Expedition" are found.
19th June 1920	Five Nandi tribesmen are blamed for the "massacre" and executed following a short, unjust trial.

Sir Aubrey's power over his friend. Brady drugged Carlyle and headed back to Mombasa, with Carlyle alternating between normal behavior and madness as the two sailed by Arab *dhow* (sailing ship) to Durban.

After Brady and Carlyle fled, the remaining expedition members set out with their many bearers towards the mountain. In a clearing in the wilderness one night, they conducted a hideous ritual, sacrificing the bearers and calling upon various heralds of Nyarlathotep.

Following the ritual and sacrifices, the expedition completed their journey to the Mountain of the Black Wind. M'Weru and Hypatia Masters remained at the mountain. The disappearance of Carlyle left Huston and Penhew somewhat confused and wary, and they traveled in secret back to Mombasa, before departing Kenya.

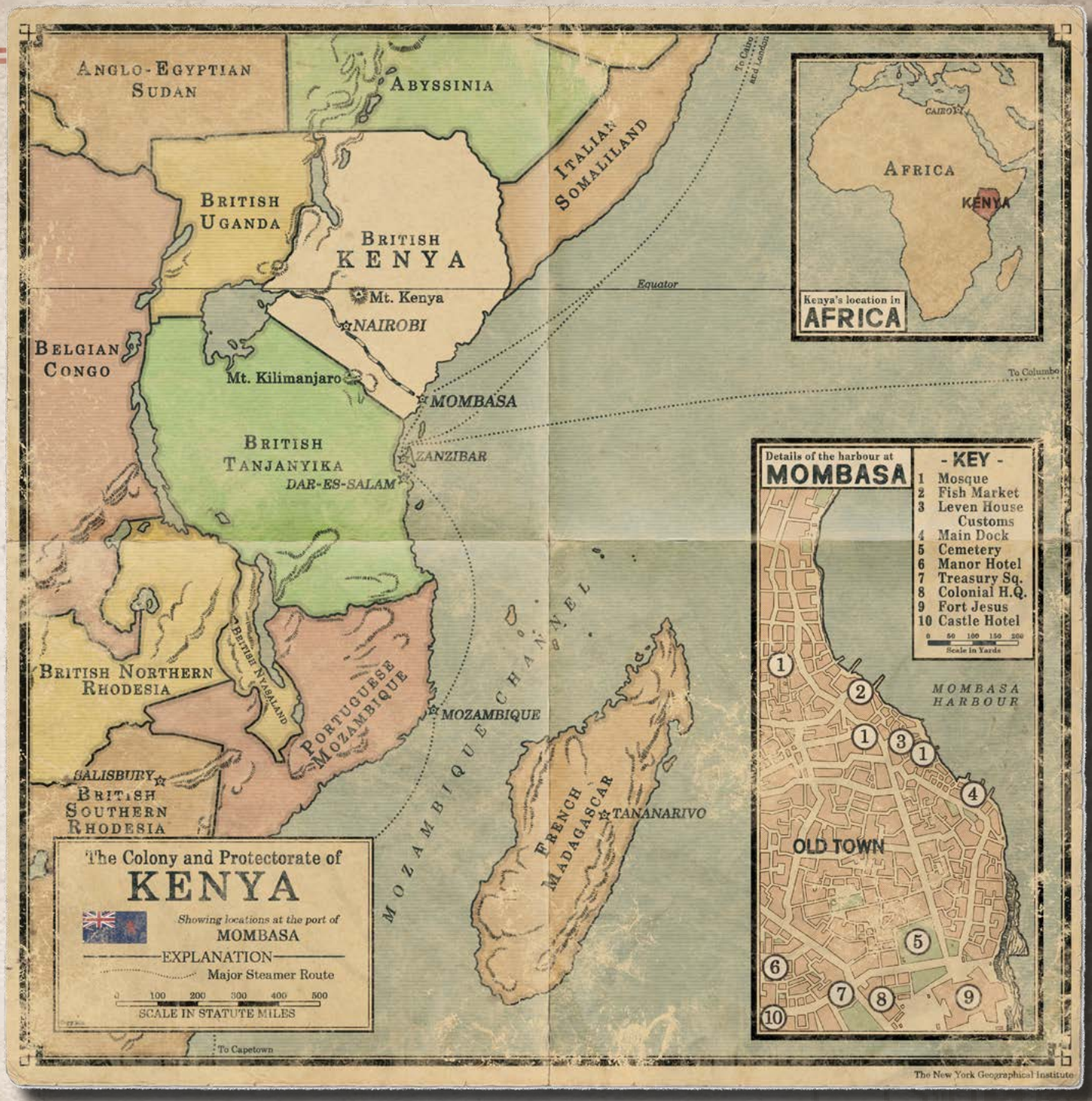
It was some months before anyone came across the massacre site. Sam Mariga, a gardener at the Nairobi railway station, was visiting a cousin in the village of Ndovu in the Aberdare Forest when he heard how many people lay slain and unburied, and of how it was unwise to go near. He reported the find to the authorities, who failed to act upon the information, until Erica Carlyle (**Dramatis Personae: America**, page 108), Roger Carlyle's sister, visited Kenya in 1920. Erica met with the authorities and Mariga's report came to light. Lt. Mark Selkirk and a squad of men were dispatched to search for the remains, locating them on May 20, 1920.

The authorities associated the massacre with the Carlyle Expedition, about whom there had been no report for a long time. No evidence of any caucasian remains were found among the bones, but the authorities seized upon the opportunity to accuse and subjugate the native population. The expedition members were proclaimed to be amongst the dead, and Nandi people were blamed for the attack, with five innocent men hanged as a result.

Jackson Elias in Kenya

Elias arrived in Nairobi on July 23, 1924, having followed various leads across Africa regarding the Cult of the Bloody Tongue. Curious as to whether the cult could have any connection to the loss of the Carlyle Expedition, he spoke with Roger Corydon, Colonial Undersecretary for Internal Affairs, who furnished him with the standard account of the massacre. Unwilling to accept the official story, Elias visited the site himself, noting the barren earth and how the local tribes avoided the area.

Opposite: Map of Kenya with Mombasa inset



Elias interviewed Johnstone Kenyatta, who told him that the Carlyle murders may have been performed by the Cult of the Bloody Tongue. He also talked with Lt. Mark Selkirk (since deceased), leader of the men who actually found the remains of the Carlyle Expedition—he partially confirmed the official story, but eventually admitted that no white corpses were actually found among the dead.

The intrepid author then ran into Nails Nelson at the Victoria Bar in Nairobi, who claimed to have seen Jack Brady (**Dramatis Personae: China**, page 534) alive in Hong Kong. Elias followed this lead, departing Mombasa and Kenya on August 16, 1924.

RUNNING THIS CHAPTER

If the investigators choose to travel to Kenya, the most likely route is to arrive by sea at Mombasa. Once there, unless the investigators have taken great pains to cover their trail and travel in secret, they will be spied upon by local cultist, Taan Kaur, who pursues the investigators relentlessly, summoning fire vampires to attack them at the first available opportunity (**The First Attack**, page 398).

Their investigations lead the characters to **Nairobi** (page 400) where they may consult **The Nairobi Star** (page 403), as well as a number of interesting characters, each with useful information. While in Nairobi, the investigators may opt to lodge with Colonel Endicott, on a tangentially related sidetrack scenario: **The Game Lodge** (page 413). A meeting with **Old Bundari** (page 421) may be fortuitous, helping to guide the investigators on to the climax of the chapter at the **Mountain of the Black Wind** (page 428).

Unless the investigators somehow prevent it, Hypatia Masters (**Dramatis Personae: Kenya**, page 395) gives birth to a child of Nyarlathotep (**The Spawn of Nyarlathotep**, page 432), in a climactic ritual at the Mountain of the Black Wind. If this terrible event plays out, it is quite possible that the investigators will be driven insane amongst a baying crowd gathered together in worship of Great Nyarlathotep. Advice is provided on how to deal with different outcomes.

The sections in this chapter can be played in various orders. A variety of clues and leads are provided, allowing the players to follow up their investigations in other chapters. If this chapter forms the climax of your campaign, it is likely to feature either the **Ritual of the Birth** (page 433), or the final ritual of January 1926 (**Grand Conclusion**, page 619).

PULP CONSIDERATIONS

Kenya offers plenty of scope for pulp action. Taan Kaur is a dangerous adversary who is likely to crop up several times before being defeated. In pulp mode, even more can be made of Kaur's abilities as a Mythos sorcerer.

It is at the Mountain of the Black Wind that the major pulp action scene plays out. Here there are terrible Mythos beasts, thousands of cultists, and a full-blown avatar of Nyarlathotep to contend with.

While not realistic or representative, the following movies could provide some "inspiration" for this chapter: *She* (Day, 1965), *Congo* (Marshall, 1995), and *King Solomon's Mines* (Bennet, Marton, 1950). There are a plethora of "African" films made during the 1930s, which may be of interest, although the viewer may find portrayals of African life and people as downright wrong, and these should be viewed through the lens of "Hollywood history."

ARRIVING IN KENYA

Lacking a dirigible, the investigators probably reach Kenya by steamship; many lines call at Mombasa, the main seaport.

From America: ships from New York touch Freetown, rest most of a week at Cape Town, and overnight at Durban.

From England: ships from Southampton or Liverpool touch Freetown, rest most of a week at Cape Town, and overnight at Durban. One reliable British line is Baffrey's.

From Egypt: ships from Port Said travel through the Suez Canal, and lay over several days at Aden. The investigators could, of course, go up to the White Nile through the Sudan, a distance of about 3,000 miles (4,800 km), crossing sullen deserts and trackless, disease-ridden swamps. Survivors would have trekked for about six months, and reach Nairobi before finding Mombasa.

From Australia: the most common route between Australia and Europe is via the Suez Canal, with a stopover at Port Said in Egypt, allowing travelers to depart at Port Said and then take another ship to Mombasa. The Australian Commonwealth Government Line of Steamers had fifteen second-hand British tramp steamers, used mainly to export wheat and wool from Australia to Europe and the U.S.A, providing a less luxurious experience for desperate investigators. Otherwise, travelers could catch a ship heading for England taking the long route, via the Cape of Good Hope (South Africa), where another ship can then take them up the coast to Mombasa.

From China: ships from Shanghai stop at Hong Kong, Singapore, Ceylon (Sri Lanka), Bombay (Mumbai), and then Aden before reaching Mombasa.

Arriving at Mombasa, new arrivals have their passports checked at Lever Customs House (situated by the old harbor). British citizens are granted a three-month stay, others just one month. The investigators' baggage is unlikely to be searched.

The investigators may take the Uganda Railway some 300 miles (480 km) inland to Nairobi. From there, if they dare, they can safari to the Mountain of the Black Wind, and learn what that fearsome place has to do with the fate of the Carlyle Expedition. After all, what worthy investigator could fail to be interested in the appearance of the child of Nyarlathotep?

SETTING INFORMATION: KENYA

Kenya straddles the equator and its geography is diverse, from grassland savannas to dense tropical rain forests, mangrove swamps, deserts, and snow-capped mountains.

Climate

The climate is likewise varied. The coast is hot and humid, with temperatures of 70°F to 85°F (22°C to 30°C), and annual rainfall of 40 inches (1 m). Elsewhere inland, the climate varies depending on elevation, with a common average of 50°F to 75°F (10°C to 26°C). There are two wet seasons, the "long rains" from March to May and the "short rains" from October to December. The heaviest yearly rainfall (of 10 feet; 3 m) occurs in the Aberdare Ranges.

Society

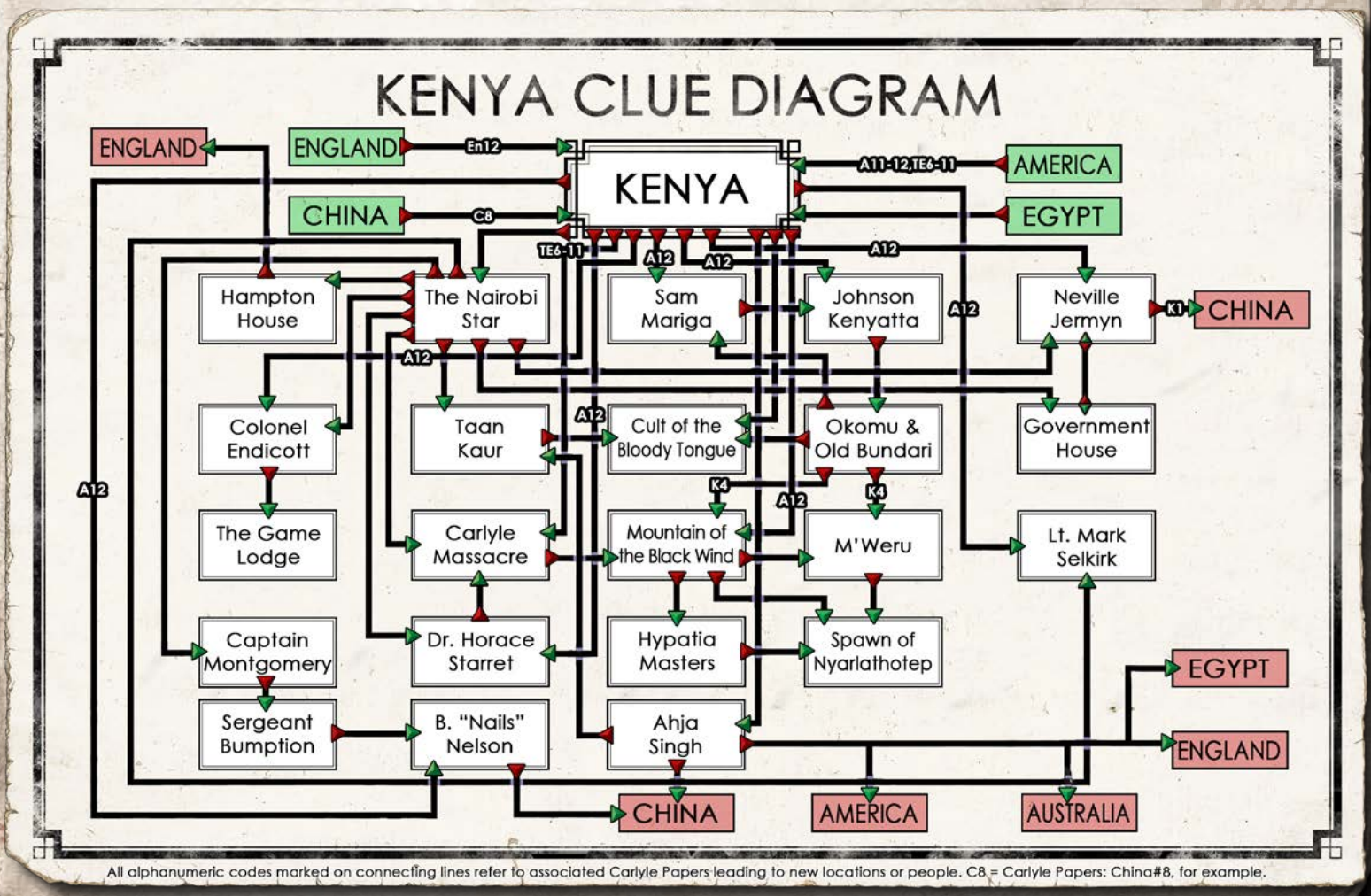
Society is discriminatory, based largely upon skin color. White Europeans operate the colonial administration and dominate key positions while the native African population is largely impoverished and oppressed. Indian settlers, brought over in their thousands to complete the Uganda Railway, form a middle class.

LANGUAGES

There are three common basic language roots in East Africa: Bantu (Kikuyu, Gusii, Kamba, Swahili, Meru), Nilotic (Nandi, Luo, Maasai, Samburu, Turkana), and Cushtic (Galla, Somali). See page 79 **(Languages)** of the *Call of Cthulhu Rulebook* for rules on language families.

The Kenya Colony is a part of the British Empire. Currency takes the form of the British pound. The law is practically identical to that in Britain, with the police and courts operating in much the same way as at the heart of His Majesty's Empire. If a show of force is required, the King's African Rifles (the colony's equivalent of an army) can be deployed.

Towns were developed with social division in mind, with one area for whites, another for black Africans, and



a third for the Arab and Asian communities. Segregation is enforced: a black person (including investigators from outside the country) entering a public toilet or place signed "Whites Only" could find themselves in trouble.

The way in which the discrimination of the period is handled is one for each individual Keeper to decide; indeed, Keepers may wish to ignore it entirely or attempt to portray the uncomfortable and unjust aspects of 20th century history. Certainly, such a contentious issue should be handled sensitively and with consideration.

Transport

The major transport route is the Uganda Railway, which runs from Mombasa to Lake Victoria. Around town, automobiles are common, alongside bicycles, camels, donkeys, and rickshaws. Horses are less common, being prone to fly-bites and disease.

Firearms in Kenya

It is not unusual to see a person with a revolver at their hip or a rifle hung from their shoulder. Wild animals are common, and guns are cheap and widely available (gun permits are available from Lever Customs House in Mombasa). As many European and American visitors come to hunt game, weapons (of a reasonable nature) are permitted; however, those traveling to Nairobi are told to obtain a hunting license from Government House on arrival in the town.

Newspapers

Three titles the investigators are likely to encounter are *The East African Standard* (in Nairobi), the *Mombasa Times*, and the *Nairobi Star*. 1925 also sees the first issue of the Kikuyu newspaper, *Muigwithania* (*The Reconciler*), written in the Kikuyu language, published in Nairobi.

Native Kenyan Tribes

There are many tribes in Kenya, most with their own languages (see box, nearby). Some are hunter-gatherers, whereas others are farmers keeping goats, chickens, and cattle.

Beginning in Mombasa and along the coast, the investigators are most likely to meet the Swahili people; followers of Islam who speak Arabic and Swahili. The Swahili are often employed as servants in white households.

Traveling to Nairobi, the investigators cross the homelands of the Akamba tribe. The Akamba people have a reputation as traders, and are often employed as guides. Nairobi itself was built in the center of the Kikuyu homeland. The Kikuyu people speak Kikuyu and Swahili.

Other tribes that might be encountered include the Maasai and the Nandi. The Maasai live in the Kenyan Highlands, and have fought many battles with the Kikuyu over the years. The Nandi occupy the western edge of the Rift Valley.

CULT IN RESIDENCE: CULT OF THE BLOODY TONGUE

In East Africa, the investigators face the parent cult of the Bloody Tongue, beside which the New York branch is an insignificant tendril. Here, the cult flourishes mainly in the bush, not in Nairobi or Mombasa. Its holiest rites are held at the Mountain of the Black Wind, beyond the Aberdare Forest, some 70 air miles (112 km) north of Nairobi. The priestess M'Weru dwells here, more beautiful and more dangerous than ever (**Mountain of the Black Wind**, page 428). The cult uses all manner of weapons, but always performs ritual murders and mutilations with the panga (in pulp games, M'Weru and other high ranking cultists also carry African throwing knives, see **Pulp: African Throwing Knives**, page 106, America). Like the American splinter cult, cultists wear hideous headpieces with a dangling strip of red leather (or an actual tongue) protruding from the forehead. Another common factor is the cult tattoo (sometimes scarification) worn by all the members that is akin to the tattoos of the cultists in New York City.

Taan Kaur (**Arriving in Mombasa**, page 396), an Indian tea-seller, leads the cult's Nairobi agents. While Kaur is devoted to Nyarlathotep in the form of the Small Crawler (an avatar worshipped in India), since arriving in Africa she has been assimilated into the African cult and understands her god may appear in differing forms, like that of the Bloody Tongue.

Though the colonial administration denies the existence of the cult, most Kenyans of long residency have a vague awareness of it. Tribes in the Aberdare Forest region, particularly the Masai and the Kikuyu, detest the Bloody Tongue, and their members may aid the investigators; however, these people also fear the cult and distrust non-tribesmen: aid must be carefully negotiated and the investigators will, somehow, have to prove themselves reliable.

Profiles for **Average Bloody Tongue Cultist (Kenya)** can be found on page 443 in the **Characters and Monsters** section at the end of the chapter. **M'Weru's Bodyguards** (page 442) are tougher individuals.

DRAMATIS PERSONAE: KENYA

Key NPCs of the Kenya chapter are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in the **Characters and Monsters: Kenya** section at the end of this chapter. Backgrounds and profiles for those NPCs featured in the sidetrack scenario **The Game Lodge** can be found in situ.

POTENTIAL ALLIES

Bertram "Nails" Nelson, 36, *feckless soldier of fortune*

- **Link:** Nairobi Notes of Jackson Elias—Elias met Nails Nelson at the Victoria Bar in Nairobi (**Carlyle Papers America #12**).
- **Link:** Bumption knows Nails Nelson (**Montgomery and Bumption**, page 407).



Nelson was still His Majesty's prisoner for dereliction of duty when the Carlyle Expedition came to Africa. He has heard hundreds of stories about all kinds of cultists, and gladly makes up some more if the investigators buy the drinks. He would love to work for them and claims to know Africa like the back of his hand. He has a smattering of many languages, mainly nouns he learned from bartenders and verbs he learned from prostitutes.

As long as the investigators exercise stern discipline over him and keep him away from alcohol and narcotics, Nelson could be useful. If ever they must depend on him, he will run, first stealing what he can. He doesn't know the location of the Mountain of the Black Wind, but has been to the Aberdare Forest.

- **Description:** scruffy and ill-shaven, of medium height, and with powerful hands.
- **Traits:** whines and begs contemptibly, telling anyone who will listen that he has fallen upon hard times.
- **Roleplaying hooks:** seeks to sponge whatever he can from the investigators, starting with drinks, then proceeding to agreements of employment.

Johnstone Kenyatta, 32, *political activist and future president of Kenya*

- **Link:** Nairobi Notes of Jackson Elias contain an interview with a Johnstone Kenyatta (see **Carlyle Papers America #12**).
- **Link:** Sam Mariga directs the investigators to Johnstone Kenyatta (see **Meeting Sam Mariga,** page 406).



Born 1891, Johnstone is a Kikuyu. Later known as Jomo Kenyatta, he was an important figure in the East African Association, and later the Kikuyu Central Association, campaigning for African nationalism. He would later lead Kenya to independence and become its first president.

Kenyatta lives in Swahili Town, on Marianna Street, in Nairobi, though most of the time he can be found in the office of the Kikuyu Central Association, a black African organization devoted to gaining representation in the colonial government.

- **Description:** dressed in a suit. His beard is short and tidy.
- **Traits:** possesses a sharp intellect and is insightful about people. His English is excellent.
- **Roleplaying hooks:** he will assess the investigators and send them to meet Old Bundari if he believes they are worthy.

THE HISTORICAL KENYATTA

Johnstone Kenyatta is one of those delights of *Call of Cthulhu* roleplaying: a famous person whom players can meet before he becomes famous. Keepers interested in the folklore of Kenya are directed to his book, *Facing Mount Kenya*. The several biographies of Kenyatta offer good Nairobi background for the time.

Natalie Smythe-Forbes, 48, *publisher of the* Nairobi Star

- **Link:** well known in Nairobi, and a likely source of information given her association with the newspaper (**The Nairobi Star**, page 403).



Mrs. Smythe-Forbes is a brisk woman. She's concerned about politics in Kenya, but in a distinctly oblivious manner. Though she has a kind demeanor, she's rather blind about black African affairs, and unengaged in the fate of the country's native populations. She's also a secret spiritualist, sometimes participating in seances (at the Keeper's discretion, this presents another opportunity to speak with the spirit of Jackson Elias—see **Séances**, page 213, England).

- **Description:** tall and slender, she wears her hair in a bun.
- **Traits:** she is kind, but may appear brusque because of her workload.
- **Roleplaying hooks:** always has time for anyone with a good story, and may implore the investigators to write and research columns for the *Nairobi Star*. If the Keeper wishes, she could even become romantically attracted to the investigator with the highest APP, and strive to take them on buggy rides to waterfalls, elephant matings, and so on.

Old Bundari, 80, *great tribal magician*

- **Link:** Johnstone Kenyatta is likely to direct the investigators to Bundari.

Bundari is a wise man and knows something of the Cthulhu Mythos and magic. He spends much of his time shut away in his hut in a meditative state. He is attended and cared for by Okomu.

- **Description:** a small, frail-looking individual. Naked from the waist up, he bears many piercings and ornamentations of rings and feathers.
- **Traits:** has a tendency to speak in metaphors and riddles.
- **Roleplaying hooks:** will seek to inspire the investigators with his words, to impel them onwards in their quest, giving what aid he can.



ADVERSARIES

Taan Kaur, 45, *tea-seller and agent of the Bloody Tongue*

- **Link:** entries of shipments from Ahja Singh to Taan Kaur (**Mombasa: Seeking Ahja Singh**, page 396).
- **Link:** Mrs Smythe-Forbes mentions Kaur (**What the Nairobi Star's Files Show**, page 404).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).



Though not a priest, Taan Kaur is an important agent for the Bloody Tongue. She has informal rule over foreigners (Asians, British, and so on) in Kenya Colony; a right earned by her perfect cover-up of the conditions surrounding the Carlyle massacre. Taan originates from India, from where her devotion to the Small Crawler stems (another of Nyarlathotep's avatars, predominantly worshipped in India). She understands her god has many faces.

As foreigners, the investigators are within her province. In the first instance, she does not send word of their presence to M'Weru, as they are "hers" to deal with as she sees fit. She will ask for aid, however, if the investigators visit her, fearing that her identity has been compromised.

Taan is the niece of Ahja Singh (**Minor NPCs**, page 394), and aunt to Avtar Singh (see following).

- **Description:** a small, plump woman, with stubby fingers bedecked with many rings.
- **Traits:** wears a perennial smile on her lips, which broadens to a wide grin when she gains the upper hand.
- **Roleplaying hooks:** plays the innocent for as long as possible. If her attacks upon the investigators fail, she may attempt to inveigle herself into their company, offering to act as a guide.

Avtar Singh, 19, *naive nephew of Taan Kaur*

- **Link:** possibly spotted spying on investigators (**Arriving in Mombasa,** page 396).
- **Link:** travels with, and assists, Taan Kaur (**Taan Kaur's Shop**, page 410).

Avtar is the nephew of the dangerous Taan Kaur. Though not yet a cultist, he knows there is more to his aunt than meets the eye. Avtar is loyal to his aunt and keen to prove his worth. So long as Avtar is still in play, he accompanies Taan on her journey to Nairobi and acts as her assistant.



- **Description:** a lithe young man, with bright eyes.
- **Traits:** nervous and flighty, unable to be still for more than a moment.
- **Roleplaying hooks:** does his aunt's bidding. If the investigators succeed in extracting information from him, he pretends to change sides, hoping to lure the investigators into some kind of improvised trap and thus regain his aunt's approval.

M'Weru, 26, *high priestess*

- **Link:** Huston's case notes record that Carlyle calls her "M'Weru" (**Carlyle Papers America #16**).
- **Link:** described in *Africa's Dark Sects* by Nigel Blackwell (**Appendix C: Tomes**, page 639).
- **Link:** messengers from M'Weru come and go (**Taan Kaur's Shop**, page 410).
- **Link:** Bundari names the god's priestess as M'Weru and says she lives in the mountain (**Old Bundari**, page 421).
- **Link:** the great magician of Swara village was cursed by the sorceress M'Weru because he dared mock her powers (**Local Gossip: Ndovu**, page 427).



Unlike most wizards in this campaign, M'Weru has a ready source of hundreds of magic points (by utilizing the stone altar in the Mountain of the Black Wind), and would very gladly use her spells to butcher the investigators.

M'Weru was born a member of the Kikuyu tribe. In 1916, she was already a priestess of the Cult of the Bloody Tongue in Kenya. By the will of Nyarlathotep, she was sent to New York City, where her beauty and magnetism entranced and snared millionaire playboy Roger Carlyle. During her stay in New York, she evaluated the ways of the modern world, and found them to be childish, stupid, and weak.

Around her neck she wears a small crystal pendant on a fine gold chain. On closer inspection, this proves to be a rock crystal vial containing 3 drops of a black, viscous, oozing liquid (Nyarlathotep's blood, which may be useful in the formulation of Space Mead—see ***Secret Mysteries of Asia***, page 647, **Appendix C: Tomes**, for further details).

Special note: if she is killed, Nyarlathotep momentarily possesses M'Weru. Her eyes flood with darkness and her mouth emits a terrible scream. Her body bloats and splits, turning inside out, before collapsing in upon itself. Anyone seeing this or hearing her scream must make a **Sanity** roll (1/1D6 loss); those within 10 feet (3 m) of M'Weru must succeed in a **Dodge** roll to avoid being grabbed by her flailing entrails (see her profile in **Characters and Monsters: Kenya**, page 438). Anyone hit is momentarily touched by Nyarlathotep and experiences a vision of something "useful" that is going on in one of the other campaign locations (perhaps Australia, China, or somewhere not yet visited). The vision should contain a clue: ask each target for a **Luck** roll, with those succeeding gaining a benign vision; those who fail suffer a vision of horror, perhaps featuring a Mythos entity or gruesome sacrifice taking place, requiring an appropriate **Sanity** roll (1/1D8 loss). Regardless of which form the vision takes, the experience grants the viewer some useful information and 1D6 Cthulhu Mythos points.

Would M'Weu and Nitocris peacefully divide Africa, or fight it out? Only the most daring investigator would become involved in such a power struggle.

- **Description:** possesses a dangerous, noble beauty that few can fail to be impressed by. Her braided hair lies upon the shoulders of her long, flowing robes.
- **Traits:** beautiful and bloodthirsty. All who know her power fear her, and this makes her imperiously proud.
- **Roleplaying hooks:** will not waste time negotiating with intruders; if caught alone, she may try to befriend the investigators, pretending to be a victim of the cult.

MINOR NPCS

Okomu, 23, *assistant to Bundari*

- **Link:** Johnstone Kenyatta is likely to direct investigators to Okomu (**Meeting Johnstone Kenyatta**, page 408).

Okomu is the devoted acolyte to Old Bundari. He sees to all of Bundari's needs, and it is assumed that he will one day inherit the old magician's role.

- **Description:** a young, delicate-looking man dressed in a simple robe.
- **Traits:** despite his excellent English, Okomu is irritatingly rude, constantly pressing the investigators for details, reasons, and rationales behind their statements, then sneering at their answers.
- **Roleplaying hooks:** Okomu seeks to test the investigators. Once convinced of the urgency of their mission, Okomu becomes gentler, and will lead the investigators to meet with Old Bundari.



Ahja Singh, 63, *art dealer and exporter*

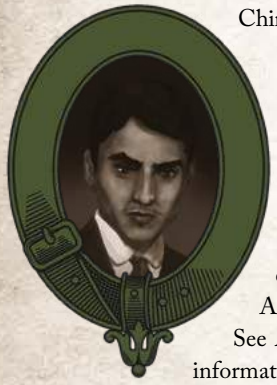
- **Link:** Emerson Imports is the U.S. agent for the Mombasan exporter Ahja Singh (**Emerson Imports**, page 138, America).
- **Link:** ledger entry refers to Ahja Singh (**Carlyle Papers England #12**).
- **Link:** Kakakatak can point out a connection to Ahja Singh (**Kakakatak**, page 458, Australia).
- **Link:** ledger entry (**The Randolph Shipping Company**, page 464, Australia).
- **Link:** ledger entry (**Ho Fang's Office**, page 554, China).

Ahja Singh exports African art all over the world, including to Ju-Ju House in New York City. He is not a cultist and is unlikely to appear in this chapter, as he is currently in India, but could do so if the Keeper wishes. Ahja is uncle to Taan Kaur (**Dramatis Personae: Kenya**, page 392).

- **Description:** short and plump, with a bushy black beard and shrewd face.
- **Traits:** greedy and ruthless. Not averse to hurting people if it leads to profit.
- **Roleplaying hooks:** if approached by amiable-looking investigators, Ahja attempts to sell to his wares to them. If it is evident they have items of worth, Ahja attempts to purchase them. He may even try to commission the investigators to acquire fresh items for him. If the investigators are evidently unfriendly, he seeks to have them scared off.

Neville Jermyn, 31, *barrister and oddball*

- **Link:** the Carlyle Expedition met with Jermyn (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Elias mentions Neville Jermyn (**Carlyle Papers America #12**).
- **Link:** Madam Lin Yenyu has a copy of Wade Jermyn's book in her library (**Madam Lin's Collection**, page 570, China).



A descendant of the African explorer Sir Wade Jermyn, who wrote *Observations on the Several Parts of Africa*, and who went mad in 1765 (see H. P. Lovecraft's short story *Facts Concerning the Late Arthur Jermyn and His Family* for details). Neville is the son of the late Arthur Jermyn, who died in 1913, aged 43. See **A Brief Synopsis** (page 406) for further information.

- **Description:** wears a smart suit, but the conformity of his dress only serves to accentuate his curious physical features: broad shoulders, large hands, and a crouching gait.
- **Traits:** when speaking to Mr. Jermyn, a successful **Psychology** roll suggests that this man is as odd as his mad ancestor.
- **Roleplaying hooks:** if befriended, Jermyn talks of the City of the White Gorilla and his pipedream of journeying to it. If the investigators entertain these notions, the Keeper may wish to either allow them to follow the red herring or gradually reveal it to be the ravings of a misguided obsessive.

Dr. Horace Starret, 61, *Anglican rector and medical doctor*

- **Link:** the Carlyle Expedition met with Dr. Starret (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Elias mentions Dr. Starret (**Carlyle Papers America #12**).



A medical doctor and an Anglican rector for Nairobi, Dr. Starret can often be found at the hospital and mission school in Swahili Town, which he helped to start. If the investigators mention that they're heading into the backcountry, he lectures them on African diseases, venomous snakes, spiders and frogs, and suitable precautions, before adding that the Aberdare Forest's cool air is really quite healthful.

- **Description:** the typical elderly rector, mostly bald, he wears glasses and a dog collar.
- **Traits:** constantly fiddles with his glasses as he speaks with people. He delights in gruesome accounts of what the wildlife can do to people.
- **Roleplaying hooks:** the old clergyman attempts to put people off going into the wilds, suggesting that they might, instead, lend a hand at the hospital or school in whatever capacity seems most appropriate. He always has a list of menial tasks for which he asks assistance.

Sam Mariga, 53, *Kikuyu father, railway gardener*

- **Link:** Elias mentions Sam Mariga (**Carlyle Papers America #12**).

Currently, Mariga finds himself too busy with his family to be an organizer for an independent Kenya, yet he occasionally speaks toward that end. He frequently uses his rail pass to visit up and down the line, searching out intelligent,



energetic youngsters and putting them in contact with one another. Sam is well liked by the rail agent at Nairobi, who allows him to set his own schedule so long as the plantings remain immaculate.

Part of Mariga's nationalism comes from his knowledge of minor portions of the Cthulhu Mythos. Having witnessed events of which the West is ignorant and incapable of assimilating, he does not imagine that Europeans are omnipotent.

- **Description:** a large, strong man, usually found dressed in work overalls.
- **Traits:** a proud man, slow to trust people. He conceals his wisdom behind the guise of being a simple gardener.
- **Roleplaying hooks:** keen to play a part in the struggle against the Cult of the Bloody Tongue, and offers his services to investigators, if he judges them worthy.

Hypatia Celestine Masters, 32, *sadly mutated mother to be*

- **Link:** reports mention Masters acting as photographer and archivist for the Carlyle Expedition (**Carlyle Papers: TheExpedition #5**).
- **Link:** Reuters news report Masters' death (**Carlyle Papers: TheExpedition #10**).
- **Link:** Masters suggested that the group spend the summer months in the relatively cool Kenyan uplands (**What Gavigan says about the Carlyle Expedition**, page 199, England).
- **Link:** several photographs depict Masters in Kenya (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Mrs Smythe-Forbes' statement (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Bumption claims to have seen the cloven head of Hypatia Masters (**Montgomery and Bumption**, page 407).

Once a beautiful New York society girl, now a bloated abomination, ripe with the seed of Nyarlathotep. Soon, she will give birth to a horror that will take on her guise. Her days are numbered.

- **Description:** her beautiful face is still recognizable but, instead of her lithe body, her face now sits atop an amorphous, pulsating mass of sallow flesh, little more than a swollen container encasing the Spawn of Nyarlathotep. Two baleful eyes can be seen glaring through the translucent yellow membrane of her belly.
- **Traits:** babbles constantly in sing-song schoolgirl English about college friends and photography, and her metamorphosis as the bride of a god.
- **Roleplaying hooks:** though utterly insane, she can communicate, and investigators might be able to engage her in conversation. Ultimately, she begs the investigators to find a way to save her life, promising to reward them with great wealth on her safe return to America.



NITOCRIS IN KENYA

There are three main avenues for the Keeper to explore with respect to Nitocris and M'Weru. Should the investigators travel to Kenya immediately after Egypt and the Queen's return from the dead (assuming the investigators failed to stop it), then Nitocris may be too weak to follow, leaving them to deal with M'Weru and the Cult of the Bloody Tongue unhindered (or unaided).

If the Keeper decides that she does follow regardless, or if the investigators leave sufficient time between the appearance of Shafira Rawash and their trip to the Mountain of the Black Wind, then M'Weru's pride and lust for power could potentially make an enemy of the ancient Queen. If M'Weru succeeds in opening the Great Gate with the aid of the Spawn of Nyarlathotep, then Nitocris' plans for world domination cannot come to pass—another reason why the two may not see eye-to-eye. Nitocris may even offer aid to the investigators in their quest to defeat the Kikuyu witch, as well as trying to recruit M'Weru's servants (such as Taan Kaur) to her own cause.

Alternatively, if the Keeper wishes, Nitocris acts to support M'Weru, and becomes an additional and dangerous thorn in the investigators' side throughout their stay in Kenya. It is unlikely, however, that the two women ever form anything beyond a wary alliance; both are too ambitious and controlling to do more than tolerate each other for as long as the arrangement remains mutually beneficial.

MOMBASA

If the investigators came from Cairo, Mombasa is an excellent transition for them. This city is Arabic, with famous narrow and redolent alleys, elaborately decorated balconies, mosques and minarets, muezzins, and veils. This famous merchant city and former slave-trading center is only a few centuries newer than Cairo. About 30,000 people live here on the edge of the Indian Ocean, combining aspects of Arab, African, Indian, Portuguese, and British ways of life.

Pre-colonial traders built Mombasa on a coral island just offshore, for purposes of defense. A railway causeway and foot-traffic ferries now connect island and continent. The eastern district, known as the Old Town, is a maze of alleys and traditional thatched, mud-brick houses of Swahili construction. Islamic design is in evidence, alongside the more modern British Colonial architecture. Mombasa became a British Protectorate in 1887.

ARRIVING IN MOMBASA

If a player suggests and successfully rolls a **Spot Hidden** check for their investigator, they notice that the same young Indian man (Avtar Singh) has been watching the party at several different times, and at several different locations. It is a logical deduction that he is following them.

Unless the investigators have been fastidious in avoiding cult contact, Taan Kaur has already been alerted of their imminent arrival, and her plans are long formed: she wants to eliminate these defilers well before they can approach the holy birth site deep in the forests of Kenya.

If the investigators seek to confront Avtar Singh, he attempts to flee, perhaps giving rise to a chase scene. Should the investigators gain the opportunity to question Avtar, he makes up stories and avoids telling the truth about his aunt, whose wrath he greatly fears. If the investigators succeed in an Extreme **Intimidation** roll, they may force Avtar to spill the beans, giving them the name of their enemy: Taan Kaur.

NOTABLE LOCATIONS IN MOMBASA

Fort Jesus: a Portuguese fort built in the late 1500s, now used as a prison by the British Colony.

Treasury Square: the center of colonial administration.

Fish Markets: a daily Swahili market. Many other commodities are also for sale.

Docks: many *dhows* are moored at the docks, some trading with India.

Castle Hotel: Mombasa's premier hotel, run by Mr. Schwentafsky (a "Champagne Charlie" type character). The hotel has a clean, white exterior and is beautifully furnished throughout, with polished floorboards and a grand staircase.

Manor Hotel: not as grand and expensive as the Castle Hotel, but very pleasant with its wide verandah and gardens.

CHASE SEQUENCE QUICK REFERENCE

Avtar Singh

CON	70
DEX	85
STR	60
Base MOV	9

Skills: Climb 40%, Jump 40%, Stealth 85%.

MOMBASA: SEEKING AHJA SINGH

- **Link:** Emerson Imports is the U.S. agent for the Mombasan exporter Ahja Singh (**Emerson Imports**, page 138, America).
- **Link:** ledger entry refers to Ahja Singh (**Carlyle Papers England #12**).

- **Link:** Kakakatak can point out a connection to Ahja Singh (**Kakakatak**, page 458, Australia).
- **Link:** ledger entry (**The Randolph Shipping Company**, page 464, Australia).
- **Link:** ledger entry (**Ho Fang's Office**, page 554, China).

Before or after their trip to the Mountain of the Black Wind, the investigators may decide to pay Ahja Singh a visit. Ahja is the chief African exporter to Ju-Ju House (via Emerson Imports) of New York City. His Mombasa warehouse and office are at the Kilindini Harbor. Anyone in the area can point out the ordinary-looking building. Ahja Singh is currently in India, due to return in three to six weeks. His factotum, Opinder Singh, humbly asks if he may serve such notable customers.

There is nothing in this building (or in Ahja Singh's home) linking him with Mythos cults in Africa or elsewhere, other than the contents of his ledger (see below). Ahja keeps a multi-national crew of thugs on hand to protect his property (**Hirelings of Ahja Singh**, page 439). At least four of them sleep nightly in the warehouse, and they are more than happy to bash the heads of anyone breaking in.

If they make it inside, the investigators find nothing of interest except a locked iron safe. With a successful **Locksmith** roll, one can hear its tumblers and work out its combination. Sledgehammers and cold chisels could quickly open it, as could a stick of dynamite. The safe weighs about 300 pounds (140 kg); it could be moved to the countryside, if need be. Though it's bulky, it's really not much of a safe: determined investigators should make quick work of it.

Inside the safe is the equivalent of about $300 U.S. in British and Egyptian pounds and Indian rupees, as well as miscellaneous invoices, some white powder (granulated sugar, a desiccant against the humidity), and a ledger. The ledger is kept mostly in Hindustani. A successful **Accounting** roll deciphers enough of the crabbed, non-Hindustani addresses to show shipments to Ho Fang Import/Export (**A Gentleman of Business**, page 553, China), the **Penhew Foundation** (page 551, England), Omar al-Shakti in Egypt (**A Dangerous Man**, page 344, Egypt), Silas N'Kwane c/o **Emerson Imports** (page 138, America), and Randolph Shipping Co. (two Australia addresses, Port Hedland and Darwin; **The Randolph Shipping Company**, page 464, Australia). There are many entries for Taan Kaur in Nairobi. Most of the international shipments are entered as "cultural art;" those sent to Taan Kaur are entered as casks or bricks of tea.

ON THE UGANDAN RAILWAY TO NAIROBI

Begun in 1896, the railway traverses 600 miles (965 km) and climbs 3,800 feet (1,150 m). The sleepers are made of steel, as termites would consume those constructed of wood. Thirty-two thousand workers were shipped in, mostly from India, to build the railway. By 1899 the railway reached a water hole where, perhaps due to sheer exhaustion, it was decided that the main railway station should be established. Thus Nairobi was born.

On this line, seating is by class and by color. The flatcar, directly behind the locomotive and its tender, is left for baggage, light freight, and poor people; the third-class car is mostly left for Asians and Arabs, better-off black Africans, and poor whites. The last car, the one furthest from the smoky, smelly engine, is reserved for white people, as well as Arabs and Asians of wealth, at the discretion of the conductor.

The dining car serves Asian and Arab passengers once between Nairobi and Mombasa (the tablecloths are removed and the nice china and silver jealously hidden—reflecting the racist attitudes of the day). Black Africans on the

TRACKS TO NAIROBI

The investigators' train to Nairobi is arranged in the following order. There is no Pullman-style sleeping car. This route concludes at Lake Victoria, in Uganda.

Wood burning locomotive
* * *
Wood tender
* * *
Flatcar (black Africans and freight) without protection from sun or rain
* * *
Mail, baggage, and freight car
* * *
Third class car (mostly Asians and Arabs) with row seating
* * *
Dining car
* * *
First class car (whites) with compartment seating

flatcar have to stay there; there is no way for them to get to the dining car. During the time period, it is normal to encounter such deliberate racism.

The journey from Mombasa to Nairobi takes 15 to 18 hours. After climbing out of a narrow coastal belt of open forest and dense brush, the investigators see the wide plains of Africa. The temperature is still hot but the air is less humid. Though farms can be spotted, exotic animal life is much in evidence: elephants, rhinos, giraffes, lions, hyenas, herds of various herbivores, and so on, are all seen at one time or another from the train.

The land is gentle and rolling, broken occasionally by precipitous ravines and canyons. Dry grass spreads everywhere, interrupted by thorn and baobab trees. To insane investigators, baobabs may look something like hoofless dark young of Shub-Niggurath; their bulbous trunks are grayish and shiny. The rainy seasons center on April and November; travelers during those seasons probably see verdant green plains, and may imagine that they are in Eden, if religiously inclined.

The line climbs steadily. Halfway along, a great snowcapped peak can be seen to the west: Mount Kilimanjaro looms high in the sky, though it is 50 miles (80 km) distant. As the train winds away to the west or east for a few minutes, glints of more great white mountains may be seen far off to the north. Before them is Nairobi, beside them lies the Aberdare Forest, and beyond them rests the Mountain of the Black Wind.

THE FIRST ATTACK

Assuming Taan Kaur has been notified to expect their arrival, she takes the same train as the investigators. Taan rides third class; if need be, hiding behind her two-month-old copy of the *London Times*. Long after sunset, less than an hour from Nairobi, she judges that the time is right. From the safety of the third-class car toilet she summons and binds two fire vampires; one burns with a blue flame, the other red. Like living stars, the entities hover in the night just outside the window, then drift down the length of the train; occasional screams and shouts of astonishment mark the progress of these swirling, flaming apparitions. Beside their targets, the walls of the coach begin to buckle, discolor, and smoke as the merciless things burn their way in: bound to Taan Kaur, they attack until the investigators die, Taan is killed or rendered unconscious, or until they themselves are destroyed.

The train has decent resources with which to fight the fire vampires if the investigators think to use them; the fire buckets and ashtrays in the passageway are filled with sand,



Taan Kauer attacks the investigators with summoned fire vampires

and large metal pitchers in the toilets each contain about a gallon of water. There are nearly 40 gallons (180 liters) of water available in the dining car (bottles of alcohol are not recommended, particularly whisky and brandy, which only encourage the fire vampires), and the locomotive's tender has hundreds of gallons of water, which could be drained out and used (if a fast enough method can be found). The burns that the fire vampires inflict on the first victim should convince the investigators as to the course of action to be taken.

Taan wants to kill the investigators. The one certain consequence of the attack is that a major portion of the car in which the investigators are traveling is gutted and left a smoking ruin. As the alarm spreads, the train halts; everyone turns out to fight the fire. The fire vampires attack only the investigators. To the 50 other passengers and crew, the behavior of those big sparks is uncanny but not supernatural. The conductor sternly chastises surviving investigators for carelessness with their cigars, and threatens them with a bill for damages. So long as the investigators stay within reach of the Kenyan courts, the Keeper may wish to harass them with a passenger-car lawsuit.

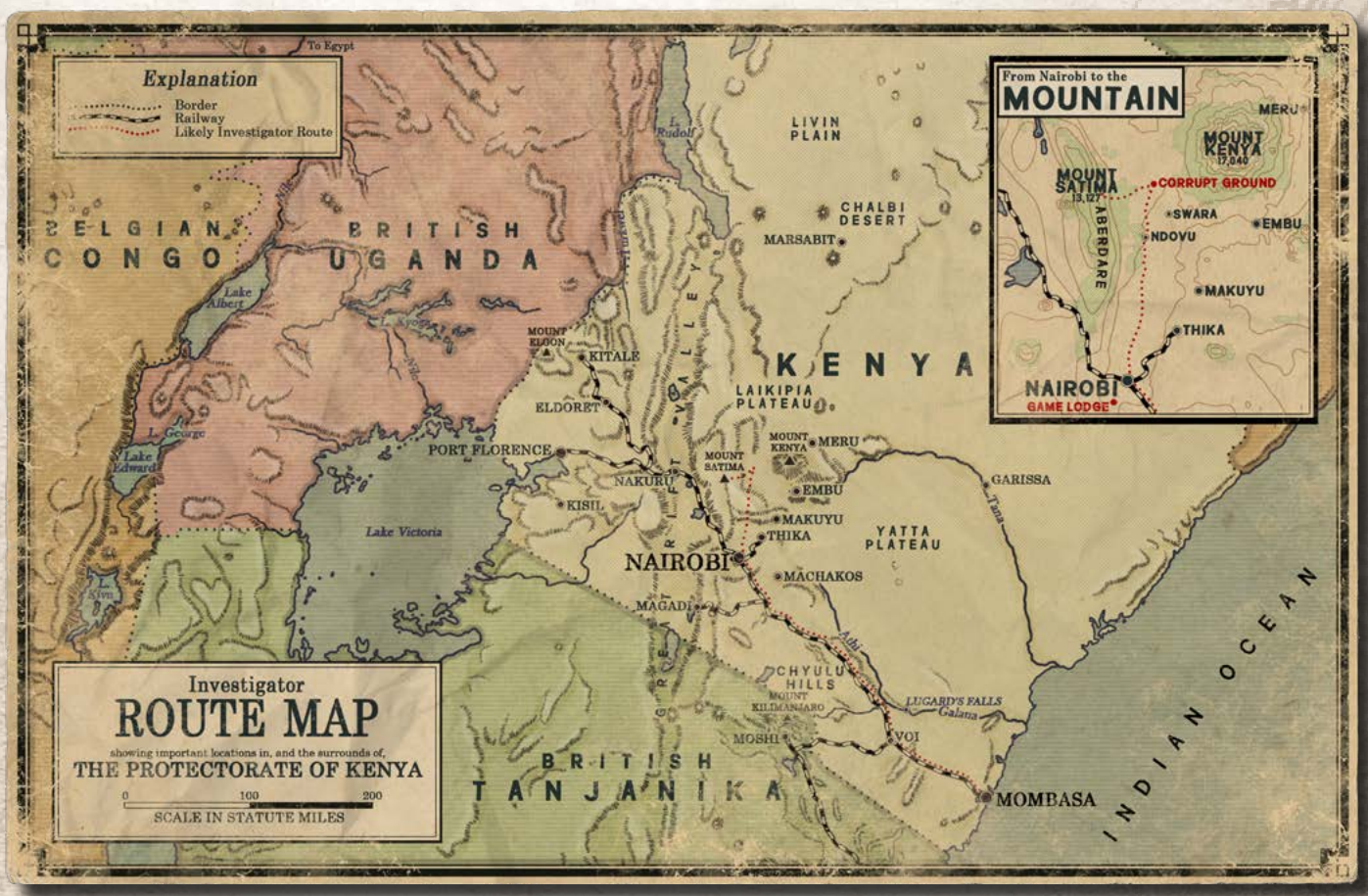
Because of the fire vampire attack, the train is delayed and arrives late at night in Nairobi. Let the investigators check in at a hotel and sleep. This allows Taan Kaur (assuming she is still alive) to replenish her magic points.

Any investigators who are badly hurt may be treated in the Highlands Breeze Hospital. If one or more of the investigators died, services can be held promptly, or other arrangements made at the Chapel of the Snows. Local officials want statements and depositions concerning deaths and damages, etc.

PULP: BURNING RAILS

This scene can become far more over the top in a pulp setting. Surely no pulp-style train journey is complete without characters standing atop the moving train carriages; in this case, battling balls of flame or perhaps dueling a Mythos sorcerer. In desperation, Taan might escape by leaping from the train, only to appear later in the game.

Below: Investigator route map of Kenya



NAIROBI

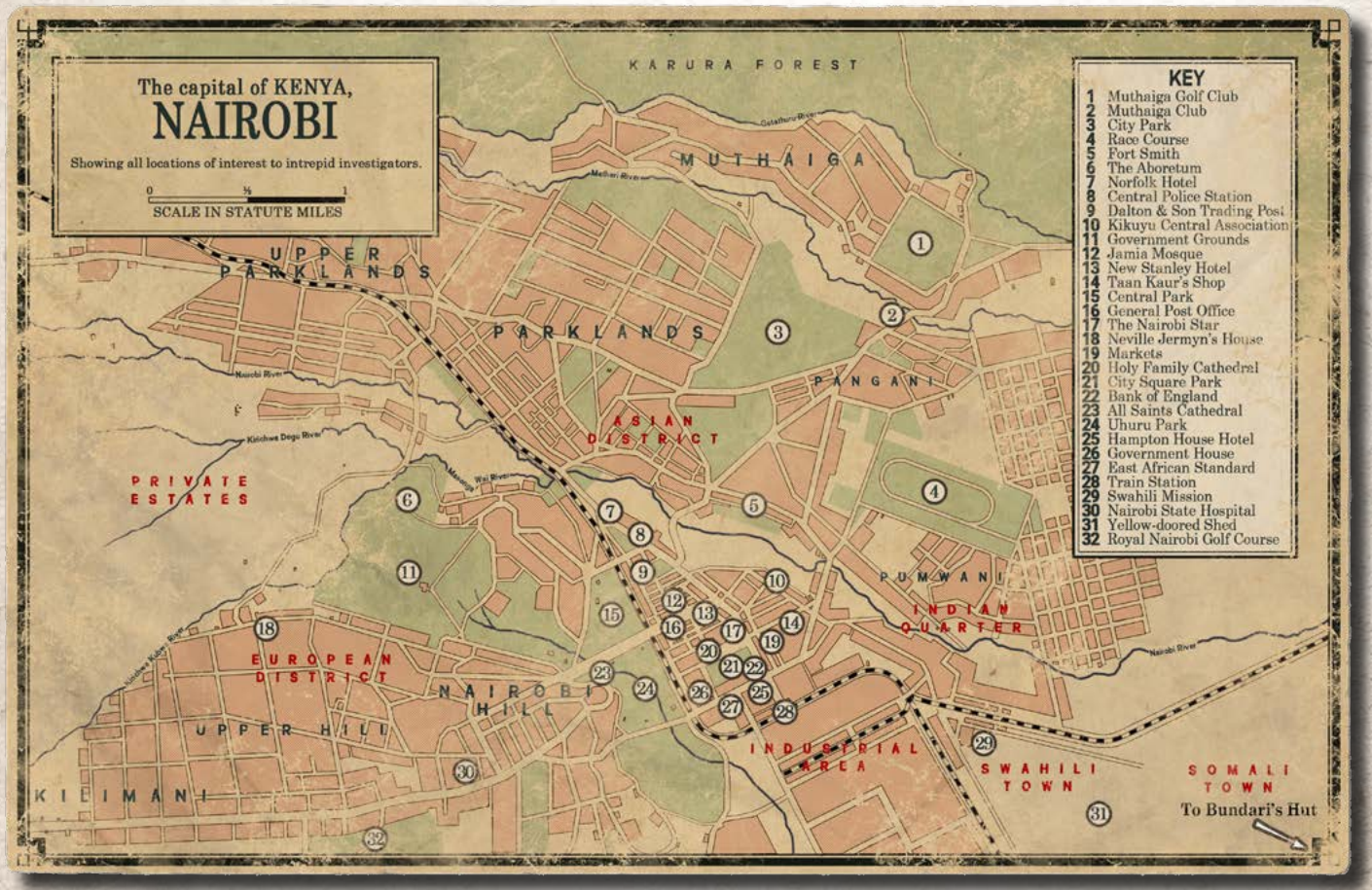
Vengeance for the Carlyle massacre was swift and stern, but fell on the innocent. If the investigators can't fan up consciences in Nairobi, they may literally perish in fire.

At the time of the campaign, Nairobi is a new colonial town of about 8,000 people. Just beyond the town rises Mount Kinangop and the beautiful Aberdare Range; Mount Kenya soars a little further north and east, while Mount Satima (the Mountain of the Black Wind) rises to the north. The town was founded in 1900 as a railway siding at the foot of the mountains, the last spot where locomotives could shunt.

At an elevation of more than 6,000 feet (1,800 m), the region is relatively cool and dry, the views superb, the water adequate, and the soil excellent for farming. Europeans sweltering in Mombasa quickly noticed these advantages, and settlement began. Indian and Muslim influences can be seen in some quarters. The nearby swamp has been drained, and the streets lined with imported eucalyptus trees.

Until 1920, Kenya was known as the British East African Protectorate. At the time of the investigators' visit, it is Kenya Colony: mostly self-administered, though it owes allegiance to the Crown, which oversees most foreign and Commonwealth matters. Two under-strength battalions of British regulars garrison Kenya. There are also over 1,000 paramilitary police—usually black or Asian men, led by white officers. The fictive Nairobi presented in this scenario bears no resemblance to the modern Nairobi of more than 500,000 residents.

Nairobi at this time is divided into districts; the normal situation in European colonies and in former colonies, such as the United States. Nairobi had three: one each for black African, Asian/Arab, and white inhabitants. These divisions are policed and forcibly maintained. Offices, hotels, clubs, etc., may be marked as "Whites Only." There may be separate entrances to administrative facilities, such as courts. Jails are also segregated. Toilets at the railway station are emphatically separated. Whites who like to buck society's mores may penetrate other areas with impunity, but black men and women in white areas without reason may be arrested, physically ejected, or escorted off the premises.



Slums edge Nairobi, home to many poor Swahili people, lacking sanitation or electricity. Many have homes constructed from flattened paraffin tins. The Indian Bazaar Quarter is more prosperous, with the more affluent merchants building comfortable homes on the outskirts of town.

During the time leading up to the **Ritual of the Birth** (page 433) and the Great Gate opening ceremony in January 1926, increasing numbers of cultists from around the world pass through Nairobi *en route* to the Mountain of the Black Wind. Many arrive by train, from either Uganda or Mombasa. These cultists have been guided here either by word of mouth, summoned by higher cult members, or guided by visions. Cultists most likely seek to keep their destination and agenda secret. The Keeper may improvise encounters with such people as required. Taan Kaur is wary of interacting with these unknown individuals, even though she technically has jurisdiction over them.

Outside Nairobi

Beyond the towns and white-owned plantations, the life of black Africans continues much as it has for centuries. The tribal cultures are stable and well adapted to the land. Though sometimes deadly enemies of other tribes, most of the people are friendly and curious about strangers. They show emotion openly and without reservation. European explorers seeking the source of the Nile strolled from village to village, as though on weekend tours; the locals threw lots of parties for them, and most of those journalist-explorers found themselves in no hurry to leave.

English is widely spoken in Nairobi. Outside of the city and a few other towns, most black Africans speak little or no English. The common language of East Africa is Swahili, a Bantu-structured trading language with a predominantly Arabic vocabulary (Arabs controlled East Africa's coastal and oceanic trade for a millennium, including the once-profitable slave trade). Swahili is a well-developed language, resembling Middle English in flexibility, subtlety, and the impact of diverse foreign vocabularies on it. It is not a trade speech, such as Pidgin is at this time in the Western Pacific.

Though every major tribal grouping has its own language—including Kikuyu, Nandi, and Maasai—a speaker of Swahili has little difficulty being understood anywhere in Kenya. If the investigators speak no Swahili, and do not hire an interpreter, it is unlikely that they can get anything but the most rudimentary information from country-dwellers.

BRITISH RULE OF KENYA

The oddly democratic promise offered by the British Empire—that of many peoples made one prosperous and equal whole through the undeniable power, stability, and achievement of the Crown—was greatly appealing. During the Great War, British spokesmen persistently suggested that the wartime services of Africans and Asians would not go unrewarded. But the hopes that propaganda raised were afterward dashed as England preoccupied itself with internal questions. In the Commonwealth, especially in India and Africa, true nationalist movements began forming when the promises went unkept. Meanwhile the European settlers attempted to strengthen their own positions.

The Kikuyu people were greatly affected by the establishment of Nairobi. While the Maasai people moved away, the Kikuyu remained and were exploited and mistreated by the British Empire. The Kikuyu Central Association campaigns for African rights, and produces a newspaper, *Muigwithania*, designed to address the issues facing the Kikuyu people. Johnstone Kenyatta is counted among their members.

TROPICAL DISEASES

Disease is a major threat to non-African investigators. For each week in Africa, a **CON** roll should be made for each investigator; those who receive an injury or who consume stagnant water are more prone to disease, requiring a Hard **CON** roll. If the CON roll is failed, the investigator may suffer one of a range of ailments: from diarrhea, fever, and fungal infections to more extreme conditions, such as sleeping sickness, hepatitis, smallpox, and malaria. It is suggested that the Keeper applies lesser conditions rather than the severe ones—disabling an investigator for a few days (perhaps imposing a penalty die or increasing difficulty levels) rather than causing their complete demise.

Opposite: Map of Nairobi

NOTABLE NAIROBI LOCATIONS

Railway Station: a dusty and hot building, built of stone with a tin roof. The train is a wood-fuelled Class CE 41 engine. The journey back to Mombasa takes 15 to 18 hours, traveling through the night.

Government House: a large colonial-style building flying the Union Jack flag. Investigators seeking hunting permits should do so here. Roger Corydon, the Colonial Undersecretary, may be found here, as well as Neville Jermyn (**Meeting Roger Corydon**, page 407, and **Meeting Neville Jermyn**, page 405).

City Square: a large park in the center of Nairobi, surrounded by eucalyptus trees.

General Post Office: open 9 a.m. to 5 p.m.

New Stanley Hotel: a prestigious establishment in the heart of Nairobi. Run by Mayence Tate (a successful milliner and dress-maker).

Hampton House Hotel: more suitable to those on a budget, this large hotel is set amidst green lawns. Run by Reggie Baines since before the Great War; a friendly fellow, who is quite fond of port (**Hampton House**, page 405).

Dalton and Son Trading Post: everything the intrepid investigator needs for a trip into the backcountry: firearms, ammunition, rope, cameras, tents, clothing, machetes, boots, etc.

***East African Standard* (newspaper):** the oldest and most commonly read Kenyan daily newspaper.

***Nairobi Star* (newspaper):** large, single page, daily newspaper (**The Nairobi Star**, page 403), managed by Mrs. Natalie Smythe-Forbes (**Dramatis Personae: Kenya**, page 392).

Jamia Mosque: with a significant Muslim population, Nairobi has many mosques. The large Jamia Mosque, in the middle of town, features two minarets.

Catholic Holy Family Cathedral: there are many churches in Nairobi but this is the largest. Somehow the racially mixed congregation still manages to divide itself, with white people taking the pews at the front (presumably nearest God).

Central Police Station: fitted with several cells and a small morgue.

Bank of England: open 10 a.m. to 4 p.m. Monday to Friday.

Norfolk Hotel: built in 1904, this is a top quality establishment. Situated on the outskirts of Nairobi, it overlooks the sweeping plains.

Indian Bazaar Quarter: a relatively prosperous area, home to a population of Asian origin. A wide range of goods and services can be purchased here.

Nairobi Markets: crowded market stalls sell all manner of goods: beans, cereals, meat, fish, pottery, textiles, etc. The place is awash with smells, and rife with pickpockets.

Kikuyu Central Association: anyone in Swahili Town, Kikuyu tribesman or not, can direct a questioner to the Kikuyu Central Association (KCA) offices, the location of Johnstone Kenyatta (**Meeting Johnstone Kenyatta**, page 408).

Industrial Area: the area south of the railway station is home to factories and industry: breweries, abattoirs, warehouses, manufacturing plants, fuel depots, etc. Most, if not all, are white-owned, with Indian or African workers.

Swahili Town: a shantytown of one-room houses, constructed of mud with grass and leaf roofs. Poverty abounds. The investigators can meet Dr. Starret in the hospital and mission (**Meeting Dr. Horace Starret**, page 406).

Somali Town: much like an extension of Swahili Town, a dirty shanty town made of old paraffin tins beaten flat. Most here are Muslim Africans.

Asian District: north of the Nairobi River, and also known as the Dhobi Quarter, this area was set aside for Asian people. The Muthaiga Club can be found on the eastern edge of the Asian District. Some wealthier Africans also live in this area. Investigators can track down Taan Kaur here (**Taan Kaur's Shop**, page 410).

THE NAIROBI STAR

Tabansi, a newspaper vendor, approaches the investigators, perhaps as they sit at dinner on the screened verandah of their hotel. He is peddling copies of the *Nairobi Star*, a large-paged, single-sheet daily newspaper. Though he can't read, Tabansi swears that the *Star* is the best newspaper in the world; he knows this because Mrs. Smythe-Forbes is a fine lady, and a hard worker whom he has enjoyed serving for these past ten years. The office is right down the street, he says; see how all the windows are lit? The story of the train fire (assuming it occurred) seems accurately presented, and the writer can't be blamed for not knowing that fire vampires caused the conflagration. The office of the *Star,* with all its back issues, is an easily accessible resource the investigators may wish to make good use of.

If the investigators do go to the *Star,* Natalie Smythe-Forbes, a typographer, and several printers are at work in the moderately-sized building. Note that, on arrival, the premises and the investigators may be battling more flames (see **Another Fiery Assault**, following).

NOTABLE NAIROBI LOCATIONS

Muthaiga Club: just a few miles outside the center of Nairobi, on the edge of the Asian District and surrounded by tropical gardens, stands a private country club. A members club for the white elite, it features a bar, tennis courts, and a bowling green.

Fort Smith: home to the King's African Rifles. Barracks for hundreds of soldiers; also a parade ground, firing range, and hospital. The investigators can meet Captain Montgomery and Sergeant Bumption here (**Montgomery and Bumption**, page 407), and "Nails" Nelson is not far away in the Loyal Defender pub (**Talking to Bertram "Nails" Nelson**, page 408).

European District: situated on higher ground to the west of central Nairobi, the European District is home to white settlers from around the world.

Nairobi State Hospital: treats both black and white patients, though in segregated wards. A large and well-equipped facility.

If the investigators approach matters in a genteel and delicate fashion, Mrs. Smythe-Forbes reveals that she, too, believes in the unseen forces of the supernatural planes. If her newspaper burns down and her intuition reveals to her that the investigators are somehow connected, ask the players for a group **Luck** roll: if failed, she'll be their implacable opponent and powerful enemy, although a successful Hard **Persuade** roll might convince her otherwise. If the Luck roll is a success, she deduces that she and the investigators share a common enemy, and looks to side with the investigators. The rest of the chapter is written with the assumption that she and the investigators become friends—see **What the Nairobi Star's Files Show**, page 404.

ANOTHER FIERY ASSAULT

Through binoculars, Taan Kaur (if alive) watches the hotel—and the investigators. If the investigators take an evening stroll over to the offices of the *Star*, she launches another attack; it has occurred to her that she can discredit these meddling strangers, even if she fails to kill them. Another fire or two linked to these outsiders, and the authorities will incarcerate them as menaces to public safety, and hustle them out of Kenya on the first ship. Extensive property damage or loss of life might even mean imprisonment or a murder trial.

The *Star's* offices present a prime target: the location is semi-private, and paper burns well. The *Star* has always strongly backed measures incidentally repressing Taan's demonic secret religion; she would be very pleased to send fire vampires into the *Star* to do their worst. If she can, about 11 minutes after the investigators enter the *Star*, the whole building is blazing and they are writhing under multiple attacks from 2 to 4 fire vampires (colors and number of the Keeper's choosing).

Though the *Star* would be her favorite target, Taan Kaur could strike anywhere and at anytime. If she does start a second—or even a third—fire, the local authorities accuse one or more of the investigators of arson ("These strangers have started every fire! I'll stake my pension on it!").

Aftermath of the Fire

If the investigators become entangled with the law, their best course of action may be to rapidly pursue their research in Nairobi and find the location of the Mountain of the Black Wind, but this may mean that their preparations and investigations are incomplete.

What the Nairobi Star's Files Show

If the *Star's* back files burn, anyone in town could have a set for 1919. The most promising candidate would be Neville Jermyn (**Carlyle Papers America #12**), but that may make him entirely too fecund a source. At the Keeper's discretion, perhaps Mrs. Smythe-Forbes simply recalls everything (she wrote it, after all). Useful information is as follows.

The Arrival of the Carlyle Expedition

The newspaper reports the Carlyle Expedition as mounting a trek to confirm data gathered in Egypt, concerning the followers of a religious leader who migrated southward into Kenya. While in Nairobi, the Carlyle principals stayed at Hampton House (**Hampton House**, page 405). The expedition also dealt with Dr. Horace Starret and Mr. Neville Jermyn (both mentioned in **Carlyle Papers America #12**). A departure photo shows Sir Aubrey looking exceptionally young, and Hypatia Masters looking rather dumpy, perhaps pregnant (a successful **Medicine** roll confirms this). At the Keeper's discretion, Mrs. Smythe-Forbes may also remember that the Carlyle Expedition spent a few days at Colonel Endicott's hunting lodge (**The Game Lodge**, page 413).

Keeper note: initially pretending to be making a relaxed safari into the Great Rift Valley, the members of the expedition changed tack and began to talk up a different cover story.



The Carlyle's safari into the Great Rift Valley was just a ruse for its true motive.

The Discovery of the Bodies

The newspaper report gives credit to Lt. Mark Selkirk (**Carlyle Papers America #12**) and a squad of men for finding the remains. A later report describes the capture of five Nandi, who were tried and found guilty for the murders; an accompanying photograph shows the grisly scene of the men swinging from five ropes.

Keeper Note: the article fails to mention that the report which led the patrol to the massacre site came from Sam Mariga (**Carlyle Papers America #12**), a gardener at the railway station, who lives on Charles Street in Swahili Town. Visiting a cousin in the village of Ndovu, in the Aberdare Forest, Mariga heard how many people lay slain and unburied, and of how it was unwise to approach the site. That region is due north of Nairobi and many miles separate it from the Great Rift Valley.

From Mrs. Smythe-Forbes: about the Carlyle Expedition

"The Carlyle people were a strange, rather unhealthy lot. Hypatia, poor dear, was sick some of the time. Indisposed in the mornings, I think. Yes. Carlyle I scarcely saw—quite a nervous young man who liked his whiskey. And Sir Aubrey, though attractive and virile, had dealings with people not at all of his station. I especially recall that Taan Kaur, a slimy little woman, was at Hampton House a lot. A mere tea-peddler, associating with a peer! She's still in Nairobi. Perhaps she would tell you what they talked about—I'm sure I don't want to know. The doctor, Huston, was very aloof."

From Mrs. Smythe-Forbes: about Jackson Elias

Mrs. Smythe-Forbes also remembers Jackson Elias as a strong-willed, rather rude man of genius. She suggests talking to Roger Corydon (**Meeting Roger Corydon**, page 407) at Government House, and also to Captain Montgomery of the African Rifles (**Montgomery and Bumption**, page 407).

A Red Herring

If the Keeper wishes to introduce the **Game Lodge** sidetrack scenario, Colonel Endicott (**Carlyle Papers America #12**) could arrive at the newspaper's offices just as the investigators are leaving (see **Encountering Colonel Endicott**, page 414).

OTHER NAIROBI CONTACTS

From the Nairobi Notes of Jackson Elias (**Carlyle Papers America #12**) and discussions with Mrs. Smythe-Forbes, the investigators should have a long list of people to talk to in Nairobi. A number of minor encounters are mentioned in this section.

Hampton House

- **Link:** Mrs. Smythe-Forbes mentions the Carlyle Expedition stayed here, and that Taan Kaur was seen visiting a number of times (**What the Nairobi Star's Files Show**, page 404).

This white, rambling, two-story hotel is well-appointed, and has carefully tended plantings and lawns. The proprietor, Reggie Baines, a port-swilling old fellow, remembers the Carlyle episode vaguely. It was thrilling to host them, despite their devastating deaths. It's been a long time now to remember very much, although he does recall they had a lot of contact with Asian individuals, and black Africans, too.

Baines helped Sir Aubrey arrange a number of shipments to London: "The fellow was a real collector." Baines has an office piled with paperwork, and a few hours searching may reveal some paperwork relating to the shipments to London, which shows the deliveries were headed to the **Penhew Foundation** (page 196, England). Baines does not volunteer this information and is reluctant to allow strangers to delve through his papers. A successful **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** roll grants access to the office.

At the Keeper's discretion, Baines may recall that Sir Aubrey and the other expedition members spent a few days at a hunting lodge run by a retired army chap, named Endicott (**The Game Lodge**, page 413).

Meeting Neville Jermyn

- **Link:** the Carlyle Expedition met with Jermyn (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Elias mentions Neville Jermyn (**Carlyle Papers America #12**).
- **Link:** Madam Lin Yenyu has a copy of Wade Jermyn's book in her library (**Madam Lin's Collection**, page 570, China).

Jermyn is a barrister at Government House, and prefers to see visitors there rather than at his home.

Neville Jermyn firmly believes that the massacre of the Carlyle Expedition was a cult matter achieved with supernatural aid. Unfortunately, he has entirely the wrong cult in mind—that of the White Gorilla—and twists all evidence to fit his preconception. Jermyn insists that Sir Aubrey knew of this cult and its stronghold, and that he hoped to learn the location of a ruined city in the Congo Basin, which Sir Wade Jermyn found in the 18th century (which one theory proposes to be the foundation from which sprang all human civilization). If the investigators mention the Black Pharaoh, Neville says that of course he must have come from there. A successful **Psychology** roll indicates that Neville Jermyn firmly believes this; to him, everything traces from the ruined city in the Congo.



The investigators may choose to follow Jermyn's rumors into the bush

There is, in fact, such a city, deep in the jungles of the Congo Basin, and Neville has maps leading to it, which were obtained by Arthur Jermyn while he was visiting what became the Belgian Congo. Neville has always wanted to go to the City of the White Gorilla, but lacked the nerve. (It is not true that Sir Aubrey wanted to go there; that was another cover story.)

Investigators learning of the legends and wishing to join Jermyn on an expedition in search of the White Gorilla cult may do so, but this does mean that they are leaving behind their mission to uncover the truth of Jackson Elias' research. Any expedition of this nature lies beyond the scope of this campaign, but the Keeper may wish to mount such an expedition as a future scenario of their own devising.

Neville Jermyn can help the investigators with suggestions about trekking into the backcountry, hiring bearers, and so on. He declares that he hired all the men for the Carlyle Expedition—a lot more men than they needed, though Sir Aubrey insisted that it must be so. The logical conclusion is that they meant to bring back "treasures"—actually, Sir Aubrey required an adequate human sacrifice to the god of the Bloody Tongue. Names like the Bloody Tongue, the Black Pharaoh, or M'Weru mean nothing to Jermyn.

Investigators can get into Neville Jermyn's home by breaking and entering. Inside are many African artifacts, some of an

A BRIEF SYNOPSIS

H. P. Lovecraft's "Facts Concerning the Late Arthur Jermyn and His Family"

Lovecraft's story tells of Sir Wade Jermyn, an explorer of the Congo region in the 1700s. Sir Wade claimed to have married a Portuguese lady, though she remained an enigma. Their descendants were possessed of both a curious appearance and a fascination with Africa.

Sir Wade's grandson, Robert Jermyn, undertook two scientific expeditions into the interior of Africa, fascinated by "a grey city of white apes ruled by a white god." Robert followed his grandfather's fate, being locked in an asylum, but not before murdering many of his own descendants.

Robert's grandson, Arthur, later undertook an expedition of his own, following tales of a stone city of white apes. The mummified body of the "white ape goddess" was shipped to Arthur, who was dismayed upon recognizing a family resemblance in the features of the thing. A golden locket bearing the Jermyn coat of arms around the mummy's neck tipped Arthur over the edge, driving him to suicide. The mummy was later destroyed.

occult nature (as a successful **Occult** roll shows). Incidentally, Jermyn also owns one Mythos piece: an ebony carving of a hunting horror. Possession of it allows the holder to cast a Bind Hunting Horror spell without actually knowing the spell. He obtained the carving from a Luo tribesman in Nakura. In the top drawer of Jermyn's writing desk are the old maps showing the location of the City of the White Gorilla, along with a letter from Lin Yenyu (**Madam Swallow**, page 568, China). Such a jaunt fits well with pulp mode; a special "pulp" handout of this letter (**Carlyle Papers Kenya #1**) is provided.

Meeting Dr. Horace Starret

- **Link:** the Carlyle Expedition met with Dr. Starret (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Jackson Elias mentions Dr. Starret (**Carlyle Papers America #12**).

Dr. Starret can be found at the hospital and mission school in Swahili Town; he is easily tracked down. The Carlyle Expedition came to Dr. Starret to purchase a small quantity of medical supplies—petroleum jelly, opium, and so on—which happened to be unavailable in local chemist shops for a few weeks. In return, Hypatia Masters very generously donated to the work of the church, for which Dr. Starret was most grateful. Starret recalls how the expedition members visited Colonel Endicott's lodge (**The Game Lodge**, page 413) for a night or two before setting off to their untimely ends.

He was particularly upset at the subsequent news of the massacre. He participated in the medical examination of certain bodies returned to Nairobi for burial. The corpses were, without exception, torn to shreds. The pieces were in astonishingly fresh condition after having lain on the ground for months; they should have been devoured by animals or have thoroughly rotted, given the amount of time between death and discovery. "An eerie conclusion, you'll agree. But it confirmed me in my faith: a brush of the Devil's hand doomed those poor men! Supernatural evil is the only conclusion!" Starret found no evidence of any Caucasians among the dead. At the authorities' insistence, he left his report suitably vague on the identity of the dead. Little more can be gained from the doctor but, if desired, he could be an ideal replacement investigator.

Meeting Sam Mariga

- **Link:** Jackson Elias mentions Sam Mariga (**Carlyle Papers America #12**).
- **Link:** Bundari may suggest using Mariga as guide to the Mountain of the Black Wind (**Old Bundari**, page 421).

If the investigators go to Charles Street (Swahili Town) in the evening, or to the rail station during the day, they easily find Sam Mariga. Likewise, asking around can find someone who can point the investigators in his direction. The plantings at his house and at the depot are lush and brilliant. Though the house is a humble shack, the Mariga residence floral displays are the pride of Charles Street. If the investigators befriend Mariga, he may tell them his story.

When visiting a cousin in the village of Ndovu in the Aberdare Forest, Mariga heard how many lay slain and unburied, and of how it was unwise to look upon the carnage. Mariga reported the massacre site to the authorities, who looked into the matter and captured some Nandi people, who they then hung for the crime.

Mariga remembers little of Jackson Elias and knows less of the Carlyle Expedition. If questions pertaining to the supernatural are asked, Mariga directs the investigators to Johnstone Kenyatta (**Meeting Johnstone Kenyatta**, page 408).

Keeper note: Mariga can guide the investigators all the way to Mount Satima (a.k.a. the Mountain of the Black Wind), if they call upon his expertise and win his favor.

Meeting Roger Corydon

- **Link:** Elias talked with Corydon in 1924, when looking into the massacre of the Carlyle Expedition (**Carlyle Papers America #12**).

Mr. Corydon is Colonial Undersecretary for Internal Affairs at Government House, and a genial and useful contact. He oversaw the investigation into the Carlyle massacre, though the governor of Kenya Colony got the credit. The affair has long been closed. He shrugs, "Some Nandis were hanged, though doubtless many more rotters escaped who deserved punishment."

Corydon is intrigued that the matter is still of interest. "Your Mr. Elias also spoke to me, in fact. Quite a romantic and excitable fellow. I'm afraid I disappointed him. The Nandis undoubtedly murdered and mutilated the whites as part of some ghastly ceremony." A successful **Psychology** roll reveals that Coryden is covering something up. In truth, Coryden has been instructed by his superiors to maintain the lie that the Carlyle Expedition were massacred by Nandi people, but is honor bound to deny such accusations.

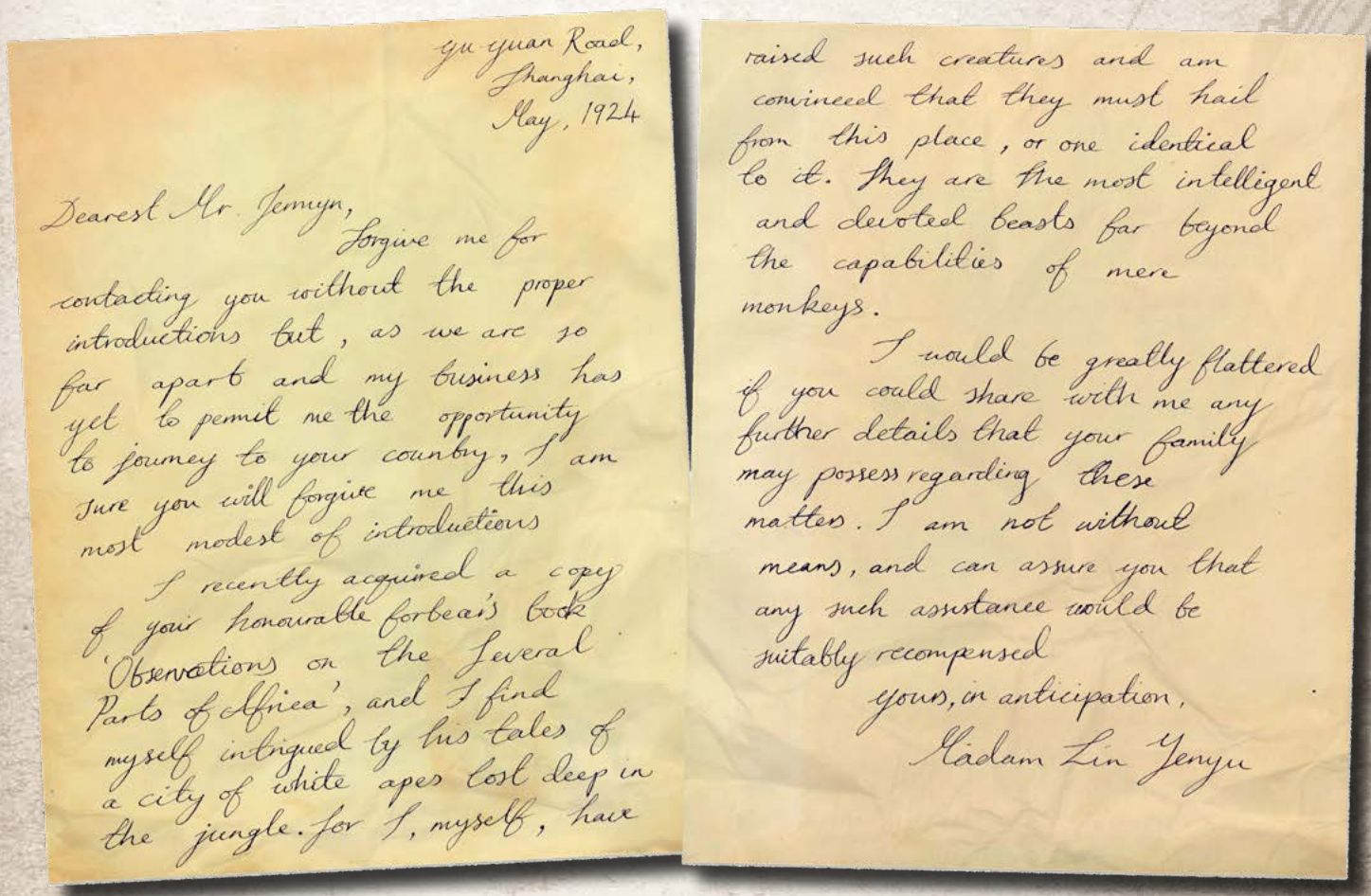
Investigators may examine the public records in order to track down witnesses. Some of them are now dead, including Lt. Selkirk (a tragic "accidental" fire, started by Taan Kaur). Most have moved on to other stations, nations, or continents. The King's African Rifles keeps its own personnel records. Perhaps they can help the investigators? (See **Montgomery and Bumption**, following.)

Montgomery and Bumption

- **Link:** Mrs. Smythe-Forbes directs inquiries to Captain Montgomery (**What the Nairobi Star's Files Show**, page 404).

Captain Montgomery can be found at Fort Smith, the Nairobi headquarters of the King's African Rifles. He is a stickler for formalities, but Montgomery has something of a soft spot for charming ladies. If greeted by such a lady, for example Mrs. Smythe-Forbes or an investigator, Montgomery smoothes his mustaches and offers his full cooperation to the investigators. Otherwise, he needs to be convinced that talking to the investigators isn't a waste of his time (**Fast Talk** or **Persuade** roll), although those with some sort of official backing can get his full attention.

Carlyle Papers Kenya #1



yu yuan Road,
Shanghai,
May, 1924

Dearest Mr Jemyn,

Forgive me for contacting you without the proper introductions but, as we are so far apart and my business has yet to permit me the opportunity to journey to your country, I am sure you will forgive me this most modest of introductions.

I recently acquired a copy of your honourable forbear's book 'Observations on the Several Parts of Africa', and I find myself intrigued by his tales of a city of white apes lost deep in the jungle. For I, myself, have raised such creatures and am convinced that they must hail from this place, or one identical to it. They are the most intelligent and devoted beasts far beyond the capabilities of mere monkeys.

I would be greatly flattered if you could share with me any further details that your family may possess regarding these matters. I am not without means, and can assure you that any such assistance would be suitably recompensed.

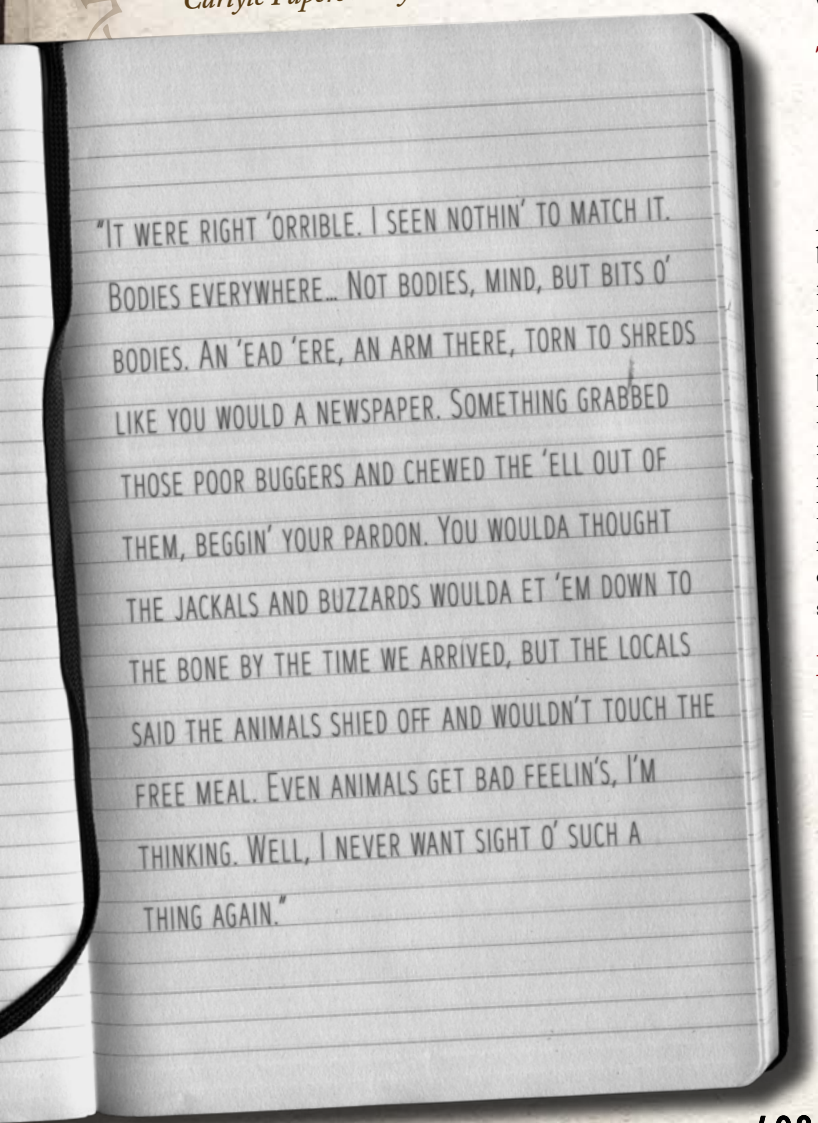
Yours, in anticipation,

Madam Lin Yenyu

Montgomery recalls Erica Carlyle kicking up a fuss, which led to search parties being sent out. He directs one of his men to conduct a (lengthy) search through the records, which reveal that only one man who saw the massacre site now remains in Kenya: Sergeant Leonard Bumption, who was then a boyish message-rider. Sergeant Bumption is at the local barracks. Captain Montgomery has him brought to his office.

Bumption says that there were several search parties in the area. His party searched for days before finding the ghastly clearing. According to him, there was solid evidence that Carlyle, Sir Aubrey, and the other expedition members, were present and indubitably dead. He even claims to have seen the cloven head of Hypatia Masters. He believes that a local and secretive cult was responsible for the deaths—his comments are provided in **Carlyle Papers Kenya #2**.

Carlyle Papers Kenya #2



Keeper note: in this, Bumption is being a good soldier, not wanting to renew matters which his superiors told him should remain settled. Bumption is a practiced liar. A successful Hard **Psychology** roll reveals that Bumption isn't being honest with the investigators, though anyone challenging the veracity of his statement is met with harsh frowns and disapproval. **Carlyle Papers Kenya #2** contains the most important part of his statement. In truth, Bumption witnessed the piles of shredded corpses and was told by his superiors that some of them belonged to the Carlyle expedition.

If the investigators think to ask, Bumption does know Nails Nelson, in a casual drunkard's way. He says that he saw Nelson last night at the Loyal Defender, a pub near the barracks. He gladly volunteers to lead investigators there. At the Keeper's discretion, Captain Montgomery's patience ends and he dismisses this valiant warrior who has, the Captain says, "done little more than waste everyone's time."

Talking to Bertram "Nails" Nelson

- **Link:** Sergeant Leonard Bumpton (**Montgomery and Bumption**, above).
- **Link:** Elias mentions Nelson (**Carlyle Papers America #12**).

As Lenny Bumption predicted, Nails Nelson is, or soon will be, "hard at work" in the Loyal Defender pub, an enlisted men's watering hole. Nelson has little solid information. He doesn't remember anything until the investigators buy him a drink. If they refuse this gesture, he tends towards belligerence. If they accede, he reports that he saw Brass Brady in Hong Kong, sometime or other (three drinks are necessary to get much further). Once his throat is oiled, he recalls that the year was 1923. Brady was in the Yellow Lily Bar, on Wan Shing Street, near Causeway Bay. That's all he remembers. He's sure there was nothing more. There wasn't, of course—Brady would never trust this sort of man with a secret. (See **China**, for more on Jack Brady.)

Meeting Johnstone Kenyatta

- **Link:** Kenyatta is mentioned in the notes of Jackson Elias (**Carlyle Papers America #12**).
- **Link: Sam Mariga** (page 406), Mrs. Smythe-Forbes (**What the Nairobi Star's Files Show**, page 404), **Roger Corydon** (page 407), and Captain Montgomery (**Montgomery and Bumption**, page 407), can all direct the investigators to Kenyatta.

If Kenyatta's name is mentioned while in the company of the more elite Nairobi whites, their references to him are uncomplimentary; claiming he is a revolutionary, a charlatan, and a witch doctor (actually a slur against his grandfather, who was a medicine man). They repeatedly mention Kenyatta's connection to magic.

Kenyatta spends most of his time at the Kikuyu Central Association (KCA) storefront. He is happy to talk to the investigators if they seek a meeting; should they mention Jackson Elias, the Cult of the Bloody Tongue, or any Mythos-related event, Kenyatta studies them intently and then invites them into an adjacent room, "Where it is more private."

He listens carefully to whatever the investigators have to tell him, deferring their questions until he understands their mission in some detail. Depending on the course of the conversation, use the following dialogue as inspiration in the exchange with Kenyatta.

"These old ways are cruel," he says, "and my knowledge of them imperfect. More than 20 years ago I fled my home where I heard many such stories, for my grandfather was a great *murogi*, a diviner. I have tried to leave that world behind, and to enter yours. How ironic that, as I strain towards your heritage, you reach towards mine."

He thinks for a while. "Much of what you say I do not understand, and even more of it I find hard to believe. But I perceive something about your party. Perhaps traces of my grandfather cling to me. If you are willing, you should meet the great Bundari. I did not send Jackson Elias to him, for Elias seemed doomed to me, and I could not burden my friend with such a difficult gift. But your destinies are unfinished; perhaps you have great victories to live for. Or, perhaps, you will undergo tragedies as terrible as can befall mortal man."

If the investigators agree to the meeting with Bundari, Kenyatta disappears for a few minutes and then returns, saying, "A friend waits for you outside. You must follow him at a distance. He will make sure you are not left behind. If he stops and waits, then you also must stop and wait. The door he enters will have yellow paint; that door you will enter also, swiftly and without hesitation. I am glad to have met you." He holds out his hand to each investigator.

A remarkably tall black man in white shirt and pants but without shoes does indeed wait for the investigators outside. He smiles and turns to walk away, as Kenyatta motions the investigators to follow the tall man, and calling out, "Good day, my friends." If the investigators follow the man, they are taken into Swahili Town to meet Okomu and Bundari (**Old Bundari**, page 421).



Captain Montgomery tells the investigators about the Carlyle Expedition's fate

TAAN KAUR'S SHOP

- **Link:** Mrs. Smythe-Forbes mentions Kaur visiting the Carlyle Expedition (**What the Nairobi Star's Files Show**, page 404).
- **Link:** Kaur's face may have been seen during the various attacks she has directed at them, enabling the investigators to track her down through word of mouth.
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

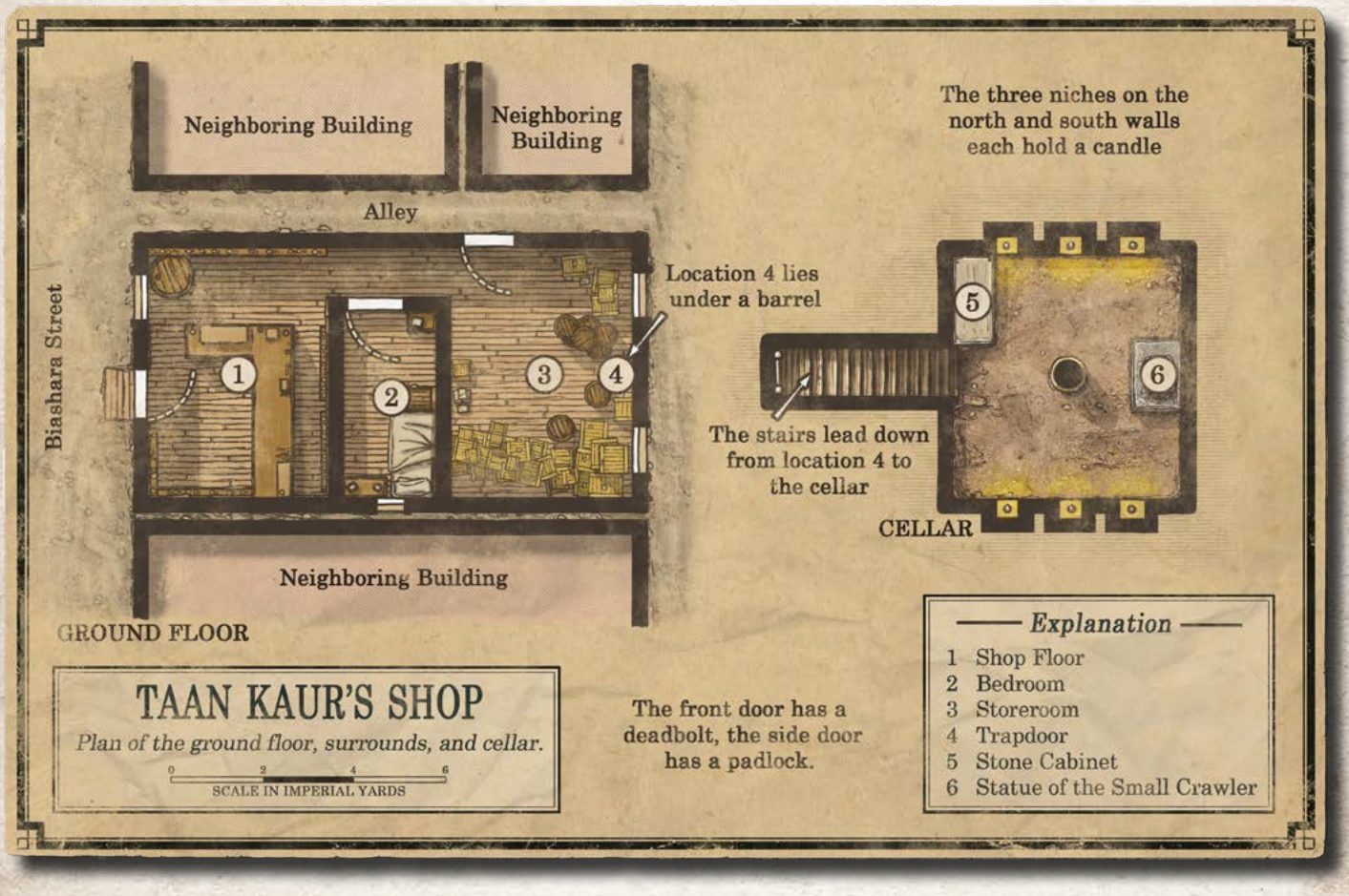
The Asian Quarter's best tea-seller lives behind her Biashara Street shop, a small clapboard frame building topped by a tin cupola. Kaur's shop is well known in Nairobi. If no other way occurs to the Keeper, an investigator notices an advertisement for her store when reading the *Nairobi Star*.

If an investigator spends a day watching the shop, call for a **Spot Hidden** roll: with a success, the investigator sees a few Africans wearing red headbands enter the shop by a side door, then leave a little while later.

Keeper note: the visitors bear messages from M'Weru concerning various cult matters. If the investigators have seen other Bloody Tongue cultists (**Cult in Residence: Cult of the Bloody Tongue (NYC)**, page 106, America), they recognize the men for what they are.

If the investigators take care to conceal themselves (**Stealth**)—the best chance for extended surveillance is to rent space near the shop and look on from concealment (granting a bonus die to Stealth rolls)—see **Surveillance of Taan Kaur** (following). If a Stealth roll is failed or the investigators are incautious, Kaur notices the stake-out and mounts another attack.

Should the investigators enter the shop to talk to Kaur, she denies all knowledge of the Bloody Tongue. Yes, she did speak several times with Sir Aubrey Penhew and other members of the expedition, but only to sell them tea. "Sir Aubrey enjoyed a particularly-fragrant oolong, and only humble Taan Kaur stocked it. I will brew some for you, so that you may judge its quality for yourselves. Shall we talk of poetry while we wait?" A successful **Psychology** roll detects her lies, although she will not be drawn on them; any strong language or accusations leads to the investigators being expelled into the street.



SURVEILLANCE OF TAAN KAUR

At about 2 p.m., and again at about 7 p.m., Kaur goes to a nearby cafe for food and to talk with other merchants. Every Wednesday night, Kaur plays chess with a friend from about 7 p.m. to nearly midnight. Nairobi has laws prohibiting most Sunday commercial activity, so she often goes to the countryside on Sunday afternoons.

The tea shop has a front and a side door; the side door is bolted from inside, and the front door is padlocked (**Locksmith** or **STR** roll). If Kaur is in, the padlock will be inside. Since Biashara Street is often busy, the side entrance is more discreet and is the one used by cultists.

There is nothing unusual in the shop. It is a storefront with a counter, a curtained-off bedroom, and a storeroom. The door to the storeroom is also padlocked. The bedroom reflects Kaur's ostensible religion, with several religiously-themed lithographs (one of which depicts Guru Nanak, the founder of Sikhism), and a fine carving in fragrant wood. She keeps a ledger beneath her pillow, but it shows only that she mostly ships to and receives items from her relative Ahja Singh of Mombasa, as one might expect (**Dramatis Personae: Kenya**, page 394).

The storeroom is piled with small chests and bricks of tea. Beneath an empty barrel is a trapdoor, plainly visible once the barrel is moved aside (**Spot Hidden** to notice if the barrel is not moved). Beneath, a short flight of stairs leads downward to the cellar (following).



The Indian Bazaar in Nairobi, Kenya

The Cellar of Taan Kaur

The single room is about 15 feet (4.5 m) square with a high ceiling (6 feet; 1.8 m). There is a central support pillar, and the walls are shored up with boards and timbers. Three niches each on the north and south walls hold candles.

Keeper note: surreptitiously, Kaur excavated the room by hand over a period of many months. It smells death-like, probably because she buries her human sacrifices in the dirt floor. A successful **Spot Hidden** roll reveals a number of overlapping but regular depressions in the floor, each about 3 feet wide by 6 feet long (90 cm by 1.8m).

Against the east wall (the facing wall as you descend the stairs) is a 4 foot (1.2 m) high statue of crudely carved black stone: a deformed, dwarf-like figure with four eyes. Its four arms each bear a *tulwar* (Indian saber). Three large, tentacle-like appendages take the place of feet. The statue represents another of the thousand aspects of Nyarlathotep, a form known in India as the Small Crawler.

Keeper note: occasionally, Kaur lures a street child or prostitute down here and makes sacrifice before this statue; however, Nairobi is a small town, and she cannot do this nearly as often as she would prefer.

The central pillar has a set of handcuffs attached to it. In the northwest corner of the cellar is a large, padlocked stone cabinet. In it are significant items, as follows.

Meat cleaver: this tool has a handle of twisted wood. On the single-edged blade is etched a symbol for the Small Crawler (**Cthulhu Mythos** roll to identify). Kaur uses this cleaver to kill her sacrifices. A successful **Anthropology** or **Appraise** roll identifies the workmanship of the cleaver as North Indian.

Incense cones: a packet of 12 cones. This is Incense of Other Planes; when burned and inhaled, the inhaler sees the planes upon which the Outer Gods dwell. These terrible visions test

Opposite: Taan Kaur's Shop map

the **Sanity** of the inhaler (1D3/1D10 loss). If the essence from more than one cone is absorbed at one time, the Sanity loss is cumulative per cone, but the power of the visions does not change. Inhaling the vapor adds 1 percentile to an investigator's Cthulhu Mythos skill. A major deity from the Mythos is never seen in such visions, but lesser sorts of troubling and horrifying things are. Up to 50 people can be affected by a single incense cone. With a successful **Spot Hidden** roll, unburned fragments of these cones can be found in the candle niches.

Screwtop jar: about the size of a teacup, this stoneware jar contains something resembling fragments of dried fruit peel. The pieces lack any scent and are a dull green in color—a successful **Science (Biology)** or Hard **Natural World** roll confirms that these are not vegetable matter, while a successful **Cthulhu Mythos** roll identifies the fragments as skin peelings from a dark young of Shub-Niggurath. These fragments are used in the creation of Space Mead (see ***Secret Mysteries of Asia***, page 647, Appendix C: Tomes). Ingesting one of these fragments is challenging, requiring soaking or significant chewing, either of which releases a vile and bitter flavor. A **CON** roll is required to successfully ingest a fragment, but doing so grants the person a bonus die for **Cthulhu Mythos** rolls for 1D6 hours (after which time the person succumbs to a nightmare-filled delirium lasting 3D6 hours and costing 1D6 Sanity points).

Carlyle Papers Kenya #3

And then shall the gate be opened, as the sun is blotted out. Thus, the Small Crawler will awaken those who dwell beyond and bring them. The sea shall swallow them and spit them up and the leopard shall eat of the flesh in Rudraprayag in the Spring.

Old book: written in Hindi, this is a copy of *The Black Tome*, containing an interesting annotation (**Carlyle Papers Kenya #3**). A note written in the book is a date in the Hindu calendar for the eclipse, corresponding to January 14, 1926.

Yellow robe: embroidered with the same symbol that appears on the cleaver, and obviously a ceremonial robe.

Nothing in the cellar immediately links Kaur to the Cult of the Bloody Tongue, but there is more than enough imagery here to raise investigator suspicions. Kaur does her utmost to destroy interlopers, for they threaten her standing in the world and with her cult. Investigators who run to the police without firm evidence (finding one of the 15 skeletons buried in the dirt floor would be adequate) will not gain satisfaction. "No crime in having a bizarre room in your basement, plenty of the best people do, you know. And besides, this sort of thing is to be expected from those un-Christian chappies. Now then, no more of this breaking and entering, if you please."

If she comes to the attention of the police, Kaur contacts M'Weru and requests her help. If M'Weru deigns to respond, the investigators are in big trouble.

SIDETRACK SCENARIO: THE GAME LODGE

Wherein the investigators meet Colonel Endicott, a Great White Hunter, and learn of the horrors infesting the lands near his lodge.

- **Link:** a visit to the *Nairobi Star* may lead to an encounter with Colonel Endicott (**A Red Herring**, page 404).
- **Link:** the investigators may hear of Endicott, who entertained the Carlyle Expedition, via Mrs. Smythe-Forbes (**What the Nairobi Star's Files Show**, page 404), or from Reggie Baines (**Hampton House**, page 405), or Dr. Starret (**Meeting Dr. Horace Starret**, page 406).
- **Link:** Endicott is mentioned in Elias' Nairobi notes (**Carlyle Papers America #12**).
- **Link:** failing any of the above leads, investigators wishing to enjoy the splendors of "wild" Africa, and take some time out to nurse their bruises, might inadvertently find themselves booking into Endicott's lodge.

A sidetrack scenario, this adventure concerns the misfortunes of Colonel Endicott, a self-styled Great White Hunter and purveyor of the "Real Africa" to wealthy and gullible tourists. The Colonel's business has currently fallen off, due to a series of bizarre deaths near his lodge.

Note: statistics for the NPCs and monsters encountered here can be found at this end of this sidetrack scenario.

COLONEL ENDICOTT'S MISFORTUNES

Not far from the main compound of Colonel Endicott's hunting lodge stands the viewing platform—a small hut on stilts—which provides shelter from rain and roaming predators while offering hunters magnificent vistas to watch out for wild animals. Unfortunately, the ground around the platform is cursed, and those who spend time there do so at their peril.

In 1919, with time to kill, and wishing to reinforce the expedition's cover story of being in Africa for a safari, the members of the Carlyle Expedition chose to spend a few days with Colonel Endicott. On the second night of their stay, after a bout of drinking, Endicott broke down and began talking about his wife and child. His lament told of how, soon after he had completed building the lodge, they both fell ill and died. Penhew and Huston, fresh from their experiences in Egypt, and wishing to exercise their newfound powers, arrogantly declared that they could reunite Endicott with his loved ones. That night, out at the viewing platform, they conducted some magical experiments. As is all too often the way with these things, it did not go as planned.

In their attempt to call up the dead, using a flawed and alternate version of the Resurrection spell known as Raise Dead, Huston and Penhew cursed the ground around the platform. Corrupt forms (revenants) broke forth from the earth: bits of bone, combined with dust and debris, rose up in a mocking semblance of life. Endicott became increasingly distressed and, eventually, had to be dragged back to his lodge. When he awoke, late the next morning, he found the Carlyle Expedition gone. He never saw them again.

Endicott rues the day he invited the Carlyle Expedition to his lodge, and is reluctant to speak of them. If Endicott is persuaded, he can only provide vituperous accounts of individuals who he has grown to loath. In truth, this episode is a red herring. While the Carlyle Expedition did visit the Colonel, the investigators can gain no useful information here; instead, they will find only horror waiting for them.

The Colonel's lodge has come to public and press attention due to a series of mysterious deaths, which are believed to be connected to the lodge somehow. Consequently, Endicott's business is suffering and his personal reputation is spiraling downward.

DRAMATIS PERSONAE

Colonel Henry Endicott, 62, *KCGB, DSO, etc. (modesty forbids more)*

- **Link:** Jackson Elias mentions Endicott (**Carlyle Papers New York #12**).
- **Link:** the investigators may encounter Endicott at the offices of the *Nairobi Star* (**A Red Herring**, page 404).
- **Link:** Mrs. Smythe-Forbes (**What the Nairobi Star's Files Show**, page 404), and Reggie Baines (**Hampton House**, page 405) both may mention Endicott.

Colonel Endicott is a loud, large, and florid man, reeking of desperation and malt whisky, and impossible to ignore. He owns and runs a small hunting lodge, southwest of Nairobi, which caters for tourists wishing to both see and hunt the wildlife.

Sorrow and misfortune seem to haunt the Colonel. Soon after arriving in Nairobi to set up the hunting lodge, his wife and son succumbed to disease and died. In the years following, Endicott has grown pugnacious and bitter, with an alternating love-hate for Africa: while he loves the country he also despises it for taking his family.

The Colonel is suffering from indefinite insanity, though this may only become apparent if he experiences something that would cause him to lose further Sanity points. He may seem a desperate madman, trying to lure the investigators to their doom, or a sorrowful figure, defiant yet burdened by guilt. In truth, he is a crude, anxious ex-officer, denied his generalship by the untimely (to him) end of the war.

The locals regard Endicott affectionately or loathe him (particularly if they have felt his wrath). Die rolls can determine who is friendly to him and who is not: an odd result with any die means that a particular local citizen dislikes him, while an even result means the opposite.

Endicott is rarely without his massive elephant gun ("Mrs. Carruthers," memorializing a boarding-house keeper he seduced in the Second Boer War).

- **Description:** over 6-feet (190 cm) tall, with a brick-red face, bristling mustache, and slouch hat (all of which make him a sight to behold).
- **Traits:** choleric and pugnacious, he never takes no for an answer, and protects his lodge and its reputation like a lioness protects her cubs.
- **Roleplaying hooks:** if the investigators are rich, he smells an opportunity for profit. By hook or by crook, he endeavors to collar the investigators into helping him uncover the truth behind the mysterious deaths plaguing his business

Silent Joe, 53, *taciturn servant of Colonel Endicott*

- **Link:** Joe is encountered at Endicott's lodge.

Silent Joe is Endicott's only worker; the rest having fled or been laid off by the Colonel owing to the lack of business. Joe attends to the daily household tasks, cooking and maintenance, and remains at the lodge compound for most of the time.

While Joe can speak, he pretends to be dumb to relieve himself of the need for conversation with a man like Endicott, who admits to no view except his own. Joe has a good idea that demons lurk in the area, and that they have caused the deaths. He believes the guests who came in 1919 did "something" and freed the demons.

- **Description:** a black African whose lined face wears the resigned expression of one who has grown tired of life. His attire is simple and his tastes modest.
- **Traits:** pretends he is dumb and unable to speak.
- **Roleplaying hooks:** if treated with kindness and respect, Joe might secretly try to warn the investigators of the danger, but he does not communicate while Endicott is present. If the revenants attack, he proves to be energetic, intelligent, and more capable than Endicott. If lives are at stake, he does not hesitate to communicate, make plans, or give orders.

The Revenants

In their attempt to call up the dead, Huston and Penhew cursed the ground around the viewing platform. Each night, the wind picks up, and whirlwinds of dust dance in the air. These dust devils pick up fragments of bone and debris, gradually taking on a human form in semblance of those who have died in the region, which includes Endicott's dead wife and son. Whatever sentience they may possess is driven by loathing and resentment towards the living. The revenants seek only to capture the living and murder them on the African plains.

ENCOUNTERING COLONEL ENDICOTT

If the investigators learn that the Carlyle Expedition visited the Colonel's hunting lodge, they may choose to seek him out. Alternatively, the investigators may find this adventure thrust upon them by Colonel Endicott directly asking for their help. Most likely, the investigators encounter the Colonel at the offices of the *Nairobi Star* (page 403). If the offices have been destroyed during one of Taan Kaur's attacks, then an alternative encounter is provided in the box nearby (**If the Nairobi Star Has Been Destroyed**).

Whenever they choose to visit the *Nairobi Star*, the investigators' exit coincides with the dramatic entrance of Colonel Endicott, who storms in bearing an elephant gun, which he discharges at the ceiling. The Colonel rants that his livelihood is being destroyed by meddlesome journalists who claim something "unnatural" is going on at his lodge in the bush, when everyone knows there is nothing so natural in the bush as violent and bloody death.

Endicott makes no concessions for the sensibilities of Natalie Smythe-Forbes, whom he now considers to be an implacable foe out to ruin him. The Colonel has invented several reasons why this could be so, though none of them make any sense. Indeed, the *Star* is reporting the deaths near his lodge for the self-interested reason that they are news, and in the altruistic hope that such reports may help stop others being killed.

Should the investigators be convinced to look into the situation following a meeting with Endicott, refer to **The Drive to the Lodge** (page 416).

IF THE NAIROBI STAR HAS BEEN DESTROYED

If Taan Kaur (**Another Fiery Assault**, page 403) attacks the offices prior to the investigators meeting the Colonel, then he seeks them out at their hotel, believing that they could be reliable "sorts" who may accept his commission. He has been accused of the attack on the *Star* himself because of his previous threats to the newspaper. Consequently, he is being ostracized in Nairobi. Can the investigators clear his name? Alternatively, if he believes the investigators have been wrongly accused of attacking the *Star* (as he has), he may feel a sense of comradeship with those falsely accused.

Endicott offers whatever standard rate the investigators choose to set. First though, he insists they see that he had no reason to attack the *Star*. The claims stating that his lodge is dangerous are "poppycock" and he wants the investigators to prove it. He insists that the deaths are the result of wild animals meeting careless tourists, nothing more.

Investigation: Tales of the Lodge

The following information can be gleaned about the hunting lodge and the mysterious deaths connected with it. The Keeper can choose where this information turns up: put some items in the back issues of the *Nairobi Star* and others in the mouths of Nairobi residents (all in the latter, if the *Star* is in ashes). Alternatively, should Endicott pressgang the investigators' involvement (giving them no time to research the matter), snippets of the following information may come from the Colonel's mouth (suitably adjusted to reflect his bias).

- Since 1919, twelve deaths have occurred. Ten were tourists (four English men and six Americans, all guests of the Colonel's), while two were servants employed to work at the lodge. All of the guests were on safari around the vicinity of the Colonel's lodge when they died. (None of the bodies were found in exactly the same place; however, examination of the positions reveals that the deaths cluster around the lodge's viewing platform.)
- The remains of the corpses had been partially eaten. Local hunters say the bite radius of some wounds were tiny, like those of monkeys. Owing to the isolation and condition of the bodies, no autopsies were performed. (The bite marks are simply from vermin, which gnawed on the corpses.)
- The Boyoyva tribe, in whose territory the lodge and viewing platform are found, have long said that travelers should avoid the area, because of the many jackals and big cats found there.
- Legend recalls of an "evil" tribe in the Boyoyva area, said to have been wiped out by neighboring tribes centuries ago. (This is irrelevant, and may or may not be true.)
- Colonel Endicott arrived in the area in 1918 to set up his hunting lodge, accompanied by his wife, Susan, and Augustus, his son aged 10. After a few months, both Susan and Augustus fell ill and died (the disease was not identified).

The Keeper should feel free to add additional untruths to lead the investigators astray: cannibal tribes or crazed, wandering, murderous white men—especially the latter, which offers good bait for the investigators if the incidents themselves do not entice inquiry.

Investigation: Nairobi Star

The *Star* has decided that the deaths are due to a rogue lion, which should be tracked down and killed by the authorities. Natalie Smythe-Forbes of the *Nairobi Star* does not deny that there have long been local stories concerning strange creatures that prey on the unwary; however, while mysterious deaths boosts newspaper sales, she thinks it far more plausible that a man-eating lion is responsible.

The newspaper does not accuse Colonel Endicott of any wrongdoing, as Smythe-Forbes believes him to be entirely innocent. Nevertheless, it is her duty is to warn of the danger in the area. This bad publicity does not sit well with the Colonel and further fans the fire of his anger toward the paper and its editor.

Investigation: the Authorities

The official police and military story is, likewise, one of lions or packs of jackals happening on unfortunate tourists. They dismiss other evidence and stories as "native gossip." Lengthy questioning among the police and colonial government might get someone to suggest that the Colonel was probably neglectful by reason of drink but, without witnesses or evidence, the suspicion is baseless.

THE DRIVE TO THE LODGE

If the investigators are at all sympathetic to the Colonel, he eagerly whisks them off to his lodge, situated due southwest of Nairobi (in what will one day become the Nairobi National Park). The Highlands contain the Aberdare Ranges, Mount Kenya, and Nairobi. Dominated by savanna and forest, the area around Nairobi is especially fertile, as well as being more temperate in climate (thus, more suited and attractive to Europeans).

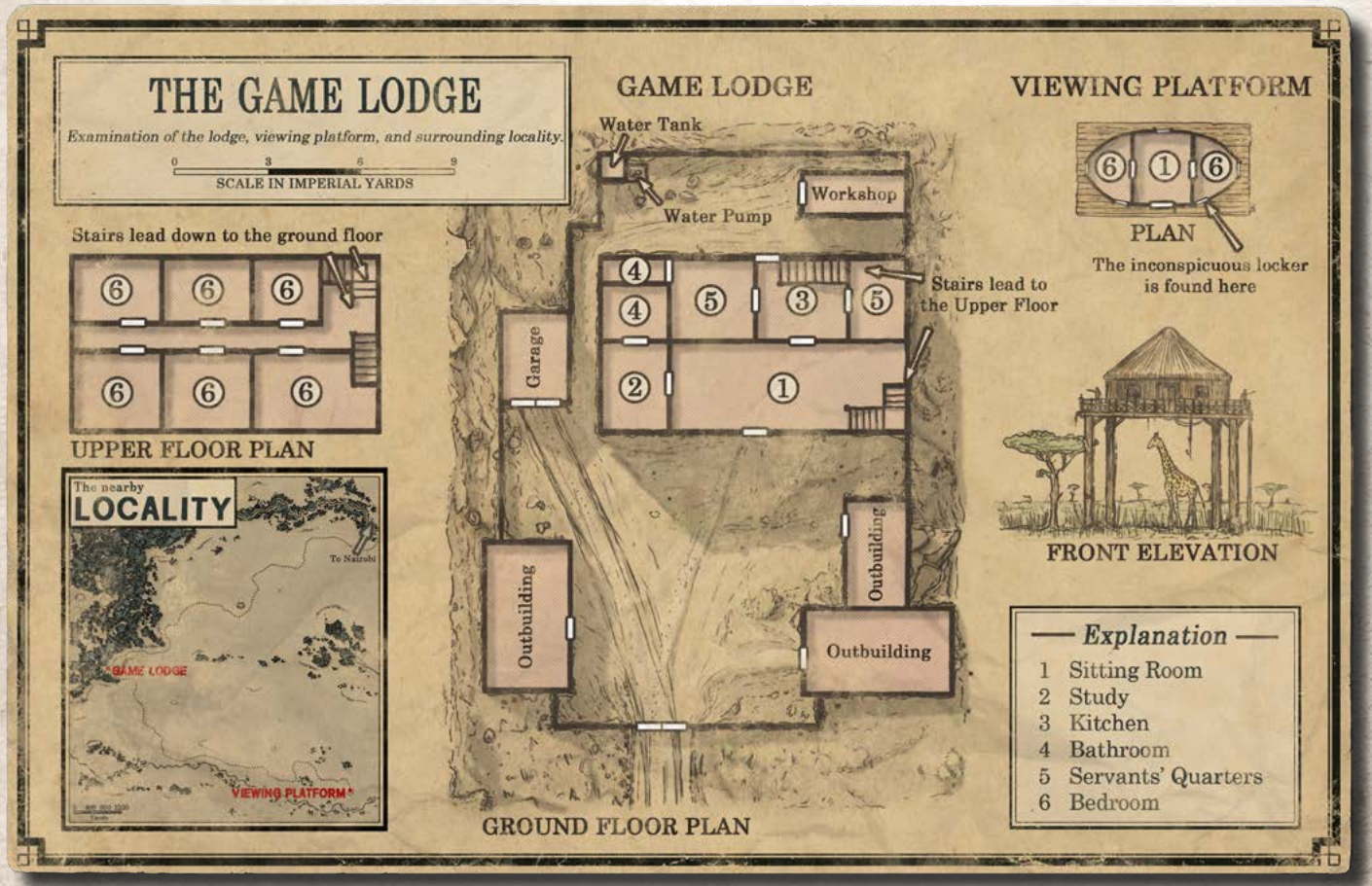
Since Nairobi is that rarity—a city on the fringe of wilderness—the Colonel has taken advantage of this feature by building his lodge where wealthy, indolent tourists can view wild animals and feel as though they are "roughing it" after a mere four hours' drive from the city.

The drive to the lodge is rough on both vehicles and passengers, but the vast vistas, distant mountains, and exotic wildlife keep everyone interested. The Colonel has his own truck, which seats three in the front and two more, with rather less comfort, in the back. The Colonel never allows a white woman to ride in the back.

THE LODGE

The lodge is close to a water-hole and game trails, so that visiting tourists can watch animals not far from the comfort of permanent lodgings—this is especially necessary for night viewing, which can be dangerous. The lodge is comprised of a main house, where the Colonel and his guests reside, some outbuildings, and the viewing platform, which lies a few miles distant from the main compound.

As his guests, the Colonel encourages the investigators to safari. The investigators can see the sites of the deaths, which are all in the vicinity of the viewing platform. For those investigators so inclined, game in the area includes zebra, gnu (or wildebeest), impala, giraffe, black rhinoceros, lion, cheetah, leopard, warthog, and ostrich. Elephants are rare but do occasionally appear. Crocodiles and hippos bask in the pools of the Mbagathi-Athi River, not far distant. Some statistics are provided for a small range of African wildlife; the Keeper should feel free to adapt these as required (see **African Animals**, page 441).



The Compound

The main house is a classic safari lodge, with animal heads mounted on the walls, zebra and lion rugs, and lots of guns gleaming on gun racks (eight in all, ranging in size all the way up to an elephant gun). The house is composed of a long sitting room and study in its front half, with kitchen, bathrooms, and servants' quarters at the back. Six bedrooms can be found upstairs. The level of comfort is high, with water available out of a pump, and food cooked by Silent Joe. A number of outbuildings include a workshop, garage, water tank, and whatever else the Keeper finds useful, all surrounded by a thick thorn-bush fence and gate.

The Viewing Platform

After admiring the main house and compound, the investigators can be taken to the viewing platform: a small, three-room hut built on stilts close to the banks of the Mbagathi-Athi River. The platform contains seven cot beds, dried food and water for three days, two pairs of binoculars, and a case of Glenlivet whisky (from the Colonel's own private stash). Two Lee-Enfield bolt-action rifles (damage 2D6+4), a Webley pistol (damage 1D10), and 100 rounds of ammunition for each of the three weapons are secured in an inconspicuous locker (a successful **Spot Hidden** notices the seam of the small door in the wall).

The platform is reached by a badly secured ladder that creaks with age—an accident waiting to happen. Those climbing the ladder in haste must make a **Climb** roll: failure dislodges the ladder, sending the person careering to the ground for 1D6 points of damage (a successful **Jump** roll halves the damage). A half-competent person with some basic tools and a successful **Mechanical Repair** or suitable **Craft** skill could fix the ladder such that it is stable. If spending time at the viewing platform, see **Events at the Platform**, page 417.

TOURING THE DEATH SITES

After getting acquainted with the compound, the investigators may wish to view the sites of the deaths. All of the deaths occurred within a couple of miles (3 km) of the platform. Each site is nondescript, with nothing but Endicott's word that someone died here, as there are no untoward signs to be found. Blood and remains have long since vanished or been removed.

Endicott keeps a lookout for the "rogue" lion, hoping he and the investigators can "bag" it and so put paid to the stories of a man-eater at large; however, no lions come anywhere near the platform during the investigators' stay.

EVENTS AT THE PLATFORM

Investigators spending time at the platform may encounter the following events, depending on the time of their visit.

Daytime

By day, the platform seems harmless enough. It's in a strikingly beautiful spot. Close scrutiny and a successful **Track** roll reveals curious prints dotting the sand in places around the platform. Skills such as **Animal Handling**, **Natural World**, or **Science (Zoology)** reveal little and are unable to identify the tracks, although remnants of animal bones (baboon, zebra, wildebeest, lion, etc.) might be found.

For those wishing to hunt, rather than simply enjoying the wildlife, use combined **Stealth** and **Firearms** skill rolls to judge success. The Keeper may wish to call for a **Luck** roll to determine if any suitable game actually shows up.

Nighttime

The best way to uncover what is happening is to stake out the area around the platform for a full night. It is also the most dangerous idea. While the Colonel presumes that the victims wandered into the bush and got attacked, in truth, their bodies were dragged off and away from the platform by the revenants.

The Colonel is reluctant to spend the night at the platform, and he counsels others likewise (as he fears further deaths will add to his woes)—those who have died at the platform either chose to ignore the Colonel's warnings, or somehow got on the wrong side of the Colonel and received no such advice. Unless the investigators insist (a Hard **Intimidate** roll), the Colonel does not stay at the platform; if he is made to stay, he could try to steal back to the main house when the investigators fall asleep or if another opportunity arises. If he encounters the revenants, see **Endicott and the Dust Devils**, page 418.

Should the investigators remain at the viewing platform at night, they are subject to attack by four revenants. Emerging from the ground near the platform, these magical creatures silently creep to the ladder and climb it. Allow each investigator a **Listen** roll to notice the creaks from the ladder when the revenants sneak up. The attackers fall on the investigators with gusto.

If the revenants are blocked from entering the platform, they begin attacking the platform's stilts, which collapse after 1D6 + 2 rounds. Falling with the platform costs each person 1D6 points of damage. The Keeper should run the revenant attacks with all the lurid nightmare frenzy they can muster. Creatures of terrifying strength and abominable

Opposite: The Game Lodge map

appetites attacking in an organized fashion are something the survivors of this adventure are quite unlikely to forget.

The revenants rise and attack in the early hours, and fall to dust once more as dawn breaks. They may not cross open water. The revenants focus their attacks upon the platform, so long as there are living people there. Should the investigators flee the platform, the revenants will pursue and may attack the main house if the investigators head back there. Some steal in through the upper windows, while more lurk in the tall grasses to grab those who attempt to flee the building. Remember, it's dark outside; let lurking shadows and eerie sounds trouble the investigators, building the sense of the uncanny and the unknown.

Barring catastrophe, Silent Joe remains in the main house once night falls. He can be counted on to assist and keep his head while Endicott falls into madness (see following). There are plenty of fixtures and fittings to try to bar the house against the revenants, and the Keeper should reward clever thinking.

PULP: REVENANTS

If the initial group of four revenants is quickly destroyed, more can come. Anticipate at least one revenant per investigator, but increase the number as necessary (but no more than double the number of investigators). Additional revenants may rise every five minutes or so.

ENDICOTT AND THE DUST DEVILS

Colonel Endicott is indefinitely insane. He is conflicted about the revenants. Part of him sees the revenants for the corruption they are, constantly punishing him for inviting the Carlyle Expedition to his home. Another part of him believes that they are his wife and son, trapped in the spirit world, trying to return to him.

Depending on how events play out, Endicott might side with the revenants against the investigators, welcome the deathly embrace of the revenants, or instead, in his despair, he might take his own life with a final kiss from (what he believes is) his dear wife. Otherwise, in his madness, Endicott could prove to be a distraction or, at worst, a liability, presenting opportunities for danger and heightening the risk.

Dealing with the Revenants

There is no prescribed way for the investigators to lift the curse that lies upon the ground around the viewing platform. The magic woven by Huston and Penhew is strong and not easily broken. Some possibilities are outlined here.

Wait Till Dawn

If the investigators can hold out till sunrise, the revenants disappear—their bodies fall to the ground and disperse. This is the sensible option for survival, but does little to effect a permanent solution.

Fight

Weapons do inflict damage and can kill the creatures, although such a tactic is not without the inherent risk of serious injury or death. A well-thought-out plan of attack could see the investigators win the day but more revenants will return another night.

Use Magic

At this point in the campaign, the investigators may have access to some spells that could be effective against the revenants. Some possibilities include:

- **Cast Out The Devil:** perhaps a successful **Cthulhu Mythos** roll enables the caster to adjust the spell, so that it may focus on an individual revenant, causing it to be destroyed.
- **Command Ghost:** if cast at one of the death sites, the summoned ghost might be able to relate an account of its death (confirming that the revenants dragged the poor soul from the viewing platform), and could hint at the magical nature of curse on the land around the platform.
- **Dismiss Spirit**: could banish a single revenant, or more at the Keeper's discretion.

Use Spontaneous Cthulhu Mythos

If acceptable to the Keeper, spontaneous Cthulhu Mythos use (see *Call of Cthulhu Rulebook*, page 180) might replicate or create a spell-like effect, allowing the investigator to lift the curse once and for all. The Keeper should ensure a suitable cost in both Sanity and magic points is paid.

Get Help

If the investigators flee or survive till dawn, they could (presuming they have met him) call upon **Old Bundari** (page 421) to help lift the curse and end the terror of the revenants. Such a favor might exact a price and put the investigators in the tribal magician's debt (perhaps, Bundari demands the investigators deal with M'Weru). Certainly, Bundari sees much, and even if they have not yet encountered him, he will mention the lodge's curse to them when they meet. In any

situation, Bundari's magic is strong enough to end the curse and bring peace to the lodge.

Ultimately, how the situation is resolved is up to each individual group. This sorry episode serves only to highlight how the Carlyle Expedition's arrogance has added to the sorrow of a grieving man.

CONCLUSION

Resolving this scenario is challenging. Unless the investigators can either lift the curse or persuade Colonel Endicott to permanently leave his lodge, the revenants will return if anyone spends the night at the viewing platform. While leaving loose ends is worrisome, the investigators do have larger concerns, so walking away might be the only practical solution. At the Keeper's discretion, grant the players an investigator development phase (refer to **Rewards**, page 162, America). In addition, provide the following rewards or penalties as appropriate.

- Saving the lives of Colonel Endicott and Silent Joe: +1D4 Sanity points (total).
- Persuading Colonel Endicott to leave the area for good: +1D4 Sanity points.
- For lifting the curse: +1D6 Sanity points.
- For running away, with the matter unresolved: –1D4 Sanity points.

PULP: REWARDS

At the Keeper's discretion, award pulp heroes 10 Luck points for successfully resolving this sidetrack adventure, although a poor outcome should grant no Luck reward.



Attack at the viewing station

CHARACTERS AND MONSTERS: THE GAME LODGE

Colonel Henry Endicott, 62, *troubled lodge owner*

STR 70	**CON** 60	**SIZ** 80	**DEX** 45	**INT** 55
APP 50	**POW** 50	**EDU** 65	**SAN** 20*	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 4	**MP:** 10	**Luck:** —

**Endicott is suffering from indefinite insanity.*

Combat

Attacks per round: 1

Brawl	85% (42/17), damage 1D3+1D4, or knife 1D6+1D4
Mrs. Carruthers (elephant gun)	75% (37/15), damage 3D6+4
Dodge	30% (15/6)

Skills

Bluster 90%, Credit Rating 25%, Intimidate 60%, Leer 90%, Stealth 60%, Track 75%.

Languages

English 70%, French 40%, Kikuyu 30%, Swahili 20%.

Pulp Talents

Iron Liver: may spend 5 Luck to avoid the effects of drinking excessive amounts of alcohol (negating penalty applied to skill rolls).

Beady Eye: does not suffer penalty die when "aiming" at a small target (Build –2), and may also fire into melee without a penalty die.

Silent Joe, 53, *put-upon assistant to Endicott*

STR 50	**CON** 55	**SIZ** 55	**DEX** 65	**INT** 75
APP 60	**POW** 70	**EDU** 50	**SAN** 70	**HP** 11
DB: 0	**Build:** 0	**Move:** 6	**MP:** 14	**Luck:** 35

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3, or knife 1D4+2
Hammer	50% (25/10), damage 1D8
.303 Lee-Enfield rifle	55% (27/11), damage 2D6+4

Skills

Cook and Clean 70%, Credit Rating 10%, Drive Truck 30%, Listen 90%, Mechanical Repair 55%, Natural World 85%, Operate Heavy Machinery 60%, Persuade 55%, Science (Chemistry) 15%, Stealth 65%, Track 90%.

Languages

English 40%, Kikuyu 85%, Nandi 35%, Swahili 30%.

Revenants, *murderous dust devils*

STR 70	**CON** 60	**SIZ** 60	**DEX** 90	**INT** 30
APP —	**POW** 60	**EDU** —	**SAN** —	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	**Luck:** —

Combat

Attacks per round: 2 (sandblast)

When attacking, the surface of the revenant erupts in a tumult of debris, sandblasting its opponent.

Special: opponents in close proximity to a revenant must make a successful combined **DEX** and **Spot Hidden** roll each round. Those who fail are partially blinded by the dust churning through the air, and must apply a penalty die to all combat rolls that round.

Fighting	40% (20/8), damage 1D3+1D4
Dodge	25% (12/5)

Pulp Combat

Fighting	60% (30/12), damage 1D3+1D4
Dodge	50% (25/10)

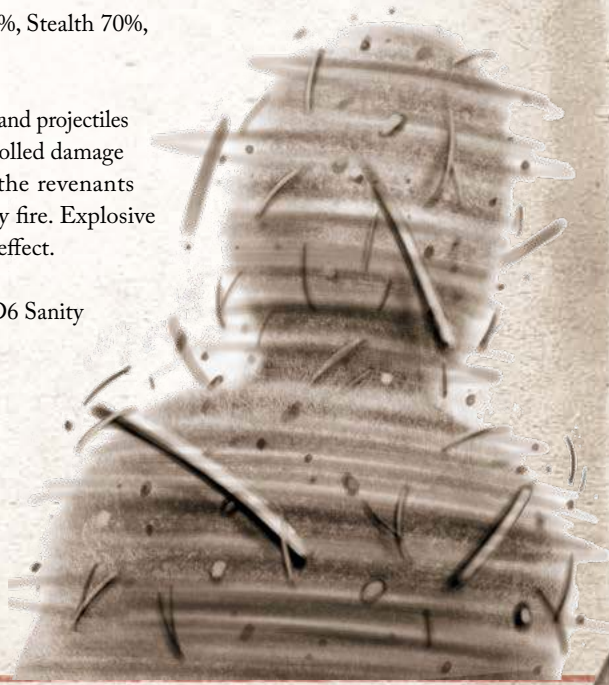
Skills

Spot Hidden 50%, Stealth 70%, Track 50%.

Armor: firearms and projectiles inflict only half rolled damage (round down); the revenants are unharmed by fire. Explosive damage has full effect.

Spells: none.

Sanity loss: 0/1D6 Sanity points to see a revenant.



A Revenant

OLD BUNDARI

Hard to meet and harder to know, his office hours are far from normal. Investigators may come to respect Old Bundari's powers but be baffled by his gift.

- **Link:** Kenyatta introduces Bundari to the investigators (**Meeting Johnstone Kenyatta**, page 408).

Directed by Johnstone Kenyatta, the investigators follow the tall man through Swahili Town. As they make their way, ask for a **Psychology** roll: if successful, it dawns on the investigator that their guide is mindful of their surroundings; he seems to be watching for people following them while leading the investigators to… who knows whom?

PULP: AMBUSH

Swahili Town offers the opportunity for an ambush. If Taan Kaur is still at large, she may use magic, summon more fire vampires, or simply pay some thugs to accost the investigators. If Kaur has been dealt with, perhaps agents of the Bloody Tongue mount the attack. Use either the **Hirelings of Ahja Singh** as equal-opportunity thugs, page 439, or the **Average Bloody Tongue Member (Kenya)**, page 443, as appropriate.

This part of Nairobi is poor, but its people are cheerful and have not given up hope. Most of the houses are one-room, mud-wall buildings, roofed by bundled grasses and broad leaves. Occasionally, the larger home of some entrepreneur makes a striking contrast. Prosperity is mostly judged by how well one's roof sheds water; roofs made of shingles, tile, or amalgams of packing crates and hammered-out metal sheets have higher status than those with moldy straw bundles.

Eventually, their guide stops before a yellow painted door, turns to look at the investigators, and then steps through. If the investigators follow, they find themselves in a small shed, beside a high-wheeled, yellow Rolls-Royce roadster of indifferent condition. Their guide holds open the door and motions them to sit in the car. In a few minutes, they are bouncing along a dirt track several miles outside of Nairobi, scattering bicycles and animal-drawn carts as they go, and leaving a long cloud of dust in their wake. Their destination is a small village, in which lives Old Bundari (**Dramatis Personae**, page 392), one of the most powerful and respected tribal magicians of East Africa.

After an hour or so in the hot and stuffy interior of the car, they drive into a remote village and stop just beyond a circle of huts. The guide gets out, but motions for the investigators to remain in the vehicle. A young, delicate-looking man approaches, and he and the guide talk at length. While the conversation cannot be heard, it appears that their guide is speaking in persuasive tones, attempting to convince the delicate-looking man of something. While the conversation plays out, village children gather around the car and peer inside, their bright round eyes polite but curious. If the investigators wave or speak, the children giggle and whisper; some of the less brave may even run away.

Their deal apparently concluded, the guide haltingly introduces the investigators to the young man: Okomu (**Dramatis Personae**, page 393), who asks, in English, why the investigators wish to speak to Old Bundari.

Keeper note: if an investigator tries to lie to Okomu, ask for a Hard **Fast Talk** roll: if failed, Okomu seeks to verbally belittle the lying investigator, saying that men of lies have no business with Old Bundari. If an investigator puts forth a truthful case (no roll) for being granted a meeting with Bundari, Okomu accepts that they are worthy to speak with his master. He asks the investigators to exit the vehicle and follow him to Bundari's hut.

ENTERING BUNDARI'S HUT

From the outside, Bundari's home has the smooth curves of a Maasai hut, although it is larger and constructed in a different fashion to the conical mud dwellings of the rest of the village. A gated fence surrounds it and the door is a simple curtain. The house is formed like a snail's shell: the entrance passage winds all the way around the outside of the single central room before opening into it. The way is unlit but everyone sees fetishes, signs, masks, and so forth arranged on both the inner and outer whitewashed walls of the passage.

In the central room, more signs and symbols can be seen, carefully arranged into arcane patterns. A successful **Occult** roll identifies warding symbols worked into the roof and the dirt floor, while a successful **Cthulhu Mythos** roll identifies some of these as having to do with the Outer Gods. Across from the interior door is a small old man, sitting so still that he seems to be dead. As they enter, Okomu goes to the man and unfolds one of his legs and rubs it (to restore the circulation), then folds it back to its original position.

Although Bundari is powerful in his magic, Okomu explains that as Bundari worked to strengthen himself, the magician had to become more conjoined with the Other Sides. The presence of the great magician is now in flux between this world and many others. It is Okomu's job to guard this reality for Bundari and to protect his shell (his body). Bundari has other (unimaginable) assistants who perform similar functions at the loci of his presences on the Other Sides.

Keeper note: whether these other realities (and assistants) are real or just in Bundari's head is up to the Keeper, but it is of no real consequence here.

Okomu directs the investigators to sit, saying they must wait patiently for the old man's attention to focus on this reality. The process may take hours. If they wish to speak with him, they must sit beside Bundari's shell or the great one may not be drawn out of his meditative state for days. The investigators sit across from Bundari for 1D6+6 hours before he begins to stir. During this time, Okomu offers unshelled peanuts, baked plantain, and milk, but warns that the investigators must not converse, for that would "too rapidly" draw out Bundari from his interdimensional voyages.

Bundari Wakes

At last, the body of the old man stiffens and swells, and the investigators perceive an intangible liveliness to the figure, which was not present before. Bundari's eyes open and he studies each of the investigators in turn. Using Okomu as translator, he speaks to each, mentioning something from each investigator's past (the Keeper should refer to something from the respective investigator's backstory or from earlier events in the campaign).

Once he has established his credentials with his impressive insight, Bundari (through Okomu) says: "Your mission is perilous and the time is desperate. Shall I tell you pleasant things or the truth? The Bloody Tongue grows arrogant. People across the land disappear into the Mountain, stolen by the cult for the blood sacrifice to come. Leaders are brought low by corrupt thoughts and deeds. Many of us must pray continuously to Ngai, the lord of the Kere-Nyaga (Mount Kenya) to stave off this evil."

Bundari then invites the investigators to question him. Use the following answers as a guide, but ensure that all of the information is given to the investigators (a summary of this information can be found in **Carlyle Papers Kenya #4**).



Old Bundari provides wisdom and gifts

About the Carlyle Expedition

The Cult of the Bloody Tongue was responsible for the massacre of the Carlyle Expedition. Unnatural beasts were summoned from the Other Sides to kill and carry off the victims. Those carried away were brought to the Mountain of the Black Wind, a terrible place shunned by everyone.

The Mountain of the Black Wind

The Mountain of the Black Wind is so called because a dread god inhabits it. Others know the mountain as Mount Satima. Even the greatest of spells cast against the mountain have no effect. Once per year, the Black Wind is unleashed, which brings plague, famine, and disaster.

Keeper note: Okomu can draw a map leading to the Mountain of the Black Wind, though he warns that lurking evil dwells there, against which there is no protection.

The Cult of the Bloody Tongue

To satisfy their god, the cult abducts villagers and sacrifices them. After the sacrifices, the god appears in all its terrible glory, attended by creatures not of this earth. As tall as the mountain itself, the god has no face; only a blood-red tongue hangs down from where the top of its head should be. The mere sight of this hideous god drives men mad. The god's priestess is called M'Weru. She lives in the mountain. It was she who prophesied the coming of a child of the god, a part-human monster, who is soon to soak the land with blood.

How to Fight the Cult

Ancient tales speak of a great sign, the Eye of Light and Darkness, which could forever chain the cruel god within the mountain. No one knows what the sign might be. Some far-seeing magicians say that the sign existed until a few years ago, when the god tricked men into destroying it. If the sign can be found, perhaps it can chain the god once more.

Keeper note: if the investigators have the half of the ward from Nuri in Egypt (see **Nuri of El Wasta**, page 320, Egypt), or saw Jack Brady's drawing in Shanghai (or have his half; see **Carlyle Papers China #8**), and if they show either to Bundari, he grows excited and offers to study the sign to try to discover the means to use the ward. Bundari falls back into deep meditation for 1D6+6 hours. During this time, Okomu invites the investigators to rest and prepares a simple meal for them. When Bundari wakes, the investigators are called to hear what he had learned (**Bundari's Wisdom**, following).

Bundari's Wisdom

Okomu translates that Bundari has journeyed far to uncover the secrets of the sign brought to him by the investigators. He says he talked with a mystic and scribe, who lives in the Far East, who has written seven books of forbidden, but essential, knowledge. The mystic is named H'san, who knew of the ward and captured its magic within one of his seven books.

Keeper note: Bundari does not view time in the conventional human manner, and speaks of H'san as if he is presently alive. The *Seven Cryptical Books of H'san* can be found in Shanghai (see **Talking to Lin Yenyu**, page 572, China). Within is the knowledge of how to create the great ward known as the Eye of Light and Darkness. Of course, if the investigators have already been to China, they may produce the very tome, much to Bundari's delight.

If the investigators have been gracious guests, Bundari has one more thing for them before they leave. "If you seekers have courage, you may achieve much. You must hurry. Okomu can help make the arrangements you need. But he cannot do what I can: I have gifts for you." He then bestows upon them a curiously carved fly whisk (**Bundari's Fly Whisk**, page 653, Appendix D: Artifacts) and a lizard in a cage (refer to **The Caged Chameleon,** see box nearby).

The Way to the Mountain of the Black Wind

It is unlikely that Bundari accompanies the investigators to the Mountain of the Black Wind (his body would have to be carried, since his mind would mostly be on the Other Sides). Bundari recommends the investigators seek out Sam Mariga at Charles Street in Swahili Town (see **Meeting Sam Mariga**, page 406), who can guide them to the mountain; failing this, Bundari may, if necessary, direct Okomu to show them the way.

Keeper note: Okomu could be repurposed as a player character; he has the required motivation after all!

Carlyle Papers Kenya #4

The cult was responsible for the Carlyle massacre. Many terrible beasts were summoned from the Other Sides to kill and carry off the victims. Those carried away were brought to the Mountain of the Black Wind, a terrible place shunned by everyone. It is so called because a dread god inhabits it. Even the greatest spells cast against it have no effect.

Once per year, the Black Wind is unleashed, which brings plague, famine, and disaster. To satisfy the god, the cult abducts villagers and sacrifices them; then the god appears in all his terrible glory. He is as tall as the mountain itself. He has no face; only a blood-red tongue hangs down from where the top of his head should be. Monsters of all descriptions attend him. The mere sight of this hideous god can drive men mad.

The god's priestess is M'Weru. She lives in the mountain. It was she who prophesied the coming of the god's child, part human and part monster, who is soon to soak the land with blood.

Ancient tales speak of a great sign, the Eye of Light and Darkness, which could forever chain the cruel god within his mountain, but no one knows what the sign might be. Some magicians who are far-seeing say that the sign existed until a few years ago, when the god tricked men into destroying it.

THE CAGED CHAMELEON

In a small wooden cage is a strange-looking reptile: a warty, gray-brown lizard with three horns sticking forward from its forehead. Two features distinguish it from a regular chameleon; the first is that its mouth is on the vertical axis rather than the horizontal. The second is that each of its forelimbs divides into two at the elbow joint, so that each forelimb has two "feet."

"This is my friend, Who-Is-Not-What-She-Seems. I found her in a faraway place. You may call her "Who" for short. Take her with you, and feed her well and daily with flies. You need but open her cage and free her for her to be of service to you. But remember, do not let her out until you reach the Mountain of the Black Wind, when you are in need of a friend."

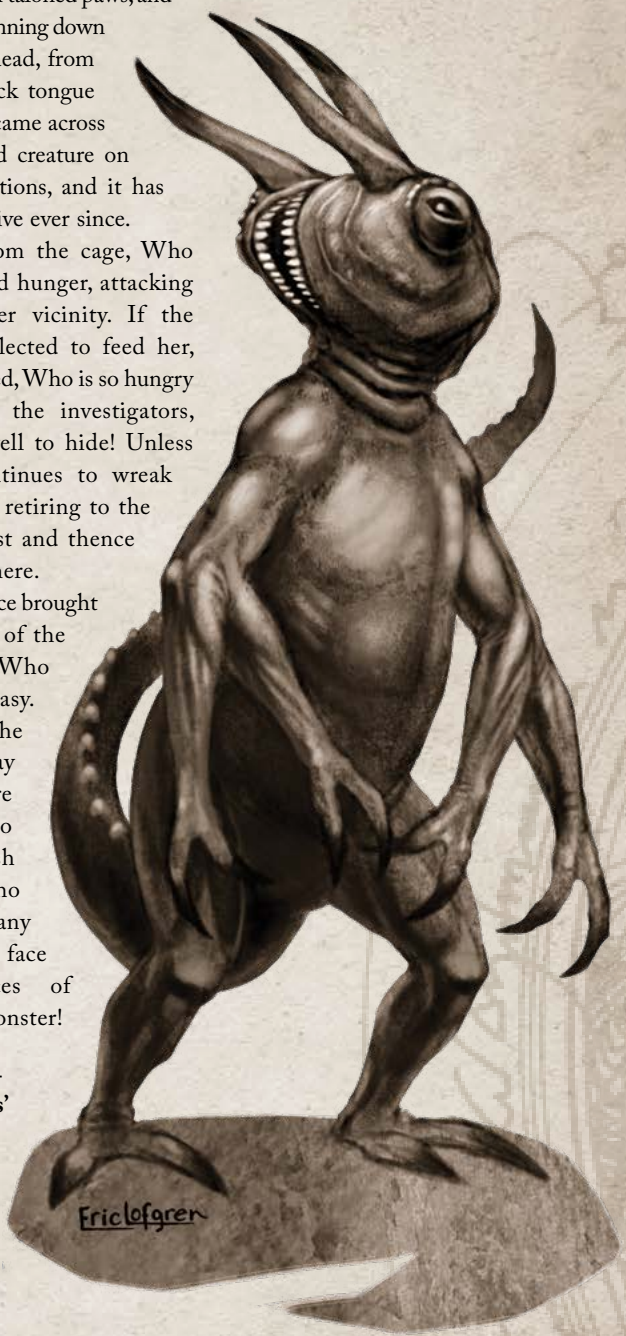
Once "Who" is in their keeping, it is wonderful how insects of every sort completely avoid her vicinity, giving the investigators complete protection from bug-bites; however, this means that someone must spend a lot of time out alone in the brush, trapping flies, if they are to comply with Bundari's instructions.

In her "normal" form, the three-horned chameleon weighs a few pounds and has 2 hit points. If Who is freed, she transforms into a nightmarish monster from the Dreamlands: a gug but with the lashing tongue of a chameleon! Twice the height of a man, its arms extending into two forearms, each equipped with taloned paws, and a vertical mouth running down the center of its head, from which a long, thick tongue extends. Bundari came across the strange hybrid creature on one of his expeditions, and it has remained his captive ever since.

Once freed from the cage, Who erupts in rage and hunger, attacking everything in her vicinity. If the investigators neglected to feed her, when she is released, Who is so hungry that she targets the investigators, who would do well to hide! Unless killed, Who continues to wreak havoc, eventually retiring to the surrounding forest and thence to who knows where.

Freed or not, once brought to the Mountain of the Black Wind, Who is plainly uneasy. The longer the investigators stay there, the more restless Who becomes. Foolish investigators who release Who at any other time must face the consequences of unleashing the monster!

See **Who-Is-Not-What-She-Seems'** profile on page 445.



TOWARDS THE MOUNTAIN OF THE BLACK WIND

The deadly mountain towers above the stark plain. Within, horrible secrets will test the strength of the investigators. A terrible ritual unfolds on its slopes.

- **Link:** Sam Mariga can guide the investigators to the mountain (**Meeting Sam Mariga**, page 406).
- **Link:** Okomu can draw a map leading to the mountain (**Bundari Wakes**, page 422).

If careful and systematic in their approach, the investigators should now have the means to find the Mountain of the Black Wind. M'Weru (probably) does not know of their presence, so they still have a chance to foil the birth of the god's child. Nonetheless, they must be discreet during this leg of the adventure or face awesome wrath.

If the investigators have somehow missed the leads to the mountain, Johnstone Kenyatta might be used to put them back on track. Kenyatta keeps his ear to the ground, so perhaps word of dark rites in the vicinity of Mount Satima (a.k.a. the Mountain of the Black Wind) reaches him, which he passes on to the investigators. Kenyatta might also arrange a meeting with Sam Mariga, if the investigators failed to look up the gardener.

This section is the culmination of the Kenyan investigations. Preferably the visit to the mountain comes at or just before the birth of the Spawn of Nyarlathotep. The Keeper should attempt to fix the date so that investigators are present, but don't force the issue if smart investigators try to avoid attending such a mind-blowing event. They can always follow up matters at a later date.

If M'Weru (**Dramatis Personae: Kenya**, page 393) knows of the investigators, or if they tarry overlong in the area, they are likely to be sought out or confronted by small groups of cultists. Such encounters should be few, and serve to illustrate the danger of their position.

Many thousands of cultists from around the world make their way to the Mountain of the Black Wind on the cult's most auspicious occasions. Numbers peak with the timings of, first, the birth of the Spawn of Nyarlathotep (**Ritual of the Birth,** page 433), and second, the Great Gate opening ceremony in January 1926. Around these times, increasing numbers of people trek in and out of the area, making encounters all the more likely. Should the investigators not visit Kenya until January 1926, the Keeper may decide to combine the two events (the birthing and the Gate opening) into one grand finale.

ECOLOGY OF THE MOUNTAIN

The Mountain of the Black Wind sits within the Aberdare Forest, which is named after the 1884 president of the Royal Geographic Society, Henry Bruce, the first Baron Aberdare. Peaks within the forest reach 13,000 ft (4,000 m) and heavy rain is common in the wet season. The Kikuyu people cultivate some areas of the region. The wildlife here includes bongo (a type of antelope), leopards, elephants, rhinoceros, antelope, and chameleons (often seen as bad omens by the Kikuyu after one failed to deliver Ngai's message that mankind did not have to die).

Of the world's tropical forests, Aberdare is uniquely temperate. Giant cedars, olives, camphors, and figs thrive here, gradually giving way to montane bamboo as the altitude rises. The undergrowth is often very thick, making for slow travel off the trails. Frequently the mountain slopes are cool and wet from mist, fog, or rain, and there are many rapid streams to be crossed. Forest antelopes, giant hogs, duikers, elands, leopards, and lammergeiers (also known as bearded vultures; birds of prey as large as an eagle) are seen. At lower elevations, the lethal green mamba—an incredibly quick and dexterous tree-snake—can be found, as can cobras and puff adders. (The black mamba, whose bite is nearly always fatal, prefers a drier climate.)

Mount Kenya is the highest peak in Kenya and the second highest in Africa, at 17,000 ft (5,200 m) above sea level. The mountain is revered by the Kikuyu people, and it stands within their homeland. The Mountain of the Black Wind (Mount Satima) is the highest peak in the Aberdare Range, and the third highest mountain in Kenya, after Mount Kenya and Mount Elgon.

Travel to the Mountain: Ndovu Village

Using the slopes and trees of the Aberdare Forest as cover, it takes three to six days to trek to the Mountain of the Black Wind from Nairobi. The plains route through Thika takes little more than half that time, but is much more easily watched by cultists. By either route there are no roads, rail lines, or rivers, only footpaths.

About a day southwest of the Carlyle Expedition massacre site is Ndovu village (*Ndovu* is Swahili for elephant), which provides a possible resting place before heading to the mountain proper (another day's travel from either the massacre site or the village). Ndovu is a Kikuyu village, small, and much like those the investigators have already seen, except that the roofs are uniformly of better quality and there are frequent ditches and bridges. Higher yet than Nairobi, and close to high mountains, it often rains here.

If the investigators hired Sam Mariga or another guide, he'll represent them on arrival in Ndovu, cautioning the



Planning the trip to the mountain

investigators to say nothing of their true mission. The people of Ndovu greatly fear the Bloody Tongue, and will have nothing to do with those seeking to confront the cult. If the investigators keep their goal to themselves, they can use Ndovu as a base, and perhaps learn some of the rumors (see **Local Gossip: Ndovu**, following). Knowledge of Kikuyu or Swahili (or use of a translator) is necessary.

No one in this area voluntarily goes near the Mountain of the Black Wind, nor will they seek out the site of the Carlyle massacre in the green luxuriance of the Aberdare Forest—that dark, desolate field is known locally as the "Corrupt Ground." The villagers knew about the massacre site long before it was officially found but refused to speak of it. Villagers may give directions to both places, but earnestly warn against going to either.

Local Gossip: Ndovu

- In the region, more than a dozen men, women, and children have disappeared in the last few weeks. Little search has been made; their fate at the hands of the Cult of the Bloody Tongue is presumed sealed.
- The freshly killed carcasses of two elephants were found yesterday, a few hours east of the village. The investigators may see the carcasses, if they wish. The deaths were unnatural: no beast known to the Kikuyu could tear an elephant to shreds like that. The bodies, shunned even by vultures and jackals, have swollen enormously, and purple-green matter oozes out of them.
- The sorceress M'Weru cursed the great magician of Swara village because he dared mock her powers. Now his hair has fallen out, he is blind, and he babbles like a child. Swara village is a half-day's travel toward Mount Kenya; there is nothing of interest there but the drooling wreckage of the once-mighty man.
- Many foreign travelers have recently passed through the area heading for the Mountain of the Black Wind. The villagers give such types a wide berth, as there is the "taint of blood" upon them.
- The Mountain of the Black Wind is an evil place, filled with dark magic and monsters. Sometimes lightning strikes the mountain, and foul voices are heard on the air. A dark god, the enemy of Ngai (who lives on Kere-Nyaga) dwells at its summit.

DANGEROUS DAYS

In the days running up to the rituals that take place at the Mountain of the Black Wind, many additional captives are taken from the surrounding area to boost the numbers required for sacrifice. Investigators encountering the local peoples and villages may hear of such missing people; often, the disappearances are believed to be caused by evil spirits or men sent from the Cult of the Bloody Tongue. Rightly, the local people fear cult retribution and do what they can to avoid association or contact with the cult.

Consequently, these are dangerous times to be out in the open, and investigators who do so face an increased risk of attack. Rather than run endless ambushes or combat scenes, try to build suspense and atmosphere as the investigators make their way by having groups of cultists spied heading to the mountain. Careful investigators should try to avoid contact, hiding from groups passing nearby, which can heighten the tension. Perhaps the investigators track a group as means to finding the way into the mountain. Perhaps what seems like a friendly village is, in fact, full of fearful locals who would rather hand over the investigators to the cult than offer up their own as sacrifices.

For pulp games, this game of cat and mouse in the forest can provide dramatic situations, as well as the chance for combat.

The Corrupt Ground

Should the investigators wish to visit the site of the Carlyle massacre, they must travel to the northeast of Ndovu in the general direction of Mount Kenya. As the investigators get closer to their goal, the air becomes clear and exhilarating. A wide saddle-shaped pass—the Nyeri-Nanyuki corridor—separates Mount Kenya from the Aberdare Range. As the investigators make their way down the north side of the pass, they come upon the Corrupt Ground, the site of the Carlyle Expedition "massacre."

The place was originally a mountain meadow of considerable beauty, perhaps a half-mile (0.8 km) broad; now, it is blackened, as though someone had seared the ground with a gigantic branding iron. All animal trails now skirt the area, and the investigators have to hack their way through disturbing, deformed underbrush to reach it. Once there, the soil feels squishy; nothing grows in it, and a foul odor hangs over the place. The atmosphere is cloying and, somehow, wrong. Those with POW 80 or greater can sense a tingling in the air, almost imperceptible, without obvious cause.

A successful **Science** (**Biology** or **Geology**) or **Natural World** roll establishes that nothing natural could affect the area in such a way. Criss-crossing the spongy soil uncovers no information or clues, but should unnerve the investigators. The longer they spend here, the greater their sense of foreboding grows.

Keeper note: in 1919, the members of the expedition (less Robert Carlyle and Jack Brady, who had already fled) performed a ritual sacrifice to Nyarlathotep at this site. They drugged their bearers and bound them with rope. Later that night, Huston, Penhew, and the others chanted and howled into the darkness until the heralds of Nyarlathotep answered their call, possessing the bodies of the bearers and causing them to gleefully rip each other apart. Thereafter, the body parts of the bearers, touched by the foul otherworldliness of the Mythos, would neither rot nor be eaten by carrion feeders. The strange energies brought to this place continue to linger and, at the Keeper's discretion, any magic performed here will be unstable and significantly greater in both power and effect.

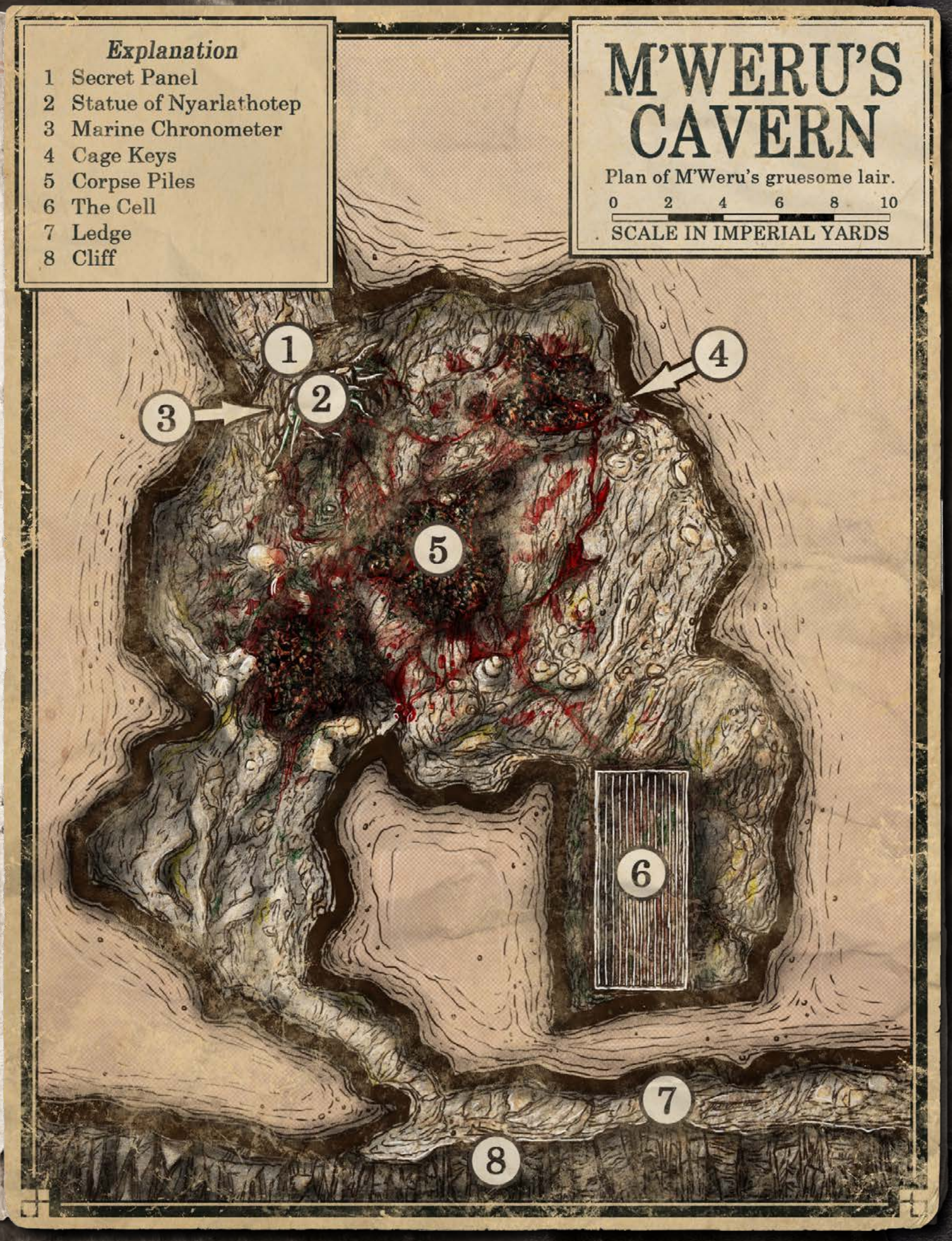
THE MOUNTAIN OF THE BLACK WIND

A day west of the Corrupt Ground, a dank, conical mountain rises abruptly from the broadening plain. Everywhere, the forest has thinned and the grass taken hold, but on the slopes of the Mountain of the Black Wind, a dark and lurid green forest persists; here the god of the mountain has sway over Nature. The sound of birds and insects diminishes as one approaches the mountain. It is quiet here. Too quiet...

Just above the plain, the ash and cinders of the mountain have washed away and exposed a sheer rock face. A narrow, steep trail leads partway up; at the end of the trail is a hidden entrance to a cavern. A successful **Spot Hidden** roll locates the entrance quickly; those who fail may prolong their search, risking discovery by their enemies. M'Weru lives in the cavern, and, occasionally, addresses cultists from its entry ledge.

Keeper note: if apprised of their approach, M'Weru may elect to use her disguise skill to infiltrate and "befriend" the investigators, so as to gain information regarding their intent

Opposite: M'Weru's Cavern map


Explanation
1 Secret Panel
2 Statue of Nyarlathotep
3 Marine Chronometer
4 Cage Keys
5 Corpse Piles
6 The Cell
7 Ledge
8 Cliff
M'WERU'S CAVERN
Plan of M'Weru's gruesome lair.
0 2 4 6 8 10
SCALE IN IMPERIAL YARDS
1
2
3
4
5
6
7
8

and to disrupt their plans. In pulp mode, the high priestess has the Master of Disguise talent.

See **Characters and Monsters: Kenya**, page 438, for profiles for M'Weru's bodyguards and average Bloody Tongue cultists.

THE CAVERN OF M'WERU

This cavern (a natural lava tube) has been enlarged to suit M'Weru. As stone goes, the creamy-red walls are fairly soft until exposed to air for a while. An investigator with a pick could hack out a man-sized tunnel of about 10 yards (9 m) a day. The cavern contains several points of interest.

Call for a group **Luck** roll: if failed, M'Weru is present in the cavern with an elite bodyguard of ten cultists. If she is not, only prisoners are in the cavern.

Statue of Nyarlathotep: some 15 feet (4.5 m) high, this is Nyarlathotep in the aspect of the Bloody Tongue. Chiseled into the front of the statue's base is the throne from which M'Weru holds court.

Marine Chronometer: a successful **Spot Hidden** directed toward the throne reveals a small, hardwood box on the floor beneath it. Inside is an ordinary ship's timepiece, set to exact Greenwich Mean Time, three hours behind Kenyan time. This precision clock will tell the Spawn when to commence the ritual to create the Great Gate.

Secret Panel: directly behind the statue of Nyarlathotep is a door-sized secret panel, which opens to reveal a 20 foot (6m) wide ramp leading up to the peak of the mountain, where **The Great Temple of Nyarlathotep** (following) is secreted. A successful **Spot Hidden** while surveying this wall notices some suspiciously regular patterns; those gaining a Hard success on the **Spot Hidden** roll find the mechanism that opens the panel (otherwise, brute force and a Hard **STR** roll are required to bash through the secret door).

Three Mounds: each is a pile of bones and rotting corpses—the most recent sacrifices. Their odor pervades M'Weru's cavern (housekeeping is not the cult's strong point).

The Cell: if the investigators come here before the birth of the Spawn of Nyarlathotep, over 200 prisoners are packed together in this sturdy cell; men, women, and children from district tribes, and probably a missionary or two as well. If the investigators come here after the birth, only 5 prisoners are left in the cell.

The cell is an iron cage, closed with strong padlocks. The keys hang on a wall 40 feet (12 m) away. If the Keeper wishes, previously captured investigators may be found imprisoned here (perhaps brought by cultists from England, America, and so on). Any investigators that were captured in previous chapters will, by now, be shambling wrecks of their former selves, with half their full hit points and half their previous Sanity point score. Investigators who have been captured and imprisoned during this chapter will have half their full hit points remaining, and their Sanity points should be reduced by 1D10.

THE GREAT TEMPLE OF NYARLATHOTEP

The mile-long (1.6 km) tunnel curves constantly upward. Here and there, a torch flickers. No pictures or inscriptions decorate the walls. Occasionally, the stone of the tunnel has pulled apart, leaving narrow and deep fissures, or has slumped, forcing the investigators to climb or descend sheer clefts and embankments (M'Weru is, of course, carried by bearers who lift her over such obstacles). Half an hour of steady climbing reaches the Great Temple. Entrance is through a secret panel similar to the one in M'Weru's cavern.

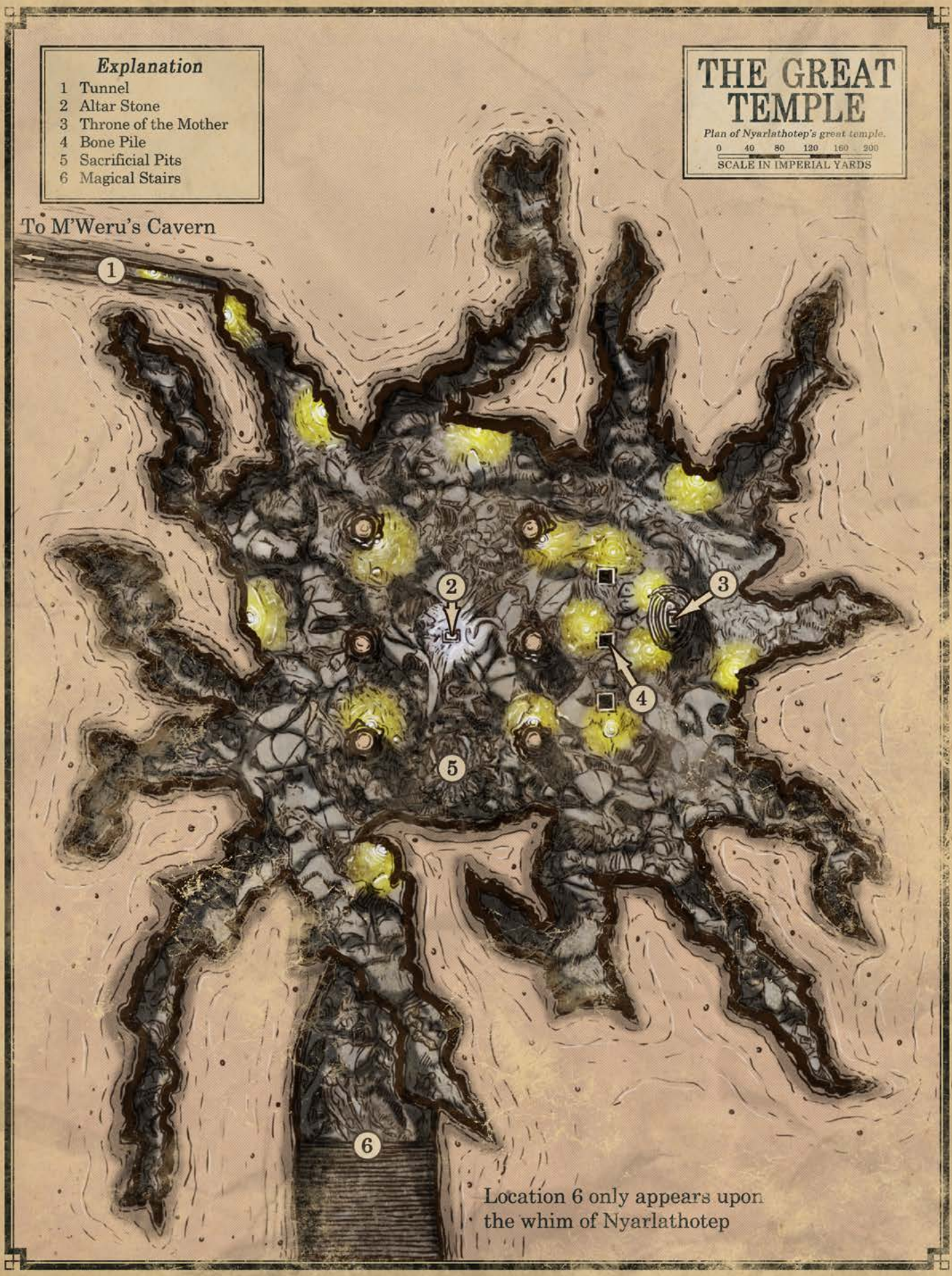
There is a second entrance to the Great Temple, open only during the most important rites and rituals. During such ceremonies, an enormous staircase magically appears, deployed by Nyarlathotep himself, leading up the mountain to the second entrance. From the proper angle, the vast flight of steps resembles a stepped pyramid thousands of feet (a thousand or more meters) high.

The Great Temple has an irregular, cancerous form. Jagged tentacular and bulbous intrusions shape the stone, to no apparent purpose. The walls are of a darker, more ominous stone than M'Weru's cavern. Because of the dim light, investigators can easily hide behind the columns or in side tunnels. When rituals are in full frenzy, the cultists won't notice the investigators (unless they do something to draw attention to themselves!). Except for Hypatia and the pets in the pits, the Great Temple is empty half the time. If M'Weru is not in the Great Temple when the investigators enter, ask for a group **Luck** roll each half-hour or so; on a failure, she and her guards enter with little warning.

Ceiling: a dim brownish glow comes from the fungus-coated ceiling.

Columns: six enormous columns support the roof of the temple. Their shapes are those of swollen, suckered tentacles. Although carved from stone, each column writhes in a grotesque fashion,

Opposite: The Great Temple map


Explanation
1 Tunnel
2 Altar Stone
3 Throne of the Mother
4 Bone Pile
5 Sacrificial Pits
6 Magical Stairs
THE GREAT TEMPLE
Plan of Nyarlathotep's great temple.
0 40 80 120 160 200
SCALE IN IMPERIAL YARDS
To M'Weru's Cavern
1
2
3
4
5
6
Location 6 only appears upon the whim of Nyarlathotep

though at so slow a rate that the movement is invisible until an investigator succeeds with an **INT** roll; the recognition automatically costs the investigator 1D3 Sanity points.

Iron loops are embedded in these columns; ritual sacrifices are tied there during ceremonies, slowly lifted and moved in time to maniacal rhythms unknown to man. Occasionally, a sacrifice screams in agony as inexorable forces gradually dislocate a limb from its socket.

Walls and Floor: these surfaces, cut from the same primeval stone, carry barbaric symbols and images referring to no recorded culture.

Altar Stone: a large, bluish, irregular stone some 3 x 3 x 7 feet (1 x 1 x 2 m) long. A successful **Science (Geology)** roll establishes that it is not earthly stone. The altar absorbs the magic points of the victims sacrificed on it, up to a maximum of 400; it currently contains about 300 magic points. The stored points can be used to cast spells simply by touching the stone. The stone feels unpleasantly alive when touched; Sanity cost per touch or use is 0/1D2.

If investigators break off a fragment, it could be used to store a proportional amount of magic points. Each cubic foot (0.03 cubic meter) retains 6 magic points when full. Breaking the stone up is a lot of work. New magic point storage is possible only by slaying fresh victims on the stone. Each cubic foot weighs 120 pounds (54 kg). When a hapless victim is sacrificed on the stone, they partially dissolve while dying. The stone glows as this occurs. Watching the flesh melt from their bones costs 0/1D6 Sanity points per victim.

Sacrificial Pits: there are three, each about 10 feet (3 m) square and 10 feet (3 m) deep. One contains snakes, another rats, and the final one holds ants. In cult rituals the pits symbolize the melding of the natural and the supernatural, an impure blending which only the greatest god may make, thereby celebrating Nyarlathotep's omnipotence. Landing in any pit most likely means death. Seeing anyone die in these pits provokes a **Sanity** roll (1/1D8 loss). A few victims are tossed into the pits at regular intervals to keep their inhabitants suitably nourished.

Escape from a pit requires a successful **Climb** roll. Assistance may grant a bonus die to the roll, or the ally may make a **STR** roll instead; success allows them to pull the victim free.

Snake Pit: contains 13 snakes of each of the following types: cobras, mambas, and puff adders, coiled singly or in glistening balls. Occasionally, a snake rises part-way up the pit wall before falling back. When a human approaches, all of the snakes turn to them, and begin to bob in unison upon their coils. Anyone falling into this pit is viciously bitten each round, taking 4D10 damage (halved if a successful Extreme **CON** roll is made). If the person is wielding a flaming torch or similar, the Keeper should ask for a **Dodge** roll each round; if successful, the wielder avoids being bitten that round.

Rat Pit: 169 large black rats, with glowing red eyes and gleaming incisors. They set up a hideous squeaking if anyone approaches the edge of the pit. Those falling into this pit are attacked by 1D3 rat packs each round. Each pack has a 40% (20/8) attack, damage 1D3, or can attempt to overwhelm, which grants a bonus die to the attack roll and causes 2D6 damage. A rat pack has 9 (collective) hit points.

Ant Pit: contains 666 unnaturally giant driver ants, each up to six inches (15 cm) long. When someone nears the edge of the pit, a rustle of tiny mandibles can be heard, and the ants begin to form murky, hideous shapes as they climb onto each other in a vain effort to reach such tempting prey. Ants swarm over anyone falling into this pit. Each round, the target takes 1D4 damage. The only escape is to get out of the pit and knock the ants off. Once out of the pit, ridding oneself of ants requires a successful combined **DEX** and **Luck** roll (assistance grants a bonus die).

Bone Pile: M'Weru's crew hasn't got around to cleaning up after the last round of sacrifices to charge the altar. A successful **Science (Biology)** or **Natural World** roll identifies the portions of skeletons as originating from around 20 human sacrifices.

Throne of the Mother: upon a dais sprawls what used to be Hypatia Masters. Semi-circular steps lead up to her. Seeing Hypatia in her horrible state calls for a **Sanity** roll (1D3/2D10 loss). The investigators can try to talk with Hypatia, but she is in a bad way. She is barely able to move and, if attacked, can do little to defend herself. Her state is determined by when the investigators penetrate the Great Temple—see **The Spawn of Nyarlathotep: Three Aspects**, following.

THE SPAWN OF NYARLATHOTEP: THREE ASPECTS

The Spawn might be referred to as it, him, or her; after birth, it can change sexes at will. On January 14, 1926, the Spawn must perform the Great Gate-opening ceremony. Then it emerges into the world, much to the world's detriment. The statistics for each form can be found in **Characters and Monsters: Kenya**, page 438.

The Spawn Unborn (Hypatia Masters Aspect)
Before it breaks from the womb-sac it made from Hypatia Masters, the Spawn is not defenseless. Prior to its birth, if Masters is killed, the half-formed creature breaks out of her gory corpse and attacks the investigators; refer to **The Spawn Taking After Father** (following). Ask for a group **Luck** roll: if successful, the Spawn has only half its full hit points (for an hour) following its untimely birth.

The Spawn Taking After Father (Father Aspect)
After birth, the Spawn has two aspects: the monstrous form described in this section, and an exact double of Hypatia Masters. The monster form has a huge, roughly triangular, bottom-heavy body with two yellow, oval eyes at the apex of its slithery form. Just below the baleful eyes droops down a long, writhing, crimson tentacle. Five fanged and drooling maws randomly decorate the ventral side of this monstrosity. The hide is a lurid, blotchy orange. Many 9 inch (23 cm) long appendages sprout from this form—there is a claw at the end of each. As it slides along, it leaves behind a trail of orange vomit. The Sanity loss for seeing this form is 1D6/1D20 points. The Spawn is slightly radioactive. If killed in this form, the Spawn dies permanently.

The Spawn Taking After Mother (Mother Aspect)
After birth, the Spawn can switch forms between that of Hypatia Masters and the hideous monster form (described above). This process takes a few moments, during which the Spawn twitches and writhes, but cannot move. In taking Hypatia's form, the Spawn has some of her previous skills but none of her memories. There is no Sanity cost for seeing this form; however, if killed in human form, it reverts to monster form—if killed in monster form, it stays dead. Nyarlathotep is angered by the death of his child, and his wrath surely finds those responsible.

RITES OF THE MOUNTAIN

There are two possible rites the investigators may witness at the Mountain of the Black Wind: the Ordinary Rites or the epic and awful Ritual of the Birth. As a climax for this chapter, it is recommended that the Ritual of the Birth takes place or, at least, the investigators arrive just before that spectacle, allowing them the opportunity to stop or hinder its progress—or to simply witness the horror, confirming the danger posed by Nyarlathotep's cults.

ORDINARY RITES OF THE CULT

Cult rituals take place at the dark of the moon, usually on the plain in front of the cavern of M'Weru (unless the altar needs charging, at which point they take place in the Great Temple). These are death rites, mutilations followed by the summoning of Nyarlathotep to bless the sacrifices. Viewing the rites forces a possibly disastrous Sanity roll, but there are plenty of bushes and gullies around the surrounding plain from which investigators may watch without fear of discovery.

Nyarlathotep always appears in the aspect of the Bloody Tongue, ghastly and mind shaking (1D10/1D100 Sanity loss). The sound from drums, whistles, and flutes blasts out in a numbing cacophony and volume. Usually an honor guard of hunting horrors and shantaks hover and churn the air like a nimbus around the god (see **Characters and Monsters: England**, page 284, for statistics, as required). Hundreds of cultists make the daunting journey to worship their god and to participate in the exhausting frenzy. These ordinary rites occur monthly. The Keeper should dramatize such an event only if the Ritual of the Birth is badly timed, or if it is for some other reason not desirable.

THE RITUAL OF THE BIRTH

This is the ritual that the investigators should witness: an extraordinary rite, perhaps the greatest earthly ritual for Nyarlathotep since the beginning of humanity. In the days running up to the ritual, many additional captives are taken from the surrounding area to boost the numbers required for sacrifice.

Shortly after darkness falls, M'Weru emerges from her cavern to address the throng, some thousands strong. Many of those assembled before her come from East Africa, Europe, the Middle East, and Asia, who have traveled here to bear witness. Most of the celebrants wear their best regalia in honor of the approaching marvel. Sudanese, Arabs, Bushmen, Asians, and Europeans can be seen, as can many Malays. The faithful have trekked from many lands for many weeks.

Keeper note: as necessary, draw attention to this influx of people to Nairobi, who seem to be arriving every day. The vast majority have suitable cover stories. The authorities remain blindly unaware of the foreign visitors' reason for being in Kenya. Certainly, such large groups are bound to be spotted headed through the Aberdare Forest on their way to the mountain, perhaps providing the investigators with the idea to disguise themselves as cultists (for a hassle-free path to the Mountain of the Black Wind).

The Summoning Begins

In Swahili, M'Weru declares, "Tonight is the time of greatness, when our lord sends us his chosen seed! Tonight comes the dread child and its terror to confirm us! *Nyar shthan, Nyar gashanna! Nyar shthan, Nyar gashanna!*" The chant is repeated over and over, and the vast throng before her joins in calling out the words. Drums pound the rhythm of the chant again and again, and the thousands of cultists begin to sway. "*Nyar shthan, Nyar gashanna! Nyar shthan, Nyar gashanna!*" The echo rolls back from the mountainside and fills the plain.

Clothes come off as the frenzy builds. If the investigators are impersonating cultists, they'd better follow suit or risk revealing themselves in a whole other manner. The starlit sky grows darker as clouds build up. Lightning flashes, closer and closer, heading directly for the peak. The peal of thunder grows louder. A wind rises chill, thin, and sharp. A plume forms above the mountain.

"*Nyar shthan, Nyar gashanna!*" The naked cultists grab random prisoners (most of whom have been brought in as "bearers" for that specific purpose), hacking at them in the most cruel and despicable fashion; the blood of dozens of men, women, and children washes the plain. After an hour of frenzy and bloodletting beneath the storm-wracked sky, an enormous bolt of lightning strikes the mountain-top with a hideous roar. Where the bolt struck, a cloud of smoke appears then solidifies and, gradually, the god of the Bloody Tongue takes form; seeing this most terrible of Nyarlathotep's forms costs each investigator 1D10/1D100 Sanity points. "He bestrides the mountain as he bestrides the world," M'Weru shrieks. "*Nyar shthan, Nyar gashanna!*"

With a wave of his vast, hideous arms, Nyarlathotep causes long stairs to form from the plain to the Great Temple. M'Weru leads the thousands up the stairs, directly between Nyarlathotep's gigantic legs. As they pass, the insatiable god scoops up random clusters of cultists; if they please him, he crushes or eats them; if they fail his scrutiny, he casts them aside, throwing or dropping them to the ground below (while some might survive, most are killed upon impact).

Ascending the Stairs to the Temple

If the investigators push up the stairs with the other cultists, each individual must make a **Luck** roll: those who fail must then attempt a **Dodge** roll or be picked up by the god. Those picked up must make a second **Luck** roll: those failing are fed into the god's ravening maw; those who pass are rejected and tossed back to earth, taking 3D6 damage from the fall (a successful **Jump** roll may halve the damage).

Smart investigators choose to wait. Once all the cultists pass him, Nyarlathotep shimmers and disappears, becoming the Black Wind, which races off across the countryside. The investigators have no way to see this but, that night, death and destruction range across the region, tearing villages and villagers apart.

At this stage, the investigators may ascend the great stairs to the temple without being noticed or stopped. The hour is too electric, the great event too near. No one questions the investigators even if they are clothed; and if they're stripped, they unquestionably belong at this "party." Up, up to the temple mouth makes an exhausting climb, either by the physical tunnel or by the magical stairs. An hour goes by before the cultists have filled the temple or have pushed and shoved as close as they can. Now and then, an incautious cultist gets nudged off one side or the other of the unprotected stairs and wheels away through the air like a child's toy, tumbling smaller and smaller, screaming to their death, unnoticed and unmourned. Wails and nebulous magical visions of what is within hold the attention of those outside, as Hypatia Masters gives birth to the child of the dark god.

The Birthing

In the next hour, nearly 200 captives are beheaded, mutilated, and chopped to pieces on the altar stone, thrown into the three ghastly sacrificial pits, or eaten alive by hordes of insane cultists. M'Weru, aloof, waiting at the altar stone, at last raises her hands, and her guards enforce the command to silence. A cold stillness blows across the crowd. M'Weru one last time calls, "*Nyar shthan! Nyar gashanna!*" As the onlookers gaze expectantly at Hypatia Masters, the baleful yellow eyes within her distended belly begin to glow. Hypatia's head screams once in mortal agony, and then explodes; those who sees this should make a **Sanity** roll (0/1D3 loss).

The bloody fragments and pulp fly through the air, spraying the wide-eyed cultists, who eagerly grab for these holy relics. As they watch, the membrane forms a seam, then ruptures. Slime cascades down the steps of the dais. Atop, in all its awfulness, stands the Spawn of Nyarlathotep. Slithering towards M'Weru, its tentacles strain for the nearest unimportant cultist so that it may feed itself for the first time. Investigators should make a **Sanity** roll (1D6/1D20 loss) when seeing the Spawn emerge; the cultists cheer at the sight, spontaneously singing brazen hymns promising death and destruction to all that lives. Once the Spawn is born, the cultists dance and disport themselves in obscenities until all are exhausted and fall asleep. The drums pound, and the Black Wind howls across the land. For hundreds of miles around, cyclones flatten villages, earthquakes collapse bridges and buildings, firestorms erupt in forests, and evil devours innocence. News of these disasters takes weeks to fully reach the

Opposite: M'Weru and the unhappy Hypatia Masters



capital and, by then, the events seem so unconnected as to be unfortunate, nothing more; charity balls are held to relieve the villagers.

If the investigators continue to observe the Spawn, they see it begin to shimmer, then grow smaller and coalesce into an exact duplicate of Hypatia Masters. M'Weru embraces and kisses this aspect of the Spawn, then both go to M'Weru's cavern. The mountain rumbles, the great stairs disappear, and the mouth of the temple closes. By now, most cultists have either fled into the night or have collapsed from exhaustion. From this time forward, the Spawn is present either in the temple or in M'Weru's cavern. Its task is now to practise, perfect, and perform the Great Gate-opening ceremony on January 14, 1926.

RUNNING THE RITUAL OF THE BIRTH

The Ritual of the Birth is a big deal for the bad guys; in presenting it, the Keeper should attempt to make it surprising, forcing the investigators to shift positions as new events arise. If the investigators fail to act before this ritual, they have likely left it too late. Quick-thinking groups might attempt to neutralize M'Weru, Hypathia Masters, or the Spawn before it is birthed, if they can get close enough, although such endeavors are not without great risk. Reward ingenuity and ensure that at least some of the investigators have the chance to escape in the proceeding chaos and confusion. But, in truth, the investigators can probably do little to influence such a huge ceremony with so many adversaries, and it is highly likely that events will have a marked effect upon the investigators' sanity.

There are several major Sanity rolls called for during the ceremony. In addition to these, depending on what actions the investigators take, further Sanity rolls may be required as a result of witnessing the myriad monsters, slaughter, and brutality. In all likelihood, the Sanity rolls here will drive the investigators into bouts of madness. In the interest of giving the players some chance to avoid insanity, and of not allowing the Sanity rolls to feel mundane, it is suggested that the Keeper reserve these additional Sanity rolls for moments of outstanding horror, limiting the number of such rolls to two or three. After all, enabling all of the investigators to fall permanently insane effectively ends the campaign—something to avoid if you wish to go on playing the campaign to its full conclusion!

In massed crowds, darkness, and confusion, it is all too easy for the investigators to become separated from one another. Whenever an investigator fails a Sanity roll, the Keeper should feel at liberty to inflict an involuntary action upon the affected investigator. Such an action could well be a moment of disorientation that leads to the investigator losing sight of their companions.

Those investigators who succumb to insanity should most likely be subjected to the longer term bouts of madness (see **Table VIII: Bouts of Madness—Summary**, page 159, *Call of Cthulhu Rulebook*). Such bouts might be psychosomatic, causing a period of blindness, which might negate further Sanity rolls. Alternatively, a bout may result in the investigator only returning to their senses when the ritual is over—again, negating the need for further Sanity rolls; the investigator wakes in the aftermath, blood covered, battered and bruised, but still alive and able to continue with the campaign. How each investigator reacts (willingly or unwillingly) to events is highly unpredictable; as Keeper, embrace the chaos, and use the Sanity rules to separate and disorient the investigators, if appropriate. This application of the Sanity rules is also a method by which the Keeper can expose the investigators to the horror while ensuring they stay alive.

Many opportunities for interesting narration exist: passing swarms of cultists, swooping shantaks seeking out more sacrifices, nearby bushes offering better cover, ants crawling up investigator's legs, and so on. All are focused on the ritual, and there is a strong chance that investigators can either blend in or remain hidden without much effort on their part. Those who do so stand a good chance of surviving the night (at least physically if not mentally). Investigators who draw attention to themselves may be set upon by monsters or cultists, but should be given an opportunity to escape into the darkness and the mass of people.

PULPING UP THE RITUAL

The Ritual of the Birth provides a wonderful set-piece, full of monsters and mayhem. In pulp mode, the heroes can choose to engage with the action head on. There are some very powerful foes here, and it may well be that even pulp heroes will meet a grisly end—but, with any luck, it will be a truly memorable scene! The use of the "Avoiding Certain Death" rule may come into use, allowing heroes to survive the carnage but at significant cost. Alternatively, one or two heroes going out in a "Blaze of Glory" should be suitably epic.

CONCLUSION

Allow surviving investigators to make their way back to Nairobi—perhaps one of the villages, like Ndovu, takes in the battered investigators and cares for them until they are recovered and can make the trek back. Some may attempt to make the authorities believe their tale, but who would listen? "Those chaps obviously went through hell, but they are clearly delirious. Perhaps they'll feel better after a few days in the hospital." Johnstone Kenyatta and Old Bundari may believe the investigators, but they are unable to convince colonial society.

If able to harass or prevent the Ritual of the Birth, M'Weru's cultists are probably after them, and both Kenyatta and Bundari can help the investigators to hide and flee Kenya if the cult closes in. However, if events at the Mountain of the Black Wind play out poorly for the investigators, the Keeper may wish to have Bundari or Kenyatta recruit a team of locals to follow in the footsteps of the intrepid investigators and pick up where they left off. Such recruits would make suitable replacement investigators, if required.

If this chapter forms the conclusion to your campaign, hopefully the investigators have prevented the opening of the Great Gate. Refer to the **Grand Conclusion** chapter for details.



The Throne of the Mother

REWARDS

Grant the players an investigator development phase when departing Kenya (refer to **Rewards**, page 162, America). In addition, apply the following rewards or penalties to surviving investigators.

- If M'Weru has been neutralized, grant each investigator: +1D6 Sanity points.
- If Taan Kaur has been neutralized, grant each investigator: +1D4 Sanity points.
- Freeing at least half the captives from the Mountain of the Black Wind: +1D4 Sanity points.
- Destroying the Spawn of Nyarlathotep/preventing its birth: +1D8 Sanity points.
- Fleeing Kenya with the Spawn of Nyarlathotep still alive: –1D8 Sanity points.
- Not once taking direct action to prevent innocent captives being slaughtered: –1D4 Sanity points.
- Defeating a Mythos monster: hunting horror: +1D10 Sanity points; shantak: +1D6 Sanity points (total); gug (Who-Is-Not-What-She-Seems): +1D8 Sanity points.

Bringing Down a God: Kenya

It is most unlikely that the investigators can take down Nyarlathotep in his guise as the Bloody Tongue; but if they somehow manage it, any potential Sanity reward for doing so (+1D20 Sanity points) will almost certainly be negated by the concurrent loss caused by the god assuming an even more monstrous form before he disappears (Sanity loss 1D10/1D100).

PULP: REWARDS

In addition to the standard awards, the Keeper may award pulp heroes 1D10 Luck points for completing the Kenya chapter.

CHARACTERS AND MONSTERS: KENYA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

ALLIES OR INDEPENDENTS

Ahja Singh, 63, *art dealer and exporter*

STR 40	**CON** 60	**SIZ** 40	**DEX** 65	**INT** 75
APP 55	**POW** 45	**EDU** 65	**SAN** 45	**HP** 10
DB: –1	**Build:** –1	**Move:** 5	**MP:** 9	**Luck:** —

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3–1
Dodge	30% (15/6)

Skills

Accounting 65%, Credit Rating 55%, Fast Talk 75%, Listen 45%, Persuade 65%, Psychology 50%, Spot Hidden 35%.

Languages

English 55%, Hindustani 65%, Kikuyu 15%, Punjabi 65%, Swahili 35%.

Natalie Smythe-Forbes, 48, *publisher of the Nairobi Star*

STR 30	**CON** 40	**SIZ** 35	**DEX** 55	**INT** 70
APP 60	**POW** 65	**EDU** 70	**SAN** 65	**HP** 7
DB: –1	**Build:** –1	**Move:** 7	**MP:** 13	**Luck:** 30

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3–1
Dodge	30% (15/6)

Pulp Talents

Psychic Power: Medium 60%. If the investigators seek to engineer it, she could contact the spirits of Colonel Endicott's dead family or, perhaps, that of a deceased investigator (or former colleague—see **Séances**, page 213, England, for further details).

Skills

Accounting 50%, Art/Craft (Editorial) 70%, Art/Craft (Printing) 40%, Charm 45%, Credit Rating 85%, Drive Auto 30%, Fast Talk 55%, History 45%, Intimidate 35%, Law 25%, Persuade 50%, Psychology 25%, Ride 50%, Spot Hidden 45%.

Languages

English 80%, Swahili 50%.

Bertram "Nails" Nelson, 36, *soldier of fortune*

STR 75	**CON** 65	**SIZ** 75	**DEX** 65	**INT** 55
APP 35	**POW** 30	**EDU** 20	**SAN** 20	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 6	**Luck:** —

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4 or medium knife 1D4+2+1D4
Small Club	70% (35/14), damage 1D6+1D4
.303 Lee Enfield rifle	55% (27/11), damage 2D6+4
20-g shotgun (2B)	55% (27/11), damage 2D6/1D6/1D3
Dodge	65% (32/13)

Skills

Act Before Thinking 55%, Climb 55%, Credit Rating 43%, Demolitions 25%, Electrical Repair 15%, Fast Talk 20%, Jump 40%, Listen 25%, Mechanical Repair 40%, Spot Hidden 50%, Stealth 60%, Swim 35%, Throw 35%.

Languages

English 45%, Kikuyu 18%, Luo 19%, Maasai 15%, Nandi 10%, Swahili 25%.

Pulp Talents

Quick Healer: natural healing increased to +3 hit points per day.

Heavy Hitter: may spend 10 Luck points to add an additional damage die when dealing out melee combat (die type depends on the weapon being used).

HIRELINGS OF AHJA SINGH, EQUAL-OPPORTUNITY THUGS

	Indian	African	Irish	Arabian
STR	70	80	75	75
CON	65	60	70	90
SIZ	70	70	65	55
DEX	70	65	60	55
INT	50	55	55	70
APP	45	50	65	50
POW	60	50	50	55
EDU	25	25	40	30
SAN	60	50	50	55
HP	13	13	13	14
DB	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1
Move	8	8	8	9
MP	12	10	10	11

Luck: —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
Blackjack/Med. knife	55% (27/11), damage 1D4+2+1D4
Dodge	50% (25/10)

Skills

Climb 60%, Fast Talk 25%, Jump 45%, Listen 45%, Psychology 40%, Spot Hidden 55%, Stealth 50%, Throw 55%.

Languages

Varies, assume Arabic 35%, English 35%, Hindustani 35%, Swahili 35%.

Johnstone Kenyatta, 32, *political activist*

STR 70 **CON** 65 **SIZ** 70 **DEX** 50 **INT** 85
APP 65 **POW** 90 **EDU** 70 **SAN** 90 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 18 **Luck:** 90

Combat

Attacks per round: 1

Brawl	30% (15/5), damage 1D3+1D4
Dodge	50% (25/10)

Skills

Charm 60%, Credit Rating 42%, Cthulhu Mythos 05%, History 70%, Law 65%, Library Use 45%, Occult 15%, Persuade 80%.

Languages

English 70%, Kikuyu 80%, Luo 35%, Swahili 60%.

Pulp: Option for Johnstone Kenyatta?

Johnstone Kenyatta is a real-world person and, as such, it seems inappropriate to turn him into a pulp action hero. However, he is allocated a high Luck score, which should be sufficient to keep him safe.

Neville Jermyn, 31, *barrister and oddball*

STR 40	**CON** 30	**SIZ** 50	**DEX** 40	**INT** 65
APP 50	**POW** 50	**EDU** 80	**SAN** 25	**HP** 8
DB: 0	**Build:** 0	**Move:** 7	**MP:** 10	**Luck:** 25

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Dodge	30% (15/6)

Skills

Anthropology 25%, Archaeology 35%, Credit Rating 64%, Cthulhu Mythos 03%, Fast Talk 45%, History 20%, Law 35%, Library Use 45%, Occult 15%, Persuade 40%, Ride 50%.

Languages

English 80%, Swahili 70%.

Dr. Horace Starret, 61, *Anglican rector and medical doctor*

STR 30	**CON** 60	**SIZ** 50	**DEX** 60	**INT** 65
APP 45	**POW** 25	**EDU** 90	**SAN** 25	**HP** 11
DB: –1	**Build:** –1	**Move:** 5	**MP:** 5	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3–1
Dodge	30% (15/6)

Skills

Anthropology 10%, Credit Rating 53%, Drive Auto 15%, First Aid 95%, History 50%, Law 25%, Lore (Christianity) 60%, Medicine 55%, Persuade 60%, Psychology 20%, Science (Chemistry) 40%, Science (Pharmacy) 35%, Spot Hidden 40%.

Languages

English 90%, Swahili 50%.

Sam Mariga, 53, *gardener and nationalist*

STR 80	**CON** 75	**SIZ** 90	**DEX** 65	**INT** 65
APP 65	**POW** 85	**EDU** 20	**SAN** 85	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 5	**MP:** 17	**Luck:** —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D6 or medium knife 1D4+2+1D6
Garden Spade	60% (30/12), damage 1D8+1D6
Dodge	55% (17/7)

Skills

Art/Craft (Sing) 50%, Climb 70%, Credit Rating 34%, Cthulhu Mythos 10%, First Aid 60%, Listen 65%, Natural World 70%, Occult 25%, Persuade 50%, Psychology 65%, Stealth 40%, Swim 50%, Track 80%, Throw 70%.

Languages

English 35%, Kikuyu 65%, Luo 35%, Swahili 50%.

Pulp Talents

Keen Vision: gain a bonus die to Spot Hidden rolls.
Alert: never surprised in combat.

Old Bundari, 80, *elder tribal magician*

STR 15	**CON** 90	**SIZ** 35	**DEX** 60	**INT** 65
APP 70	**POW** 125	**EDU** 75	**SAN** 50	**HP** 12
DB: –2	**Build:** –2	**Move:** 3	**MP:** 25	**Luck:** 90

Combat

Attacks per round: 1

Brawl	20% (10/4), damage 1D3–2
Dodge	30% (15/6)

Pulp Combat

Attacks per round: 2

Brawl	60% (30/12), damage 1D3 (ignore penalty from DB)
Dodge	80% (40/16)

Pulp Talents

Psychic Power: Psychometry 70%; sense the emotional connections of inanimate objects.
Strong Willed: gains a bonus die when making POW rolls.

Skills

Cthulhu Mythos 45%, Foretell The Future 90%, Listen 75%, Medicine 40%, Occult 80%, Persuade 65%, Psychology 80%, See Past as Though Still Present 80%, Stealth 65%, Spot Hidden 75%, Track 50%, Travel to Other Planes of Existence 80%.

Languages

English 24%, Kikuyu 85%, Swahili 55%.

Spells: Cast Out The Devil*, Command Animal*, Earthly Serenity*, Healing*, Journey to the Other Side*, Power of Nyambe*, Seek the Lost*, and other spells as the Keeper sees fit.

*See ***Appendix B: Spells***.

Okomu, 23, *assistant to Bundari*

STR 75 **CON** 60 **SIZ** 55 **DEX** 80 **INT** 75
APP 75 **POW** 65 **EDU** 55 **SAN** 65 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 13 **Luck:** 30

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4
Dodge	50% (25/10)

Pulp Combat

Attacks per round: 1

Brawl	80% (40/16), damage 1D3+1D4
Dodge	70% (35/14)

Pulp Talents

Linguist: able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.
Alert: never surprised in combat.

Skills

Charm 40%, Cthulhu Mythos 15%, Occult 40%, Psychology 70%, Stealth 65%, Spot Hidden 60%, Track 60%.

Languages

English 60%, Kikuyu 70%, Swahili 50%.

AFRICAN ANIMALS

Generic profiles follow for wildlife that could trouble the investigators.

Bush Pig & Wild Boar

STR 55 **CON** 65 **SIZ** 55 **DEX** 35 **POW** 35
HP 12 **DB:** 0 **Build:** 0 **Move:** 10

Combat

Attacks per round: 1 (kick, bite, bash)

Fighting	40% (20/8), damage 1D3
Gore	40% (20/8), damage 1D8
Dodge	20% (10/4)

Skills

Scent Enemy 50%.

Armor:3-point hair, hide, and muscle.

African Elephant

STR 275 **CON** 130 **SIZ** 315 **DEX** 50 **POW** 65
HP 44 **DB:** +6D6 **Build:** 7 **Move:** 10

Combat

Attacks per round: 1 (bash, trample, kick)

Fighting	50% (25/10), damage 4D6+6D6
Trunk grab (mnvr)	50% (25/10), held/pinned
Rear & Plunge	50% (25/10), damage 8D6+6D6
Tusk Gore	50% (25/10), damage 6D6
Dodge	25% (12/5)

Skills

Listen 80%, Scent Something Interesting 95%.

Armor: 8-point skin.

Black Rhino

STR 205 **CON** 100 **SIZ** 205 **DEX** 35 **POW** 50
HP 30 **DB:** +4D6 **Build:** 5 **Move:** 15

Combat

Attacks per round: 1 (bash, charge, trample)

Fighting	50% (25/10), damage 4D6
Charge	50% (25/10), damage 1D10+4D6
Trample	75% (37/15), damage 3D10+4D6 against a downed foe
Dodge	20% (10/4)

Skills

Be Annoyed 70%, Scent Danger 60%.

Armor: 10-point hide.

ADVERSARIES

M'Weru's Bodyguards, *superior cultists*

Use this profile for all tougher cultists, as well as those protecting M'Weru.

STR 85	**CON** 80	**SIZ** 80	**DEX** 80	**INT** 50
APP 50	**POW** 65	**EDU** 30	**SAN** 00	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 8	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D6
Panga	60% (30/12), damage 1D8+1D6
African throwing knife	55% (27/11), damage 1D4+2+1D3, plus 1D4†
Club	60% (30/12), damage 1D8+1+1D6
Spear	60% (30/12), damage 1D8+1D6
Bow	60% (30/12), damage 1D6
Dodge	45% (22/9)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Skills

Art/Craft (Sing) 25%, Art/Craft (Tribal Dance) 55%, Climb 65%, Cthulhu Mythos 14%, Jump 70%, Listen 60%, Psychology 45%, Spot Hidden 60%, Stealth 70%, Throw 55%, Track 85%.

Languages

Fluent in the language of their own tribe plus a smattering of Kikuyu 40%, Maasai 40%, Nandi 40%, Swahili 30%.

Taan Kaur, 45, *tea-seller and agent of the Bloody Tongue*

STR 40	**CON** 50	**SIZ** 45	**DEX** 75	**INT** 75
APP 60	**POW** 95	**EDU** 30	**SAN** 00	**HP** 9
DB: 0	**Build:** 0	**Move:** 7	**MP:** 19*	**Luck:** 50

Has access to up to 30 additional magic points—see **Taan's Ring, page 653, Appendix D: Artifacts.*

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3 or dagger 1D4
Club	50% (25/10), damage 1D8+1
Dodge	60% (30/12)

Pulp Talents

Tough Girl: soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

Master of Disguise: may spend 10 Luck points to gain a bonus die to Disguise.

Skills

Accounting 35%, Chess 50%, Climb 50%, Credit Rating 25%, Cthulhu Mythos 19%, Disguise 50%, Fast Talk 35%, Intimidate 70%, Jump 50%, Listen 55%, Persuade 75%, Psychology 20%, Science (Pharmacy) 35%, Stealth 65%, Spot Hidden 35%, Throw 35%.

Languages

Chinese 20%, English 35%, Hindustani 35%, Kikuyu 15%, Punjabi 65%, Swahili 35%.

Spells: Contact Small Crawler (Nyarlathotep), Strike Blind*, Summon/Bind Fire Vampires.

See **Appendix B: Spells; Kaur can use this spell once, but doing so will cause her physical harm, as she lacks the required magic points.*

Avtar Singh, 19, *nephew of Taan Kaur*

STR 60	**CON** 70	**SIZ** 55	**DEX** 85	**INT** 55
APP 80	**POW** 35	**EDU** 35	**SAN** 35	**HP** 12
DB: 0	**Build:** 0	**Move:** 9	**MP:** 7	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3 or dagger 1D4
Dodge	70% (35/14)

Skills

Charm 60%, Chess 70%, Climb 40%, Credit Rating 15%, Fast Talk 25%, Jump 40%, Listen 55%, Psychology 20%, Stealth 85%, Spot Hidden 55%, Throw 60%.

Languages

English 45%, Hindustani 55%, Kikuyu 10%, Punjabi 55%, Swahili 35%.

Pulp Talents

Shadow: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before his location is discovered.

Endurance: gain a bonus die when making CON rolls (including to determine MOV rate for chases).

AVERAGE BLOODY TONGUE CULTIST (KENYA), ASSORTED THUGS

Use these profiles for run-of-the-mill cultists; see **M'Weru's Bodyguards** for superior and tougher types.

	1	2	3	4	5	6	7	8
STR	40	50	40	55	55	65	75	60
CON	35	50	45	80	70	60	50	70
SIZ	45	50	45	50	65	40	40	60
DEX	80	80	80	65	65	65	50	50
INT	55	55	60	40	45	25	40	65
APP	40	40	50	15	25	25	20	35
POW	45	45	30	35	30	25	45	40
EDU	25	30	15	20	20	30	35	25
SAN	00	00	00	00	00	00	00	00
HP	8	10	9	13	13	10	9	13
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	8	8	8	9	8	9	9	8
MP	9	9	6	7	6	5	9	8

Luck: —

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3
Panga	30% (15/6), damage 1D8
Club	30% (15/6), damage 1D8+1
Spear	40% (20/8), damage 1D8
Bow	40% (20/8), damage 1D6
Dodge	30% (15/6)

Pulp Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3
Panga	45% (22/9), damage 1D8
Club	45% (22/9), damage 1D8+1
Spear	55% (27/11), damage 1D8
Bow	55% (27/11), damage 1D6
Dodge	35% (17/7)

Skills

Art/Craft (Sing) 25%, Art/Craft (Tribal Dance) 45%, Climb 60%, Cthulhu Mythos 10%, Jump 60%, Listen 60%, Psychology 40%, Spot Hidden 45%, Stealth 60%, Track 75%.

Languages

Fluent in the language of their own tribe plus a smattering of Kikuyu 40%, Maasai 40%, Nandi 40%, Swahili 30%.

M'Weru, 26, *high priestess*

STR 50	**CON** 100	**SIZ** 50	**DEX** 80	**INT** 85
APP 90	**POW** 95	**EDU** 75	**SAN** 00	**HP** 15
DB: 0	**Build:** 0	**Move:** 8	**MP:** 19	**Luck:** 90

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3 or dagger 1D4
Panga	50% (25/10), damage 1D8
African throwing knife	30% (15/6), damage 1D4+2, plus 1D4†
Dodge	40% (20/8)

†*Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

Skills

Charm 70%, Cthulhu Mythos 38%, Climb 80%, Disguise 80%, Fast Talk 70%, Incite Frenzy 95%, Intimidate 55%, Jump 60%, Occult 50%, Persuade 80%, Psychology 45%, Stealth 95%, Spot Hidden 50%, Throw 40%.

Languages

English 55%, Kikuyu 90%, Luo 58%, Maasai 54%, Nandi 58%, Swahili 95%.

Spells:

Bind Animal* (inc. Driver Ant Column, Green Mamba, Leopard, Monkey Spider, and Rat), Call Cthugha, Contact Nyarlathotep, Create Ciimba*, Dominate, Clutch of Nyogtha, Dread Curse of Azathoth, Enchant Whistle, Fist of Yog-Sothoth, Hands of Colubra*, Mindblast, Power Drain*, Send Dream*, Shriveling, Summon/Bind Byakhee, Summon/Bind Hunting Horror, Voorish Sign, and others as the Keeper desires.

See **Appendix B: Spells.*

PULP: M'WERU

M'Weru is a major adversary; much of her might is vested in her repertoire of spells, powered by either her stockpile of magic points in the altar (Mountain of the Black Wind) or, if she's not near the altar, she may call upon Nyarlathotep (via the amulet that she wears around her neck) to mainline her a stream of magic points—while in contact with the amulet, she may burn 10 Luck points to fully refresh her personal magic points or hit points.

Pulp Combat

Attacks per round: 2

Brawl	80% (40/16), damage 1D3 or dagger 1D4
Panga	75% (37/15), damage 1D8
Dodge	80% (40/16)

Pulp Talents

Master of Disguise: may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls; includes ventriloquism. Note that if someone is trying to detect the disguise their Spot Hidden or Psychology roll's difficulty is raised to Hard.

Fleet Footed: may spend 10 points to avoid being "outnumbered" in melee combat for one combat encounter.

MONSTERS

Fire Vampires, in two varieties

Red Fire Vampire

STR —	**CON** 30	**SIZ** 01	**DEX** 60	**INT** 60
APP —	**POW** 75	**EDU** —	**SAN** —	**HP** 6
DB: —	**Build:** —	**Move:** 11*	**MP:** 15	**Luck:** —

Blue Fire Vampire

STR —	**CON** 40	**SIZ** 01	**DEX** 80	**INT** 60
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 8
DB: —	**Build:** —	**Move:** 11*	**MP:** 15	**Luck:** —

**Flying.*

Combat

Attacks per round: 1 (heat-shock by touch)

Fighting Attacks: touches the victim (heat-shock), causing 2D6 damage; if target passes a CON roll, only half damage is taken. May set flammable objects on fire through contact, determined by victim making a Luck roll to see if their clothing is set alight (1D6 burn damage per round until flames are extinguished).

Magic Point Drain: in the same attack, a fire vampire tries to steal magic points from its target. Use an opposed POW roll: if the fire vampire wins, it steals 1D10 magic points from the victim; if the target wins, the fire vampire loses 1 magic point. Thus, in each attack by a fire vampire, roll twice—once to determine attack heat damage and once to determine magic point loss.

Fighting	85% (42/17), damage 2D6 + burn + magic point drain
Dodge	40% (20/8)

Armor: standard material weapons do no harm (blades, bullets, etc.). Water costs a fire vampire one hit point per half-gallon poured over it; a typical handheld fire extinguisher inflicts 1D6 damage to it, while a bucket of water causes 1D3 damage. Other substances also can have an effect; let the investigators be ingenious.
Spells: none.
Sanity loss: 0/1D6 Sanity points for seeing a fire vampire.

Who-Is-Not-What-She-Seems (monstrous form)

An apparently far from normal chameleon, Who transforms into a gug-like monster: twice the height of a man, both arms extending into two forearms, each equipped with taloned paws, and a vertical mouth running down the center of its head from which a long, thick tongue extends.

STR 225	**CON** 140	**SIZ** 285	**DEX** 55	**INT** 65
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 42
DB: +5D6	**Build:** 6	**Move:** 10	**MP:** 10	**Luck:** —

Combat

Attacks per round: 2 or 1 (punch, smash, or 1 tongue lash)

Sticky Tongue Lash (mnvr): Who's long, prehensile, sticky tongue can lash out, with a range of 40 feet (12 m). Being stuck and rolled up in the tongue inflicts an additional 1D6 damage, and takes one combat round. The target has one chance to work free, requiring an Extreme STR roll. On the next round, the victim goes into Who's mouth and stomach and automatically dies. Thus, each Sticky Tongue Lash attack actually takes two rounds to complete.

Brawl	60% (30/12), damage 1D6+5D6
Sticky Tongue Lash (mnvr)	90% (45/18), damage 1D6, Extreme STR roll to break free before being pulled into jaws
Dodge	25% (12/5)

Skills

Spot Two-Legged Flies 80%.

Armor: 8-point hide.
Spells: none.
Sanity loss: 1/1D8 Sanity points to see Who.

SPAWN OF NYARLATHOTEP (THREE ASPECTS)

Spawn of Nyarlathotep: Hypatia Masters Aspect, 32, *mutated mother to be*

Here, the Spawn is unborn. Prior to its birth, if the Hypathia Masters Aspect is killed, the half-formed creature breaks out of her corpse, transforming into **The Spawn Taking After Father** (use that profile). Ask for a group **Luck** roll: if successful, the Spawn has only half its full hit points (for an hour) following its untimely birth. If killed, the Spawn dies permanently.

STR 45	**CON** 45	**SIZ** 200	**DEX** 05	**INT** 55
APP —	**POW** 40	**EDU** 75	**SAN** 00	**HP** 24
DB: +2D6	**Build:** 3	**Move:** 1	**MP:** 8	**Luck:** —

Combat

Attacks per round: 1

Brawl	20% (10/4), damage 1D3+2D6 (if target is in reach)
Dodge	n/a

Skills

Art/Craft (Photography) 70%, Charm 55%, Drive Auto 45%, Spot Hidden 40%.

Languages

English 75%, French 60%, German 55%, Italian 55%, Spanish 60%.

Pulp Talents

Linguist: able to determine what language is spoken (or written); gains a bonus die to Language rolls.

Armor: none.
Spells: none.
Sanity loss: 1D3/2D10 Sanity points to see Hypatia Masters' horribly mutated form.

Spawn of Nyarlathotep: Father Aspect, *monstrous thing*

In this form, the Spawn's horrific monstrosity is evident.

STR 200	**CON** 125	**SIZ** 220	**DEX** 50	**INT** 215
APP —	**POW** 250	**EDU** —	**SAN** —	**HP** 34*
DB: +4D6	**Build:** 5	**Move:** 9	**MP:** 50	**Luck:** —

**If group Luck roll is successful: half hit points (17) if the Spawn is "birthed" by the death of Hypatia Masters.*

Combat

Attacks per round: 5 or 1 (pound, thrash, eye ray, and/or crimson tentacle grab, or 1 bulk smash)
Fighting Attacks: the Spawn's tentacles whip, pound, and thrash, while claws can rend and tear.
Eye Ray: the ray emerges only from its left eye, as seen from the front. The ray gives the appearance of jetting liquid, for the obscene energy drips and evaporates as it gushes out. The energy has a pinkish cast, has a range of 30 feet (9 m), and inflicts 1D10 damage.
Crimson Tentacle Grab (mnvr): grabs, inflicts 1D10 damage, and holds victim up against its terrible, sucking maws on the following round. While held, the maws can suck flesh from bones, causing 2D10 damage per round thereafter. To break free from a tentacle requires an Extreme **STR** or **DEX** roll.
Bulk Smash: if using this option, it is the Spawn's only attack that round, causing 4D6 damage + 1D10 damage from radiation burns to 1D4 targets within 10 feet (3 m).

Fighting	80% (40/16), damage 4D6
Eye Ray	50% (25/10), damage 1D10, range 30 feet
Crimson Tentacle Grab (mnvr)	80% (40/16), damage 1D10 when held; in following round the sucking maws inflict automatic damage
Five Sucking Maws	automatic following a Crimson Tentacle Grab, damage 2D10 per round unless victim breaks free with an Extreme **STR** or **DEX** roll
Bulk Smash	90% (45/18), damage 4D6 + 1D10 radiation burn
Dodge	25% (12/5)

Skills

Listen 30%, Spot Hidden 35%.

Armor: 2-point blubbery hide.
Spells: Contact Nyarlathotep (cost 1 magic point).
Sanity loss: it costs 1D6/1D20 Sanity points to see this monstrous aspect of the spawn.

Spawn of Nyarlathotep: Mother Aspect, 30, *resembles Hypatia Masters*

In this form, Masters appears more beautiful and never ages.

STR 45	**CON** 95	**SIZ** 50	**DEX** 75	**INT** 215
APP 100	**POW** 250	**EDU** —	**SAN** —	**HP** 14
DB: 0	**Build:** 0	**Move:** 8	**MP:** 50	**Luck:** 50

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D4
Fencing foil (sharpened)	65% (32/13), damage 1D6
Dodge	40% (20/8)

Pulp Talents

Shadow: reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before their location is discovered.

Endurance: gain a bonus die when making CON rolls (including to determine MOV rate for chases).

Skills

Climb 80%, Intimidate 90%, Jump 70%, Listen 40%, Persuade 35%, Spot Hidden 60%, Stealth 50%, Throw 45%.

Languages

English 75%, Kikuyu 75%.

Armor: none.

Spells: the Spawn's spells can be chosen by the Keeper. They should be varied by the length of time since the birth of the Spawn, at the rate of one new spell per month after the first month.

Sanity loss: none.

The Bloody Tongue, *avatar of Nyarlathotep.*

The Bloody Tongue is an enormous monster; a giant black humanoid with three legs, a pair of clawed arms, and a single enormous blood-red tentacle in place of a face. Consider this Nyarlathotep's avatar of rage and murder.

STR 400	**CON** 250	**SIZ** 450	**DEX** 95	**INT** 430
APP —	**POW** 500	**EDU** —	**SAN** —	**HP** 70
DB: +10D6	**Build:** 11	**Move:** 16	**MP:** 100	**Luck:** —

Combat

Attacks per round: 1 per target, to possible targets within 35 feet (9 m) (crushing, rending, slamming)

Fighting Attacks: its hands grasp and crush victims, or rends them with its massive claws, while its face-tentacle slams and crushes.

Howl: a blood-curdling howl, which inflicts 1 point of Sanity loss upon any who hear it. The Bloody Tongue may howl once a round.

Fighting	85% (42/17), damage 1D6+10D6
Claw	85% (42/17), damage 3D6+10D6
Face-tentacle	85% (42/17), damage 10D6
Howl	automatic, 1 point Sanity loss to all who can hear

Armor: none, but if brought to zero hit points it collapses on the ground, changes form (always to a more monstrous one, which causes its viewers to lose a further 1D10/1D100 Sanity points), and then flies into interstellar space.

Spells: Nyarlathotep knows all Mythos spells; it can summon monsters at the rate of 1 magic point per 5 POW points the monster has; it may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity loss: 1D10/1D100 to see the Bloody Tongue avatar.



CHAPTER 6

AUSTRALIA

I was clawing prone through the sands of the Australian desert, and around me shrieked such a tumult of wind as I had never before known on our planet's surface. My clothing was in rags, and my whole body was a mass of bruises and scratches. Full consciousness returned very slowly, and at no time could I tell just where true memory left off and delirious dream began.

— H. P. Lovecraft, *The Shadow Out of Time*

Wherein the investigators journey toward strange ruins deep in the Australian desert. Their expedition is fraught with perils, not least of all from their own choices.

A variety of clues lead the investigators to Port Hedland, Cuncudgerie, and the parched interior of Western Australia where Robert Huston is delving into an ancient Yithian underground city. Huston has already discovered much by looting the alien city and sent his findings to both Shanghai and London (to Sir Aubrey Penhew and Edward Gavigan respectively).

PICKING UP THE TRAIL

If the investigators have chosen to head to Australia after finishing the America chapter, or with only the China chapter intervening, then they must have interviewed Professor Cowles at Miskatonic University (**Meeting Professor Anthony Cowles**, page 136, America) and, therefore, must have seen the four photographic plates given to him by Robert Mackenzie, the executor of the MacWhirr estate (**Carlyle Papers America #15**).

However, even if the investigators never see the photographic plates made by Arthur MacWhirr, they may still reach the City of the Great Race by following other lines of inquiry. If they have visited Shanghai and, more importantly, Gray Dragon Island, then they may have discovered Robert Huston's telegram to Sir Aubrey (**Carlyle Papers China #11**) hinting at Huston's presence in Australia. The investigators have also been presented with numerous opportunities to find clues that identify shipments to and from addresses in Australia, especially the Randolph Shipping Company (see **Penhew Foundation**, page 196, **Henson Manufacturing**, page 262, and **Misr House**, page 269, England, as well as **The Safe**, page 347, Egypt, and **Ho Fang's Office**, page 554, China). It should become evident that a cult is operating in Australia and, probably, that Robert Huston is involved.

Perhaps most cryptically of all, the investigators may have seen the map in the Bent Pyramid in Egypt (**The Hemispheric Map,** page 366, Egypt), upon which a ruby marks a point in Western Australia as being of great significance. With this clue alone, the investigators may be lured to the Great Sandy Desert in Australia.

What the Carlyle Expedition Did in Australia

The Carlyle Expedition never came to Australia *en masse*. Directed by Nyarlathotep, Robert Huston arrived in Australia sometime during 1920 and set about locating the Yithian city. Jack Brady and Robert Carlyle visited Perth briefly in August 1919 after fleeing Kenya, but did not stay for long, and kept a low profile by dyeing their hair and disguising themselves.

Jackson Elias in Australia

The trail to Australia was not uncovered or researched by Jackson Elias. Consequently, he never visited the country nor discovered the path Robert Huston had taken. Perhaps if he had lived he would have soon found such clues.

Timeline of Events in Australia

1920	Robert Huston arrives in Australia.
1921	Arthur MacWhirr discovers huge carved blocks (evidence of Yithian city).
1921	Robert Huston begins digging in the underground city in Western Australia.
1922	Bill Buckley last seen in Cuncudgerie.
1925	(January) Professor Cowles at Miskatonic University. (October) Cowles returns home to Sydney.

RUNNING THIS CHAPTER

Before presenting this chapter to the players, the Keeper is urged to read or review H.P. Lovecraft's story *The Shadow Out of Time*, upon which much of this section is based.

Arriving in Australia, the main plot concerns gathering information, depending on where the investigators travel (**Visiting Five Cities**, page 461). Each locale provides certain clues that drive the investigators towards **Port Hedland** (page 466) and **Cuncudgerie** (page 467), before making their way into **The Great Sandy Desert** (page 477) in search of the City of the Great Race **(City Beneath the Sands**, page 486).

Some of the NPCs (Anthony and Ewa Cowles, and David Dodge) may accompany the investigators for part or all of this chapter. These characters may be assigned to players, perhaps becoming true investigators in their own right by replacing retired or deceased characters. Profiles for the Cowles appear in the America chapter (**Characters and Monsters: America**, page 162), while David Dodge's details appear on page 509 of this chapter.

The investigators are presented with one sidetrack scenario here, a somewhat traditional ghost story entitled **Buckley's Ghost** (page 471), which features a tangential link to the main plot.

PULP CONSIDERATIONS

Keepers could do worse than look towards the *Miss Fisher's Murder Mysteries* television series (Every Cloud Productions, 2012–2015) for either a classic or pulp campaign. While not horror-based, it provides a good visual reference for the state of housing, transport, dress, and communication during the Jazz Age in both Melbourne and more rural locations.

This chapter is likely to offer a change of pace, slowly ramping up as the heroes approach their final destination. Keepers may choose to save time by red lining journeys across Australia, as the heroes traverse the vast continent. In pulp mode, Robert Huston can be played up for a crazed, megalomaniacal cult leader; a combination of Kurtz from *Heart of Darkness* (Joseph Conrad), and a James Bond villain.

The true pulp action scenes in this chapter take place in the underground city, way out in the desert. A single flying polyp might spell the end for a group of classic investigators, but pulp heroes may enjoy the challenge of a dramatic combat with these terrible foes.

ARRIVING IN AUSTRALIA

No air service exists to or from Australia in the 1920s, meaning ships are effectively the only way to reach the continent. Aircraft first cross the Pacific Ocean in 1928; the first direct Australia-to-Britain flight is in 1936. Regular airmail between Australia and England begins in 1934, and with the U.S. in 1937. From Europe or America, sea mail involves a transit of six weeks to three months although, from the 1870s, cable telegraph connects Australia with the world. Ships from Europe tend to arrive in Fremantle (the port town, not far from Perth) and then follow the coast to stop at Melbourne and then Sydney. From the Pacific, ships take the east coast, stopping at Brisbane and Sydney as their main ports of call.

From America: the route investigators take is, most likely, via England; crossing the Atlantic and catching a ship at either Liverpool or Southampton bound for Australia. Alternatively, they could take a ship from San Francisco to Japan or the Philippines, then possibly on to China depending on their route and carrier, picking up one of the regular services down to Australia (**From China**, below).

From Europe: by 1914, six major companies, (inc. Blue Funnel Line, Orient Line, P&O Line, and White Star Line) provided England to Australia travel. The most common route between Australia and Europe is via the Suez Canal. Most liners called at Melbourne, Sydney, and Brisbane. The Australian Commonwealth Government Line of Steamers had 15 second-hand British tramp steamers, used mainly to export Australian wheat and wool from Australia to Europe and the U.S.A, providing a less luxurious experience for desperate investigators. Otherwise, travelers could catch a ship from England taking the long route, via the Cape of Good Hope (South Africa).

From Egypt: ships traveling from England headed for Australia can be boarded at the Suez Canal.

From China: ships run by the P&O Line travel from Shanghai or Hong Kong to Darwin, via Japan, on a regular basis. Alternatively, travel on the Australian Oriental Line goes from Hong Kong to Melbourne, via Brisbane and Sydney.



SETTING INFORMATION: AUSTRALIA

Australia in the 1920s is a modern country built upon immemorial roots. Distances and travel times here are continental in scope. The Australian continent—especially the western two-thirds—is an ancient and stable tableland, notable for strikingly eroded terrain, including single rocks the size of small mountains. Though the continent is vast, nearly all of its inhabitants live in the narrow, fertile bands along the east, southeast, and southwest coasts.

Australia is the driest, flattest, and smallest continent. It is almost as big as the continental United States, but has a fraction of the inhabitants—six million people in 1925, about twice that of Britain's American colonies in 1776. Beyond the settled areas, three-quarters of the land is outback, scrub plains, and grasslands that seem to sweep on forever. A wild mountainous backbone in the east, the Great Dividing Range, stretches from northern Queensland to the island of Tasmania. In the north, dripping rain forest covers the eastern slopes of these mountains. Further south,

Above: The Commonwealth of Australia map

west of Sydney, where the climate is more temperate, the forests are eucalyptus. Yet further south are the Australian Alps, where snow is common in winter. Many rivers run off to the east of the divide, nourishing the fertile coastal strip.

To the west, streams flow out to the endless plains, eventually vanishing into desert or salt lakes. The land beyond the mountains' western foothills is arable but further afield the interior is drier yet, and less settled. Here can be found huge cattle and sheep stations (ranches). The stock is watered by windmill-driven wells with bore holes from 50 to 5,000 feet (15–1,500 meters) deep. Beyond the stations shimmers the arid heart (known as the Center) of Australia, where many of the surviving Aboriginal Australians roam. This outback is a colorful and forbidding landscape of red sand, gibber (pebble) plains, rock ranges, and tracts of spinifex and mulga scrub.

At this time, Australia is an independent dominion within the British Commonwealth. Internally, it is a federation of states. There is no meaningful central taxation until 1942. Since the late 1800s, major gold strikes in the west (the Pilbara, Kimberley, and Coolgardie fields) have opened up portions of the interior, and stockmen searching for new pasturage and markets have traversed much more. Still, large areas of western and central Australia above the Tropic of Capricorn are little known until after World War Two.

Where the white settlers moved in along the coasts, many of the Aboriginal Australian family groups were pushed off their lands, sent to mission settlements, or tragically exterminated. Since the initial European voyage by Cook (1770), the native population has been halved to about 170,000. During the gold rushes of the 1800s, many Chinese came to Australia to seek their fortunes: either on the gold fields, or servicing the needs of the prospectors as merchants. One of the catalysts for rigid exclusionary laws of 1901 (which limited non-white entry to negligible numbers) was the unjustified fear of the "white" population being outnumbered.

By the 1920s, Australia has six universities, in Sydney, Melbourne, Adelaide, Hobart, Brisbane, and Perth. In addition, all of the major cities have technical and other colleges, many of which sprang up following the Great War.

Australia in the 1920s is a rugged land. Australian tall tales may hold good clues for the investigators, as may the more mundane stories told in pubs where the countrymen drink astonishing amounts of excellent lagers and stouts. The Keeper should be guided by English common law and general common sense while in Australia. The Australian authorities have no notion that a cult practicing human sacrifice exists in Australia. Within reason, the authorities will act promptly upon credible evidence supplied to them.



The Australian Outback

Firearms in Australia

Investigators arriving with firearms should make a **Luck** roll: if failed, their bags have been searched and any firearms found are confiscated if valid paperwork is not in place; these can be regained once the appropriate permits are secured. Kind Keepers might forgo this to ensure the investigators are "prepared" for encounters with Huston and his minions.

Following Federation in 1901, each state had differing firearms laws. In Western Australia, there was little in the way of gun control until 1931 with the introduction of the *Firearms and Guns Act*. Those carrying a firearm were required to buy a permit for a small fee, with permits available to those aged 16 or older. Rifles, shotguns, and pistols should not be carried or discharged in settled areas without good reason. Aboriginal people were required to have a special license in all circumstances. In 1925, the licensing of "any Asiatic or African alien" was prohibited, although others could obtain a permit without much difficulty. The penalty for carrying an unlicensed firearm was £10 to £20 ($15 to $100) or six months imprisonment.

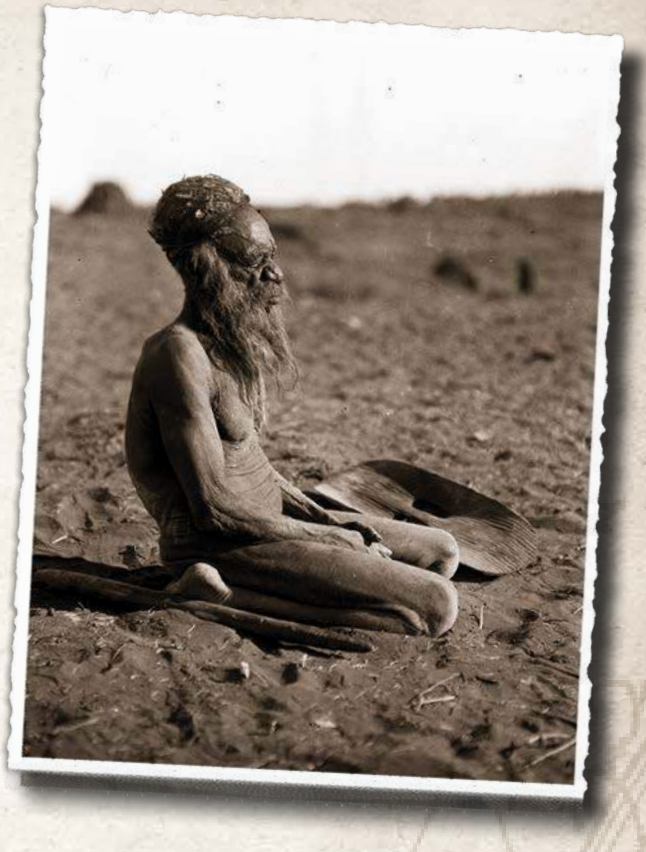
Weather

The greater part of the continent is semi-arid or desert, where scattered native clans wander traditional ranges. Along the north coast, the land becomes tropical and there are monsoon rains. Across the vast majority of the continent, daytime temperatures in the summer can climb to well over 43°C (100° F), and nighttime temperatures can fall to freezing. The north of Australia is subtropical, resembling India or the Sudan in climate, and the rain comes principally in a single wet season. The southern states of Victoria and New South Wales are more like California or Southern France. Seasons are in opposite phase to the Northern Hemisphere: summer lasts from December to February, autumn (not referred to as fall) from March to May, winter from June to August, and spring from September to November.

Aboriginal Australians

The Aboriginal Australian people are descendants of the earliest wave of *Homo sapiens* to leave Africa some 70,000 years ago, arriving in Australia some time later. Australia is, of course, vast, and there are many Aboriginal family groups across the continent.

Things changed in 1788, with the coming of the white settlers. By the 1920s, the state governments had set up "Aboriginal Protection Boards" to "look after" the native peoples, with the Church and police playing key roles in the way the Aboriginal peoples were treated. There was a marked level of racism and segregation; the white government saw fit to move the native peoples off their land and into other designated (less desirable) areas. Most were sent (chained together for the walk, and guarded by police) to missions, where they were "civilized" under the control of the Presbyterian Church. Children were used as cheap labor in laundries or as housemaids in the homes of well-to-do farmers, and as field hands in farms. Consequently, many families were split up. The history of such horrific events is still coming to light at the time of writing.



An Australian Aborigine

Aboriginal Australians traditionally have a very different outlook to Europeans. Their beliefs are rooted in what is known as the Dreaming, wherein myths are combined with landscape (such as the famous Uluru—then known as Ayers Rock to white settlers—and other large rocks) and spirits, to provide a body of knowledge that is both practical (recording the locations of food and water, and the paths of trading and migration routes) and spiritual.

In the 1920s, in the southern and eastern parts of the country, Aboriginal Australians are likely to be under the control of white settlers, often in government or church-run programs. It is in the north and west of the country that the culture of the Aboriginal Australian people continues most strongly.

Internal Communication

Mail is land-carried, with regular airmail services between principal cities not appearing until the 1930s. Telephones are uncommon in rural areas, whereas the telegraph system spans the land. Wireless arrives during the 1920s, with the establishment of many radio stations from 1923 onward. The new inland wireless system is a boon to remote settlements.

In the outback, word spreads at the speed it is carried. The Overland Telegraph runs down the middle of Northern Australia, forming a communications backbone, but messages relayed to a station along the line, as with letter and package mail, must wait for the addressees to pick them up.

Travel in Australia

Trains

The railways are the common form of interstate travel in the 1920s. Rail lines creep around the country's fringes, mainly serving the populated southeast. The last major rail route opened in 1917, linking Perth with the eastern states. Not all of the lesser lines were completed, however. It was not possible to take a through trip from Brisbane to Cairns until 1924, and the Northern Territory was not reachable by track from South Australia until 1929. Melbourne to Sydney takes just under 18 hours, and Brisbane to Sydney 23 hours.

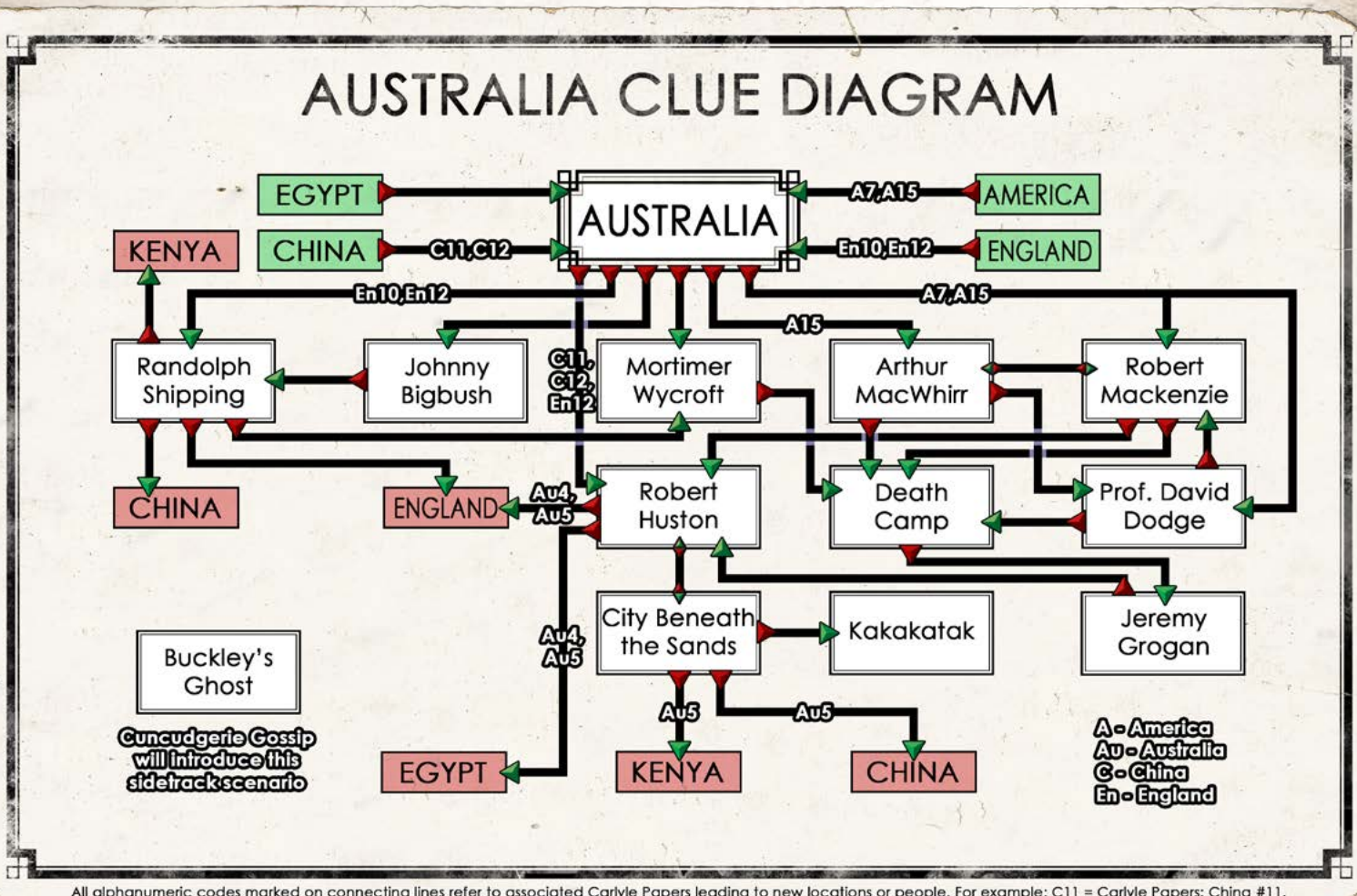
The big problem with the railways is the breaks in the gauges. The tracks—originally constructed independently by different state governments—were built to different widths, and so were the cars and engines that ran on them. Hence, the traveler must transfer to a new train at the border of each new state.

Steamships

The alternative to rail travel is steamship. Protectionist laws prohibit non-Australian steamers from carrying passengers between the state capitals, so a variety of native companies flourish. Journeys rarely take more than a few days. At smaller coastal towns, the steamer anchors and light craft take passengers on and off board. Darwin and Port Hedland rely on the sea to reach the rest of Australia.

Automobiles

Australians love automobiles. By the end of the 1920s, half a million cars are registered. The roads are bad; in particular,



All alphanumeric codes marked on connecting lines refer to associated Carlyle Papers leading to new locations or people. For example: C11 = Carlyle Papers: China #11.

country roads are rough, potholed, and unpaved, or barely noticeable tracks through low scrublands. Punctures and breakdowns are common, and service stations almost nonexistent. This situation improves as the decade progresses with the Road Boards gradually upgrading the byways, but the Mechanical Repair skill is a must for anyone considering a trip of more than a few miles. Gasoline is two shillings a gallon (4 litres). A new car costs at least £200 ($1,000), and averages about £300 ($1,500).

Motor coaches operate beyond the reach of the rail network; these powerful touring vehicles can cover 150 miles (240 km) a day, pulling a two-wheeled trailer loaded with mail-bags and luggage.

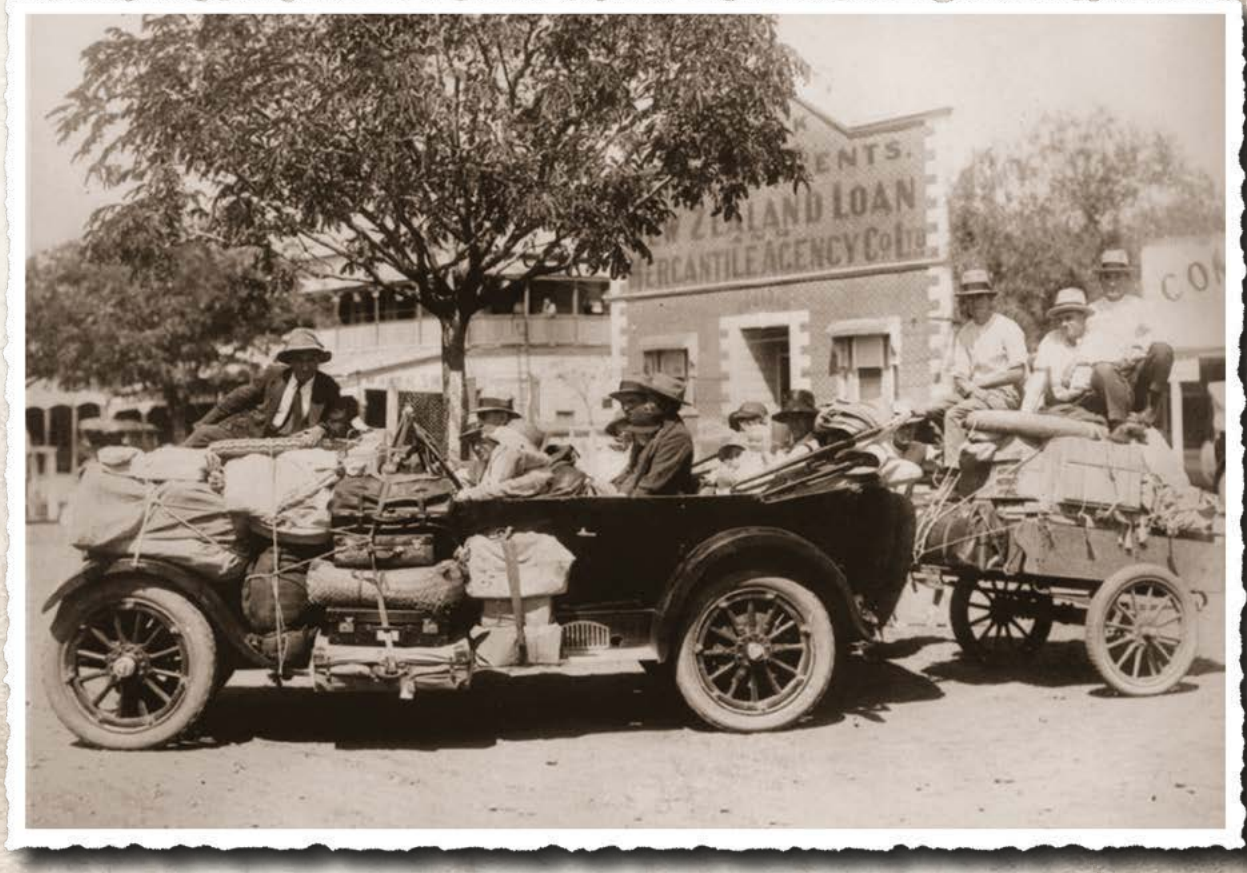
Roads for automobiles are few outside urban areas. The route from Darwin to Alice Springs (the closest the Northern Territory has for a highway) is little more than a miserable track. Choosing to travel by automobile, investigators need to take plenty of water, food, camping gear, spare parts, winches, cable, rope, jacks, saws, axes, spare tires and many spare tubes, poles (for levering out vehicles stuck in sand or mud), tire patches and adhesive, and lots of gasoline in small drums.

Air Travel

Although getting to Australia by airplane is near impossible in the 1920s, internally Australia is thoroughly air-minded. In 1922, 30 companies have charter aircraft available, with regular air services existing in central Queensland and in the thinly populated northwest. Regular flights between Adelaide and Sydney start in 1925, and other routes slowly follow suit (Perth-Adelaide in 1929, for example). Investigators in a hurry can charter a plane to almost anywhere, if their pockets are deep enough.

Traveler's Notes

Each state capital has a public transport system. All major towns have a tram system—mostly electric, though a few cable trams exist. All have taxis. Ferries are in use, especially in Sydney, where they link the sides of the harbor. Horse carts are a common sight—baker's vans, beer wagons, milk carts, ice carts, etc.—and stay in use well into the 1960s. Among other advantages, horses are easier to move door-to-door, and they can learn a route, sparing driver energies. In the wilderness, horses are useful, but they require steady supplies of grass and water. Camels (and Afghan handlers) were imported as an alternative. A camel can cover a little less than 3 miles (5 km) an hour.



Thorough planning is necessary for expeditions into the Outback

CULT IN RESIDENCE: CULT OF THE SAND BAT

Robert Huston realized that the Haunter of the Dark, an avatar of Nyarlathotep, resembles the Sand Bat of the Aboriginal Australian Dreaming mythology. The Sand Bat is a foe of the nature god Rainbow Snake, and is said to erupt like a sandstorm from a great cave in the sky. Among the Mardudjara (an Aboriginal Australian group), in whose original cave the City of the Great Race exists, the black shape is known as Hungry Wing. Further east, the Pindubi know the entity as Face Eater.

Long feared by the Aboriginal Australians, even though its worship had all but died out among them, the Cult of the Sand Bat has been reorganized and integrated into Huston's own cult to honor the Haunter of the Dark. Huston brought fresh energy and knowledge to the cult, effectively prompting its resurrection.

Huston tends to recruit cultists (of any ethnic group) from the slums of Sydney and Melbourne. Drawing upon the academic psychologist Thorndike's early work, Huston has created a subtle personality test, administered by trusted aides, which every recruit must pass. Several hundred Sand Bat cultists now infest Australia.

Huston's cult seizes and sacrifices innocent Aboriginal Australians chased from the Pilbara gold fields far to the west. Cult murders in the cities are performed with the cult club, a polished length of eucalyptus studded with sharpened nails. Cult members in the Great Sandy Desert carry clubs embedded with thorns, bat teeth, and the claws of bats.

Huston, a megalomaniac, is the only priest of the cult, although he has created acolytes who each have a few magic spells. At any particular time, there are 1D3 acolytes each in Sydney and Melbourne, and one each in Perth, Port Hedland, and Darwin.

The **Average Cultist of the Sand Bat** profile represents a recruited slum-dweller, and can be found with those for an **Acolyte of the Sand Bat (Superior Cultist)** in **Characters and Monsters: Australia,** page 509. In addition, four Cultist Squads are provided for encounters within the City the Great of the Race.



Worship of the Haunter of the Dark

SIGN OF THE SAND BAT

Acolytes of the cult of the Sand Bat commonly adorn themselves with cult tattoos. The design is crude and simple, such that it can be stamped on crates and carved into the flesh of victims. It features a circle from which bat-like wings sprout forth.



DRAMATIS PERSONAE: AUSTRALIA

Key NPCs in Australia are gathered here for the Keeper's convenience. The following information includes backstories, motivations, and plot considerations, while their statistical profiles can be found in the **Characters and Monsters: Australia** section at the end of this chapter. Backgrounds and profiles for those NPCs featured in the sidetrack scenario **Buckley's Ghost** can be found in situ.

POTENTIAL ALLIES

Prof. David Dodge, 46, *assoc. professor of archaeology*

- **Link**: Prof. Cowles may mention that Prof. David Dodge is staying in his house in Sydney, Australia (**Meeting Professor Anthony Cowles**, page 136, America).
- **Link**: administrators may refer the investigators to David Dodge (**The University of Sydney**, page 462).

Prof. Dodge is a bachelor, just finishing his current term, and looking forward to some vacation time. An impetuous and ambitious fellow, Dodge is keen to discover what the investigators know and what has brought them to Australia. Once he hears about the possibility of an unknown city in the desert, he'll jump at the chance to accompany the investigators there, if they'll have him. Dodge could be a useful replacement player character. He grew up in Western Australia, and knows the land and the people.



- **Description:** average build and height, with dark hair. His forearms are quite freckled.
- **Traits:** outgoing and optimistic.
- **Roleplaying hooks:** Dodge will try to go along with the investigators, if they give him the chance. He doesn't care if participating makes him late for next term—the discovery of a lost city could establish his name, get him tenure, and a full professorship at any of a hundred universities.

Robert B.F. Mackenzie, 40, *mining engineer*

- **Link:** Prof. Cowles mentions Mackenzie (**Meeting Professor Anthony Cowles**, page 136, America).
- **Link**: David Dodge may provide an introduction (**Meeting David Dodge**, page 461).



Based in Port Hedland, Mackenzie is a former friend and confidant of Arthur MacWhirr, as well as the executor of his estate, and knew of MacWhirr's desert discovery. The pair had planned to survey the site back in 1921 but, with MacWhirr's death, the scheme never got any further.

Mackenzie can provide help and support to arrange supplies and vehicles for the investigators' trek into the desert. While he would dearly love to go too, his current commitments mean he is tied to his work. He encourages the investigators to take plenty of photographs and to gather samples, which they can bring back for him.

- **Description: a** well-dressed gentleman; his face and arms are heavily tanned.
- **Traits:** charming when addressing those he considers his peers, and condescending to those he considers beneath him.
- **Roleplaying hooks:** if the investigators tell Mackenzie they are going into the outback, he can telegraph to make arrangements for vehicle hire and supplies at Cuncudgerie.

Jeremy Grogan, 36, *insane miner and dreamer*

- **Link**: encountered at the Death Camp (**Encountering Jeremy Grogan**, page 483).

Once a mineworker, Grogan lost his sanity when witnessing Robert Huston (who he called Carver) summon a monster. Since that time, he has lived alone in the desert (the Death Camp), accompanied by a pack of dingoes.



Grogan is a sun-beaten, wild-eyed fellow, dressed in little more than a few rags. Quite how he survives in such an inhospitable environment is hard to say. He appears to defy even the sun at times, staring straight at it, though it should blind him. Grogan will never return to humanity now, living out his days with his canine companions in the desert.

Unknown to himself, Grogan is a dreamer, able to visit the Dreamlands. Unconsciously, he can manipulate reality and, somehow, create "things" in the Waking World, such as a spring of water. At times his talk strays into the realm of dreams, making reference to "Far Farers Inn," a place he frequents when in Dylath-Leen (a Dreamlands location).

- **Description:** a gaunt, sun-weathered individual, with straggly, matted hair.
- **Traits:** he talks in bursts, separated by seconds or minutes of silence. He is a sly man.
- **Roleplaying hooks:** Grogan is fearful of Huston and his cultists. He begs the investigators to rid the land of them.

Kakakatak, 2,644, *researcher of the Great Race*

- **Link**: encountered as the investigators search Huston's underground complex (**Kakakatak's Room**, page 506).

Kakakatak is a member of the Great Race of Yith. She is an enormous, iridescent cone, about 10 feet (3 m) high and 10 feet (3 m) wide at the base, and made up of some ridged, scaly, semi-elastic matter. From her apex project four flexible, cylindrical members, each a foot thick, and of a ridged substance like that of the cone. These members are sometimes contracted almost to nothing, and sometimes extended to any distance up to 10 feet (3 m). Terminating two of them are enormous claws or nippers. At the end of a third are four red trumpet-like appendages. The fourth terminates in an irregular yellowish globe some 2 feet (60 cm) in diameter and having three great dark eyes ranged along its central circumference. Surmounting this head are four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangle eight greenish antennae or tentacles. The great base of the central cone is ringed with a rubbery grey substance which moves the whole entity through expansion and contraction.

Robert Huston brought Kakakatak out of the eons to force her participation and aid his work using the mind controller and with other projects. Already knowing the future, Kakakatak finds the tasks amusing and inconsequential, almost like using a bucket to help advance the sea.



While she cooperates with Huston's schemes, she has been trying to send her mind back to her original era, or at least to contact another member of her species. So far she has been unsuccessful. If she can gain access to certain city libraries, perhaps still intact, she thinks she can return herself using a reversed version of Huston's **Time Trap** spell (**Appendix B: Spells**, page 638). Kakakatak knows the city and knows how to get where she wants; thus, she may bargain with the investigators to help her.

- **Description:** a giant cone, about 10 feet (3 m) high, with four retractable cylindrical arms, two of which end in claws, one ends in four trumpet-like appendages, and the last ends in a globe containing three eyes. Rising from the top of the eye globe are four flower-like appendages.
- **Traits:** reluctant to share much information with the minimal intelligences who have freed her, and has a tendency to use condescendingly simplistic language, in the mode of an adult addressing a small child.
- **Roleplaying hooks:** keen to recruit the investigators to aid her in her quest. She pretends to be helping the investigators, while actually working to get back to her own time.

ADVERSARIES

Mortimer Wycroft, 48, *supply agent for Huston*

- **Link**: rumors tell of Wycroft's association with the mysterious American Carver (Huston) (**Cuncudgerie**, page 467).
- **Link:** records of shipments (**Ho Fang's Office**, page 554, China).

Wycroft is more cult agent than cultist. He supports the work of the cult because of his unhealthy love for the City of the Great Race. An initiate of the cult but not tattooed, he uses the greasepaint under his bed to draw the bat symbol on his body (see **Sign of the Sand Bat**, page 457).



Wycroft's whole life centers on his trips to the city where the Great Race once lived. His fondest dream involves changing minds with a member of the Great Race, but Wycroft is too sorry a specimen to interest them, so his dream will never be realized.

- **Description:** local Aboriginal Australians call Wycroft the "Deadfella Man," because his skin is as white as a lizard's belly. His eyes are sunken, and his frame skeletal.
- **Traits:** it's hardly necessary to ask for a **Psychology** roll to check Wycroft's sanity; his mind is thoroughly blown. He hardly knows he exists. He would sooner hide from a fight than participate, unless his precious book is threatened (*Wondrous Intelligences*; see **Mortimer Wycroft's Shop**, page 469).
- **Roleplaying hooks:** if Wycroft receives any indication that the investigators intend a trip to find the buried city, he may offer to take them along on what he claims to be a delivery to a mining camp. He figures that he can take the investigators captive at some point in the journey, thereby gaining Huston's favor when he hands them over.

Gertie (25), Shula (23), and Janice (18), *Wycroft's three daughters*







- **Link**: the three daughters are encountered along with their father (see **Mortimer Wycroft**, page 458).

These three women are usually found together. They work with their father, running supplies to Huston. All three of them have spent time with Huston out at the Yithian city, and are fully-fledged Sand Bat cultists. Each of them bears the Sand Bat tattoo. While fully dressed, the tattoo (on their upper arm) is well hidden; if one spends time with the women, the tattoos might be glimpsed beneath their short-sleeved shirts with a successful Hard **Spot Hidden** roll.

- **Description:** all three women dress as common laborers, in trousers and shirts. In contrast to their father, they are tanned and their hair is sun-bleached blond.
- **Traits:** all three are initially friendly. Sibling rivalry is never far below the surface and is easily kindled if one of the three gets something the others don't.
- **Roleplaying hooks:** each tries to befriend an investigator. They are always on the lookout for easy marks that can be captured and taken to Huston. They are careful to cover their tracks and pick individuals who won't be missed.

Dr. Robert Ellington Huston, 56, *sorcerer and high priest*



- **Link**: newspaper reports lists Huston as part of the Carlyle Expedition (**Carlyle Papers: The Expedition #5 and #7**).
- **Link:** ledger entries (**Carlyle Papers England #12**).
- **Link:** Mackenzie, if shown a relevant photograph (perhaps from the *Cairo Bulletin*, page 321, Egypt) recognizes Huston (**Meeting Robert Mackenzie**, page 466).
- **Link:** the American (using the pseudonym "John Carver") who conducted surveys and exploratory diggings along the Canning stock route may be identified as Huston (**Cuncudgerie**, page 467).
- **Link:** an escapee from Huston's underground lair may pass on information to the investigators (**Escapee**, page 478).
- **Link:** diaries mention Huston and his endeavors in Australia, and Sir Aubrey Penhew has a telegram from him in his workshop on Gray Dragon Island (**Carlyle Papers China #12** and **#11**, respectively).

The youngest of three sons, Huston's father was a Chicago doctor. Graduating with honors from Johns Hopkins University, Baltimore, Huston later studied in Vienna, first under Freud and then under Jung. He was among the first Americans to undertake this esoteric and controversial study of the mind, which dealt so much with sexual behavior that no respectable person could talk about it.

In March 1918, Huston broke off an affair with Miss Imelda Bosch, who then committed suicide. Roger Carlyle helped hush up the scandal in return for Huston's company on the expedition—Huston is likely to become enraged if Imelda's name is ever raised.

Huston is a good "Freudian" psychologist, yet has little sympathy for individuals, and inwardly he has always loathed humanity's petty problems. He flatters himself that his scientific mind and his Jungian background meld together symbolic and physical relationships in a way which he alone is qualified to understand. To Huston, the gods of madness are both the ultimate metaphor and the final reality. To protect his self-image and his genuinely powerful relationship with Nyarlathotep, Huston kills without compunction.

In brief, Huston longs for the hour when the Great Gate can be opened, and a host of extra-dimensional horrors are returned to Earth. He feels safe about this prospect because he imagines that his own intelligence, dedication, and insight are without peer upon the Earth, thus guaranteeing his survival. He is mistaken.

- **Description:** a moderate-sized, graying man, neat in his khaki bush gear, and pale from living underground.
- **Traits:** thinks of himself as a realist, but Huston is a megalomaniac who cannot resist trumpeting how he intends to conquer the world. Though normal-acting, a successful **Psychology** roll establishes that Huston is insane. He can appear suave, handsome, sensitive, and perceptive.
- **Roleplaying hooks:** will kill or sacrifice all of the investigators if he can, though first he'll talk them to death with his theories concerning humanity, the unconscious, the Great Bank of Memory, theories on racial memory, the return of the Great Old Ones, etc.

MINOR NPCS

Toddy Randolph, 46, *alcoholic businessman*

- **Link**: label (**Secret Room (Basement)**, page 202, England).
- **Link:** label (**Main Workshop**, page 264, England, and **Carlyle Papers England #10**).
- **Link:** shipping invoice in ledger (**Carlyle Papers England #12**).
- **Link:** ledger entries (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).
- **Link:** Aboriginal Australian tale attributed to Johnny Bigbush, who is said to work in Darwin at the Randolph Shipping Company (**Darwin**, page 462).



Toddy is an odious man with little time for anything but business and drinking. He owns and operates the Randolph Shipping Company, which is used by Robert Huston to send artifacts and other valuables to Edward Gavigan in London and Ahja Singh in Kenya, among others. While not a cultist, Toddy is always on the lookout for those he can profit from. He is not beyond blackmailing the investigators, if he can pin something on them or exploit a weakness.

- **Description:** a fat, brutal man dressed in a crumpled, dark-colored suit. He smells of stale sweat and last night's beer.
- **Traits:** surly, unless talking to other drunkards.
- **Roleplaying hooks:** if the investigators are approachable, Toddy inquires after their line of business, looking for a way to exploit them for profit.

Billy Burraglong, 29, *concerned employee*

- **Link**: encountered along with his boss (**The Randolph Shipping Company**, page 464).



An Aboriginal Australian, Billy works for Toddy Randolph at the Randolph Shipping Company. He is a good man at heart, and is completely ignorant of his boss's association with the cult. As a good employee, he protects his boss and place of work against those who appear to be a threat.

Billy attempts to learn all he can about the investigators' business. If the investigators can win over Billy, convincing him of the evil with which Toddy Randolph and the Randolph Shipping Company are involved, he may lend his aid to the investigators.

- **Description:** a muscular and tall man, casually dressed in an open-necked shirt and trousers.
- **Traits:** an easy smile and patient demeanor.
- **Roleplaying hooks:** Billy grills the investigators on what their plans are and why they are in Australia. If the investigators convince Billy that they are on the side of good, he will do his best to help them, and could become a replacement investigator.



The port town of Fremantle

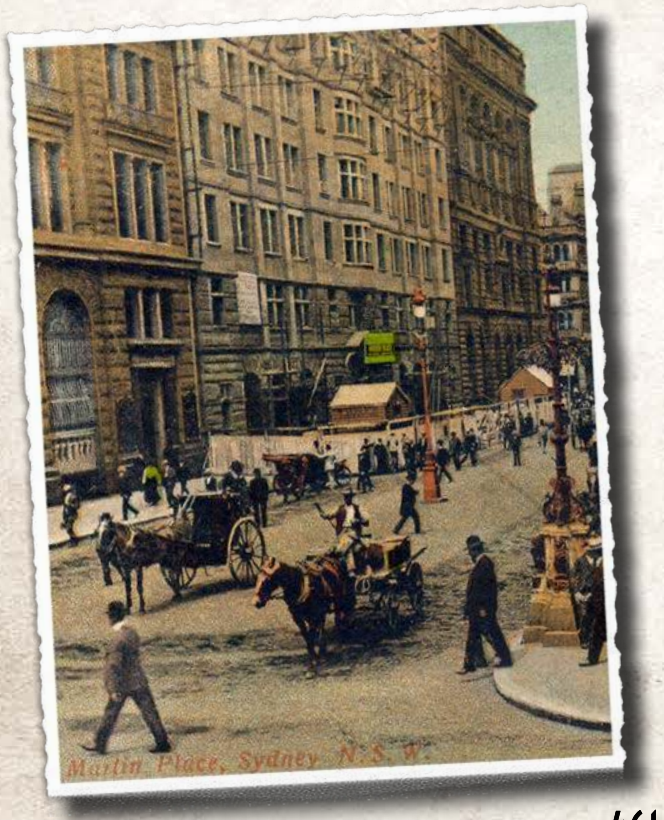
VISITING FIVE CITIES

The investigators may visit five possible towns and cities in Australia during their investigations: Perth, Sydney, Darwin, Port Hedland, and Cuncudgerie. Each of these locales is discussed in the following section, along with any particular encounters or items to be found. As noted above, it is suggested that the Keeper red line travel between the cities and locales in Australia to keep the story moving.

PERTH

The investigators may arrive in Fremantle, a port town, and then travel 17 miles (28 km) to Perth. With a population of circa 500,000, Perth is home to the University of Western Australia. In the 1920s, the growth of Perth is evident: multi-story buildings line the streets, new suburbs are springing up, transport grows more accessible (in the form of electric trams), and even a zoo has been established.

If the investigators come here, let them run around the town for a while. If they are persistent in their inquiries, and at the Keeper's discretion, they might bump into someone who recalls meeting Jack Brady and Roger Carlyle during their brief stopover *en route* to Hong Kong. There are, however, simply no useful clues here, other than a means to get to Darwin, Sydney, or Port Hedland. Perhaps Professor Cowles can provide an introduction to Dr. E.M. Boyle of Perth, who has some knowledge of Aboriginal Australian artifacts and ways (Lovecraft mentions Boyle in passing in *The Shadow Out of Time*).



A bustling street in Sydney

SYDNEY

The investigators may pass through Sydney on their way to Western Australia. Like Perth, the city has grown, with once ramshackle houses now giving way to terraced streets. Due to a growing population (of over 900,000), there is extensive building work across the city at this time.

The Cowles' home is in Camperdown, one of Sydney's inner suburbs, and within walking distance of the University campus. In the professor's study is the diary of Arthur MacWhirr, who discovered the City of the Great Race in 1921 (**Carlyle Papers Australia #1**). Cowles has left his home in the care of Prof. David Dodge (see following), also of the University of Sydney. All being well, Cowles is set to return home in October 1925. If the investigators visit Australia after this date, Cowles may be tempted to join them on their expedition.

Meeting David Dodge

- **Link:** Prof. Cowles mentions the MacWhirr diary and David Dodge (**Meeting Professor Anthony Cowles**, page 136, America).

If the investigators have a letter of introduction from Prof. Cowles, this silences any suspicions that Dodge may have about his visitors; otherwise, a successful **Charm** or **Persuade** roll is needed. With the right credentials, the investigators are invited inside to share some refreshment.

Dodge is keen to hear about Prof. Cowles' exploits in America and what brings the investigators to Australia. His eyes open wide if he hears talk of strange monoliths or an unknown city in the Great Sandy Desert, as Cowles has told him nothing as yet—Cowles feared the impetuous Dodge would mount his own one-man expedition before Cowles could get funding for a proper group effort.

If the investigators ask to see Arthur MacWhirr's diary (see following), Dodge can show them the way to Cowles' study—Dodge is as keen as the investigators to find it and understand its secrets but, as an honest gentleman, he lets the investigators read it first.

Once the diary has been read, the investigators may ask Dodge about Robert Mackenzie, who is mentioned by MacWhirr. Dodge confirms that Mackenzie is a mining engineer who was a friend of Arthur MacWhirr and lives in Port Hedland. Dodge is happy to supply an address; even better, he would be delighted to accompany the investigators, to introduce them to Mackenzie in person (see **Meeting Robert Mackenzie**, page 466).

Arthur MacWhirr's Diary

A pocket diary, measuring 4 by 6 inches (10 cm by 15 cm), of brown cloth stamped with the year 1921. Each page bears space for two days, and ruled lines guide the writer. The little book is crammed with smudgy, penciled observations in MacWhirr's neat handwriting (**Carlyle Papers Australia #1**).

Keeper note: the diary provides the coordinates for the City of the Great Race. It suggests that the Sand Bat cult was behind several attacks on MacWhirr's party, and that the attackers had supernatural aid.

Other Stops in Sydney

A bustling modern metropolis, Sydney offers many opportunities for research, if the investigators have need. Here, the investigators can access almost any facility: sanitarium, hospital, gunsmith, scientific, etc., as their want dictates—the Keeper should create such locations as required. Four actual institutions follow.

The Australia Museum

At College and Williams Streets. Among its Aboriginal Australian holdings are petroglyphs depicting a great entity with bat-like wings and a three-lobed red eye. The petroglyph images are carved on stones, highlighted variously with red, brown, black, and white ochre. A successful **Cthulhu Mythos** roll allows an investigator to recall that Nyarlathotep has just such a form, called either the "Haunter of the Dark" or "Fly-the-Light."

Secondly, in the Polynesian collections are three ancient black basalt stone blocks with odd carvings. If the investigators have seen other artifacts from R'lyeh or a deep one city, a successful **INT** or **Cthulhu Mythos** roll connects them. Officials say that the blocks supposedly come from a sunken city in which a god sleeps—a notion common throughout Polynesia.

The State Library

At Shakespeare Place. A successful **Charm**, **Persuade**, or **Fast Talk** roll, or a letter of reference from Profs. Dodge or Cowles, gives the investigators the right to search through the older books in the library. A successful **Library Use** roll finds some old diaries of early explorers, which describe legends and songs about a city beneath the Great Sandy Desert of Western Australia; a city built by gods who were vanquished by the wind.

The National Art Gallery

At Shakespeare Place. Among the gallery's Aboriginal Australian collection is a petroglyph depicting a dying man, his body bloated and black. Figures holding small jagged clubs surround him. The curator says the piece represents a ritual sacrifice by a cult of bat-worshippers.

The University of Sydney

On George Street. Once they understand the investigators' area of interest, administrators unanimously refer the investigators to Professors Anthony Cowles or David Dodge. If the investigators do not already have Dodge's name and address, they learn it now. Dodge may or may not know about the MacWhirr diary (**Carlyle Papers Australia #1)**, at the Keeper's discretion.

DARWIN

Darwin is nearly three times further from Huston's desert hideout than that hideout is from Cuncudgerie and Port Hedland. If the investigators visit Port Hedland first, Keepers should relocate most of the following Darwin information to Port Hedland, especially Toddy Randolph and his shipping company.

Located on a narrow peninsula, Darwin is a town of a few thousand inhabitants. So empty is the Northern Territory of Australia that Darwin is the biggest city for more than a thousand miles (1,600 km)—its population only reached circa 2,000 in 1939. Proximity to East Asia and a gold rush at Pine Creek (120 miles/109km south) 50 years before gives Darwin a racial diversity rare in Australia. The Keeper may have fun treating this respectable town as a sweltering tropical shantytown, full of brawls, shady adventurers, and fast money. Suitable accommodation may be found at the Victoria Hotel or the Darwin Hotel.

As befits, rumors abound. It doesn't much matter whether the following stories come from constables, shopkeepers, bartenders, stockmen, sailors, etc. Since pubs are easy to find, center such conversations in a bar. In many cases, ladies are not permitted in bars, although some of the larger ones, like Bertram's Bar, do have a Ladies Lounge. As long as the investigators are buying and partaking of Bert's beery welcome, the rumors flow. If the investigators are less inclined to buy the drinks, call for a successful **Fast Talk**, **Charm**, **Listen**, **Persuade**—or, perhaps, even **Intimidate**—roll to get the following gossip.

39

March 7

Jock kuburaqu says that Aboriginals are following us. Most unusual if true. They have every reason to fear guns, and our bush ranger predilection for using them. In the past, I have always known them to head the other way as soon as they see white men.

40

March 21

We are about equally distant from Joanna Spring and Separation Well, east of an awful line of dry lakes. The heat is terrible. Our hopes are low. There is nothing here, certainly not quartz reefs! Today we sighted several enormous birds flying lazily far above us. How did they get here and where can they be going?

41

March 22

At noon today we found Jock, partly buried in a gully. His body was scoured and covered with hundreds of small punctures as though someone had sandblasted him. We buried him, of course. I shall miss his counsel.

42

March 23

22°3'14" South by 125°0'39" East.

Great Sandy Desert.

Have discovered what appears to be remnants of an ancient city rising from the shifting sands! I believe I have secured several good photographs of this amazing find, though the heat has ruined all but six of my photographic plates. By the pitting of the stone, the blocks and pillars appear to be more than 10,000 years old! Incredible!

43

March 24

Four camels killed in the attack last night. I saw at least two men, and more must have been skulking out there. I'm sure I hit one. That ends this trip. We'll have to head back to Cunoudgerie and report this incident. More than men were out there last night. I saw shapes much bigger than men during the attack. My evidence is the body of old Sam the camel. Punctured and scraped is the best way I can describe the remains, just like poor Jock. 44

Since the attack lasted only a couple of minutes, it's hard for me to believe that anything human could have done so much damage so quickly. But then, what was it?

45

May 15

Have told Robert Mackenzie about the city. Together, we aim to return and undertake a full survey. When he saw the photographic plates he was flabbergasted. Now as keen as mustard to work with me to realise the discovery.

46

- A few Aboriginal Australians in the Great Sandy Desert are worshipping a bat-god, apparently a quite nasty one. Corpses have been found by caravans and drovers. The victims were diseased and covered with hundreds of tiny puncture wounds.
- A master of a camel caravan is said to have actually seen the bat-god, which he proclaimed to be the worst thing he'd ever laid eyes on. Unfortunately, the camel-master is making his swing-around, and won't be back in Darwin for months.
- A white madman is said to lead the bat cult, though scoffers cast doubt upon this.
- An Aboriginal Australian tale says that there is a wonderful city hidden in the Great Sandy Desert. Buddai, a great old man who sleeps with his head in his arm, snores beneath it. One day Buddai will rise and devour the world. This tale is attributed to an Aboriginal Australian, Johnny Bigbush, who is said to work in Darwin at the Randolph Shipping Co, not far from the Outback Inn (see following).

The Randolph Shipping Company

- **Link:** packing labels with the company's name (**Penhew Foundation**, page 196, and **Henson Manufacturing**, page 262, England).
- **Link:** log book kept by Omar al-Shakti (**The Safe**, page 347, Egypt).
- **Link:** invoices held by Ahja Singh (**Mombasa: Seeking Ahja Singh**, page 396, Kenya).
- **Link:** invoices for mining equipment kept by Ho Fang (**Ho Fang's Office**, page 554, China).

The building is dockside, a five-minute walk from the Outback Inn. The warehouse, owned by Toddy Randolph, holds a variety of goods, a fraction of which are smuggled in, contraband, or otherwise illegal. Exposure to customs would cost Randolph a fine and perhaps a prison sentence, depending on how valuable the goods are.

Randolph employs Billy Burraglong, who spends his days moving crates and generally helping out. Burraglong is an inquisitive type who will be bold in asking the investigators their business. Randolph sleeps in the warehouse, on a moldy cot in one corner. Next to the cot is his roll-top desk. The place is dirty, dusty, and in need of a good clean and sort out. Unlike his employer, Burralong does not sleep in the warehouse.

If questioned about Johnny Bigbush, Randolph says that he was a troublemaker, and so he was fired weeks ago. He thinks that Johnny went back to his family somewhere near the Daly River, a hundred miles (160 km) south. Randolph knows nothing about Aboriginal Australian legends.

As the investigators talk to Randolph, a successful **Spot Hidden** roll notes a crate addressed to the Penhew Foundation in London, marked with the symbol of the Cult of the Sand Bat (see **Sign of the Sand Bat**, page 457), resting unsteadily on other crates at the edge of the warehouse loading dock—the investigators are only likely to recognize the symbol if they have been to the Penhew Foundation in England. If so, they could choose to "accidentally" knock the crate down, breaking it open; if not, a successful **Luck** roll might have an investigator clumsily knock into the stack, with the same result. In either event, Randolph curses at the clumsy investigators. Looking down, everyone sees that the weak, softwood crate has splintered, revealing the contents: a grotesque wooden idol about three feet high, seemingly of Aboriginal Australian manufacture, and covered with white-painted, geometric lines. The foul idol is humanoid, without hair, and with strange, round, thick whiskers like tentacles. The creature's hands and feet end in flipper-like appendages. The eyes are round, with jagged facets, and have a cruel expression; seeing the idol provokes a **Sanity** roll (0/1D2 loss). A successful **Cthulhu Mythos** roll reveals this to be an excellent representation of Great Cthulhu.

While Randolph's motivation is greed (he cares little for who he does business with), Burraglong is a decent individual who would be concerned to know the truth of his employer's business dealings with death cults. If the investigators manage to speak to him alone, he may be convinced (**Persuade** roll) to help them, perhaps arranging to let them look around the warehouse one evening while Randolph is out drinking.

Breaking into the Randolph Shipping Co.

If the investigators decide to return later to search for clues, note that Toddy Randolph and Billy Burraglong are not here and, instead, are down the street in a pub. A successful **Locksmith** or Hard **Mechanical Repair** roll picks the lock, or the investigators can force open the door with a Hard **STR** roll.

The only item of interest in the warehouse is in Randolph's locked roll-top desk. His account book for 1925, the sole ledger in the warehouse, shows that several shipments to a Mortimer Wycroft in Cuncudgerie (see **Mortimer Wycroft's Shop**, page 469) are marked with the symbol of the Cult of the Sand Bat (see **Sign of the Sand Bat**, page 457). Those shipments went by coastal packet to Port Hedland, then inland by rail to Cuncudgerie. Also so marked are shipments to Ahja Singh in Mombasa, Kenya, and to Ho Fang Import/Export in Shanghai. The ledger shows the scheduled shipment of the Cthulhu idol to the Penhew Foundation in London as well—in this entry, two crates are noted as to be shipped, although the investigators noticed only *one*.

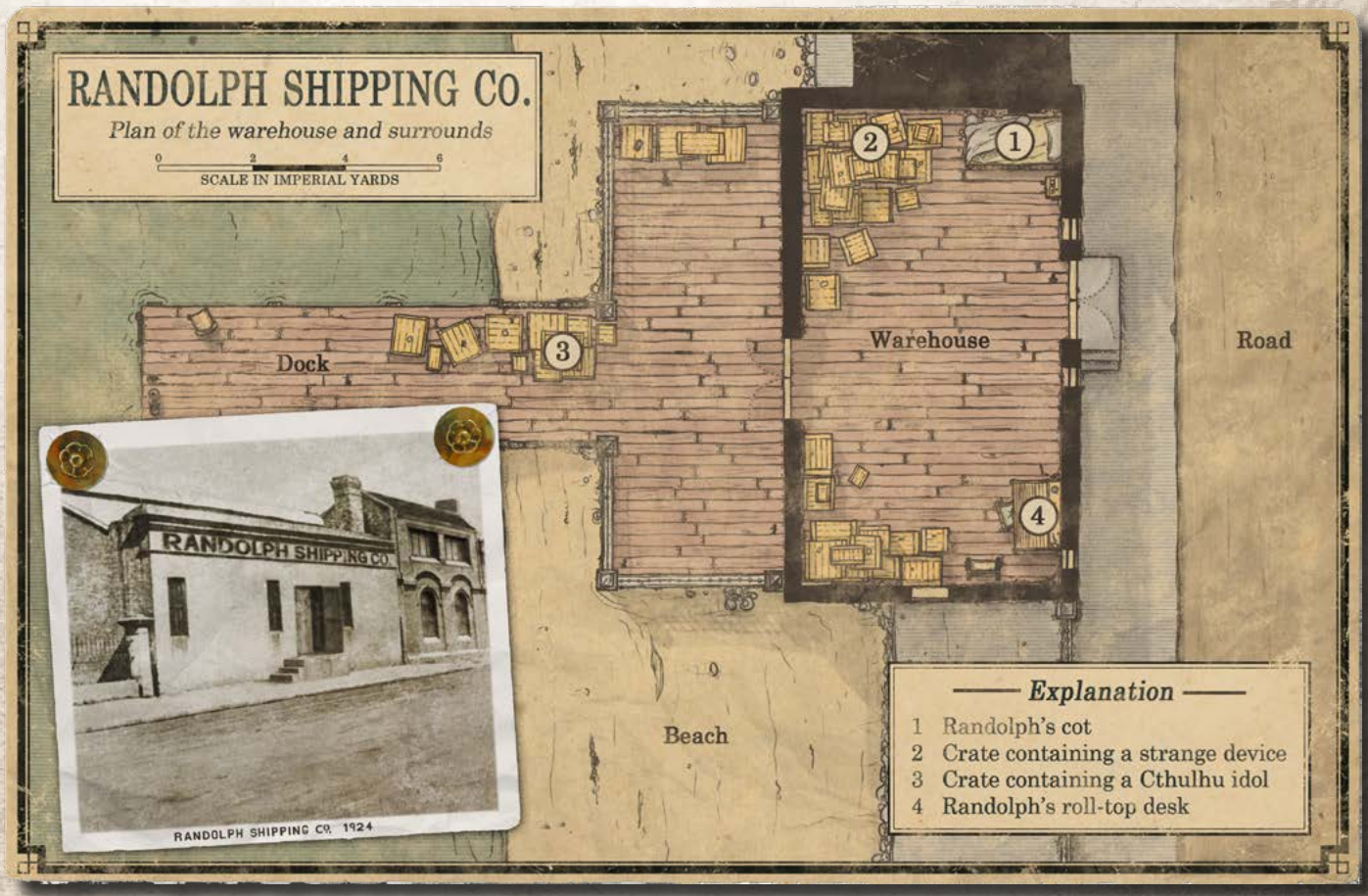
Keeper note: the symbols in the account book indicate cult shipments, for which the Sand Bat cult pays Randolph double the normal cost (thus explaining his outrage should anything untoward befall the packages).

Having noticed that a second crate is recorded as heading to London, it takes up to an hour to find it (although a successful **Spot Hidden** roll finds the crate in half that time). During this time several drunks wander noisily by the warehouse—if the Keeper thinks it's time for a little action, avoid an overlong combat that risks investigator death, as there's too much to be done to lose half the party in Darwin! Instead, have some locals arrive, drawn to the noise, allowing the investigators the opportunity to make a quick exit in the confusion. Whether Randolph or Billy Burraglong are with these rowdies (if not already in situ) is left to the Keeper. Use the **Australian Rowdies**, page 508.

PULP: WAREHOUSE FIGHT

The Keeper should disregard the advice given above. Having Randolph return to the warehouse while the heroes are searching through the second crate adds a touch of drama and action. In pulp mode, Randolph fights with vigor, and shouts out for help, bringing a bunch of drunken ne'er-do-wells to assist. Billy Burraglong might come to the aid of Randolph but, if the investigators have convinced him of his employer's shady business dealings, then he could side with them instead. The heroes must decide whether to leave the men with a few bruises or risk accusations of murder, if they take the combat too far.

Below: Randolph Shipping Co. map



In the second crate is an odd device composed of machined rods, wheels, mirrors, and an eye tube, along with a sealed letter addressed to Edward Gavigan. The device is about 2 feet high and 1 foot wide and deep; for details see **The Device of Rods, Wheels, and Mirrors**, page 654, Appendix D: Artifacts). The letter, from Robert Huston, describes the object as a "short-term survey device employed by the Yithians."

A successful **INT** roll suggests that experiments with the device are better performed in a laboratory than a warehouse, and that the investigators should wait to find out what the device does. If they do insist on trying to operate the device, refer to the artifact's write-up in Appendix D.

Keeper note: the device is one used by the Great Race of Yith to contact minds. Robert Huston recovered the artifact from the City of the Great Race.

The Device of Rods, Wheels, and Mirrors



PORT HEDLAND

In the Pilbara region of Western Australia, Port Hedland is a small town (its non-aboriginal population in 1921 was 303, rising to 437 in 1933; it didn't reach a population of 3,000 until the late 1960s). Known by the Kariyarra and Nyamal people as "Marapikurrinya," meaning "place of good water," it has a natural anchorage harbor. The town serves as the terminus and port facility for a small railroad which winds back into Pilbara country. Rich deposits of gold have been found among the low, flat-topped hills. The richest mines are found at the present railhead, Cuncudgerie, 150 miles (240 km) southeast of the port and terminus. Of interest may be the airfield, constructed in 1921, at the Port Hedland Race Track. It provides flights to Perth using planes owned by Western Australian Airways. The journey takes two days.

All points in this chapter should lead the investigators to Port Hedland as, from here, they can begin their journey to Cuncudgerie and then on to the City of the Great Race in the Great Sandy Desert. If the investigators are accompanied by Prof. David Dodge (**Meeting David Dodge**, page 461) or have an introduction from Prof. Cowles (**Meeting Professor Anthony Cowles**, page 136, America), they can stay at the home of Robert Mackenzie (see following).

Meeting Robert Mackenzie

- **Link:** mentioned by Prof. Cowles (**Meeting Professor Anthony Cowles**, page 136, America).
- **Link:** mentioned by Arthur MacWhirr in his diary (**Carlyle Papers Australia #1**).
- **Link:** associate of David Dodge (**Meeting David Dodge**, page 461).

Mackenzie was Arthur MacWhirr's friend, as well as the executor of his estate, and knew of MacWhirr's discovery in the desert. Back in 1921 the pair had planned to survey MacWhirr's discovery but, when MacWhirr died of influenza later that year, the work stalled and did not go ahead.

If the investigators mention Prof. Cowles' or Dodge's name, Mackenzie is happy to talk to them. Of course, if Dodge is with the investigators, Mackenzie is pleased to see his old friend and welcomes everyone inside his house. Otherwise, Mackenzie needs some persuasion to invite the investigators into his home.

Mackenzie confirms that Arthur MacWhirr was absolutely convinced of his desert discovery, and that MacWhirr, a fellow engineer and surveyor, was a respectable and upright citizen. A successful **Psychology** roll shows that Mackenzie has no doubt about what he says. Yes, he knows exactly where MacWhirr made his discovery: 22°3'14" South by 125°0'39" East, deep in the Great Sandy Desert of Western Australia. The site's coordinates have remained a secret but, following

THE "REAL" ROBERT B.F. MACKENZIE

Mackenzie appears as a local helping hand in Lovecraft's *The Shadow Out of Time*; in the story, he lives in Pilbara and is about 50 years old. At the time of this campaign he is about age 40 and living in Port Hedland, where he was known and trusted by Arthur and Emma MacWhirr.

In Lovecraft's story, Mackenzie finds dressed stones similar to those in the photographic plates, and then writes to Nathaniel Wingate Peaslee (in 1934), after being shown Peaslee's articles in the *Journal of the American Psychological Society*. All of this and more is told in *The Shadow Out of Time*. It is possible that the events of Lovecraft's story and the events of your game do not entirely correlate; for example, Mackenzie might die in your game. This may be an issue for some players—if so, somehow integrating this alternative timeline with Lovecraft's narrative can be considered a challenge for creative minds.

the loss of his friend, he just never had the compulsion to go there. Plus, his work has kept him very busy these last few years, with no time to trek out into the desert on a whim. Even now, his many professional responsibilities mean that he can't simply pack up and accompany the investigators on such a journey (unless the Keeper wishes otherwise).

While speaking of MacWhirr and his discovery, Mackenzie recalls a curious incident with an American, named Mr. Howston, who came to see him two or three years ago, also asking about Arthur's photographs and notes. This Mr. Howston didn't say how he had learned about the material but seemed to suggest he had been a friend of Arthur's. After he lent Mr. Howston some of Arthur's material, the fellow disappeared. Damned inconsiderate!

Keeper note: if the investigators have a photo of Robert Huston, Mackenzie exclaims in recognition. Huston (or Howston) is the thief! The four remaining plates (**Carlyle Papers America #15**) and the diary (**Carlyle Papers Australia #1**) are the only items that Huston did not "borrow."

Mackenzie can be of great assistance in helping the investigators prepare for a journey into the desert (**The Great Sandy Desert**, page 477)—especially if Dodge or Cowles are not accompanying them. He can arrange vehicles for collection at Cuncudergie (Daimler light trucks), and supplies, plus whatever else (within reason) the investigators might require. Mackenzie suggests picking up the final supplies in Cuncudgerie, which they will pass through when they head out—possibly bringing the investigators to the attention of Mortimer Wycroft and his daughters (**Mortimer Wycroft's Shop**, page 469).

CUNCUDGERIE

Cuncudgerie lies south of Port Hedland; a mining town, it bustles even in the heat of the day. Besides the established mines and miners, the place caters to many prospectors, thousands of horses, camels, and mules, hundreds of trucks, and a few ladies of easy virtue who define the difference between lust and fantasy.

The narrow-gauge railway from Port Hedland to Cuncudgerie runs one freight train daily. If the investigators ride on the flat car (an open air car, used mostly for luggage, situated near the engine), a few Aboriginal Australians sit at the other end and look curiously at them. The trip takes eight hours. The day is scorching; the land is dry, the watercourses empty. Low trees trace some of the ravines, but nothing like forests or even copses exist. There are no farms. During the journey nothing moves except three very large birds, winging lazily far in the distance. Given the rocking of the train, use of a telescope or binoculars for better identification is impossible. If the investigators have read MacWhirr's diary (**Carlyle Papers Australia #1**), those large birds might give them pause.

On arrival, the investigators can wander around the town, arrange their supplies and vehicles, and get to know the locals. Picking up rumors and tall tales takes little effort, especially in the Cuncudgerie Grand, one of the local pubs. Each of the following items of gossip costs an Australian pound in drinks, or a successful **Charm**, **Fast Talk**, **Listen**, or **Persuade** roll.

Cuncudgerie Gossip

- Gold-bearing reefs (exposed lines of mineral deposits) occur eastward for hundreds, maybe thousands of miles. But the fellow declaring this is clearly trying to impress his new-found "friends."
- Deadly snakes exist in the deep desert; be careful where you put your feet! (True enough, there are deadly snakes all over Australia.)

- There was a big mining disaster far to the east but the company responsible paid off the politicians and the whole thing was hushed up. Some 25 men were killed, among them Derby Dave the Welshman, who did some work for Mortimer Wycroft, who now runs an outfitters in town (**Mortimer Wycroft's Shop**, page 469).

Keeper note: this was back in 1921, when Huston began his endeavors in the desert.

- A crazy American bloke took a crew of two dozen men into the bush, had them dig a shaft 30 feet (9 m) deep, then told them to stop, gave them a big bonus, and sent every man jack to Darwin to collect his pay. This was a while ago.

Keeper note: this is a distortion of the time when Huston hired miners in Cuncudgerie; most of those men are now cultists under Huston's sway.

- Some drovers, who brought in cattle over the Canning Stock Route, swore that things the size of bears stole some of their stock. That was "about a year ago." The attacks were alleged to have taken place somewhere east of the Percival Lakes.

Keeper note: the Canning Stock Route runs next to the hidden Yithian city. The hideous **Guardians of the Sand Bat** (page 496) prey upon passing creatures.

- The Slatterys, who live out by Dingo Falls, are quite unfriendly, and should definitely be avoided (**Buckley's Ghost**, page 471).
- An American gentleman named John Carver (a pseudonym used by Robert Huston, if the investigators have a photograph to confirm it's the same man) conducted surveys and exploratory diggings along the Canning Stock Route, which flanks the eastern side of the Great Sandy Desert.
- There's been a ghost seen up north recently, near Dingo Falls. It could pass its hand straight through someone's body—this particular tale is told by an old man named Mad Ginger Muldoon. If investigators show interest in the tale, it is elaborated on below; see **Researching Bill Buckley**, page 468.
- Three huge birds were seen about two weeks ago. The teller swears they must have been 20 feet at the wing. He took several shots at them, trying to bag one, but they were well out of range.

Keeper note: these are **Guardians of the Sand Bat** (page 496).

- An American fellow, who dug a mine shaft in the sand, had his outfitting done by Mortimer Wycroft, right here in town. (**Mortimer Wycroft's Shop**, page 469).
- Four or five years ago, a bloke claimed that he found big squared-off blocks of stone out in the desert, and he bought drinks for the whole pub to prove he was telling the truth. Wasn't the work of the "natives," he said. If the questioner gets a successful **Luck** roll, the storyteller remembers that the fellow's name was MacWhirr (see **Picking up the Trail**, page 449).
- There is an underground city somewhere in the desert. Ways exist in and out of it, but the sand shifts constantly, burying and exposing the entrances. Evil things live there.

Researching Bill Buckley

While gathering rumors in Cuncudgerie, the investigators may come across strange tales of a ghost seen near Dingo Falls. This is the ghost of Bill Buckley, who was slain by Vern Slattery years ago. His full story is told in the sidetrack scenario, **Buckley's Ghost**, page 471. Following are the leads investigators may discover regarding Buckley in Cuncudgerie; if the investigators do not look into his strange case now, they may later, after encountering his apparition at Dingo Falls.

Mad Ginger Muldoon

Mad Ginger is the source of the stories about the terrible apparition. He now sits in the Cuncudgerie Grand, trying to drown the memory of the frightful thing that came at him in the night. He is fairly stupefied with drink, but conviviality, sympathy, and patience reap his story.

Muldoon's Story

Four nights ago he camped at a place called Dingo Falls. Why it is so named he cannot say, since he found neither dingo nor any falls, just a water-hole from which he drank. He then settled down nearby for the night. It was a lonely place to build a fire, but preferable to the company of the only locals, a mad drunkard named Slattery and his two strange sons.

No sooner had Muldoon dropped off to sleep than a light awoke him. He thought it was the Slatterys, come to drive him off, rob him, or worse. But the thing that confronted him was immeasurably more horrible, and not remotely human: an effigy of a man, glowing white and red, its flesh running off its bones, its staring eyes cooking in its skull, its mouth wide open for a scream that was all the more terrible for being silent. It advanced on Muldoon.

He tells of bravely fighting off the thing with a stick (this is a lie; he fled, but will never admit it). When the hot sun was high overhead, he crept back, reclaimed his gear,

and quickly tiptoed away. That is all that Muldoon knows. If the investigators provoke or inadvertently cause a fight (doubting Muldoon's word is enough provocation), use the statistics for Frank Slattery (**Characters and Monsters: Buckley's Ghost**, page 476).

Newspapers

Cuncudgerie doesn't have a newspaper or a morgue, but it does have a telegraph at the Mining Office. A telegram (Australians never call them wires, as wire is something you build a fence with) to a reliable researcher or contact in Perth or Sydney uncovers the fact that a Bill Buckley vanished in 1922. He was last seen in Cuncudgerie.

Other Gossip

A few Cuncudgerie locals might remember Bill Buckley as the only man who ever deliberately went to Dingo Falls. He had talked himself into believing that a drift of gold must exist there. They remember him as a harmonica player and good drinker (meaning he would pay for a round of drinks now and then, an instant—if expensive—way of endearing oneself to the residents). Buckley never came back to Cuncudgerie; maybe he died in the desert, no way to tell. Most locals know Bill Buckley and Vern Slattery were a team around 20 years ago, and that the two parted company when Vern took a wife (an Aboriginal Australian woman). They might mention Slattery's as a possible way-station, but most fear the drunkard and his sons, giving them a wide berth whenever possible.

A few local Aboriginal Australians have seen Buckley's ghost and know it as a tortured white man. (They never brought fire near the thing, so have not encountered its angry shape.) They have heard of Muldoon's wild tale but imagine the "silly bugger" was probably drunk at the time and didn't know what he saw, or else he encountered a Ngayurnangalku—the local Pilbara legends tell of these cannibals, who use their sharp teeth and clawed hands to stalk and eat humans.

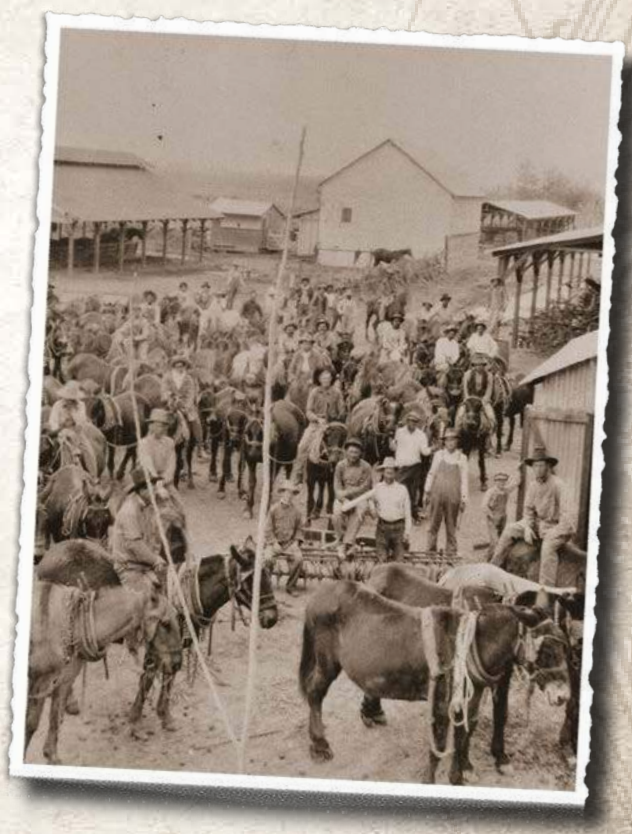
Mortimer Wycroft's Shop

Wycroft's shop fills the lower story of a dilapidated building on the outskirts of Cuncudgerie. His outfitting business is slow, but Wycroft doesn't seem to mind. He often closes up shop and heads east with a truckload or two of equipment; sometimes he's gone for weeks. Wycroft doesn't run the shop alone: his three daughters, Gertie, Shula, and Janice, help him. By day, he and his daughters hang around the store building. He sleeps upstairs, while his daughters sleep in the shop.

The dingy shelves behind the shop's U-shaped counter are stuffed with coveralls, cookware, boots, rope, chain, heavy rope, miners' lamps and hats, underwear, arc lights, flashlights, batteries, truck parts, blocks and tackles, engines, engine parts, tinned food, picks, assay kits, and much more. In a shed alongside the store are shoring timbers, bags of cement, iron rails, and mining carts. In another shed, a little removed from the main building, are cases of dynamite, blasting caps, and fuses. A small petrol pump (Australians, like the English, call gasoline "petrol") at the front of the building connects to a large buried tank of 600 gallon capacity. The three daughters lounge beside the store, occasionally getting up to pump petrol.

There is nothing concerning the Mythos in the store or sheds. Upstairs, Wycroft's home is little more than a bed, a stove, a dresser, a wardrobe, an icebox (there is a small ice plant in Cuncudgerie), and a hat rack. Wycroft keeps only invoices and records of payment, and hides his money in a biscuit tin (amounting to 30 Australian pounds). He keeps a shotgun behind the counter of his store and takes it to his room at night.

Under his bed rests a jar of black greasepaint and a book in English: *Wondrous Intelligences*, by a 17th century Englishman, James Woodville (**Appendix C: Tomes**, page 644). Well-thumbed by the Wycrofts, the book is a first edition (worth 500 Australian pounds) and describes the Great Race of Yith. The Wycrofts obsessively pursue and attempt to kill anyone who steals this precious book.



Asking Questions

Wycroft has no interest in answering questions. His wild eyes and occasional raving should be enough to tip the investigators that they are dealing with a difficult and mad individual. If asked about Derby Dave the Welshman (**Cuncudgerie Gossip**, page 467), he knows nothing except that the man was a bad mechanic and got what he deserved. If asked about John Carver (a.k.a. Robert Huston), Wycroft claims never to have heard of him, though a successful **Psychology** roll shows him to be lying, as well as confirming the man's sanity is in shreds.

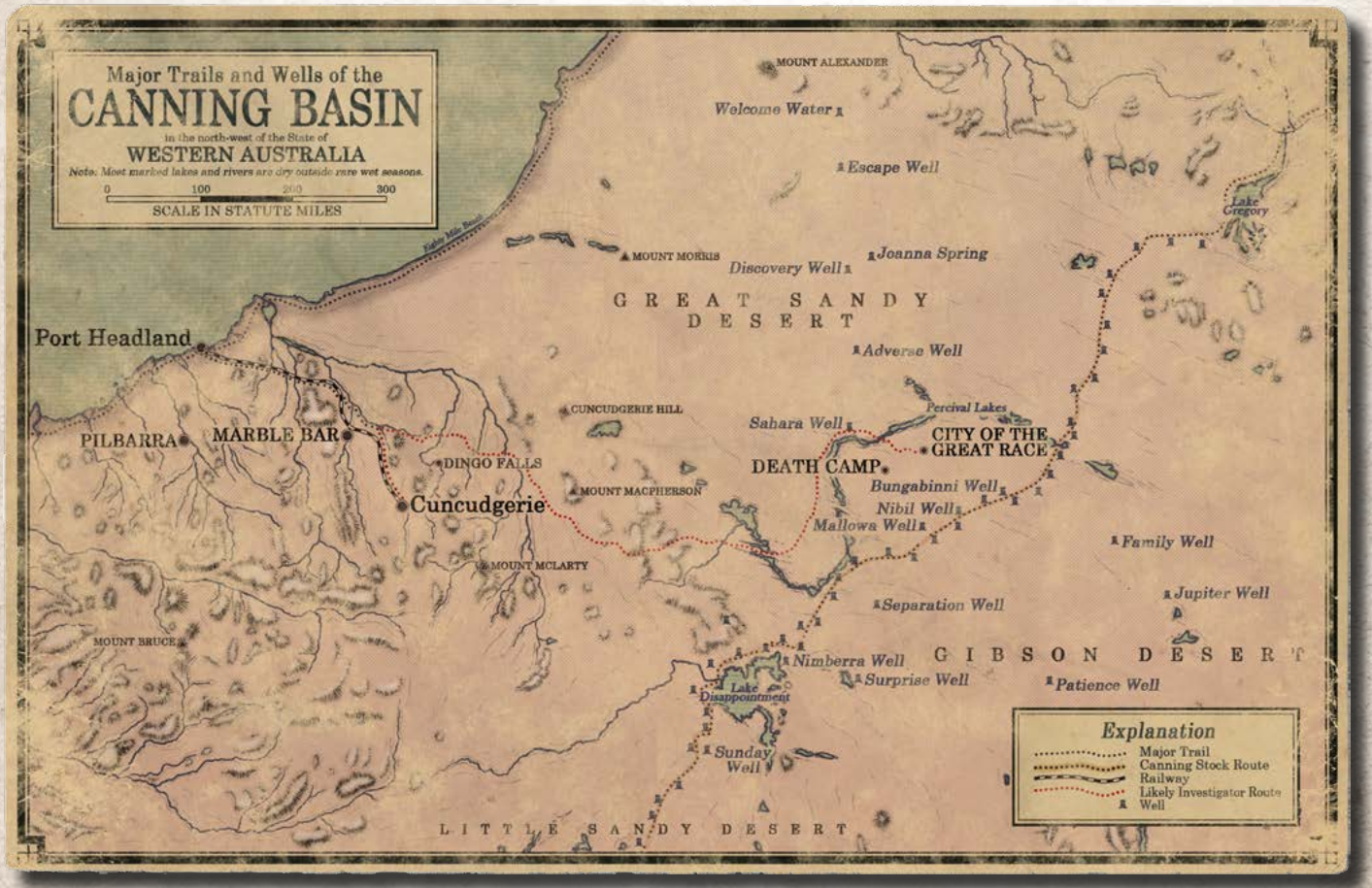
Keeper note: if the investigators fail a group **Luck** roll, Wycroft mentions being questioned by the investigators the next time he visits Robert Huston.

Wycroft and Daughters: Motives

Wycroft's daughter are cultists. They possess cult clubs but keep them hidden from view (they have none of the disease potion). When traveling to the buried city, their knives are always in reach. If they somehow fathom the investigators' intent or motives, they may decide to attack the investigators without telling their father; these attacks could take place in Cuncudgerie. If Mortimer Wycroft notices that the investigators follow his two trucks to the buried city, he organises his daughters in an attack upon them.

Whether or not the investigators learn about the Wycrofts, have the family depart for the buried city soon after the investigators' arrival (**Wycroft's Route**, page 480). Quick thinking investigators, who discover the Wycrofts have headed out into the desert, may attempt to pursue and follow the family all the way to the City of the Great Race; however, it is assumed the investigators make their own way to the city (**The Great Sandy Desert**, page 477). The Wycrofts can be a thorn in the investigators' side, or provide a dose of action *en route*, at the Keeper's discretion.

Below: Trails and wells of the Canning Basin map

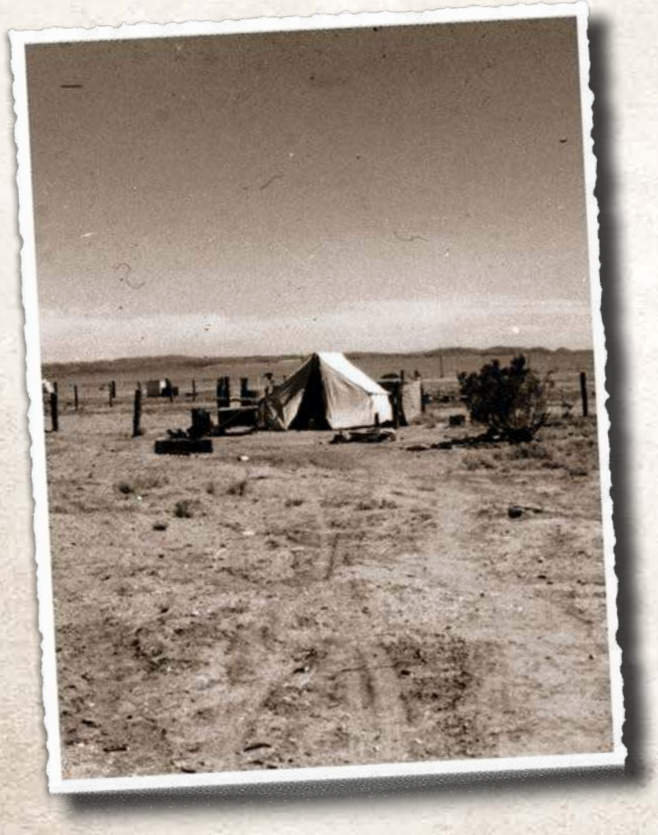


SIDETRACK SCENARIO: BUCKLEY'S GHOST

"Buckley's chance" is Australian slang for having less than no chance at all. The investigators encounter an unquiet spirit at Dingo Falls and, perhaps, become entangled in a tale of jealousy and revenge.

- **Link:** Cuncudgerie gossip mentions Bill Buckley (**Cuncudgerie**, page 467), which may lead the investigators to look into the matter (**Researching Bill Buckley**, page 468).

Australian folklore tells of many ghosts, usually those of white settlers lost or murdered under strange circumstances. This sidetrack scenario is no exception. It takes place between Cuncudgerie and the investigators' ultimate desert destination. It may be encountered accidentally, or due to investigations in Cuncudgerie. There is a minor connection between Buckley and Robert Huston, in the form of a child's drawings (**Jacko's Drawings**, page 475).



Many prospectors have camped in the Outback in search of gold

BUCKLEY'S MISFORTUNE

Fifteen years ago, Bill Buckley took to the outback beyond Cuncudgerie in search of gold. He teamed up with a miner, Vern Slattery, who had discovered a small amount of the precious metal in the area. The two of them took in an adolescent Aboriginal Australian girl, named Jemima. They showed her kindness, and in return she looked after their meagre shack.

The gold that paid for food and liquor soon became hard to find. The two men grew distrustful of each other, each suspecting the other of holding out. Buckley's suspicions grew to envy when Jemima became pregnant, and Slattery announced that he was the father. Buckley left in anger, returning to his wandering lifestyle.

Vern had indeed been holding out a small stash of gold, and he and Jemima were able to live comfortably with their two sons. Buckley, on the other hand, was not so fortunate: he answered Huston's call for workers, but escaped into the desert when the winged beasts arrived.

Thoroughly down on his luck, in 1922, Buckley returned to the Slatterys seeking recompense. He was now a transient laborer (a swaggie or swagman, as Australians would say). Watching the house until Slattery left to go digging for gold, Buckley stole down to the shack and confronted Jemima, demanding to know where their stash was hidden. Panicking, Jemima screamed. Slattery heard Jemima's cries, ran home, and shot Buckley, but the bullet passed through him and hit Jemima, killing her. Overpowered with grief and anger, Slattery dragged Buckley, wounded but still alive, to a nearby cave at Dingo Falls and set him alight. He has been haunted by Buckley's cries for mercy ever since. Jemima now lies buried beneath a wooden cross, in the ground to the rear of Slattery's house.

Then, as now, Slattery lives with his two sons, Frank and Jacko. Both recall the attack, but neither of the youths knows of Buckley's ultimate fate. Frank suspects the truth, due to his father's drunken ravings, but he does not know for sure. Only Slattery and Buckley know what really happened. Remarkably, the dead man is more likely to reveal the truth.

Many have vanished in the outback, never to return. One more missing swagman was hardly noticed. No inquiry was made into Buckley's disappearance, and no court bothered to declare the penniless man dead. Only Buckley's ghost craves to bring his murderer to justice, preferring its own brand of retribution.

Recently, local Aboriginal Australians, as well as one white traveler (**Mad Ginger Muldoon**, page 468), have seen the apparition. Muldoon saw it in its hideous "angry" form and barely managed to escape; he is trying to drink away the memory in Cuncudgerie.

INVOLVING THE INVESTIGATORS

It is quite likely that investigators are already looking into Dingo Falls due to rumors that they picked up in Cuncudgerie. If this is not the case, the Keeper can arrange to have them accidentally encounter Buckley's ghost.

Slattery's place is *en route* between Cuncudgerie and the location of the hidden city, deep in the desert. A pool is nearby, with water in it for most of the year. Since Buckley's death site is unremarkable except after scrutiny, investigators might accidentally camp at the watering hole on their first night out of Cuncudgerie.

DRAMATIS PERSONAE: BUCKLEY'S GHOST

Vern Slattery, 45, *a miner with murder on his conscience*

- **Link:** rumors in Cuncudgerie name the Slatterys (**Cuncudgerie Gossip**, page 467).

Slattery has turned to God and drinking, alternately finding solace in both. At first, the mine paid a small amount which, though it quickly played out, still allows his sons and himself to eke out a living in the state of degradation they have come to like. He passes his days drinking or pretending to dig in the mine. Slattery never goes to Dingo Falls.

If forced to discuss Bill Buckley, Slattery tells how he returned to find Bill attacking his wife and shot him dead. Alcohol and time have left Slattery confused and conflicted. Sometimes he convinces himself that Buckley was violently attacking Jemima; at others, he indulges in a fantasy that Jemima and Buckley were planning to run away together, and that his shooting of them both was a crime of passion.

- **Description:** a thin, hard, leathery man, with sparse hair.
- **Traits:** a dog's growl for a voice, and a gift for cruel invective.
- **Roleplaying hooks:** knowing that the gold mine is running dry, if the investigators seem amenable, he tries to convince them to employ his sons. Vern fears for their future, unsure of whether they can find a place in either the white or Aboriginal Australian culture.

Frank Slattery, 13, *the older son*

- **Link:** encountered with his father.

Frank Slattery is a vicious larrikin—an Australian term which originally meant a specific sort of thief, which has come to encompass any thug or hoodlum—although sometimes used with affection, it isn't when applied to Frank, who inspires as much affection as a "swag full of death adders." If cornered, he turns to violence, unless faced with clearly superior odds.

- **Description:** tall, dark, and athletic, Frank is the child of a white father and Aboriginal Australian mother.
- **Traits:** surly and uncommunicative, he would be handsome without his permanent sneer and abrasive and hostile demeanor.
- **Roleplaying hooks:** Frank targets soft-hearted investigators and attempts to steal from them.

Jacko Slattery, 10, *the younger son*

- **Link:** encountered with his father.

Jacko is a fool who enjoys catching and torturing small animals. Unobservant investigators may sentimentalize Jacko's idiocy but a successful **Psychology** roll shows they do so at their peril.

Jacko has strayed out to the caves at Dingo Falls against his father's strict instructions to the contrary. Buckley attempted to possess Jacko in an attempt to wreak revenge on the Slatterys. The attempt failed, but the psychic connection has left an imprint of Buckley's greatest fears on the young child's mind. These images become manifest in his drawings (**Jacko's Drawings**, page 475).

- **Description:** also the child of a white father and Aboriginal Australian mother, Jacko is physically quite like Frank, except for a vacant, clear-eyed stare that masks his instinctive malice.
- **Traits:** Jacko's constant companion is Bill Buckley's harmonica, through which he habitually breathes in and out, producing an annoying and disquieting "hee-haw" wailing sound.
- **Roleplaying hooks:** he tags along with the investigators, like a lost child. He emotionally latches onto a female investigator as a mother figure (if there is one present).

Bill Buckley's Ghost, *vengeful spirit*

- **Link:** intriguing tales are told of a ghost (**Cuncudgerie Gossip,** page 467).
- **Link:** further rumors can be picked up (**Researching Bill Buckley**, page 468).

Bill Buckley's ghost haunts the site of his death at Dingo Falls. The ghost has two forms. In the quieter form, that of the wandering bushman, the spirit seems to be searching for something before slowly heading back to the cave where it was killed. The sad sound of a harmonica can be heard, as if on the wind. (The unquiet spirit searches for its lost harmonica.) When it reaches the place of its death, the spirit bursts into flames then disappears. Sometime soon after, the ghost reappears a few hundred yards away, and repeats the whole act, locked into an eternal loop.

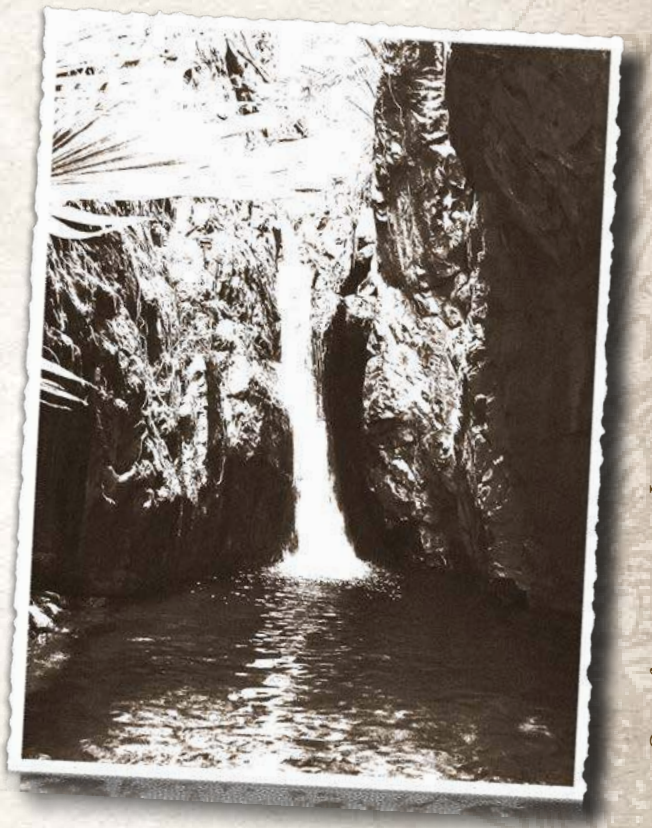
The angry form appears to those who bring fire to Bill's resting place at night, since it was by fire he was killed. The ghost harasses anyone holding any form of fire; electric lights and torches are not a threat. If the fire is not extinguished within 1D6 rounds, the ghost attempts to possess someone and douse the fire using that person. It first tries the person nearest the fire, working its way out from there. The target should make an opposed **POW** roll against Buckley; if the ghost wins, the target is possessed for 1D3 rounds. Its horror at the fire is such that it will even hurl the whole possessed body onto a fire to extinguish it. Once the fire is extinguished, the possession ends. If the ghost is not angered, it acts according to the guidance in **Meeting Buckley's Ghost**, page 474. Both forms are transparent and obviously phantoms.

- **Description:** unless antagonized by fire, the ghost appears as he did in life: a worn swagman with a big, red beard, a wide-brimmed felt hat, baggy pants, worn shirt, and eyes always looking over the next horizon. The ghost does not terrify but beckons visitors to the cave containing its remains. The second form is the angry form, the burning man. It capers with blistering flesh, eyeballs simmering in their sockets, and hair streaming alight from the glittering phosphorescent fire that tortures its soul. Incongruously, his feet are bare in both forms.
- **Traits:** depends on its form, see above.
- **Roleplaying hooks:** the ghost seeks vengeance upon Vern Slattery, and attempts to gain the aid of those who visit Dingo Falls.

DINGO FALLS

Great red rocks jet up from a rugged, scalloped ridge. The rock formation, in part, resembles a wave of surf about to crash down, frozen forever in stone. The formation makes a catchment pool shielded from quick evaporation by the sun. Above the pool are three deep caves.

The pool is about 15 feet (5 m) across. Animals come here in the night, including snakes. Any Aboriginal Australians with the investigators know to drink out of the pool by straining the water through a straw mat placed under the chin; a device like the head of a straw broom—no ritual significance lies in this: they do it to strain out animal dung. Those not taking such precautions should make a **CON** roll or suffer a bout of sickness for 1 day thereafter (adding a penalty die to physical skill rolls). Though a rare source of water in the wilderness, the pool is otherwise unremarkable.



The pool at the base of Dingo Falls

THE CAVES

A little higher up the wall, above the pool, are three steep, deep stone caves that extend back 60 feet (18 m) and down into the rock. A successful **Climb** roll reaches any of their bottoms. A torch or other light is needed to explore inside. Given the downward curve of the rock openings, their bottoms cannot be seen from their mouths, no matter how powerful the light. The floor of the first (left) cave is empty; the second (middle) has a nest of 1D4+2 venomous snakes (**Death Adders**, page 509); and the third cave (right) holds the scorched bones of Bill Buckley, clearly identifiable as human. Following the ghost avoids dangerous trial and error in the caves.

In this arid place, scraps of Buckley's burnt clothes remain as well. There are no shoes or boots here. Buckley's boots and his harmonica were stolen by Vern Slattery.

Meeting Buckley's Ghost

The ghost wants a just revenge dealt to its murderer. The investigators may find some circumstantial evidence in Slattery's hovel (the harmonica possessed by Jacko Slattery, and the boots in the outhouse, which once belonged to Buckley; see **Clues**, page 475); what the investigators choose to do after that is up to them. Some options include:

- Alerting the law—but what would they tell them? The evidence is circumstantial.
- Bring Slattery up to Dingo Falls to confront his victim's ghost.

If Vern Slattery can be forced or tricked into coming to Dingo Falls at night, Buckley's ghost attempts to possess him, set him on fire, and cause him to enter the cave holding the bones. Thus, in killing Slattery, Vern must remain with his victim's remains forever.

Similarly, Jacko may become infatuated by a female investigator and, consequently, follow her and the others to Dingo Falls, enabling Buckley's ghost to possess him. In this event, the possessed Jacko is set on fire, with his harmonica emitting awful sounds as he burns to death. The eerie noises could, possibly, draw Vern Slattery to the site or, at least, cause him to seek out his son and accuse the investigators of some form of involvement in his disappearance.

Failing the appearance of Vern or Jacko, the ghost tries to possess the nearest investigator, using them to draw Vern to the site, and push him down the hole or otherwise murder him. Once the ghost has accomplished its desire, it quits the possessed person and Dingo Falls forever, its task completed.



Meeting Buckley's ghost

SLATTERY'S HOVEL

Slattery's hovel lies two miles (3 km) east of Dingo Falls. The shack has four rooms: three bedrooms and a central living area. All of the rooms are strewn with filth, the detritus of squalor, and aimlessness. The shack is unbearably hot most of the day.

The outhouse is a large block; tin walls around a floor of concrete. It contains one toilet section and another, wider area containing an ancient bathtub with claw feet (hidden behind the tub are Buckley's boots; see **Clues**, following). Water has to be brought from the corrugated iron tank near the main building. The Slatterys are mining for gold at a rudimentary dig site, about a mile (1.6 km) east of their home. It is a long, low set of tunnels, badly maintained but safe enough.

CLUES

Two clues lead to Vern Slattery as the murderer of Bill Buckley. Unfortunately for the investigators, neither clue is specific. The investigators might use trial or error with the ghost, or they might use magic, if they know any appropriate spells (such as **Command Ghost**, page 632, Appendix B: Spells).

Frank puts forward his suspicions about his father should he feel endangered. Investigators who presume by his revelation that they have an ally in Frank are dangerously mistaken. If things turn sour, he is likely to conspire with his father to kill them as soon as he can safely do so, and only helps the investigators while they outnumber or otherwise overpower him.

- **Bill Buckley's harmonica:** this is now the property of Jacko, who won't relinquish it except in a momentary exchange for some other item of interest. But then, he wants the harmonica back and becomes violent if not appeased. The harmonica has the name *Buckley* scratched into its casing.
- **Bill Buckley's boots:** the boots were taken by Vern Slattery because they were almost new. They proved to be too small for Vern and too big for his boys (at the time). Those dry, hard boots now molder, forgotten, behind the bathtub in the outhouse. They can be found after a half hour's search of the area and a successful **Spot Hidden** roll. "B.Buckley" has been burned into each boot tongue, on the outside.
- **Jacko's drawings:** Jacko's dreams are disturbed by visions of dark winged creatures (**Guardians of the Sand Bat**, page 496), which Buckley saw as he fled from Carver's (Huston's) camp in 1921. Jacko draws images of these creatures in wax crayon. Some of the images feature a curiously three-lobed eye. These drawings serve more as foreshadowing than as an actual clue.

Just Rewards

The authorities have long-standing grudges against the Slatterys, but it requires either a confession from Vern to convince them that he murdered Bill Buckley, or the witness testimony of the children. Should Vern be convicted, the investigators gain +1D3 Sanity points. The Keeper should decide if Buckley's ghost finds peace with this outcome or if it continues to manifest until the day that Slattery dies.

Should the investigators conspire to lure Vern Slattery to the ghost site and subsequently acquiesce in his murder, the outcome is more disturbing. The investigators lose –1D3 Sanity points (a kind Keeper might be lenient and give no penalty or reward). Further, if they remain at the site another night they find that Bill Buckley's ghost has vanished but that another miserable phantom (Vern Slattery) has taken its place. Should they push on immediately, rumors could reach the investigators of this new phantom before they leave Australia's shores.

After concluding this sidetrack scenario, and presuming the investigators are heading to MacWhirr's coordinates, proceed to **The Great Sandy Desert**, page 477.

PULP REWARDS

At the Keeper's discretion, award pulp heroes +1D10 Luck points for successfully resolving Buckley's Ghost, although a poor outcome should grant no Luck reward.

CHARACTERS AND MONSTERS: BUCKLEY'S GHOST

Vern Slattery, 45, *miner with murder on his conscience*

STR 60	**CON** 75	**SIZ** 65	**DEX** 65	**INT** 55
APP 50	**POW** 55	**EDU** 50	**SAN** 30	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 11	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4 or dagger 1D4+1D4
.30-06 bolt-action rifle	60% (30/12), damage 2D6+4
Dodge	40% (20/8)

Skills

Climb 40%, Intimidate 50%, Listen 30%, Lore (Aboriginal Australian) 20%, Spot Hidden 40%, Stealth 60%, Swear Like a Trooper 90%.

Languages

English 50%.

Frank Slattery, 13, *the older son*

STR 40	**CON** 60	**SIZ** 45	**DEX** 65	**INT** 60
APP 70	**POW** 75	**EDU** 25	**SAN** 70	**HP** 10
DB: 0	**Build:** 0	**Move:** 9	**MP:** 15	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3 or dagger 1D4
.30-06 bolt-action rifle	45% (22/9), damage 2D6+4
Dodge	60% (30/12)

Skills

Climb 60%, Intimidate 50%, Lore (Aboriginal Australian) 20%, Mechanical Repair 50%, Sneer 89%, Spot Hidden 45%,Stealth 60%, Track 55%.

Languages

English 50%.

Jacko Slattery, 10, *the younger son*

STR 35	**CON** 60	**SIZ** 40	**DEX** 55	**INT** 15
APP 50	**POW** 50	**EDU** 20	**SAN** 50	**HP** 10
DB: –1	**Build:** –1	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3–1 or switchblade 1D4–1
.30-06 bolt-action rifle	35% (17/7), damage 2D6+4
Dodge	30% (15/6)

Skills

Art/Craft (Play Harmonica) 20%, Lore (Aboriginal Australian) 10%, Stealth 40%.

Languages

English 30%.

Bill Buckley's Ghost, *vengeful spirit*

STR —	**CON** —	**SIZ** —	**DEX** —	**INT** 50
APP —	**POW** 70	**EDU** —	**SAN** —	**HP** —
DB: —	**Build:** —	**Move:** 9	**MP:** 14	**Luck:** —

Combat

Attacks per round: 1

Possession (special): both ghost and target make an opposed POW roll: if ghost wins, the target is possessed for 1D3 rounds.

Sanity loss: 0/1D3 Sanity points to see Buckley's ordinary form; 2/1D8+1 Sanity points to see Buckley's angry form.

THE GREAT SANDY DESERT

In the desert, even surviving is an adventure in itself. As the investigators make their trek towards the City of the Great Race, many encounters may occur, some of them quite deadly.

- **Link:** from **Port Hedland** (page 466), via **Cuncudgerie** (page 467).
- **Link:** following the events of **Buckley's Ghost** (page 471), the investigators continue toward MacWhirr's coordinates for the buried city.
- **Link:** the investigators might follow the Wycroft family **(Mortimer Wycroft's Shop**, page 469).

TRAVELING TO THE CITY OF THE GREAT RACE

Regardless of who handled the outfitting, the investigators should, ideally, have two Daimler light trucks, and enough supplies for six weeks. Their water must be replenished by visits to the wells along the Canning Stock Route, a way through the desert used for long cattle drives to Wiluna and Kalgoorlie in the south.

The trip to the coordinates in MacWhirr's diary (**Carlyle Papers Australia #1)** or given via **Robert Mackenzie** (**Meeting Robert Mackenzie**, page 466) takes a minimum of four days. If the Keeper wishes, they can make four rolls on the encounter table (see **Table: Desert Encounters**, page 478), or simply choose the encounters that seem appropriate.

For hundreds of miles, the landscape slowly increases in desolation. The daily heat and dust are constant, but at night the temperature drops precipitously. In their none-too-thick bedrolls, the investigators stare up at unfamiliar skies, dominated by a brilliant constellation, the Southern Cross. When the heat vanishes the air is very clear, and the mornings and evenings are poignantly beautiful.

There is little to see but scrub, dust, and rock. A rise a few hundred feet high (around 100 m) is tall enough to be noted on large-scale survey maps and, perhaps, even to be given a name. No running streams exist. Every few miles the party crosses mule or camel tracks, or the ruts of a car or truck. There is no telling when the tracks were made; the desert is so dry that tracks can stay visible for years, unless obliterated by a dust storm.

CANNING STOCK ROUTE

The 1,150 mile (1,850 km) Stock Route is a track that runs from Halls Creek to Wiluna and is considered to be one of the toughest and most remote tracks in the world. Alfred Canning was appointed in 1906 to survey the route as a means to ending the monopoly on the supply of beef held by west Kimberley cattlemen, allowing others a means to bring cattle to southern markets. Using dubious methods in employing the knowledge of local Aboriginial Australians, Canning located a series waterholes, and between 1908 and 1910 converted these into wells (each identified by a number). On completion, the Stock Route was rarely used, and the converted wells proved difficult for the local Aboriginal population to access. They were angered that their traditional springs had been developed in this manner, driving them to dismantle or vandalise some of the wells.

Surprisingly, smoke can be spied from distant fires, two or three times a day. Traditionally, Aboriginal Australians use fire to trap game as well as to cook, and smoke plumes can be navigation aids when traveling at distance across the flat, nearly featureless land. Aboriginal Australians are likely to avoid encounters with strangers; thus, seeking the source of any such smoke signals is likely to prove fruitless.

Once, the investigators top a rise and find the long, rear slope eroded into strange cone shapes capped by smooth flat rocks. Another time, they find an enormous red sandstone boulder smoothed by the wind, with a billowy hole blasted through it. The piece stands part way down another slope, sighted beautifully against the rising sun.

DESERT SURVIVAL

An average human needs a lot of water and extra salt daily to keep going under desert temperatures. Sunburn and sunstroke are the worst enemies (see **Too Hot to Handle**, page 303, Egypt, for rules on dealing with the effects of heat). Someone traveling on foot can do so more securely at night, in the early morning, and the later afternoon. By moving when it is coolest and resting when it is hottest, the traveler best conserves energy and water. If they are only a few days from help, food can be foregone if water is present. For longer travel, one must forage for food, greatly slowing the pace and thus requiring more water.

TABLE: DESERT ENCOUNTERS

Pick or Roll 1D6	Encounter
1	Death adder or brown snake
2	Prospector
3	Aboriginal Australian hunters (1D3)
4	Escapee
5	Vehicle trouble
6	Sandstorm

Desert Encounters

While traveling in the outback, ask for a group **Luck** roll each day: if failed, an encounter occurs; roll 1D6. Do not repeat an encounter. If desired, ignore the rolls and select the encounters.

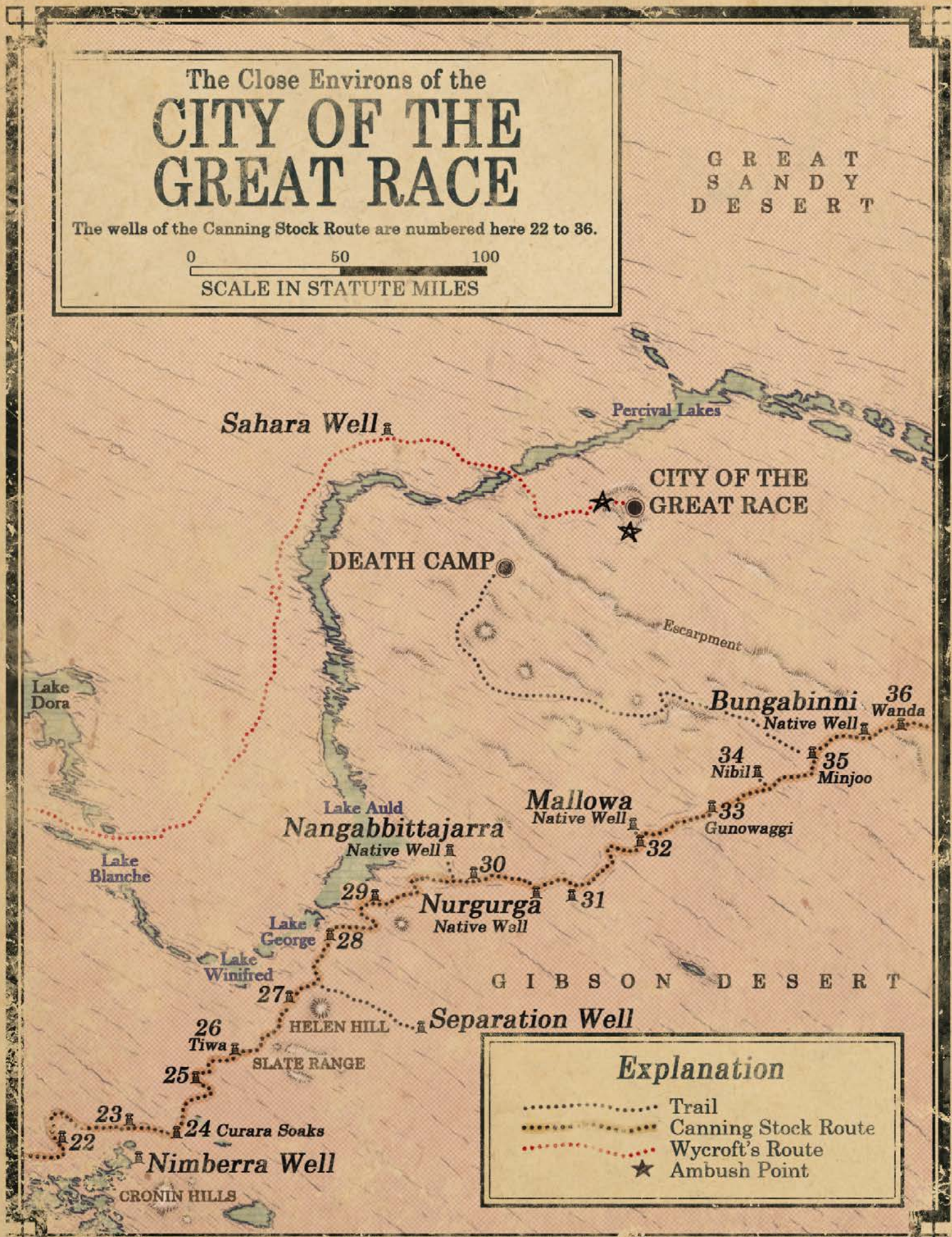
1. Snakes: such snakes are deadly and are common in the region. For more horror, have several snakes be attracted by the warmth of the evening campfires, sleeping bodies, or cozy boots. Refer to the snakes profiles in **Characters and Monsters: Australia**, page 507.

2. Prospector: this desert-weary fellow is astride his camel. He says he is leaving the area to the east because strange things are happening: sometimes the ground shakes; there are bat swarms in the desert; Aboriginal Australians are vanishing. He says he's going to go to Meekatharra, where it's civilized, and to hell with this place. If names are exchanged, he introduces himself as Derby Dave. Whether he is the same Derby Dave referred to earlier (**Cuncudgerie**, page 467) is left up to the Keeper's discretion—either the name is a coincidence or he somehow escaped the events described by Jeremy Grogan (**Encountering Jeremy Grogan**, page 483). If pressed for accounts of curious occurrences, he may recount witnessing a strange shape, seemingly blown through the distant air, though there was no wind (a successful **Cthulhu Mythos** roll determines this could be a flying polyp). He heard a terrible whistling, and caught a momentary glimpse of the thing. The memories of it haunt him still. He departs as quickly as he arrived.

3. Aboriginal Australians: they try to avoid meeting white investigators whenever possible: they have been shot at in the past and don't want it to happen again. If the investigators can reassure them, discussion reveals that they have heard of the bat cult and know that the area to which the investigators want to travel is dangerous, and to be avoided. Gifts of food and tobacco bring more information: they have heard that the bat "Ngunung Ngunnut" has returned in the form of a white man and then draw five circles in the sand, saying these were the strange tracks of the bat (the "footprint" of a flying polyp). Further sand drawing illustrates what the men say is the symbol of the Sand Bat (which is tattooed on the bodies of all devout cultists).

4. Escapee: a lone escapee from Huston's underground lair. Half-crazed and half-starved, the poor Aboriginal Australian woman is barely able to walk. The investigators should see her before she sees them, after which she attempts to hide, fearing that they will take her back to Huston. It takes considerable reassurance (Hard **Persuade** roll) to convince her that this is not their intention. She knows that she was held with many others, and that they lived underground and were forced to dig. Unknown to her, she was one of the zombified workers (**Work Party**, page 494) but, inexplicably, the effect failed upon her and she fled into the darkness. Somehow, she managed to avoid being recaptured. If the investigators are lost, she is able to provide them with approximate directions to Huston's camp. Any information she provides about the underground city should be vague, presented as through a person who was confused and terrified. The investigators must decide whether to take her with them towards Huston's lair (she refuses to go back

Opposite: Environs of the City of the Great Race map


The Close Environs of the
CITY OF THE GREAT RACE
The wells of the Canning Stock Route are numbered here 22 to 36.
0
50
100
SCALE IN STATUTE MILES
GREAT SANDY DESERT
Sahara Well
Percival Lakes
CITY OF THE GREAT RACE
DEATH CAMP
Escarpment
Lake Dora
Bungabinni
Native Well
36
Wanda
34
Nibil
35
Minjoo
Lake Auld
Nangabbittajarra
Native Well
Mallowa
Native Well
33
Gunowaggi
32
Lake Blanche
30
29
Nurgurga
Native Well
31
Lake George
28
Lake Winifred
GIBSON DESERT
27
Separation Well
HELEN HILL
26
Tiwa
SLATE RANGE
25
23
24
Curara Soaks
22
Nimberra Well
CRONIN HILLS
Explanation
Trail
Canning Stock Route
Wycroft's Route
Ambush Point

there), locate and take her to a nearby Aborginial Australian settlement (adding 1D3 days to their journey; a successful **Luck** roll finds a suitable community more quickly), or to leave her with provisions to fend for herself (the question of her safety should haunt the investigators: at the end of the chapter, the Keeper might consider "rewarding" the investigators with a penalty of –1D4 Sanity points for not adequately caring for the unfortunate woman).

5. Blow out: driving in the desert is a demanding task; when a tire blows out the driver must make a **Drive Auto** roll to retain control of the vehicle: if successful, the vehicle is safely stopped, requiring repairs that take an hour or two (no further rolls required). If failed, the driver loses control of the vehicle and it glances against rocks standing by the side of the road, causing damage to the axle. Repairs take a few hours and require a successful **Mechanical Repair** roll, but even then, full repairs cannot be made outside of a garage, and any subsequent Drive Auto rolls for that vehicle receive one penalty die.

6. Sandstorm: a sandstorm or dust storm approaches. The storm forces a halt to movement and lasts for three hours. After it is gone, the carburetors of any vehicles are clogged and must be disassembled and cleaned. The storm costs an entire day, and completely obliterates any tracks.

Wycroft's Route

Given the investigators make reasonable progress, on the third day they unexpectedly cross what appears to be a well-traveled route. Many vehicles have passed up and down it (this is Mortimer Wycroft's route to the City of the Great Race). Wycroft takes various routes to and from Cuncudgerie but, this far out, he has established a single way through the dunes and lakebeds, and follows it each trip. Huston's cultists patrol Wycroft's track and are prepared to ambush a small party.

If the investigators have set out without the coordinates to the city and, therefore, are unable to navigate to the site, the Keeper should present some clue left on Wycroft's track for them to follow. Wycroft's track veers north, directly into the Great Sandy Desert. If they continue to follow it, it then turns east for about 70 miles, and ends at Huston's shaft to the buried city (**Huston's Main Entrance**, page 486).

If David Dodge is the route master, he wants to turn south, away from Wycroft's northward track, to reach Nimberra Well before sunset. If Dodge prevails, read on. If the investigators follow the north-turning track, bring them quickly to **The Ambush** on page 480.

Nimberra Well is a brackish pond edged by green scum. Lots of wildlife, including extremely venomous snakes, creep down to drink between dusk and dawn. Wise investigators camp some distance away. At this well, the investigators intersect the Canning Stock Route. Signs of the passage of cattle are easy to find. Any competent guide points out that dried dung makes a good fuel for fires.

The following morning, the investigator must decide whether to continue in Dodge's preferred direction (**A Choice of Roads**, following) or turn back to meet up with the track they discovered that turns northward (**The Ambush**, page 480).

A Choice of Roads

Following Dodge's directions along the stock route, the plan is to turn due north into the dunes to arrive at the position indicated by MacWhirr and Mackenzie's coordinates. Between Mallowa and Nibil Wells, everyone notices the tracks of many vehicles leading from the stock trail into the sandy hills to the north. This road, as good as one is likely to find in this part of Australia, apparently runs directly toward the location pinpointed by Arthur MacWhirr—proceed to the **Death Camp**, page 482.

If the investigators choose not to take this turn, then they continue on to Bungabinni Well, and then may turn north later to make their own trail (this avoids the **Death Camp**). If they do so, they find this road has not been used in some time, and drifting sand frequently obliterates the way. In a few places, the investigators notice that scrubby grass has grown up into the wheel prints. Travel is steady, without detour. There are no signs of the cyclopean blocks shown in MacWhirr's photos, though the terrain resembles that shown in the prints. The road goes 40 miles (64 km) due north, then ends—the investigators must plough their own trail if they wish to continue, risking damage to their vehicles, or turn back and find another route—if they proceed, ask any drivers to make a combined **Luck** and **Drive Auto** roll: failure indicates vehicle damage requiring a stop for repairs (fumbled results may mean injury and the vehicle being damaged beyond repair). Continuing on, the investigators can end up at either **Huston's Main Entrance** (page 486) or **The Second Entrance** (page 488), depending on the route they take.

THE AMBUSH

Approaching the entrance to the City of the Great Race from the west or the south, the investigators must descend through a ravine where an ambush waits. The ambush is set by cultist lookouts, who spy the approaching vehicles. Seeing a motor vehicle, they fire upon it from range. Routinely, there is only one lookout/sniper but, if Huston is alerted, there will be two. Each lookout is concealed in a hide, which provides shade and is well stocked with water and supplies. The lookouts swap shifts several times each day, walking in or getting a lift on a truck back to the base.

The cultists take turns in the role of lookout; use whichever cultist's statistics (**Average Cultist of the Sand Bat**, page 509) you wish for the individual, but provide them with a .30-06 bolt-action rifle (damage 2D6+4) and a Firearms (Rifle) skill of 70% (35/14).

The first shot fired by a sniper dings off the body of one of the investigators' trucks; ask for a **Spot Hidden** or **Listen** roll to see if anyone notices it. The second shot breaks a window. The sniper has time for three more effective shots. Call for a group **Luck** roll on the next three rounds; if any of these are failed, consult the following.

- **Round one:** a random investigator is clipped by a bullet, taking 1D3 points of damage.
- **Round two:** a fuel tanks is hit, and runs dry just before they reach their destination.
- **Round three:** a front tire is hit. Ask for a **Drive Auto** roll: if failed, the vehicle lurches to one side and either tips over or goes off the edge of the road and becomes stuck. They are now out of sight of the sniper, though the investigators won't know that.

PULP: EXPLODING TRUCKS!

Instead of using the results given above for the three failed group Luck rolls, use the following outcomes for pulp games:

- **Round one:** a random investigator is clipped by a bullet, taking 1D6 points of damage.
- **Round two:** a front tire is hit. Ask for a **Drive Auto** roll: if this is failed, the vehicle lurches to one side and either tips over or goes off the edge of the road and becomes stuck.
- **Round three:** a fuel tank is hit and explodes; the vehicle flips and burns. All passengers take 4D6 damage. Ask everyone in the vehicle to make a **Luck** roll to see if they are trapped in the burning wreckage (those who succeed are thrown clear). Those trapped in the wreckage suffer an additional 1D6 damage per round until they make a successful combined **DEX** and **STR** roll to escape or are, somehow, pulled free by their comrades.



Ambush in the Outback!

If the investigators choose to hunt the sniper down, call for an Extreme **Spot Hidden** roll. Depending on their approach, a success either permits the investigator to spot the sniper's muzzle flash, or to spot footprints that lead to the sniper's hide.

Each hide is situated between a couple of large rocks. They are in permanent shade and relatively cool inside. Each investigator must make a successful **Stealth** roll to approach unseen by a sniper. If a sniper is captured alive and interrogated, he may give up the following information with a successful **Intimidate** roll, at the Keeper's discretion.

- The road ends in the middle of fields of strange stones. There is a hole there that leads underground.
- Down the hole is a great cave, which goes on for who knows how far. There are great treasures down there, but great dangers also. Demons haunt the darkness (the sniper doesn't like to talk about these).
- Huston is a great man, a visionary, directed by god. The sniper attempts to convince the investigators of this fact.
- Huston has made holy idols down there and, when the time is right, he'll reach out to god, who will help him to open the Gates of Heaven.

The sniper is insane. If the investigators choose to persuade him that they wish to meet and pay homage to Huston, he may even agree to lead them there himself (see **City Beneath the Sands**, page 486).

THE DEATH CAMP

Huddled beside a 20 foot (6 m) high rocky outcrop are a dozen or more tent shells, their covers ragged and flapping in the breeze. Nearby are many head-high stacks of crates and various long tubes and bits. A tiny shack marked "Explosives," as well as a small wooden building with mechanical gear secured on top of it, appear to be the only standing structures, although one tent does seem to be more or less whole. An old Ford truck rests at the end of the row of tents, squashed and broken, as though a giant had stepped on it. Clearly this was once a mining camp of some sort. There is still no sign of the strange curvilinear blocks, nor any signs of life.

When they get out of the vehicles, the investigators see human bones amidst the sand and rubble. Several skeletons are more or less whole, but with broken bones. A successful **Spot Hidden** roll near the small wooden structure uncovers a club, about 30 inches (76 cm) long, half-buried in the sand. Embedded in the striking end are many small, sharp, white teeth. A successful **Science (Biology** or **Zoology)** or Hard **Natural World** roll identifies the teeth in the club as originating from bats.

Keeper note: refer to **Guardians of the Sand Bat**, page 496, as the Keeper may elect to have one of the creatures flying above the camp.

Notable places and finds in the Death Camp are as follows.

Small Wooden Building

Inside is a deep shaft; the structure around the shaft acts to mount an engine and cable winch for a small, open elevator poised at the top of the shaft. The light from a flashlight or the sound from an object thrown down the shaft merely reveals that it is very deep. A successful **Mechanical Repair** roll turns on the gasoline engine that powers the elevator, and determines that the cables, winch, car, etc., are in good working order and perfectly safe. The car can be operated internally.

If the investigators turn on the winch engine and send the car down, rubble in the shaft stops the car at the 200 foot (60 m) level. A successful **Science (Geology** or **Engineering)** roll establishes that a wall has collapsed, and suggests that the upper shaft shoring may not be as safe as it appears. The only way out is up. This is a dead end.

PULP: PLUMMETING ELEVATORS!

Once the heroes are in the elevator, ask for a group **Luck** roll. If the roll is failed, the elevator plummets down into the darkness, crashing into rubble at the 200 foot (60 m) level. Each occupant takes 3D6 damage, unless the heroes can speedily devise a way of avoiding harm. Those now at the bottom of the shaft must climb up to the surface—reward ingenuity and those making use of the elevator's pulleys with a bonus to their **Climb** roll.

Explosives Shack

The lock on the door has been broken. Inside, it is bare except for two stout, empty wooden boxes with dovetailed joints. Their outsides detail the specifications of the powerful mining dynamite that once filled them; each box held 48 sticks. Inspection turns up several other empty dynamite boxes near the shack; weathered and half-filled with sand.

The Intact Tent

All the tents are torn savagely, but one has been carefully sewn back together again. Jeremy Grogan uses this tent, and may be sleeping here (if the Keeper wishes; see **Encountering Jeremy Grogan**, following). Inside are bits of clothing, fresh matches, tinned food (and empty cans of the same), several lanterns, kerosene, and other household items. Of all those in the camp, this tent alone appears to be freshly lived-in.

The Spring

A dark stain can be seen on the rocky red wall beyond the tents. In the center of the dark spot is a tiny spring of fresh water, jetting out in a stream the width of a carpenter's nail, bubbling into a white enamel wash basin wedged in the rocks below. Overflow from the basin runs into a crevice in the rocks and disappears. The water is cool, sweet, and clear.

Keeper note: the stream of water is the only evidence of Jeremy Grogan's talent for Dreaming; see his write up in the **Dramatis Personae: Australia**, page 457.

Wandering Around the Camp

Walking about, an investigator succeeding with a **Spot Hidden** roll notices a strange set of tracks, which start and end abruptly, as though the maker had flown down, walked a while, then flown away. A successful **Track** roll establishes that the signs are fresh. Each track seems to have five toes, but the tracks themselves are enormous, about 6 feet (1.8 m) long. A successful **Cthulhu Mythos** roll suggests that the marks are traces of a flying polyp.

Heading Toward the City

If the investigators try to go from the Death Camp toward MacWhirr's coordinates, they find that soft sand and a long scarp block vehicle movement. If, however, they go either north or south for about two hours and then turn east, they find fairly smooth going. Heading in either direction, they eventually cross old vehicle tracks that lead exactly toward 22°3'14" S by 125°0'39" E. On either route, the same danger of an ambush exists; see **The Ambush**, page 480. On arrival at the point of the coordinates, refer to **City Beneath the Sands**, page 486.

Encountering Jeremy Grogan

Depending on when the investigators visit and explore the site, Grogan is either in his tent or out wandering beyond the camp. If he is wandering, after the investigators have explored the site, they hear animal yelps from the other side of the camp. Shortly thereafter they make out a half-dozen dog-like shapes (dingoes), who study the party from the lip of a nearby dune. Then a human whistles, and the animals retreat down the dune and out of sight.

If the investigators pursue, they must ascend the low, sandy hillock. There, they find dog prints. A short way down the other side, the dog prints join human shoe prints. The makers of so many tracks are not hard to follow. In a few minutes, the investigators come upon a pack of eight reddish-brown dogs surrounding a man naked but for Oxford-style shoes. The man stands within a 5 foot (1.5 m) wide circle of stones gathered from the outcrop.

"Get ye back, Satan's spawn! Begone! Beware!" the man (Jeremy Grogan) screams. "My friends shall rend ye!" Sure enough, the dingoes spread out and begin to creep to either side of the party, preparatory to the attack. A successful **Charm**, **Fast Talk**, or **Persuade** roll convinces the man that the investigators pose no immediate threat. If, on the other hand, he is unconvinced, the dingoes sense that too and move to the attack, their sharp teeth glinting (see profiles in **Characters and Monsters: Australia**, page 507). After successfully biting one or more of the investigators, Grogan calls back his canines, waiting for the investigators to leave. If they stay, he sets the animals on them again, until they leave, are seriously wounded, or dead.

Grogan has an affinity with animals that is hard to fathom. The pack of dingoes is curiously loyal to him and they protect him if he is attacked. However, gunfire unnerves the animals. Ask for a group **Luck** roll after the first gunshot: if successful, half the dingoes run away; if failed, half the dingoes run away, but one of the dogs attacks the shooter. If the investigators are cruel to the dingoes, Grogan becomes enraged and fearlessly defends his canine companions.

With a little patience on the part of the investigators, he can be encouraged to tell his story (**Carlyle Papers Australia #2)**; also, refer to **Grogan's Answers**, page 483. A successful **Psychology** roll shows that, ordinarily, he could not be trusted but, in important matters, the truth struggles out of him, whether he invites it or not.

Grogan's Answers

In answer to questions, Grogan thinks that Carver took the men, the rest of the trucks, the dynamite, and other supplies, but he does not know where he went. The dingoes have, several times, protected Grogan against a band of men (Huston's cultists), who seemed bent on murder. These cruel people carry clubs inset with tiny pointed teeth. Since the dingoes ate two of them, the men have not returned. A successful **Psychology** roll confirms he is scared of Carver's men and fears they will return. If he finds friendship with the investigators, he begs them to rid the land of Carver and his evil followers. If shown a photograph, or if Robert Huston is described to him, Grogan confirms he bears a striking resemblance to Carver.

Repeated questioning pressures him, making him sullen and uncommunicative. Investigators willing to sit with him for a long time get the entire story. Should they offer to take Grogan along with them, he refuses vehemently and runs away and hides, or retreats within his circle of stones, saying the stones magically stop his enemies from entry (untrue). The circle of stones has no significance except in Grogan's insane mind. If Grogan successfully captures a lone investigator, he seeks to sacrifice his captive within the stone circle; the sacrifice achieves nothing but an unpleasant death for the victim.

Keeper note: Grogan is a dreamer. Somehow his insane mind is able to unconsciously alter reality in a manner similar to a dreamer using the Dreaming skill in the Dreamlands. The ability is, effectively, completely random; given the right circumstances, whatever is on Grogan's mind while dreaming becomes reality when he wakes. The water spring in the Death Camp is one such manifestation, and will fade away should Grogan die.

PULP: DINGOES ATE MY HERO!

In pulp mode, the dingoes are also manifestations of Grogan's Dreaming skill. Should Grogan become enraged at the heroes, the dingoes grow in size and ferocity, attacking the heroes with renewed vigor. See the Dream Dingoes profile in **Characters and Monsters: Australia**, page 507.

When the investigators leave the Death Camp, they must head northeast to reach Huston's settlement and the City of the Great Race—Grogan can point the way that "Carver" led the men, which takes the investigators to **Huston's Main Entrance** (page 486). Otherwise, if they prefer to access the city by an indirect route, proceed to **The Second Entrance** (page 488).



Grogan and his dingoes

Carlyle Papers Australia #2

I dunno know how long it's been. Years, I think. I was down on my luck in Cuncudgerie when I met a Yank who claimed he had a map to a wonderful gold strike a long way east. Well, he seemed a shifty sort, like all bosses, but he was willin' to pay a sign-up bonus on the spot, so I took the work. Minin' work, it was.

"He hired a lot of men, 20 and more, and all of us agreed that the fellow was daft, and that we'd work until the bugger's cash ran out, and then come back to town. That's what a workin' man does, you see—one job, and then another.

"The bloke's name was John Carver. He led us out here where it's impossible for gold to be, leastwise gold-bearing quartz, and set us a-diggin' at an exact spot. "My researches are infallible," he said again and again, and Lord how we used to laugh about that! We made sure we got paid right to the day, because this fellow was going to take a tumble. So we worked through the sand, and then sediments, and then rock. And then the man's money ran out. No work, no pay, we agreed, and like we promised, we sat down to wait for the supply trucks from Cuncudgerie that would take us back.

"Meanwhile, the Yank began to act strange, walkin' into the desert, pretendin' to talk with invisible men, makin' gestures, and the like. Then, he disappeared for an entire day and part of another, and when he came back, his eyes were wild and evil-like. "There is a way," he said. "There is another way, and God has shown it. Leave if you wish; you are of no use to me now."

"One of the men said somethin' about wantin' wages for the days spent waiting for the trucks, and several more used very rude language to the Yank's face, for this camp wasn't exactly no hotel. Carver jumped a foot at this, and he swore blue murder at us. He got a most cruel look on his face. "If that is how you feel," he said, "then I shall show you something to change your minds." Well, that didn't sound too promising, but it did intrigue some of the men.

"He walked away, into the desert. That night, a couple of the fellows caught me cheatin' at cards, and they run me way into the bush before I lost them. When I was sneakin' back to camp, I saw Carver appear on the wall of rock, gesture and point, and then a great winged thing with talons like ropes descended from the sky. There was a crackling sound in the air, like a voice.

"The men fell to their knees. One of two tried to run off, but the thing just grabbed 'em and ripped 'em apart. I buried my face in the sand and covered my ears. When I looked up, why them men was bowin' to Carver, and he was leadin' 'em away.

"Goin' into the desert to die seemed like a better option to me, so I wandered off. Anything would be better than meeting such a devil-man or his demon. I found some shade the next day and lay down to die. For some reason that made my mind easy and clear. I slept for days and dreamed of cool water and peace. When I woke, I found a spring of pure water, just like in my dream. So I stayed and dreamed some more. Since then, I've befriended these dingoes. I've always had a way with animals.

CITY BENEATH THE SANDS

A final battle against Huston's cultists in an ancient city buried beneath the Australian sands. While exploring, investigators may meet an alien being older than the human race itself.

- **Link:** following MacWhirr's coordinates (**A Choice of Roads**, page 480).
- **Link:** a captured sniper might be convinced to show the way to Huston's camp (**The Ambush**, page 480).
- **Link:** Jeremy Grogan can point the way that Huston headed (**The Death Camp**, page 482).
- **Link:** following the Wycroft family through the desert (**Wycroft's Route**, page 480).

HUSTON'S MAIN ENTRANCE

As the investigators approach the location of MacWhirr's coordinates, the scene resembles MacWhirr's photographs (**Carlyle Papers America #15**), with strange rock pillars and blocks rising out of the timeless sands. The key difference to the scenes in the photographs is that the sand here has been packed down by foot and tire, and that a good deal of early 20th century garbage has been strewn about. If Wycroft and his daughters have arrived—and they, probably, will have been more prompt than the investigators—then in the center of the "camp" are several light trucks, parked and mostly emptied. Some goods have been put under a tarpaulin beside a small shed.

The shed covers a low wall of sandbags, which surround an electrical generator and a set of wooden stairs within, descending into the silent earth. The generator runs constantly. Its *PUT!-put!-PUT!-put!* reaches far into the desert (the sound may draw in lost investigators). As far as Huston or any of the cultists know, this entrance is the only way into the City of the Great Race. A single guard is on watch here at all times. When Wycroft comes, though, the guard is pressed into service as a porter, leaving the entrance unguarded for some time.

The Stone Blocks and Pillars

Should the investigators have time to study the ancient blocks strewn around Huston's camp, a successful **Science (Geology)** or Hard **Archaeology** roll determines the artifacts are quite likely to be in the region of 10,000 or more years old. All of the stones are pitted and eroded with age but most possesses deeper markings (carvings) of curious and unknown design. Those with **Science (Geology** or **Engineering)** find it evident that the stones were not naturally formed but were rather worked and dressed for architectural reasons.

A Cautious Approach

Rather than heading straight into Huston's camp, the investigators may try to survey the surrounding area. If they avoid alerting Huston's lookouts, combined with a successful **Spot Hidden** or **Navigate** roll, then the investigators find a hillock some 700 yards (640 m) from Huston's main entrance. Behind this hillock is a good spot from which to watch the cultists and make plans.

The investigators have a choice: do they attempt to strongarm their way through Huston's main entrance (**Expecting Visitors?**), or take a more stealthy route by looking for an alternative means of entry (**The Second Entrance**) to the city?

Expecting Visitors?

Whether or not the investigators have encountered Mortimer Wycroft, an informant may have alerted Huston that strangers approach the City of the Great Race (if the investigators have been incautious in their approach). If Huston has been notified that the investigators are drawing near, then the entrance is well guarded by a half-dozen cultists armed with rifles. The sandbags make excellent cover (adding a penalty die to firearms rolls to target the cultists), though the parked trucks seriously block some angles of fire. To compensate, one cultist can lie beneath each of the trucks.

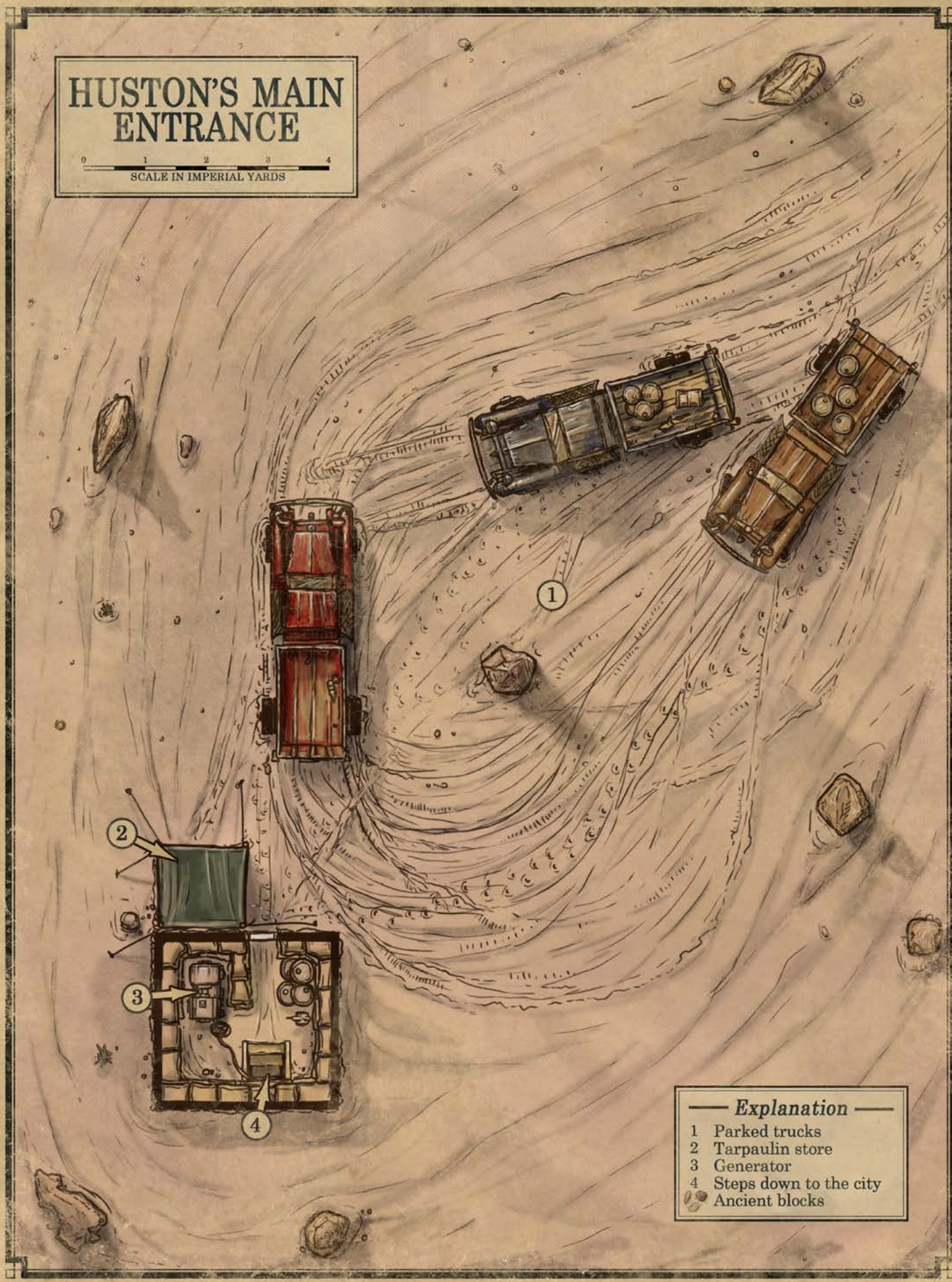
Enough stone blocks stick out of the sand to provide excellent concealment for investigators creeping up towards the entrance, but the last 50 yards (45 m) or so are across bare sand. It would take six or seven seconds to cross that clear ground, enough for each cultist to get one good shot at targets that get closer and closer and, therefore, easier to hit. One possible and explosive means of entry is described in the next section (**Truck Bomb**).

Truck Bomb

If the investigators are stymied at the excavated entrance and unable to easily enter the buried city, one option might be a flaming truck or one loaded with dynamite, to clean out the cultists and open a way into the city for the investigators. In any case, this approach requires that the truck be driven; success requires the driver to make either a successful **Drive Auto** or **Operate Heavy Machinery** roll.

Safely jumping out of the truck and avoiding the subsequent blast requires a successful **Jump** roll; otherwise, the driver takes 1D6 damage (plus the damage from any bullets which hit the mark). The force of a large explosion

Opposite: Huston's entrance to the city map


HUSTON'S MAIN ENTRANCE
0 1 2 3 4
SCALE IN IMPERIAL YARDS
1
2
3
4
Explanation
1 Parked trucks
2 Tarpaulin store
3 Generator
4 Steps down to the city
Ancient blocks

draws the attention of flying polyps, who are a few miles distant. If the investigators do not get underground in the next hour, a polyp flies overhead and, if they do not seek cover, attacks them.

If the investigators manage to clear the way and gain access to the city by this route, refer to **Into the Unknown**, (below), and then **Underground**, also (below).

THE SECOND ENTRANCE

Investigators taking a more circuitous route in an attempt to avoid alerting Huston, may survey the area in the hope of finding another way into the buried city. If necessary, a successful **INT** roll deduces that there could be another means of entry.

Taking a wide arc around MacWhirr's coordinates, call for a combined **Navigate** and **Spot Hidden** roll: if successful, the investigators spot a cave (about four miles (6.5 km) distant from the coordinates). The cave has no tire tracks leading to it, although around the opening, in the sand, are fresh prints, each about 6 feet (2 m) long. Dotted around outside are a number of the weathered stone monoliths, upon which are a series of faded carvings, barely discernible.

Keeper note: the investigators may have seen such prints already, at the **Death Camp** (page 482) or been shown them by the Aboriginal Australians (if encountered in the desert, page 478). A successful **Cthulhu Mythos** roll identifies the marks as made by flying polyps, who must have a separate way out of the city. This cave may be the place from where the polyps emerge.

Keeper note: the carvings on the stones are incredibly difficult to fathom, so worn are they with age and sand. Careful research (perhaps from well-taken photographs or pencil rubbings later studied) might allow an investigator, making a successful **Cthulhu Mythos** roll, to determine they were created by the Great Race of Yith. The markings describe the boundaries to the Yithian city and some portion of the race's history, notably its strife with the terrible flying polyps. Any further information is left to the Keeper to determine, which may form the basis for future adventures.

The wide cave is a steeply-sided hole nearly 50 feet (15 m) across. Standing at its entrance, the investigators can feel air blowing outwards; despite its stale antiquity that raises the hackles of everyone present, clearly the cave must lead somewhere.

The investigators might safely roll or stumble down the steep sandy sides of the hole to reach a gently sloping area about 100 feet (30 m) down, but it is impossible to climb back up the steep slope with only crumbling sand sides for support. If the investigators want to return to the surface this way, they need to fix ropes to some of the nearby stone blocks and lower themselves down. Once in the primordial rooms and halls, they'll need a compass to find their way towards Huston's entrance.

Refer to **Inside the City** (page 490) for a general description (see the box, nearby, for some of Lovecraft's descriptions of the city from *The Shadow Out of Time*). The second entrance opens on a part of the city in which no cultist has traveled. For the most part, the way is clear and free of rubble. The dust on the floors is very thick, except for points where those disturbing 6 foot (2 m) long tracks suddenly begin. Footsteps are muffled. The fine dust of eons clings to the clothes, hands, and faces of the investigators.

It is miles underground to the nearest string of lights put up by the cultists. When the investigators do near the lights, they also hear engine noise from one of the petrol-powered generators that the cultists have installed. Keeping to the compass heading is relatively simple. There is one obstacle: an open trap door to the domain of the flying polyps—see **The Shaft into Darkness**, page 492.

INTO THE UNKNOWN

The investigators may enter the city by the two entrances described above: **Huston's Main Entrance** or the **Second Entrance**. The following section (**Underground**) assumes the investigators enter via the main entrance. For the following sections (**Encounters in the City**), refer to the map—**Portion of the City of the Great Race**—which indicates the key locations, as named in the text.

The city is a continuous structure for dozens of miles; vast and unknowable, with the investigators only seeing parts of it. The Keeper should feel free to elaborate and further develop the city as they see fit, although lengthening the time in the city greatly risks investigator death!

UNDERGROUND

The stairs are nearly 300 feet (90 m) long. Through visions, Nyarlathotep revealed a quick way in for Huston, but a lot of work had to be done to make the way accessible. Electric lights, hung sparsely but regularly, illuminate the steps after the first 50 feet (15 m) or so. At the bottom of the stairs is a backup electrical generator matching the one at the top of the stairs. Several 50 gallon (227-liter) petrol drums argue that the way to the outside could be shut off without harm for a considerable time. A winch mechanism at the top of the

SELECTED PASSAGES FROM THE SHADOW OUT OF TIME

...there was some utterly unprecedented quality about these stones. Not only was the mere number of them quite without parallel, but something in the sand-worn traces of design arrested me as I scanned them under the mingled beams of the moon and my torch. Not that any one differed essentially from the earlier specimens we had found. It was something subtler than that. The impression did not come when I looked at one block alone, but only when I ran my eye over several almost simultaneously. Then, at last, the truth dawned upon me. The curvilinear patterns on many of these blocks were *closely related*—parts of one vast decorative conception. For the first time in this aeon-shaken waste I had come upon a mass of masonry in its old position—tumbled and fragmentary, it is true, but none the less existing in a very definite sense.

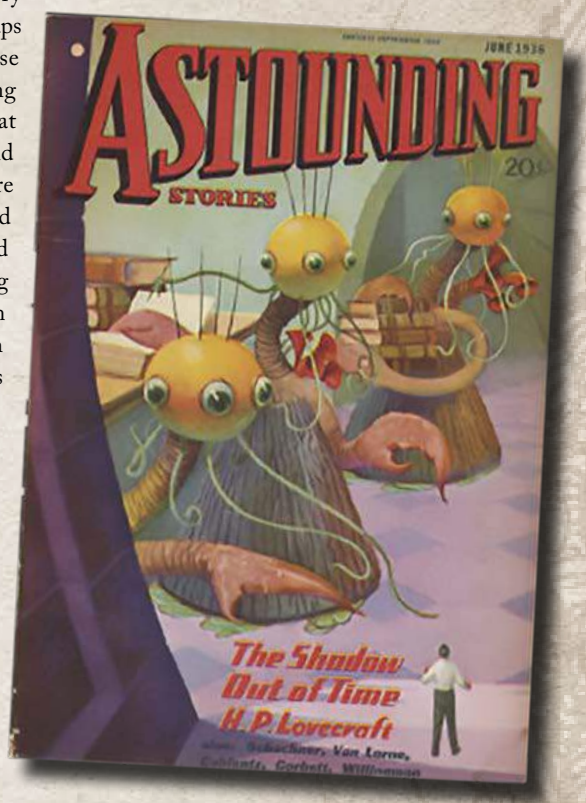
Mounting at a low place, I clambered laboriously over the heap; here and there clearing away the sand with my fingers, and constantly striving to interpret varieties of size, shape, and style, and relationships of design. After a while I could vaguely guess at the nature of the bygone structure, and at the designs which had once stretched over the vast surfaces of the primal masonry. The perfect identity of the whole with some of my dream-glimpses appalled and unnerved me. This was once a Cyclopean corridor 30 feet (9 m) tall, paved with octagonal blocks and solidly vaulted overhead. There would have been rooms opening off on the right, and at the farther end one of those strange inclined planes would have wound down to still lower depths.

...I drew out my torch and cast a brilliant beam into the opening. Below me was a chaos of tumbled masonry, sloping roughly down toward the north at an angle of about forty-five degrees, and evidently the result of some bygone collapse from above. Between its surface and the ground level was a gulf of impenetrable blackness at whose upper edge were signs of gigantic, stress-heaved vaulting. At this point, it appeared, the desert's sands lay directly upon a floor of some titan structure of earth's youth.

...a level floor strown with fallen blocks, shapeless fragments of stone, and sand and detritus of every kind. On either side—perhaps 30 feet (9 m) apart—rose massive walls culminating in huge groinings. That they were carved I could just discern, but the nature of the carvings was beyond my perception. What held me the most was the vaulting overhead. The beam from my torch could not reach the roof, but the lower parts of the monstrous arches stood out distinctly.

...The rays of my torch shot feebly into the engulfing blackness, bringing phantasmal flashes of hideously familiar walls and carvings, all blighted with the decay of ages. In one place a tremendous mass of vaulting had fallen, so that I had to clamber over a mighty mound of stones reaching almost to the ragged, grotesquely stalactited roof.

...On every hand the great hieroglyphed metal shelf-doors loomed monstrously; some yet in place, others sprung open, and still others bent and buckled under bygone geological stresses not quite strong enough to shatter the titan masonry. Here and there a dust-covered heap below a gaping empty shelf seemed to indicate where cases had been shaken down by earth-tremors. On occasional pillars were great symbols or letters proclaiming classes and sub-classes of volumes.



shaft may be used to assist in lowering these heavy drums to block the entrance.

The first impression down here is one of coolness. The earth at this depth maintains a constant temperature of 57°F (14°C). There is a silence and a stillness beyond life and death. No tomb has ever existed for so long as these passages have, nor had such treasures in it. Beyond are great halls and thick dust, and the gleam of increasingly tiny light bulbs leading off into unfathomable eternal darkness.

As a by-product, the cavern has attracted a multitude of bats. The lower stairs drip with their excrement; the stench of ammonia is nauseating and overpowering. (If any rolls are required here, ask for a **CON** roll first: if it is failed, all other rolls here are made with a penalty die.) The bats line the ceilings. A loud noise or an explosion sends thousands of the creatures pouring out of the entrance. Every day, at dusk, they all leave the city to feed.

A further complication, if the Keeper wishes, is that many snakes are likely drawn to the cavern's openings every dusk and dawn. The investigators should take care lest they inadvertently step upon a snake (**Spot Hidden** to avoid).

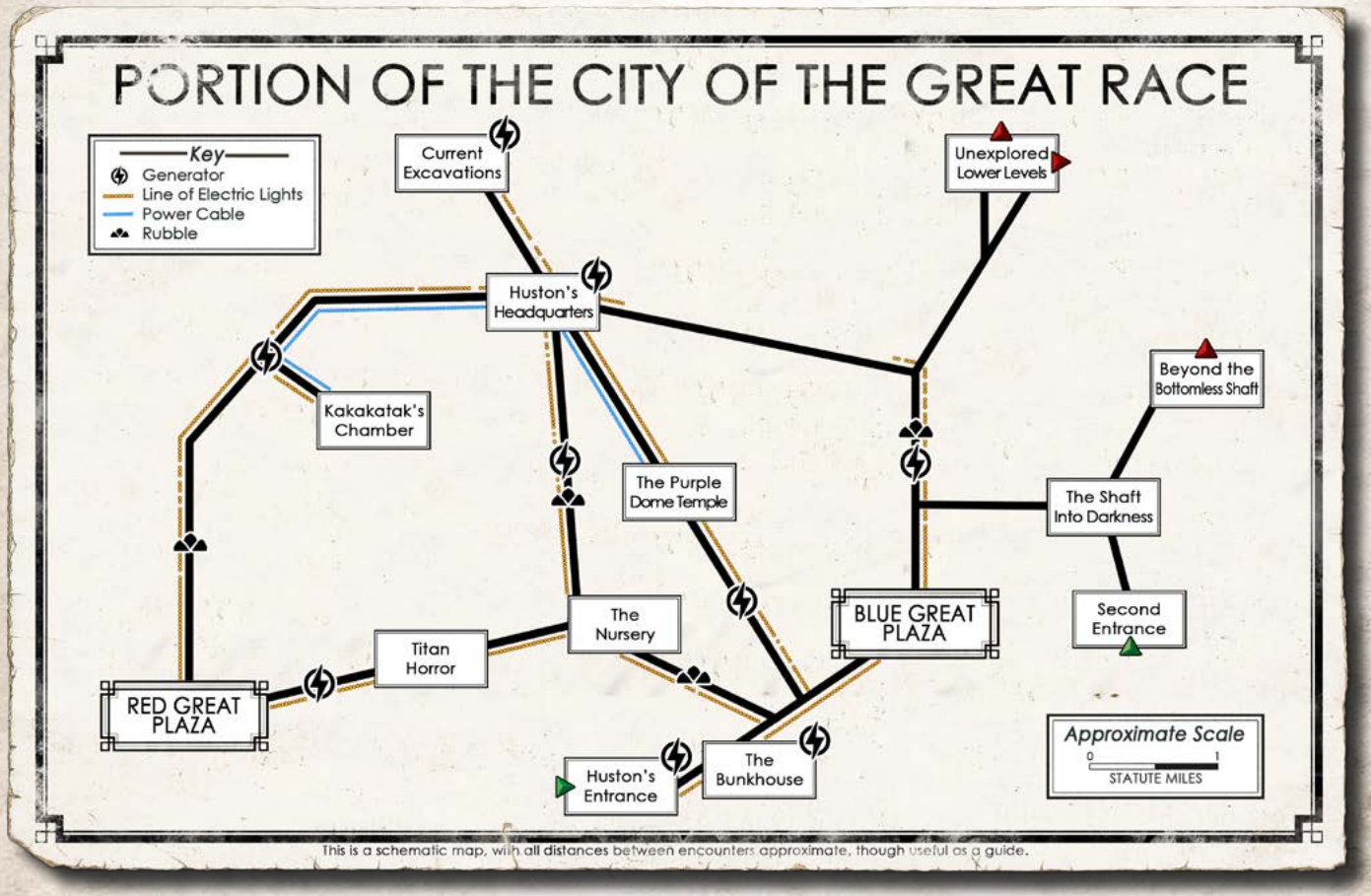
It is possible to go in any direction, but the lights are irresistible beacons. Everyone notices that a trail has been pounded through the thick dust along the line of electric lights, and that elsewhere the dust is undisturbed. In the darkness, the investigators see almost nothing of the extent of the city. If they follow the trail, it leads to **The Bunkhouse**, page 493.

Inside the City

Because of its utterly alien quality and the threat of flying polyps, require each investigator to make a **Sanity** roll (0/1D3 loss) at some point during their underground journey; this roll should not be on initial entry but at some point the Keeper judges appropriate, such as when the investigators realise the vastness or antiquity of the city.

The City of the Great Race was not built underground, though many of the important thoroughfares were internal and not exposed to the sky. Its upper levels were destroyed, perhaps by the flying polyps and certainly by the passing eons. Gradually, the dust and sand of the ages covered all. But the lower levels remain intact, despite collapses and

Below: A portion of the city map



infiltration. When Huston failed to tunnel down directly to the most useful portion of the city, Nyarlathotep led him to an easier entrance nearby. "Nearby" is a relative term: Huston's current excavations are a long way from the entrance Nyarlathotep revealed.

Great ramps inlaid with octagonal stones connect the buildings and structures of the city. These ramps are very wide. Bordering them, walls and fallen earth create corridors where there were none before. The ramps incline strangely but, of those across which the lights lead, only two incline drastically.

Inside the buildings, heavy doors lead to mazes of rooms. The rooms are empty of life, though strange and gigantic furniture, artifacts, and art testify to the previous inhabitants; 10 foot (3 m) high and wide cylinders with elongated, mobile heads, two arms, and elaborate floral-like feeding organs on a fourth, symmetrically placed appendage. Those succeeding with a **Cthulhu Mythos** roll realise what these images imply—that this is a city of the mythical Great Race of Yith.

Distances and sizes are more gigantic than anything the investigators have yet seen, except perhaps for R'lyeh itself. Curvilinear symbols are carved into most of the structures. At certain points rubble blocks the way (**Rubble**, page 494). Certain paths are lined with working electric light bulbs, placed by Huston's cultists to help navigate and illuminate their way; see **Lines of Light: Line Walkers**, page 494.

In this pervasive alien darkness, the silence has no end. Who knows what once happened here? Who knows what might still be lurking in the depths? Here are several other points to keep in mind about the city.

- The investigators cannot easily read any of the Great Race documents in the city; even the nominal instructions on some of the machines are too alien to decipher, requiring a successful **Language (Read Yithian)** roll to understand.
- Artifacts designed for Great Race use are awkward for humans to hold or employ*. If the investigators have already visited Gray Dragon Island (China), some of these artifacts may remind them of some of the tools they saw in use there.
- A **Science (Geology)** roll shows the buried city to be extremely old. Some parts have been covered by hundreds of feet of wind- and waterborne deposition, which has since turned to sandstone. Where these deposits have later subsided or fallen has left the way open to deeper levels of the cyclopean city.
- The city is solidly built of massive stone. Explosives are the only way to destroy the structures. Explosives, however, are dangerous and may draw flying polyps.
- Warding the city with the Eye of Light and Darkness stymies the opening of the Great Gate at the time of the solar total eclipse in January 1926 (see **Eye of Light and Darkness**, page 634, Appendix B: Spells).
- Flying polyps are tough customers. Even one might be enough to destroy a whole group of unready investigators. An encounter with such a powerful entity is likely to be a memorable event for your group, and one such encounter is probably enough. If the Keeper feels throwing a flying polyp into the mix is likely to kill off all of the investigators, they may choose to limit an encounter by having a polyp pass nearby but not actually attack the group.
- How the investigators enter the city has an effect on how events play out. If they storm in, guns blazing, then Huston and his minions will be on the hunt for them, which may turn into a game of "cat and mouse" and episodic combat encounters. If a more stealthy approach is taken, they may be able to penetrate far by keeping to the darkness, allowing the investigators to choose when and how they make a move against the cultists.

**In pulp games, the Keeper may elect to allow those with the Weird Science talent to contrive a way to utilize certain artifacts; however, the abilities of such devices are left to the Keeper to determine within their own campaign.*

PULP: UNDERGROUND ACTION

The underground city presents many challenges, both in terms of cultists and monsters. Classic *Call of Cthulhu* investigators will need to use a combination of wits and stealth to survive, but a group of pulp heroes may choose to face the enemies head on. With this in mind, the Keeper may choose to raise the number of flying polyps to suit their group.

ENCOUNTERS IN THE CITY

The following sections are keyed to the map **Portion of the City of the Great Race** on page 490.

THE SHAFT INTO DARKNESS

Entering by **The Second Entrance** (page 488), the investigators come to a deep shaft about 15 feet (4 m) square, which completely blocks their path. Lights show no apparent bottom to the chasm. There is no way around it, although broken ramps and collapsed corridors once offered many alternate paths. The shaft is square and regular along its sides, plainly created for some kind of purpose.

On the investigators' side of the chasm is a great, shallow box, approximately the size of the shaft's mouth. A few minutes of inspection of the massive hinges along the shaft's side and the elaborate alien latches along its far side make it plain that the thick box is actually a lockable lid to be swung over the chasm and latched, sealing the shaft and making a bridge. Swinging the lid closed requires the investigators to combine their **STR** versus the STR 300 rating of the door (see **Physical Human Limits**, *Call of Cthulhu Rulebook*, page 88).

Latching (locking) the heavy lid takes 1D3 minutes, and requires a successful combined Extreme **INT** and Hard **STR** roll, for the alien latches are heavy, bulky, and conceived for other than human hands and minds. Any individual investigator making a second attempt to operate the latch needs to push their roll; an obvious consequence of failing that pushed roll would be that a flying polyp pushes the lid open from below.

Unless the investigators somehow contrive to dampen the noise created as the lid closes, ask for a group **Luck** roll: if failed, a flying polyp is drawn up by the noise from the fathomless depths. The polyp arrives in 1D20 minutes. If the investigators have managed to latch the lid, they hear hideous bashes and sucking noises emanating from under a scant few inches of metal. If the door is not latched shut, the polyp blasts right through it, knocking the lid back to the open position, and launching an attack against the investigators (if they have not already made a run for it).

Review the profile for flying polyps in **Characters and Monsters: Australia**, page 507, before letting one (or more!) loose on the investigators. Polyps use tentacle and wind



The shaft into darkness

attacks, may possess spells, ignore most physical attacks, and cost 1D3/1D20 Sanity points when encountered. They are terrifying, smart, malevolent, and very tough. Unless equipped with a lightning gun, there may be little that the investigators can do against such a foe—the best some may manage is to run, hide, and wait it out, as they listen to the dying screams of their companions. If David Dodge is with the group, he might serve as meal for the polyp, buying the investigators some time to get away.

Beyond the Bottomless Shaft

Having passed over the yawning chasm, which leads to a black basalt city below, where the malevolent polyps reside, the investigators noticeably descend for most of a mile. A far-off light glimmers—a single light bulb. As they get closer, they hear the distant sound of a petrol engine. This is another electrical generator at work, sustaining part of the dozens of miles of electric lights that the cultists have installed.

When the investigators reach the line of electrical lights, they may ignore it to wander about in the Stygian darkness. Let them. If their movement becomes aimless, let them hear the whistling calls of distant flying polyps in the darkness. That experience should discourage further wanderings. Once the investigators follow the electrical light lines, this maze of a city becomes understandable.

THE BUNKHOUSE

Entering via **Huston's Main Entrance** (page 486), the investigators must climb down stairs to where most of the cultists live, in an area they have come to call the Bunkhouse. The place is far enough from the second generator that its noise does not keep them awake, and consists of a series of four rooms, each about 30 feet (9 m) square, and each holding up to 10 cultists.

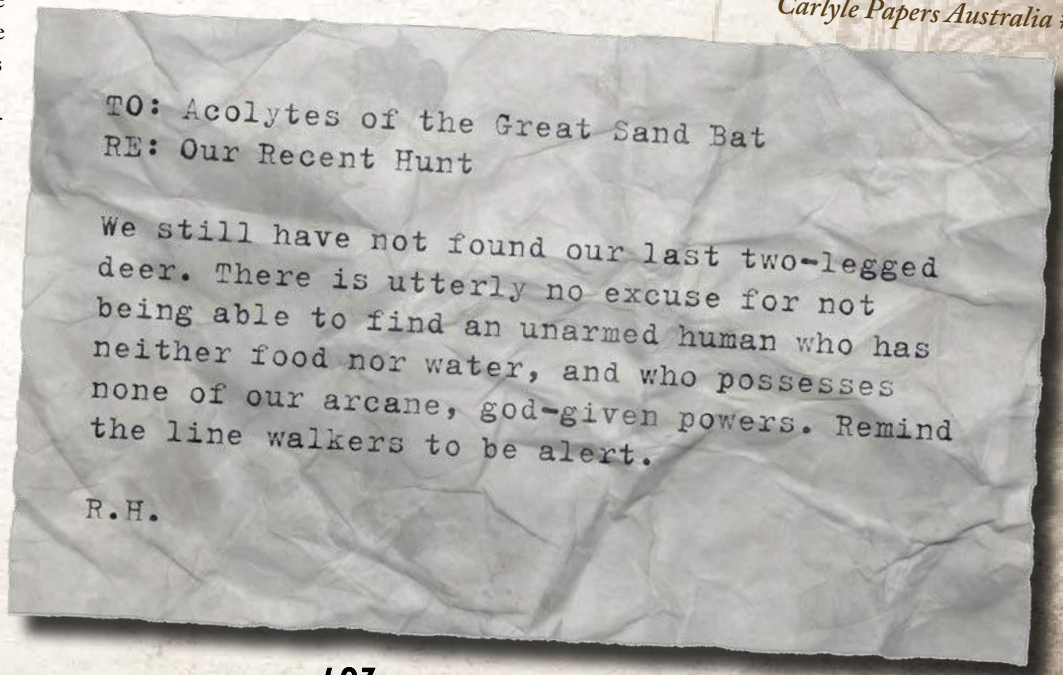
The rooms hold filthy bedding, obscene artifacts, bones, and lurid art. Cultists who own guns or knives always carry them, unless they wish to return to find their guns, knives, coins, etc., stolen by their fellows. In one of the rooms, call for a **Spot Hidden** roll to find typed and mimeographed orders from Huston (**Carlyle Papers Australia #3**), crumpled amidst the foul-smelling jumble on the floor.

Keeper note: the memo indicates that several of the cultists here may have deadly magical powers, that it is possible to evade searching cultists in these vast passages, halls, and rooms, and that someone or something called "line walkers" exist here. The initials R.H. stand for Robert Huston, who refers to a "two-legged deer;" just what he means by that is open to interpretation, and given his state of mind, the exact meaning is changeable—it may either be a reference to Jeremy Grogan (**The Death Camp**, page 482), an escapee (**4. Escapee**, page 478), or an imaginary two-legged deer that plagues Huston's imagination.

Lights and noise almost always come from the Bunkhouse, and no one ever stands guard. Statistics are provided for 20 of the cultists (**Cultist Squads A to D**, page 510). Each set contains an acolyte who can cast spells. If Huston learns of the presence of the investigators, he sends out these five-man groups as teams to hunt them down, with instructions to preferably capture the intruders alive for questioning.

From the Bunkhouse, a good draft carries away the smoke from the heating and cooking fires, up the stairway to the surface; however, any such odors are masked by the smell of the bats.

Carlyle Papers Australia #3



TO: Acolytes of the Great Sand Bat
RE: Our Recent Hunt

We still have not found our last two-legged deer. There is utterly no excuse for not being able to find an unarmed human who has neither food nor water, and who possesses none of our arcane, god-given powers. Remind the line walkers to be alert.

R.H.

LINES OF LIGHT: LINE WALKERS

Use this section as a guide and summary for all of the wired lines of communication between the important points of the buried city. The electric power lines have grown so long that Huston assigned two cultists to their upkeep. A number of independent generators feed the lines. Those generators are marked on the city map by small circles containing a lightning flash.

Besides the vastness, the cool stone, and the unfathomable purposes of the city, the investigators notice that many human feet have passed to and fro where the lights are strung, and that rarely—if ever—do the prints stray from the islands of light to enter the unending blackness. Four types of encounters regularly occur on these routes. The investigators can almost always avoid an encounter by ducking into the darkness with a successful **Dodge** or **Stealth** roll, at the Keeper's discretion.

Line Walker

Every 12 hours, a cultist inspects the lighting in the city. They carry a flashlight and wear a miner's hat fitted with a carbide lamp. Ordinarily, their job is to replace burnt-out bulbs and refill the tanks of the electrical generators. Each day, the next one of the seven generators is stopped for servicing and adjustment (thus, the lights may go out for while, leaving the investigators in the dark for 1D4 hours); otherwise, the generators are kept running constantly.

The line walker has good knowledge of the portions of the city along the route. The line walker also carries an unusual weapon: a lightning gun (**Lightning Gun: Model B**, nearby), an artifact of the Great Race. The cult's ready employment of this weapon, as well as discretion in their underground activities, has left them free of flying polyp interference.

Work Party

A gang of ten zombified workers and two cultists (named Thomas and Alan, see their profile in **Characters and Monsters: Australia**, page 507) pass daily between **Huston's Headquarters** (page 498) and the work site (**Current Excavations**, page 502), where Huston is attempting to locate certain Great Race devices. The workers plod along dully, and cannot be roused, though they respond to short, firmly-voiced instructions. The unarmed cultists carry wire whips with which they mete out punishment.

Rubble

At four points along the routes the map indicates major rubble. These areas are difficult and somewhat dangerous to pass over. Investigators who fail a **Climb** find the debris hard to cross, although a pushed roll allows them to find a way through; a failed push means either making some noise or sustaining 1D3 points of damage from falls, sprains, bruises, etc. After such a noise, call for a group **Luck** roll: if failed, a cultist is attracted to the area. Alternately, the investigators may hear the strange whistling sound that characterizes a flying polyp. They continue to hear it in the immediate area, although it seems far in the distance, as well as far below them.

Electrical Generators

Nearby each generator are a few boxes of parts and tools. Further away are stacks of 5 gallon (20 liter) petrol cans. Most of the cans are full. In the dead air, hints of petrol fumes can be detected for up to half a mile.

THE GREAT PLAZAS

As shown on the map, two great plazas exist: the **Red Great Plaza** and the **Blue Great Plaza**. These are enormous octagonal halls, with featureless walls and ceilings, but with floors that radiate light. The floor of the Blue Great Plaza is a soft, glowing blue; the floor of the other plaza is a soft, glowing red. Their purposes are unknown. Each space is approximately half a mile across. Since these areas are self-illuminated, the cultists have not strung lights across the floors.

THE PURPLE DOME TEMPLE

This marvel is 2,000 feet (approx one-third of a mile, or 600 m) across and is mostly intact even after a hundred million years. It is a perfect hemisphere, entered by archways equally spaced around it. Within, beneath the domed ceiling of the hemisphere, is a gray stone floor; in the center of which is a second smaller hemisphere, 500 feet (150 m) in diameter, pulsating and glowing with a strong purple light. Occasionally, the light appears to move in a manner suggestive of something living.

The function of the purple hemisphere is obscure. Huston believes it to be a profound energy source tapping alien dimensions, and plans to install a stepped transformer to try to draw its energies.

At whichever archway the investigators first come through, sand has seeped into the dome. Sticking out of the sand is a gnawed-on human femur and a portion of a human skull.

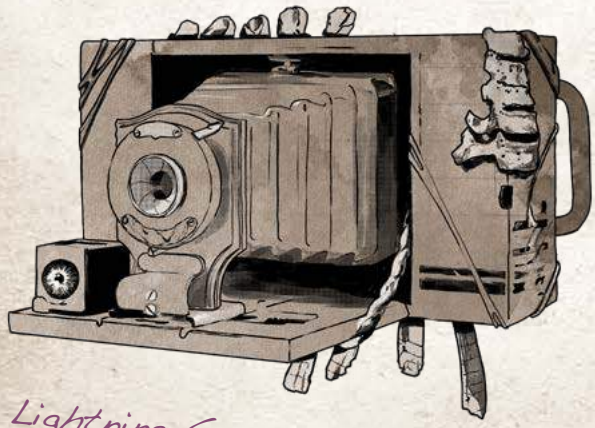
On one side of the glowing smaller hemisphere is a 3 foot (90 cm) high stone block, which plainly has been dragged in recently from outside the structure. Dark stains (blood) mar its surface and cover the floor nearby. Ashes and charcoal mark the site of a fire that was lit on the floor.

Behind the sacrificial stone is a 25 foot (8 m) high statue of Nyarlathotep in his black, bat-winged aspect. The sculpture is constructed of tree branches and human bones, nailed and tied together, wrapped in cloth and daubed with paint and blood. Flanking it are lesser statues of other gods; a successful Cthulhu Mythos may identify some or all of these as Cthulhu, Azathoth, Yog-Sothoth, Cthugha, and Shub-Niggurath. As a whole, the assemblage is sufficiently horrible to provoke a **Sanity** roll (0/1D3 loss). In addition, refer to **Guardians of the Sand Bat** (page 496) to see if these creatures are currently lurking nearby.

Each statue is a conductor and storehouse of life-force. When a living being touches one of the statues, they should attempt an Extreme **POW** roll: those failing lose 1D10 POW, and half of their current magic points. Second and later touches drain only 1D6 magic points. The POW drained is stored in the statue as magic points; Nyarlathotep's statue alone now contains nearly 500 magic points.

The magic points stored here are dedicated to opening the Great Gate, and Huston knows he must conserve them for that purpose. Huston will conduct his ritual here when the time comes in January 1926; offering up the magic points at the proper moment during the total solar eclipse. Thus, Huston is reluctant to use any of the stored magic points for other purposes, but may do so if circumstances demand it.

If Huston is killed or captured before the ritual of the Great Gate occurs, an acolyte may be trained in his stead (see also **Nitocris in Australia**, nearby, for a different alternative). Only if the cult is all or mostly destroyed here, and its entrances obliterated, can the Australian location be silenced when the sky begins to open. Alternatively, investigators with the knowledge of creating the Eye of Light and Darkness (**Appendix B: Spells**, page 634) could use the ward to shut down the power contained here, so it could not be used to help support the Great Gate ritual.



Lightning Gun: Model B

LIGHTNING GUN: MODEL B

A successful **INT** roll establishes that this device is a weapon and that experimentation may be highly dangerous. To human eyes, the device looks like a camera, with a lens and billows protruding from a case on which strange nodules and growths emerge. When trying to operate the lightning gun, ask for group **Luck** roll: if failed, an energy beam (2D8 damage) strikes either the investigator operating it or a nearby colleague. Wiser investigators learn how lightning guns work by first observing how the cultists use them.

As the Great Race material in the *Call of Cthulhu Rulebook* (page 272) notes, there are many versions of the lightning gun. The model B version is used throughout this chapter. Approximately 24 by 12 inches (60 by 30 cm), the "lens and billows" of the model B can be folded into the carrying frame for ease of portability. It holds 1D20+3 charges, which are integral to the weapon, unlike ammunition for a human gun. There is no way for the investigators to recharge a model B—though there is no reason to tell the players that; certainly, every cultist with a model B is aware that it may not work the next time it is fired.

It takes two hands to fire a lightning gun, though the procedure is simple once understood. It can fire one lightning bolt per round. The base chance for a human attacking with this model is 25% and uses the Firearms (Lightning Gun Model B) skill. The intensity of a single shot may be increased by using multiple charges at once, though each charge used above four at one time gives a 5% cumulative chance of burning out the gun. Thus, if seven charges were fired at once, the gun would be ruined on a separate 1D100 result of 15 or less. Each charge inflicts 2D8 electrical damage to the target of the weapon. Base range is 100 yards. For each additional 100 yards, add one penalty die to the attack roll (to a maximum of two) and decrease the damage roll result by 3. At point-blank range, add one bonus die to the attack roll. The weapon damage is treated as impaling in the same way as a firearm.

The Keeper should individually number the lightning guns occurring in this adventure, and roll up the actual number of shots each contains, privately keeping track of this.

NITOCRIS IN AUSTRALIA

There are several reasons for Nitocris to make her way to Australia, should she be revivified (**Special Rites for Queen Nitocris,** page 358, Egypt). If the Keeper decides that Nitocris supports the Carlyle plan to open the Great Gate, then she is the first choice to replace Huston should he be killed by the investigators during their visit to the City of the Great Race—providing that there is time for her to do so before the ritual takes place. If so, then it is she who leads the ritual on January 14, 1926, not an acolyte (assuming that there is anyone left to lead after the investigators move on).

The second reason she may travel to Australia is to keep an eye on Huston. His progress in excavating the Yithian city has been erratic and has threatened the overall progress of Nyarlathotep's scheme on several occasions; his communiques to his fellow conspirators have grown increasingly grandiloquent, and several of the cult leaders fear he may be securing his own powerbase in the Great Sandy Desert, rather than working for the "greater good."

Of course, if the Keeper decides that Nitocris has no desire to see the Great Gate opened, then she may travel to Australia to seize control of Huston's dig in order to plunder the city of Yithian technology to support her own schemes. In this, she may act as a willing accomplice to the investigators, or be just another dangerous enemy to overcome.

Guardians of the Sand Bat

Behind the statue of Nyarlathotep, within the Purple Dome Temple, dwell three large bat-things. They are black in color, half-toad, half-bat, and equipped with loose, curiously rumpled wings and apparently eyeless, mouthless heads. These are the large, bird-like things that the investigators may have noticed while riding the railroad to Cuncudgerie, which were also mentioned in MacWhirr's diary (**Carlyle Papers Australia #1**).

During ceremonies, they ensure that Nyarlathotep receives the greatest share of the sacrifices. On first entering the area, ask for a group **Luck** roll: a success indicates that the three guardians are not present, but are outside flying high above, from where they may return at the Keeper's discretion.

If present, they begin to stir when anyone enters the hemisphere. As a successful **Cthulhu Mythos** roll suggests, their increasing malevolence can be placated by touching the statues. If the investigators do not willingly touch the statues, then the guardians attempt to capture one investigator each, and press them against Nyarlathotep's statue until each victim dies. If any remaining investigators linger, the guardians grab new victims. The guardians will not pursue the investigators far beyond the walls of the hemispheric temple.

These agents of evil are stupid, but persistent. Once they've succeeded in grasping a victim, they press their target against the Nyarlathotep statue to diminish their magic points or, if they are not in the vicinity of the statue, wrap the person in their huge, shaggy wings and drain their victim themselves.

The guardians are gifts from Nyarlathotep to Huston, and are bound to follow his commands. They have been useful in raiding Aboriginal Australian camps for sacrifices. For some time, Huston has tried using them for aerial surveillance, with indifferent results—the things are too stupid to be able to understand the significance of much of what they see. Huston, always tinkering, has decided to see if they could carry cultists aloft. If the Keeper likes, the investigators could witness that test while at Jeremy Grogan's **Death Camp** (page 482).

Guardian of the Sand Bat



CULT RITUALS

The Purple Dome Temple is the hot spot for cult activities. These rituals feature weekly and quarterly celebrations of the dark powers.

Weekly Rituals

The weekly ceremony is, usually, presided over by Huston. In attendance are 1D10+20 cultists. The cost for viewing the ceremony is 0/1D3 Sanity points.

In the weekly rituals, the cultists build a small fire on the floor of the temple near the altar (the sacrificial stone). As they chant and circle around the fire, thousands of bats wheel overhead. No more than 1D3 victims are sacrificed, each by being run through a gauntlet of naked cultists, all of whom are armed with the cult club and a flail. Each flail drips with a sticky brown goo that has been freshly brewed.

The sticky brown goo is produced by pounding dead bats in an oversized mortar and pestle. The resulting pulp is mixed with vomit and allowed to fester in the heat of the sun for a time, before being chanted over, sieved, and stored in carefully labeled jars. The topical application of the goo, through cuts and welts, causes the victim to begin to bloat and blacken almost immediately. An Extreme **CON** roll is required to resist the effects of the goo.

The victim usually survives the gauntlet of flails, and is then bound to the statue of Nyarlathotep. There they wait, being drained of magic points while writhing in increasing torment from the fever, nausea, and confusion caused by the goo. Death occurs in 1D4 days. A successful Hard **Medicine** roll allows the victim to make a **CON** roll, which—if successful—grants survival. Ingestion of the goo makes one feel nauseous, but is not fatal.

Quarterly Rituals

In the quarterly rituals, Sand Bat is invoked and appears (**The Father of All Bats**, nearby). During this ritual, the glow of the purple dome fades to darkness. Huston conducts the ceremony in utter darkness, to honor this aspect of Nyarlathotep. However, the Bat's psychic force, stimulated by the ritual torments and chanting cultists, causes all those viewing the ritual to be able to see clearly, despite the total darkness. This weird sensation, of vision that is not sight, costs each investigator 0/1D3 Sanity points.

The gauntlet must be run, as per the weekly ritual, and up to 19 people are sacrificed to the statues, with at least one victim bound to each effigy. Some unfortunate sacrifices are implanted with larvae from the guardians; the children born of such unions (to both male and female hosts) prove to be monstrous hybrids, dangerous even to Huston. Those still alive have been locked away in the **Nursery** (page 497). Such horrific experiences drive most of the victims mad. In many cases, the host does not survive the difficult birth; the cost for viewing the quarterly ceremony is 1D3/2D6 Sanity points.

THE FATHER OF ALL BATS

In this form, Nyarlathotep somewhat resembles a gigantic bat; its only facial feature is a single, three-lobed, burning eye. Thin, writhing tentacles trail beneath its tattered wings as it soars through the sky, also trailing out a smoky vapor of frothing protoplasmic bubbles. This writhing, living spoor dissipates as the horror flies on, but lasts for at least a minute. The Father of All Bats aspect of Nyarlathotep is only semi-material, able to fly through solid objects at need, though it can also manipulate material objects.

This version of Nyarlathotep is also called Fly-the-Light or the Haunter of the Dark and is well-known to the fungi from Yuggoth (mi-go). It can endure extremely dim light, such as starshine, but not stronger light.

Its psychic force is such that ordinary humans who come near it receive a monstrous ability to see in the dark: the cursed "sight-which-is-not-sight." This ability, though sometimes useful, costs all sane humans 0/1D3 Sanity points, as it forces them into alien perceptions of the universe. Even blind humans have vision in this way, for the ability is unrelated to the optic nerves.

If encountered and the investigators manage to inflict sufficient damage, the Father of All Bats changes into the loathsome, gargantuan form of the Bloody Tongue, provoking a **Sanity** roll (1D10/1D100 loss), and then disappears. See **Father of All Bats** profile, page 516.

THE NURSERY

In a wide level area, the electric lights encircle a dark pit some 60 feet (18 m) deep and 200 feet (60 m) wide. There is no railing at the edge. From the hole come nauseating and mind-numbing smells and terrible moans, cries, and growls. One cry is a human baby's. Without using additional light, though, nothing but ripples and vague movements can be seen at the bottom of the hole. The unseen cries and general atmosphere provoke a **Sanity** roll (0/1D2 loss) to those who come near the pit.

The Sanity cost goes up if an investigator shines a flashlight down into the pit. They then see aberrant, appendaged, blasphemous, bulbous, depraved, festering, hideous, and sanity-shaking forms sprawl, hop, and ooze across the floor, far below. Most often the shapes resemble the guardians of the Sand Bat, who are themselves simulacra of Nyarlathotep. Many of the god's foul forms are present in miniature. The Sanity cost for seeing the contents of the pit as a whole is 1D4/1D10+1. If a flashlight or other light source is used, the noise in the pit becomes deafening. The detainees think they are about to be fed.

TITAN HORROR

As the investigators approach this point on the map, they experience a sense of unease, accompanied by a foul stench. At first, the investigators may think that this is another great plaza, less well-lit than the others. But as they approach, they can see that it is only a huge stone ring atop a gigantic organism, impressing the center of it into a very slight dome. The rest of the creature's body must be under the city—it is impossible to tell its vast extent.

Everyone looking at the enormity of this creature, with its throbbing veins and flaccid swellings, loses 1/1D10 Sanity points. The creature is inert. The investigators cannot discommode it, nor does it react to them. This may indeed be the mythical being (Buddai) alluded to in Johnny Bigbush's tale (**Darwin**, page 462).

HUSTON'S HEADQUARTERS

As marked on the map (page 490), the lines of lights intersect. Near that intersection is a new wood-frame building, built within the avenues of the city: this is Huston's headquarters. From the outside, lights are visible on each of the structure's three floors.

Ground Level

Here is stored mining equipment, including arc lights, shovels, picks, ropes, lumber, block and tackle gear, pumps, petrol drums (empty and left unstopped, to dissipate the fumes), spare electrical generators, wheelbarrows, drills, and several heavy carts for carrying equipment.

If a systematic search is made, the investigators find three lightning guns in a crate (**Lightning Gun: Model B**, page 495); as previously noted, the Keeper should individually number each gun and roll 1D20+3 for each to learn the number of charges it contains, then mark off the charges as the gun is used. Remember, when the lightning gun has no charges it is useless thereafter, except as a club for 1D8 damage.

In a small locker not far away (**Locksmith** to unlock the padlock) are 48 sticks of dynamite, with fuses, blasting caps, and a manufacturer's manual. Beside the locker are full drums of petrol, piled as high as the Keeper wishes.

On a failed group **Luck** roll, there are ten zombified miners sleeping in this area. Kidnapped long ago for another of Huston's endless schemes, they are victims of a mind-control device and now live as zombies (see **Work Party**, page 494, for further details).

A cultist (Alan or Thomas) oversees each group of five zombie workers. The miners respond to whomever gives a simply understood command, and they do as the order instructs them. In the case of a logical conflict, the miners respond to the order given by the person with the higher **POW** score. The miners are ineffective with ranged weapons but their hand-to-hand capabilities are considerable. See **Characters and Monsters: Australia**, page 507, for Alan and Thomas' profile, as well as those for the zombie miners.

Unless instructed to, the miners do not react to the investigators. If they have adequately spied out the situation, the investigators can attack the cultist overseer and easily control the entire squad.

The Middle Floor

The large, ascending ramp leads to the two floors above. The middle floor holds nothing but seven large, cubical cages made of dirty, scaled steel rails that have been carefully welded together. The locks of these latticework cages are magnetic, opened by a small rectangular device that Huston keeps in his pocket. An Extreme **STR** roll applied to some form of lever could force the locks.

The cages hold many prisoners, mostly Aboriginal Australians, but also some miners and the like. They set up a great moaning when the investigators enter. A **Charm**, **Fast Talk**, or **Intimidate** roll at Hard difficulty is required to quieten them down. If Huston is upstairs, make a **Listen** roll for him to determine whether this uproar draws his attention. If the investigators are unable to quiet these people, reroll the chance every few minutes.

If any investigators have been captured while in Australia, they may be found in one of these cages. Such investigators will be on half their full hit points and will have lost 1D10 Sanity points.

One cage contains only victims of the **Cult Rituals** (page 497), each one bloated and disfigured in unexpected and unnatural places. On a failed group **Luck** roll, one is giving "birth." Assuming that the investigators stay around, the sight of the green, wart-covered reptilian thing that bursts from the victim provokes a **Sanity** roll (1/1D4 loss).

Each cage is foul-smelling because of closeness and a lack of sanitary facilities. Buckets on the outside of each

cage hold sweet potatoes and other raw roots, as well as stale water and a dipper.

Should the investigators release those held within the cages, the ensuing chaos may provide cover and a suitable distraction but, equally, may bring many cultists and Huston to see what the commotion is all about, depending on how successful the investigators are in enacting such a scheme.

The Top Floor

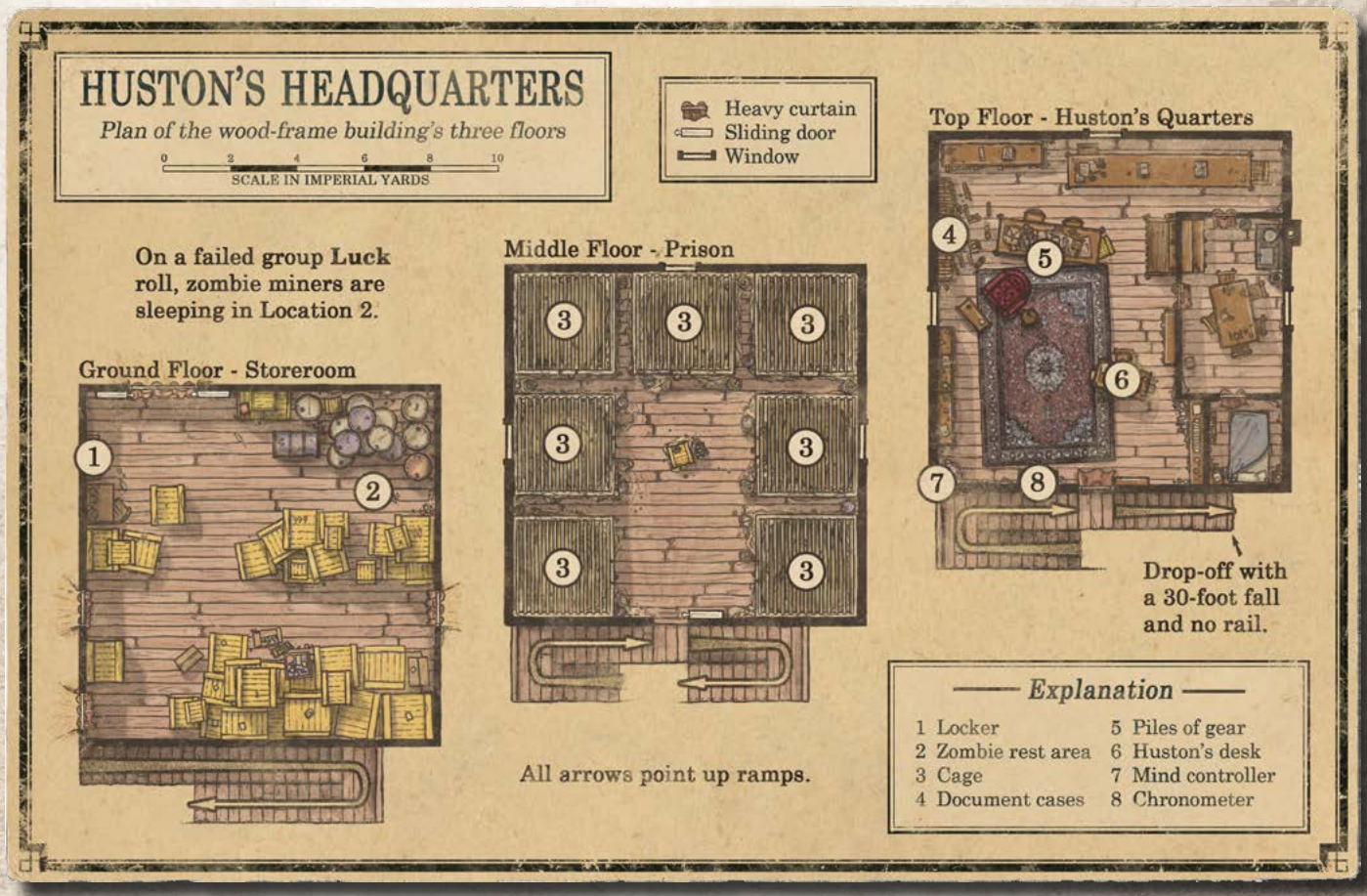
Unless a quarterly cult ritual is taking place (which he always attends), Huston is likely to be found here.

The entrance to this large room is covered by a heavy drape. Beyond, the room is divided into sections for scientific experimentation, eating, and sleeping. Apart from a primitive kitchen and small sleeping area, there are several long tables as well as assorted desks and shelves. A large desk faces the doorway. Hundreds of Great Race document cases are heaped against one wall. The cases mostly hold plans and formulae; the records are alien and require a successful **Language (Read Yithian)** roll to decipher. On a wall is a marine chronometer.

If Huston is here, his visitors may surprise him if they each succeed in a **Stealth** roll to approach quietly. If he is aware of visitors, he graciously rises from his desk to greet them, his curiosity evident, but also a welcoming expression on his face. He asks after their health and offers them tea or coffee, then politely inquires for news of the outside world. After some time, he turns to the reason for their visit. Huston will continue to talk, so long as the investigators discuss matters of intellect such as science and history. At some point, if the investigators have not already done so, he will mention the name of Nyarlathotep. He is a crazed, egomaniacal evangelist for his god and, in his mind, it is entirely plausible and even logical that the investigators will join him in worshipping his deity. He offers to show the investigators the secrets of the universe; if the investigators play along, he escorts them to the Purple Dome Temple and explains his plans to them. The situation continues to escalate and any investigators who continue to play along are asked to lay their hands upon the statue of Nyarlathotep and swear their undying loyalty to the Crawling Chaos!

If threatened, Huston does not hesitate to use magic (especially Dominate and Mindblast) upon the investigators. He also attempts to call upon his cultists to capture the investigators for later sacrifice.

Below: Huston's headquarters map



If the investigators get the chance to look around the room, next to a typewriter, underneath some of the papers on his desk (including a letter from Edward Gavigan; **Carlyle Papers Australia #4**), a successful **Spot Hidden** notices a bulge about the right size for a .45 revolver. A lightning gun glints in plain sight on the desk, not far from Huston's right hand. Also on the desk is a copperish bowl etched with Mythos runes. This bowl is made of "copper from above," useful for the spell Send Dream (**Appendix B: Spells**, page 637).

Other items of note in Huston's "apartment" include:

The Chronometer

A dusty wooden case on the wall holds a marine chronometer: a double clock, as used by ship's navigators to establish daily positions at sea. The timepiece is of an extremely high quality. Though the minute and second hands agree with the investigators' watches, the hour hands are set eight hours earlier. A successful **Science (Astronomy)** roll, or a Hard **Know** roll, suggests that all navigational instruments keep Greenwich Mean Time (GMT), and that eight hours is about right for the difference between GMT and Western Australia.

Keeper note: the chronometer is the same make and model as those found in Omar al-Shakti's home (**A Dangerous Man**, page 344, Egypt), in the basement at Ju-Ju House (**Items Within M'Dari's Alcove**, page 157, America), and Sir Aubrey's lair on Gray Dragon Island (**Sir Aubrey's Workshop**, page 590, China).

The Mind Controller

A metal helmet with three protruding wires sits in a corner, looking like a dunce cap. At the end of the wires are small triangular pads, which are placed on the head of a victim, touching particular areas of the scalp. When the operator activates the device, the wearer must succeed with an **INT** roll or be subject to the effects of the device.

The wearer loses 1D6 Sanity points each time they are subjected to the controller. This Great Race device originally blocked memories of their possession from humans brought, mentally, uptime to the era of the Great Race. With it, Huston wipes out the long-term memories of captives, and implants instructions that are very difficult to resist (attempts to do so require a Hard **INT** roll). An investigator could figure how to use the device in a few hours with a successful **Science (Engineering)** roll, but could not determine its function and intent without experimenting with it.

PULP: MIND CONTROL

Heroes with the Weird Science talent may make sense of the mind controller with a straightforward **INT** roll, although a bit of experimentation may be required. Perhaps, once the device's purpose is ascertained, the heroes may be able to lure cultists and then brainwash them into obedience, forming a suitable "army" of helpers to mount an attack on the rest of the cultists, Huston, and any monsters in the vicinity.

Typewritten Manuscript

In the desk drawer are 600 neat sheets of manuscript, titled *Gods of Reality* (**Appendix C: Tomes**, page 645). Huston has been writing this journal and extended essay since he entered the buried city. Getting the gist of Huston's thoughts requires a skim read of the manuscript, which can be done within 30 minutes or so at the Keeper's discretion; a full reading calls for a full day of study (**Carlyle Papers Australia #5**).

The universe, Huston establishes, is so relative that no sane human can imagine it. In self-defense, humans teach themselves not to see evidence of this, but some truths seep into consciousness through what we understand as dreams.

The document also records much of what Huston has achieved in Australia. In the underground tunnels, he found many ancient records telling of a civilization that traveled in vast, nuclear-powered airships. Huston paired these instructions with ancient artifacts and devices, many of which were carefully packed and shipped, along with instructions, to Edward Gavigan in London and Sir Aubrey Penhew via Shanghai.

The manuscript also mentions Gray Dragon Island and the Mountain of the Black Wind. It describes in detail what Huston must do on January 14, 1926, at particular moments of Greenwich Mean Time, and relates the function of the storage statues in **The Purple Dome Temple** (page 494). It also tells about the mind controller and how it works, about lightning guns and how they can discourage or sometimes kill random flying polyps, and how—by Nyarlathotep's grace—Huston was able to pull a Yithian forward through time (**Kakakatak**, see page 458).

1925

Grosvenor St.
Mayfair
London

Dear Huston,

Old chap, how go the excavations? And, more importantly, how are the preparations proceeding for the big event? I'm not sure how much help al-Shakti and his bunch in Cairo are likely to be - they are far more focussed on raking over their own past than looking to the future. Still as long as you keep things up at your end I'm sure everything will be well.

Don't forget Sir Aubrey is expecting a progress report from you by the end of the month. You know he doesn't like to be kept waiting.

Happy digging

E. G.

CURRENT EXCAVATIONS

The zombie miners work here when not resting at Huston's Headquarters. Huston can be found here, if the Keeper prefers. The zombified crew is opening a tunnel through a cliff of sand and cyclopean rubble. Their mindlessly patient excavations have nearly cleared the way. Investigators approaching without care may rouse the attention of the miners' overseer.

With a flashlight and a successful **Spot Hidden** roll, those risking the tunnel's creaking shoring can see a head-sized hole to the other side and, through it, glimpse a vast laboratory filled with strange artifacts. This hall is dust-covered and somewhat disturbed, but the things in it seem mostly to be intact.

KAKAKATAK'S CHAMBER

A spur line from the northwestern chain of lights leads into three gray stone-lined rooms. Each is decorated with a few indecipherable Yithian symbols and is described below.

The First Room

Through the hallways the straggling string of electric lights beckons into a room which is thoroughly lit. It is about 20 feet (6 m) square. Inside, the investigators find a jumble of crates and parts. If they have been looking for spare parts, this is the place!

A successful **Electrical Repair** roll shows that much of the gear is either of very advanced earthly manufacture or of alien design and construction. Much is of no known commercial design, and bears no manufacturer's strike-mark. Some of the gear has been scrounged from the buried city, while some parts were made in Germany or Britain. Here and there, parts can be recognized as transformers and power supplies, junctions and fuse boxes, and unorthodox vacuum tubes, but much more is inexplicable. The logic of the constructs would take weeks to work out.

The Second Room

The first room opens upon a second area 40 feet (12 m) across. Within stands an enormous and fashionably black control board covered with knobs, dials, handles, displays, and impressive sets of relays and junctions, flanked by a few monitor lights and gauges. One portion of the control board is open: conduits and connections simply dangle from the open panel. Plainly, a portion of the device is not in place.

At one point, the long control panel is interrupted by a comfortable leather daybed built into it (the sort of couch associated with Freudian analysts). An elaborate chromium headset and a series of hand-held controls connected to the control board and resting on the couch suggest that the couch's purpose is central to the device.

Nearby is an operating table equipped with hand, foot, and body restraints. A version of the same chromium headset rests there, and cables lead into the control board at a point close to that of the first headset. This operating table is used by Huston to hold unfortunate humans down while he uses them as test subjects for the device.

The device housed here has no defined purpose within the confines of the campaign, although a possible use is described the following **Pulp: Turn the Dial!** box; however, the Keeper may create a use for it, let the players evolve one, or be content that it remains a passing mystery.

PULP: WEIRD SCIENCE WORKSHOP

This workshop is ideal for any heroes who want to experiment or build something. The equipment and resources here provide a bonus die to rolls relating to the creation or study of weird science. Items of alien technology can also be found here, such as a Tabula Rasa Device and a Temporal Communicator (see *Call of Cthulhu Rulebook*, page 275).



Members of the Great Race of Yith

Madness is the mark of gods, the response to the whisper of ancient secrets, and the unseen hand that turns the world in its disordered course. With it, I have peered beyond mere dream and pattern, beyond childhood impetuosity and adult grief, beyond the analysis of which other men are capable. Accepting madness, I accept the gods and rule well with their gifts thereby.

That preening fool al-Shakti may be Lord and Master of his little Kingdom on the Nile, yet his vision is clouded by a narrowness of thought and a lack of imagination. He labors under the mistaken impression that age gives him seniority in matters pertaining to our lord's work. True, he may have seen the stars traverse the heavens many times over the course of his countless lives, and given devoted service in his own, petty manner, but he is too hidebound to embrace our vision of the future, and so must be left behind.

The old ones that dwelt here long ago were clearly destroyed by the piping monstrosities that lurk in the depths. It is fortunate that we have found so many of their weapons with which to keep these foes at bay.

The time is drawing ever closer. Gray Dragon Island and the Mountain of the Black Wind should be approaching readiness now. I hope Sir Aubrey and Gavigan have made good use of the artifacts that I have sent them. When that clock sounds on January 14th 1926, all creation shall quake, and our names will never be forgotten—those who opened the way! I will draw upon the power locked within the effigies of the gods, and the gods themselves will see me as an equal.

PULP: TURN THE DIAL!

The place is awash with weird science, dressed up with spark gaps and cloud chambers galore. Huston has been experimenting with this machine for various purposes, including learning more about the Yithians, contacting Nyarlathotep, and foretelling the future. The machine is a work in progress, and at present is non-functioning. Repairing the device requires a combined roll using any two of the following three skills: **Computer Use**, **Electrical Repair**, and **Mechanical Repair**. Any hero with the Weird Science talent gains a bonus die on this roll.

Once fixed, the headset can be placed upon a person, who lays upon the couch. The wearer soon begins to experience visions. The user's mind is flooded with the collected knowledge of the Yithian race. There is a dial on the machine with six settings. Apply the effect below according to the setting used. Each individual only experiences the benefits or consequences of each setting once.

- **Setting 1:** the wearer experiences visions that grant knowledge, gaining +1D6 points in both the Language (Read Yithian) and Cthulhu Mythos skills.
- **Setting 2:** the wearer gains +1D6 points each in the Language (Read Yithian) and Cthulhu Mythos skills, but this setting is faulty and the wearer must make a **Luck** roll or receive an electric shock (2D6 damage).
- **Setting 3:** the wearer gains +1D10 points in their Cthulhu Mythos skill, but they must make an Extreme **POW** roll or be possessed by Nyarlathotep for 1D4 rounds. Being possessed requires a **Sanity** roll (1D10/2D10+2 loss).
- **Setting 4:** the wearer gains +1D10 points each in the Language (Read Yithian) and Cthulhu Mythos skills, but a Yithian attempts to possess the wearer (as per the **Device of Rods, Wheels, and Mirrors** page 654).
- **Setting 5:** the wearer gains +1D10 points each in the Language (Read Yithian) and Cthulhu Mythos skills, but the wearer experiences visions of January 1926, seeing a total solar eclipse and the opening of the Great Gate, requiring a Sanity roll (1/1D10 loss).
- **Setting 6:** the wearer gains +1D10 points each in the Language (Read Yithian) and Cthulhu Mythos skills, but the wearer must make an Extreme **CON** roll or their head begins to swell, causing 1D10 points of damage per round; if they hit zero hit points, their head explodes! Removing the device does not halt the process. The only way to prevent death is if someone succeeds with a Hard **Medicine** roll to release the pressure. The person's head remains curiously-shaped thereafter.

Kakakatak's Room

An archway opens into the third room; one dimly lit, circular, and about 50 feet (15 m) across. It is mostly empty. A long, high bench holds many alien artifacts and instruments. A successful **INT** roll identifies one large section as probably the missing panel from the control board in the **Second Room**.

Across the doorway to this room (in fact, through the walls, floor, and ceiling as well) is a shimmering electrical field. Sensor holes can be seen on either side of the arch. The field delivers a painful shock (1D3 damage), and anyone who persists in forcing their way through suffers 3D10 damage. A human could crawl under the bottom sensor, but it's a tight squeeze, requiring a successful **DEX** roll for those up to SIZ 60, a Hard **DEX** roll for those of SIZ 61 to 80, or an Extreme **DEX** roll for those SIZ 81 to 100 to pass safely.

There is a fuse box to the right of the doorway. Its cover is locked; the combination lock can be opened either by cutting the prongs of the lock, or with a successful **Locksmith** roll. The force field can be turned off by throwing the knife switches in the fuse box. Removing and hiding the huge cylindrical fuses would disable the device.

Turning off the generator for this part of the city (it is not far away) is the simplest thing to do, but doing so draws immediate attention. A successful **Electrical Repair** roll bypasses and isolates the fuse box without turning off the generator.



Kakakatak, a Yithian scientist pulled through time by Huston

Kakakatak

In the shadows, just to the left of the doorway, rests a dark, motionless shape: Kakakatak, a member of the Great Race. If someone steps into the force field imprisoning Kakakatak, the lights in the chamber snap on, and the great intelligence wakes. The cost for seeing Kakakatak is 1/1D6 Sanity points.

When Kakakatak wakes, one of her claws picks up a blocky metal device, allowing her to communicate telepathically with mammalian minds (the investigators). Kakakatak picks the largest investigator first; if that one proves unsuitable, she keeps trying, in order of lessening SIZ. The chosen investigator clearly feels the telepathic intrusion—a weird thrust at the edges of their mind.

The investigator can try to resist the Yithian's telepathic link by making an opposed **POW** roll: failure means that the investigator cannot block future telepathic contact from Kakakatak. If the target does not resist, or their attempt fails, the investigator loses 1 magic point and 1 Sanity point because of the intrusion (the losses occur when the dialogue ends). State that the communication is in whichever language the target is most fluent in.

Kakakatak's first message requests that the imprisoning force field be turned off. She provides succinct instructions for opening the fuse box. If the investigators open the force field which imprisons Kakakatak without first asking for something in return, Kakakatak thanks them sincerely and majestically glides away, ending her participation in the campaign. Much of what follows assumes Kakakatak forms a positive relationship with the investigators.

As a scholar, she can telepathically impart +1D10 points of Science (Astronomy, Biology, Chemistry, Geology, and/or Physics), Cthulhu Mythos, Electronics, Occult, or Language (Read Yithian) in a few hours, per investigator. This is a tedious process, and she does not volunteer to do so, at least at first. The Keeper may think of other functions for Kakakatak, or knowledge that the investigators might wish to learn, such as practical tactics in fighting flying polyps.

Among the other things she might offer as a trade is to rewire the mind controller so that the zombified miners can be returned to themselves. Further, since she makes it a practice each day to read Huston's mind, scanning it as a human might a newspaper, she can also point out cultist connections to Ho Fang, Ahja Singh, and the Penhew Foundation (if the investigators have not already discovered these). Kakakatak also knows the general design of the

conspiracy, and can recite all the important locations, how to best approach them, who can be trusted, and who cannot (at the Keeper's discretion).

When freed, the first thing Kakakatak does is to glide down several narrow, dusty ramps and enter an unexplored building. There she removes several fully charged (23-shot) lightning guns from a compartment in a seemingly blank wall. She explains their use to the investigators and takes one for herself. The investigator to whom she speaks telepathically understands that Kakakatak definitely does not want to meet a flying polyp without this weapon. She truly fears a polyp wind attack.

Kakakatak knows the city and knows how to get where she wants. She takes the investigators along because she finds it extremely difficult to climb the rubble. She requests their aid in unclogging areas so that she can cross. Kakakatak needs several weeks in order to locate or reach the archives she desires, and she tries to keep the investigators with her throughout that period—better motivated helpers would be hard to find. Kakakatak bargains with the investigators in good faith. She feels no alarm about the impending opening of the Great Gate. Having already witnessed the future where the Gate was opened, Kakakatak sees it as an historical event. Where the investigators need further motivation to prevent the Gate opening, the Keeper might use her knowledge to impart what the world would be like with the Outer Gods and Great Old Ones returned (i.e. the death of everything the investigators hold dear). She might also say that the future is not necessarily set and that the investigators could alter what she perceives to be the future timeline. Of course, if the investiagtors do not question her about such matters, she probably remains silent as she is, at heart, an observer.

CONCLUSION

If the investigators have done their job, Huston has been foiled or killed, Kakakatak freed, the miners de-zombified, and the cultists crushed. Jeremy Grogan refuses to leave his camp, but is safe there from all but nature.

As this chapter ends, the investigators are most likely in the desert, hundreds of miles from the nearest town. If their vehicles are useless, they can use one of Huston's or wait by Grogan's spring until a stock drive comes from the north, and then trudge with the drovers down to Wiluna. Or, faster, a prospecting or survey party might pass and head back to Cuncudgerie. Or, perhaps, the investigators still have vehicles and decide to head back to Port Hedland, then on to Shanghai or wherever their desire takes them.

AUSTRALIAN CONCLUSION?

Come January 14, 1926, at the same second at various sites around the world, Huston, Sir Aubrey, and Nyarlathotep's Spawn begin intoning a great ritual taught to them by Nyarlathotep in order to open the Great Gate. The ritual lasts for eight hours. If the investigators are in Australia on that date, the ritual is much like the **Quarterly Rituals** (page 497). The outcome of Huston's efforts on that day will greatly depend on what is happening at other cults sites around the world and how the investigators proceed. Refer to **Chapter 8: The Grand Conclusion** (page 619) for details of that fateful day.

Rewards

Grant the players an investigator development phase when departing Australia (refer to **Rewards**, page 162, America). In addition, apply the following rewards or penalties to surviving investigators.

- If Huston has been neutralized, grant each investigator +1D6 Sanity points.
- If the cultists have been broken up or eliminated: +1D4 Sanity points.
- If Kakakatak was dealt with fairly: +1D3 Sanity points.
- If the investigators were able to restore memory to any of the zombified miners: +1D4 Sanity points.
- Defeating a Mythos monster: flying polyp +1D20 Sanity points; guardian of the Sand Bat +1D10 Sanity points (total).

Bringing Down a God: Australia

While it is technically possible that the investigators can take down Nyarlathotep in his guise as the Father of All Bats, any potential Sanity reward for doing so (+1D20 Sanity points) will almost certainly be negated by the concurrent loss caused by the god assuming his monstrous form before he disappears (Sanity loss 1D10/1D100).

PULP: REWARDS

In addition to the standard awards, the Keeper may award pulp heroes 1D10 Luck points for completing the Australia chapter.

CHARACTERS AND MONSTERS: AUSTRALIA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

ALLIES OR INDEPENDENTS

Prof. David Dodge, 46, *assoc. professor of archaeology*

STR 80	**CON** 85	**SIZ** 85	**DEX** 65	**INT** 85
APP 60	**POW** 55	**EDU** 90	**SAN** 55	**HP** 17
DB: +1D6	**Build:** 2	**Move:** 6	**MP:** 11	**Luck:** 25

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D6
.45 revolver	60% (30/12), damage 1D10+2
War boomerang	40% (20/8), damage 1D8+1D3
Dodge	55% (27/11)

Skills

Anthropology 40%, Archaeology 65%, Climb 35%, Credit Rating 20%, Drive Auto 40%, Fast Talk 45%, First Aid 40%, History 25%, Jump 40%, Listen 60%, Library Use 50%, Lore (Aboriginal Australian) 50%, Lore (Australian Outback) 70%, Navigate 45%, Persuade 40%, Psychology 20%, Spot Hidden 40%, Stealth 30%, Survival (Desert) 55%, Throw 25%.

Languages

Arabic 30%, Australian Aboriginal English 10%, English 90%, Greek 20%.

Billy Burraglong, 29, *put-upon laborer*

STR 75	**CON** 80	**SIZ** 50	**DEX** 85	**INT** 45
APP 45	**POW** 50	**EDU** 20	**SAN** 50	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4 or knife 1D4+1D4
Dodge	80% (40/16)

Skills

Climb 40%, Drive Auto10%, Jump 45%, Listen 60%, Lore (Aboriginal Australian) 30%, Psychology 20%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 55%, Throw 70%, Track 40%.

Languages

Australian Aboriginal English 40%, English 30%, Ngaanyatjarra (Western Desert Language) 50%.

Jeremy Grogan, 36, *insane miner and dreamer*

STR 60	**CON** 65	**SIZ** 55	**DEX** 60	**INT** 60
APP 55	**POW** 60	**EDU** 45	**SAN** 00	**HP** 12
DB: 0	**Build:** 0	**Move:** 9	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3
.30 06 bolt-action rifle	45% (22/9), damage 2D6+4
Dodge	40% (20/8)

Pulp Talents

Animal Companions: faithful animal companions (the dingoes); gains a bonus die when making Animal Handling rolls.

Skills

Animal Handling 80%, Cthulhu Mythos 03%, Demolitions 30%, Dreaming 20%, Fast Talk 35%, First Aid 50%, Jump 50%, Listen 60%, Mechanical Repair 45%, Operate Heavy Machinery 50%, Psychology 25%, Science (Geology) 30%, Spot Hidden 60%, Stealth 75%, Survival (Desert) 40%, Track 20%, Throw 45%.

Languages

English 50%.

Robert B. F. Mackenzie, 40, *mining engineer*

STR 70	**CON** 75	**SIZ** 65	**DEX** 60	**INT** 80
APP 35	**POW** 50	**EDU** 85	**SAN** 50	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3+1D4
Dodge	30% (15/6)

Skills

Charm 50%, Credit Rating 55%, Demolitions 60%, Electrical Repair 30%, First Aid 40%, Listen 30%, Mechanical Repair 55%, Operate Heavy Machinery 60%, Psychology 45%, Science (Geology) 90%, Spot Hidden 60%, Survival (Desert) 60%, Track 55%.

Languages

English 85%.

AUSTRALIAN ROWDIES, DRUNKEN AGITANTS

	Bernard	Herbert	Roy	Lloyd	Wallace
STR	50	65	45	60	70
CON	70	55	50	80	60
SIZ	50	55	60	65	70
DEX	45	50	55	60	50
INT	50	45	70	65	55
APP	50	55	60	45	55
POW	45	50	60	50	55
EDU	45	55	65	70	45
SAN	45	50	60	50	55
HP	12	11	11	14	13
DB	0	0	0	+1D4	+1D4
Build	0	0	0	1	1
Move	8	8	7	7	8

Luck: —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+DB
Dodge	30% (15/6)

**The Keeper should decide how drunk these men are: if thoroughly, apply a penalty die to their combat rolls.*

Skills

Climb 40%, Jump 45%, Listen 45%, Psychology 30%, Spot Hidden 40%, Stealth 30%, Swear Like a Trooper 90%, Throw 45%.

Languages

English 55%.

Kakakatak, physical age 2644 years, *researcher of the Great Race*

STR 200 **CON** 110 **SIZ** 300 **DEX** 65 **INT** 130
APP — **POW** 65 **EDU** — **SAN** — **HP** 41
DB: +5D6 **Build:** 6 **Move:** 7 **MP:** 13 **Luck:** —

Combat

Attacks per round: 2 (if she has a lightning gun, she may use it only once each round)

Fighting attacks: may use her pincers to attack. She also possesses great size that may be used to crush or hit an opponent; however, she avoids melee combat, preferring to use a lightning gun—especially when facing the flying polyps.

Fighting	40% (20/8), damage 1D6+5D6
Lightning gun	45% (22/9), damage 2D8 per charge
Dodge	25% (12/5)

Skills

Cthulhu Mythos 30%, Electrical Repair 95%, Electronics 99%, Future of the Universe 70%, History (Yithian) 90%, Library Use (Yithian) 90%, Mechanical Repair 95%, Natural World (Primordial) 95%, Occult 06%, Science (Astronomy) 90%, Science (Biology) 99%, Science (Chemistry) 85%, Science (Geology) 90%, Science (Physics) 90%.

Armor: 8-point skin.
Spells: none.
Sanity loss: 1/1D6 Sanity points to see Kakakatak.

ANIMALS

Brown Snake

STR 35	**CON** 40	**SIZ** 15	**DEX** 75	**INT** —
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 5
DB: –2	**Build:** –2	**Move:** 8	**MP:** —	**Luck:** —

Combat
Attacks per round: 1

Venom: a lethal poison; victim suffers 4D10 damage, which may be halved with a successful Extreme **CON** roll. A successful **Medicine** roll also halves the damage; use of the correct antivenin grants a bonus die to the Medicine roll (unless they brought it with them, it is very unlikely antivenin will be available—a successful Luck roll might mean some is available, at the Keeper's discretion).

Fighting	50% (25/10), damage 1D4–2 + venom
Dodge	40% (20/8)

Skills
Stealth 90%.

Death Adder

STR 35	**CON** 30	**SIZ** 10	**DEX** 90	**INT** —
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 4
DB: –2	**Build:** –2	**Move:** 8	**MP:** —	**Luck:** —

Combat
Attacks per round: 1

Venom: a strong poison; victim suffers 2D10 damage, which may be halved with a successful Extreme **CON** roll. A successful **Medicine** roll also halves the damage; use of the correct antivenin grants a bonus die to the Medicine roll (unless they brought it with them, it is very unlikely antivenin will be available—a successful Luck roll might mean some is available, at the Keeper's discretion).

Fighting	50% (25/10), damage 1D4–2 + venom
Dodge	50% (25/10)

Skills
Stealth 95%.

Grogan's Dingoes, *eight hounds*

STR 50	**CON** 70	**SIZ** 35	**DEX** 85	**INT** —
APP —	**POW** 30	**EDU** —	**SAN** —	**HP** 10
DB: 0	**Build:** 0	**Move:** 12	**MP:** —	**Luck:** —

Combat
Attacks per round: 1

Fighting	80% (40/16), damage 1D6
Dodge	50% (25/10)

Skills
Do What Grogan Wants 100%, Spot Hidden 85%, Track 95%.

PULP: DREAM DINGOES

STR 80	**CON** 90	**SIZ** 90	**DEX** 120	**INT** —
APP —	**POW** 30	**EDU** —	**SAN** —	**HP** 18
DB: +1D6	**Build:** 2	**Move:** 14	**MP:** —	**Luck:** —

Pulp Combat
Attacks per round: 1

Fighting	80% (40/16), damage 1D8+1D6
Dodge	50% (25/10)

ADVERSARIES

Average Cultist of the Sand Bat, *assorted thugs*

Use this profile for run-of-the-mill cultists out and about in Australia. See the **Cultist Squads A** to **D** for those encountered at Huston's camp in the City of the Great Race, as well as the profile for **Alan and Thomas** and their **Zombie Miners.**

STR 70	**CON** 60	**SIZ** 50	**DEX** 65	**INT** 40
APP 40	**POW** 50	**EDU** 20	**SAN** 00	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	**Luck:** —

Combat
Attacks per round: 1

Brawl	55% (27/11), damage 1D3
Club	55% (27/11), damage 1D8
.45 revolver	50% (25/10), damage 1D10+2
Dodge	30% (15/6)

Skills
Climb 40%, Cthulhu Mythos 11%, Jump 45%, Listen 60%, Spot Hidden 40%, Stealth 50%, Throw 40%.

Languages
English 40% or Australian Aboriginal English 40%. Aboriginal Australians may speak additional languages, such as Ngaanyatjarra (Western Desert Language) 40%.

Acolyte of the Sand Bat (Superior Cultist)

These acolytes can be found in Australia's cities, administering Huston's "aptitude test" to prospective cult members. This profile may also be used for pulp games, when a few tougher cultists may be required.

STR 70	**CON** 60	**SIZ** 70	**DEX** 65	**INT** 60
APP 40	**POW** 70	**EDU** 25	**SAN** 00	**HP** 13
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 14	**Luck:** —

Combat
Attacks per round: 1

Brawl	75% (37/15), damage 1D3+1D4
Club	75% (37/15), damage 1D8+1D4
.45 revolver	50% (25/10), damage 1D10+2
Dodge	30% (15/6)

Skills
Climb 40%, Cthulhu Mythos 11%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 50%.

Languages
English 50%,

Spells: Contact Nyarlathotep (Sand Bat aspect), Implant Fear, Power Drain*, Shrivelling.
See **Appendix B: Spells.*

Cultist Squad A

Use these profiles for cultists encountered in the City of the Great Race.

	A1	*A2*	*A3*	*A4*	*A5*
STR	60	65	60	60	60
CON	70	55	50	50	60
SIZ	50	55	55	50	45
DEX	60	60	60	60	60
INT	65	45	55	50	45
APP	50	55	60	65	70
POW	70	45	20	45	50
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	11	10	10	10
DB	0	0	0	0	0
Build	0	0	0	0	0
MOV	9	9	9	9	9
MP	14	9	4	9	10

Luck: —

Combat
Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or club 1D8
.45 revolver	50% (25/10), damage 1D10+2
Lightning gun*	50% (25/10), damage 2D8 per charge
Dodge	25% (12/5)

**Lightning gun for cultist A3 only.*

Skills
Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 25%, Spot Hidden 40%, Stealth 50%, Throw 40%.

Languages
English 40%.

Spells: (for cultist A1 only) Dominate.

Cultist Squad B

Use these profiles for cultists encountered in the City of the Great Race.

	B1	*B2*	*B3*	*B4*	*B5*
STR	55	65	55	65	60
CON	55	65	55	45	50
SIZ	75	65	85	75	70
DEX	55	55	55	55	55
INT	60	45	55	50	45
APP	50	55	60	65	70
POW	60	60	45	40	55
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	13	14	12	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1
MOV	7	8	7	7	7
MP	12	12	9	8	11

Luck: —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3+1D4 or club 1D8+1D4
.45 revolver	50% (25/10), damage 1D10+2
Lightning gun*	50% (25/10), damage 2D8 per charge
Dodge	25% (12/5)

**Lightning gun for cultist B3 only.*

Skills

Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 45%.

Languages

English 40%.

Spells: (for cultist B1 only) Contact Nyarlathotep (Sand Bat aspect), Shrivelling.

Cultist Squad C

Use these profiles for cultists encountered in the City of the Great Race.

	C1	*C2*	*C3*	*C4*	*C5*
STR	75	85	75	90	65
CON	75	75	75	80	85
SIZ	55	55	55	55	40
DEX	50	50	50	50	50
INT	55	45	50	55	40
APP	50	55	60	65	70
POW	55	45	50	55	40
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	13	13	13	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1
MOV	8	8	8	8	9
MP	11	9	10	11	8

Luck: —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3+1D4 or club 1D8+1D4
.45 revolver	50% (25/10), damage 1D10 + 2
Lightning gun*	50% (25/10), damage 2D8 per charge
Dodge	25% (12/5)

**Lightning gun for cultist C3 only.*

Skills

Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 60%.

Languages

English 40%.

Spells: (for cultist C1 only) Contact Nyarlathotep (Sand Bat aspect), Shrivelling.

Cultist Squad D

Use these profiles for cultists encountered in the City of the Great Race.

	D1	*D2*	*D3*	*D4*	*D5*
STR	50	55	60	55	50
CON	50	55	50	55	50
SIZ	60	65	60	55	50
DEX	45	45	45	45	45
INT	55	55	50	50	50
APP	50	55	60	65	70
POW	50	60	40	35	55
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	11	12	11	11	10
DB	0	0	0	0	0
Build	0	0	0	0	0
MOV	7	7	8	8	8
MP	10	12	8	7	11

Luck: —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or club 1D8
.45 revolver	50% (25/10), damage 1D10+2
Lightning gun*	50% (25/10), damage 2D8 per charge

**Lightning gun for cultist D2 only.*

Skills

Climb 60%, Cthulhu Mythos 20%, Jump 45%, Listen 60%, Psychology 50%, Spot Hidden 40%, Stealth 50%, Throw 50%.

Languages

English 40%.

Spells: (magic for cultist D1 only) Contact Nyarlathotep (Sand Bat aspect), Power Drain*, Shrivelling.

**See Appendix B: Spells.*

Toddy Randolph, 46, *alcoholic businessman*

STR 65 **CON** 60 **SIZ** 70 **DEX** 65 **INT** 60
APP 55 **POW** 50 **EDU** 30 **SAN** 24 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 6 **MP:** 10 **Luck:** —

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4 or knife 1D4+1D4
Dodge	30% (15/6)

Skills

Accounting 35%, Credit Rating 20%, Fast Talk 40%, Fill Out Documents 55%, Intimidate 40%, Listen 09%, Persuade 50%, Stealth 20%.

Languages

English 50%.

Mortimer Wycroft, 48, *supply agent for Huston*

STR 50 **CON** 50 **SIZ** 60 **DEX** 55 **INT** 45
APP 25 **POW** 25 **EDU** 50 **SAN** 02 **HP** 11
DB: 0 **Build:** 0 **Move:** 6 **MP:** 5 **Luck:** 25

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3
20-g shotgun (2B)	45% (22/9), damage 2D6/1D6/1D3
Dodge	30% (15/6)

Skills

Accounting 25%, Climb 20%, Credit Rating 15%, Cthulhu Mythos 06%, Drive Auto 30%, Electrical Repair 15%, Jump 25%, Listen 40%, Operate Heavy Machinery 20%, Psychology 25%, Spot Hidden 40%, Stealth 20%, Survival (Desert) 30%, Throw 25%.

Languages

Australian Aboriginal English 30%, English 50%.

Gertie Wycroft, 25, *Wycroft's eldest daughter*

STR 65	**CON** 60	**SIZ** 50	**DEX** 80	**INT** 30
APP 35	**POW** 60	**EDU** 40	**SAN** 00	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 12	**Luck:** 30

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3
	or dagger 1D4+2
Club	70% (35/14), damage 1D10
Dodge	40% (20/8)

Skills

Climb 40%, Cthulhu Mythos 05%, Dodge 55%, Drive Auto 30%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 40%, Throw 65%, Track 65%.

Languages

Australian Aboriginal English 25%, English 40%.

Shula Wycroft, 23, *Wycroft's second daughter*

STR 75	**CON** 60	**SIZ** 50	**DEX** 50	**INT** 40
APP 65	**POW** 50	**EDU** 20	**SAN** 00	**HP** 11
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 10	**Luck:** 30

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D4
	or dagger 1D4+2+1D4
Club	65% (32/13), damage 1D8+1D4
Dodge	35% (17/7)

Skills

Climb 40%, Cthulhu Mythos 04%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 90%, Survival (Desert) 35%, Throw 45%, Track 35%.

Languages

Australian Aboriginal English 25%, English 50%.

Janice Wycroft, 18, *Wycroft's youngest daughter*

STR 55	**CON** 50	**SIZ** 45	**DEX** 35	**INT** 45
APP 75	**POW** 45	**EDU** 20	**SAN** 00	**HP** 9
DB: 0	**Build:** 0	**Move:** 8	**MP:** 9	**Luck:** 25

Combat

Attacks per round: 1

Fighting (Brawl)	55% (27/11), damage 1D3
	or dagger 1D4+2
Club	55% (27/11), damage 1D8
Dodge	25% (12/5)

Skills

Climb 80%, Cthulhu Mythos 05%, Jump 65%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 30%, Throw 45%, Track 20%.

Languages

Australian Aboriginal English 15%, English 55%.

Alan and Thomas, 29, *cultist overseers*

Use this profile for both overseers.

STR 60	**CON** 50	**SIZ** 50	**DEX** 65	**INT** 40
APP 40	**POW** 50	**EDU** 50	**SAN** 00	**HP** 10
DB: 0	**Build:** 0	**Move:** 9	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3
	or club 1D8
Whip	65% (32/13), damage 1D3
Dodge	30% (15/6)

Skills

Climb 40%, Cthulhu Mythos 14%, Jump 45%, Listen 60%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 60%.

Languages

Australian Aboriginal English 20%, English 50%.

Zombified Miners

Use these profiles for both Alan and Thomas' zombie workforces.

	1	*2*	*3*	*4*	*5*
STR	60	75	70	70	85
CON	70	60	65	70	75
SIZ	60	50	55	60	65
DEX	35	35	35	35	35
INT	05	05	05	05	05
APP	50	55	60	65	70
POW	40	40	35	40	45
EDU	—	—	—	—	—
SAN	8	8	7	8	9
HP	13	11	12	13	14
DB	0	+1D4	+1D4	+1D4	+1D4
Build	0	1	1	1	1
MOV	8	8	8	8	8
MP	8	8	7	8	9

Combat

Attacks per round: 1 (scratch, lunge, grab, and choke)

Choke: after a successful Grab maneuver, the target is held around the throat; on each successive round the target is choked for 1D3+DB damage. The target may break loose if they succeed in an opposed STR roll.

Brawl	60% (30/12), damage 1D3 + DB
Grab (mnvr)	60% (30/12), held, then choke 1D3+DB on following rounds
Dodge	n/a

Skills

Follow Orders 95%.

Armor

The miners do not feel pain or shock.

Dr. Robert Huston, 56, *high priest*

STR 50	**CON** 75	**SIZ** 60	**DEX** 65	**INT** 90
APP 70	**POW** 175	**EDU** 90	**SAN** 00	**HP** 13
DB: 0	**Build:** 0	**Move:** 6	**MP:** 35	**Luck:** 90

Combat

Attacks per round: 1

Brawl	30% (15/6), damage 1D3 or club 1D8
.45 revolver	55% (27/11), damage 1D10+2
Lightning gun	40% (20/8), damage 2D8 per charge
Dodge	32% (16/6)

Pulp Combat

Brawl	50% (25/10), damage 1D3 or club 1D8
.45 revolver	60% (30/12), damage 1D10+2
Lightning gun	50% (25/10), damage 2D8 per charge
Dodge	40% (20/8)

Pulp Talents

Strong Willed: gains a bonus die when making POW rolls.
Smooth Talker: gain a bonus die to Charm rolls.

Skills

Anthropology 40%, Archaeology 45%, Charm 60%, Climb 40%, Credit Rating 89%, Cthulhu Mythos 50%, Drive Auto 30%, Electrical Repair 50%, Fast Talk 40%, First Aid 35%, Jump 30%, Library Use 60%, Listen 30%, Mechanical Repair 40%, Medicine 25%, Persuade 40%, Psychoanalysis 55%, Psychology 80%, Science (Astronomy) 15%, Science (Chemistry) 15%, Science (Geology) 25%, Stealth 30%, Survival (Desert) 30%, Throw 50%.

Languages

Australian Aboriginal English 50%, English 90%, Read Yithian 40%.

Spells: Contact Nyarlathotep, Dominate, Implant Fear, Mindblast, Raise Dead†, Send Dream*, Summon Hunting Horror, Time Trap*, others at the Keeper's discretion.
See **Appendix B: Spells.*
*†Huston's Raise Dead is a flawed version of the Resurrection spell (see **The Game Lodge**, page 413, Kenya).*

MONSTERS

Flying Polyps

	1	*2*	*3*	*4*	*5*
STR	240	255	235	235	215
CON	120	125	135	110	150
SIZ	260	255	275	240	280
DEX	65	70	60	70	65
INT	55	70	60	50	75
POW	75	85	80	60	95
HP	38	37	41	35	43
DB	+5D6	+5D6	+5D6	+5D6	+5D6
Build	6	6	6	6	6
MOV	8/12 flying	8/12 flying	8/12 flying	8/12 flying	8/12 flying
MP	15	17	16	12	19

Luck: —

Invisibility: by spending 1 magic point per round, a polyp can turn totally invisible. It can still be roughly located by the constant, nauseating piping sound that always accompanies it. Anyone trying to hit an invisible polyp must make a successful Listen roll to tell where it is, and if located, any rolls to hit it are made with one penalty die. Polyps naturally phase in and out of visibility, so a Luck roll must be made with each attack made upon it. If the Luck roll is failed, the Polyp phases just at that moment and the attack is made with one penalty die. When a polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks or cast spells.

Combat

Attacks per round: 2D6 (each round, roll 2D6 to determine how many tentacles form) or may use 1 wind-based attack per round.

Fighting Attacks: polyps continually form and dissolve tentacles from their bodies. Tentacle damage is always 1D10 (no damage bonus). Because of the partially nonmaterial nature of these entities, the tentacle's damage is dealt directly to the target's hit points, ignoring any armor (unless magical). The wound takes the form of a windburn or desiccation of tissue.

Note: each of the following wind-based abilities costs the polyp 1 magic point per round to use.

Wind Blast: base range of 20 yards (18 m) and a 10-yard-diameter (9m) cylinder of effect emanating from the polyp, dealing damage equal to the polyp's damage bonus. The cylindrical blast can extend further than 20 yards but loses 1D6 damage for each multiple of the base distance—thus, a target at 39 yards would take 4D6 (damage bonus 5D6 minus 1D6), and a target at 41 yards would take 3D6 damage. Victims of the wind blast have their flesh stripped from their bones and their skin dehydrated and wind-burned. In addition, the target(s) are blown backwards for a number of yards equal to the hit points they have lost.

Fixing Attack: a mysterious method used by the polyps for capturing prey. In this mode, the wind attack has a range of 1,000 yards (914 m) and can blow without diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing them down and forcing the target to make an opposed STR roll versus the polyp's POW. Beyond 200 yards (183 m), this becomes less effective and one bonus die is granted to the target. If the polyp wins, the victim cannot move away that round; if the target wins, they may move normally. The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it. This technique may be used on multiple targets within 30 yards of one another. Each additional target gains one bonus die on the STR roll to oppose the polyp. The polyp may choose its targets.

Windstorm Attack: can generate a wind in conjunction with its fellows. The windstorm has a speed of half a mile per hour per point of POW of the participating polyps. This windstorm is local, losing 5 mph (8 kph) of force for every 200 yards (183 m) it travels. A group of polyps can generate hurricane-force winds within an area of a few square miles. Targets take 1D4 damage for every 20 mph (32 kph) above 100 mph (160 kph) of wind speed; those that succeed with a Luck roll take half damage.

Fighting	85% (42/17), damage 1D10
Wind blast	70% (35/14), damage DB (see note above)
Dodge	30% (15/6)

Armor: 4 points, plus invisibility (see note above). The extra-terrene polyp takes only minimum damage from physical weapons, which is reduced again by 4 points due to the monster's skin armor. Enchanted weapons deal full damage, as do forces such as heat or electricity.
Spells: none.
Sanity loss: 1D3/1D20 Sanity points to see a flying polyp.

Guardian of the Sand Bat

Use this profile for all of the guardians.

STR 180*	**CON** 200	**SIZ** 120	**DEX** 50	**INT** 15
APP —	**POW** 60	**EDU** —	**SAN** —	**HP** 32
DB: +3D6	**Build:** 4	**Move:** 6/12**	**MP:** 12	**Luck:** —

**Can carry a person whose SIZ is half the monster's STR or less.*
***Flying.*

Combat

Attacks per round: 1 (wing bash, bite, or grasp)

Drain: once grasped, on the following round, the guardian's wings extrude countless small needle-like projections that enter the body of the victim and systematically drain body fluids, costing 1D3 hit points per round plus lowering the victim's current highest characteristic (STR, CON, etc.) by 5 points per round. The victim may attempt to break free with an opposed STR roll.

Fighting	50% (25/10), damage 3D6 (DB)
Grasp (mnvr)	50% (25/10), held, drain on following round
Dodge	35% (17/7)

Skills

Stealth 60%, Track 30%.

Armor: 2 points of thick fur.
Spells: none.
Sanity loss: 1/1D10 Sanity points to see a guardian of the Sand Bat.

Haunter of the Dark, Father of All Bats, *avatar of Nyarlathotep*

A horrific three-lobed, burning eye sits atop its bat-like body, from which tattered wings trail a mass of tentacles, as well as a smoky bubbling vapor. This semi-material entity is able to travel through solid objects at will.

STR 140	**CON** 110	**SIZ** 120	**DEX** 115	**INT** 100
APP —	**POW** 110	**EDU** —	**SAN** —	**HP** 23
DB: +2D6	**Build:** 3	**Move:** 10/20*	**MP:** 22	**Luck:** —

**Flying.*

Combat

Attacks per round: 1 (engulf, grab, devour)

Engulf and Burn (mnvr): envelops the target in its wings, burning the target for 2D6 damage per round. The embrace is powerful, although the target may attempt to wriggle free with an opposed DEX roll.

Tendril Grab (mnvr): swoops low and makes a grab with one or more of its tendrils. Each target within its 50 foot (15 m) wingspan can be attacked by one tendril. Those grabbed may then be carried off and perhaps dropped from a great height, or have their brain devoured; those captured may attempt to escape with an opposed STR or DEX roll.



Aboriginal sand art depicting the Sign of the Sand Bat

Vulnerable to Light: while it can endure extremely dim light (starshine), stronger light may cause damage. A strong light (powerful flashlight) kept trained on the creature delivers 1D6 points of damage—if it stands still for the treatment. Even a large candle held aloft inflicts one point of damage for each round it is within 50 feet (15 m) of the flame. If suitably equipped, an arc light causes the loss of 3D6 hit points, while full daylight inflicts 10D6 hit points per round; the light of the full moon deals 2D6 loss. Steady light for an appropriate number of rounds can dissolve the horror, causing it to disintegrate into nothingness until its next summoning. Brief, powerful flashes of light, such as lightning or flash bulbs, repel it but do little harm. The Keeper should decide the intensity of the light brought by the investigators, using the damage noted as a guide.

Engulf and Burn (mnvr)	100% (50/20), damage 2D6 per round; opposed **DEX** to escape
Tendril Grab (mnvr)	95% (47/19), carried off, dropped from a great height, or devoured
Devour Brain	automatic after being grabbed, damage 1D6 per round

Armor: none; however, no physical weapons can harm the Haunter of the Dark. Cold, fire, chemicals, and electricity also do not harm it. Only light and magic affect the Haunter of the Dark (see note above). If reduced to zero hit points, the Father of All Bats changes into the loathsome, gargantuan form of the Bloody Tongue (see **Characters and Monsters: Kenya**, page 438), and then disappears.
Spells: any, as desired by the Keeper.
Sanity loss: 1D6/1D20 Sanity points to see the Haunter of the Dark.



The Haunter of the Dark



CHAPTER 7

CHINA

I learned whence Cthulhu first came, and why half the great temporary stars of history had flared forth. I guessed from hints which made even my informant pause timidly the secret behind the Magellanic Clouds and globular nebulae, and the black truth veiled by the immemorial allegory of Tao.

— H. P. Lovecraft, *The Whisperer in Darkness*

Wherein the investigators have the chance to strike a great blow against evil, and learn that the serenity of China is but the wishful dream of millions doomed to struggle.

Lovecraft never actually set a Mythos story in China, so this chapter takes its inspiration from a variety of sources, including his tale *The Colour Out of Space*, the *Seven Cryptical Books of Hsan*, and the existence of that perennial Mythos favorite: deep one hybrids.

If the investigators come here first, rather than sailing to London, they'll find Shanghai difficult going, with its obscure Chinese cults, powerful sorcerers, political fanatics, radiation poisoning, and fishmen. In compensation there are Jack Brady and his allies, and the *Seven Cryptical Books of Hsan*. Together they yield a way to stop Nyarlathotep's dire plan, as well as providing useful information about the cult in Africa (if the investigators haven't already encountered it). Investigators who come to Shanghai immediately after the events in America can (hopefully) emerge in good shape for tackling the campaign's other locations.

Most investigators make for Shanghai at either the beginning or the end of the campaign. If this is their first destination, then, as mentioned in the Egypt chapter, the city's exotic sights, smells, and sounds may well be their first truly foreign experience (depending on where they originally hail from, of course). Just as in Egypt, there are cultural and language barriers to transcend, and these should be used judiciously to build up the atmosphere without bringing inquiries to a halt.

Most often, though, this chapter forms the conclusion of the campaign, by which time the players (if not their investigators!) should be old hands at negotiating the intricacies of other cultures and ferreting out useful information from those in the know. If Shanghai is the investigators' final destination, try to make sure that all of the clues they have received thus far have been fully explored, explained, and exploited to put them in the best possible position to deal with what is to come on Gray Dragon Island.

A NOTE ON NAMING CONVENTIONS

In this chapter, Chinese names and places follow the Wade-Giles transcription system rather than the more accurate Pinyin currently employed. Wade-Giles was used during the 1920s period, and reflects those times, although the modern equivalent is provided in brackets the first time the name is used (unless the translation isn't one widely recognized). For example, with Wade-Giles, the leader of the Kuomintang Party (KMT) is known as Chiang Kai-shek; using Pinyin, the same generalissimo is Jian Jieshi.

Chinese and Japanese convention causes the full name of an individual to be written or spoken with the family name first, followed by the given name. Thus, the old scholar Mu Hsien is also called Mr. Mu, as Mu is his family name. Similarly, Captain Isoge Taro's given name is Taro. If English speakers used this convention, an identical formation would be Doe John rather than John Doe. Bureaucrats everywhere no doubt appreciate the handiness of having personal names in ready-to-file order.

Opposite: Sir Aubrey's rocket

PICKING UP THE TRAIL

Several clues point to the presence of Jack Brady in Hong Kong. For a start, Jackson Elias visited the city in September 1924, and wired Jonah Kensington while there (**Prospero House**, page 128, America), suggesting it has some relevance to the case. Elias' Nairobi notes (**Carlyle Papers America #12**) mention that Nails Nelson saw Brady in Hong Kong after the Nairobi courts had declared all members of the Carlyle Expedition dead; a fact which Nelson himself confirms if interviewed in person (**Talking to Bertram "Nails" Nelson**, page 408, Kenya).

Brady has been to Hong Kong (a British colony) on several occasions to visit Carlyle since he left him in the care of the sanitarium, but strenuously avoids the Yellow Lily Bar precisely because Nails Nelson met him there. If the investigators stop off in Hong Kong *en route* to Shanghai, they should find nothing unless they tour the sanitariums specifically looking for Roger Carlyle.

If the investigators find and identify Roger Carlyle—tricky, but possible, if they have the rough date of his committal, a good physical description or photograph, and an equally plausible reason to be looking for him—he is able to tell them nothing. Brady gave an alias, Randolph Carter, for his friend, but Randolph Carter's home address is listed as Shanghai, care of the **Stumbling Tiger Bar** (page 537).

Even if they don't discover Roger Carlyle's "home" address, the investigators may already be well aware of the Stumbling Tiger Bar if they found the matchbook among Jackson Elias' possessions in his hotel room (**Carlyle Papers America #3**). This added connection should provide all the impetus they need to track down the drinking establishment on Lantern Street and find out how it connects to the bigger picture.

There are few clues pointing directly to Jack Brady's presence in Shanghai rather than Hong Kong; the most compelling is Edward Gavigan's unfinished letter to "the Pale Viper" (Sir Aubrey Penhew) found in the **Secret Workroom** at Misr House (**Carlyle Papers England #13**).

In the course of their inquiries, the investigators may well have come across the name of Ho Fang, depending on where they have visited so far. His company's name certainly appears stenciled on crates in the secret room at the Penhew Foundation, London (**Penhew Foundation Building: Secret Room (Basement)**, page 202, England). The *Ivory Wind* at Limehouse Docks also regularly ships crates from London to Ho Fang in Shanghai, as the ship's captain, Lars Torvak, can confirm (**Surveillance of the *Ivory Wind***, page 210, England), as can Gavigan's ledger at Misr House (**Carlyle Papers England #12**).

In Egypt, further evidence of cult links to Ho Fang can be found in Omar al-Shakti's ledger, locked within his safe (**The Safe**, page 347, Egypt). Ahja Singh's hidden ledger in Mombasa contains similar shipping information (**Mombasa: Seeking Ahja Singh**, page 396, Kenya), and yet more invoices for Ho Fang Import/Export are secreted at the **Randolph Shipping Company** in Darwin (page 464, Australia). In addition, there is the scarab receipt in Sir Aubrey Penhew's own hand, implying that not only did he survive the attack in Kenya, but he is somewhere in the region of Shanghai (**Carlyle Papers Egypt #5**). Huston's manuscript, *Gods of Reality*, also points to Shanghai via reference to Gray Dragon Island and what will happen there on January 14, 1926 (**Carlyle Papers Australia #5**).

If they saw the map within the Bent Pyramid (**The Hemispheric Map**, page 366, Egypt), and perhaps even spoke to the Black Pharaoh himself, then the investigators should also be looking for evidence of Nyarlathotep. In China, the Order of the Bloated Woman is the dark god's major cult, worshipping him in yet another repulsive and bloodthirsty aspect. The name Nyarlathotep means nothing in China, nor do the Bloody Tongue or the Brotherhood of the Black Pharaoh have any significance there. As Jackson Elias wrote, "Many names, many forms, but all the same and toward one end."

Although cryptical in nature, Old Bundari's talk of a mystic and scribe in the Far East who knows the secret of the Eye of Light and Darkness should also point the investigators towards China, at the very least (**Old Bundari**, page 421, Kenya).

One final, if difficult to decipher, clue could lead the investigators to Shanghai: the grainy photograph of Alfred Penhurst's yacht, the *Dark Mistress*, found in Elias' hotel room (**Carlyle Papers America #4**). How the investigators might be able to unravel this clue is discussed in the America chapter (**Information in Room 410**, page 120).

The Carlyle Expedition in Shanghai

Only two members of the Carlyle Expedition actually made it to Shanghai: Jack Brady and the Pale Viper himself, Sir Aubrey Penhew. Sir Aubrey installed himself on Gray Dragon Island, on June 13, 1921. The island is an important site to the Bloated Woman and home to a small but fanatical colony of deep ones and their captive shoggoth. Two months later, Robert Huston sent Penhew the first rocket plans discovered in the City of the Great Race in Australia and he began to gather the necessary materials for its construction. The first shipments arrived in September of that same year.

Over the intervening years, more plans and parts have arrived from Australia and England, although work is frequently interrupted by delays at Huston's end of the operation. Now, with the time of the eclipse drawing ever closer, the rocket nears completion.



Jack Brady arrived in Shanghai almost two years before Sir Aubrey, in early October 1919, shortly after settling Roger Carlyle in a sanitarium in Hong Kong. He had hoped to put the events of the past 12 months or so behind him, but spotting Sir Aubrey on board his yacht, the *Dark Mistress*, in Shanghai harbor in the summer of 1921 convinced Brady that he couldn't sit idly by any longer. Since then, Brady has worked with developing factions within the local revolutionary militias, as well as trusted occult experts, to determine the best way to thwart Sir Aubrey and company's insane schemes, while building his own small personal army ready for when the time comes.

Jackson Elias in Shanghai

Elias stayed at the Jin Jiang Guest House on Black Slipper Lane during his brief stay in Shanghai (not to be mistaken for the prestigious Jin Jiang Hotel, which doesn't come into existence until the 1950s). While there, Elias found Brady, who spilled the beans about what had happened during his time with the Carlyle Expedition (**Carlyle Papers China #8**).

Above: Shanghai map

Brady did not possess the *Seven Cryptical Books of Hsan* at the time, so Elias knew nothing of them.

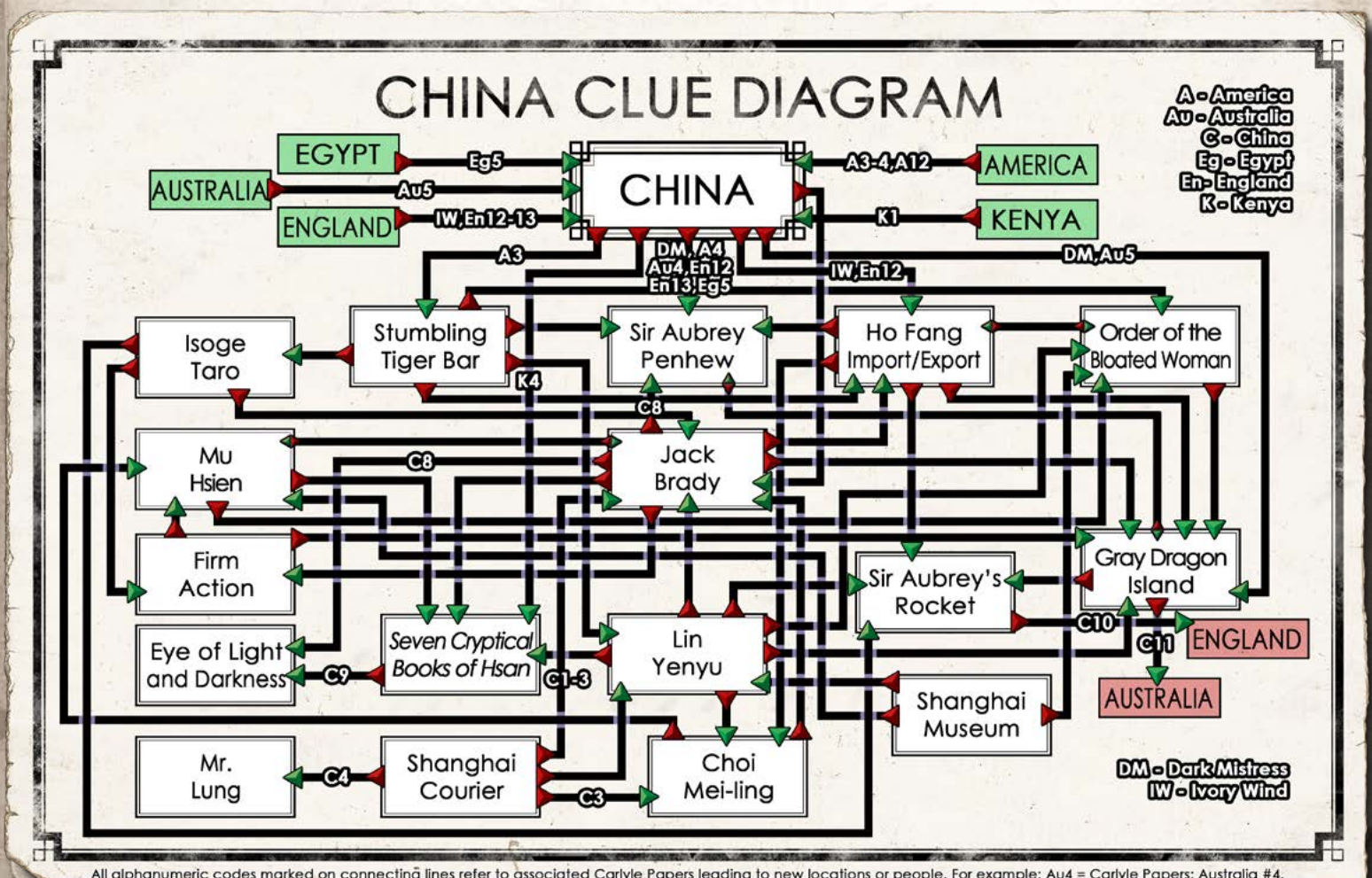
Although he also learned nothing about Sir Aubrey's rocket, Elias did see Sir Aubrey from a distance while making inquiries along the harbor front. It was then that Nyarlathotep's cultists—whom Elias had fortuitously given the slip after leaving Nairobi for Hong Kong—caught up with him again. This time, they began magical attacks on his sanity; as a result of the barrage, his notes and speculations became increasingly bizarre and disarrayed.

Two days of inquiry among city offices establishes that Elias arrived in Shanghai in late September 1924 (although the exact date is unclear due to what appears to be a filing error of some sort), and that he left on October 4th. His destination was Cairo, where Elias attempted to follow up the leads suggested to him by Brady; however, cult interference became prohibitive, and his research there could only verify that Brady's story was, at least, plausible.

RUNNING THIS CHAPTER

There are numerous powerful adversaries the investigators can stumble across in Shanghai, including Ho Fang, Lin Yenyu, and Carl Stanford. Perhaps the greatest danger, though, lies on Gray Dragon Island, where Sir Aubrey Penhew nears the completion of his mad plan to burn the skies in preparation for the coming of the gods.

A matchbook found with Jackson Elias' body leads the investigators to **The Stumbling Tiger Bar** (page 537), while those delving into research would be wise to seek out **The Shanghai Museum** (page 567), and **The Shanghai Courier** (page 540), whose stories provide clues for further lines of investigation. Soon the investigators will be drawn to Ho Fang (**A Gentleman of Business**, page 553) while they navigate the conflicting agendas at play, be they the Cult of the Bloated Woman, the machinations of Lin Yenyu (**Madam Swallow**, page 568), or Chu Min's **New China** (page 576). Eventually, diligence and perseverance should bring a face-to-face meeting with Jack Brady (**Meeting Jack Brady**, page 577). Finally, the chapter reaches a climax with investigators discovering the horrors of **Gray Dragon Island** (page 585).



All alphanumeric codes marked on connecting lines refer to associated Carlyle Papers leading to new locations or people. For example: Au4 = Carlyle Papers: Australia #4.

As there are so many potential enemies in Shanghai, the Keeper may wish to pick and choose who actually appears—partly to keep on top of who crossed whom and other related bookkeeping issues, but also to make sure that the core plot doesn't get lost amongst the infighting and political maneuvering of the various factions. The investigators have enough to do without battling every secret society they stumble across!

There is one sidetrack scenario in this chapter: **The Demon Cabinet of Mister Lung** (page 545). While this adventure is only loosely related to the main plot, it can be used to furnish the investigators with any important clues they may have missed or, if they are struggling, to guide them in the right direction. If nothing else, it can be used to foreshadow what is to come—provided they can save Mr. Lung from his demon and have him cast their horoscopes, of course!

PULP CONSIDERATIONS

Larger than life, decadent in the extreme, and controlled by organized criminal gangs with the collusion of the police, Shanghai is a pulp paradise waiting to be exploited. Seedy dive bars, opium dens, and exotic locales can all serve to heighten the atmosphere of a pulp campaign. Although set much later than the events of *Masks*, both *Indiana Jones and the Temple of Doom* (Spielberg, 1984) and *The Mummy: Tomb of the Dragon Emperor* (Cohen, 2008) have pulp action sequences set in Shanghai that could serve as a useful reference for chases and confrontations.

As elsewhere, bigger and badder adversaries are a feature of Shanghai for pulp heroes, including a powerful madam's two simian protectors (that may—or may not—have ties to rumors of a cult uncovered during their stay in Kenya), swarms of larger-than-life crustaceans, and bizarrely mutated deep ones. Standard tropes of pulp fiction, such as kidnap and incarceration, can also be incorporated if the Keeper wishes.

Besides the threat posed by cultists and creatures, an additional danger appears in the form of the radioactive materials used by Sir Aubrey to power both his yacht and the rocket. As you might expect in a pulp game, exposure to such matter leads to mutation and madness, rather than just radiation sickness.

The climax of this chapter gives the heroes the opportunity to face down the major villain of this piece—the Pale Viper, Sir Aubrey Penhew—in his volcano island lair. Although not of the horror genre, Keepers may wish to use the set piece finales from two James Bond films—*Dr. No* (Young, 1962) and *You Only Live Twice* (Gilbert, 1967)—as inspiration for what may well be the final confrontation of the entire campaign.

ARRIVING IN CHINA AND SHANGHAI

Unless the investigators somehow got Soviet visas and took the Trans-Siberian railway from Europe (something that immediately makes them suspicious in most Western powers' eyes) before linking up with China's fledgling rail service, their most likely route to Shanghai is by ship.

From America: the simplest route is to take a train to Chicago, change there for San Francisco, then pick up a ship to Honolulu. From there, the investigators need to head for either Manila or Yokohama, and then board another ship for Shanghai.

From England: although the investigators may wish to carry out the first leg of the trip to Egypt via the Simplon-Orient Express (**Arriving in Egypt**, page 299), the standard journey is to catch a ship from England (either Tilbury Docks in London, or Southampton), then sail to Port Said, through the Suez Canal to Aden, Bombay (Mumbai), Ceylon (Sri Lanka), Singapore, and Hong Kong before arriving in Shanghai, either by sea or rail.

Empty-pocketed investigators stranded in London might even consider stowing away aboard the *Ivory Wind*; see the **England** chapter for details of the crew, captain, and cargo.

From Egypt: the train service from Cairo to Port Said is regular and permits investigators to join with steamers heading from England to Hong Kong and beyond.

From Kenya: an overland train service from Nairobi takes the investigators to Mombasa, where they can sail to Aden and connect with the services running out to Hong Kong and Shanghai via India and Ceylon.

From Australia: passenger ships run by the P&O Line travel from Darwin to Shanghai or Hong Kong via Japan on a regular basis. Alternatively, if on the east coast of Australia, passage could be booked aboard the Australian Oriental Line's ships which run monthly from Melbourne via Sydney and Brisbane to Manila and the Philippines, terminating in Hong Kong. Some services extend the route to Shanghai and Japan, meaning the investigators won't have to change for a local boat or train to reach their destination.

CUSTOMS AND LICENSES

As in Egypt, those arriving into a treaty port (i.e. British controlled, such as Hong Kong or Shanghai) are required to undergo customs checks. Some items are liable to be confiscated if found (such as opium and guns), whereas others are subject to import duty if carried in bulk. A **Luck** roll may determine if contraband is discovered by customs—although, kind Keepers might forgo this to ensure the investigators are "prepared" for the trouble they will encounter in Shanghai.

Licenses for firearms can be obtained for a small fee on entry (or forged—if the investigators know the right people or are prepared to meet with black market dealers); regardless, all weapons can be reclaimed when they leave the city. And, given the dubious nature of many of the city's police, bribery is not beyond the realms of possibility when it comes to the investigators getting their guns back.

SETTING INFORMATION: CHINA

Modern China was born almost accidentally, in part due to the collapse of the dynastic system which had ruled the country for millennia, but also as a consequence of the continual interference of external imperial powers and the fallout from the Great War. For its nominal assistance during the war, the 1919 Treaty of Versailles generously handed Japan all of Germany's rights and possessions in China's Shantung (Shandong) province, in accordance with agreements wrung from China by Japan under duress in 1915.

Since China had agreed to support the Allies during the conflict on the understanding that these territories would be returned to her if they were victorious, this patronizing insult galvanized Chinese intellectuals into action. The Peking (Beijing) demonstrations of May 4, 1919, led to the formation of the May Fourth Movement, used to describe the nationwide outbursts that followed. The movement not only launched the Chinese Communist Party but also revivified Chiang Kai-shek's Nationalist KMT party. The two parties became implacable enemies as they grew in strength, and their internecine wars paralyzed China for the next half-century.

In July of 1926 (provided nothing happens in game to prevent it!), Chiang Kai-shek finishes intricate negotiations and officially launches the military Northern Expedition, which is intended to vanquish local and regional warlords and to unify central China with Canton (Guangzhou) and the south. The effort meets considerable success, and Chiang takes Shanghai in March 1927.

Throughout 1926 and 1927 local fighting ravages Kiangsu (Jiangsu) Province, and great strikes rage in Shanghai, as well as in Hong Kong and Canton. In late 1927, Chiang attacks the Communist and leftist leadership, executing many of them. Among those barely escaping Shanghai is Chou En-lai, a future premier of China.

HONG KONG

Originally a quiet backwater, Hong Kong rose to prominence as a result of British forces annexing the island in 1841, during the First Opium War. The Treaty of Nanking, which ended the conflict, ceded the island to the British in perpetuity. The rest of the Kowloon Peninsula soon followed as a result of its occupation during the Second Opium War, and the New Territories, the third and final part of the British Crown Colony of Hong Kong, was granted to Queen Victoria under a 99-year lease in 1898.

Hong Kong began to flourish under the British thanks to its status as a free port, and the colony grew slowly but steadily throughout the early 20th century on the back of trade and commerce; it also became a major financial center, along with Shanghai. Besides English, the main language spoken in Hong Kong is Cantonese.

SHANGHAI

Originally an undistinguished small city in Kiangsu Province, the British opened Shanghai to occupation and trade as a result of the Treaty of Nanking (1842), which brought a humiliating conclusion to the piratical opium wars, at least as far as China was concerned. First British, then French and American, representatives took possession of certain areas adjacent to the Chinese city. These areas of extraterritoriality, within which no Chinese law pertained, became known as "the concessions."

In 1854, the three concessions formed the Shanghai Municipal Council (SMC) to jointly oversee their affairs. By 1863, the British and American Concessions had joined together to form the Shanghai International Settlement. The French Concession, directly between the British Concession and the old, original Chinese walled city, was never formally amalgamated, preferring to see to its own management. (When Japan later received a small concession in Shanghai, Chinese public opinion was much inflamed, for this opened up the prospect of further pillaging of the Middle Kingdom.)

Under the terms of extraterritoriality (frequently shortened to "extrality"), citizens of Britain, France, and the USA, along with those of the other favored treaty powers (Denmark, Italy, Japan, Mexico, the Netherlands, Norway, Portugal,

Peru, Spain, and Switzerland) could only be tried under the laws of their native country, whether their crimes were committed in the concessions or not. Chinese citizens and those of non-favored treaty countries, such as Germany, were prosecuted according to Chinese law in local courts.

Together, the side-by-side French, British, and American zones formed the financial and industrial heart of the mushrooming city. By the 1920s, Shanghai had acquired two nicknames: "the Pearl of the Orient" and "the Paris of the East," in honor of its opulence and decadence.

Legal Tender

The Chinese adopted dollars, in the form of the yuan, as their official currency in the late 1880s. As a result, Mexican silver dollars are widely accepted, as they are in other locations around the world. Each yuan is split further into 10 jiao or 100 fen (cents). For game purposes, treat one British pound sterling as worth five US dollars or ten yuan (so one US dollar is the equivalent of two yuan).

Due to the chaotic nature of China's infrastructure during the 1920s, national and regional currencies were minted, as were regional and national bank notes. While national coins and notes are accepted in most places, regional currency is valid only in the area it comes from.



Foochow Road, Shanghai

The People

Despite the fact that foreign powers held tight control over Shanghai, there were remarkably few actual expatriates living in the city. In 1923, out of 1.6 million Shanghai residents, slightly more than 20,000 were non-Chinese—mostly Japanese. (Cairo, in comparison, had 850,000 residents, of whom more than one tenth were foreign.) In Shanghai, the bosses may well have been European, Japanese, or American, but everyone else—shopkeepers, cab drivers, laborers, teachers, lawyers, etc.—was Chinese.

Registered American and European expats referred to themselves as "Shanghailanders." Unregistered American, European, and Russian drifters and transients—Jack Brady is one—swelled the occidental presence but were looked down on by the full-time residents. The status, security, and trade advantages of the International Settlement also attracted propertied Chinese, some of whom were recently converted Christians, although they had to pay higher rates of tax than their white neighbors.

By the 1920s, China's economy was in such ruin as a result of several disastrous wars with foreign powers, the collapse of the Ching (Qing) Dynasty, and the rise of the warlords, that foreigners of even moderate income could afford opulent possessions and princely living conditions. Millions of Chinese worked for almost nothing, and the cost of what they produced amounted to little more than materials plus the owners' profits. Many foreigners chose to continue living in China, even though they could go home. In Shanghai, and across much of Asia, the lowliest foreigner had servants, and wealthy foreigners lived like kings.

Private Associations

Increasing poverty, overpopulation, lack of opportunity, and governmental neglect in Ching-dynasty China strengthened the traditionally strong family structure, as well as the ubiquitous private associations. The associations, in particular, served their members as clubs, insurance companies, pension funds, political allies, and more. An association might be a guild of thieves in one century, evolve to become a powerful political faction in another century, then form the basis of a revolutionary government in a third. The Chinese *triads* were such a development.

By the mid to late 1920s, national central authority, never very strong, has long broken down. Innumerable regional and local rulers exist—cliques of men committed to maintaining their power by force. In Shanghai in the 1920s, there are more than 100 powerful cliques, factions, and movements with pretenses to power, and it is unclear which—if any—will be the victor.

Shanghai: The Real City

Shanghai is built on the delta of the Yangtze River, making the land upon which it stands alluvial and nearly flat. Shanghai is also a low city, with dykes and seawalls protecting against flood, tide, and storm. In fact, Shanghai's most illustrious and sought after business address, the Bund, formerly a towpath, was originally built as a stone and earth dyke. The water table is very high, and drainage is difficult; obtaining pure water and disposing of sewage are recurring problems.

The International Settlement, run by the SMC, forms the core of Shanghai's business and trade operations. The Bund, the city's equivalent of Wall Street, runs from the Garden Bridge in the north to the Rue du Consulat in the south. The settlement has its own police force—the Shanghai Municipal Police (SMP)—as well as the multinational Shanghai Volunteer Corps (SVC), usually brought out at times of civil unrest (which happens frequently in the 1920s).

The SMP was originally formed from a contingent of British policemen from Hong Kong backed up by officers from the Metropolitan Police Force, London, and the Royal Irish Police. Later it added both Sikh and Japanese units, although the majority of its force consists of low-ranking Chinese "bobbies." Like the city's French *gendarmerie*, the SMP is heavily infiltrated by local criminal gangs, such as the Green Gang (see **The Green Gang**, see page 529).

The French Concession was home to most of the city's writers, adventurers, and gangsters, who operated with the full cooperation of the concession's *gendarmerie* (especially during the period under the force's senior Chinese detective and gangster, "Pockmarked" Huang). The concession also had a thriving opium trade after the International Settlement banned the narcotic within its jurisdiction in 1918. (The SMC banned prostitution two years later, which followed hard on the heels of the opium trade to its new home.)

Throughout China, precautions against theft and banditry were routinely kept which would have been astonishing in Western cities of the day. High blank walls and stout gates hid rich homes; windows were universally barred. Everyone employed guards and watchmen. Large and profitable businesses operated in seeming squalor. At the office, wealthy bankers wore clothing worse than that of their clerks. As a result, investigators must look closely and thoughtfully to know who is powerful, who is poor, and who pretends to one state or the other.

Only the largest city buildings were higher than three stories. Most were what the locals called "*shikumen*,"



Nanking Road, Shanghai

low-rise tenements built in the 1900s; it was in one such Shanghai *shikumen* in the French Concession that the Chinese Communist Party was formed in 1921. The Old City is riddled with *longtang*—tiny alleyways—while the French Concession favors wide, tree-lined boulevards reminiscent of Paris.

The Fictive City

Though some of the Shanghai locations in this chapter did exist in the 1920s (and are properly placed on the map of Shanghai), some of the addresses here cannot be found on a real map of the city. Others, like the Seamen's Club and the Shanghai Museum did exist, but not until a much later time period. In the case of the Seamen's Club, which took over the premises of the famous Shanghai Club in the 1950s, the location has been moved to suit the purposes of the story. Fictitious Chinese place names occur only as English translations.

The Political Climate

During the Great War, the colonial powers devoted themselves to making munitions, incidentally providing excellent business opportunities for Chinese manufacturers of all stripes. Now the war is over, renewed competition from the West has pushed Chinese industrialists to squeeze the wages of their workers again and again, leading to a constant state of civil unrest.

It is perfectly likely, and reasonable, that the investigators witness picket lines, rallies, roving mobs, and bloody worker-police-strikebreaker battles with stones, clubs, bottles, and swords. The Keeper also has every excuse to litter Shanghai's streets with bodies, hustle troops or police across the stage, perform inexplicable assassinations, have consuls and police warn against provocation, and train the gun turrets of destroyers and gunboats in the river on the port, all against the backdrop of the city's extreme wealth and hideous poverty.

Getting Around in Shanghai

Investigators wanting to make the most of the city need to employ the services of a guide or they risk leaving themselves at the mercy of fate. This is even more important if the investigators are not native Chinese. Fraternizing with the locals, in the way that the city's White Russian refugees do, is frowned upon, and most business dealings are handled through the services of a middleman, or comprador (see page 530).

THE GREEN GANG

Although it started life as a patriotic fraternity with roots going back several centuries, the Green Gang devolved into a criminal secret society, complete with its own initiation rites, symbols, and oaths. Heavily involved in gambling, drugs, prostitution, and protection rackets (not to mention chopping the kneecaps off those who crossed them), the gang effectively controls all crime in Shanghai during the early part of the 20th century, aided and abetted by the city's various police forces. It is run, during the 1920s, first by "Pockmarked Huang" Jinrong (also a leading member of the *gendarmerie*), followed by his successor, Du Yuesheng ("Big-Eared Du"). The gang has a very close relationship with the Nationalist KMT party, providing them with financial and physical support as and when required.

Depending on the investigators' actions, ties, and occupations, the Green Gang could either make a powerful ally or a dangerous additional thorn in their side. If an ally, the Green Gang may extricate the investigators from a sticky situation; however, in return, they will owe a gigantic favor—to be delivered at some point in the future (providing they survive).

Communication

English serves fairly well within the International Settlement, so long as the investigators keep their questions simple, such as "Where is..?". The uniformed Chinese patrolmen are courteous and eager to please. There is a small phone book, and governmental buildings, better hotels, and prosperous businesses all have copies, as well as possessing the only public pay phones. Local telegraph services and the mail are reliable, and within the city, private couriers cost less than the price of a stamp, and are quicker.

Outside the Settlement, investigators must speak Shanghainese or have interpreter-guides (see the **Compradors** box for one example); Mandarin Chinese or Cantonese will do at an absolute pinch, requiring a successful Hard **Language** roll to get their meaning across.


DON'T FAIL TO SEE NYARLATHOTEP IF HE COMES TO PROVIDENCE. HE IS
WORLD M
WONDERFUL. HE HAUNTS ONE FOR HOURS AFTERWARDS. I AM STILL SHUDDERING AT WHAT HE SHOWED.
ARCTIC OCEAN
GREENLAND
BEAUFORT SEA
BAFFIN BAY
Arctic Circle
HUDSON BAY
CANADA
ICELAND
BRITISH ISLES
IRELAND
Vancouver
Montreal
Chicago
New York
USA
San Francisco
Washington
Los Angeles
PACIFIC
ATLANTIC
Tropic of Cancer
GULF OF MEXICO
MEXICO
CUBA
Mexico
HONDURAS
JAMAICA
CARIBBEAN SEA
ANTILLES
NICARAGUA
GUATEMALA
SALVADOR
COSTA RICA
PANAMA
VENEZUELA
COLOMBIA
GUYANA
Equator
OCEAN
ECUADOR
PERU
Lima
BRASIL
La Paz
BOLIVIA
PARAGUAY
Asuncion
Rio de Janeiro
Tropic of Capricorn
ARGENTINA
URUGUAY
Montevideo
Santiago
Bueno Aires
Lisbon
SPAIN
MOROCCO
Villa Cisneros
MAURITANIA
GAMBIA
GUINEA
SIERRA LEONE
LIBERIA
Route of t
Expe
By Olivier
PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN

MAP. 1925

HORRIBLE ? HORRIBLE BEYOND ANYTHING YOU CAN IMAGINE ? BUT



WONDERFUL. HE PAINTS ONE FOR HOURS AFTERWARDS. I AM STILL SHUNNING AT WHAT HE SHOWED.

he Carlyle
dition

Sanfilippo *

PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN

COMPRADORS

The essential middleman for foreigners conducting financial transactions (amongst other things) in China, the comprador evolved from the number one houseboy found in expatriate European domestic service all across the colonies and treaty ports. Crucial for mediating any and all business undertakings between native citizens and businesses and outsiders, a comprador could be as lowly as a guide, or as powerful as the managing director of a foreign company.

Compradors tend to have a very Western attitude and dress in Western-style clothing, much to the disgust of Chinese traditionalists and scholars. Most receive a salary, expenses, and commissions on every sale or deal they facilitate, depending on the nature of their role. Li Wen-Cheng is presented below as a humble comprador, who may fulfill the investigators' needs while in Shanghai.

Li Wen-Cheng, 24, comprador

Li comes from the Kiangsu countryside, the fourth son of a moderately wealthy farmer. In Li Wen-Cheng's year of birth, the great imperial examination system of China was abolished; to obtain a Western technical education, Li converted to Christianity and attended a Methodist boarding school. When he announced his conversion, his Confucian father tore Christ from a place of respect among the household gods and disowned his unfilial fourth son.

Now, Li Wen-Cheng is without family, and serves as an impoverished library assistant at the Methodist University. He is known (to Fergus "McChum" Chum, for one) as friendly, intelligent, hardworking, loyal, and full of boundless energy. Li knows a good deal about Shanghai, though he avoids much of it as it is sinful and wicked. Counterpointing the investigators' need for information with Li's need to tread the straight-and-narrow could be amusing. For Li's statistics, see his profile in **Characters and Monsters: China**, page 602.



Occasionally, missionaries, traders, and officials might be encountered who could be of help. Chinese officials and functionaries are aligned with one or more warlords, political factions, bandits, underworld gangs, oligarchs, or triads. As there is no strong central government until the Communists solidify power in the early 1950s, individual power and motive has become everything, whether for patriots, honest people, venal predators, or the cruelest cultists.

Without a Chinese-speaking guide to explain their presence, once outside the International Settlement, the investigators meet a confusion of excessive friendship, animosity, fearfulness, and servility. Even with an interpreter, they must still thread their way through very interesting times.

Keeper note: although at the time, someone who spoke only Shanghainese would be unable to understand either Mandarin or Cantonese (and vice versa), the campaign takes the liberty of permitting a degree of comprehension between all three in order to smooth character interaction. Those wishing for a more historically accurate campaign may wish to dispense with this conceit. Be aware, however, that this could severely hamper any ongoing investigation.

While the spoken Chinese language consists of multiple, not always mutually comprehensible, dialects, the written language is, on the whole, recognizable to all. There are, however, two forms: classical (or literary) Chinese and the more vernacular written Chinese, which grew in popularity and distribution as a result of the May Fourth Movement. The text makes no distinction between the two for the purposes of translating written documents.

Weather

Everyone complains about the heat and humidity in Shanghai during the summer and fall, when the temperatures reach an average of around 90°F (32°C). Conditions resemble those of New Orleans, but Shanghai summers are wetter, thanks to the typhoons that sweep in from the China Sea, with between 3–5 inches (7.5–12.5 cm) of rain falling a month. August is by far the wettest time of year, and often sees more than 8 inches (20 cm) of rain.

Shanghai's winters are drier but, nevertheless, remain damp. They can also be rather cold, with temperatures occasionally dipping down to below 20°F (–6°C) in January and February.

CULT IN RESIDENCE: THE ORDER OF THE BLOATED WOMAN

This form of the dark god Nyarlathotep is that of a 600-pound (270 kg), obviously female humanoid, equipped with numerous tentacles. The high priest of the Order is Ho Fang, a wealthy importer in Shanghai, and its local membership of around 300 is almost exclusively Chinese. Rituals are practiced on several offshore and "unpopulated" islands. Beyond Shanghai and its immediate environs, the cult numbers a further 300 or so members, although these are widely dispersed across China's vast territory.

All cultists have a tattoo of the cult characters in their left armpits (this should identify any dead cultists left lying about). The cult characters are simply a version of the phrase "Bloated Woman." Cultist ceremonial robes are of black and yellow silk, cut voluminously to mimic the shape of their hideous goddess. The cult's main weapon is a sickle, used to mutilate the trunk of the victim and then to sever the limbs, particularly the arms. Cultists rarely use guns in China.

The Order has links to a colony of deep ones in the East China Sea, making human/deep one hybrids common members. The cult's minions have an unsavory reputation among Shanghai's vast and cruel criminal underworld, and the Order is vaguely known to the growing leftist and nationalist underground.



Characters of the Bloated Woman

Profiles for **Average Cultist of the Bloated Woman (China)** can be found on page 611 in the **Characters and Monsters: China** section at the end of the chapter.

DRAMATIS PERSONAE: CHINA

Their inquiries can lead the investigators down many rambling alleyways while in Shanghai. The key personalities they may encounter are detailed here.

POTENTIAL ALLIES AND INDEPENDENTS

Fergus "McChum" Chum, 40, *bar owner*

- **Link:** proprietor of the **Stumbling Tiger Bar** (page 537).



The Chinese-Scotsman owns and runs the Stumbling Tiger Bar on Lantern Street. To the occidentals among his clientele, he is known as "McChum" in honor of his Scottish ancestry. A native of Shanghai, McChum keeps his eyes open and his mouth closed. He speaks English with a thick accent, and the clarity depends on how quickly he talks—if he gets excited, he has a tendency to miss words out, almost lapsing into pidgin.

Besides Ho Fang, McChum is the most easily identified person with whom the investigators should talk during their time in Shanghai. He knows a great deal of information that will be of help to them, but he has more sense than to immediately spill his guts (in the metaphorical sense) for fear of having them spilled quite literally by the Order of the Bloated Woman.

McChum is in debt to Jack Brady, because the American once saved his life during a brawl in the Stumbling Tiger. He knows that Brady does not want to be found and, unless he can be convinced that the investigators mean Brady no harm, he is reluctant to share his knowledge. One thing he doesn't know, though, no matter how persuasive the investigators might be, is Jack Brady's actual location—only that he is still in Shanghai.

McChum makes a good ally, but one who is hard to get. He hears everything, lies like a trooper, and reveals little. He intends to aid his friend Jack Brady to his dying breath.

- **Description:** squat Eurasian chain-smoker, with nicotine-stained fingers and a thin, unconvincing smile.
- **Traits:** taciturn, loyal, and guarded.
- **Roleplaying hooks:** a great source of information and leads. The investigators hold his life in their hands; if they attract the Order's attention his way, McChum is a dead man.

Isoge Taro, 34, *undercover agent of the Imperial Japanese Navy*

- **Link:** patron of the Stumbling Tiger Bar (**The Drunken Foreman**, page 539).



Captain Isoge, a captain in the Imperial Japanese Navy, was participating in the systematic survey of Chinese ports when he heard rumors of a terrifying new weapon being developed by an unknown Chinese faction. A member of the right-wing Kochisha association (Kochikai before February, 1925) and a protégé of Okawa Shumei (a nationalist and anti-capitalist scholar), Isoge used his powerful connections to be assigned to investigate the matter. He has spent the last two months undercover, and has recruited several Shanghai-area Chinese as agents.

Isoge is perfectly willing to sacrifice himself to accomplish his mission of uncovering, destroying, or capturing the secret weapon, and the investigators may be able to team up with him as long as their goals don't become mutually exclusive.

Even if the investigators figure out (or are informed) that Isoge is a Japanese agent, such a collaboration might not be contrary to their national interests, even if they happen to be American; at the end of the day, they're all trying to save the world. Remember that Isoge can be deadly, and he will not sell his honor or allegiance to Japan for the sake of momentarily friendly relations with a handful of foreigners engaged in some mythological quest.

While Lin Yenyu and Ho Fang have reason to cooperate with each other to achieve their aims (recovering the *Seven Cryptical Books of Hsan* and putting paid to Jack Brady's schemes, respectively), neither has any reason to align themselves with Isoge Taro or his agents. The valiant Japanese naval officer is likely to conclude his investigation as a corpse if he runs afoul of either of them.

- **Description:** close-cut, black hair, dressed in workman's clothing.
- **Traits:** dedicated, honorable, and formidable.
- **Roleplaying hooks:** a source of information, and a potential ally capable of providing tactical naval support, if desired.

Anthony Chang (Chang Pao), 24, *inexperienced editor and spy*

- **Link:** editor of the **Shanghai Courier** (page 540), who may be aware of the investigators through their interactions with Nigel Wassif (**The Cairo Bulletin**, page 321).

Chang has recently returned to Shanghai from Britain and has taken on the *Shanghai Courier* at his wealthy father's behest in order to revive the newspaper's flagging fortunes. Well, that's the official story, at least. A graduate of Oxford University recruited to the British Secret Service, Chang keeps a discreet eye on Shanghai's expat community and those they do business with. He is a reporter and editor of sorts, having worked on a variety of student newspapers during his undergraduate days. He is very young and inexperienced, both as a journalist and as a spy.



If the investigators learned the real nature of Nigel Wassif's employment in Cairo (**The Cairo Bulletin**, page 321) and convinced him to lend the support of Britain's Secret Service in their endeavors, then Anthony Chang may well be looking out for them in order to provide them with further assistance. The same can be said of Wassif if the investigators manage to convince Chang of their story before they arrive in Cairo.

It takes a successful Hard **Psychology** roll to reveal that there is more to Mr. Chang than a young man keen to make his mark on the world of journalism.

- **Description:** smartly dressed in Western-style clothing, with neat, slicked-back hair and an inquiring gaze.
- **Traits:** curious, intelligent, polite.
- **Roleplaying hooks:** a source of information and a potential ally. Chang could also be roped in as a replacement investigator, if required.

Choi Mei-ling, 23, *unfortunate flower girl*

- **Link:** interviews with witnesses regarding the strange deaths at the flower girl house on Lantern Street (**Carlyle Papers China #3**).
- **Link:** interview with Lin Yenyu (**Madam Swallow**, page 568).
- **Link:** searching Ho Fang's mansion (**A Gentleman of Business**, page 553).



A prostitute, formerly in the employ of Auntie Gee, Miss Choi was recently sold to another flower girl house for allowing Jack Brady to hide out in her room at the brothel.

After Carl Stanford's failure to kill Jack Brady during the attack on Lantern Street, Miss Choi was snatched and taken to Ho Fang's mansion (in the French

Concession) in order to find where Brady is currently holed up and, more importantly, where he has hidden the *Seven Cryptical Books*.

- **Description:** petite and pretty, with long, black hair and startling jade-green eyes.
- **Traits:** courageous and faithful, but a realist at heart.
- **Roleplaying hooks:** a potential source of information as to Jack Brady's whereabouts.

Lin Yenyu, 65, *wealthy aesthete and madam*

- **Link:** surveillance of Lin Yenyu's hirelings, who are supposed to be following the investigators (**The Agents of Madam Lin**, page 539).
- **Link**: named on a list of scholars obtained from the **Shanghai Museum** (page 567).
- **Link:** corresponded with Neville Jermyn regarding the origins of her simian companions (pulp games only: **Carlyle Papers Kenya #1**).



Madam Lin is a powerful woman. Although her family was poor, she worked her way up through her profession (prostitution), determined to lift herself and her family out of poverty. Along the way, she found that she had a skill for encouraging people to share their secrets; a talent which also helped her meteoric rise through the ranks to become a famous courtesan and then, Madam, with high-class flower girl houses in each of the major treaty ports, as well as the capital, Peking.

Originally from Kweilin (Guilin), 950 miles (1,500 km) to the southwest of Shanghai, Madam Lin still retains a home there, where she keeps the bulk of her occult and art collection. She regularly tours her "offices" to make sure that they are maintaining her high standards, and that her private intelligence corps (male and female courtesans and other associated personnel) is keeping abreast of any developing situations she could use to her benefit.

As a result of her reach and influence, Madam Lin's knowledge of Asia is great, both in mundane and occult terms (a topic she was trained in as a young woman by several of her more interesting and valuable clients). She possesses an extensive Mythos library, split between her various homes, and her staff keep her informed about Nyarlathotep's cult in China (among many other areas of interest).

Jack Brady recently relieved Madam Lin of a prized possession: the *Seven Cryptical Books of Hsan*, an important Cthulhu Mythos tome (**Appendix C: Tomes**, page 648). Unsurprisingly, Madam Lin wants the scroll back and has come to Shanghai to get it. She knows of the Order of the Bloated Woman and does not want trouble with it, though she would not be afraid to take advantage of the Order under certain circumstances (such as letting them retrieve the book for her then making a deal to reacquire it).

Despite her appearance as a kindly, elderly lady, Madam Lin is tougher than she looks, and her knowledge of the occult and of the Mythos is more than sufficient to protect her.

- **Description:** slightly taller than the average Chinese woman, with a good figure for a lady of her age. Her dark hair is elaborately styled, and she dresses in traditional clothing. She always wears a jade brooch of a swallow (a play on the literal translation of her name "swallow jade").
- **Traits:** cunning, intelligent, determined.
- **Roleplaying hooks:** a source of information and clues. Madam Lin is determined to protect her business empire and her possessions. If the investigators become her enemies, they should consider fleeing China—after all, she has some very powerful people in her pocket, not to mention an army of loyal henchmen and -women.

Mu Hsien, 63, scholar

- **Link:** named on a list of scholars obtainable from the **Shanghai Museum** (page 567).
- **Link:** identified by Choi Mei-ling, if she is rescued from the Shrine of the Bloated Woman (**The Seven Gates to Heaven**, page 564).

Once a quiet scholar and former assistant to the curator at the Shanghai Museum, Mu has been dragged into Jack Brady's crazy schemes through his "nephew" (in reality, the son of a good friend from Mu's home town), a former military associate of Brady's who owed him a favor. As a specialist in Chinese history and traditional lore, Brady picked Mu's brains about the Eye of Light and Darkness, then brought the *Seven Cryptical Books of Hsan* to him for translation after he stole it from Lin Yenyu.



Mu has seen many changes in his lifetime, and has learned to observe carefully before speaking. He is an old man, and certainly not up to fighting mad cultists and monsters. Yet he is so shocked by what Brady has taught him that he cannot turn his back and could prove to be a valuable ally if the investigators convince him of their trustworthiness.

- **Description:** short with a shaven head, he retains his robes even though he has abandoned his *queue* (the traditional ponytail worn by Chinese scholars and officials during the Imperial period).
- **Traits:** watchful and reserved.
- **Roleplaying hooks:** a source of information on Chinese history and occult beliefs. Without Mu, the chances of translating the *Seven Cryptical Books* are slim.

Chu Min, 31, *leader of New China*

- **Link:** identified as a person of interest by Isoge Taro (**Talking to Captain Isoge**, page 539).
- **Link:** alerted to the investigators' presence by Mu Hsien (**Talking to Mu Hsien**, page 573).
- **Link:** introduced to the investigators by Jack Brady (**New China**, page 576).



A member of the violent revolutionary organization New China, and leader of its paramilitary Firm Action wing, Chu maintains a cover identity as a warehouseman but, in reality, is solely on the Firm Action payroll.

Originally a policeman, he and Jack Brady met years ago as minor opponents in an anti-corruption campaign. After retiring from the police force, Chu was hired by Sung Lee, New China's financial backer. In turn, Chu recruited Brady while he was on the run, as he was experienced, reliable, and not exactly fussy about things like aims, means, or ethics.

When Brady provided evidence of the Order's horrifying activity, he gained the pledge of the Firm Action faction to carry out an attack on the cult's headquarters. Neither Jack Brady nor the radicals truly understand what is at work on Gray Dragon Island, nor the awful forces that guard the place. At the moment, though, Chu is tasked with preparing an assault force and keeping an eye on Mu Hsien, along with anyone who asks too many questions about Jack Brady.

- **Description:** stocky and powerfully built, with a thick shock of jet-black hair (usually hidden under a worker's cap).
- **Traits:** fierce, argumentative, brave, and loyal to any cause he believes in.
- **Roleplaying hooks:** potential ally and possible replacement investigator.

Jack Brady, 41, *last sane member of the Carlyle Expedition*

- **Link:** unfinished letter from Edward Gavigan to the Pale Viper (**Carlyle Papers England #13**).
- **Link:** interview with Lin Yenyu, confirming Brady's presence in Shanghai and his theft of the *Seven Cryptical Books* (**Madam Swallow**, page 568).
- **Link:** interview with Choi Mei-ling, potentially leading to Brady's hiding place (**The Seven Gates to Heaven**, page 564).
- **Link:** articles in the **Shanghai Courier**, discussing failed attempts on Brady's life (**Carlyle Papers China #1–3**).



Having hoped that his involvement with the Carlyle Expedition was at an end after the reported deaths of all concerned, Jack Brady received a nasty surprise when he spotted Sir Aubrey Penhew alive and well aboard the *Dark Mistress* in Shanghai (**Carlyle Papers China #8**). The sighting reinvigorated Brady's plan to secure the sites Roger Carlyle told him were essential for the Great Gate's opening during his last days of lucidity.

Determined to learn the secret of the Eye of Light and Darkness so that he could create new ones, Brady contacted Mu Hsien, an "uncle" of one of his Chinese military associates. From Mu, he learned that one tome in particular might be of help: the *Seven Cryptical Books of Hsan*, which had, by a stroke of good luck (Brady always seems to be lucky), just come into the possession of Lin Yenyu and was currently in Shanghai awaiting shipment to her home in Kweilin. So Brady stole the book and set Mu to work on unlocking its mysteries.

Brady suspects that Sir Aubrey has smashed the ward on Gray Dragon Island in order to carry out his blasphemous ritual, so he intends to replace it, thereby foiling Nyarlathotep's opening of the Great Gate, as well as destroying Sir Aubrey and his slimy worshippers to boot. After that, Brady plans to sail to Kenya to destroy the Great Temple of Nyarlathotep and plant a second ward, then travel on to Australia to plant a third ward to protect the City of the Great Race from Mythos exploitation. The investigators are welcome to accompany him and help, but he cannot move until the *Seven Books* have been translated.

- **Description**: tall, tanned, and muscled, with a high forehead and short brown hair, graying at the temples. There is a hunted look in his eyes.
- **Traits:** violent, instinctual, and more than a little bit paranoid (not without reason).

- **Roleplaying hooks**: a source of information and a potential powerful ally, particularly if the investigators come to Shanghai early in their adventures. However, Brady is a killer and a dangerous man to cross. On top of that, his sanity is perilously low for the task before him—he likely will die soon, one way or another. If he goes insane, he attacks everything which seems to him to be Mythos-related, which may also include the investigators!

ADVERSARIES

Ho Fang, 57,
high priest and wealthy merchant

- **Link:** shipping crates in the basement of the Penhew Foundation, London (**Penhew Foundation: Secret Room (Basement)**, page 202, England), and on board the ***Ivory Wind*** (page 210, England).
- **Link:** references to items shipped to England (**Carlyle Papers England #12**), Egypt (**The Safe**, page 347, Egypt), Mombasa (**Mombasa: Seeking Ahja Singh**, page 396, Kenya), and Australia (**The Randolph Shipping Company**, page 464, Australia).
- **Link:** interview with Fergus Chum (**Talking to McChum**, page 537).
- **Link:** interview with Lin Yenyu (**Madam Swallow**, page 568).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).



Under his camouflage of a successful businessman, Ho Fang's tentacles of terror reach around the globe, as the investigators are no doubt aware (if they've discovered the references to him at each of their stops so far). Ho's public reputation, though, is spotless and ultra-respectable. He deliberately accepts gratitude money and cheats a bit on his taxes, subscriptions, and contributions so that his peers do not think him a fool.

Always the consummate host, any meeting with Ho usually involves tea, cigarettes, and inquiries after his guests' comfort and health. Other topics of discussion include Shanghai's weather, history, geography, and so on, always in the most polite and non-controversial terms. If one of the investigators is obviously Christian, Ho echoes a similar faith-filled demeanor. Secretly the High Priest of the Order of the Bloated Woman, Ho is one of the most dangerous men in the world.

NITOCRIS IN SHANGHAI

In her role as a wildcard, the former Queen of Egypt may decide to travel to Shanghai in search of Jack Brady. This trip could either be in support of Ho Fang's efforts to retrieve the *Seven Cryptical Books of Hsan*, or purely to find and appraise the man who believes he can stand up to the collected might of the cults of Nyarlathotep. If Brady proves to be a worthy adversary, she may decide to seduce him in order to destroy him; first using him as a puppet in her plans before revealing his own stupidity (a particularly pulpy course of action).

- **Description:** short, fat, and apparently amiable. He wears a baggy white linen suit and smokes aromatic, dark-wrapped cigarettes.
- **Traits:** devious and dangerous.
- **Roleplaying hooks:** all of Ho Fang's properties contain valuable information for the investigators. If they cross him or reveal to him their intentions to thwart the Order's plans, he does not hesitate in destroying them.

Carl Stanford, appears 47,
immortal sorcerer and fanatic

- **Link:** surveillance of Ho Fang's mansion in the French Concession (**Carl Stanford's Room**, page 558).
- **Link:** interview with Lin Yenyu (**Madam Swallow**, page 568).



Carl Stanford first appeared in Chaosium's supplement *Shadows of Yog-Sothoth* as Master of the Hermetic Order of the Silver Twilight, a global organization bent on destroying humanity. His appearance in this campaign may serve to foster acute paranoia if the investigators were, somehow, involved or knowledgeable about those events; otherwise, he is a dangerous Mythos force, and one the investigators would do well to avoid!

Mighty Cthulhu sent Stanford as an intermediary to acquire the *Seven Cryptical Books of Hsan* from their owner, Lin Yenyu; however, before Stanford even arrived in Shanghai, Jack Brady stole the tome for himself. Now

Stanford pursues both the scroll and Jack Brady. He intends to extract the missing thief's whereabouts from Brady's girlfriend, Choi Mei-ling (**The Seven Gates of Heaven**, page 564).

- **Description:** apparently middle-aged, bespectacled, and clean-shaven with receding hair.
- **Traits:** ruthless, sadistic, and arrogant.
- **Roleplaying hooks:** a dangerous enemy, who could, if desired, dog the investigators footsteps elsewhere in the campaign, if they visit Shanghai early in their inquiries.

Captain Jules Savoyard, 39, *cultist*

- **Link:** photograph of the *Dark Mistress* (**Carlyle Papers America #4**).
- **Link:** surveillance of the ***Dark Mistress*** (page 565).
- **Link:** interview with Lin Yenyu, identifying him as the *Dark Mistress*' captain (**Madam Swallow**, page 568).
- **Link:** questioning the harbor authorities in Shanghai (**The *Dark Mistress***, page 565).

Savoyard is captain of the *Dark Mistress*, Alfred Penhurst's (a.k.a. Sir Aubrey Penhew's) British-registered yacht. Even though he is possessed of a thoroughly repulsive character, Sir Aubrey trusts him with maintaining the *Dark Mistress* and running essential supplies from Shanghai down to Gray Dragon Island.

- **Description**: has a rubbery, debauched look about him. His nose is partially eaten away, his eyes have yellowish veins, and bald patches spot his otherwise thick, greasy black hair. A successful **Science (Physics)** or **Medicine** roll suggests that the captain displays several signs of chronic radiation poisoning—something that should give the investigators pause if they decide to go poking around on board the *Dark Mistress*.
- **Traits**: has a fondness for cheap liquor, whorehouses, and pornographic literature.
- **Roleplaying hooks**: a thoroughly unpleasant adversary and, potentially, an unwitting transporter of stowaways to Gray Dragon Island, if the investigators manage to hide away from the captain and his equally repellent crew.



Sir Aubrey Penhew, appears 55, *peer of the realm and callous sorcerer*

- **Link:** the *Dark Mistress* in Shanghai, registered to one "Alfred Penhurst" (**Carlyle Papers America #4**), confirmed by Fergus Chum (**Talking to McChum: The *Dark Mistress***, page 537).
- **Link:** Edward Gavigan's recent letter to "the Pale Viper" (Sir Aubrey), showing he is still alive (**Carlyle Papers England #13**).
- **Link:** note in Omar al-Shakti's ledger from "A. P." in Sir Aubrey's handwriting, connected to a scarab brooch sent to Shanghai via Ho Fang Import/Export long after the alleged death of the Carlyle Expedition members (**The Safe**, page 347, Egypt).
- **Link:** Edward Gavigan's letter to Robert Huston, reminding him that Sir Aubrey expects a progress report (**Carlyle Papers Australia #4**).
- **Link:** boxes of parts labeled for "A. P." in Ho Fang's warehouse in Shanghai (**The Special Storeroom**, page 554).
- **Link:** description of Sir Aubrey's plans in Ho Fang's notes, hidden in the shrine to the Bloated Woman (**Carlyle Papers China #5**).
- **Link:** Jack Brady's sighting of Penhew aboard the *Dark Mistress* (**Carlyle Papers China #8**).

Thanks to the intervention of Nyarlathotep, Sir Aubrey might look like a 55-year-old man but he has the physical capacities of a 20-year-old; this could prove to be a nasty surprise to anyone expecting him to be slow off the mark when it comes to a physical confrontation.

If the investigators are captured on Gray Dragon Island, Sir Aubrey interrogates them thoroughly before sending the meddlers to their grisly end as a special sacrifice in honor of his plans to scorch the sky. If the island seems doomed, Sir Aubrey flees aboard the *Dark Mistress*, intent on saving his own neck. It is possible for him to operate the craft by himself, and he can cast off and get beyond the reef in 1D4+3 minutes after he reaches the yacht.

- **Description:** tall and distinguished, with a long face, prominent chin and nose, and thick, bushy eyebrows. His thick, brown hair is peppered with gray (in contrast to any photographs the investigators found of him in Cairo, where he had white hair).
- **Traits:** implacable and insane.
- **Roleplaying hooks**: an accomplished and deadly foe; he plays a crucial part in the opening of the Great Gate.



THE STUMBLING TIGER BAR

Wherein the investigators come across a drinking establishment where no one is quite what they appear to be, and secrets are traded—for a price.

- **Link:** the matchbook from Jackson Elias' hotel room in New York (**Carlyle Papers America #3**).
- **Link:** "Randolph Carter" (Roger Carlyle's) given address at the Stumbling Tiger Bar, if tracked down in Hong Kong (**Picking Up the Trail**, page 522).
- **Link:** included on a list of "puzzle talk" bars (places where information is regularly sold for money), which can be obtained from either the investigators' guide/interpreter via their student friends in Shanghai's political underground, or from Anthony Chang at the **Shanghai Courier** (page 540).

Just northeast of the confluence of the Whangpoo (Huangpu) and Soochow (Suzhou) Rivers is a district of bars, gambling dens, and flower girl houses, convenient to the docks and factories of the former American Concession. At 10 Lantern Street is the Stumbling Tiger Bar, identified by both Chinese and English signs, and by the image of a drunken tiger tripping over a stone. It was here that Jackson Elias met Jack Brady, and learned the secret which eventually cost him his life.

The Stumbling Tiger is a single room plus a separate toilet. Both rooms are large, dark, and dirty. Lurid green and magenta posters of Chinese songstresses and film stars decorate the walls; the light is simultaneously harsh and inadequate. Decades of cigarette smoke and missed shots at spittoons give the air a heavy, damp, moldering quality. Doctors among the investigators are no doubt reminded of the dangers of tuberculosis as soon as they step through the door.

There are a few men inside, including at least one Japanese foreman who appears quite drunk (**The Drunken Foreman**, page 539). Behind the bar, polishing a glass with a surprisingly clean rag, is Fergus "McChum" Chum.

TALKING TO McCHUM

McChum knows or guesses quite a bit. If the investigators dare to be honest with him—say, for instance, by arranging a private meeting with him, showing him artifacts or tomes which cultists would never dream of exposing to strangers, and then sharing all they know about the murder of Elias—the loyal bartender decides to confide in them. It won't be easy to get McChum to talk—he risks his life if he does, or lives serenely if he stays silent.

The barman is a font of information, if the investigators know which questions to ask. His answers to some of the most relevant ones are summarized below.

Jack Brady

Asking for Brady, McChum informs the investigators that he hasn't seen him for a very long time, and is fairly certain that he's no longer in Shanghai, although a cash bribe can improve the barman's memory. He doesn't come cheap, though, as he points out most emphatically, Brady once saved his life, right here in this very bar. Something along the lines of 1D20+10 Mexican silver dollars should help to salve his conscience in that respect; otherwise, a Hard **Persuade** roll is required.

McChum lowers his voice and says Brady has gone to Rangoon to carry out a deal with someone called Charlie Grey. He knows Grey is a "big money man" down there, and that the deal probably has something to do with guns. He didn't like to ask further. "There are some things you're just better off not knowing too much about—right, my friend?"

The tale is pretty convincing, although a successful **Psychology** roll suggests McChum isn't being entirely honest. In reality, McChum does not know Brady's location, though he strongly suspects he is still in Shanghai, where he has many friends. Brady has kept his location from McChum more to protect his friend than to protect himself.

Keeper note: see **Getting Sidetracked**, following, should the investigators decide to follow up on McChum's story concerning Charlie Grey.

FLOWER GIRL HOUSES

Flower girl houses are businesses where courtesans, otherwise known as "flower girls" or "sing-song girls," provide services for male clientele. Purchased and trained from childhood to entertain wealthy clients, flower girls provided companionship, singing and dancing, and personal services (although not all flower girls were prostitutes). The houses are owned by "Aunties," who run the day-to-day business and train the girls. Despite the houses being (often) luxurious and well appointed, the flower girls were, in all respects, slaves. To Westerners, the term brothel would be a suitable alternative.

Ho Fang

The bartender has no desire to come to Ho Fang's attention, and his eyes flit nervously round the bar to see who is watching (and, potentially, listening) every time the merchant's name is mentioned.

McChum knows that Ho Fang leads the Order of the Bloated Woman in Shanghai, and perhaps throughout China. Ho is a very dangerous man who has many contacts in the International Settlement, and is untouchable by local Chinese officials. His house, located in the French Concession, is like a fortress.

Gray Dragon Island

Every few weeks, junks sail from Shanghai to Gray Dragon Island, a coastal atoll unusual in the region because it is crowned by a dormant volcanic cone. The island is so-called because grayish smoke occasionally rises from the peak. Strange things are said to happen on the island, and local fishermen would rather risk death from storms rather than put in there, even in an absolute emergency. One of the vessels regularly visiting the island is Ho Fang's private yacht, the *Luxuriant Goddess*. McChum thinks that he goes there for rituals.

"Twice someone paid fishermen to survey the island. Both boats and their crews were lost. Disappearing without a trace. Funnily enough, no one seems keen to go back for a third attempt."

The Dark Mistress

Occasionally, a large steam yacht, called the *Dark Mistress*, pulls into Shanghai to take on supplies. Its crew is particularly depraved and odd-looking (like frogs, according to McChum). Though it flies a Union Jack, McChum thinks the vessel is cultist-operated and comes from Gray Dragon Island. The owner is an Englishman, Alfred Penhurst, but no one has ever seen him. He must be very wealthy to own such a luxurious boat, and a very wicked man to hire such a terrifying crew.

Jackson Elias

Queries about Elias—even showing McChum a photograph of the late author—bring nothing but shrugs. McChum did see Elias several times, but only as a patron who talked to this one man. The man, of course, was Brady—not that McChum reveals this to the investigators, unless he trusts them.

Getting Sidetracked

If the investigators decide to follow up on McChum's story, inquiries with the British consul in Shanghai or telegraphic inquiries to British or American representatives in Rangoon, confirm that a Charles Grey Ltd. is registered there, and that the company handles arms.

Mr. Grey, another friend who is covering for Brady, confirms by return wire that Brady worked for him for several months a while back. (The exact date should be adjusted accordingly, depending on when the investigators visit Shanghai.) Grey believes that Brady then took some rifles to someone—Sacasa? Sandino?—in Nicaragua or Guatemala. Grey has no details.

Keeper note: this convincing lie fends off a cultist probe if the Cult of the Bloody Tongue took the Stumbling Tiger matchbook clue in New York. If Nyarlathotep's cultists know of the significance of the bar then, at the Keeper's discretion, they may still be keeping watch (**Consequences of the Interview**, following).

If the investigators are foolish enough to sail to Rangoon on the strength of McChum's story, Charlie Grey is somewhat surprised to see them and offers nothing beyond his original story. A successful **Psychology** roll shows he is concealing something, but whether it's about his dealings with Brady or where Brady is now is hard to tell. Despite their best efforts, it should soon become plain to the investigators that they've wasted several weeks and several hundred dollars on a wild goose chase.

Consequences of the Interview

Questioning McChum may pique the interest of Isoge Taro (**The Drunken Foreman**, following), the agents of Lin Yenyu (**The Agents of Madam Lin**, page 539), or Ho Fang (**Ho Fang's Agents**, page 540). It is logical to assume, however, that—if present—these agents and hirelings notice each other, and that corpses keep turning up wherever the investigators go. If the Keeper wants to involve the Shanghai police, an ongoing murder investigation is an easy way to do it.

Once McChum tells the investigators what he knows, his life is in their hands. Though the cult is aware of McChum in his role as a peddler of general information, they do not know that he is important to Brady. If they learn what McChum knows about their own operations or his links to their foe, the owner of the Stumbling Tiger dies that same day. This is more likely if the investigators lead the cultists to the bar through their actions so far, or if the cult is watching it, having been informed about the matchbook by their brethren in New York.

PULP: BARROOM BRAWL

If cultists come to the Stumbling Tiger seeking McChum's death (or, possibly on the trail of the heroes or Jack Brady), nearby heroes might hear or be alerted to the commotion, and arrive in time to help fend off the assault.

Saving McChum's life is a sure way to get him to open up and reveal what he knows. Following such an incident, McChum leaves Shanghai as a marked man, unless he becomes a replacement hero.

THE DRUNKEN FOREMAN

The first time the investigators go to the Stumbling Tiger Bar, Isoge Taro is there, dressed as a Japanese foreman and acting quite drunk. A successful **Anthropology** or **Art/Craft (Acting)** roll establishes that Isoge's actions are slightly too polished for someone supposedly that inebriated. Likewise, a successful Hard **Psychology** roll detects that Isoge's reflexes have not been uniformly weakened by drinking, and that he manages to spill most of his liquor, rather than drink it.

If Isoge overhears Brady's name mentioned to McChum (automatic success, unless the investigators are being quiet and careful in their questioning of McChum), he shadows the investigators, which they can detect with a successful Hard **Spot Hidden** roll. How he proceeds depends very much on what he witnesses. If the investigators appear to be honorable—or, at least, not working against Isoge's interests—he may confide in them (**Talking to Captain Isoge**, following). If not, he adds them to the list of people who undoubtedly need dealing with somewhere down the line.

Talking to Captain Isoge

If the investigators manage to penetrate Isoge's disguise and convince him that they are trustworthy, or if he decides to reveal himself to them after tailing them to see what they are up to, there are several items he can fill them in on.

Jack Brady

From everything he has managed to uncover, Isoge believes that Jack Brady is involved in something shady, possibly even the development of a powerful and deadly new weapon. He has staked out the Stumbling Tiger, along with a few other locations, in the hopes of tracking down his man.

He also knows that Brady has some connection to a fanatic militia, who are training in an empty warehouse on the south side of the river (on Chung-shan Road). The existence of private soldiers is not news, at least to Isoge. Anyone who is anyone employs armed guards, perhaps hundreds of them, and most of these private armies in and around the city are intent on murdering each other. Isoge has contempt for the decadence that allows such disorderly conduct. Isoge has identified the man he suspects is the leader of the group (Chu Min), and that his unwavering routine is to visit the Autumn Morning Teahouse every day; however, he has yet to figure out the additional significance of Chu's habit (**New China**, page 576), or uncover the name of the militia (the Firm Action wing of a political movement calling itself "New China"). He also has no idea that the group plans immediate action against Gray Dragon Island.

The Order of the Bloated Woman

The Navy man knows nothing about the Order; instead, he fears that the new weapon is being assembled by Comintern advisors to the local communists, for use against either the Chinese government or, worse, against any of the foreign powers operating in the country at the moment, including his own.

The Agents of Madam Lin

Lin Yenyu's hirelings have been scouring the city in search of Jack Brady. They watch the Stumbling Tiger, among other bars, in case he sets foot there. Anyone asking for Brady piques their interest and marks them as potential targets. As with Isoge Taro, they follow the investigators to see where else their inquiries lead them.

In shadowing the investigators, Lin's agents are detectable by a successful **Spot Hidden** roll. If the hirelings track the investigators back to their hotel without being detected, they take the first opportunity that presents itself to ransack the investigators' rooms, stealing collectibles such as jewelry, old books, and statuettes that they think might appeal to their mistress, along with any incriminating evidence that she could use against the investigators. (It's not as subtle as the Madam's usual "pillow-talk" methods, but she won't turn her nose up at useful information obtained this way.)

Madam Lin's agents can also be followed. Doing this leads the investigators to Lin's Shanghai headquarters, a large compound on Yu-yuan Road (**Madam Swallow**, page 568).

Ho Fang's Agents

If the investigators do not go directly to the Stumbling Tiger Bar and, instead, come to the attention of Ho Fang first, the high priest has his agents keeping a watch out for them. The same is true if Ho Fang has been forewarned of the investigators' arrival in Shanghai by Edward Gavigan, Robert Huston, Omar al-Shakti, or another associate.

If the investigators don't keep a low profile, cultist agents scout them out and follow (the tail may be noticed with a successful **Spot Hidden** roll). Ho Fang has commanded his agents to gather information, although if word has already reached him of the danger posed by the investigators, he orders their deaths. Otherwise, if a suitable opportunity presents itself, the agents attempt to capture any lone investigator, securing them on the ***Dark Mistress*** (page 565) or at **Ho Fang's Mansion** (page 558) for questioning (which also provides a chance for escape or rescue).

Use the cultist profiles provided in **Characters and Monsters: China**, page 611, with the Keeper determining how many agents are on the investigators' trail.

THE SHANGHAI COURIER

- **Link:** directed there as a source by Nigel Wassif (**The Cairo Bulletin**, page 321) if they have secured him as an ally.
- **Link:** diligent investigators may come to the newspaper to undertake local research.

An English/Chinese dual-language daily newspaper, usually of no more than 12 pages, with a dwindling circulation. The *Shanghai Courier* speaks for property owners and folk of financial substance, especially occidental Christians; the accuracy and completeness of its reporting is respected throughout the Far East. It is currently fronted by a young, up-and-coming editor, Anthony Chang, who is working hard to maintain the newspaper's reputation while rebuilding its faltering circulation.

Either the investigators have been told by Nigel Wassif (in Egypt) to seek out Anthony Chang on arrival in Shanghai, or they are drawn to the newspaper as a means to research the location of Jack Brady, to find newsworthy items that could highlight a cult at work, or for word regarding Sir Aubrey Penhew. In all cases, they can easily find the home of the newspaper, a small and untidy office where Chang is hard at work on the next edition.

TALKING TO CHANG

Anthony Chang is always keen to listen to the questions of his visitors, and happy to let his guests search through the archives. Naturally, his enthusiasm is most plain for those who have been recommended to him by Nigel Wassif; otherwise, he may be more cautious at first, preferring to understand exactly what the investigators are seeking. Assuming the investigators make a good representation, he divulges the following information, as appropriate.

- **About Shanghai:** the political situation in China is growing more and more unstable by the day, and this is evident in Shanghai. Private militias are popping up all over the city, corruption is rife, and criminal gangs are feeding on the profits. There is much happening in the city below the surface.
- **About a local cult:** Chang has heard rumors of the Order of the Bloated Woman, but believes it to be just another criminal gang using old legends to boost their notoriety amongst their fellow hoodlums and victims. He's yet to see tangible proof of their existence or the reality of their beliefs.
- **About Ho Fang:** a powerful businessman. Chang suspects Ho is involved in criminal activity, but then, so are most of the local "entrepreneurs" in Shanghai—it would be more unusual if he wasn't. Either way, accusing such a man without hard proof would be a foolish thing to do.
- **About Lin Yenyu:** has a string of flower girl houses across China and is known for her eccentricities and hedonistic lifestyle. She's no fool and always seems to know exactly what's going on wherever she is. She's also famed as a collector of antiquities and occult curios; her home is said to resemble a small private museum. Chang would love to know what treasures she owns.

Like all of the newspaper men and women encountered on their travels, Chang can point the investigators towards various other useful sources of information besides his own newspaper archives, such as Mr. Mao at the **Shanghai Museum** (page 567), as well as the various puzzle talk bars, including the Stumbling Tiger (if they haven't come across it already). He also suggests the Shanghai Museum for those seeking the expertise of a translator or historian.

Newspaper Archives: Monstrous Coincidences

If the investigators wish to check the *Courier's* past editions, the newspaper's files are available at the *Courier's* offices (in the basement), as well as the International Settlement's public library, business libraries, educational institutions, and so on. It takes a day to research the back issues since 1919 (the year of the Carlyle Expedition); longer, if the investigators fail a **Library Use** roll.

Four recent articles catch the investigators' attention during their search, largely because they all suggest "monsters." The first three clippings are leads that, if followed, may direct

the investigators to Jack Brady; the fourth is a link to a sidetrack scenario (details follow).

The violent events discussed in the first three clippings should suggest that Brady is, or recently was, in great danger. While Chang has little time for stories about boogeymen, he knows that strange sightings sell newspapers. He also believes in reporting what his sources tell him, even if he puts a knowing twist on their words in his articles. Of course, stories of such things brought to him by the investigators are welcomed.

- **Carlyle Papers China #1: Seamen's Club Damaged**—appeared in the *Shanghai Courier* six weeks before the investigators arrived in Shanghai.
- **Carlyle Papers China #2: Fire on Chin-Ling Road**—appeared in the *Shanghai Courier* four weeks before the investigators arrived in Shanghai.
- **Carlyle Papers China #3: Violent Incident on Lantern Street**—appeared in the *Shanghai Courier* two days before the investigators arrived in Shanghai.
- **Carlyle Papers China #4: The Stars Are Right!**—a strange advertisement that appeared in the *Shanghai Courier* on the day the investigators arrived in Shanghai.

Keeper note: Carlyle Papers China #4 is unrelated to either Nyarlathotep's plans or Jack Brady's current location. The advertisement's catch phrases may attract the investigators' interest. In addition, alert investigators may notice the address is close to Ho Fang's warehouse (if they have already discovered it). If the investigators decide to look into the curious advertisement, refer to **The Demon Cabinet of Mister Lung** sidetrack scenario (page 545).

Besides the articles mentioned above, the investigators also notice the occasional mention of victims slain in an identical fashion, their arms severed from their bodies. No sharp instruments were left at the scenes of the crimes, and the victims were apparently unrelated, except in their manner of death. Recently, as many as two victims per month have been found; all the victims were poor and without influence. A madman or a secret cult have been suggested, something the police appear keen to deny.

These aren't the only odd deaths, though. There are also several reports, spanning the last few years, where victims were apparently mauled to death during robberies at their homes. There is no apparent connection between the victims, and the police are baffled as to the cause.

Carlyle Papers China #1

Shanghai Courier

SEAMEN'S CLUB DAMAGED

A portion of the Seamen's Club was destroyed late last night. Inspectors report considerable damage to the river side of the institution in excess of 8,000 pounds sterling, according to underwriters. No injury or loss of life is reported. According to unconfirmed—though informed—speculation, seepage undermined a portion of the embankment area upon which the club stands, causing the collapse.

Revellers from nearby taverns, who were congregating along the riverbank at the time of the incident, swear that "strange creatures" emerged from the water shortly before the building came down. The revellers' stories, while far-fetched, were a momentary relief to the risky business of sorting through the rubble.

Shanghai Courier

FIRE ON CHIN-LING ROAD

Three monks have been found dead in a pavilion fire at the Garden of the Purple Clouds of Autumn. They are thought to have died due to an overturned brazier. The names of the deceased have not yet been released, but a reliable source indicates that all three were respected scholars of T'ang, Five Dynasties, and Sung literature. Their deaths are a profound loss to all who value China's great heritage.

Eyewitnesses remarked that the evening fire leapt in an uncanny fashion from one blazing structure to chase the fleeing monks into the second pavilion. "A floating cloud of fire followed them," according to Mr. Liu Chen-dai of Brilliant Poppy Lane.

A European was seen leaving the vicinity of the conflagration. Police respectfully ask for this individual to come forward and give his assistance in their investigation.

Carlyle Papers China #2

Carlyle Papers China #3

Shanghai Courier

VIOLENT INCIDENT ON LANTERN STREET

Police report murders at a premises at 88 Lantern Street, sometime after midnight last night. The victims were identified as Miss Reparita Wong, resident at the address, and Mr. Chin Hsi-chou, whose address was unavailable at the time of publication. Lantern Street habitues, normally not noted for compassion, were taken aback by the cruelty of the crimes. One witness was so distraught that she identified the killer as a giant bat!

Police Inspector Chong indicates that the slayings were unusually violent. He requests anyone with knowledge either of Miss Wong or Mr. Chin to make themselves known to his inquiry.

Shanghai Courier

THE STARS ARE RIGHT!

Do not allow dark fate to overwhelm you!
Worry not that evil rivals
seem to possess secret knowledge
that you lack!
The answer is in the stars!



Consult the Heavenly Stem
and the Earthly Branch
to peer behind the mask
and uncover what is lost.



A most auspicious future is guaranteed!

Contact Shanghai's Famous Astrologer,
Mister Lung, 129 Kaoyang St.
No appointment necessary.

Carlyle Papers China #4

Keeper note: these are actually previous victims of Li Chou, Mr. Lung's rival; see **The Demon Cabinet of Mister Lung**, page 545).

Another article, dated about six months before the arrival of the investigators, gives a brief account of a huge wave swamping a trawler working near the Gray Dragon shoals. The sole survivor swears that the wave struck without warning on a calm day. If any of the investigators are aware of the spell Wave of Oblivion, it suggests itself as one possible explanation for the sinking.

If the investigators follow up the stories shown in the first three handouts, refer to the appropriate following sections. Also, see **The Unfortunate Client** (page 544) for a further story that appears in the *Courier* a few days after their visit to the newspaper.

Seamen's Club

- **Link: Carlyle Papers China #1**

If the investigators go to the Seamen's Club to survey the scene of the damage, a successful **Science (Geology** or **Engineering)** or Hard **Mechanical Repair** roll indicates no apparent sign of seepage undermining the structure, suggesting that something else (perhaps those "strange creatures") caused the collapse.

Asking around the locals uncovers Wang Yong, one of the drunken "revelers" mentioned in the story. He swears blind that the creatures looked like walking fish; a successful **Psychology** roll indicates that he believes everything he says, but that doesn't, of course, mean that he's a reliable witness. Whether the investigators have encountered deep ones before or not, a successful **Cthulhu Mythos** roll suggests them as possible culprits, meaning that someone deliberately targeted the club and wanted it, or someone inside it, destroyed.

Questioning the staff at the Seamen's Club reveals that an American ("John Smith") was staying in the room directly facing the shattered wall. No trace was found of him, so the staff assume that he either escaped or is somewhere at the bottom of the river. If the investigators have a picture of Jack Brady (for example, the one from the *Cairo Bulletin*), several of the staff can identify him as Smith.

Chin-Ling Road

- **Link: Carlyle Papers China #2**

If the investigators track down the garden, they find it is just behind the Town Gods' Temple in the Old City. The *bonze* (Buddhist priest) at the temple does

not know why the monks had gathered in the garden, but he recognizes a photo of Jack Brady as the European who was also in the garden that evening and who talked with the monks for some time.

Tracking down Mr. Liu Chen-dai, the witness named in the article, merely confirms what the *bonze* had to say; however, Mr. Liu insists that what he saw regarding the fire must have been a trick of the light. A successful **Psychology** roll reveals Mr. Liu has changed his story out of embarrassment; challenging him about it reveals that he has been teased constantly by his friends since the article was published. He deeply regrets having spoken to the young reporter about it.

An examination of the weather summary for the day of the fire (found in the relevant edition of the newspaper; if necessary, an **INT** roll may bring this to mind) discloses that the entire day was unusually humid and windless—not likely conditions for a mobile fire. Anyone who has encountered fire vampires before realizes that they are the most likely culprits for the blaze, as they were at Faraz Najjar's original shop (**The Many Shops of Faraz Najjar**, page 313, Egypt) and again in Kenya (**The First Attack** and **The Nairobi Star**, pages 398 and 403 respectively).

Lantern Street

- **Link: Carlyle Papers China #3**

If the investigators have already been to the **Stumbling Tiger Bar** (page 537), they recognize that the building where the murders took place is just down the street. If not, they pass the bar on their way to inspect the scene of the crime. The premises at 88 Lantern Street are clearly a flower girl house, one of many in the Hongkew district.

Inquiring at the Flower Girl House

If the investigators knock, several very attentive young ladies greet them; one of these is Quivering Jade who, if questioned, says that the girl who lived in the room previously was sold to another house (at 140 Lantern Street, see following), just the day before the murder, because she insisted on keeping an American in her room. "Auntie" Gee disliked the American. Quivering Jade knew him only as "John," but she can identify Jack Brady from his photograph. The girl who was sold was called Choi Mei-ling. Quivering Jade also relates that Magenta Joy, the girl who said she saw a giant bat, is in the hospital in a state of shock (see **Tracking Down Magenta Joy**, page 544). No one seems to know anything about Chin



Inquiring at the flower girl house

Hsi-chou, who Quivering Jade believes must have been a guest of the house (see **The Unfortunate Client**, page 544, for further information).

Auntie Gee, a fierce and haggard-looking woman, appears shortly and shoos the girls away. She condescends to talk with the investigators if they offer an amount in some currency equivalent to ten Mexican silver dollars. In return, the redoubtable madam shows them the murder room, its furnishings completely destroyed and its walls, floor, and ceiling splattered with blood. Anything else she doesn't know: she wasn't here, and she has things to do.

Auntie Gee views any additional offers of money as an insult, causing her to call in two gigantic Korean bouncers to "escort" the investigators off the premises. If they refuse to cooperate, things undoubtedly turn ugly (see **Auntie Gee's Goons** in **Characters and Monsters: China**, page 603). However, if the investigators ask to pay for the services of one or more of the girls in response to the arrival of the Koreans, along with a profuse apology for the misunderstanding, the situation is quickly defused.

Keeper note: of course, if desired, the house could belong to the **Green Gang** (page 527), meaning that it's likely the gang comes looking for retribution if investigators caused any offense or altercation on the premises.

140 Lantern Street—Another Flower Girl House

Heading over to 140 Lantern Street to find Choi Mei-ling, finds the manager, a hokey Taoist "doctor" who wears a robe embroidered with meaningless symbols (immediately obvious to anyone with a **Chinese** language or **Occult** skill). He is very interested if the investigators ask about Choi Mei-ling and it soon becomes clear that Miss Choi vanished soon after being sold to him.

Although his tone with the investigators is obsequious and polite, every time the proprietor refers to Choi Mei-ling, his language becomes vitriolic and derogatory. He is convinced she ran away with her American friend in spite of how well she was treated—it doesn't take a Psychology roll to figure out that the gentleman in question isn't exactly what anyone would call a "caring" employer. The investigators get no further useful information from him, although he does offer them a measly reward to bring Miss Choi back to him if they find her.

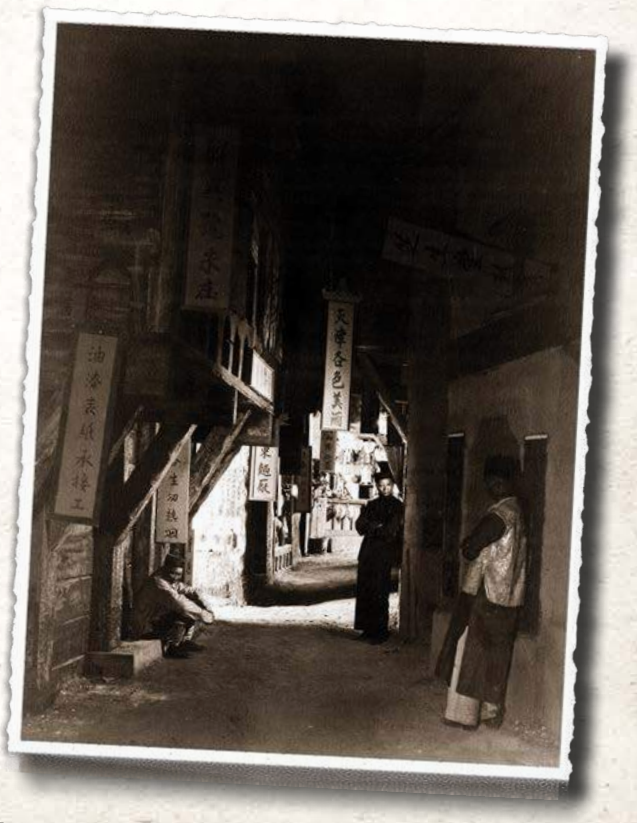
Tracking Down Magenta Joy

Should the investigators attempt to track down Magenta Joy, the girl who claimed to have seen a giant bat, she can be found in a nearby Chinese hospital. She is quite mad, and may be that way for months. An interview results in nothing but incoherent babbling, unless the investigators succeed with a **Psychoanalysis** roll, which temporarily permits the young woman to blurt out her incredible tale. She reverts to her babbling state before she can answer any further questions.

If they were unlucky enough to have previously encountered a hunting horror, then the investigators may realize what was responsible for the attack at Auntie Gee's. If an investigator shows Magenta Joy a representation of a hunting horror, the poor woman begins to scream, and continues to do so long after the investigators are chased from the premises by concerned staff.

The Unfortunate Client

Studying the obituary notices in the *Courier* for the next few days uncovers a notice of Mr. Chin Hsi-chou's funeral, as well as his home address (a small apartment near the Old City). Questioning the neighbors about poor Mr. Chin, the investigators learn that he was liked and respected; everyone agrees that he had a hankering for flower girls and that he was just in the wrong place at the wrong time—*they are right.*



A back alley in Shanghai

SIDETRACK SCENARIO: THE DEMON CABINET OF MISTER LUNG

In which the investigators become entangled with the hellish powers of retribution, and mere humans are hard-pressed to outsmart the wiliest of cats.

- **Link: Carlyle Papers China #4** newspaper article from **The Shanghai Courier** (page 540).

This is a brief sidetrack adventure, intended to contrast with the intensity of thwarting the dark god Nyarlathotep, as well as offering a fresh chance for investigators to find themselves menaced under unusual circumstances. If they are successful in protecting Mr. Lung, there is much the investigators can learn.

MISTER LUNG'S DEMONS

Mr. Lung is a working astrologer and practitioner of the arts of Chinese magic. His indiscreet behavior and poor manners have offended a rival astrologer, Li Chou, as well as seriously harming Li's business. In order to exact his revenge and gain Lung's possessions (and customers) into the bargain, Li has dispatched a cat-demon to bring Mr. Lung to "justice," as he has done with previous enemies in the past. While rare in Chinese mythology, cat-demons are known to be used by witches and sorcerers as murderous thieves, who steal the money and property of those they are sent against.

One of the tasks of Chinese astrology is to determine those times in one's life when supernatural forces are ranged against one. Mr. Lung knows that a demon is coming today (or, perhaps, more than one—his chart was not that specific regarding the actual number) and he is ready to meet whatever comes knocking at his door.

Lung knows that this visitor (or visitors) will undoubtedly take some outlandish form, as demons are devious creatures who like to mask their true identities. He wouldn't be at all surprised if that form was human—a disguise such fiends have adopted time and again down the millennia in order to trick their victims. Just to be on the safe side, Lung has taken the precaution of cancelling all of his regular customers' appointments—it would be very bad for business to accuse one of his own clients of being a demon in disguise!

Presumably, the investigators decide to follow up on the strange advert found in the *Shanghai Courier*. Unfortunately for the investigators, the day that has been foretold to Mr. Lung happens to be the one on which they decide to visit...

DRAMATIS PERSONAE: THE DEMON CABINET OF MISTER LUNG

There are two main antagonists in this sidetrack scenario: Mr. Lung and Wu, the cat-demon. Profiles for both can be found at the end of this scenario (page 552).

Mr. Lung, 44, *demon-haunted astrologer*



- **Link:** Mr. Lung's advertisement in the *Shanghai Courier* (**Carlyle Papers China #4**).

When the investigators arrive, Lung is convinced that they are the demons sent to destroy him and escort his soul to the underworld. He believes that their attempts to behave like curiosity-seekers simply display the usual duplicity and cruelty of demons.

Even though he maintains a desperate politeness towards the investigators, Mr. Lung plots to destroy them. He talks with them about their interests in astrology and pretends to be willing to compile horoscopes for them—anything to stall their final attack and buy him time to annihilate them.

If cornered or forced to confess, Mr. Lung accuses his "demons" of being especially barbarous and blurts out the whole story (at least, what he knows of it—he has no idea Li is behind the attack), clinging fast to his belief that the investigators are his tormentors. Only restraint or the appearance of the real demon (Wu), are sufficient to convince him that he is mistaken.

- **Description**: middle-aged, short, slight, and dressed in traditional Chinese robes and cap.
- **Traits**: usually affable, if slightly pompous and a little bit arrogant, but today his looming fate has left him somewhat jittery and irrational.
- **Roleplaying hooks**: a potential source of missing clues, or diviner of future events.

Wu, the Cat-Demon



- **Link:** encountered at Mr. Lung's home.

In its guise as a mundane creature, Wu appears to be a Siamese cat: noisy, demanding, and haughty. However, should anyone inflict any harm on the animal, it transforms into a snarling, 250-pound (113 kg) monster cat: big and aggressive, with gnarled, glowing claws, and eyes that flash and smoke.

THE HOUSE OF MR. LUNG

Mr. Lung lives in a house on the north bank of the Whangpoo, two blocks east of Ho Fang's warehouse. His apartment is small, the ground floor of a three-story building. It has six rooms: a front living area, an office for astrological readings, a kitchen, a bedroom, a bathroom, and a back room at the top of a short flight of stairs.

The apartment's back room is small and previously acted as a storage area; however, since Lung learned of the demon, he has transformed it into what he likes to call his "demon cabinet" (see **The Final Defense**, page 550, for a full description of this most potent artifact).

Lung's doorway on Kaoyang Street is painted red, a very auspicious color. From the smell, it appears as if it has been freshly decorated. There are also two wooden plaques, each approximately 8 inches long (20 cm) by one inch wide (2.5 cm), one on either side of the door at around head height; they are covered in strange symbols that appear to be based on Chinese script.

A successful **Science (Biology** or **Botany)** or Hard **Natural World** roll identifies the wood as coming from a peach tree, while a successful **Occult** roll calls to mind that peach wood is important in the construction of *t'aofu* (charms or wards) against spirits and demons.

MR. LUNG'S CRAFT

The notion of one's destiny fixed in the heavens from the moment of birth accords well with the fatalism of traditional Chinese beliefs. The 12-year cycle of animals that is the most widely known facet of Chinese astrology bears as little resemblance to the real thing as newspaper astrological sections bear to the work of genuine Western astrologers.

Mr. Lung's branch of astrology, *Tzu Wei* (Purple Star Astrology), is enormously complex and difficult to perform. It takes into account the constellation animal of the hour, month, and day, as well as the year of birth and the various mansions or palaces in which auspicious or inauspicious stars appear. Although things have changed greatly since the days when they solely advised the Emperor, skilled practitioners are still prized and regularly consulted.

Those with either a **Chinese** language skill or the **Occult** skill can attempt to decipher the odd symbols. A successful roll reveals that the sigils are known as "magical words," the combination of Chinese characters to form new phrases of power. (If an investigator has already succeeded at one Occult roll, they do not need to roll again to gain the additional information.) The left-hand plaque roughly translates as "The God of Thunder orders," while the right hand plaque reads "the death of spirits."

As with Lung's other wards against supernatural creatures (see following), any demon attempting to pass the *t'aofu* plaques has to pass a Hard **POW** roll to gain admittance (the plaques' combined POW is 50). If Wu fails, it cannot enter the house via the door and, instead, attempts to get in via a window (something Lung really should have thought more about when planning his defenses).

Depending on when the investigators arrive, the door's appearance may or may not be suspicious; if they reach Shanghai around the time of the Chinese New Year (January 24 in 1925), such plaques are common, as is the color of the door. At any other time of year, the plaques' presence is somewhat odd.

THE CAT ON THE THRESHOLD

Outside on the step, a Siamese cat yowls to get in. If not allowed in, it continues to appear at windows around the house, howling the whole time until it gains entry. While this could alert investigators to its demonic nature, it is pretty standard behavior for a cat.

If the investigators ask Lung about the cat at any point, he tells them that he has never seen it before, but presumes it is a neighbor's animal, even though the keeping of pets is relatively rare in Shanghai during the 1920s. As Lung is convinced that the investigators are the demons come to plague him, he takes little interest in the cat. See **The Cat-Demon Acts**, page 551, for details on Wu's actions later in the scenario.

Keeper note: Bast's Boon—if the investigators gained Bast's favor through their actions during **The Black Cat** sidetrack scenario (page 326, Egypt), then they have a boon—their cat amulets (**Appendix D: Artifacts**, page 653). If they happen to be wearing the amulets when they visit Mr. Lung, the Siamese cat is incredibly friendly, rubbing itself around their legs and allowing them to pet it. If they are not wearing this artifact, the cat skitters out of the way if someone attempts to stroke it, hissing its annoyance at the offending investigator. It then goes back to yowling to be let in.

Knock Knock

At first, knocking on the door brings no answer, although a successful **Listen** roll suggests that there is someone inside the apartment. Knocking again causes the door to open, and the investigators are greeted by a small man dressed in an embroidered purple silk robe with a matching round cap. The man has a surprised look on his face; after all, Lung was hoping that the *t'aofu* on the doorposts would drive any and all demons away.

If the investigators explain why they have come, Lung invites them in, secure in the knowledge that he has other protections that should stop these "demons" in their tracks.

Provided the Siamese cat (Wu) has not been chased away, it makes a dash for the open doorway. To gain entry, Wu must succeed with a Hard **POW** roll, as well as an opposed **DEX** roll versus Lung. The astrologer isn't fond of cats, and doesn't want one in his home; this aversion is one of the reasons Li Chou chose a cat-demon as the arbiter of his revenge. If Lung succeeds, he manages to shut the door before the cat can get in; if the cat succeeds, it has passed the first hurdle in its quest, but must now run the gauntlet of Lung's other wards.

Mr. Lung's Other Lines of Defense

The hapless astrologer has prepared several defenses against his demon enemies, besides the magical words at the doorway. Although he hopes that the weakest of these will be sufficient to save him, he has set up a series of increasingly powerful wards, which lead (eventually) to the demon cabinet in the back room—his last and greatest weapon.

The Keeper's difficulty here is to introduce each defense clearly but casually, without much emphasis—so that the players are not tipped off too early and, thereby, understand that there must be meaning behind Lung's apparent determination to show them every trinket and gewgaw he possesses before casting their horoscopes. Concerned investigators who make a successful **Psychology** roll don't know what Lung is up to, but do understand there is method to his madness, whatever it may be.

If the true demon, Wu, confronts these protections, as with the *t'aofu* at the front door, it must make a successful Hard **POW** roll against each one or be driven squalling from the house; if it succeeds, it ignores them. Even if driven out, it prowls around the apartment's doors and windows, sniffing audibly and growling sullenly, reluctant to report failure to the sorcerer that sent it. It is a most persistent demon.

If the cat-demon is repulsed three times by Lung's defensive items, the creature is banished from the house for good and Mr. Lung is safe (unless, of course, Li Chou sends another minion to mete out punishment). Of course, Keepers wishing to fully exploit the situation may forgo the need for Wu to attempt the POW rolls and, instead, simply allow the cat-demon to pass the various wards until the final scene with the demon cabinet.

Amulets

Charms and amulets hang strategically in the entrance hall (the area immediately inside the door and separated from the main living area by screens); these are made of bronze or peach wood (a successful **Occult** roll realizes their significance, if the investigators haven't already recognized the ward on the front door).

Lung tries to get the investigators to come near these amulets, or even to touch them. The amulets, depicting miniature animals, have a combined POW of 55, and range from exquisitely carved examples to what could best be described as "cheap and cheerful."

Feng Shui

The positioning of items in the room is crucial, not just for the good fortune this brings, but also because many demons only travel in straight lines and, finding themselves blocked, are thwarted and must leave. Thus, partitions and screens have been set up strategically, and chairs have



The cat on the threshold

been placed in odd positions around the rooms. Lung may register surprise if the investigators easily move through or around such precautions.

Mr. Lung is especially appalled if those he believes to be demons casually move the furniture, showing utter contempt for the powers of his *feng shui*. (Mr. Lung's careful arrangement of his furnishings has a POW of 60.) A successful **Occult** roll identifies that the placement is significant, but unless the investigator is familiar with the practice of *feng shui*, its exact meaning is lost on them.

Tiger Scrolls

Tigers offer good protection against demons whom the household spirits cannot repel. If the "demons" get this far they probably need a good dose of tigers. Tiger scrolls dangle about the front room on strips like flypaper, in increasing numbers towards the center of the apartment. Those succeeding with an **Occult** roll know that tigers are thought of as powerful protectors, particularly against spirits. The tiger scrolls' POW is 70.

Brazier of Burning Slippers

Usually better protection for infants, but Lung is using everything he can. The brazier stands towards the rear of the living room, close to the door of Lung's bedroom. The slippers are silk and have given good service. Lung won't light them until the previous protections have proved useless. The burning slippers have a POW of 75.

When the brazier is lit, the stench as the slippers burn soon becomes overpowering. Even though it isn't strictly harmful to humans, the foul odor triggers a **CON** roll for the investigators: failure means those affected retch for a few minutes, temporarily raising Lung's hopes that his defenses are finally working; hopes that are, sadly, soon dashed.

As the investigators breeze past each of his supernatural precautions apparently unfazed, Lung grows increasingly bewildered and anxious—these are demons of the most powerful kind!

Below: Map of Mr. Lung's Apartment



The Back Room

Although he normally carries out his astrological predictions in his office, Lung has moved some of his furniture and equipment into the back room in order to lure any demons into his carefully constructed demon cabinet without them realizing where they are. Although the cabinet is a powerful artifact, its one downside is that the demon must be allowed to enter it by its own volition.

This new "office" is a very odd-looking room indeed. It apparently has no windows, and the walls and back of the door are covered in black drapes, embroidered with stars and constellations. Those familiar with Chinese astrology (Hard **Occult** roll for Westerners) recognize the constellations as those representing the 12 animals of the Chinese zodiac; anyone familiar with *Tzu Wei* (fortune-telling) knows that the stars are those central to the divination technique.

Coin Sword

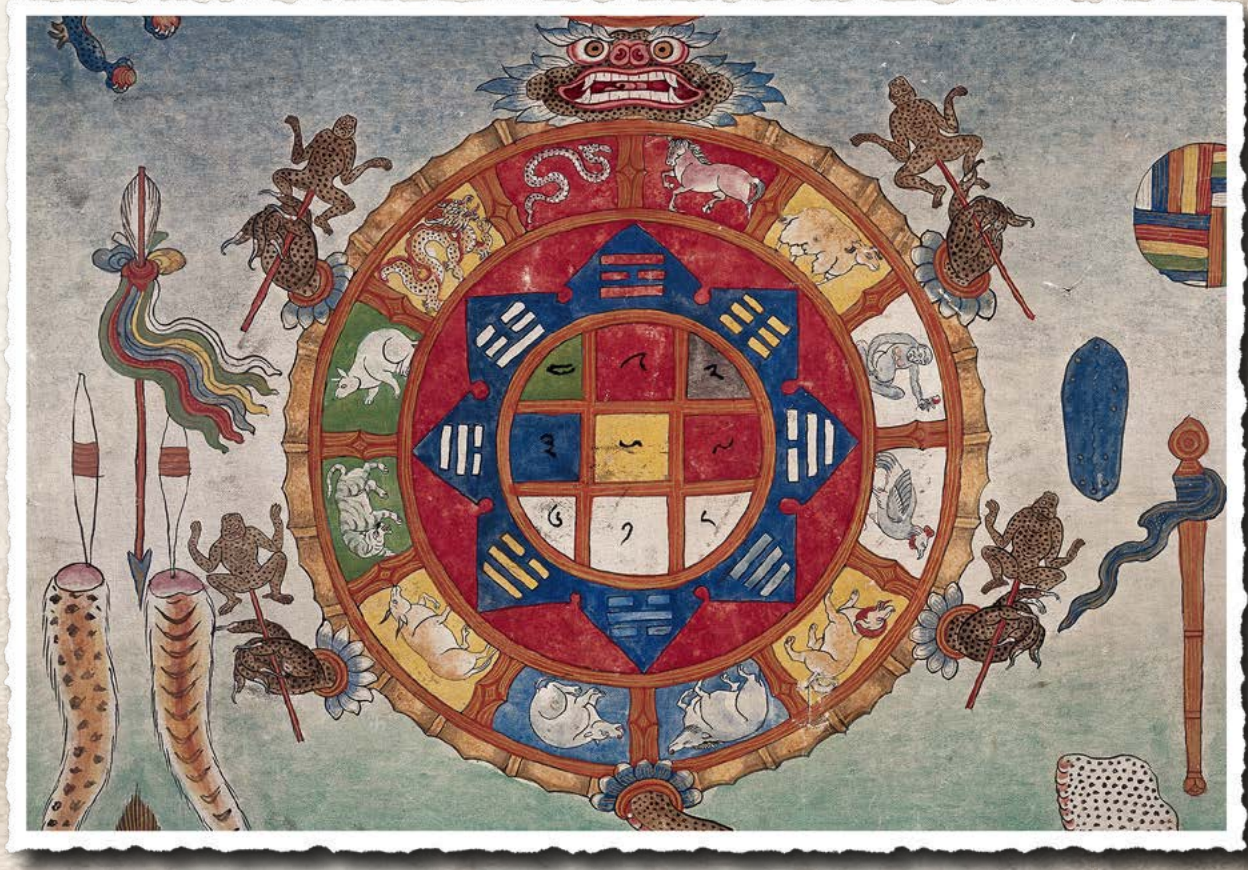
In the center of the "office" are a table and two chairs. Lung ushers his customers into the room, asking one of them to be seated at the table so he can calculate their horoscope. A sword whose blade and hilt are made from threaded Chinese coins hangs over the chair the investigator is shown to. Lung encourages the other investigators to gather round their friend to watch.

The process of calculating a *Tzu Wei* horoscope is complex, and Lung busies himself with numerous charts, cross-referencing them with the information given to him by the investigator in question (day, month, year, and time of birth) while scribbling various words and numbers into a square grid of 13 segments. He mutters to himself constantly as he works.

The coin sword is another of Mr. Lung's defenses against demons. During the first interview conducted here, it becomes increasingly difficult for him to concentrate on anything but the sword, waiting for its powers to take effect (a successful **Psychology** roll spots his fidgety behavior and how frequently he casts his gaze up towards the sword). The coin sword has a POW of 80.

Bribery With Hell Money

Once it becomes clear that the sword has failed, Lung stands up and reaches into his sleeves, withdrawing fistfuls of cash, which he drops onto the table in front of the investigators.



A feng shui chart depicting bloodletting rites to protect from demons

These are bundles of Hell banknotes, which cost only a few cents in the mundane world, but are of inestimable value to demons and spirits.

The investigators may mistake the notes for real money (unless they make a successful **Spot Hidden** or **Appraise** roll). If they fail to spot that the money is fake, they are undoubtedly surprised when Lung sets fire to it, an act which renders the offering very potent indeed. Hell money has a POW of 85. It is up to the investigators as to whether or not they attempt to put out the flaming notes, but it should be obvious, by now, that all is not well with Lung, who has changed from a polite and respectful, if slightly nervous, host to a distinctly deranged one.

Keeper note: the tradition of Hell banknotes is still observed. Spurious banknotes of various denominations made out against the Bank of Hell are still sold in stores catering to Chinese customers.

The Final Defense

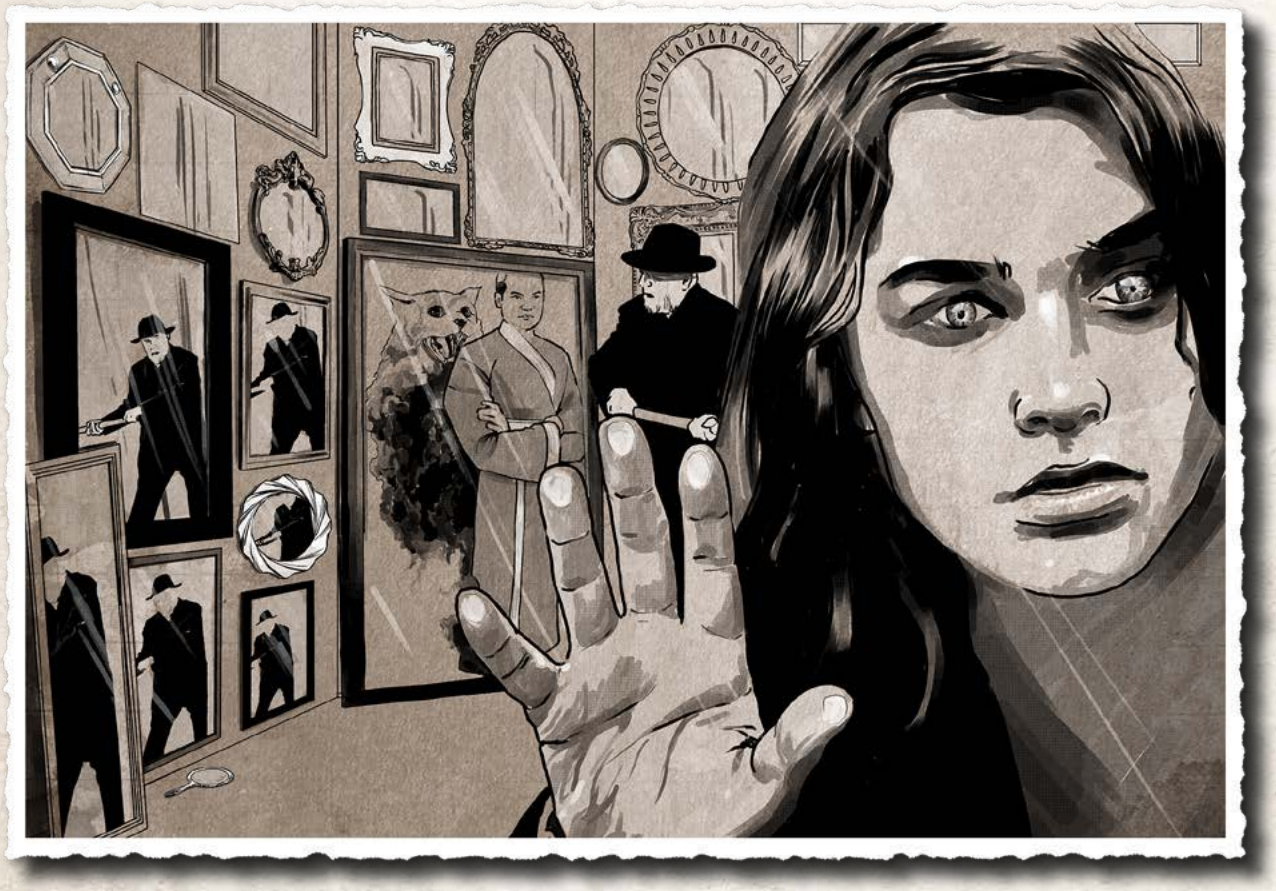
With the failure of the Hell banknotes to dismiss the investigators, Lung runs for the door. He can be stopped if someone intercepts and tackles him with a successful opposed **DEX** roll. If he fails to escape, a successful opposed **STR** roll is required to hold onto Lung in order to question him as to his bizarre behavior.

If, on the other hand, Lung makes it out of the back room, he pulls a cord hanging by the door (a successful **Spot Hidden** roll to notice it on the way in, although the investigators may mistake it for a bell pull). The drapes fall to the floor, revealing that the walls and rear of the door are covered in a multitude of mirrors; all of different shapes and sizes. Lung slams the door behind him and locks it, cackling wildly that he has them now. Not a good place for anyone with eisoptrophobia—a fear of mirrors—to be trapped!

The Demon Cabinet

The whole of the back room has been transformed into Lung's masterpiece: a demon cabinet; the result of many hours' work and the tireless investment of hundreds of magic points. It is practically impossible to duplicate except by one steeped in Chinese occultism, hence its creation is ignored here.

The cabinet is constructed to trap and drain demons of their magic. The back room, which is revealed to be the "cabinet," is lined with mirrors, which Chinese demons



The Demon Cabinet

are very wary of and which they will not break. Once inside the cabinet, a demon is trapped by its repeated reflected images and must make an Extreme **POW** roll against the cabinet's POW 90 every round it remains within. A demon loses 1D3 magic points every time it fails the Extreme POW roll; once drained to zero magic points, the demon must return to the underworld, never to bother Lung again.

The demon's only hope of escape is to convince someone outside the cabinet to open the door, thereby releasing it. Should Wu become trapped in the cabinet, it begins to howl in a convincingly human manner. Siamese cats do "cry" in a way that sounds very like a human baby, requiring a successful **Psychology** roll by anyone outside the back room to realize that the noise isn't being made by a trapped child.

Unlike most of Lung's demon traps, the cabinet can harm human investigators. Humans shut inside the cabinet must make a Hard **POW** roll every round they remain trapped inside, losing 5 POW each time they fail; the POW loss is permanent. Once zero POW is reached, the investigator is dead, shriveled to a dusty husk smelling of damp.

Humans don't have the same concerns about mirrors as do demons and, thus, can smash them to break their effect. There are many mirrors (small and large) and, to stop the enchantment, at least 10 mirrors per wall (40 total) must be smashed; breaking the mirrors is easily done with a hard blow or bullet impact (although fumbled rolls in such a small space may mean wounding a nearby comrade), but time is against the investigators in this situation. Allow those trapped to make a **Fighting (Brawl)** or **Firearms** roll per round: if successful, ask the player to roll 1D6 to determine how many mirrors they smashed in that round. Once 40 mirrors have been dealt with, no further Hard POW rolls are necessary, as the power of the cabinet has been nullified.

Alternatively, the investigators can just try to force their way out (an Extreme **STR** roll; the door has STR 200, so combining investigator STR may reduce the difficulty). Failing that, a successful **Locksmith** roll picks the lock from the inside. Lung has the only key on his person, on the other side of the door.

The investigators can make an escape attempt if they have smashed enough of the cabinet's interior; otherwise, the debilitating effect of the cabinet means they can only focus on the mirrors. As with Wu, attracting someone's attention to let them out is also a viable alternative—even Lung might be convinced of the error of his ways with a successful Hard **Fast Talk** or **Persuade** roll.

If investigators break free of the cabinet, Lung (if still believing they are demons) attacks them with his butcher's knife, out of sheer terror. After all, no normal demon should be able to escape his trap—and he has no other tricks left up his sleeve!

THE CAT-DEMON ACTS

Providing it hasn't been repelled by Lung's various protections, the cat-demon enjoys watching Lung and the investigators but soon tires of the fun and attempts to get in on the act.

If Wu has been watching through the windows, it redoubles its efforts to gain entry to the house by scratching on the door and windows. If it is already inside, it begins to bait Lung, pretending to be friendly, but then delivering a vicious scratch or bite as soon as the poor astrologer gets within range. Given Lung's dislike of cats, the scratches are more likely to occur as Lung attempts to remove the persistent feline from his home.

If they are wearing Bast's cat amulets, Wu won't harm the investigators (unless they attack first); the same cannot be said if they have not received Bast's boon and attempt to interfere with the creature's plans. Even if they are wearing the cat amulets, Wu doesn't mind watching Lung harm them—just because it's expected to be friendly towards them doesn't mean it has to protect them from others. Once Wu tires of playing with Lung or receives sufficient damage to force its conversion, it adopts demon form and attempts to complete its mission. Wu is unconcerned about the investigators—unless they try to stop it from dispatching Lung.

Whether the investigators help Lung against his supernatural foe is entirely up to them. Potential ways of dealing with Wu, who is immune to physical weapons and natural damage, include:

- Using any of Lung's remaining anti-demon devices.
- Casting the Banishment of Yde Etad (if known).
- Using a weapon with Bless Blade cast upon it.
- Using the Dust of Suleiman or Prinn's Crux Ansata, if they have one already prepared.

CONCLUSION

Seeing Lung receive his punishment at the hands of the demon servant of Li Chou is sanity-threatening, and not at all comforting.

- Helping Lung successfully dispel Wu: +1D3 Sanity points.
- Inadvertently or otherwise helping the demon dispatch Lung: –1D6 Sanity points.

If Wu is successful and kills Lung, then the demon vanishes, along with everything valuable in the apartment. Depending on how much noise was made during the encounter, the investigators may have some awkward questions to answer if the police arrive to find out what all the fuss was about.

Alternatively, if Wu has been dealt with and once any misunderstandings have been cleared up, Lung offers to calculate the investigators' horoscopes for free by way of apology. Provided they take the astrologer up on the offer, this is a good opportunity for the Keeper to foreshadow the events to come, as well as providing one or two missed clues to help them further their inquiries.

PULP REWARDS

In addition to the Sanity rewards, pulp heroes also gain +1D6 Luck points for successfully dealing with Wu the cat-demon.

CHARACTERS AND MONSTERS: DEMON CABINET

Mr. Lung Yun, 44, *demon-haunted astrologer*

STR 45	**CON** 70	**SIZ** 40	**DEX** 65	**INT** 80
APP 65	**POW** 95	**EDU** 75	**SAN** 40	**HP** 11
DB: 0	**Build:** 0	**Move:** 8	**MP:** 19	**Luck:** —

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3 or butcher's knife 1D4+2
Dodge	35% (17/7)

Skills

Jump 40%, Lore (Astrology) 92%, Lore (Cast Horoscope) 90%, Occult (Chinese) 70%, Persuade 50%, Science (Astronomy) 40%, Spot Hidden 75%, Stealth 85%, Throw 40%.

Languages

Chinese (Cantonese) 75%, Chinese (Mandarin) 65%, Chinese (Shanghainese) 80%, English 44%.

Wu the Cat-Demon, *malevolent entity*

Siamese Cat Form

STR 10	**CON** 40	**SIZ** 05	**DEX** 75	**INT** 60
APP —	**POW** 95	**EDU** —	**SAN** —	**HP** 4
DB: –2	**Build:** –2	**Move:** 9	**MP:** 19	**Luck:** —

Combat

Attacks per round: 3 (claw and bite)

Fighting	50% (25/10), damage 1D3–2 (min 1)
Dodge	80% (40/16)

Skills

Be Cute 70%, Climb 90%, Jump 90%.

Armor: if injured, it changes instantly to cat-demon form, even if the injury is enough to kill a normal cat.

Cat-Demon Form

STR 200	**CON** 100	**SIZ** 90	**DEX** 55	**INT** 60
APP —	**POW** 95	**EDU** —	**SAN** —	**HP** 19
DB: +3D6	**Build:** 4	**Move:** 8	**MP:** 19	**Luck:** —

Combat

Attacks per round: 2 (claws)

Fighting	60% (30/12), damage 1D4+3D6
Dodge	40% (20/8)

Skills

Climb 70%, Jump 90%, Persuade 70%, Taunt Victim 85%.

Armor: ignores physical weapons and natural damage.
Sanity loss: 1D3/1D10 Sanity points to see Wu in cat-demon form.

A GENTLEMAN OF BUSINESS

Under his camouflage as a successful businessman, Ho Fang's tentacles of terror reach around the globe. Will the investigators comprehend his power before it is too late?

- **Link:** shipping crates in the basement of the Penhew Foundation, London (**Penhew Foundation: Secret Room (Basement)**, page 202, England).
- **Link:** crates found on board the ***Ivory Wind*** (page 210, England).
- **Link:** references to items shipped by Ho Fang's company in Essex (**Carlyle Papers England #12**), Egypt (**The Safe**, page 347), Mombasa (**Mombasa: Seeking Ahja Singh**, page 396, Kenya), and Australia (**The Randolph Shipping Company**, page 464).
- **Link:** interview with Fergus Chum (**Talking to McChum**, page 537).
- **Link:** interview with Lin Yenyu (**Talking to Lin Yenyu**, page 572).
- **Link:** mentioned by Jack Brady (**Meeting Jack Brady**, page 577, China).

Ho Fang's mansion home, his warehouse on Kaoyang Street, and his yacht (*Luxuriant Goddess*, anchored close to the warehouse), should all interest the investigators if they have uncovered the numerous clues pointing to his involvement with Nyarlathotep's cults during their journeys. Each of these is detailed in this section, as is a possible interview with Ho Fang himself.

HO FANG IMPORT/EXPORT

As well as in ten other locations across the Far East, importer Ho Fang maintains a large warehouse in Shanghai, on Kaoyang Street, not far from the Stumbling Tiger. It is also the site of his main office.

The large brick building housing Ho's business headquarters is on the north bank of the Whangpoo River. A successful **Spot Hidden** roll reveals that at least a portion of the warehouse is built on a wooden pier or wooden pilings. A stout, peaked tile roof fends off the rain. Five sets of large doors along the sides of the building give access to a high-ceilinged storage area, while two stories of low-ceilinged offices face the street.

All of the windows are at least 7 feet (2 m) from the ground, and are covered with iron grills (an Extreme **STR** roll to break or remove). At night, all the doors are padlocked (**Locksmith** or Hard **STR** roll to break). All doors are unlocked during business hours (6 a.m. to 6 p.m.) and at other times to coincide with ship arrivals and departures.

Every day (apart from Sunday), 30 men work at the warehouse; all are Chinese, with key workers also being cultists (in a pulp game, they are all cultists). Normal work hours are 7 a.m. to 6 p.m. When the warehouse is closed, six guards patrol the interior; they are expert martial artists and cult members (select six cultists, including #1, from **Average Cultist of the Bloated Woman** in **Characters and Monsters: China**, page 611).

Captured intruders are kept for interrogation by Ho Fang or an aide, and then sacrificed to the Bloated Woman if they can't make good their escape, although nobody will care if one or two trespassers accidentally die during a fight. The leader (cultist #1) has a key which unlocks the padlocks of the rear warehouse doors—she could be relieved of this with a successful **Sleight of Hand** roll.

The Main Warehouse

This very large storage area is supported by several rows of wooden pillars. Archipelagos of salted fish, hemp cordage, copra, canned foods, bagged rice, chests and bricks of tea, porcelains, dried herbs, machine parts, hardwoods, and yard goods are heaped in mounds across the floor. All **Spot Hidden** rolls become Hard when maneuvering through this jumble, which works to the investigators' advantage if they are trying to avoid being spotted by any guards. If it is raining, **Listen** rolls also become Hard, thanks to the noise of water hammering on the tiled roof.

At night, the dim overhead electric lights are turned off, only adding to the sense of chaos and gloom. The light stays on at the table just outside the special storeroom,

MADAM LIN'S AGENTS

As well as keeping an eye on the Stumbling Tiger, Lin Yenyu's agents keep close watch on Ho's warehouse, yacht, and home, as their mistress is very interested in the Order's comings and goings.

Occidentals visiting Ho, especially people asking for Jack Brady, draw Lin's attention. As at the Stumbling Tiger, the investigators are followed (a successful **Spot Hidden** roll to realize) and their hotel rooms ransacked (if they remain blissfully unaware of their shadows).

where the six guards gossip and gamble at *mahjong*, craps, or *fan-tan*. Every hour, two of them tour the warehouse with flashlights, examining the doors for signs of entry. They check the front door, but Ho, fearing his safe may tempt even his cult fanatics, has forbidden the guards to go upstairs without clear reason or provocation.

Ho Fang's Office

Accessible by stairs, either through the warehouse or via the main street entrance, the entire upper floor is utilitarian and contains nothing unusual. Though well made, the desks, side tables, and chairs are simple in design. If the investigators enter by means of the stairs, a successful **Spot Hidden** roll reveals that a section of them (point "A" on the map) seems weak and loose; if unnoticed and stepped upon, call for a group **Luck** roll to determine whether the investigators have made a noise and altered the guards or, possibly, Ho Fang to their presence.

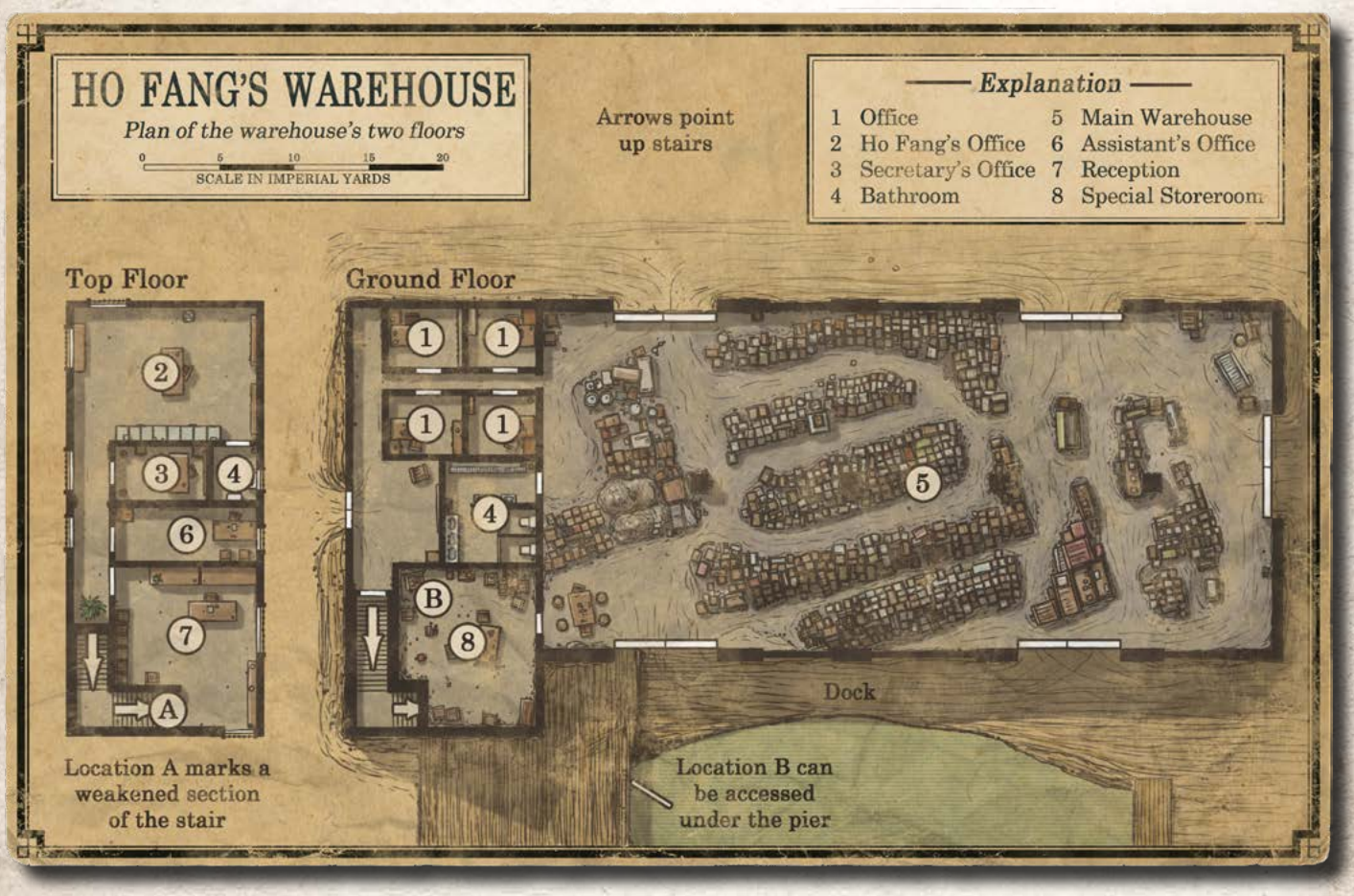
In Ho Fang's private office there are many rolled navigation charts (one is the best map available of **Gray Dragon Island**, page 585). Railway atlases, gazetteers, shipping guides, tariff law compendiums, account books, ledgers, clipping books, and bound papers (mostly in Chinese) occupy the bookcases behind the table which serves as Ho's desk.

Tall filing cabinets also bulge with papers. A floor safe can be opened with a successful **Locksmith** roll. It contains 200 Mexican silver dollars, 100 five-pound sterling notes, two negotiable drafts for a total of 15,000 Japanese yen, and 20 U.S. 20-dollar gold pieces.

Investigators searching the office find little new evidence in the files and ledgers (unless, of course, Shanghai is one of the first places they visit). Ho Fang has shipped to and received items from the Penhew Foundation (London), Omar al-Shakti (Cairo), and Ahja Singh (Mombasa)—mostly "art objects," though books are also referred to. In the same file are notations concerning shipments of mining equipment to Mortimer Wycroft of Cuncudgerie, Western Australia, via the Randolph Shipping Company, Darwin.

The Special Storeroom

Here, Ho keeps any Mythos artifacts passing through his hands. Apart from the sprawling, spitting, and snoozing guards, a stout iron door with a deadbolt lock blocks the way in. The excellent lock can be picked with a successful Hard **Locksmith** roll; otherwise, the door requires tools or



Below: Ho Fang's Warehouse map

explosives. If the investigators spotted the weakened section of stair (point "A") on the way up to Ho Fang's office, then they have uncovered a potential "back door" into the secret storeroom. If they move the stair runner aside and quietly pry up the risers, they can drop down into the storeroom and examine its contents at their leisure.

There is a third way out of the storeroom: point "B" on the map marks an iron hatch, with two 3 × 7 foot (1 × 2 m) hinged doors that can be pulled up and folded back to reveal the water and pilings below. Bolts lock this hatch, which can be opened easily from inside the room; otherwise, tools are required to break through from below (STR 250, 40 HP). Depending on the tide, the surface of the water is 1–5 yards (1–4.5 m) below. A hoist allows crates to be lowered to small boats tied beneath the pier. Ho chooses this method of transfer when he does not want a particular item to be seen leaving the warehouse (for example, when taking artifacts to the *Dark Mistress*).

A variety of objects are kept in the special storeroom; a list of examples follows. The Keeper may wish to supplement this list with items of their own devising. Paper items are securely protected against Shanghai's humidity.

Sample Artifacts

- Several statues of the Bloated Woman, varying in size and materials, including one approximately 12 inches (30 cm) in height, carved from highly desirable "mutton fat" (white) jade (0/1D2 Sanity loss).
- A bronze *gui* (a ritual vessel used in preparing meals for the dead in ancestor worship ceremonies), not too dissimilar to that from the Chou (Zhou) Dynasty held in the British Museum since the 1970s, except that instead of tusked beasts, the handles are formed by fierce winged creatures (hunting horrors; 0/1D4 Sanity loss if recognized, either from experience or as the result of a successful **Cthulhu Mythos** roll).
- Dragon bones (**Occult** or **Cthulhu Mythos** roll to identify). Unlike the animal bones found across the Plains of the Yellow River (which share the same name), these bones come from a byakhee and can be used as spell components, particularly in the brewing of Space Mead (see **Madam Lin's Collection**, page 570, and **Appendix C: Tomes**, page 647).

Nothing is magical in and of itself, nor are there any Mythos tomes present, but many of the artifacts are disturbingly repulsive. A successful **Archaeology** roll identifies most of the items as ancient Chinese, but there are also Japanese, Indian, African, and Polynesian pieces, as well as some that are unidentifiable.

Of particular interest are six small crates simply labeled "A. P." which contain extra parts for Sir Aubrey's rocket. If all are laid out and examined, a successful Hard **Science (Physics** or **Engineering)** or Extreme **Mechanical Repair** roll can determine the intended use of the parts. Rocketry is an extremely esoteric study in the 1920s, so anyone without specialist knowledge can only really hazard an educated guess as to what they might be for (Extreme **INT** roll, if no one has the relevant skills).

If the investigators have already seen the various rocket parts and plans at **Henson Manufacturing** (page 262, England) and managed to figure out roughly what they do, then it is up to the Keeper as to whether or not a further roll is required here. Alternatively, the difficulty level of the suggested rolls can be reduced to Regular.

PULP: WEIRD SCIENCE

Heroes with the Weird Science talent only require a Regular success on a **Science (Engineering)** or **Science (Physics)** roll to understand the rocket parts.

Most of the crates have addresses on them. Keepers may freely choose any destination and use those references as leads into the other chapters (assuming the investigators arrive in China early in the campaign), or as jumping-off points for future scenarios. As examples, Keepers might consider using H. A. Wilcox, 7 Thomas Street, Providence, Rhode Island, USA (see Lovecraft's story *The Call of Cthulhu*); Mr. W. Whateley, General Delivery, Dunwich, Massachusetts, USA (see *The Dunwich Horror*); Mr. Herbert West, c/o Miskatonic University Medical School, Arkham, Massachusetts, USA (see *Herbert West—Reanimator*).

A storage chest contains several voluminous black and yellow robes, worn by Order members during their blasphemous rituals.

HO FANG'S YACHT—LUXURIANT GODDESS

This large, well-kept, motorized junk is moored near the warehouse. Ho has managed to get British registry for the vessel, the *Luxuriant Goddess*, effectively shielding it from inspection by any faction of Chinese government—a useful safeguard for a ship intended to ply only Chinese waters.

Ho uses the yacht mostly for cult business. While moored, it carries nothing pertaining to Mythos matters. Ho keeps 1D4+2 cultist guards aboard the vessel. They (like their warehouse compatriots) are instructed to capture intruders for questioning, not to kill them on sight.

Keeper note: the investigators may also come across the *Dark Mistress*, Sir Aubrey Penhew's boat, on the harbor front, close to Ho Fang's warehouse (**The Dark Mistress**, page 565).

MEETING WITH HO FANG

If the investigators first decide to speak with Ho Fang, as opposed to breaking into his premises, his secretary—a young, petite Chinese woman by the name of Sun Ch'unhua—informs them that he is busy that day, but makes an appointment for the investigators on the following day.

If their reasons for wanting to see this important man seem inadequate to Miss Sun, she has the investigators shadowed until they return the next day. Although Miss Sun is not a cultist, she is well aware of her boss' "regular" shady business dealings and keeps a watchful eye open for anyone who might potentially cause him trouble. A successful **Spot Hidden** roll alerts the investigators to the fact that they are being followed, which may prompt a chase, if the Keeper so desires (see **Chasing the Watchers**, nearby). The culprit has no desire to get caught and attempts to slip away if they realize they've been spotted; if captured, the cultist knows little, but can confirm that their master is powerful and will bring retribution down on the heads of those who oppose him. Any further information is at the Keeper's discretion.

Talking to Ho Fang

Provided they arrive for their interview on time, the investigators are shown up to Ho Fang's personal office. Neat, large, and spartan, this is a place for business. Noise from the surrounding warehouses and docks drowns out the soft whir of the overhead fans. One end of the office has a circle of comfortable armchairs with lace antimacassars. Side tables for serving tea hold ashtrays and more doilies.

Ho is waiting for them. Rising from behind his desk, he greets them warmly, guiding them to the armchairs before chatting amiably about inconsequential matters over tea and cigarettes. During the course of the conversation, investigators paying close attention (a successful Hard **Psychology** roll) realize that not only is the rotund businessman one cool customer, but he never offers specific information, even when asked a direct question.

CHASING THE WATCHERS

As is the case in Cairo, Shanghai's narrow streets teem with people and obstacles, and its rooftops are frequently in close proximity (especially in the old Chinese city); both of which make for exciting, cinematic chases. Quick reference stats have been provided for both cultists and Lin Yenyu's hirelings.

CHASE QUICK REFERENCE

Cultists

CON	55
DEX	65
MOV	8

Skills

Climb 45%, Jump 55%, Listen 65%, Spot Hidden 35%, Stealth 60%.

Lin Yenyu's Hirelings

CON	65
DEX	60
MOV	9

Skills

Climb 60%, Jump 70%, Listen 65%, Spot Hidden 50%, Stealth 75%, Track 50%.

Ho is likely to be intrigued by the investigators' questions: why is this information so important that the investigators would come such a distance to ask for it? Would not a cable or a letter suffice?

"Come, my friends," he says guilelessly, "If I am to confide in you—breaking some small faith with my customers in doing so—you must confide in me."

If the spokesperson for the investigators succeeds at a Hard **Persuade** roll, they manage to convince Ho Fang that their inquiries are above board. Lacking conflicting evidence or information (such as them having been seen questioning Fergus McChum at the Stumbling Tiger), Ho answers what questions he can and promptly forgets about the investigators as soon as the interview is finished.



Chinese merchant wharf in Shanghai

If, on the other hand, the investigators decide to confide in Ho, or if he has been alerted to their activities by cult members elsewhere, then their lives are at risk once darkness falls. Ho gladly dispatches cultists night after night to kill whoever survived previous assassination attempts. To escape his reach, the investigators must flee Shanghai and return secretly if they wish to do more work there.

Certain topics of conversation, and what Ho has to say, follow.

Shipment Destinations

If questioned about the destinations of shipments from the Penhew Foundation in London, or from Ahja Singh of Mombasa, Ho waves a hand and says that he can have a clerk look up those files.

Shipment Contents

Questioning Ho about the contents of any crates the investigators may have discovered onboard the *Ivory Wind*, or references to other items they can only know about through breaking and entering (such as "A. P.'s" scarab brooch; **The Safe**, page 347, Egypt) results in prevarication and coyness. He claims not to look too closely at what he is asked to transport from one place to another, preferring to trust that his clients are not involved in anything illegal (clearly a lie, confirmed with a successful Hard **Psychology** roll).

Ho claims to be shocked if they mention that items were missing from the *Ivory Wind's* official manifest, and promises to look into the matter. After all, he cannot have a rogue captain ruining his business reputation with his own private smuggling operation! Clearly, the investigators know too much. By speaking openly, they have marked themselves out as targets and must be removed.

On Cult Matters and the Carlyle Expedition

Any talk of cults or questions regarding Roger Carlyle, Jack Brady, or any of the other expedition members brings an astonished look to Ho's face. He knows nothing of such things; yes, there are criminal gangs who operate in Shanghai, but his business is above board and reputable. As for Roger Carlyle or anyone else, he has had no dealings with such people. Another successful Hard **Psychology** roll detects Ho's lies. If the investigators try to pursue the matter, Ho ends the meeting saying, "Sorry I could not have been more helpful." The investigators are marked from this point forward.

HO FANG'S MANSION

Ho lives in the French Concession, not far from the Old City, and beyond the aegis of the relatively efficient International Settlement police. As mentioned previously, the French *gendarmerie* is riddled with gang and cult members and, as such, its officers are more likely to turn a blind eye than their associates in the International Settlement.

The compound's walls are 13 feet (4 m) high, and its gates and walls are strong, both topped by spear points, broken glass, and barbed wire to stymie thieves and snoopers, making all **Climb** or **Jump** rolls Hard if attempting to clear these obstacles by clambering over them (failed rolls result in 1D3 damage; failed pushed rolls inflict 1D4+1 and, possibly, alert guards).

The mansion is built around two courts. The outer court faces the main gate, and houses kitchens, servants, storerooms, etc. Ho lives in the rooms of the inner court, which are luxurious. The mansion roofs are all of peaked red tile, and all are slippery and steep. Sneaking around in the mansion without getting caught requires a successful **Stealth** roll; if Ho is at home, the difficulty level rises to Hard.

Rooms Around the Outer Court

Uniformly barren, these storerooms, kitchen, servant's dining room, garage, and repair shop have only scraps of furniture and a smattering of personal possessions; little to interest the investigators. Ho does not share his wealth with his cultist followers. At any time, 1D6+3 cultist servants are found working or sleeping in this part of the compound. Investigators may be interested to note the poor quality Mythos statuettes and symbols, often the characters for the Bloated Woman, on display. Those managing to inspect this part of the mansion understand that the servants are cultists, as well as the master.

Keeper note: in one of the storerooms is a box containing five (sealed) one-ounce (28 g) vials of poison called "Essence of Thoughtful Resignation." Each vial holds 20 applications. See **The Teak Cabinet**, page 562, for further information.

The Doorman's Room

The doorman's job is to admit or refuse entry to all who knock. If the investigators look shabby, he chases off what are obviously beggars or bandits. If the investigators are well dressed, the doorman has no choice but to admit them. Another servant hears their wishes and brings them to the luxurious sitting room (where they are carefully watched through tiny peepholes, requiring a successful Hard **Spot Hidden** roll to notice).

Luxurious Sitting Room

The room is furnished with fine couches and chairs. A servant brings tea if the investigators have come in a legitimate fashion. Two fine screens grace one end of the room; behind each stands a guard. If an investigator looks around a screen and sees the guard, the guard smiles and bows, but does not speak.

The Dining Room

Another luxurious room. Light-fingered investigators could net 25,000 U.S. dollars just by selling the fine porcelains, screens, and tapestries here—although they'd have to find a way to get them out of the house without anyone noticing first. A successful **Appraise** or **Archaeology** roll establishes the authenticity and worth of the furnishings, which have no occult or Mythos significance.

The Library

About 4,000 books are present—a few in English, but most are scrolls in classical Chinese. They are valuable, being old, but are not magical or related to cult activity. With a successful group **Luck** roll, Ho has left one of his six Cthulhu Mythos tomes on the library desk. If the Keeper wishes, the book is one of those Carl Stanford has gifted to Ho. For particulars, see **Further Reading**, page 564.

Ho's Bedroom

A fabulously furnished room, with rare silks; magnificently inlaid, hand-carved furniture; and an enormous bed. There are several exquisitely detailed white jade Mythos statuettes, all depicting Nyarlathotep in his various forms, along with his minions—but, amid the wealth of furnishings, it takes a successful **Spot Hidden** roll to notice these, even though they're in the open, resting on a sidetable (0/1D2 Sanity loss).

Carl Stanford's Room

If the investigators stake out Ho's house, a successful **Spot Hidden** roll is enough to notice an occidental gentleman coming or going—this is Carl Stanford, who is not making any attempt to hide his presence in the city, so isn't skulking about in the shadows. Assuming a discreet stake-out, Stanford has his regular **Spot Hidden** chance (25%) to detect the lurking investigators; this may become a Hard roll if any of the investigators have a Stealth rating of 50% or more.

If the investigators have met Stanford previously, they are no doubt dismayed by his presence here. If they have not met the sorcerer before, they know no more than that he appears to be a guest of Ho Fang—unless they have been forewarned by Lin Yenyu (**Madam Swallow**, page 568).

Opposite: : Ho Fang's Mansion map

HO FANG'S MANSION

A plan of Mister Ho's humble mansion.

0 5 10 15

SCALE IN IMPERIAL YARDS

Areas marked "X" are open to the air.

Explanation

1 Potion Room	6 Tzu-Hsi's Room	11 Dining Hall	16 Servants' Dining
2 Pavilion	7 Ho Fang's Room	12 Sitting Room	17 Garage
3 Shrine	8 Guestroom	13 Bedroom	18 Outer Court
4 Gun Room	9 Stanford's Room	14 Store Room	19 Doorman's Room
5 Inner Court	10 Library	15 Kitchen	20 Repair Shop



Hidden in plain sight in this room is Stanford's Gate Box, a plain wooden chest (big enough for someone to climb inside) with iron latches and inbuilt lock. Stanford wears the key on a chain around his neck. The lock can be picked with a successful Hard **Locksmith** roll, or broken with a Hard **STR** roll (which has a 40% chance of destroying the Gate Box's magic). Entering the chest transports the individual, per the Gate spell, to the chest's twin somewhere other than Shanghai—where Stanford has located the twin box is left to the Keeper to determine (refer to **Gate Boxes**, page 256, *Call of Cthulhu Rulebook*). The Gate Box allows Stanford a quick getaway should things turn sour in China.

The Room of Ho Tzu-Hsi

Here lives Ho's only child, Tzu-hsi. She is permanently insane, having witnessed the death of her mother during one of her father's obscene rituals. She never leaves this room. A beautiful child, she sits here every day, humming to herself in a low voice. She only eats living things—particularly earthworms, spiders, snails, and slugs—which the gardeners catch for her. Any investigators entering her room always see her eating these disgusting natural foods, which entails a **Sanity** roll (0/1 loss).

Tzu-hsi no longer distinguishes anyone but her father, and has little relevant information to share; however, a successful Hard **Persuade** roll convinces the girl to ramble on in childlike terms about the cruel things her father has done (the investigators can gain a bonus die if they provide her with some tasty snacks). While not enough to trigger a Sanity roll, it should, nevertheless, be an unsettling experience for the investigators. A successful **Psychoanalysis** roll parts the clouds in Tzu-hsi's mind for the briefest of moments. With wide, terrified eyes, she implores the investigators to flee before her father finds them, then lapses back into insensibility. The consequences for fumbling either of these rolls, or failing push attempts, are that Tzu-hsi screams for assistance at the appearance of such strange, terrifying creatures (the investigators), attracting the attention of 1D4 members of staff (use **Average Cultist of the Bloated Woman**, page 611, as required).

The Inner Court

The garden of the inner court seems innocuous enough at first glance but is, in reality, one of Ho Fang's hidden arsenals. A successful **Natural World** or **Science (Botany** or **Pharmacy)** roll identifies nightshade, peyote plants, etc., in the garden. In the garden pool, besides the rare and much sought after blue lotus, are two more exceptionally poisonous surprises: two blowfish (also known as pufferfish) and several tiny, blue-veined Australian octopuses—requiring a successful **Science (Biology** or **Zoology)** roll to identify, unless the investigator is Australian. Both plants and animals are handy sources for the mind-altering drugs and poisons Ho likes to employ against his enemies.

The Pavilion

Beneath the canopy of the pavilion is a bronze statue of the Buddha. A successful **Spot Hidden** roll reveals a thin seam around the statue's neck; if the Buddha's head is turned twice in a circle (it only moves clockwise), the entire statue slides out of the wall and to the right, disclosing a dark passageway. This is the entrance to Ho's shrine.

To either side of the passage are recessed areas. One contains a small workroom where Ho prepares and stores the poisons from his garden; on the room's single bench is a small flower press, from which Ho extracts fluids for Essence of Thoughtful Resignation and other poisons.

Keeper note: if scrapings from the flower press are examined in a lab, a successful **Science (Botany** or **Pharmacy)** or Hard **Natural World** roll establishes which flowers are used, along with the possibility of any antidote, which can help those suffering from the poison (see **The Teak Cabinet**, page 562).

The other recess contains a small cache of weapons. These are mostly firearms despite the cult preferring to use their sickles; Ho is a realist and likes to keep a few guns on hand, just in case. These could prove useful to the investigators if they lost their own weapons to Shanghai's customs officers.

Shrine to the Bloated Woman

At the end of the short passage, iron grillwork guards a locked door (a Hard **Locksmith** or an Extreme **STR** roll succeeds in removing the grill).

Keeper note: Ho always carries the keys to both the door of the shrine and to the teak cabinet within on his person. A successful Hard **Sleight of Hand** roll is enough to liberate the keys from the businessman, but failing a pushed roll risks severe embarrassment, at the very least.

Beyond the door is a small room about 20 feet (6 m) square, with a ceiling 12 feet (3.5 m) high. Inside, a statue of the Bloated Woman dominates the room, while nearby is a tall teak cabinet, although the first thing that is likely to draw the investigators' attention is a glass coffin in the center of the room containing Miss Choi (**The Seven Gates to Heaven**, page 564). Upon entering the room, the investigators may spring a trap built into the ceiling.

The ceiling is a bizarre recruiting device for Ho's warped goddess. Under normal circumstances, the true nature of

Opposite: : Shrine to the Bloated Woman


Eric Lofgren

the ceiling is hidden by a sliding cover, whose release is triggered by anyone opening the door to the shrine without the proper key. It can also be revealed by the push of a button located inside the shrine (Hard **Spot Hidden** to notice); the button is set into the wall just inside the doorway (**The Crawling Ceiling**, following). Though Ho is already insane, he never watches the ceiling—even the permanently mad have difficulty getting back from where the ceiling takes them.

Provided the investigators don't trigger the opening of the ceiling's cover, it is closed when they enter the room, as Carl Stanford doesn't want Choi Mei-ling's mind to join those in the pattern before he has extracted what he wants to know from her.

The Crawling Ceiling

The ceiling, if revealed, bears large, luminescent brush strokes that form the Chinese characters for "*bloated woman*." If stared at, the shapes seem to shift slightly. The investigator can look away at any time, but anyone staring at the pattern for more than five combat rounds feels their mind being drawn out and into the pattern. The investigator must then attempt a Hard **POW** roll: success means avoiding the consequences; if they fail, the investigator's mind is sucked into the pattern. Otherwise, they feel dizzy and nauseous for a few minutes.

If their mind is pulled into the ceiling, the victim's body continues to stand staring upward. It can be moved like a puppet, but taking a victim of the pattern out of the room is dangerous—while they are not looking at the pattern, there is no way for their mind to be regained. Finding the button and closing the ceiling also prevents the captured mind from breaking free.

The mind of a pattern victim understands what has happened, but struggles to get back into its body. It is staggered and bewildered by the avalanche of mental energy from the tormented collective minds—all insane—of everyone already captured in the trap. Such an experience is just the thing to drive the new captive crazy as well. For every round within the pattern, the victim must make a **Sanity** roll (0/1D4 loss). Once it reaches zero Sanity, the mind is forever captured; however, every time the mind succeeds at a Sanity roll while trapped, it can attempt to break free again with another Hard **POW** roll.

Besides the Hard **POW** roll mentioned above, there is one other chance to come back. If several investigators became part of the pattern within a few rounds of each other, their minds can link together, effectively supporting one another—each trapped mind can attempt a **Luck** roll: success adds a bonus die to their investigator's subsequent attempts to break free; if one of those Hard POW rolls succeeds, all the participants return to their bodies, not just the successful person—the strength of will of the victorious investigator's mind is enough to pull everyone clear.

This rescue procedure can be attempted as soon as there is more than one person trapped in the pattern, before the new entrant makes their first Sanity roll. Though their minds are linked within the pattern, investigator Sanity losses remain individual and are rolled separately. A cruel Keeper might require a successful **Cthulhu Mythos** or Extreme **INT** roll for the minds to realize they can work together to break free.

All those successfully returning from the pattern bring with them a nugget of insight, snatched from the minds already imprisoned there. This could include any clue the investigators have missed so far that helps them uncover what is happening, or could form the basis of future adventures, at the Keeper's discretion.

Statue of the Bloated Woman

The statue is 8 feet (2.5 m) high, weighs about 1,000 pounds (450 kg), and is made of a bronze-colored (alien) alloy. It depicts an immense, obviously female humanoid, equipped with numerous tentacles, dressed in traditional Chinese clothing. The workmanship is exquisite and frightening, provoking a **Sanity** roll (0/1D2 loss). Before the statue lie the bone fragments and ashes of incinerated sacrificial victims.

The statue acts as a reservoir of magic points, and regains two magic points per day courtesy of Nyarlathotep. It also absorbs the magic points of sacrifices offered to it, to its maximum capacity of 40. Ho knows a spell keyed to the statue that taps these magic points while he touches the idol. The effigy is impervious to physical damage, although appropriate spell attacks can harm it.

The Teak Cabinet

About 5 feet (1.5 m) high, this Chinese case has hammered gold doors on which are carved strange monsters and alien inscriptions. The locked cabinet can be forced open with a lever and a successful Hard **STR** roll; for those attempting **Locksmith** or Hard **Mechanical Repair** rolls, a success avoids a poisoned needle trap. On a failed group **Luck** roll, the poison is still active and the person who opened the door must face the consequences.

The fast-acting poison on the needle is one of Ho's personal concoctions called "Essence of Thoughtful Resignation." It must be renewed daily, or it is ineffectual. Ho usually sees to this himself unless he is away on business, at which point one of his staff takes care of it for him. Ho stores vials of this poison in one of the storerooms (**Rooms Around the Outer Court**, page 558). In terms of effect, treat the poison as Mild, causing 1D10 damage (Strong, 2D10 damage, for pulp games) and inflicting

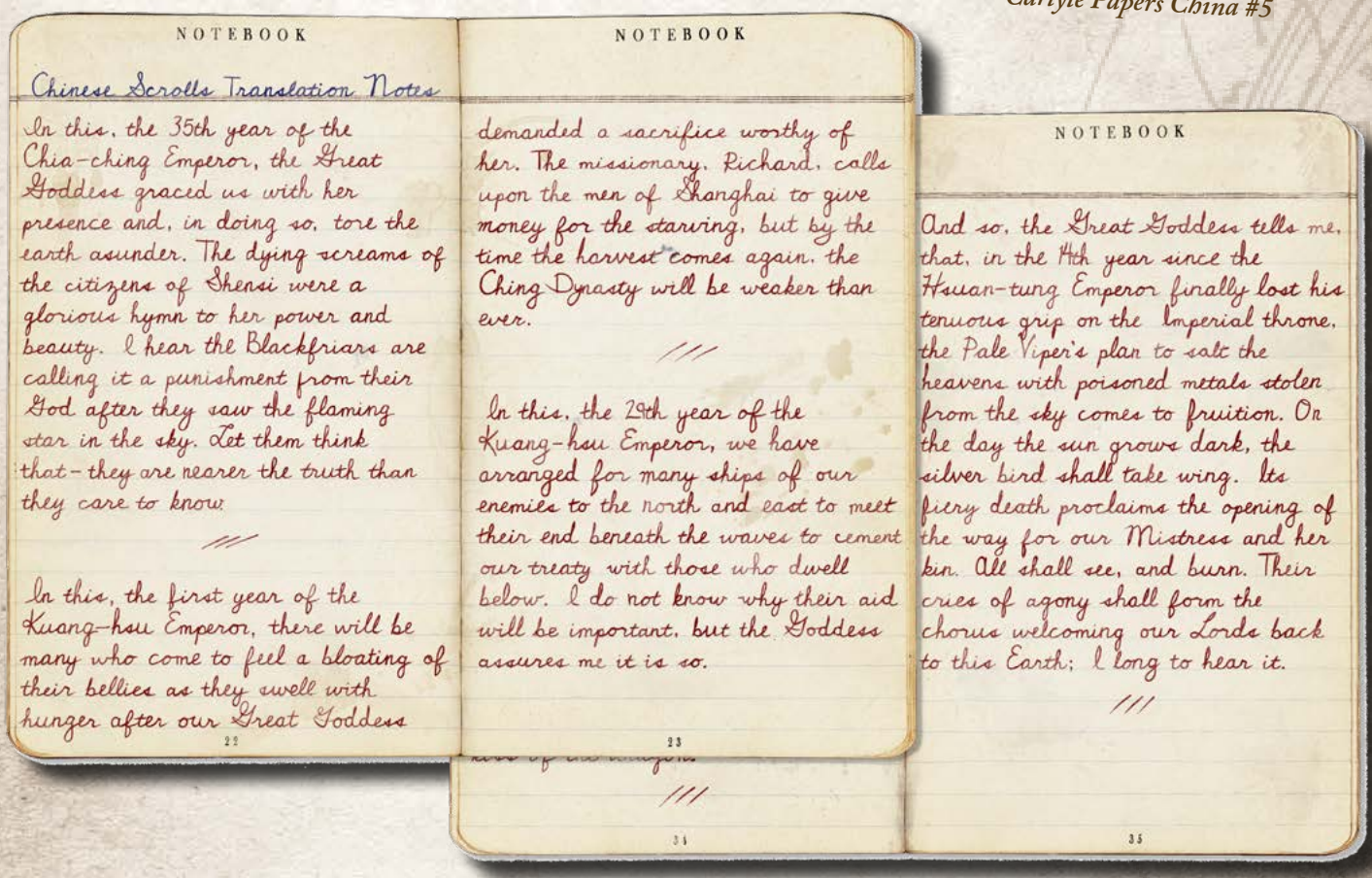
blindness, which lasts until they receive proper medical attention in a hospital or clinic plus a successful Hard **Medicine** roll; dropping to Regular if the composition of the poison has been discovered from studying the flower press (**The Pavilion**, page 560). If the victim successfully resists the poison with an Extreme **CON** roll, they are temporarily blinded for only 1D6 minutes and suffer only half damage. Those blinded by the poison suffer either increased difficulty levels to all rolls requiring sight or a penalty die, whichever is most appropriate.

Once past the poison trap, the cabinet holds six Western-style books (see **Further Reading**, below) and a number of Chinese scrolls (**Carlyle Papers China #5**), which record various visitations of the Bloated Woman, as well as monumental occasions in the cult's history. A successful **Language (Chinese)** roll is required to translate the scrolls. Once translated, anyone who succeeds at a **History** roll can decipher the events referred to in the Order's notes. (If the reader is a specialist in Chinese history, such as Mu Hsien, they don't need to roll.) Each entry, apart from the last, tells of a natural disaster, beginning with the massive earthquake that devastated Shensi (Shaanxi) Province in 1556, killing over 800,000 people.

- The second entry describes the great famine which took place in the provinces of Chihli (Hebei), Shensi, Honan (Henan), and Shantung (Shandong) between 1876 and 1879, and which claimed somewhere between three and nine million victims through starvation and disease.
- The third entry refers to ships lost during and after the Battle of Port Arthur (Lushunkou), which took place in 1904 between Russia and Japan.
- The final entry discusses the Pale Viper's plan to blast the skies with far-flung poisoned metal. Although the characters may not have uncovered it in the course of their investigations, "Pale Viper" is the cult's name for Sir Aubrey Penhew, and this entry gives them further confirmation that something bad is going to happen during the solar eclipse in 1926 (14 years after the Hsuan-tung Emperor, Puyi, saw China declared a Republic).

Keeper note: little more is said directly but, if the investigators penetrate and escape from this room, remind the players of these records if the investigators later need direction.

Carlyle Papers China #5


NOTEBOOK

Chinese Scrolls Translation Notes

In this, the 35th year of the Chia-ching Emperor, the Great Goddess graced us with her presence and, in doing so, tore the earth asunder. The dying screams of the citizens of Shensi were a glorious hymn to her power and beauty. I hear the Blackfriars are calling it a punishment from their God after they saw the flaming star in the sky. Let them think that - they are nearer the truth than they care to know.

///

In this, the first year of the Kuang-hsu Emperor, there will be many who come to feel a bloating of their bellies as they swell with hunger after our Great Goddess

22

NOTEBOOK

demanded a sacrifice worthy of her. The missionary, Richard, calls upon the men of Shanghai to give money for the starving, but by the time the harvest comes again, the Ching Dynasty will be weaker than ever.

///

In this, the 29th year of the Kuang-hsu Emperor, we have arranged for many ships of our enemies to the north and east to meet their end beneath the waves to cement our treaty with those who dwell below. I do not know why their aid will be important, but the Goddess assures me it is so.

23

///

31

NOTEBOOK

And so, the Great Goddess tells me, that, in the 14th year since the Hsuan-tung Emperor finally lost his tenuous grip on the Imperial throne, the Pale Viper's plan to salt the heavens with poisoned metals stolen from the sky comes to fruition. On the day the sun grows dark, the silver bird shall take wing. Its fiery death proclaims the opening of the way for our Mistress and her kin. All shall see, and burn. Their cries of agony shall form the chorus welcoming our Lords back to this Earth; I long to hear it.

///

35

Further Reading

In addition to the cult's records, as mentioned, there are six other books stored within the teak cabinet: *The Goddess of the Black Fan*, commentaries on the *R'lyeh Text*, and *The Tale of Priest Kwan* in Chinese, the *Livre d'Ivon* in French, *True Magick* in English, and the *Necronomicon* in Latin.

The first two books are inscribed with a dedication from Carl Stanford to Ho Fang, offering them as gifts to cement their friendship. If the investigators succeeded at their group **Luck** roll when in Ho Fang's library, then there may only be five books here. For further details, see **Appendix C: Tomes**.

Also in the cabinet are black and yellow silk robes (the ritual dress for members of the Order), a variety of small torture implements (such as needles of ascending gauge), a medallion bearing the Order's characters, a kit holding several tattoo needles and some black and yellow dyes, the ritual sickle used in cult murders and sacrifices, and a small jar of a powder called "tyuk" (see box nearby).

The Seven Gates to Heaven

Centered on the floor of the shrine is a wide circle within which the Order's characters have been inlaid in gold. Across this circle is a coffin-like glass and steel box, 3 feet (1 m) wide and 6 feet (2 m) long. The box lies east to west; on its eastern end is a movable cage, which holds two large, hungry, scaly Shanghai river rats. A woman (Choi Mei-ling, Jack Brady's girlfriend, **Lantern Street,** page 543) lies semi-naked within the box, her face directly beneath a thick glass plate—the only obstacle between her and the leering, salivating rodents.

The box holding Miss Choi is divided into seven compartments—the "seven gates to heaven"—by six yoke-like partitions that sandwich under and over her, both keeping her body immobile and the intervening spaces separate from one another. To torture her, the rat cage is moved to above one of the seven compartments, the clear glass bottom of the cage removed, and the hungry rats admitted. The idea is not to kill her quickly, but to prolong her agony and force her to talk.

Carl Stanford personally oversees Miss Choi's torture in order to learn what Jack Brady has done with the *Seven Cryptical Books of Hsan*, and to discover where he's hiding. Earlier in the day, he let the rats loose in the compartment containing her feet and ankles, severely slashing and gnawing her before pulling the foul rodents back into their cage by their neck chains. Miss Choi scarcely kept her sanity. Stanford smiled at her and said that, when he returned, he would select a new site upon which his pets could graze. Then he moved the rat cage to directly above her face. "Look upon them, my dear," he told her, "and try to find it within yourself to be more cooperative. Is Jack Brady worth such devotion?"

Mei-ling is a realist; she knows that Stanford will kill her once she tells him what he wants to know, and she has made up her mind to take her secrets to the grave, no matter what Stanford does to her.

If rescued, Miss Choi is almost catatonic but can be guided to safety if the investigators manage to convince her that they mean her no harm and are not working with her torturers (a successful social skill roll, such as **Persuade**, or a successful **Psychoanalysis** roll, accompanied by attempts to treat her injuries with **First Aid**). Provided they can get her away from Ho Fang and Stanford and have convinced her they're trustworthy, she agrees to tell the investigators where Brady is—holed up in a secret room at Mu Hsien's house in the Old City (**Mr. Mu**, page 573).

Keeper note: if the investigators fail to find Choi Mei-ling, it is up to the Keeper if she dies bravely or reveals everything she knows to Stanford. If the investigators never learn of her, Miss Choi's destiny is left to the kindly Keeper.

Anyone bitten by one of the rats must succeed at a Hard **CON** roll or they contract a virulent disease. Symptoms appear in 1D4 days after the bite and, without bed rest and medical treatment, the disease is fatal in 1D2 weeks. Blood poisoning or Weil's disease are obvious possibilities (even bubonic plague at a stretch), but the Keeper may make it a more mysterious fever which comes and goes at awkward moments, inflicting a penalty die on all physical skill rolls until eased by a successful **Medicine** roll—at least until the next time.

TYUK

When mixed with liquid and swallowed, this greenish powder acts as a powerful hallucinogen. The target remains lucid, but for the next hour their senses have ten times normal sensitivity. Pain is especially overwhelming. One dose lasts one hour, two doses last two hours, and three doses kill outright. Made from a flowering plant known in Chinese as the Blue Petals of the Ineffable Paths, the preparation is rare. A successful **Science (Botany** or **Pharmacy)** or **Natural World** roll locates the plant in Ho's garden.

THE DARK MISTRESS

- **Link:** a grainy photograph of the Shanghai skyline and a mystery yacht, whose name begins with the letters DAR (**Carlyle Papers America #4**).
- **Link:** Jack Brady's statement (**Carlyle Papers China #8**).

If the investigators found the photo of the Shanghai riverfront when searching Jackson Elias' room (**Information in Room 410**, page 120, America), a portion of the *Dark Mistress* appears in it. Of course, if the investigators have already spoken to Jack Brady, then they know the ship belongs to Sir Aubrey Penhew (**Carlyle Papers China #8**) and is, therefore, of interest. If one of the investigators achieves a successful **Luck** roll, then the ship is in Shanghai when they arrive. If no one succeeds at this initial roll, then permit them a **Luck** roll each day they are in Shanghai: with a success, the *Dark Mistress* sails into port, as if on cue.

Alternatively, if the investigators are sniffing around the harbor front close to Ho Fang's warehouse (perhaps investigating Ho's boat, *Luxuriant Goddess*), a successful **Spot Hidden** roll notices and recognizes the yacht. The craft never stays in Shanghai for more than a few hours, coming in at dusk and leaving again at midnight (or thereabouts). She ties up at the wharf side a discreet distance from Ho's warehouse, and collects supplies and special cargoes. If the investigators fail to observe the yacht's comings and goings for themselves, this information is available in the harbormaster's office or from riverfront loungers (for an insignificant amount of cash). If the harbormaster's office is consulted, records pertaining to the *Ivory Wind* (which the investigators may have visited in **London**, page 210), or even the ship herself, can also turn up, if the timing is appropriate. If the investigators didn't get a chance to search that vessel while in London, this is a perfect opportunity to make up for the lost opportunity.

A check with the Shanghai central post office shows that none of the general delivery or boxholder clerks recognizes the name *Dark Mistress*, but the route carrier for Ho Fang's warehouse does recall occasional letters for an Alfred Penhurst, aboard the *Dark Mistress*, c/o the warehouse address.

If the investigators have managed to speak with Jack Brady and learn his story before they spot the *Dark Mistress*, then it shouldn't be too difficult for them to figure out that Penhurst is Sir Aubrey's false identity. They may, alternatively, spot that the boat's registered owner has the same initials as their missing foe—surely a coincidence too far in light of everything else that's happened.

THE CREW

Jules Savoyard, a member of the Order, captains the yacht. His six crewmen are repulsive human-deep one hybrids. For a detailed description of such folk, read Lovecraft's *The Shadow Over Innsmouth*, or check out the description on page 289 of the *Call of Cthulhu Rulebook*. Investigators who have met deep ones before may recognize their kind.

On seeing Savoyard, ask for a **Medicine** or **Science (Physics)** roll: with success, the investigator is able to see that the captain is suffering from radiation poisoning (**The Deadly Thing in the Firebox**, page 566). The captain and crew wear medallions bearing the Order's characters. A successful **Spot Hidden** permits an investigator to notice the medallions; a successful **INT** roll for anyone who made the roll then allows the characters to be remembered for later translation, while a successful **Language (Chinese)** roll allows them to be translated there and then.

See profiles for the **Crazed Crew** of the *Dark Mistress*, page 614.

THE SHIP

The *Dark Mistress* is a trim, well-appointed 90 foot (27.5 m) yacht of British registry. She has the sturdy, square lines associated with late-19th-century naval architecture, and her typical headway should be 8-12 knots. However, all is not what it seems: the *Dark Mistress* has been secretly rebuilt and internally strengthened. In calm seas, her unorthodox new power plant (driven by a recovered meteorite) propels her at up to 45 knots—faster than any warship in the Pacific, save for two experimental Japanese destroyers.

If they manage to sneak onto the boat and get a look inside with a successful **Stealth** roll, the investigators discover that her interior is finished in dark, varnished mahogany and yew wood. Searching the ship reveals that there are several small storage lockers, a mid-ship wheelhouse, a lounge, a dining room, a galley, three small guest rooms, and three toilets. In addition, there are the crew's quarters: six cramped and filthy bunks in the foc'sle. Captain Savoyard's room is also filthy; littered with liquor bottles and crude pornography.

The owner's suite, in which Sir Aubrey travels when he is aboard, is neat, clean, and locked. The light door can be forced open with a successful **STR** or **Locksmith** roll. The unoccupied owner's suite offers a possible safe place to stow away aboard the *Dark Mistress*.

Except for any Mythos artifacts or rocket parts carried as cargo, the meteorite, and the curiously poorly-stocked coal bin (see below), there is nothing suspicious about the yacht.

The Deadly Thing in the Firebox

If the investigators have ascertained that Savoyard is suffering from radiation poisoning, then they are likely to be on the lookout for the causative agent. It can be found in the form of a chunk of glowing green stone hidden in the firebox of the engine room, masked by burning coal (in case a customs inspector comes aboard).

The glowing stone is an unearthly meteorite. Its searing alien heat raises steam pressure far beyond what coal can achieve, hence the craft's modified lines and boiler. Firebox and boiler are sealed off from the engine room by lead shielding, painted black to look like iron. As long as the firebox door stays closed, everyone is safe from the effect of the meteorite.

An investigator looking into the firebox immediately notices the weird color within. Once the firebox door is open, the investigator and anyone else within 20 feet (6 m) are bathed in its rays. Exposure to the meteorite's strange radiation triggers a **CON** roll. After four hours, all those who failed the CON roll develop a distinct headache, nausea, and a slight fever; they also feel physically weak and lose 1D6 hit points. All STR, CON, and DEX rolls are subject to a penalty die, as are all physical skill rolls (Climb, Jump, etc.). If they then fail a second **CON** roll, they also begin to vomit and suffer from confusion, making all INT (including Idea) and mental skill rolls also subject to a penalty die as well. All of these effects last for 12 hours; after this time, lost hit points heal naturally over time, and characteristics and skill rolls no longer suffer from a penalty die.

For every additional exposure to the meteorite, the target must succeed at a further **CON** roll or suffer from another debilitating attack, which doubles in length each time the CON roll is failed. For example, the second exposure's symptoms last for 24 hours, the third for 48 hours, etc. Even those who succeed at their CON roll lose 1D3 hit points and suffer from a mild headache and itchy skin (whatever was exposed at the time the firebox door was open) six hours after exposure. An Extreme success negates the itchiness, but the target still suffers from a slight headache and loses 1 hit point. Solitary, prolonged exposure carries the same effects: call for a **CON** roll for every 2 hours spent near the meteorite).

If a victim fails three such CON rolls (from three exposures or prolonged exposure), then the poisoning becomes permanent. Those affected develop red and purple blotches on their skin, lose patches of hair, and suffer from frequent episodes of bleeding and infection, on top of the nausea, weakness, and confusion. They lose 10 points of both STR and CON per week, along with the loss of 1D6 hit points, and the associated reductions in damage bonus, Build, and MOV. In addition, all skill rolls suffer from the addition of a penalty die. The victim weakens and dies as soon as their hit points reach zero. Without care, the victim is dead, on average, within six to eight weeks. No successful treatment is known besides daily blood transfusions and hospitalization, which can temporarily prolong remaining life. Such transfusions reduce the loss of STR and CON to 5 points each per week, and damage to 1D3, but don't negate the penalty die. Only magical healing or some form of blessing might cure an investigator so doomed.



The Dark Mistress

THE SHANGHAI MUSEUM

- **Link:** Anthony Chang can point the investigators to the museum and Mr. Mao (**The Shanghai Courier**, page 540).
- **Link:** Mu Hsien, former assistant to the curator at the museum, is mentioned by Choi Mei-ling if she is rescued (**The Seven Gates to Heaven**, page 564).

Located in the Whangpoo district, on the border between the International Settlement and the French Concession, the Shanghai Museum is a fine example of colonial architecture, with a soaring clock tower that affords magnificent views over the city. It has a fine collection of exquisite Chinese pottery, screens, statuary, and scrolls, and acts as a clearing house for information about pre-Manchu China.

As well as the links noted, diligent investigators wishing to undertake research can be pointed to the museum by almost anyone in Shanghai.

PROFESSIONAL HELP

Mr. Mao, an assistant to the curator of the museum (and Mu Hsien's replacement), can supply the names of scholars who might be useful to the investigators as translators, evaluators, or sources of information, including his predecessor. All expect pay for their labors; some live in poverty. Mao will be happy to supply a letter of recommendation, provided the investigators appear reputable and earnest in their approach to him (if necessary, a **Charm**, **Fast Talk**, **Persuade**, or **History** roll convinces him of their worthiness).

The list itself is 34 names long. It takes 1D6+2 working days to locate and interview everyone on it; longer if the investigators must work through an interpreter. Six of the people on Mr. Mao's list are authorities on Chinese occultism. Of those six, three are in the city and can be consulted easily:

- **Mr. Chang Ning:** an old scholar.
- **Madam Lin Yenyu:** a wealthy aesthete
- **Mr. Mu Hsien:** the museum's former assistant curator.

The following sections detail what each of the scholars knows. Of course, investigators encountering Lin Yenyu may get more than they bargained for, while in meeting Mu Hsien, they may inadvertently stumble upon a lead to Jack Brady. From any one of them, the investigators learn some interesting facts if they ask about the Order of the Bloated Woman.

While Chang Ning (**What the Scholar Says**, following) knows of the Order of the Bloated Woman, he is unaware that the cult still exists and views his knowledge as purely historical. The other two—Madam Lin Yenyu (**Madam Swallow**, page 568) and Mr. Mu Hsien (**Mr. Mu**, page 573)—know far more. It is possible that, by their actions, the investigators have already stumbled across Madam Lin via her hirelings (**The Agents of Madam Lin**, page 539) but, if not, the list of scholars provides an alternative way into her confidences.

WHAT THE SCHOLAR SAYS

Chang Ning can be found at home in a small house not far from the Shanghai Museum. He rarely spends time outside these days, preferring to work on papers and read any of the hundreds (if not thousands) of texts he has accumulated. He is happy to meet with any callers, although he cannot talk for too long, as his studies consume his time.

Chang nods his head a lot if asked about the Order of the Bloated Woman. He says that the Order was once one of the most dread secret societies in China. The Order worshiped a dark god and, at one time, was much feared throughout the coastal regions of China. The dread *Fukien* (Fujian) pirates that once plagued the country's coast were said, at times, to take instructions from the Order. Some describe those in the service of the Order as, reputedly, wielding powerful magic against its enemies. The Order controlled much until it, inevitably, died out with the coming of the modern age. Chang strongly doubts the Order still exists.

PULP: SPEED RESEARCH

Should the Keeper wish to speed up finding the right scholars, call for a group **Luck** roll: with success, the heroes pick the "correct" three scholars right out of the gate; if failed, they find the scholars but it takes them 1D3+1 days.

MADAM SWALLOW

Wherein the investigators meet an aging madam adept at finding—and keeping—secrets; one who will let nothing, and no one, stand in the way of her retrieving her stolen property.

- **Link:** named on a list of scholars obtained from the **Shanghai Museum** (page 567).
- **Link:** discovery of Lin Yenyu's hirelings (**The Agents of Madam Lin**, page 539).
- **Link:** (Pulp only) writer of a letter to Neville Jermyn requesting information on the City of the White Gorilla (**Carlyle Papers Kenya #1**).

Lin Yenyu's Shanghai home (the House of Quiet Repose) is located in the Old City on Yu-yuan Road. It is well defended, although its guards are renowned for being courteous to Madam Lin's guests. Uninvited intruders, on the other hand, are guaranteed anything but a warm welcome. **Fast Talk** and **Persuade** are not that effective when it comes to dealing with Lin's hand-picked guards (all rolls to this effect are Hard), but they do deliver messages from callers, and the investigators can make an appointment with Lin if they wish; a letter of introduction from Mr. Mao of the Shanghai Museum, handed to the doorman, has the quickest effect.

PULP: SIMIAN INTERVENTION

As well as her human guards, in a pulp game, Madam Lin also has a couple of rather more unusual protectors: two large white apes, known as Tun-Tun and Ping. They are always hidden near her and answer only to their mistress.

Lin raised her guardian white gorillas from their infancy, and has become convinced that they were snatched from the City of the White Gorilla deep in the Congo. To this end, she has been corresponding with Neville Jermyn in Kenya in order to find out more about her pets' alleged home and the cult that worships them (see **Meeting Neville Jermyn**, page 405, Kenya). Lin has an affinity with all simians and believes that, given time, she could command almost any ape.

See **Characters and Monsters: China** for Tun-Tun's and Ping's profiles, page 605.

Lin's hirelings are trained in the Monkey School of kung fu and are fanatically loyal to their mistress. At least ten guard her Shanghai house at all times, while twice that many scour Shanghai for Jack Brady and the *Seven Cryptical Books of Hsan*. Note that their hatchets bear the symbol of a swallow; a Chinese sage (such as Mu Hsien) recognizes the symbol as referring to those in employ of Lin Yenyu.

AN INTERVIEW WITH LIN YENYU

Unless they have already come across Lin Yenyu's name, the investigators may approach her like any other scholar; however, if they already have reason to believe she may be against them, the investigators may decide to forgo an interview and attempt to break into her home in Shanghai—see **Alternative Means of Entry**, page 573. Otherwise, Lin Yenyu agrees to see the investigators only under certain circumstances:

- If they possess the scroll of the *Seven Cryptical Books of Hsan*, or seem likely to learn the scroll's location.
- If they offer to sell Lin some unique book or artifact for her delectation.
- If one or more of the investigators is attractive (APP 75+), or Madam Lin has discerned that they have other skills or knowledge of interest to her.

Each possibility provokes a particular course of action by Madam Lin (noted in the following sections). If an interview with Madam Lin is secured, the elderly woman greets the investigators in a sumptuous but tastefully decorated parlor. Those with 50 or more points in **Appraise**, **Archaeology**, or **History** notice that several of the pieces on display are obviously antique and rare.

Madam Lin takes up her favorite position on a well-padded chaise longue, which sits in front of a large curtain room divider on which is embroidered a number of lotus flowers and buzzing insects. She invites the investigators to sit as she places a cigarette in a long and stylish silver holder, lights it, then rings a small bronze bell; two immaculately attired and very attractive young men bring tea into the room and begin to serve their mistress' guests while she blows smoke rings. A third servant—an equally attractive and identically dressed young woman—brings a separate tray for Madam Lin. A second young woman settles on the floor at her mistress' feet and begins to play her *pipa* (Chinese lute).

Unlike Ho Fang's sitting room, if they have visited it, there are several occult and Mythos-related items on display (**Madam Lin's Collection**, page 570). Madam Lin keeps a careful watch on the investigators as they are served tea to

see if any of them recognize the significance of the objects (requiring a successful **Occult** or **Cthulhu Mythos** roll on the investigators' part). It doesn't take a Psychology roll for them to realize that they are being carefully sized-up by their host.

As well as the topics of conversation noted in the following sections, see **Talking to Lin Yenyu** (page 574) for details of the information she could impart to the investigators.

PULP: SILENT WITNESSES

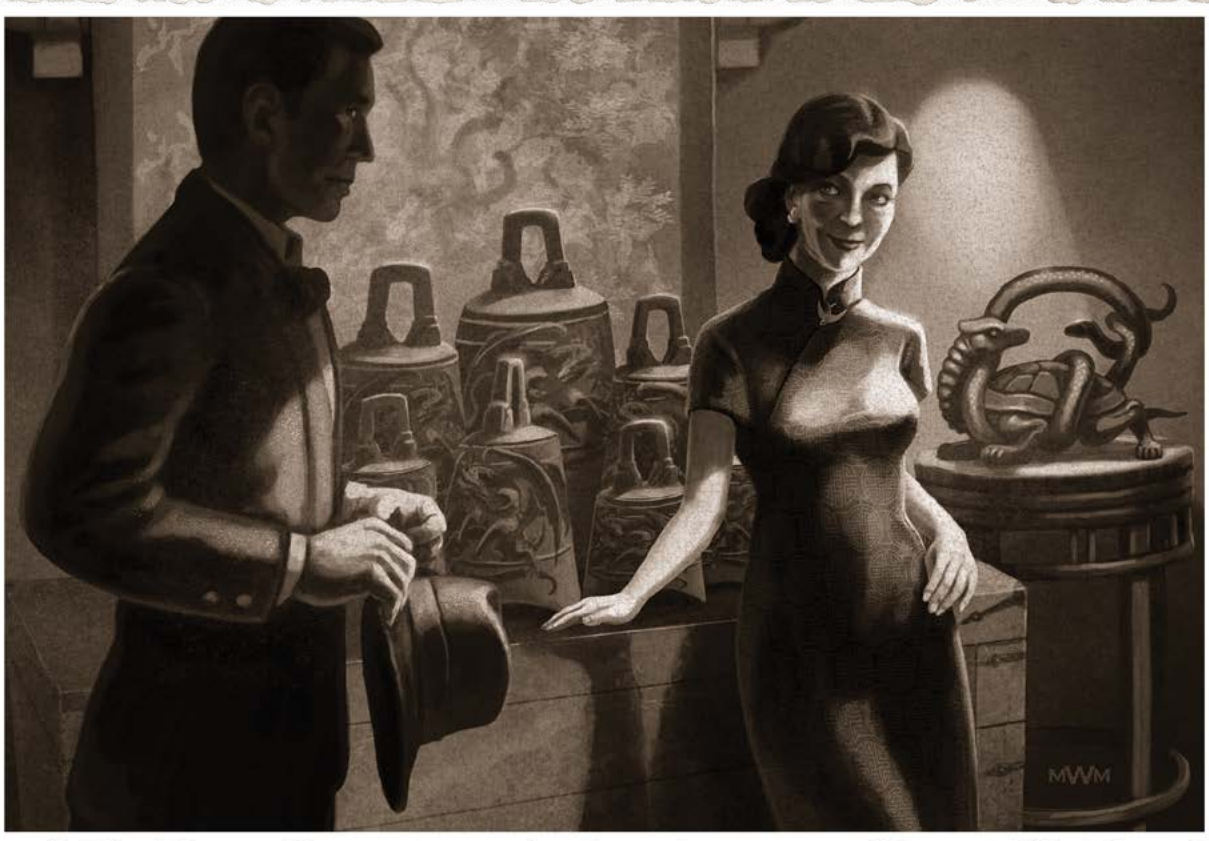
Lin's white apes wait behind the curtain behind the chaise longue. A successful **Spot Hidden** roll tells the investigators that someone or something lurks there, but nothing more (unless they go and look, of course—but that would be considered exceptionally rude if they are in Madam Lin's company!).

Possession of the Seven Cryptical Books of Hsan

If she knows that the investigators have the scroll, Madam Lin politely requests its return. After all, it is her rightful property, acquired through the sales rooms of Shanghai after its previous owner died, and then stolen from her by a most disreputable man. A successful Hard **Psychology** roll suggests that the scroll may well have come to her through legitimate channels but that there is something more behind its availability than Madam Lin acknowledges.

If the investigators are reluctant to part with the scroll, Madam Lin offers financial inducement—a "finder's fee," as she calls it—or, if she has had time to dig up any dirt on them, she attempts to blackmail one or more members of the group, if she can. Remember, Madam Lin has a web of informants across China to call upon, so if the investigators have been involved in anything untoward that she could (reasonably) have heard of, she is quite prepared to use it against them.

If the investigators do not yet possess the scroll, Madam Lin bargains with them to obtain it, using the tactics discussed above. If they know its location but insist they require assistance in retrieving it, Lin offers some of her guards as back up, even if the target happens to be Ho Fang.



Meeting Madam Swallow

MADAM LIN'S COLLECTION

As well as the statuary on display, Madam Lin's home also contains several scrolls and tomes that may be of interest to the investigators. Some suggestions as to what artifacts could be seen are mentioned below.

- A well-worn copy of the *I Ching* (*Call of Cthulhu Rulebook*, page 236), along with a set of yarrow stalks (**Recruitment to the Ranks**, page 571).
- A strange copper statue of a bizarre snake-tortoise hybrid, tarnished with age to a dull black. A successful **Occult** roll identifies it as the Dark Warrior, a creature of Chinese mythology associated with winter, water, and the north.
- A *thangka* (Tibetan religious painting on a fabric scroll) backed with blood red silk brocade. Its tassels and cords appear to be made from red leather, although a successful **Medicine** or **Science (Biology)** roll identifies the skin as human in origin. The image does not depict the usual Buddhist scenes but, instead, a ghastly rendering of Azathoth's court. In the center of the image is the seething amorphous Outer God himself, surrounded by piping servitors and shantaks (a successful **Cthulhu Mythos** roll to identify the subjects; 0/1D2 Sanity loss).
- A Chinese translation of the *Secret Mysteries of Asia, With a Commentary on the Ghorl Nigral* (**Appendix C: Tomes**, page 647).
- A set of nine bronze bells, heavily decorated with what, at first, appear to be dragons. Closer examination (and a successful **Cthulhu Mythos** roll) identifies the creatures as hunting horrors locked in combat with byakhee (no Sanity loss). Depending on the sequence in which the bells are struck, they add 18 percentiles to the chance of summoning either a hunting horror or a byakhee, if used with the correct spell. The tone of the bells substitutes for the whistle usually required when casting Summon/Bind Byakhee.
- A golden ankh. Those who knows the spell Prin's Crux Ansata recognizes the object for what it is; otherwise, a successful **Cthulhu Mythos** roll to identify.
- A well-thumbed copy of Sir Wade Jermyn's book *Observations on the Several Parts of Africa*. Sections regarding the lost City of the White Gorilla and its associated cult have been marked with silk bookmarks.

Keeper note: under such circumstances, Madam Lin betrays the investigators to Ho Fang in return for the scroll. She would much rather stay on the good side of the Order than maintain her reputation for trustworthiness in her business dealings.

Offering to Sell an Artifact

If Lin's thieves have not managed to steal everything of value that the investigators have by the time of their appointment, Madam Lin is willing to bargain for some choice item. She pays good money on the spot—a little less than the value on the open market, but generous, nevertheless.

Of course, the investigators can attempt to bargain with Madam Lin to get a better price, but the old lady is a canny negotiator, making all **Fast Talk** and **Persuade** rolls against her in this respect Hard. She is, however, susceptible to **Charm** attempts from an attractive investigator (male or female, with an APP of 75+); they gain a bonus die during the course of the negotiations.

Attempts to intimidate the old lady cause her to laugh. Such rudeness is not forgotten and is repaid later by Madam Lin informing Ho Fang of the investigators' whereabouts, assuming he doesn't know already.

PULP: RUDE INVESTIGATORS

Insults (intimidation, impoliteness, or general rudeness) encourage Madam Lin to summon Tun-Tun and Ping from behind their curtain to cow these uncultured upstarts.

If the investigators quibble on the price and Madam Lin is in possession of blackmail material she can use against them, she withdraws her offer of cash and uses such incriminating information as her bargaining chip, with her solemn word that the information goes no further, provided the investigators do nothing to cause her to regret her generosity.

The Eye of Light and Darkness

If the investigators make the mistake of showing her any part of the Eye of Light and Darkness (half was in Egypt, and the other half held by Jack Brady; **Nuri of El Wasta**, page 320, Egypt, and **Meeting Jack Brady**, page 577), Madam Lin immediately recognizes it from the description in the *Seven Cryptical Books of Hsan*. A successful Hard **Psychology** roll

notices her fleeting moment of realization as soon as she sees the artifact.

Although the pieces of the artifact are non-functional, Madam Lin immediately wants the ward for her collection, and offers to exchange it for something the investigators might want; usually money, but it could be an artifact or tome she judges to be of equal value (see **Madam Lin's Collection** for some suggestions, page 570). If the investigators refuse to part with the Eye, Lin sends her agents to steal it (assuming they haven't already).

Recruitment to the Ranks

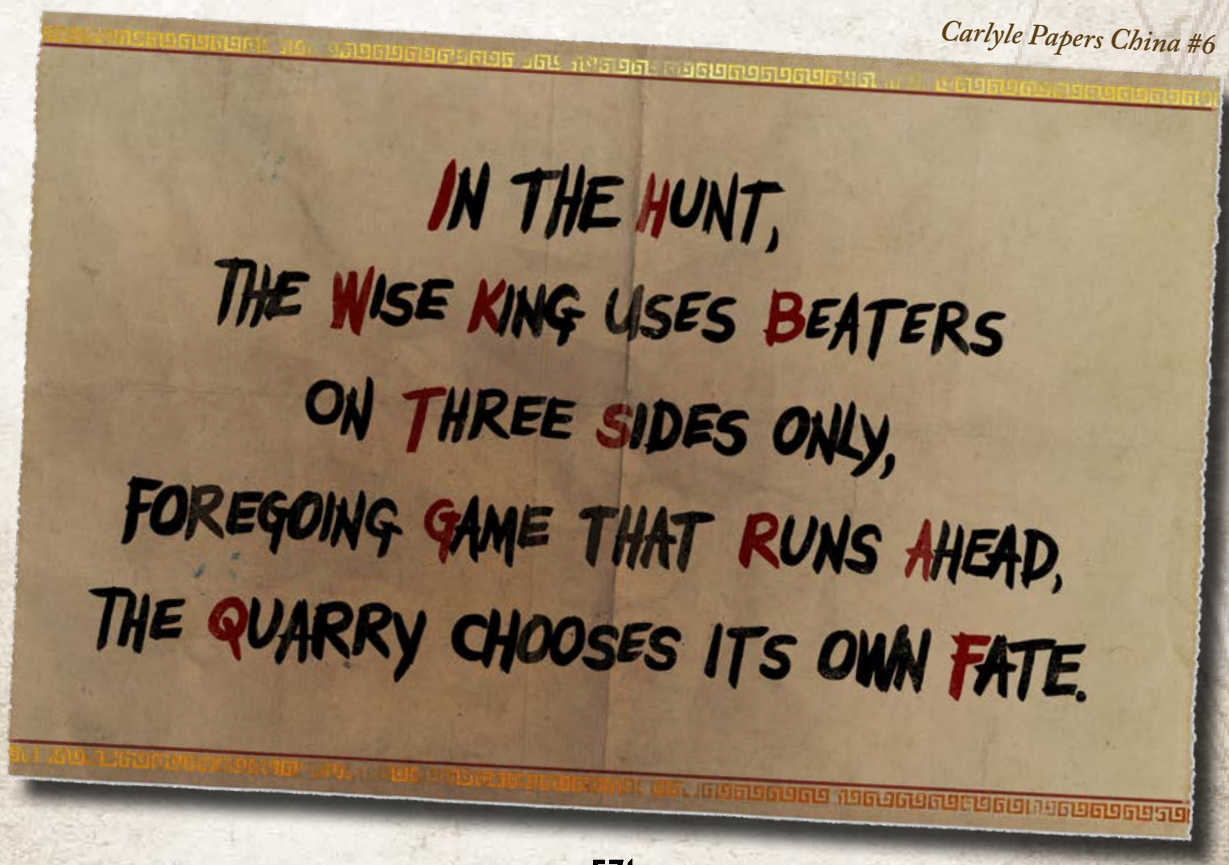
If one or more of the investigators is highly attractive (APP of 75+), Madam Lin takes a particular interest in them during the interview. She tends to direct her questions towards them rather than anyone else in the group, and flirts with them constantly, whether they are male or female. Madam Lin doesn't care—she appreciates and desires beauty wherever it is found.

If, however, one or more of the investigators has a skill or set of talents that she feels would be useful to her information-gathering empire, Madam Lin attempts to recruit them. Qualifying attributes include: 50% or more in Art/Craft (Acting), Appraise, Charm, Law, Medicine, Sleight of Hand, or Stealth; any skill in Animal Handling, Hypnosis, or Read Lips; the Antiquarian, Artist, Craftsperson, Doctor of Medicine, Entertainer, Prostitute, or Spy occupation.

Madam Lin must have reasonably been able to ascertain that the investigator has the necessary requirements, either through observation during the interview, or if she has had time to research them before their arrival (either legitimately or through the actions of her hirelings).

As the interview is drawing to a close, Madam Lin stands and makes her way to a side cabinet and withdraws a cup containing yarrow stalks. A successful **Occult** roll identifies these as used to perform the I Ching, an ancient Chinese method of divination. Madam Lin casts the stalks onto the cabinet top and mutters, "Hmm. P'i, union, with nine in the fifth place. Interesting." She then takes up one of the many scrolls resting in an exquisite lacquer stand beside the cabinet and reads aloud from it (**Carlyle Papers China #6**). She smiles, and replaces the scroll and the yarrow stalks before turning back to the investigators. She then offers a gift to anyone who has piqued her interest—this could either be a rare and obviously valuable trinket or piece of jewelry, or one of the investigator's own items if it has previously been stolen by Madam Lin's people. She insists that they take the object (hardly a difficult decision if it happens to be theirs in the first place) as a token of her goodwill. Provided that the interview is now over, the investigators are shown from the room and off the premises.

Carlyle Papers China #6



Showered With Gifts

If any investigator received a gift from Lin Yenyu during their visit, the next day, they receive a note, sealed with the impression of a swallow in flight, inviting them to dine with Madam Lin that evening. If they refuse, or are otherwise engaged, the following day they receive another gift and another invitation. If they still fail to attend, they receive one final gift and invitation, and never hear from Madam Lin again. In accordance with the I Ching, she has used beaters on three sides (the gifts), but the quarry has chosen to run free.

Should the investigator accept the invitation, they are greeted at Lin Yenyu's house as an honored guest. The food and entertainment is lavish, the conditions intimate (hangers-on are not invited inside, only the invited guest). Madam Lin is a fascinating dinner companion, and chats away happily throughout the meal. As the dishes are being cleared away by yet another handsome member of staff, she makes her offer: join her, either as one of her lovers, a personal attendant, or a member of her wider network. Which offer is made depends on why Madam Lin has taken an interest in that particular investigator.

She assures them that the rewards are well worth the commitment, one of which is protection from the dangers they currently face. But, the choice is theirs. They should think on it and let her know their decision as soon as possible, for she will not wait forever.

If the investigator refuses, Madam Lin tries twice more to recruit them, then abandons any further attempts, as before. If, on the other hand, they accept, their work against Nyarlathotep is done, and Madam Lin proves to be an excellent, if somewhat hedonistic and conniving, employer.

If Madam Lin is interested in more than one of the investigators, she wines and dines them *en masse*—she knows that she may have little time in which to rescue them from their potential fate, and it would be such a shame to see all that talent go to waste.

PULP: KIDNAPPED

One particular staple of a lot of pulp fiction from the era regards the actions of white slavers—devious foreigners who kidnap pretty white women (usually) to stock the harems of their wealthy customers.

While this is something of a cliché, it could make for an interesting (and entertaining) side quest for a pulp campaign, if the Keeper thinks it is something their players would enjoy. If, instead of abiding by the divination of the I Ching, Madam Lin decides she must have the investigator at all costs, she sends Tun-Tun, Ping, and sufficient hirelings to kidnap the object of her desire with a view to removing them to her palatial mansion in Kweilin (some 968 miles (1,559 km) from Shanghai).

If the brigands manage to get away with the investigator in question, it is up to the rest of the group as to whether or not they attempt to mount a rescue mission (*en route* or at Kwellin). Of course, there's nothing to stop the kidnapped investigator from trying to secure their freedom. For example, if they have the Animal Handling skill, perhaps they could try to turn the white apes against their mistress.

Encourage the players to be inventive with their plans and schemes, and make sure that there are consequences for their actions. Madam Lin will be distraught and vengeful if anything happens to her beloved gorillas, and she makes a dangerous and implacable enemy if crossed.

TALKING TO LIN YENYU

If the investigators can find some common ground with Madam Lin during their interview with her, she imparts the following information.

- The Order of the Bloated Woman worships an aspect of the god whom the investigators know as Nyarlathotep; Ho Fang is their High Priest.
- Carl Stanford, a powerful and dangerous magician, is staying at Ho Fang's home.
- The cult holds rites on Gray Dragon Island.
- Whispers of a powerful machine being built on the island have come to her, but Lin has learned nothing more. She does not doubt that the rumors are true—her usual sources of information are strangely reticent to speak with her, suggesting they are afraid of someone (or something) even more powerful than her.
- Jack Brady stole the *Seven Cryptical Books of Hsan* from her. The Order also seeks Brady, though she isn't sure why they want him.
- Jack Brady's girlfriend, Choi Mei-ling, has disappeared, but Lin does not know where she is (although she can hazard a good guess as to who has her).

No matter how much they question her on the matter, Madam Lin knows nothing of Sir Aubrey Penhew, although she is aware of the *Dark Mistress*' journeys out to Gray Dragon Island. The ship's captain, Jules Savoyard, has a penchant for cheap bordellos and was forcibly removed from Madam Lin's establishment in Shanghai for being altogether the wrong sort of client.

ALTERNATIVE MEANS OF ENTRY

If the investigators wish to break into Lin Yenyu's property, rather than arrange an interview with her (or even after they have been to see her), then they face stiff opposition from her eagle-eyed guards (a successful Hard **Stealth** roll to move around without being caught; see also her guard's profiles, **Nefarious Hirelings of Lin Yenyu**, page 604, Characters and Monsters: China).

Apart from her art collection and a few Chinese Mythos and occult items and tomes, there is little of interest to their current investigation in the House of Quiet Repose. Madam Lin does have a floor safe in her bedroom (**Locksmith**), containing an unusual jade necklace, 1,000 Mexican silver dollars, half a dozen vials of liquid (supplies of the krait snake venom and Fragile Silver sleeping draft used by her hirelings, see **Madam Lin's Poisons**, page 605), and a coded ledger.

Unlocking the secrets of the ledger requires a successful **Science (Cryptography)** or Hard **(Mathematics)** roll. Sadly, the cipher key isn't written down anywhere, and only Madam Lin knows it. If they do manage to break Madam Lin's code, the investigators have access to some very juicy blackmail material on the great and good in Shanghai, once it's been translated from Chinese. However, Madam Lin stops at nothing to retrieve the ledger—her professional reputation relies on the information it contains not falling into anyone else's hands. Her vengeance is swift and brutal if anything is stolen and she can trace the theft back to the investigators, including betraying them to Ho Fang.

If the investigators are caught before they can get away with anything, Madam Lin is surprisingly forgiving, as long as any investigators who caught her interest are present. In some ways, she admires their determination in the face of overwhelming odds (it reminds her of her younger self). If no one caught her eye (or, in a pulp game, if anything happens to Tun-Tun and Ping), the old woman is less forgiving and the investigators must think quickly if they are not to end up as Ho Fang's prisoners.

MR. MU

- **Link:** named on a list of scholars obtainable from the **Shanghai Museum** (page 567).
- **Link:** identified by Choi Mei-ling, if she is rescued from the Shrine of the Bloated Woman (**The Seven Gates to Heaven**, page 564).

The other reliable authority on the occult, Mu Hsien, lives in a modest home close to the Old City walls. Mr. Mu is a very busy man, despite his official retirement, and does not agree to see the investigators unless they mention the Order of the Bloated Woman or Jack Brady's name.

Note that, should the investigator elect to keep a watch on Mu's house, they may see (Hard **Spot Hidden**) Jack Brady coming and going (**Meeting Jack Brady**, page 577).

TALKING TO MU HSIEN

Provided the investigators manage to secure a chance to speak with the old scholar, the Keeper should ask for a **Psychology** roll: success means the investigator realizes that Mr. Mu requires honesty of those who consult him, and that he has no time for prevarication and deception. If the investigators make themselves plain, Mr. Mu alerts Chu Min, a friend of Brady's (**New China**, page 576), who has the investigators tailed and then possibly kidnapped, so he can figure out whether they are friend or foe.

Since Mr. Mu is presently translating the *Seven Cryptical Books of Hsan*, and since Jack Brady is currently hiding in his house, the question of where the investigators' loyalties lie must be resolved quickly. If Mr. Mu confides in the investigators (either now, or during subsequent meetings), he provides them with a number of pieces of information.

- The Order serves a dark goddess whom they believe is an aspect of a primal deity worshiped secretly in many forms all over the world. The Order knows the goddess as the Bloated Woman, from whom they take their name.
- The Order still exists, and in the last few years it has grown very powerful.
- Only a fraction of the Order's victims have been found; in China, murder of the innocent has become a simple matter in these troubled times.
- Severing the arms of the victim is a cult trademark; it allows the victim to bleed to death, which is particularly pleasing to their goddess.
- Mu believes that the Order wants to summon their goddess to Earth, and that the first step—a poisoning or rupturing of the sky—is planned to happen soon.

- After the sky has been altered, about a year must pass before the world is tainted by evil entities, when the stars themselves shift position and dread names of the dark goddess' pantheon—"Tulu, Ni-og-tha, Yog-So-thoth, and Aza-thoth" (sic)—are spoken in worship.
- Mu hints that the use of ancient knowledge may prevent such dire events, but he supplies no further details on this before Jack Brady meets the investigators.

If Mu Hsien concludes that the investigators are working against the Order, he warns them never to come to his house again, for it is far too dangerous. They may leave messages for him at Shanghai General Delivery, under the name of Mr. Feng Wu-pei, and he will respond as he is able.

RECOVERING THE SEVEN CRYPTICAL BOOKS

If the investigators inadvertently lead the Order to Mu Hsien, they know enough about Mu's skills to make an educated guess that he probably has the *Seven Cryptical Books*. As a result, they try to retrieve the scroll, with Carl Stanford leading the attack. It is up to the Keeper to decide when such an assault takes place and how successful it is. If Stanford gets the tome, he gives it to Ho Fang, who subsequently puts it in his private shrine to the Bloated Woman (**Shrine to the Bloated Woman**, page 560). Stanford then leaves Shanghai on other errands for his god.

Lin Yenyu's adherents may also follow the investigators, if they have piqued the madam's interest and visited her before they visit Mr. Mu. That worthy sends her hirelings (and her apes, if a pulp campaign) to retrieve the *Books*. She, too, comes to the conclusion after the investigators' visit that, of the native occult scholars in Shanghai, really only she, Ho Fang, and Mu are capable of translating the scroll.

About the only way the investigators can find out about the *Books* being at Mr. Mu's, unless he tells them, is through a spot of burglary on their part. If they do know where the scroll is, and want it for themselves, then they're going to have to steal it; Mu won't part with it until he has finished translating it, or until Brady says he can do so.

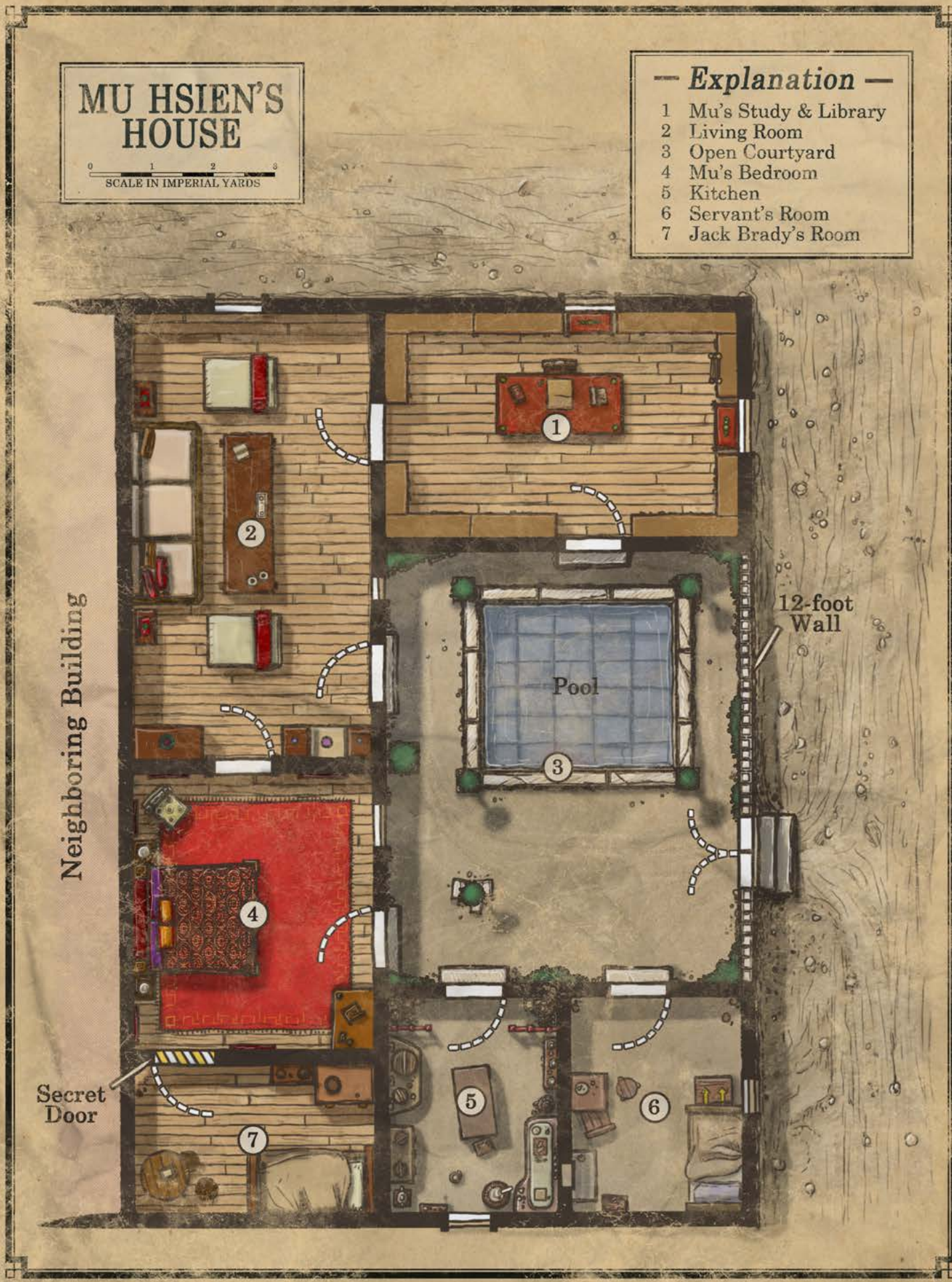
In all of these cases, the house is physically stout and secure. Mu's compound is surrounded by a 12 foot (3.6 m) high wall; the only entry is through a robust wooden gate. If the Keeper likes, Jack Brady has arranged some deadly surprises for clumsy intruders; examples could include a 12-gauge shotgun with its trigger attached to a door handle with string (4D6 damage), or a car battery wired to a door handle (1D6 damage); both require a successful **Spot Hidden** roll to detect. There may be guards as well: take some Firm Action members (**Characters and Monsters: China**, page 607) and allow them to use handguns.

One side benefit of breaking into Mu's home is that it undoubtedly brings the investigators face-to-face with Jack Brady (**Meeting Jack Brady**, page 577), although they're going to have a lot of explaining to do if they want to get him on side after such an incursion.

If the scroll is stolen, and Brady survives any associated attack, he makes every effort to get it back. After all, without it, he cannot move against Sir Aubrey and interrupt Nyarlathotep's plans for world domination.






MU HSIEN'S HOUSE
0 1 2 3
SCALE IN IMPERIAL YARDS
— Explanation —
1 Mu's Study & Library
2 Living Room
3 Open Courtyard
4 Mu's Bedroom
5 Kitchen
6 Servant's Room
7 Jack Brady's Room
Neighboring Building
12-foot Wall
Pool
Secret Door
1
2
3
4
5
6
7

NEW CHINA

The investigators come face to face with those would bring a new dawn to China.

- **Link:** the existence and location of the group are known to Isoge Taro, but not its name (**Talking to Captain Isoge**, page 539).
- **Link:** alerted by Mu Hsien regarding the investigators' inquiries (**Talking to Mu Hsien**, page 573).
- **Link:** introduced to the investigators by Brady (**Meeting Jack Brady**, page 577).

A secret vigilante organization, New China consists of perhaps 200 youthful Chinese men and women: students, vendors, shop attendants, day laborers, journalists, police, minor bureaucrats, and teachers. They are training to launch a campaign against Shanghai's most corrupt elements, using assassination by firearm or bomb as their main strategy.

Though factions sometimes commit acts of terror, formal political organizations have policies and goals that are impossible to achieve through the aforementioned means, because such random activity soon becomes organization-threatening. New China, however, is bankrolled by a rich radical, Sung Lee, and therefore does not need programs, plans, or compromises. The organization's "four affirmations" slogan ("Firm Study, Firm Belief, Firm Practice, Firm Action") is as subtle a statement as New China makes. Their mass meetings denounce anyone and anything. Irritating people and groups are entered onto an ever-lengthening hit list of enemies destined for ultimate retribution.

Some people are in New China to let off steam, but the Firm Action faction (led by Chu Min) is dedicated to violence, and its members tirelessly train in martial arts, small-unit tactics, and weapon use. This is the group in the warehouse on Chung-san Road watched by Captain Isoge's agents, and probably by other groups as well (depending on how complicated the Keeper wishes to make matters).

On any day, Firm Action members at the warehouse consist of 1D20+5 men and women. To gain practical experience, some hire themselves out to local gangs and warlords for several months to a year, and already the group is well versed in brutality. Trained by a Whampoa Military Academy drop-out and by Jack Brady, and increasingly combat-experienced, Firm Action is formidable for its size, more representing a disciplined commando group than a bunch of dreamy anarchists.

Along with plenty of rifles, submachine guns, and handguns, they have two .30 machine guns, cases of hand grenades, a 60mm mortar and plenty of shells, and as much dynamite and detonation gear as they want, all garnered from American sources in the Philippines' black market. Statistics for Firm Action members and their weapons can be found in **Characters and Monsters: China,** page 607, along with profiles for three warehouse guards.

Next to a conveniently noisy foundry, from the outside, the warehouse is apparently boarded-up and empty. Firm Action members routinely enter through a stoutly padlocked rear door (**Locksmith** roll or Extreme **STR** roll to mitigate the padlock), by ones and twos. A standing guard of two members watches the entrance from the doorways of the surrounding empty buildings (**Spot Hidden** roll to notice them); another two guards watch the interior weapons vault. The warehouse is in use throughout the day and well into the evening, only quieting down in the early hours of the morning.

GETTING ACQUAINTED

There are three ways the investigators can gain entrance to the Firm Action training facility:

- If notified by Mu Hsien (**Mr. Mu**, page 573), Chu Min has the investigators tailed and then possibly kidnapped, so he can figure out whether they are friend or foe.
- Breaking and entering.
- In the company of Jack Brady.

Tailed and Kidnapped

If tailed by Chu Min's **Fighters For The New China To Come** (**Characters and Monsters: China,** page 608) the investigators may spot the surveillance with a **Spot Hidden** roll. At a suitable moment the Firm Action adherents, including Chu Min, make themselves known to the investigators and "invite" them (at gunpoint) to the organization's warehouse. If the investigators make a run for it, see the **Chase Quick Reference** box nearby. If a fight breaks out, the fighters attempt to subdue, rather than kill; if necessary, Chu Min might call out "Jack Brady" in an attempt to calm things down and get the investigators to comply. Hopefully, this piques their interest enough to back down and accept the "invitation."

On arrival, Chu Min takes the investigators to the office for a chat, where Jack Brady is waiting for them. How friendly this conversation is depends largely on the manner of their arrival. If they can convince Chu and/or Brady that they wish to help, the men are happy to share the information contained in the charts and files with them (**Meeting Jack Brady**, page 577).

Breaking In

If the investigators manage to break in and get past the guards, then they discover that a desk in the other of the building's two internal rooms (besides the weapons vault) holds records of arms shipments, a navigational map of the Shanghai approaches with a course marked to Gray Dragon Island, and a planning sheet noting likely tidal stages for various locations around the island. One file holds reports from scouting missions to the island. All are in military-jargon Shanghainese. The only English words are written in pencil on one crumpled sheet of white paper (**Carlyle Papers China #7**).

It should be clear to the investigators that some sort of operation is due to take place in the near future, although what that is exactly is still unclear.

Keeper note: when Brady asks Chu to contact him in "the usual manner," (**Carlyle Papers China #7**) this refers to the fact that Chu goes to a certain teahouse (the Autumn Morning) early each day, and orders tea and sweet cakes. If there is a message, it is on rice paper beneath the sweet cakes; he then eats the message along with the rest of the meal, and goes about his business. If Chu contacts the investigators, he meets them at this teahouse.

CHASE QUICK REFERENCE

Chu Min

CON	90
DEX	80
MOV	9

Skills

Climb 70%, Jump 65%, Listen 75%, Spot Hidden 65%, Stealth 75%.

Average Firm Action Members

CON	60
DEX	65
MOV	8

Skills

Climb 55%, Jump 55%, Listen 70%, Spot Hidden 55%, Stealth 65%.

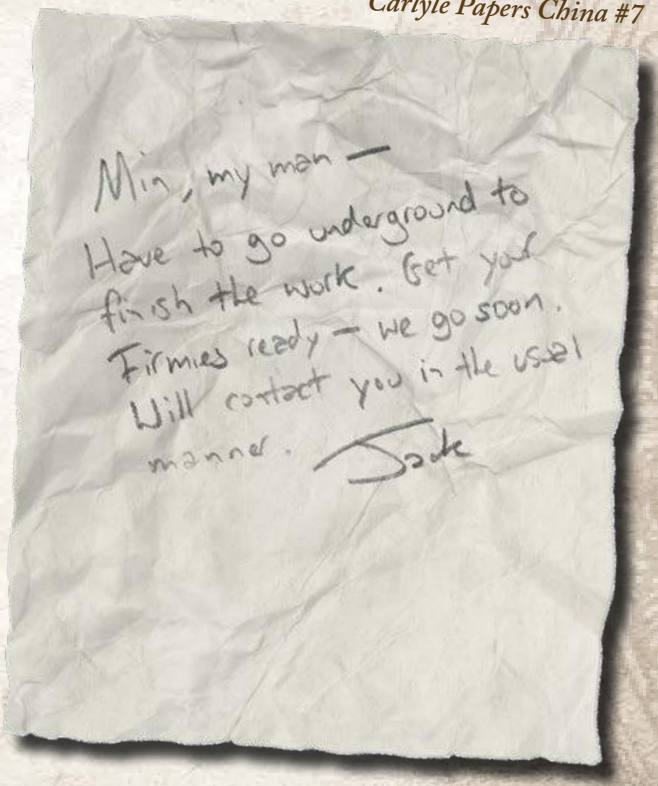
MEETING JACK BRADY

Wherein the investigators discover the fate of Roger Carlyle and his faithful associate.

- **Link:** unfinished letter from Edward Gavigan to the Pale Viper (**Carlyle Papers England #13**).
- **Link:** interview with Lin Yenyu, confirming Brady's presence in Shanghai and his theft of the *Seven Cryptical Books* (**Madam Swallow**, page 568).
- **Link:** speaking with Choi Mei-ling, potentially leading to Brady's hiding place (**The Seven Gates to Heaven**, page 564).
- **Link:** articles in the *Shanghai Courier*, discussing failed attempts on Brady's life (**Carlyle Papers China #1–3**).
- **Link:** surveillance of Mu Hsien's house (**Mr. Mu**, page 573, and below).

Jack Brady lives in a secret room in the house of Mu Hsien (**China Map #5**). He rarely leaves his hideout, but does, on occasion, visit the warehouse headquarters of Firm Action (**New China**, page 576)—something he does more frequently in recent days. Only the retiring scholar Mu Hsien knows that Brady lives in the hidden room, waiting for the right moment to act.

Carlyle Papers China #7



If the investigators decide to surveil Mu's house, they spot Brady sneaking in and out on a successful Hard **Spot Hidden** roll. If they manage to follow him without being detected (requiring a successful Hard **Stealth** roll), then they tail him to one or more of the following: Firm Action's warehouse, the Autumn Morning teahouse, or their own lodgings!

If Brady spots the investigators, this leads to either a chase or a confrontation, depending on whether or not Brady knows who they are, and whether he is aware of their affiliations. If he doesn't notice them, unless they approach him while he is out and about, Brady reveals himself when he is sure that the investigators are on his side; this may be either via an "invitation" given by Chu Min and his freedom fighters (**Tailed and Kidnapped**, page 576), or by Brady simply appearing one morning or afternoon at their hotel or restaurant—he has learned how dangerous it is to skulk about at night.

Though still sane, Brady's manner is (justifiably) paranoid. He sticks around long enough to tell his story if they are in a suitable location, and/or arranges further contact if they are not, or if they require another meeting. Exactly what Brady says to them is contained in **Carlyle Papers China #8.** He then tries to blend into the crowd—not an easy trick for an ex-Marine in Shanghai. Brady has disguised himself somewhat, but if the investigators are being watched, the Keeper should make a **Stealth** roll for Brady: if it fails, and if the watchers know who Brady is, then he has been spotted (by either Ho Fang's or Lin Yenyu's people, or both).

Keeper note: paraphrase the contents of **Carlyle Papers China #8** in a conversational style with the investigators, then provide the handout for their later reference.

TALKING TO JACK BRADY

Brady's statement should answer most of the investigators' questions, as well as determining their immediate course of action. The Keeper should be prepared to expand on this information after the players hear and read his statement, fleshing it out with other details as necessary. This may include the locations of the various Great Ritual sites, such as the City of the Great Race in Western Australia and the Mountain of the Black Wind in Kenya, as well as Gray Dragon Island, depending on what order the players have chosen to follow Jackson Elias' clues. Of course, Brady wants to know what the investigators have been up to, how they became involved, and what their plans are.

Keeper note: if the investigators have come to China early in the campaign, then use Brady to direct them onwards; adjust his statement as appropriate. He'll help to deal with the situation on Gray Dragon Island and Sir Aubrey Penhew but after that it's in the Keeper's hands whether Brady tags along (perhaps as a replacement investigator) or stays in China.

One God, Many Faces

When Brady finishes his tale, he tells the investigators that the worship of Nyarlathotep is global, involving every class and every race. (They may already be well aware of this, depending on how long they've been following Jackson Elias' trail.) He knows about the Brotherhood of the Black Pharaoh, the Order of the Bloated Woman, the Cult of Sand Bat, and, of course, the Cult of the Bloody Tongue. But there also are cults to Nyarlathotep in India, Japan, South America, and Polynesia. Brady is able to name names, too: Omar al-Shakti, Edward Gavigan, Zahra Shafik, Ho Fang, and Taan Kaur.

Brady had hoped that Jackson Elias would shed more light on some or all of these cults, since Brady knows himself to be no scholar. If one of the investigators is an author or a journalist, he urges that investigator to tell the story.

Battle Plans

If the investigators have impressed Brady, either with their knowledge of what's happening or through their ability to handle themselves, he explains the details of the armed assault he and Firm Action are planning against Gray Dragon Island (**The New China Assault Force**, page 586) and invites them to join the expedition. If they agree, Brady advises the investigators to find someplace safe to wait; someone will contact them when the moment comes. Time is of the essence and the bad things arranged by Roger's crazy friends will happen soon if not stopped.

A Real Eye Opener

If they question Brady further about the Eye of Light and Darkness, or tell or show him that they have the half that was left by the pyramid (**Nuri of El Wasta**, page 320, Egypt), Brady explains that the two halves might make nice bookends, seeing as they cannot be rejoined to form a functioning ward—from his and Mu's research, once a ward is broken, it's useless and a new one must be created from scratch. Only the *Seven Cryptical Books of Hsan*, which he liberated from Lin Yenyu, can help them create new ones (see **Deciphering the Seven Cryptical Books**, box nearby).

On The Eye of Light and Darkness

Once they have obtained the description given in the *Seven Cryptical Books* (**Carlyle Papers China #9**) and learned the necessary spell, investigators may attempt to ward one or more of the points of the triangle which influence the loci of the Great Gate. The passage must be followed precisely, and the Keeper should judge the results firmly but fairly (**Eye of Light and Darkness**, page 634, Appendix B: Spells).

Creating the Eye of Light and Darkness

As stated in the spell's description, the amount of blood needed for the entire procedure is no more than a few ounces. Callous and incompetent investigators who slaughter a dozen people to create a ward intended to save those same people may find themselves apprehended and suitably punished by society.

The investigators know that the Eye is active when the pupil of the symbol begins to glow. Once activated, the symbol disappears within the substance into which it has been etched, chiseled, or otherwise physically inscribed, and cannot then be removed by any physical agent or by any ordinary magical means.

Breaking the Ward

Nyarlathotep can teach his human minions to destroy these wards, if they can be located, but those cults involved in the current plot know no procedures for detecting the wards.

If the Order of the Bloated Woman gains and learns to use the *Seven Cryptical Books of Hsan*, they get a spell, Find Gate (*Call of Cthulhu Rulebook*, page 256), which allows visual inspection to discern the exact spot—a simple process. But at present, a naive agent of the gods must be sent to the suspect area, there to find and destroy the ward before

DECIPHERING THE SEVEN CRYPTICAL BOOKS

From the time that the investigators meet Brady, it takes 1D8+4 days until Mu Hsien completes the necessary translations of the *Seven Cryptical Books of Hsan*, providing no one steals it beforehand.

If one of the investigators has expertise (70+%) in **Language (Chinese**—any variant, as the written language is common to all dialects**)** they may be able to assist in the translation, reducing the time to 1D4+4 days with a successful skill roll.

Once translated, see **Carlyle Papers China #9**, as well as **Eye of Light and Darkness**, page 634, Appendix B: Spells.



it destroys him, as Roger Carlyle was sent to Dahshur in Egypt. However, no one knows how many such wards still exist, who created them, or where they are located.

Brady and Choi Mei-Ling

If the investigators tell Brady that Choi Mei-ling is missing (assuming that they haven't already found and rescued her), Brady reaches an immediate and angry conclusion: Ho Fang must have taken her and it's up to him to raid Ho's mansion to get her back. Such a rash action puts the Gray Dragon Island assault in jeopardy, as well as setting both the police and the Order of the Bloated Woman against him whether he succeeds or fails.

Chu Min angrily refuses to support a premature attack on Ho Fang, and Brady begs the investigators to help him. If they refuse, Brady goes by himself and is never seen again. Careful investigator negotiations with Firm Action should allow the Gray Dragon Island attack to continue, if they can convince Chu Min that they know what they are doing (a successful social skill roll, such as **Fast Talk** or **Persuade**).

Failing to Meet Brady

If the investigators never meet Jack Brady, either because the Order catches him unawares one day and kills him, or the investigators don't inspire sufficient trust to lure him out of hiding, the Keeper has several options, as follows.

Mu Hsien can finish the translation and hand it to the investigators if he trusts them (or they could steal it from him if they've worked out where it is). Alternatively, the Order of the Bloated Woman or Lin Yenyu's people find Mu—either as a result of the investigators' actions or by putting two and two together—and retrieve the *Seven Cryptical Books* before he succeeds. This could lead to an attempt to steal the book from its new owners if the investigators are aware of the significance and usefulness of the spells within, particularly the one that creates a new Eye of Light and Darkness—which they should be, if they've already spoken to **Old Bundari** (page 421) while in Kenya.

The investigators may decide to take independent action against the cult based on what they uncover, including mounting their own assault on Gray Dragon Island. If the Keeper deems that backup is required for such an attack, then they could connect Chu Min (**New China**, page 576) with the investigators after Brady's death (should that occur).



Talking to Jack Brady and Chu Min

Carlyle Papers China #8

"I'm Jack Brady. I hear you've been looking for me. I got a minute, and you got some questions. If it's all the same, I'll talk now, and you can ask your questions later.

"As far as I can make out, we're all in a lot of trouble. The more I learn about the situation, the scareder I get. When I spilled the beans to Elias--you know, Jackson Elias--I figured people would read his book and do something about this cult. Sorry he ended up that way--you guys friends of his? All the same, I did warn him, and I didn't hold nothing back. I'm warning you guys, too: the cult plays for keeps. Or maybe mugs like you already know that." (He laughs.)

"Well, right from the start I knew that Roger's little witch was trouble. She was as tough as they come, and she had him around her little finger. He must have known she was trouble, too, because the more he saw her, the more crazy dreams he had. I thought it was great when he wanted to go to Egypt--that'd be the end of her, see, and things would get back to normal. I liked the guy, and I owed him a lot.

"It seemed for a while that everything would work out. The trip over to London was a lot of fun, but once we got there, Roger spent pretty much every waking minute with Sir Aubrey, poring over some junk Warren Besart had gotten hold of from this Najjar guy in Egypt. There was a black kind of head-and-shoulder statue that he'd stare at for hours. And there was a map that he'd study and study, like a normal guy would check out a beautiful dame. Yes, there were parties and sightseeing trips, but mostly it was all about that map.

"Once we got to Cairo, Roger started having dreams again about meeting a god, and crap like that. But now he wasn't drinking, and the girl wasn't around, and the gentlemen Roger had asked along started acting nuttier than Roger did, and so I said to myself, "Trouble is somewhere up the road." And then he really went off the deep end. He started telling me that we could meet the god as soon as he destroyed the eye and opened the path.

"That hotshot Huston should have talked Roger down, but he only encouraged him. So the first night that we were up the Nile at Dahshur, Roger snuck out and climbed up the Red Pyramid. Any of you guys ever climbed a pyramid? They're steep! But Roger started up that pile like a monkey. Never looked back or hesitated once, which proved to me that the poor guy was absolutely crazy. But I followed him up." (He laughs again.) "I was crazy, too."

"For about two-thirds of the way up the Red Pyramid, you just climb up over big chunks of rock, sort of like something some dumb kid could make by piling up a million great big construction blocks. The pyramid builders filled in all the gaps with nice smooth stone, but then later people stole that nice stone from around the bottom of the pyramid--the high stuff was too hard to grab, and they couldn't finish the job. Well, Roger zipped right up this part, too, with me still behind, my eyes bulging out 'cause I could barely find handholds to keep from bouncing down the whole damn pyramid.

Carlyle Papers China #8 (Continued)



"There's a little flat place at the tip of the pyramid. When Roger reached the top, he put on some kind of robe and started making weird sounds, as though he had flipped for good. But then there was one hell of an explosion, with all kinds of funny echoes and screams with it, and a big red flash of light. Well, I lay there for a minute until it seemed safe to get up. He looked at me and said, "The eye is gone, Jack. Now we can be gods."

"Well, that was just Roger talk, you know, but beside him there was a big patch ripped right out of the stone, and it looked fresh. When I went back the next day, the patch had been filled in, as though the pyramid had repaired itself. But near the base of the pyramid, I found part of a rock which looked like it could have been in that patch originally, and it had this sign on it."

"I took it, even though I didn't know what it was at the time. But I know what it was now--its strong magic kept evil things away from us, and Roger deliberately broke its power. It's still with my things, if you want it.

"Two days later, the whole gang--Penhew, Roger, Huston, and Patty--gave me the slip and disappeared into the Bent Pyramid. Some of the messenger boys went to find them, and they came out shrieking that the pyramid had eaten them! Woe, woe, woe! Bingo, the workers run in all directions! The whole dig was deserted. In five minutes, the only person left in the whole area was me. Well, I went in. Sure enough, nobody was inside. I was worried.

"But, a long time later, out come all the missing people from the pyramid. Roger says they'd been to Egypt, to the real Egypt. And that was about the most sensible thing he came out with. Penhew looked like he had lost about five years. And Patty and Huston both seemed somehow changed. Nobody would explain where they'd been, and nobody cared that from that day on it was hard to hire workmen.

"After that, when I'd wake up in the night, the rest of the gang would be talking creepy lingo like I'd never heard before. Then one evening, Roger said that he was going to show me the power of what they'd learned. We went out into the desert with a passel of Arabs. Everybody started screaming weird words and songs, and Penhew beat the drum that we got from Najjar.

"When creatures started coming out of the ground and eating the Arabs, and Roger and the others started laughing, why I took my leave, as they say, and went on a real toot. Roger found me the next day, and warned me that I'd better change my attitude. Well, I owed the Kid, and I wouldn't desert him, but after that I started thinking real good.

"Then we went to Kenya, and Roger filled me in during the trip. They had found a true god, he said, who would rule the Earth, and we would rule with that god, for we were the chosen of the god. The god had picked us to open the way for his return. And there was enough in what they said--and in what I saw--to make me listen. Every week, Penhew seemed a little younger and a little livelier. Patty was sick a lot.

"We were going to leave Nairobi for some place in the mountains where there was no river, no railway, no telegraph, no police, and nobody who looked friendly. I figured that ol' Jack Brady wouldn't live very long there, so I made some arrangements. On the last night in Nairobi, I drugged Roger, grabbed the cash box (it was all Roger's money, anyway), and got me and him aboard an unscheduled deadhead freight train to Mombasa.

"Later I read that my guess was right. The newspapers said a lot of people died, including Roger. I figured it was better everybody thought that than tell them the truth, what with the state he was in and all.

"Anyway, my arrangements went off without a hitch--that happens when you think small and carry a lot of cash. When we got to Mombasa, we got off before the causeway and found a fisherman who was willing to go to Zanzibar for a few dollars. From there we hopped a coastal trader to Durban, and in Durban we dyed our hair, got some decent clothes, and sailed for Perth.

"Now, on the way to Mombasa, Roger got some sleep, and he seemed to wake up a different person. I guess that being away from the influence of those other people let him return to his old self. I told him we were in a lot of trouble, and that we needed to hide out, and reminded him about the Arabs being killed in Egypt, and the god stuff, and so on, and he could remember it all right, although it didn't seem very important, somehow. But he understood the logic of the situation. After a week or so, though, his nightmares started, and he began to go off the deep end again. He was beginning to realize some of the things he had done.

"I was in Shanghai while I was in the Marines, and I had a fair number of friends here. By the time our ship put into Hong Kong, Roger could go no farther. He began shrieking at shadows and everything that moved. So I put him in a sanitarium there--I had to use up most of the remaining money to get him settled. Then I went on to Shanghai, believing that I'd never see any member of that damned expedition but Roger again.

"So I thought, until I looked through naval glasses at a certain yacht, and saw Sir Aubrey Penhew preening on the deck of the Dark Mistress."

Carlyle Papers China #9

The ineffable Eye must be worked into a natural substance which is innately hard. The unrivalled light of the marvellous Eye transcends taint if all evil presences have been dispatched or dispelled.

He who first chants must be able to visualize the gift of the Elder Sign.

Of those signs sealing the festerings of the dark god, the most potent is the Eye of Light and Darkness.

Inscribed into the substance of a high place near the haunts of evil, and no further than 30 li★ from them, the Eye expels the evil strength for so long as the sign exists. The Eye must be created the afternoon before the full moon rises. Each Eye should reflect the lore of the place it is carved, and no two Eyes shall be exactly the same.

At moonrise, the blood of an innocent must fill the pupil of the Eye once per drumbeat from then to moonset. As the first blood is given, chant the words "sa-ma, sa-ma, te-yo, sa-ma," and continue until the moon sets. When next the moon rises, the Eye opens to ward and to guard. Gather the friends of good to work this wisdom, for too few shall surely fail.

The wondrous Eye must not first burn where evil beings or creatures lurk. Only one incorruptible Eye may guard a location. The blood for the pupil of the winnowing Eye must be fresh. All who chant must detest evil.

★Note: a "li," also known as a Chinese mile, is equal to roughly one third of a Western mile (0.5 km).

GRAY DRAGON ISLAND

A cult stronghold, this ominous atoll plays a vital role in the opening of the Great Gate. Can the investigators both foil Nyarlathotep and survive the wrath of his minions?

- **Link:** Robert Huston's *Gods of Reality* (**Carlyle Papers Australia #5**).
- **Link:** interview with Lin Yenyu (**Talking to Lin Yenyu**, page 572).
- **Link:** papers in Ho Fang's office (**Ho Fang's Office**, page 554).
- **Link**: following either the *Luxuriant Goddess* or the *Dark Mistress* to the island (**Destination: The Pale Viper's Lair**, page 585).
- **Link:** maps and charts in the Firm Action warehouse (**New China**, page 576).
- **Link:** interview with Jack Brady (**Meeting Jack Brady**, page 577).

Three hundred miles (480 km) southeast of Shanghai is Gray Dragon Island, a mere reef on most charts. It is, in fact, a dormant volcano, the major cone of which has been silent long enough to have eroded to a circular reef enclosing a broad lagoon. In turn, the lagoon surrounds a low secondary cinder cone, associated flat island, and a small village.

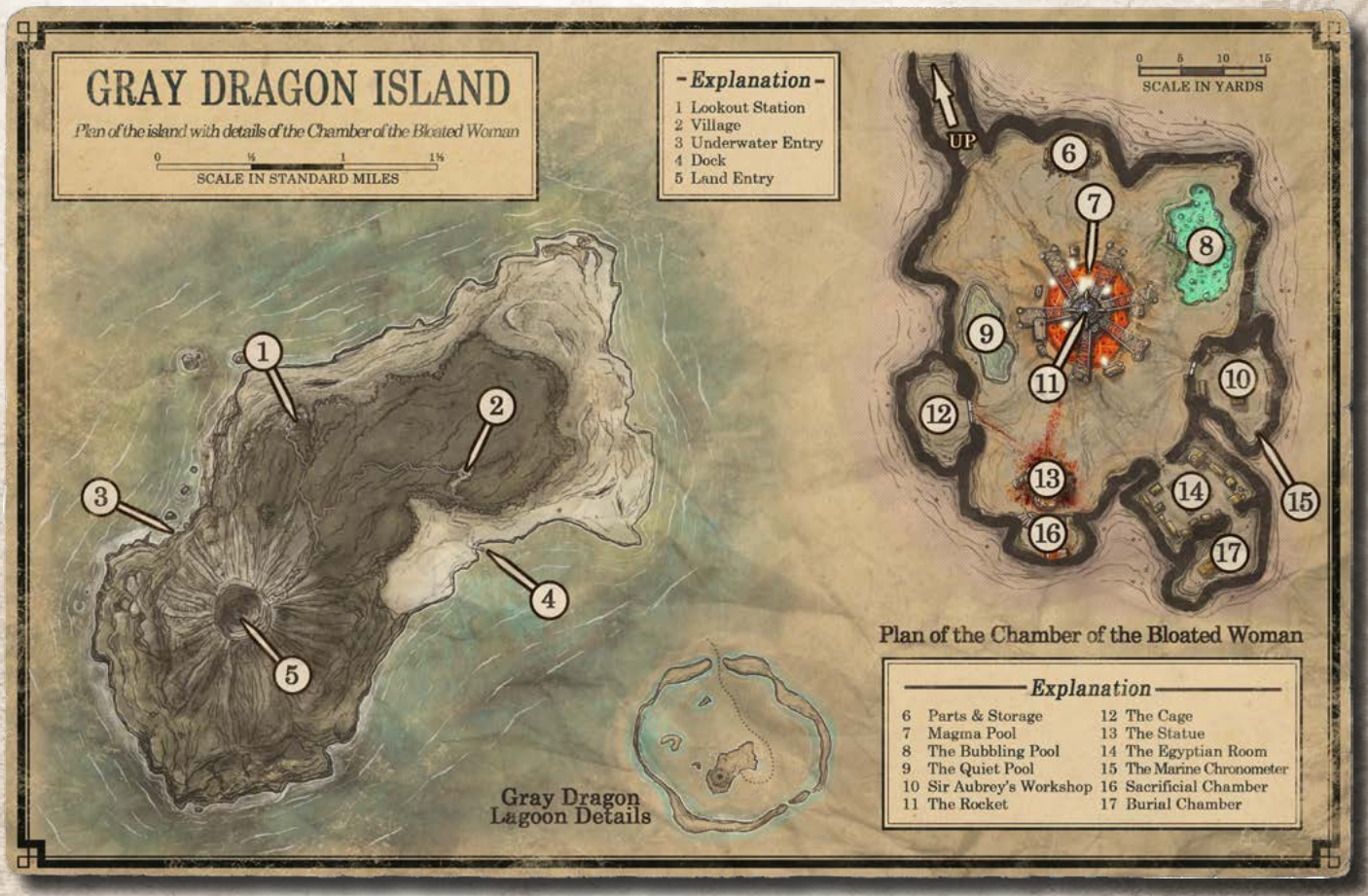
Only British and Japanese naval charts correctly represent this atoll, and they also label the entire vicinity as "treacherous waters." No country has bothered to claim such a worthless spot. Of course, Sir Aubrey has taken advantage of the situation, and is using Gray Dragon Island as the base of operations for the construction of his rocket, which is intended to crack open the sky come January 1926.

DESTINATION: THE PALE VIPER'S LAIR

There are two main ways for the investigators to reach Gray Dragon Island.

- **Stow away aboard the *Dark Mistress:*** with a successful **Stealth** roll (to avoid alerting the crew to their presence during the voyage), the investigators could sneak aboard for a covert trip to the island. Sir Aubrey's cabin makes an ideal hiding place for such a venture (**The Dark Mistress**, page 565).

Below: Gray Dragon Island map



- **Follow that yacht:** the investigators could hire their own boat and follow the *Dark Mistress*, either alone or in the company of Jack Brady and his Firm Action friends. Unless precautions are made (traveling at night or waiting for a sea fog), a successful **Spot Hidden** made by Jules Savoyard detects the investigators' craft. It is also possible that, instead of following the *Dark Mistress*, the investigators follow Ho Fang's yacht, the *Luxuriant Goddess*, to the island.

If the captain of either vessel spots their pursuers, they radio Sir Aubrey and let him decide what to do. The Pale Viper may choose to attack the boat with the Wave of Oblivion spell, or instruct Savoyard to do it, as they have done to so many others in the past. Alternatively, Sir Aubrey may permit the craft to make landfall, where a welcoming party awaits.

If Wave of Oblivion is cast, a successful combined **DEX** and **STR** roll is required for an investigator to react quickly enough to grab onto something and avoid being swept overboard when the wave hits. If they are washed into the sea, a successful **Swim** roll is required to keep their head above water, or else they begin to drown (see page 124, *Call of Cthulhu Rulebook*) unless they are rescued by their crewmates. A successful **Luck** roll might have a piece of wreckage or a life preserver floating nearby. Unless picked up by another vessel, the investigators must either drift or swim to shore—in the interest of expediency, they could wash up on Gray Dragon Island at the Keeper's discretion.

THE NEW CHINA ASSAULT FORCE

If nothing happens to derail Jack Brady and Chu Min's proposed assault on Gray Dragon Island, then, ideally, it takes place on a calm, overcast night with a rising tide, after Ho Fang's yacht has gone to the island—a sure sign that some ritual is about to take place.

Based on his research of cult practices, Mu Hsien believes that few or no cultists will be on guard during or just after a ritual, making it an ideal opportunity to infiltrate the island and scupper Sir Aubrey's plans.

If the number of cultists on the island visibly increases (for instance, in the event of the opening ritual; **The Special Ritual on the Day of Opening**, page 596), then Chu and Brady attempt to deal with anyone who can supply reliable fighters. Brady does not hesitate to offer the *Seven Cryptical Books* to Lin Yenyu in return for aid; if he knows about Isoge Taro (**The Drunken Foreman**, page 539), he'll give the Japanese captain every scrap of military information he has on the island. If Isoge can be convinced of the honor of Brady and Chu, he is in a position to offer considerable aid, should the Keeper so desire.

A Likely Scenario

Depending on how (and when) the investigators get to the island, and what their relationship with Brady and Chu is, there are several ways the assault could play out. One such is described below, although others are possible.

A scouting mission sent by Firm Action to the island indicates a steady increase in cultist numbers—so many cultists that a thorough survey of the island becomes impossible. Such an increase in traffic could be determined in other ways, such as the investigators observing a sudden rise in the number of ships leaving Shanghai, or a tip-off from a friendly harbormaster or dockworker.

With so many people present, all the scouts can do is land, spend a few terrifying minutes in the scrub, and then leave again; however, they are able to capture a few of the islanders, and learn, through interrogation, that the great machine is within the volcano and will soon fly.

Chu and Brady decide to land several independent commando teams, who are tasked with finding and destroying Sir Aubrey and his rocket. Guns are to be used only as a last resort; with unhappy candor, Mu Hsien says that guns will not be much use anyway against the awful monsters that wizards can raise. "Be as stealthy as the tiger," he says, "and spring as decisively."

Chu leads six personnel, Brady leads six, and the investigators can form up their own commando team, perhaps with a few weapons experts or martial artists to bolster their combat punch—in a pulp game, there are either twice the number of personnel per team, or twice the number of teams, with more standing by if required.

INTO THE LAGOON

Ships visiting the island in an official capacity moor at the rickety dock beside the village. The dock is a simple wooden pier that reaches far enough into the lagoon that ships of 12 foot (3.6 m) draft can tie up at low tide.

About 20 deep one hybrids live in the village (50 in a pulp game). Several of them keep an eye on the channel through the reef in case intruders approach. Such reports reach Sir Aubrey in about ten minutes—the time it takes a deep one to swim from the camouflaged lookout station to the Chamber of the Bloated Woman, inside the cinder cone. A dry-land entrance to the Chamber also exists, as marked on the map.

The island is mostly cinders and sand. Stunted palm trees and sand crabs are its main residents. A dozen active steam vents dot the island, possibly giving the appearance of fires to those unused to dealing with volcanoes. The cinder cone topping the island is about 500 feet (150 m) high.

PULP: ATTACK OF THE SAND CRABS!

Sand crabs, also known as mole crabs, are usually quite small and not particularly aggressive towards people. But in a pulp game, Gray Dragon Island's sand crabs have been affected by their closeness to the strange Mythos forces at work on the island and now grow up to 12 inches (30 cm) long.

The mutated sand crabs are known for their habit of ambushing anyone crossing the beaches, appearing from their burrows beneath the sand (a surprise attack if they are not spotted with a successful **Spot Hidden** roll). They don't have grabbing pincers like other crabs; instead, they have sharp spikes better suited for digging (as well as slashing and piercing prey). See their profile in **Characters and Monsters: China**, page 612.

The Village

A dozen thatched palm huts huddle among the trees, well enough into the island to be away from the worst of the sand crabs. There are no stores, radios, guns, or other useful gear. There are many statuettes representing the Bloated Woman in various huts, and many of the villagers wear the Order's characters on medallions, belts, and so forth. One hut contains dozens of extra yellow and black silk cult robes with which to outfit cult visitors.

The Lookout Station

A small tree-hut built 35 feet (10.5 m) up between three close-growing palms. It is camouflaged well enough to make any **Spot Hidden** roll directed toward it Hard, rather than Regular.

A successful Regular **Spot Hidden** roll does detect the six steel cables anchoring the lookout station trees to the ground; these help to keep the position steady in the afternoon wind. The lookout station is purely a perch—it has no detection gear other than binoculars, and no signal gear other than messengers.

Deep One Colony

Near the underwater entrance to the volcano's cone, but much deeper in the water, is a small colony of deep ones. They can be called to the surface by chants from the lookout station, responding in 1D4+1 minutes. If the investigators attempt to sneak in at night by boat, a deep one out for a swim notices them with a successful Hard **Spot Hidden** roll.

THE TRAIL TO THE VOLCANO

If the investigators attempt to climb the volcano from any direction other than that of the village, they find its upper reaches are steep but not impassable, requiring half an hour to negotiate. Keepers may want to request a **Climb** roll just before the top to reflect the tricky nature of the terrain. There is nothing at the top but a jagged cup within the truncation of the cone, from which steam emerges every few hours.

A clear trail winds from the village to a cave about 150 feet (46 m) up the side of the cinder cone. The entrance to the cave has been decorated with the Order's characters, as well as dripping fangs, clutching tentacles, and other symbols which gladden the insane heart. Twisting stone stairs lead nearly 200 feet (61 m) down into the cone. Occasionally, sulfur springs or noxious vents cloud and corrode the way. Investigators passing this way carry the reek for hours.

On ritual nights, the villagers and a handful of mainland visitors light torches and march chanting to this entrance. Investigators can join the parade if they disguise themselves by wearing cult robes, which they can acquire either in Shanghai or from the village.

TO THE HEART OF THE VOLCANO

Marked with an arrow and the word "Up" on the map for the **Chamber of the Bloated Woman**, a long set of steps leads down into Sir Aubrey's lair from the entrance cave. The passageway is decorated with the incised outlines of gigantic, misshapen, octopus-like creatures; hideous, fish-like humanoids armed with tridents; and vile, bubbling blobs covered with flailing appendages. Investigators who have encountered such horrors in the past recognize the carvings as representing star-spawn of Cthulhu, deep ones, and shoggoths, respectively, despite the crudity of their execution.

The Chamber of the Bloated Woman

Located at the base of the stairway, the chamber houses both a shrine to the Bloated Woman and the device which Sir Aubrey has built to help open the Great Gate. The chamber is a rough cylinder 150-feet (46 m) high, a cavern left when volcanic material retreated from the top of the cone to the magma pools below.

A hard orange light seems to emanate from the slimy fungi that liberally coat the walls and ceiling; this is, actually, a reflection of the baleful glow emanating from the magma pit in the center of the chamber.

As the investigators enter the chamber, their eyes are drawn to a gleaming metal bullet, about 75 feet (23 m) high, which appears suspended on sturdy girders above a magma pit. Around this great bullet, cranes and platforms at various heights hold half a dozen cultists testing circuits, performing repairs, inserting wires, and making spot-welds. On the floor of the chamber, workers wearing dark headdresses and strange fish-like humanoids scuttle about, some going back and forth between a dark pool and the magma pit. On the opposite side of the huge bullet, a pool of seawater can be seen. Far to the rear stands an immense statue (30 feet; 9 m high). Strangely, only the back of the statue can be seen, as it appears to face away from the chamber. The entire scene is both breathtaking and horrifying in its scope: call for a **Sanity** roll (1/1D6 loss).

Radiation in the Chamber

Strange energies radiating from the magma pit permeate the Chamber of the Bloated Woman; the magma itself is a Mythos substance left undefined. If the Keeper so desires, this radiation may inflict some health penalty on everyone spending time in the chamber, but keep in mind that Sir Aubrey has worked here for years and is still in good health. (Although, perhaps, Nyarlathotep protects him.)

If the Keeper wishes radiation to be a factor, try the following: after a day of constant closeness to the edge of the magma pit, have the victim make a **CON** roll. If failed, they begin to exhibit mild headaches, sickness, and tissue degeneracy (skin rashes, lowered blood cell counts) 1D4 weeks later. The rays, though not strong, are (eventually) deadly if exposure continues for a prolonged period, and no treatment can cure the victim after this tipping point is reached, though hospitalization and rest can prolong life. When the symptoms of exposure begin, all of the victim's STR, DEX, CON, and physical skill rolls suffer a penalty die. Provided there has been no further exposure, the effects fade after 1D6 weeks. A second full day of exposure means that the effects fade after 1D8 weeks, the effects of three days' exposure after 1D10 weeks, and so on.

Should it ever get to the point where a victim suffers from the effects for a year or more, then they also begin losing STR and CON as per the rules for exposure to the meteorite (**The Deadly Thing in the Firebox**, page 566). Hopefully, such chronic radiation poisoning shouldn't affect the investigators, but if the Keeper is taking this radiation into account, then half of Sir Aubrey's workforce currently suffers from the early effects, and all of their rolls are subject to a penalty die.

PULP: RADIATION

The effects of advanced radiation poisoning in a pulp game should be much more dramatic than skin rashes and fatigue: suppurating skin cancers and other festering eruptions, melted flesh, sprouting appendages, total hair loss, exposed bone and cartilage, etc. Not only that, but at least half the deep ones encountered have mutated in such a way that they are now the proud owners of a gigantic crab claw, which they use instead of their usual trident.

SIR AUBREY'S ROCKET

The rocket's alien metal shines with a variety of oily colors never seen before by the investigators. Sir Aubrey has also worked small, stylish Art Deco motifs into its hull. The fin-like steering vanes of the strange craft are also somewhat fanciful. The nose of the rocket is currently not fitted to the rest of the vehicle, although it is unlikely that anyone without knowledge of rocket science is aware of this.

A dozen inch-thick pipes lead 10 feet (3 m) from the bottom of the rocket into the magma pit. Their white-hot glow is something like that of fluorescent bulbs, but of blinding intensity; all the workers wear goggles to protect their eyes against this light. The pipes are devices from other worlds, conversion tubes that leech energy from the magma pit and store it ready for the moment when they will drive Sir Aubrey's rocket across Southeast Asia and out over the Indian Ocean, there to help open the way for ancient evil to corrode the world.

A dozen ragged human slaves, marshaled by two deep ones armed with tridents (four in a pulp game, two of which have mutant crab claws instead of weapons), shamble from the Bubbling Pool carrying buckets full of a disgusting viscous substance, which they then plop into the magma pit. A successful **Spot Hidden** roll reveals that the slaves are wearing what look like oily black skullcaps."

Another deep one, significantly larger than its companions, seems to be waving its arms around, almost as if it were directing traffic. This head deep one is a *shoggoth-twsha*, or shoggoth priest, an important position in the society of

the deep ones. The twsha holds buzzing blobs of quivering gray slime in his clawed, webbed paws. He alternately gestures vaguely toward the pool then the magma pit, burbling fishy incantations (see **Shoggoth-Twsha** box, page 591, for further details).

Parts and Storage

A pile of tools, packing crates, raw materials, and many small, cigar-shaped tanks studded with strange nozzles and harnesses. Several of the cultists working on the rocket wear these 15-pound (7 kg) units on their backs. The cigar-like tanks are welding devices, which emit beams of scarlet light that sizzle and fuse metal surfaces. The tanks have batteries that last for 1D4+8 hours of continuous full-power use.

Though their flame reaches only 5 feet (1.5 m), within that range the devices are formidable weapons, inflicting 2D10 damage at full power, and 1D10 at half-strength. Their principles of operation are completely unknown to present human science, though the tanks are obvious enough to use with a successful **INT** roll. If successful, the investigator gains the combat skill Firearms (Alien Welding Device), with a base percentage chance of 10%. Within the timeframe of the investigators' likely employment, the devices never need recharging or refilling.

The Pools

There are two pools within the chamber: the Quiet Pool, and the Bubbling Pool. The Quiet Pool forms the watery exit to the sea through which deep ones enter the chamber from their colony in the lagoon. The Bubbling Pool, on the other hand, is nowhere near as benign. Sloping steps lead into its uneasy, watery murk. The oddly hatted human slaves collect the pool's viscous goop and add it to the magma pit, creating strange energy fluctuations that cause the magma to pulse with a baleful light. These slaves are controlled by the twsha through their strange headgear, which are, in fact, parts of a shoggoth that usually resides in the Bubbling Pool.

Keeper note: there is no need for the Keeper to reveal that the blobs on the workers' heads are shoggoth pieces, unless they think that the investigators are suitably prepared to take on a shoggoth. Otherwise, should the investigators be discovered, the twsha simply directs the controlled slaves to attack (see **Twsha-Controlled Slave**, page 612, Characters and Monsters: China).



The Shoggoth Twsha

PULP: SHOGGOTH

For a pulp campaign, the twsha acts slightly differently. Should the heroes be discovered, the deep one priest recalls the blobs of shoggoth from their hosts, who each scream in agony and fall to the floor, convulsing wildly. Death follows shortly afterwards—witnesses should make a **Sanity** roll (0/1D3 loss). The black, slimy blobs ooze rapidly across the floor towards one another before reassembling into a complete shoggoth, also under the control of the twsha, who directs it to attack the heroes (see **Shoggoth-Twsha** box, nearby).

The Cage

Hapless victims kidnapped by the Order wait for their doom here; either as sacrifices to the Bloated Woman or as slave fodder for the twsha. The pen holds a dozen humans at any one time, mainly frightened fishermen and sailors who came a little too close to the island. There may even be some New China members, depending on how well their scouting missions went (**A Likely Scenario**, page 586). Any captured investigators are also held here.

The rock ceiling of the cage is 8 feet (2.5 m) overhead; strong steel bars, 1 inch (2.5 cm) apart, barricade the front. The door is kept shut by a magnetic lock to which only Sir Aubrey has a key. The door can be smashed open with a successful Extreme **STR** roll, or the lock picked with a successful Hard **Locksmith** roll.

Since prisoners can watch what takes place in the main chamber through the bars, most of them are likely to be insane as a result of the horrors they have witnessed (if they have been there for any length of time), and may unwisely call out to, or even try to kill, investigators who attempt to rescue them.

The Statue

The statue of the Bloated Woman faces away from the center of the chamber, casting its malevolent gaze towards the wall instead. As dreadful as the image is, the hundred or so severed human arms dangling from its outstretched tentacles in various states of decay are worse, provoking a **Sanity** roll (1/1D4 loss). A huge beaten-gold version of the Order's characters decorates the floor before the statue, as do numerous bloodstains.

The alien matter of the statue is immune to most forms of destruction. Only magic is likely to make a dent in the gruesome effigy, although enough high explosives are a possible option, if the investigators feel so inclined.

If an investigator uses the Find Gate spell, they discover that the statue is a Gate—one through which Nyarlathotep, in the aspect of the Bloated Woman, appears when summoned.

The Sacrificial Chamber

A short distance from the base of the statue, another set of steps leads up into the volcano's walls. At the top of the short staircase is a chamber, cut into the rock. The wall overlooking the main chamber has also been hacked away, and the investigators are confronted by the Bloated Woman's glowering face staring in at them. Sir Aubrey's engineering project can be glimpsed over her monstrous shoulder.

A solid stone altar sits close to the cavern's edge. It bears the marks of numerous sharp weapons, and the floor and altar are stained with blood. It's not hard to figure out that this is where the cult sacrifices its victims, before throwing their severed limbs down onto the statue below.

The Egyptian Room

This is Sir Aubrey's place to relax, a living room loaded with Egyptian artifacts from every dynasty. The contents—one-of-a-kind and never-before-seen statues, artifacts, necklaces, etc., have a nominal cash value of around a million U.S. dollars. If he is not leading a ritual, there is a 50% chance that Sir Aubrey is in this room.

The room is entered through an open doorway in the southeastern cavern wall. A successful **Spot Hidden** roll notices a slot running all the way around the doorway—when dropped, a steel panel (STR 500, 75 HP) seals off the Egyptian Room from the rest of the complex. The panel is raised and lowered by a sturdy pull-cord hanging from beside Sir Aubrey's throne towards the rear of the room.

Behind the throne is another, smaller doorway leading to an Egyptian-style burial chamber. An ornate sarcophagus waits there, made of marble and decorated with about 300 pounds (136 kg) of hammered gold and uncut precious stones. The face of Sir Aubrey decorates its askew lid. When the lid is closed, a vial strapped to the inside of the coffin expels a gas that puts the person in the sarcophagus into suspended animation for eight months. If the lid is opened, the gas dissipates in 1D6 minutes (anyone inside wakes up after 1D4+1 hours).

Sir Aubrey's Workshop

Two thick lead doors set into the eastern wall seal off this area from the rest of the cavern. They are unlocked but interleave in

THE SHOGGOTH-TWSHA

The slime blobs (called *mapulos* by the human-deep one hybrids) wielded by a shoggoth-twsha (or anyone else foolish enough to try using them) provide the power to control a shoggoth, or the disassembled parts of a shoggoth. Once controlled, the shoggoth (or its constituent pieces) accepts simple mental commands from the wielder. For anyone, other than the twsha, an opposed **POW** roll versus the shoggoth is required; such control lasts for half an hour, after which another opposed POW roll must be made.

If the roll to control a shoggoth fails, or if the monster is left uncontrolled for ten or more minutes, the shoggoth's consciousness breaks free, and the *mapulos* attack the wielder, burrowing into their victim and causing 1D3 damage each per round, unless they are excised or burned off in some way. Because they stick like glue to the skin, they cannot simply be pulled off. And, naturally, both *mapulos* must be removed to save the controller.

While commanding a shoggoth, a human controller must make a **Sanity** roll for every half hour of contact (1D4/1D8 loss). A person who goes insane while controlling a shoggoth can still direct that shoggoth, though they do so in a crazed manner—in a bout of madness, the affected person might believe they are a shoggoth!

A shoggoth-twsha may only control one shoggoth with their *mapulos*. If the shoggoth is killed, the *mapulos* attack the wielder as described previously. Murder of the controller enrages the shoggoth, even as the thing is set free. Death of the twsha also allows the *mapulos* to activate and begin devouring the corpse.

A few deep ones always protect a shoggoth-twsha. The twsha cannot attack physically, but may use magic if they are shocked or annoyed. Since the shoggoth-twsha can spare no more than ten minutes from control of their charge, they attack as lethally as possible; the shoggoth is usually the best weapon they have available.

Typically, shoggoth-twshas are superior members of the deep one race. After control has been gained (opposed POW roll), a twsha must succeed with POW roll once a week to remain in control and uneaten by the *mapulos*. Only deep ones can become genuine shoggoth-twshas, and a deep one controller loses command of their terrifying charge only if they fumble the POW roll.

A shoggoth-twsha remains with their charge until the day the *mapulos* eat them. The usual trance of the shoggoth-twsha is restful, and the *mapulos* process the user's fatigue poisons, so that the shoggoth-twsha never needs to rest nor sleep and, in fact, dares not.

Once the *mapulos* have activated and begun to devour a controller, they become useless for control purposes, and are usually fed to a shoggoth thereafter. *Mapulos* are created by a deep one process taking several seasons to complete: a magical ritual unknown to humans.

such a way that only one can be opened at a time (meaning one door must always remain closed). On the wall, a chronometer is visible, while various shelves and tables are strewn with wires, machinery parts, and books and papers. Key details for each of these items follows. If he is not leading a ritual, there is a 50% chance that Sir Aubrey is in the workshop.

The Trigger

On the workshop's center table is a large metal unit resembling the central, domed part of a lemon juicer. A successful **Science (Engineering** or **Physics)** or Hard **INT** roll establishes that this unit probably goes in the nose of the strange contraption being constructed outside in the main chamber. The assembly is crammed with odd little wheels, multi-colored wires, and tiny little panels with strange, minute geometric designs etched onto them.

The electrical portion of the unit baffles even the best scientist among the investigators (no one is likely to be able to duplicate three-quarters of a century of electronics advances in an afternoon). Nevertheless, it can be deduced from a successful Hard **Electrical Repair** roll that the device is some sort of positioning and triggering mechanism, while a successful Hard **Science (Engineering** or **Physics)** roll tells the user that the trigger is set to do something after reaching a particular combination of time and atmospheric pressure. A bonus die can be applied to these rolls if the investigators have read **Sir Aubrey's Diaries** (page 595) before examining the trigger.

As mentioned in **The Special Storeroom** (page 554), at the Keeper's discretion, the difficulty level of these rolls may be reduced to Regular if the investigators have already deduced what the parts do during their visit to **Henson Manufacturing** (page 262, England). Alternatively, kindly Keepers may decide that further rolls are unnecessary.

PULP: MORE WEIRD SCIENCE

Heroes with the Weird Science talent only require Regular successes on the rolls to understand the trigger mechanism, while only a Hard success is required with **The Plans** (below).

The Warhead

If the investigators manage to deduce that the assemblage potentially forms part of a weapon (or have read **Sir Aubrey's Diaries**, page 595), then the smaller, cylindrical space in the center of the trigger might be where an explosive charge of some sort would go.

A search of the workshop turns up a lead casket containing a metal cylinder, which fits precisely into the space inside the larger unit. The warhead is a radium bomb, intended to scatter murderous radiation over a hundred square miles (260 square km) of ocean in welcome to those returning to Earth in the rocket's wake. The main explosive power of it comes from the mysterious meteorite power source, which will be quantum-excited when smashed against the radium core, providing just enough energy to momentarily break the fabric of space-time and rip open the way.

Once the warhead has been removed from its shielding, it glows and emits dangerous levels of radiation, in the same amount and under the same conditions as did the meteorite chunk in the firebox of the *Dark Mistress* (**The Deadly Thing in the Firebox**, page 566). Directly handling the warhead without the benefit of gloves causes radiation burns, which appear within minutes, as well as 1D3 hit points of damage. Those who found the meteorite in the *Dark Mistress* might be allowed an **INT** or **Know** roll to recognize the similiarity by a kindly Keeper, and so be forewarned.

Connecting the warhead to the arming mechanism is simple—three bolts, two pistons, two electrical leads, and a safety wire. To arm the warhead, the top of the cylinder is rotated a half-turn to the right, and the safety wire inserted into a catch. The warhead cannot explode by itself. If the trigger housing is destroyed, building a new one requires the better part of a year. Depending on when the investigators attempt such sabotage, and how subtle it is, then Sir Aubrey may be forced to use the prototype assemblage sent from Henson Manufacturing rather than producing a new one; for the potential effects of this, see **Back to Basics** box, page 599.

A separate section below discusses other possible ways to foil the launch (**Foiling the Ritual of Opening**, page 598).

The Guidance System

The one remaining section of the rocket requiring completion is its guidance system. The necessary parts may or may not be *en route* to Shanghai aboard the *Ivory Wind*, depending on whether or not the investigators have intercepted or destroyed them during their time in England. As with the trigger housing, if there is insufficient time for the parts to be remanufactured, then Sir Aubrey is forced to fall back on earlier prototypes to finish the rocket.

If, however, the investigators did not prevent the parts from shipping, or they have yet to visit England, then the system's precursors can be found along with all of the rocket's other prototypes in a series of locked metal cabinets under the workbenches (a successful **Locksmith** roll or brute force with a **STR** roll is all that is required to break into them).

Should the final parts arrive before the investigators do, then there is a chance to sabotage the guidance system before it can be put to use (see **Destroying the Guidance System**, page 599).

The Plans

Strewn around the table are many blueprints that obviously resemble the rocket and the warhead. Among the plans is a letter from Edward Gavigan (**Carlyle Papers China #10**) and a telegram from Robert Huston (**Carlyle Papers China #11**).

The writing and associated mathematics on the blueprints are in the script of the Great Race of Yith. It requires a combined **Language (Read Yithian)** and Extreme **Science (Engineering** or **Physics)** roll to make heads or tails of the plans (although, if the language roll fails but the Science roll succeeds, then at least some pertinent information can be gleaned from the accompanying diagrams, although not the finer details). Alternatively, a combined **Cthulhu Mythos** and Extreme **Science (Engineering** or **Physics**) roll can be used instead.

Carlyle Papers China #10

Grosvenor St.
Mayfair
London
December, 1923

Dear Sir Aubrey,

I hope this latest set of prototypes meets your approval.

The men at Henson's were both fascinated and perplexed by the last batch of schematics you supplied and as such, I would suggest casting a close eye over their craftsmanship, as they are not convinced that they have achieved the necessary tolerances set forth in your notes.

I would be grateful if you could either confirm that the implemented adaptations meet your requirements, or provide me with further instructions for Marshall's men.

Your loyal servant
Edward.

If the investigators have already visited the Great Race's city in Australia (**City Beneath the Sands**, page 486) then, depending on what deal the investigators struck with **Kakakatak** (page 458, Australia), they may be well aware of what Sir Aubrey is building and what such plans represent, even if they cannot easily translate them. Alternatively, they may have learned a smattering of Language (Read Yithian) from Kakakatak or, in a pulp game, from the strange machine in the **Second Room** (page 502, Australia).

If the investigators have already visited England and found the rocket schematics at **Henson Manufacturing** (page 262, England), then it is obvious that these are the originals from which the Derby plans were drawn. This knowledge reduces the difficulty of any rolls associated with deciphering these plans down to Hard.

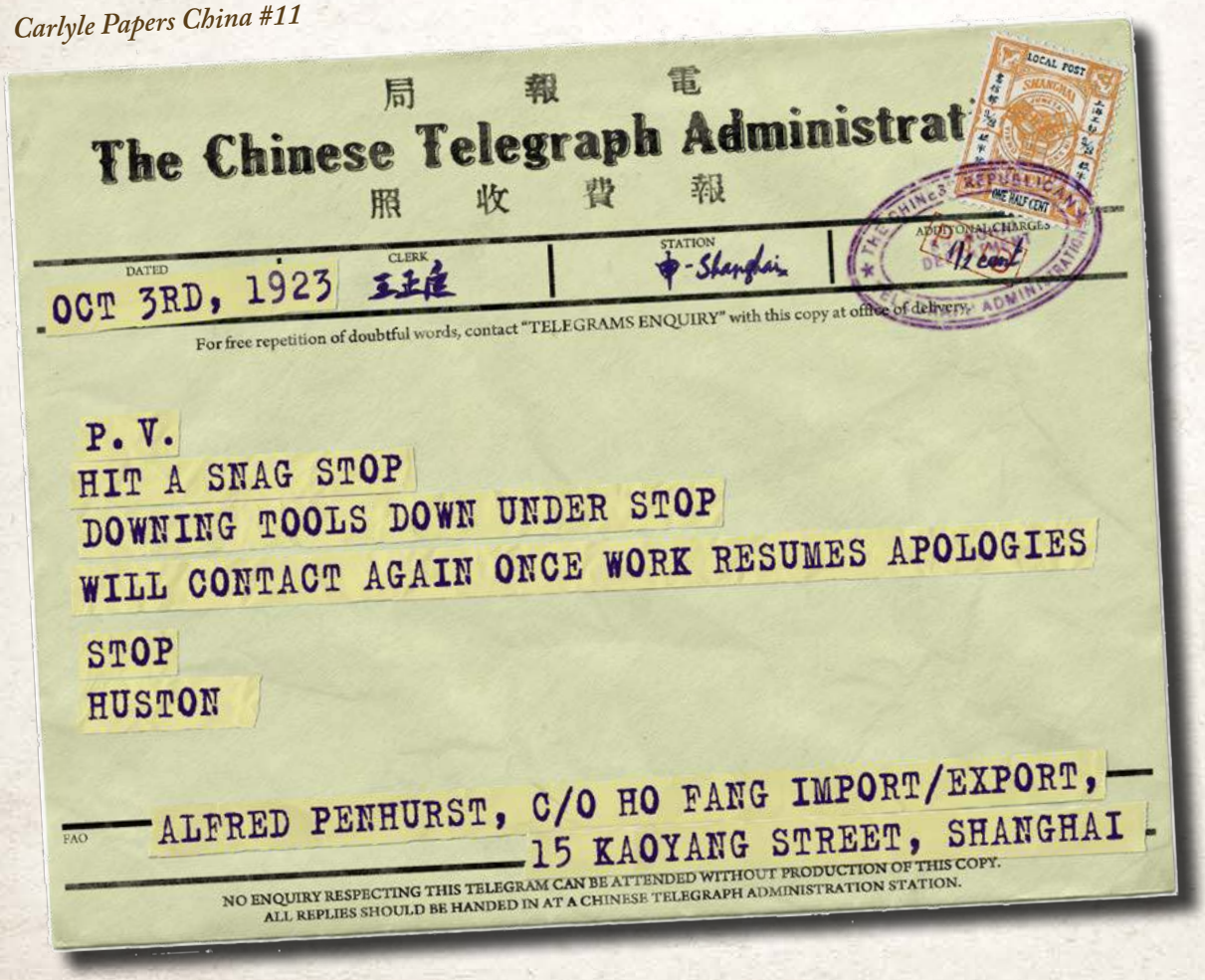
Any investigator can deduce that the war departments of many nations would be very interested in acquiring this material, among them the Japanese Army and Navy, whose respective agents already suspect this strange weapon exists (see **The Divine Wind**, following).

If the investigators manage to fully figure out the rocket from the plans and their examination of the parts, then they gain a bonus die to any attempts to sabotage any part of the rocket, having learned where its weaknesses lie (see **Foiling the Ritual of Opening**, page 598, for further details on how they might achieve this).

The Chronometer

Mounted on the wall is a marine chronometer, the same double clocks used by ship's navigators all over the world to establish daily positions at sea. The timepiece is of an extremely high quality. Though the minute and second hands agree with the investigators' watches, the hour hands are set eight hours earlier (assuming they have set their watches to local time). A successful **Science (Astronomy)** roll, or a Hard **Know** roll, suggests that all navigational instruments keep Greenwich Mean Time (GMT), and that eight hours is about right for the difference between GMT and East China time.

Carlyle Papers China #11



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The Chinese Telegraph Administrat
收費報照

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WILL CONTACT AGAIN ONCE WORK RESUMES APOLOGIES
STOP
HUSTON

FAO ALFRED PENHURST, C/O HO FANG IMPORT/EXPORT,
15 KAOYANG STREET, SHANGHAI

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Keeper note: the chronometer is the same make and model as those found in Omar al-Shakti's home (**A Dangerous Man**, page 344, Egypt), in the basement at the Ju-Ju House (**Items Within M'Dari's Alcove**, page 157, America), and Robert Huston's rooms in the City of the Great Race (**Huston's Headquarters**, page 498, Australia).

The Tools

The hand tools in the workroom are oddly shaped, as though for hands other than human, and the functions of most of the tools are unfathomable. The elegance of their form and finish suggests that they represent a technology far in advance of 1925.

Keeper note: if the investigators have visited the City of the Great Race in Australia, they may well recognize the tools' design.

Sir Aubrey's Diaries

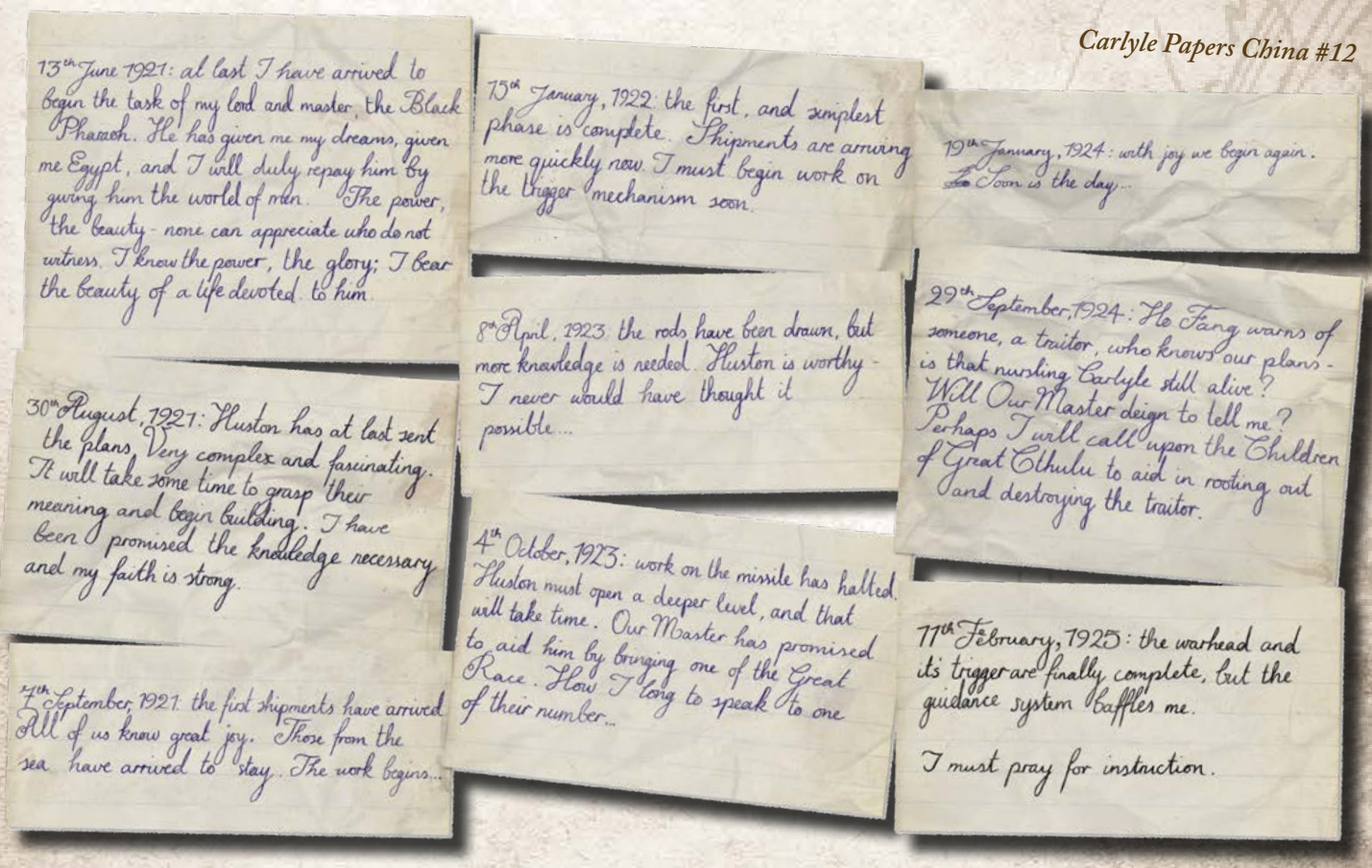
Several books—actually diaries, dated from 1921 through 1925—are scattered about the room. Selected entries are noted in **Carlyle Papers China #12**.

Flicking through the diaries reveals that Roger Carlyle is mentioned once, and Jackson Elias not at all. Robert Huston and his endeavors in Australia appear frequently.

Keeper note: if the investigators have already witnessed the birth of the Spawn of Nyarlathotep in Kenya, that event is mentioned; if they haven't been to Kenya yet, it isn't. If, on the other hand, they went to Kenya and missed the great event but might go back, then it is up to the Keeper as to whether or not the birth has yet taken place.

One passage mentions the "Children of Great Cthulhu"—this refers to the deep ones sent after Jack Brady at the Seamen's Club in Shanghai (Brady is referred to as "traitor" in several entries). This section directly links the schemes of Nyarlathotep and Cthulhu. If the investigators steal it, the Keeper could use its existence to create new clues for future adventures. Reading through the diaries costs, at least, 1D6 Sanity points, and confers +3% to the reader's Cthulhu Mythos skill.

Carlyle Papers China #12



The Divine Wind

If Captain Isoge is with the investigators when they discover the plans, he does everything in his power to either obtain copies of them, or to steal them at the first convenient moment. Once he has the plans, he attempts to get them to his superiors, abandoning the investigators if he must. If he cannot obtain the plans, he is quite prepared to destroy them so that no one can attempt to rebuild the weapon. Providing he escapes, he calls down a substantial naval bombardment on the island in order to blast both it and the rocket to kingdom come. Hopefully, the investigators are no longer on the island when the bombs hit.

RITUALS OF THE ORDER

Reflecting the cult's narrow range of interests, the Order of the Bloated Woman normally holds only death rites and breeding rites on the island; it is the Keeper's choice as to what the investigators find if they travel to the island at any time other than when the rocket launch ritual is near to taking place.

On ritual nights, as surmised by Mu Hsien, the island approaches are left unwatched, making it that much easier to land undetected. Provided they have cult robes with which to disguise themselves, the investigators should be able to infiltrate any ceremony. The main chamber is irregular and shadowy enough that the cultists require a successful Extreme **Spot Hidden** roll to identify any intruders sneaking about on ritual night (even if they aren't wearing cult robes). Getting into the actual ritual chamber without robes requires a successful Extreme **Stealth** roll due to the chamber's limited space.

The full ritual can easily be heard, if not witnessed, from the floor of the main chamber. Depending on where they position themselves, the investigators may be lucky enough to see the victim's remains thrown down onto the Bloated Woman's statue, costing 0/1D3 Sanity points.

Sir Aubrey usually carries out these "normal" rituals; however, on special nights (particularly those that result in the summoning of the Bloated Woman), Ho Fang sails to Gray Dragon Island to officiate.

Death rites are held for the island's cultists and any visitors, while breeding rites between deep ones and carefully chosen cult volunteers only occur when it is deemed necessary for the continued survival of the village and its associated deep one colony, as well as at the beginning and end of the typhoon season. Other locations of the Order hold their own ceremonies; Ho Fang's death rituals in Shanghai, for instance, are generally smaller, but follow much the same protocol.

Death Rites

Following several hours of mad chanting and dancing, at least one sacrificial victim is slaughtered. Their arms are severed and they are bled to death. Counting the deep one colony and the hybrid villagers, 50 to 80 cultists may attend this sort of ritual. These rites are episodic, but typically conform with the lunar calendar at the dark of the moon.

With banging gongs and wailing bamboo flutes, the cultists dance in voluminous black and yellow silk robes far too big for them, symbolizing the glorious cosmic bulk of the Bloated Woman. The robes slow cultists by one point of MOV per round, and uniformly impose a penalty die on their DEX rolls.

On special occasions, attended by up to 150 cultists and led by Ho Fang, the rites end in the summoning of the Bloated Woman, who appears amid a choir of maddened cultists, devours the sacrifices, and then, in cultured Shanghainese, delivers a short homily encouraging self-sacrifice and blind obedience. Witnessing the death rites exacts a small Sanity loss for the human corpses (1/1D4+1 loss), plus the normal cost for seeing the Bloated Woman (1D8/1D20 loss), should the investigators be unlucky enough to attend such a blessed ceremony.

Breeding Rites

As mentioned previously, these rites are held irregularly, apart from those to honor typhoon season. They involve the union of humans and deep ones, all of whom volunteer for the honor of increasing the Bloated Woman's congregation and enabling the Order's demented schemes to proceed apace.

About a third of the females involved (human and deep one alike) become pregnant and successfully come to term. Investigators who thoroughly spy out the island may notice an unusual number of pregnant villagers, depending on what time of year they visit.

The breeding dances are uninhibited and copulatory. Investigators whose natural senses of decency are outraged lose 1D3 Sanity points; jaded (or more enlightened) investigators lose nothing.

THE SPECIAL RITUAL ON THE DAY OF OPENING

On January 14, 1926, the island holds as many members of the Order of the Bloated Woman as can get there; this is a great day for the cult, and everyone wants to participate. In consequence, murder and other crimes decrease for a few weeks all over the Far East.

THE BLOATED WOMAN

Behind the black fan the soul-twister simpers,
snake-armed and slickened, inflated with blood fat.
The dragon-toothed feaster gluts down gray lilies,
The gracious donation of children left twitching...

—Goddess of the Black Fan



This particularly disgusting form of Nyarlathotep is known on Earth only among the Order of the Bloated Woman. The avatar crudely resembles a human woman, even though she appears as a 600-pound (270 kg), 7-feet (2 m) tall horror, with tentacles in place of arms, and more tentacles sprouting from rolls of sickly yellow-gray flesh. Below her eyes waves another tentacle, and below and beside that are four lumpy chins, each sporting a mouth; all a perfect bow made hideous by clusters of fangs. Multiple smaller tentacles sprout from the rest of her body.

The monstrosity wears a voluminous yellow and black tunic of fine silk; six sickles hang from the belt. In addition, tucked into the belt is the Black Fan which, when held just under her eyes, permits her to take on the appearance of a slim and beautiful Chinese maiden. The fan pulls all attention to her gaze and somehow conceals the avatar's bulk and her true form—everything but those lovely eyes. When the fan is removed, her full monstrousness is gruesomely apparent. Assisted by the Black Fan, the Bloated Woman may seduce men and women alike, giving her victims unearthly and degenerate pleasure before smothering them in her flabby bulk. See her profile on page 612.

The number of attending cultists might vary from 250 to 750 or so, as the Keeper desires, although such large numbers of people traveling from far and wide to a tiny atoll in the middle of nowhere should attract the attention of the relevant authorities patrolling the seas around Gray Dragon Island, particularly the British, American, and Japanese fleets—investigators with the appropriate contacts might be informed, providing a further incentive to attend themselves.

With so many in attendance, it is impossible to accommodate everyone within the chamber on the island, and lower-ranking guests have to remain outside the volcano during the ritual. Unless business pressures prevent it (or the investigators have already found some way to deal with him), Ho Fang and many other Order notables are on the island to share in the great event. Carl Stanford, however, is not present; that powerful sorcerer is elsewhere, already performing new wickedness and cruelty for his master.

If the investigators are unfortunate enough to get themselves captured while combing the island and the volcano for clues immediately prior to the opening ritual, the villagers keep them alive on Sir Aubrey's instructions as particularly auspicious sacrificial victims—after all, what better gifts to the goddess could there be than the ones who have attempted to thwart her machinations all across the globe?

Under the guidance of Ho Fang, after seven hours of solemn chanting, the attendees cast the Contact Nyarlathotep spell; the god appears as the Bloated Woman, and her followers grovel. Ho then dedicates the assembly's collective will to the god, and all rejoice in the existence of the Outer Gods and the Great Old Ones. The goddess aspect then freezes, not to move again until the opening of the Great Gate. Ho Fang then begins, at the precisely calculated second, to intone the awful phrases of the ritual opening, while Sir Aubrey prepares to launch the rocket.

Keeper note: if the investigators have already neutralized Ho Fang, then either Sir Aubrey or Nitocris can step into the breach to lead the ritual (providing the Egyptian Queen can reach Gray Dragon Island in time).

Some 25 minutes before the Great Gate must open, Sir Aubrey instructs handpicked cultists to use their welders to cut through the rocket's supports. Working to a precise timetable, the rocket sinks into the earth to a depth of 10 feet (3 m), welling hot magma up over the edge of the pit and incidentally killing everyone who worked to free the rocket from its supports. Now appropriately blooded and complete with nose cone and warhead in place, the rocket begins to build power.

At 15 minutes before the scheduled opening of the Great Gate, explosive charges blow away the cap of the cinder cone, and the vehicle launches upwards towards the Indian Ocean, to the oohs and ahhs of crazed cultists. At the proper moment, Sir Aubrey takes over from Ho Fang and intones the final terrible words, as do his cohorts on other continents. The rocket explodes and the way is opened. When the Great Gate opens, the Bloated Woman wakes from her stasis, roaring in horrible, blood-curdling triumph. The world is one step closer to ultimate destruction.

At the height of the celebration, Sir Aubrey goes to his sarcophagus for a well-earned rest. Months later he awakes refreshed, ready to perpetrate new horrors upon the world.

Foiling the Ritual of Opening

As discussed in **The Great Plan Enacted** (page 13, Introduction), the detonation of the rocket is required to quickly tear open a hole in reality and establish the foundations of the Great Gate. The cultists gathered on Gray Dragon Island are also a necessary part of the ritual, as their chants support the opening, although their primary purpose is to call the Things from Outside into our world.

Without the rocket, the Great Gate could still be opened by those in Kenya, but it would take far longer to achieve, as well as requiring every other cult member across the world to participate in their local rituals in order to fully succeed. The African Great Rite is, however, essential if the portal is to become permanent. Without it, any Gate opened by the rocket is only temporary.

A host of ways exist to foil the Great Gate ritual in Shanghai. The most obvious possibilities are set forth below; players will undoubtedly think of more.

Messing with Time

If the investigators have figured out the purpose of the chronometers, the simplest, and seemingly most effective, way to derail the rite would be to set Sir Aubrey's chronometer 10-20 minutes ahead or behind, making both his spellcasting and his rocket out of phase with the rituals on other continents. An invocation and explosion missing the central totality of the eclipse are of no help in opening the Great Gate, and doom that part of the ritual to failure.

Unfortunately, as the ploy is so obvious, it is possible that far-seeing Nyarlathotep mentions it to Sir Aubrey as he winds the chronometer, which the sorcerer does each and every day after breakfast. So, in order for such a plan to work, the investigators need a measure of luck. If they succeed in a group **Luck** roll, Nyarlathotep has failed to inform his minion of the danger.

If the Keeper wishes, Sir Aubrey's diary can be used to underline the need for split-second coordination at each of the ritual sites. Depending on when they come across it, the chronometer can be destroyed several days ahead of time, but the *Dark Mistress* has its own chronometer (or could soon fetch another), which is then guarded by dozens of cultists to prevent a recurrence. However, destroying the chronometer on the morning of the ritual leaves Sir Aubrey helpless unless Nyarlathotep intervenes.

BACK TO BASICS

As mentioned in **Guidance System** (page 592), Sir Aubrey has all of the prototype parts for the rocket stored in his workshop. Obvious theft or sabotage of any of the pieces needed for the warhead, trigger mechanism, or guidance system merely results in them being replaced by a prototype, if there isn't time to have new ones made and sent from England.

Some of these prototypes do not work in quite the way they should, largely due to the Derby engineers' lack of experience with the elaborate technology they had to reverse engineer. If any of the rocket's critical parts are replaced with prototypes and the investigators do nothing else to hamper the rocket's launch, then, at the appropriate moment, the Keeper should call for a group **Luck** roll: if unsuccessful, the replacement parts carry out their function as intended, and the rocket explodes when and where it's supposed to. If the investigators' Luck holds out, the rocket either fails to detonate, does so too early, or explodes in the wrong place.

Destroying the Trigger

The trigger of the rocket can be physically smashed with a hammer or altered internally with an appropriate skill roll, making its activation impossible. Remember that if the investigators have deciphered the rocket plans they gain a bonus die on any associated rolls to vandalize its components.

If it takes place close to the time of the Great Ritual, then any obvious sabotage to parts of the rocket's trigger, guidance system, or warhead gives Sir Aubrey time to replace the part with a prototype, with the effects as described in **Back to Basics** (above). If the damage is inflicted at any other time, then there is a chance that Sir Aubrey can have Henson Manufacturing in England replace the faulty components, timescale permitting.

Subtle alterations, which require a Hard success in **Science (Engineering** or **Physics)**, mean that Sir Aubrey is unaware of any damage, and proceeds with the ritual as planned. Successfully sabotaging the trigger mechanism without Sir Aubrey noticing means that the warhead does not explode as expected, and the Great Gate does not open quite as planned.

Destroying the Guidance System

If the guidance system arrived in Shanghai without any interference on the investigators' part, they can attempt to render it useless now, requiring a successful Hard **Mechanical Repair**, **Electrical Repair**, or **Science (Engineering)** roll. Alternatively, it can just be smashed with brute force, as per the trigger mechanism. As before, a bonus die can be applied to any roll to sabotage the guidance system if the investigators have figured out the rocket's schematics.

If the guidance system is successfully tampered with and no one detects the fact, then the rocket does not reach the correct location or altitude, meaning that it explodes in the wrong place and fails to tear open the sky at the necessary moment.

Destroying the Warhead

If the investigators work out what it is (allow for an appropriate roll, such as **Science (Chemisty**, **Physics**, or **Engineering)**, etc.) and decide to throw the warhead into the magma pit rather than render it inoperative by tinkering with the trigger mechanism, the intense heat and pressure cause it to explode in 1D6+1 minutes, blowing up the island and leaving the area radioactive for many centuries to come (the half-life of radium is around 1,600 years). Though the investigators might die (although kind Keepers might allow a combined **DEX** and **CON** roll, or **Luck** roll, for the investigators to have a chance of escape), so would many cultists, and the rocket would be destroyed along with them, making Nyarlathotep's scheme highly unlikely to succeed.

Destroying the Rocket

If the girders supporting the rocket above the magma are severed, then the rocket falls into the magma and launches itself against the stone ceiling, ruining the missile. It takes 2D6+2 rounds for one person to make the necessary cuts with the alien welding device described in **Parts and Storage**, page 589; otherwise explosives are required (an appropriate **Demolitions** roll would suffice). The explosion and splattering magma kill everyone within the chamber.

If the girders are only partially cut through, they are weakened and allow the rocket to slump into the magma in four minutes, thereafter following the course already described (but potentially affording the investigators a chance to escape from the chamber before it explodes).

PULP: KABOOM!

There is always the chance in a pulp campaign that one or more heroes might attempt to ride the rocket in some way. While there is certainly not enough room inside it to act as a cockpit, heroes may cling on to the outside. One situation where this might arise is if the heroes attempt to defuse the trigger or warhead as the rocket is lifting off. Not only does hanging on require a successful Hard **STR** roll, but all other rolls attempted while holding on for dear life are made with a penalty die.

If the heroes are unsuccessful and the rocket explodes with them on it or near it, then instead of killing everyone, a very pulpy alternative is to have the rocket succeed in its purpose—that of opening a Gate. But, in this case, the Gate does not lead to the Great Old Ones, but to an alternate reality; one in which Nitocris sits on the throne of Egypt with Hypatia Masters as her consort; where Robert Huston rules Australia as an Emperor, and where Roger Carlyle—not Jack Brady—heroically leads the resistance to bring down the lackeys of the Outer Gods.

The heroes are faced with a choice: do they attempt to escape from their new nightmare or, instead, join Carlyle's band of freedom fighters?

Destroying the Volcano

Enough chemical explosives could blow up the volcano, but this would take at least 20 tons of dynamite or eight tons of nitroglycerin—hardly a convenient amount in either case.

If the investigators could direct naval guns on the target, they could do the job from a distance, since the shells would be able to penetrate the chamber from afar. The effort requires one of the following (or some combination thereof): sixty 14-inch shells, three-hundred 8-inch shells, or approximately one-thousand 5-inch shells.

Only Captain Isoge is in a position to quickly arrange such a strike. As the island is unclaimed, only the permission of his superiors would be required (although who knows what the diplomatic repercussions of such an action might be). No effective bomber strikes could reach Gray Dragon Island in time from even the nearest land base, and no usable aircraft carriers exist.

Planted explosives or ranged bombardment by naval gun also run the risk of triggering Sir Aubrey's radium bomb, blowing the island sky-high, along with everyone on it.

Attempting to blow up the volcano with a naval bombardment during the actual ritual also has the added complication that the seas around the island are whipped into a frenzy as part of the 50-mile (80 km) wide cordon of power protecting the ritual site (**The Great Plan Enacted**, page 13, Introduction).

PULP: ESCAPE!

Escaping from an exploding volcano is an exciting (and very cinematic) way for pulp heroes to wrap up this part of the campaign, or the campaign as a whole. Falling rocks, shrieking cultists, collapsing tunnels, and fast-racing lava all make excellent obstacles as the heroes attempt to make a clean getaway. And don't forget the undoubtedly enraged shoggoth!

Running the Numbers

Keepers should be wary of running detailed pitched battles with countless Chinese mercenaries, fanatical cultists, and Japanese marines, supported by broadsides from heavy cruisers and featuring destroyer-chewing shoggoths. The bookkeeping involved would slow the action down to a crawl—something to be avoided at all costs.

Instead, such confrontations make an action-packed backdrop against which the investigators wage their own, personal fights with the Order's devotees. That way, the Keeper (and players) can have all of the spectacle without the headache of crunching all those numbers! Thus, focus on the investigators while providing the occasional summary of events happening around them.

Partial Victories

If this is the final endpoint of the campaign, then causing the rocket to trigger at the wrong time or in the wrong place—or even not at all—does not, of itself, prevent the Great Gate from opening, but it does delay it considerably. Unless the Cult of the Bloody Tongue has already been dealt with in Kenya and the Eye of Light and Darkness set to ward the site, then the Great Gate can still be opened, even if only temporarily. The chances of anything coming through, though, are severely hampered if the cultists on Gray Dragon Island have been killed in the process of rendering the rocket inoperable. The same is also true if large swathes of cultists have been removed in Egypt and Australia, or the Eye of Light and Darkness has also been enacted in those places.

If this isn't the climax of the campaign, then it should be borne in mind that, if only the rocket and the Order of the Bloated Woman are fully dealt with, then Nyarlathotep still has a chance of winning in the end. Unless all of the ritual sites are warded with the Eye of Light and Darkness, and the various cults taken down and dismantled, then the plan can be re-instigated in the future when the stars are once again right.

CONCLUSION

Destroying Sir Aubrey's rocket and preventing the Great Gate from opening may well be the satisfying conclusion to the whole campaign, depending on which order the investigators tackle the individual scenarios in this book. (Refer to the **Grand Conclusion** chapter for details.) However, if the investigators destroy the rocket well before the date of the eclipse and there are still other places to visit in their quest to uncover Nyarlathotep's plans, then it is important to remember that—although they have dared much and achieved a significant victory—their enemies are powerful and fully aware of what a threat they pose to the Crawling Chaos, even if no members of the Order survive. The various cults, previously fractious allies at best, now have another cause upon which they can unite: the investigators' downfall.

On top of this danger, the threat from Nyarlathotep's unborn spawn (**Chapter 4: Kenya**) may still remain, as might the resurrection of Nitocris (**Chapter 3: Egypt**). Both events have serious repercussions if not dealt with. The cults also waste no time or expense in rebuilding the rocket and finding a new site from which they can attempt to open the Great Gate in the future (if the island has been destroyed), with Edward Gavigan assuming Sir Aubrey's role (if he still lives)—unless the Pale Viper miraculously survives the events in Shanghai to become a thorn in the investigators' collective sides.

REWARDS

If this is not the conclusion to the campaign, grant the players an investigator development phase when departing China (refer to **Rewards**, page 162, America). In addition, apply the following rewards or penalties to surviving investigators.

- If Ho Fang has been neutralized, grant each investigator: +1D6 Sanity points.
- If the Order of the Bloated Woman has been broken up or eliminated: +1D4 Sanity points.
- Saving Choi Mei-ling from certain death: +1D4 Sanity points.
- Leaving Choi Mei-ling to die, even though they had the chance to save her: –1D6 Sanity points.
- Destroying or preventing the correct detonation of the rocket: +1D8 Sanity points.
- If Carl Stanford has been neutralized, grant each investigator: +1D6 Sanity points.
- Fleeing China with the rocket undamaged: –1D6 Sanity points.
- Defeating a Mythos monster: deep one: +1D6 Sanity points (total); deep one hybrid: +1D4 Sanity points (total); giant sand crabs: +1D3 Sanity points; shoggoth: +1D20 Sanity points; shoggoth-twsha,: +1D6 Sanity points.
- Causing the deaths of one or more shoggoth slaves: –1D4 Sanity points.

Bringing Down a God: China

While unlikely, if the investigators succeed in taking down Nyarlathotep in his guise as the Bloated Woman, any Sanity reward for doing so (+1D20 Sanity points) will most likely be negated by the concurrent loss caused by the god assuming his monstrous Bloody Tongue form (Sanity loss 1D10/1D100) before he disappears.

PULP: REWARDS

In addition, apply the following rewards or penalties to surviving investigators.

CHARACTERS AND MONSTERS: CHINA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

Note: certain NPCs have alternative combat profiles, as well as talents for pulp games.

ALLIES OR INDEPENDENTS

Li Wen-Cheng, 22, *youthful librarian*

STR 70	**CON** 65	**SIZ** 50	**DEX** 60	**INT** 70
APP 70	**POW** 75	**EDU** 65	**SAN** 75	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 15	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	35% (17/7)

Skills

Charm 30%, Climb 50%, Credit Rating 10%, Fast Talk 25%, First Aid 35%, Jump 35%, Library Use 45%, Listen 40%, Lore (Theology: Methodism) 60%, Medicine 20%, Persuade 10%, Science (Biology) 15%, Science (Chemistry) 15%, Science (Physics) 25%, Spot Hidden 35%, Stealth 25%.

Languages

Chinese (Mandarin) 65%, Chinese (Shanghainese) 60%, English 45%.

Fergus "McChum" Chum, *40, owner of the Stumbling Tiger Bar*

STR 50	**CON** 55	**SIZ** 50	**DEX** 80	**INT** 65
APP 60	**POW** 75	**EDU** 40	**SAN** 45	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 15	**Luck:** 30

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3 or medium knife 1D4+2
Dodge	45% (22/9)

Pulp Combat

Brawl	70% (35/14), damage 1D3 or medium knife 1D4+2
Dodge	65% (32/13)

Pulp Talents

Iron Liver: spend 5 Luck points to avoid effects of excessive alcohol.

Fleet Footed: may spend 10 Luck points to avoid being outnumbered during one melee encounter.

Skills

Accounting 25%, Charm 40%, Credit Rating 20%, Cthulhu Mythos 05%, Drive Auto 15%, Fast Talk 75%, Intimidate 55%, Law 20%, Listen 55%, Occult 15%, Persuade 65%, Psychology 55%, Spot Hidden 35%, Swim 40%, Throw 60%.

Languages

Chinese (Shanghainese) 65%, English 25%, Japanese 20%.

Isoge Taro, 34, *Agent and Captain in the Imperial Japanese Navy*

STR 65	**CON** 80	**SIZ** 60	**DEX** 90	**INT** 90
APP 75	**POW** 60	**EDU** 80	**SAN** 60	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 12	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
or knife 1D4+2+1D4	
Ceremonial Katana	25% (12/5), damage 1D8+1+1D4
8mm automatic pistol	55% (27/11), damage 1D8
6.5mm rifle	35% (17/7), damage 2D8
Dodge	50% (25/10)

Pulp Combat

Brawl	75% (37/15), damage 1D3+1D4 or knife 1D4+2+1D4
Ceremonial Katana	35% (17/7), damage 1D8+1+1D4
8mm automatic pistol	75% (37/15), damage 1D8
6.5mm rifle	55% (27/11), damage 2D8
Dodge	65% (32/13)

Pulp Talents

Alert: never surprised in combat.

Fast Load: ignores penalty die for loading and firing in same round with handguns.

Skills

Charm 40%, Climb 55%, Credit Rating 25%, Demolitions 50%, Disguise 45%, Drive Auto 45%, Electrical Repair 50%, Fast Talk 30%, History 25%, Intimidate 60%, Library Use 35%, Listen 75%, Mechanical Repair 40%, Persuade 50%, Psychology 50%, Science (Cryptography) 25%, Spot Hidden 60%, Stealth 70%, Swim 35%, Throw 45%.

Languages

Chinese (Mandarin) 55%, Chinese (Shanghainese) 50%, English 30%, Japanese 90%, Korean 15%, Tagalog 15%.

Anthony Chang (Chang Pao), 24, *inexperienced editor and spy*

STR 60	**CON** 60	**SIZ** 65	**DEX** 30	**INT** 70
APP 50	**POW** 60	**EDU** 70	**SAN** 60	**HP** 12
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 12	**Luck:** —

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3+1D4
.38 revolver	50% (25/10), damage 1D10
Dodge	30% (15/6)

Skills

Art/Craft (Acting) 55%, Charm 65%, Disguise 55%, History 55%, Listen 50%, Persuade 65%, Psychology 50%, Sleight of Hand 40%, Spot Hidden 55%, Stealth 50%, Throw 35%.

Languages

Chinese (Mandarin) 30%, Chinese (Shanghainese) 70%, English 60%.

Auntie Gee's Goons

Use this profile for both of the goons.

STR 80	**CON** 65	**SIZ** 85	**DEX** 45	**INT** 65
APP 50	**POW** 50	**EDU** 45	**SAN** 50	**HP** 15
DB: +1D6	**Build:** 2	**Move:** 7	**MP:** 10	**Luck:** —

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D6 (+1 with brass knuckles)
Dodge	60% (30/12)

Skills

Hard Stare 80%, Intimidate 65%, Psychology 30%.

Languages

Chinese (Shanghainese) 40%, Korean 50%.

Lin Yenyu, 65, *wealthy aesthete and madam*

STR 40	**CON** 75	**SIZ** 60	**DEX** 55	**INT** 75
APP 65	**POW** 70	**EDU** 80	**SAN** 32	**HP** 13
DB: 0	**Build:** 0	**Move:** 4	**MP:** 14	**Luck:** 35

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3 (+1 sharpened fingernails*)
Dodge	45% (22/9)

**Unless backed into a corner with no other option, Lin prefers not to fight—that's one of the many things servants are for, after all. Or gorillas...*

Pulp Combat

Brawl	45% (22/9), damage 1D3 (+1 sharpened fingernails*)
Dodge	60% (30/12)

Pulp Talents

Animal Companion: bonus die to Animal Handling rolls.
Strong Willed: bonus die to POW rolls.

Skills

Animal Handling (Apes) 95%, Anthropology 35%, Archaeology 30%, Charm 80%, Credit Rating 92%, Cthulhu Mythos 35%, Intimidate 70%, Fast Talk 60%, History 60%, Library Use 45%, Occult 80%, Persuade 80%, Psychology 60%, Spot Hidden 60%, Stealth 60%.

Languages

Arabic 35%, Chinese (Cantonese) 75%, Chinese (Mandarin) 90%, Chinese (Shanghainese) 75%, Classical Greek 20%, English 45%, Japanese 45%, Russian 20%, Sanskrit 40%, Tibetan 40%.

Spells: Cloud Memory, Create Mist of R'lyeh, Deflect Harm*, Elder Sign, Implant Fear, plus any others at the Keeper's discretion.

See **Appendix B: Spells.*

NEFARIOUS HIRELINGS OF LIN YENYU

	1	2	3	4	5	6	7	8
STR	75	70	60	80	65	65	75	70
CON	65	75	55	40	80	70	60	50
SIZ	45	50	55	40	55	50	45	50
DEX	75	70	60	65	80	50	45	60
INT	45	40	50	50	50	50	55	60
APP	30	15	50	45	15	35	40	25
POW	50	55	60	45	40	45	15	35
EDU	30	25	30	35	20	30	25	35
SAN	50	55	60	45	40	45	15	35
HP	11	12	11	8	13	12	10	10
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	9	9	9	9	9	8	8	9
MP	10	11	12	9	8	9	3	7

Luck: —

Combat

Attacks per round: 1

Blackjack: due to their training, a successful hit with this weapon inflicts 1D4+1 damage and renders the target unconscious if a Hard CON roll is failed.

Brawl	55% (27/11), damage 1D3
Blackjack	55% (27/11), damage 1D4+1 + unconsciousness (if Hard CON roll failed)
Hatchet (thrown)	40% (20/8), damage 1D6+1, base range 8 yards
Dart (thrown)	40% (20/8), damage 1D3 + poison**
Dodge	45% (22/9)

***Krait snake venom or Fragile Silver (see Madam Lin's Poisons box, nearby)*

Pulp Combat

Attacks per round: 1

Brawl	80% (40/16), damage 1D3
Blackjack	80% (40/16), damage 1D4+1 + unconsciousness (if Hard CON roll failed)
Hatchet	65% (32/13), damage 1D6+1, base range 8 yards
Dart (thrown)	55% (27/11), damage 1D3 + poison**
Dodge	70% (35/14)

Skills

Climb 60%, Fast Talk 45%, Intimidate 70%, Jump 70%, Listen 65%, Psychology 40%, Spot Hidden 50%, Stealth 65%, Track 50%, Throw 40%.

Languages

Chinese (Shanghainese) 55%, English 20%.

MADAM LIN YENYU'S WHITE GORILLAS

Tun-Tun, the larger gorilla

STR 150	**CON** 75	**SIZ** 100	**DEX** 90	**INT** 35
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 17
DB: +2D6	**Build:**3	**Move:** 8	**MP:** 8	**Luck:** —

Ping, the smaller gorilla

STR 125	**CON** 85	**SIZ** 90	**DEX** 80	**INT** 15
APP —	**POW** 25	**EDU** —	**SAN** —	**HP** 17
DB: +2D6	**Build:**3	**Move:** 8	**MP:** 5	**Luck:** —

Combat

Attacks per round: 3 (punch, bite, grab)

Grab and hold (mnvr): if the same target is hit with both hands in the same round, target is held. Each round thereafter, target suffers 2D6 damage unless a successful opposed STR or DEX roll versus the gorilla's STR is made to break or struggle free. Target may also be bitten while held (1D4 damage), or another opponent may be bitten.

	Ping	*Tun-Tun*
Fighting	45% (22/9)	65% (32/13),damage 1D6+2D6
Grab and hold (mnvr)	45% (22/9)	65% (32/13), automatic 2D6 damage per round once held
Bite	30% (15/6)	40% (20/8), damage 1D4
Dodge	50% (25/10)	60% (30/12)

Skills

Climb 65%, Jump 70%, Stealth 70%.

Armor: 2-point skin.

MADAM LIN'S POISONS

Krait snake venom: (Mild poison) made from the venom of the krait snake. Extreme CON roll: if failed, the target suffers 1D10 damage and is extremely ill for several hours, increasing all skill rolls by one level of difficulty (or apply penalty die); if successful, illness is less severe and damage is halved.

Fragile Silver: (Mild poison) a sleep drug. Extreme CON roll: if failed, puts victim to sleep in one minute; if successful, it effectively halves DEX for 1D6 minutes and leaves them groggy.

Note: each henchman carries 10 darts, tipped either with poison or a sleeping drug. Guards at Lin's home always apply sleeping drug to their darts; hirelings elsewhere have poisoned darts if the investigators fail a Group **Luck** roll.

Mu Hsien, 63, *wise scholar*

STR 25	**CON** 30	**SIZ** 50	**DEX** 45	**INT** 90
APP 50	**POW** 75	**EDU** 90	**SAN** 60	**HP** 8
DB: –1	**Build:** –1	**Move:** 4	**MP:** 15	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3-1
Dodge	22% (11/4)

Skills

Art/Craft (Calligraphy) 85%, Cthulhu Mythos 15%, History (Chinese) 90%, Library Use 75%, Lore (Taoist Magic and Tradition) 80%, Lore (Theology: Confucianism) 75%, Natural World 35%, Occult 70%, Persuade 65%, Psychology 60%, Science (Astronomy) 25%, Science (Botany) 30%.

Languages

Chinese (Mandarin) 90%, Chinese (Shanghainese) 95%, English 65%, Tibetan 50%.

Spells

Command Ghost* (see **Talking to the Dead** box, nearby), Create Barrier of Naach-Tith, Dust of Suleiman, Eye of Light and Darkness*, Find Gate, Wrack.

See **Appendix B: Spells.*

TALKING TO THE DEAD

The version of the Command Ghost spell known by Mu Hsien is a variant: while it works best if the ashes or the deceased's grave are involved, the spell functions if a personal item belonging to the dearly departed is, instead, used as the spell's focus. As a result, if the spell is not cast over the grave or ashes, each question asked of the summoned ghost now costs two magic points, rather than one, and the ghost departs after 30 minutes, rather than one hour. See **Contacting Jackson Elias' Spirit**, page 213, England, for sample comments that the ghost of Jackson Elias might make if called forth by Mu Hsien.

Choi Mei-Ling, 23, *unfortunate flower girl*

STR 55	**CON** 65	**SIZ** 45	**DEX** 70	**INT** 70
APP 80	**POW** 80	**EDU** 60	**SAN** 60	**HP** 11
DB: 0	**Build:** 0	**Move:** 9	**MP:** 16	**Luck:** 40

Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3
Dodge	60% (30/12)

Skills

Art/Craft (Dance) 45%, Art/Craft (Sing) 45%, Charm 65%, Occult 05%, Persuade 60%, Psychology 60%, Sleight of Hand 50%, Stealth 60%, Throw 60%.

Languages

Chinese (Shanghainese) 65%, English 60%.

Jack "Brass" Brady, 41, *last sane member of the Carlyle Expedition*

STR 85	**CON** 80	**SIZ** 85	**DEX** 90	**INT** 65
APP 40	**POW** 80	**EDU** 55	**SAN** 24	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 7	**MP:** 16	**Luck:** 80

Combat

Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D6** or fighting knife 1D4+2+1D6
Nightstick	70% (35/14), damage 1D6+1D6
Thompson SMG	60% (30/12), damage 1D10+2
Dodge	65% (32/13)

*** If he has a moment to slip on his brass knuckles, Brady delivers 1D3+2+1D6 damage instead.*

Pulp Combat

Brawl	90% (45/18), damage 1D3+1D6** or fighting knife 1D4+2+1D6
Nightstick	90% (45/18), damage 1D6+1D6
Thompson SMG	60% (30/12), damage 1D10+2
Dodge	95% (47/19)

Pulp Talents

Lucky: regains +1D10 Luck on recovery rolls.

Tough Guy: spend 10 Luck to shrug off up to 5 hit points damage in one round.

Skills
Charm 70%, Climb 70%, Cthulhu Mythos 28%, Demolitions 85%, Drive Auto 50%, Fast Talk 60%, First Aid 65%, Intimidate 70%, Jump 70%, Listen 75%, Mechanical Repair 65%, Operate Heavy Machinery 50%, Psychology 35%, Spot Hidden 85%, Stealth 75%, Swim 65%, Throw 75%, Track 50%.

Languages
Arabic 15%, Chinese (Cantonese) 35%, Chinese (Mandarin) 30%, Chinese (Shanghainese) 30%, English, 55%, Turkish 22%.

Armor: the brass plate given to Brady by his mother can deflect one impaling weapon attack per round if Brady makes a successful Luck roll; the attack must come from the front, not the rear. Any attack made against Brady's back is subject to normal combat and damage rules.

NEW CHINA: FIRM ACTION

Chu Min, 31, *leader of the New China to Come*

STR 75	**CON** 90	**SIZ** 65	**DEX** 80	**INT** 65
APP 60	**POW** 40	**EDU** 80	**SAN** 40	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 8	**Luck:** 20

Combat
Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4 or medium knife 1D4+2+1D4
Nightstick	70% (35/14), damage 1D6+1D4
.45 C96 automatic pistol*	70% (35/14), damage 1D10+2
Thompson SMG	75% (37/15), damage 1D10+2
Dodge	50% (25/10)

Chu's Mauser has a silencer (suppressor), which halves the base range; anyone over 30 feet (9 m) away must succeed at a **Listen roll to hear the shot.*

Pulp Combat

Brawl	90% (45/18), damage 1D3+1D4 or medium knife 1D4+2+1D4
Nightstick	90% (45/18), damage 1D6+1D4
.45 C96 automatic pistol*	90% (45/18), damage 1D10+2
Thompson SMG	75% (37/15), damage 1D10+2
Dodge	60% (30/12)

Pulp Talents
Nimble: doesn't lose next action when "diving for cover" versus firearms.
Tough Guy: spend 10 Luck to shrug off up to 5 hit points in one combat round.

Skills
Climb 70%, Demolitions 30%, Fast Talk 40%, First Aid 55%, Intimidate 60%, Jump 65%, Listen 75%, Mechanical Repair 45%, Persuade 50%, Spot Hidden 65%, Stealth 75%, Swim 65%, Throw 55%.

Languages
Chinese (Shanghainese) 65%, English 10%.

Firm Action Warehouse Guards

Use this profile for all of the warehouse guards: a mix women and men, all committed to the cause.

STR 75	**CON** 55	**SIZ** 50	**DEX** 65	**INT** 70
APP 45	**POW** 45	**EDU** 35	**SAN** 45	**HP** 10
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 9	**Luck:** —

Combat
Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4 or medium knife 1D4+2+1D4
Thompson SMG	50% (25/10), damage 1D10+2
Dodge	40% (20/8)

Skills
Climb 55%, Firm Action Doctrine and Drill 75%, History (Han Glories) 70%, Intimidate 55%, Jump 50%, Listen 70%, Psychology 35%, Spot Hidden 55%, Stealth 60%, Throw 60%.

Languages
Chinese (Shanghainese) 40%.

FIGHTERS FOR THE NEW CHINA TO COME

	1	2	3	4	5	6	7	8
STR	70	65	75	70	75	60	65	70
CON	65	55	70	60	50	75	45	50
SIZ	60	65	65	55	60	75	70	65
DEX	65	65	65	65	60	60	60	60
INT	70	80	65	65	60	65	75	70
APP	45	50	55	60	55	40	25	50
POW	70	65	80	55	50	45	85	40
EDU	50	45	50	40	60	55	50	60
SAN	65	50	45	49	35	30	95	80
HP	12	12	13	11	11	15	11	11
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1	1	1
Move	9	8	8	9	8	7	7	8
MP	14	13	16	11	10	9	17	8

Luck: —

Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4 or medium knife 1D4+2+1D4
Nightstick	60% (30/12), damage 1D6+1D4
.45 automatic pistol	45% (22/9), damage 1D10+2
Thompson SMG	45% (22/9), damage 1D10+2
Dodge	35% (17/7)

Skills

Climb 45%, Firm Action Doctrine and Drill 75%, History (Han Glories) 70%, Jump 50%, Listen 70%, Spot Hidden 55%, Stealth 65%, Throw 60%.

Languages

Chinese (Shanghainese) 60%.

Green Gang Member, 16+, *criminal*

Use this profile for average Green Gang members.

STR 65	**CON** 85	**SIZ** 75	**DEX** 45	**INT** 55
APP 60	**POW** 65	**EDU** 45	**SAN** 65	**HP** 16
DB: +1D4	**Build:** 1	**Move:** 7	**MP:** 13	**Luck:** —

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4 or medium knife 1D4+2+1D4
.38 automatic pistol	50% (25/10), damage 1D10
Dodge	45% (22/9)

Skills

Drive Auto 40%, Fast Talk 55%, Intimidate 65%, Jump 50%, Law 25%, Psychology 45%, Spot Hidden 45%, Stealth 45%, Throw 45%.

Languages

Chinese (Shanghainese) 45%, English 30%.

ADVERSARIES

Sun Ch'unhua, 24, *Ho Fang's private secretary*

STR 60	**CON** 50	**SIZ** 45	**DEX** 50	**INT** 65
APP 65	**POW** 75	**EDU** 65	**SAN** 73	**HP** 9
DB: 0	**Build:** 0	**Move:** 9	**MP:** 15	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3
Dodge	40% (20/8)

Skills

Accounting 70%, Art/Craft (Shorthand) 80%, Charm 60%, Library Use 50%, Listen 50%, Persuade 50%, Psychology 55%, Spot Hidden 40%, Throw 30%.

Languages

Chinese (Mandarin) 60%, Chinese (Shanghainese) 65%, English 55%.

Ho Fang, 57, *high priest*

STR 35	**CON** 65	**SIZ** 50	**DEX** 60	**INT** 95
APP 70	**POW** 105	**EDU** 60	**SAN** 00	**HP** 11
DB: 0	**Build:** 0	**Move:** 6	**MP:** 21	**Luck:** 60

Combat

Attacks per round: 1

Brawl	65% (32/13), damage 1D3 or knife 1D4+2
Cult sickle	65% (32/13), damage 1D4+3
Dodge	40% (20/8)

Pulp Combat

Brawl	85% (42/17), damage 1D3 or knife 1D4+2
Cult sickle	85% (42/17), damage 1D4+3
Dodge	55% (27/11)

Pulp Talents

Arcane Insight: halves time to learn spells, plus bonus die on casting rolls.
Sharp Witted: bonus die for INT rolls.

Skills

Accounting 75%, Archaeology 25%, Charm 45%, Credit Rating 95%, Cthulhu Mythos 45%, Fast Talk 60%, Intimidate 70%, Listen 65%, Natural World 60%, Persuade 80%, Psychology 50%, Science (Pharmacy) 60%, Spot Hidden 70%, Stealth 70%, Swim 35%, Throw 55%.

Languages

Chinese (Classical) 75%, Chinese (Mandarin) 95%, Chinese (Shanghainese) 90%, Dutch 30%, English 60%, French 30%, Japanese 50%.

Spells: Contact Deep Ones, Contact Nyarlathotep, Grasp of Cthulhu*, Hands of Colubra*, Implant Fear, Power Drain, Powder of Ibn Ghazi, Summon Byakhee, Summon/Bind Hunting Horror, Wave of Oblivion.

See **Appendix B: Spells.*

Ho Tzu-hsi, 13, *insane daughter of Ho Fang*

STR 25	**CON** 35	**SIZ** 25	**DEX** 50	**INT** 50
APP 55	**POW** 20	**EDU** 35	**SAN** 00	**HP** 6
DB: –2	**Build:** –2	**Move:** 8	**MP:** 4	**Luck:** —

Combat

Attacks per round: n/a

Brawl	n/a
Dodge	n/a

Skills

Catch Crawling Food 55%.

Languages

Chinese (Shanghainese) 35%.

Carl Stanford, appears 47, *immortal sorcerer and fanatic*

STR 70	**CON** 80	**SIZ** 60	**DEX** 70	**INT** 90
APP 90	**POW** 200	**EDU** 99	**SAN** 00	**HP** 14
DB: +1D4	**Build:** 1	**Move:** 8	**MP:** 40	**Luck:** 90

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3+1D4
Sword cane*	65% (32/13), damage 1D6+1D4
Dodge	50% (25/10)

Pulp Combat

Brawl	60% (30/12), damage 1D3+1D4
Sword cane*	95% (47/19), damage 1D6+1D4
Dodge	65% (32/13)

**Sword cane currently holds 60 magic points.*

Pulp Talents

Arcane Insight: half time to learn spells, bonus die to casting rolls.
Rapid Attack: may spend 10 Luck points to gain one further attack in a single combat round.

Skills

Archaeology 75%, Credit Rating 68%, Cthulhu Mythos 50%, Fast Talk 85%, History 55%, Intimidate 70%, Library Use 95%, Persuade 90%, Science (Astronomy) 20%, Stealth 90%, Throw 60%.

Languages

Arabic 80%, Chinese (Mandarin) 80%, Classical Greek 95%, English 95%, various Mythos languages 40%.

Special: has a magical Gate Box, linked to its twin—the whereabouts of its twin should be determined by the Keeper. Stanford may use this to escape if events conspire against him (provided he can get to the box in time).

Spells*: any spells as the Keeper wishes. Suggested spells: Breath of the Deep, Contact Cthulhu, Contact Deep One, Dread Curse of Azathoth, Gate, Mindblast, Shrivelling, Steal Life*, Summon/Bind Byakhee, Wrack, Wither Limb.

See **Appendix B: Spells.*

Jules Savoyard, 39, *ship's captain*

STR 40	**CON** 50	**SIZ** 75	**DEX** 45	**INT** 50
APP 15	**POW** 60	**EDU** 50	**SAN** 00	**HP** 12
DB: 0	**Build:** 0	**Move:** 7	**MP:** 12	**Luck:** —

Combat

Attacks per round: 1

Brawl	25% (12/5), damage 1D3 or club 1D6
.38 automatic pistol	45% (22/9), damage 1D10
Dodge	22% (11/4)

Skills

Cthulhu Mythos 15%, Drink Like a Sailor 90%, Intimidate 55%, Jump 35%, Law (Maritime) 20%, Navigate 65%, Pilot (Boat) 65%, Spot Hidden 50%, Stealth 40%, Throw 60%.

Languages

Chinese (Shanghainese) 20%, English 35%, French 75%.

Spells: Wave of Oblivion.

Sir Aubrey Penhew, appears 55, *peer of the realm and callous sorcerer*

STR 75	**CON** 90	**SIZ** 60	**DEX** 80	**INT** 96
APP 90	**POW** 105	**EDU** 90	**SAN** 00	**HP** 15
DB: +1D4	**Build:** 1	**Move:** 9	**MP:** 21	**Luck:** 90

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4
Cult sickle	45% (22/9), damage 1D4+3
.38 revolver	35% (17/7), damage 1D10
Dodge	40% (20/8)

Pulp Talents

Quick Healer: natural healing increased to +3 hit points per day.
Weird Science: build and repair weird science gadgets.

Skills

Anthropology 55%, Archaeology 75%, Credit Rating 92%, Cthulhu Mythos 36%, Electrical Repair 35%, History (Egyptian) 75%, Intimidate 60%, Mechanical Repair 45%, Occult 70%, Persuade 75%, Psychology 55%, Science (Astronomy) 25%, Science (Physics) 35%, Stealth 45%, Throw 45%.

Languages

Arabic 40%, Chinese (Mandarin) 50%, Chinese (Shanghainese) 35%, Deep One Speech 35%, Egyptian Hieroglyphs 85%, English 90%, Read Yithian 50%.

Spells: Contact Deep One, Contact Nyarlathotep, Dread Curse of Azathoth, Fist of Yog-Sothoth, Mindblast, Power Drain, Raise Dead†, Shrivelling, Steal Life*, Wave of Oblivion, Wrack, others as desired.

See **Appendix B: Spells.*
*†Penhew's Raise Dead is a flawed version of the Resurrection spell (see **The Game Lodge**, page 413, Kenya).*

AVERAGE CULTIST OF THE BLOATED WOMAN (CHINA), ASSORTED THUGS

Use these profiles for Ho Fang's cultists.

	1	2	3	4	5	6	7	8
STR	80	85	90	75	85	80	50	80
CON	65	50	60	70	80	45	50	40
SIZ	55	45	40	65	50	50	90	60
DEX	85	80	75	65	65	45	55	50
INT	50	45	40	50	40	40	60	70
APP	15	15	20	30	25	35	20	35
POW	45	30	65	20	75	45	50	70
EDU	40	20	20	40	25	15	30	60
SAN	00	00	00	00	00	00	00	00
HP	12	9	10	13	13	9	14	10
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1	1	1
Move	9	9	9	8	9	8	7	8
MP	9	6	13	4	15	9	10	14

Luck: —

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+1D4
Jo (wooden) staff	45% (22/9), damage 1D6+1D4
Cult sickle	45% (22/9), damage 1D4+3+1D4
Dodge	55% (27/11)

Skills

Art/Craft (Singing) 25%, Climb 50%, Cthulhu Mythos 08%, Fast Talk 25%, Jump 55%, Listen 50%, Persuade 20%, Pilot (Boat) 30%, Spot Hidden 35%, Stealth 55%, Swim 65%, Throw 50%.

Languages

Chinese (Cantonese, Hakka, Mandarin, Shanghainese, etc.) 60%, English 10%.

MONSTERS

Sand Crab Swarm, *mutated monsters*

	Average	*Rolls*
STR	45	(1D6+6) ×5
CON	65	(2D6+6) ×5
SIZ	55	(2D6+4) ×5
POW	35	2D6 ×5
DEX	45	(2D6+2) ×5

HP: 12
Average Damage Bonus: 0
Average Build: 0
Move: 7
Luck: —

Combat

Attacks per round: 2 (slashing, stabbing pincers)
Swarm (mnvr): like rats, a group of sand crabs can overwhelm a much larger individual. Such a swarm gains a bonus die on their attack roll due to outnumbering their target, and collectively deals 2D6 damage.

Fighting	45% (22/9), damage 1D3
Swarm (mnvr)	45% (22/9), damage 2D6
Dodge	n/a

Armor: 3-point shell.
Sanity loss: none, unless the witness has kabourophobia—a fear of crabs and crustaceans (then 0/1D3 loss).

Shoggoth-Twsha, *deep one shoggoth controller*

STR 120	**CON** 90	**SIZ** 120	**DEX** 90	**INT** 90
APP —	**POW** 120	**EDU** —	**SAN** —	**HP** 21
DB: +2D6	**Build:** 3	**Move:** 8/10*	**MP:** 24	**Luck:** —

**Swimming.*

Combat

Attacks per round: 1 (uses the shoggoth it controls as a weapon, but may attack if necessary)

Fighting	25% (12/5), damage 1D6+2D6
Dodge	45% (22/9)

Skills

Climb 10%, Cthulhu Mythos 22%, Deep One Speech 70%, Listen 40%, Spot Hidden 40%, Stealth 10%, Swim 90%.

Armor: 1-point skin and scales.
Spells: Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion.
Sanity loss: 1/1D6 Sanity points to see a shoggoth-twsha.

Twsha-Controlled Slave, *unfortunate humans*

Use this profile for all controlled slaves.

STR 55	**CON** 40	**SIZ** 65	**DEX** 50	**INT** 00
APP 50	**POW** 30	**EDU** 50	**SAN** 00	**HP** 10
DB: 0	**Build:** 0	**Move:** 7	**MP:** 6	**Luck:** —

Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3
Dodge	30% (15/6)

The Bloated Woman, *avatar of Nyarlathotep*

Resembles a 600-pound (270 kg), 7 foot (2 m) tall monstrous yet human woman, with tentacles in place of arms, and more tentacles sprouting from rolls of sickly yellow-gray flesh. Below her eyes waves another tentacle, and below and beside that are four lumpy chins, each sporting a mouth; each a perfect rosy bow made hideous by clusters of fangs. Multiple smaller tentacles sprout from the rest of her body.

STR 155	**CON** 220	**SIZ** 170	**DEX** 95	**INT** 430
APP —	**POW** 500	**EDU** —	**SAN** —	**HP** 39
DB: +3D6	**Build:** 4	**Move:** 8	**MP:** 100	**Luck:** —

Combat

Attacks per round: 2 (main tentacles) + 1D6 smaller tentacles

Fighting Attacks: can attack with both arm tentacles each round, dealing 3D6 points of damage. Alternatively, the target may be held, gripped by the tentacle and, on the following round, mouthed by one of the slobbering maws. This mouthing, the "Kiss" of the Bloated Woman, destroys the victim's INT at a rate of 3D10 points per round. As long as the victim has INT remaining, they can try to escape by an opposed STR or DEX roll versus the Bloated Woman's SIZ. When a victim's INT is reduced to 0, their skull bursts open under the Woman's slobbering lips and the entity slurps down their living brains (the "gray lilies" of the poem).

The Bloated Woman has a thicket of smaller tentacles with which she may also attack. Each round, roll 1D6 for the number of smaller tentacles which attack; each wields a small, sharp sickle, and inflicts 1D4 damage plus damage bonus.

Fighting	85% (42/17), damage 3D6
Tentacle Grasp (mnvr)	85% (42/17), damage held for Kiss on following round
Kiss	automatic when grasped, damage destroys 3D10 points of INT per round
Sickle	50% (25/10), damage 1D4+3D6

Armor: none. If reduced to zero hit points, becomes a mass of reflexively writhing tentacles that bore into the earth and disintegrate. The Bloated Woman rises again from this tentacular ruin in 1D6+2 months (this apparent death and eventual rebirth has no bearing on Nyarlathotep or his other avatars). Alternatively, at Nyarlathotep's whim, her body splits open and an indescribably monstrous, mind-wrenching form squeezes its way out of the human shell before departing (refer to the Bloody Tongue aspect, page 447, Africa).
Spells: the Bloated Woman knows all Mythos spells. She can summon monsters at the rate of 1 magic point per 5 POW of the monster. She may summon shantaks, hunting horrors, or servitors of the Outer Gods at the cost of 1 magic point per 10 POW of the monster.
Sanity loss: 1D8/1D20 Sanity points to see the Bloated Woman; no loss if beguiled by the beautiful young woman behind the Black Fan.

MUTANT CRAB-CLAWED DEEP ONE, WARPED ABOMINATION

Use this profile for all mutated deep ones.

STR 90	**CON** 60	**SIZ** 105	**DEX** 40	**INT** 60
APP —	**POW** 40	**EDU** —	**SAN** —	**HP** 16
DB: +1D6	**Build:** 2	**Move:** 8/10*	**MP:** 8	**Luck:** —

**Swimming.*

Combat
Attacks per round: 1 (smash, pinch, bash)

Fighting	70% (35/14), damage 1D8+1D6
Dodge	30% (15/6)

Skills
Jump 30%, Listen 40%, Spot Hidden 45%, Stealth 35%, Swim 80%, Throw 25%.

Armor: 1-point cracked, leathery skin.
Spells: none.
Sanity loss: 1/1D6 Sanity points to see a mutant crab-clawed deep one.

THE SHOGGOTH, REASSEMBLED HORROR

STR 300	**CON** 210	**SIZ** 400	**DEX** 15	**INT** 30
APP —	**POW** 50	**EDU** —	**SAN** —	**HP** 61
DB: +7D6	**Build:** 8	**Move:** 7/10	**MP:** 10	**Luck:** —

**Swimming.*

Combat
Attacks per round: 2 (whack, crush, squeeze, engulf)

Fighting attacks: in combat, a shoggoth covers an area 5 yards (4.6 m) square and is able to produce tentacles, claws, or any manner of appendages at will with which to perform attacks. An attack may either inflict damage or engulf the target.

Engulf: each person engulfed within the shoggoth is attacked separately and each must make a successful opposed STR roll or be sucked apart (per round while engulfed). If the shoggoth attacks more than one target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can strike back only on rounds in which they successfully make a STR roll. Each round a victim is held within a shoggoth, they lose hit points equal to the shoggoth's damage bonus; the damage describable as rupturing, crushing, and being sucked into pieces. A shoggoth can engulf any number of enemies; however they may not exceed a total SIZ greater than its own SIZ.

Fighting	80% (40/16), damage 9D6 or it can choose to engulf the target (see note)
Dodge	8% (4/1)

Skills
Track 50%.

Armor: none, but (1) fire and electrical attacks deal only half damage; (2) physical weapons, such as firearms and knives, deal only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.
Spells: none.
Sanity loss: 1D6/1D20 Sanity points to see a shoggoth.

CRAZED CREW OF THE DARK MISTRESS

These hybrids eventually degenerate into deep ones. They attack intruders upon sight and fight ferociously; they are all thoroughly insane. On board ship, there is not much for them to do, and they imitate their inebriated captain in endless bouts of drinking and sleeping. They are not much more alert at sea than at anchor.

	1	2	3	4	5	6
STR	50	55	45	45	55	65
CON	45	40	50	35	75	60
SIZ	60	65	50	45	55	45
DEX	65	60	60	50	45	45
INT	45	45	40	40	40	40
APP	20	20	25	15	15	15
POW	25	20	65	40	35	50
EDU	30	25	40	40	35	45
SAN	00	00	00	00	00	00
HP	10	10	10	8	13	10
DB	0	0	0	0	0	0
Build	0	0	0	0	0	0
Move	8	7	8	8	8	8
MP	5	4	13	8	7	10

Luck: —

Combat

Attacks per round: 1

Fighting	65% (32/13), damage 1D3
Cult sickle	65% (32/13), damage 1D4+3
Club	65% (32/13), damage 1D6
Dodge	45% (22/9)

Skills

Fishing 65%, Listen 45%, Pilot (Boat) 40%, Spot Hidden 40%, Swim 90%, Throw 40%.

Languages

Chinese (Shanghainese) 25%, Deep One Speech 25%.

Armor: none.
Spells: none.
Sanity loss: 0/1D4 Sanity points to see a deep one hybrid.

Opposite: The opening of the Great Gate



VILLAGER HYBRIDS ON GRAY DRAGON ISLAND

	1	2	3	4	5	6	7	8
STR	55	50	40	40	55	70	60	55
CON	45	40	50	35	75	60	50	45
SIZ	60	60	50	45	55	45	60	65
DEX	65	60	60	50	45	45	45	40
INT	45	45	40	40	40	40	45	45
APP	20	20	25	15	15	15	30	40
POW	25	20	65	40	35	50	55	30
EDU	30	15	20	35	30	40	30	35
SAN	00	00	00	00	00	00	00	00
HP	10	10	10	8	13	10	11	11
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	8	8	8	8	8	8	8	7
MP	5	4	13	8	7	10	11	6

Luck: —

Combat

Attacks per round: 1

Fighting	45% (22/9), damage 1D3
Cult sickle	45% (22/9), damage 1D4+3
Club	45% (22/9), damage 1D6
Dodge	30% (15/6)

Skills

Art/Craft (Fishing) 65%, Listen 45%, Pilot (Boat) 40%, Spot Hidden 45%, Stealth 55%, Swim 90%, Throw 35%.

Languages

Chinese (Shanghainese) 60%, Deep One Speech 25%.

DIRE DEEP ONES OF GRAY DRAGON ISLAND

	1	2	3	4	5	6	7	8
STR	50	65	55	60	65	80	100	80
CON	30	85	70	35	55	80	75	55
SIZ	95	75	105	80	95	60	50	75
DEX	80	75	75	70	60	50	40	25
INT	65	65	45	80	55	55	80	75
POW	30	70	50	40	45	65	55	45
HP	12	16	17	11	15	14	12	13
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1	1	1
HP	7/10	8/10	7/10	7/10	7/10	8/10	8/10	8/10
MP	6	14	10	8	9	13	11	9

*Land/Water

Luck: —

Combat

Attacks per round: 1 (claw, bite, weapon)

Fighting	45% (22/9), damage 1D4+1D4
Trident	45% (22/9), damage 1D6+1+1D4
Dodge	45% (22/9)

Skills

Jump 40%, Listen 40%, Spot Hidden 45%, Stealth 35%, Swim 95%, Throw 25%.

Armor: none.

Spells: Deep One #2 knows Shrivelling.

Sanity loss: 0/1D6 Sanity points to see a deep one.



CHAPTER 8

GRAND CONCLUSION

Amicitiae nostrae memoriam spero sempiternam fore
(I hope the memory of our friendship will be everlasting)

— Cicero

Possibly, the investigators have destroyed Sir Aubrey's rocket; however, if they haven't placed wards of the Eye of Light and Darkness in Australia (City of the Great Race), China (Gray Dragon Island), and Kenya (Mountain of the Black Wind), then it is only a matter of time before the cults (or what is left of them) try to open the Great Gate again using these three sites of power. Even if the investigators do protect the critical sites, surviving cultists are likely to dog them, desperate to know just where the wards have been planted.

If Nitocris was raised and survives, she makes it her business to keep a watchful eye on the investigators for the rest of their days, hounding them from the shadows and disrupting their lives at every opportunity, directly or by involving them as pawns in her devious schemes. One day, her lurking shadow will darken the investigators' collective doors and her revenge will be sweet.

Perhaps at least one ward has been placed, which stymies the cults' efforts for a while. All it takes, in the years to come, is for one unwitting fool—just like Roger Carlyle—to destroy the ward and thereby open the way for the creation of the Great Gate. Ingenious investigators may have replaced the ward on the Red Pyramid at Dahshur to, once again, prevent the Black Pharaoh from entering the inner sanctum of the Bent Pyramid. Such efforts provide a sense of victory, helping to bring stability, but are inconsequential to entities who do not conceive of concepts like time or, if they do, measure its passage in aeons rather than human years.

But, given that the investigators did not utterly fail, they have saved the world… for now. Let them rejoice and take a moment to reflect on friends found and lost, to retell their war stories, and to crack open a bottle of champagne. They certainly deserve it. In time, their victories a little faded, the nightmares will come, along with the painful memories of the horrors they encountered. While some may go on to continue the fight and find oblivion through heroic sacrifice, many will seek solace in seclusion, withering away in fear as the weight of an uncaring cosmos overburdens their very existence.

THE EVENTS OF JANUARY 14, 1926 BY CHAPTER

To help bring the campaign to an appropriate close, the following sections describe what might happen in each of the campaign's locations, particularly if the investigators are in this locale when the total solar eclipse occurs. Following this, **The Ultimate Outcome** provides a means to calculate just how successful the investigators have been in their struggle against Nyarlathotep and his minions.

America

Although New York is not a critical locus for the Great Plan, if the investigators have not dealt with M'Dari and his followers then they gather at the time ordained and join with Nyarlathotep's other worshippers across the world and raise their voices in his praise. The ceremony is a grander version of the monthly rites. Following the ceremony, high on adrenalin and driven by insanity, some cultists take to the streets in a wanton spree of murder.

England

Like New York, England is not a critical site for the Great Plan. Whether Gavigan or Shafik (or neither) now rules the London chapter of the Brotherhood of the Black Pharaoh is down to the investigators' actions. If neither the high priest nor priestess commands the Brotherhood, another steps up from the ranks to continue their master's work. Whether at Misr House or, if that place is no longer safe for the cult, in some secluded backwater outside the capital, the cultists gather to add their voices to the chanting of their fellows around the world. Alternatively, if the investigators did their job well, perhaps nothing remains of the cult other than a few members howling in their prison cells.

Opposite: The Grand Conclusion

Egypt

If the investigators failed to prevent Nitocris' resurrection and at least some of the cult survives, then the Egyptian Brotherhood of the Black Pharaoh performs the rites necessary for the Great Plan in the catacombs beneath the Sphinx at Giza, summoning the Black Sphinx as they would during other eclipses. However, like New York, they are not an important locus for the ritual and their contribution is, therefore, a minor one. Perhaps, if Omar al-Shakti is gone and Nitocris is in full command, the queen orders her followers to take no role in the Great Plan, believing it to be contrary to her own schemes. In time, her divergent plans will bring her to the fore, but during the eclipse the catacombs beneath the Sphinx are strangely quiet.

Kenya

The rite in Kenya is essential to making the Great Gate permanent. Unless the players have intervened, the Spawn of Nyarlathotep and M'Weru use their marine chronometer to time the casting of their great ritual at the Mountain of the Black Wind. Much like the Ritual of the Birth, there are many sacrifices and much mayhem. Ultimately, the ceremony forms one corner of the arcane triangle which also powers the Great Gate, with China and Australia forming the other two corners. If the investigators were successful in stopping Sir Aubrey's rocket, the cult in Kenya could open its own version of the Gate, although doing so would require great effort, more deaths, and a far longer ritual—presuming the cult is left to its own devices without interference.

Australia

A critical location for the Great Plan. Unless the players have intervened, Huston uses his marine chronometer to time the casting of the great ritual at the Purple Dome Temple. This is much like the quarterly rituals. Ultimately, this ritual forms one corner of the arcane triangle powering the opening of the Great Gate, with China and Kenya forming the other two corners. If the investigators were successful in both stopping Sir Aubrey's rocket and preventing the ritual taking place in Kenya, the efforts of those in Australia are for naught.

China

A critical location for the Great Plan. While Sir Aubrey's rocket is required to tear open reality to provide the foundations for the Great Gate, it is the Order of the Bloated Woman's job to call forth dread things from beyond space and time. If the investigators fail to stop the rocket's launch, and the cult still exists in sufficient numbers, then at the appointed time all proceeds as planned. Ultimately, they form one corner of the arcane triangle that powers the Great Gate, with Kenya and Australia forming the other two corners. If the investigators were successful in stopping Sir Aubrey's rocket and preventing the ritual taking place in Kenya, the efforts of those in China are not completely in vain: while the Great Gate is not fully realized, the Order's ceremony does bring some otherworldly horrors through the veil, just not as many as expected. Where they appear and what these horrors from beyond are should be determined by the Keeper and may form the basis for possible future scenarios.

THE ULTIMATE OUTCOME

As an option, as each chapter is completed the Keeper should record what happens, especially with regard to the cults' plans. The final outcome of the campaign can then be gauged with consideration of the investigators' actions in each chapter. Note that, as a prologue, the Peru chapter does not figure in the calculation of results.

For simplicity, the cults' achievements have been abstracted to point values. When January 14, 1926 arrives, the Keeper should add up the points for each chapter. The more points the cults score, the more successful is their evil plan, helping the Keeper to judge the success of the player's efforts.

There are three levels of the final outcome:

- The cultists fail: **The Horror Averted**
- The cultists achieve a partial success: **The Lesser Horror**
- The cultists succeed: **The Full Horror**

The total point score will indicate which of the three outcomes occur in your game.

America

Choose one:

- Mukunga M'Dari remains alive and able to support the performance of the Great Rite at the Ju Ju House: 4 points.
- Mukunga M'Dari is eliminated. A lesser acolyte performs the Great Rite: 2 points.
- Mukunga M'Dari and the New York Cult of the Bloody Tongue are eliminated: 1 point.

England

Choose one:

- Edward Gavigan remains alive and able to support the performance of the Great Rite at Misr House: 4 points.
- Edward Gavigan is eliminated. Zahra Shafik performs the Great Rite at Misr House or another location: 3 points.
- Both Edward Gavigan and Zahra Shafik are eliminated. A lesser acolyte performs the Great Rite: 2 points.
- Edward Gavigan, Zahra Shafik, and the London Brotherhood of the Black Pharaoh are eliminated: 1 point.

Egypt

Choose one:

- Omar al-Shakti remains alive and able to support the performance of the Great Rite in the Great Chamber of Nyarlathotep: 3 points.
- Omar al-Shakti is eliminated. A lesser acolyte performs the Great Rite in the Great Chamber of Nyarlathotep: 2 points.

In addition:

- An Eye of Light and Darkness has been cast upon Nyarlathotep's Sanctum and/or the Great Chamber of Nyarlathotep. The Great Rite may be performed at a lesser site nearby: halve the total point score for Egypt (round down).

Kenya

Choose one:

- Spawn of Nyarlathotep and M'Weru both remain alive and able to perform the Great Rite at the Mountain of the Black Wind: 10 points.
- M'weru is eliminated. Spawn of Nyarlathotep performs the Great Rite at the Mountain of the Black Wind: 6 points.
- Spawn of Nyarlathotep is eliminated. M'Weru performs the Great Rite at the Mountain of the Black Wind: 3 points.
- Both the Spawn of Nyarlathotep and M'Weru are eliminated. A lesser acolyte performs the Great Rite at the Mountain of the Black Wind: 2 points.

In addition:

- The marine chronometer is destroyed or tampered with: deduct 1 point.
- An Eye of Light and Darkness has been cast upon the Mountain of the Black Wind. The Great Rite may be performed at a lesser site nearby: halve the total point score for Kenya (round down).

Australia

Choose one:

- Robert Huston remains alive and able to perform the Great Rite: 6 points.
- Robert Huston is eliminated from play. One of Huston's lesser acolytes performs the Great Rite: 2 points.
- Robert Huston and his Cult of the Sand Bat are eliminated: 1 point.

In addition:

- The marine chronometer is destroyed or tampered with: deduct 1 point.
- The great statue of Nyarlathotep in the Purple Dome Temple remains intact and is used in the ritual: 2 points.
- An Eye of Light and Darkness has been cast upon the underground city, preventing the use of the Purple Dome Temple. The Great Rite may be performed at a lesser site nearby: halve the total point score for Australia (round down).

China

Choose one:

- The rocket goes off as planned: 10 points.
- The rocket is impaired in some way (forced to use inferior parts following sabotage): 6 points.
- The rocket fails. Sir Aubrey and Ho Fang perform the Great Rite: 6 points.
- The rocket fails and Sir Aubrey is eliminated. Ho Fang conducts the Great Rite. 3 points.
- The rocket fails and both Sir Aubrey and Ho Fang are eliminated. A lesser acolyte performs the Great Rite: 2 points.
- Rocket, Sir Aubrey, Ho Fang, and the Order of the Bloated Woman are eliminated: 1 point.

In addition:

- The marine chronometer is destroyed or tampered with: deduct 1 point.
- An Eye of Light and Darkness has been cast upon the volcano, preventing its use as a summoning site. The Great Rite may be performed at a lesser site nearby: halve the total point score for Shanghai (round down).

RESULTS

Calculate the total points from all of the chapters and then refer to the results below.

The Full Horror (25 points or more)

As the total eclipse of the sun darkens the Indian Ocean, onlookers see the flash from the exploding rocket, while the sea ripples and draws back to form a huge tsunami. A rent appears in the roiling air, an interstellar blackness graced with a single red, pulsing star. As the Great Gate opens wide, spheres of unearthly light hurtle through. Those from Beyond are returning: Aldebaran and Fomalhaut send forth their children; the minions of Hastur, Cthugha, and Shub-Niggurath now join those of Cthulhu and other Great Old Ones, to further turn the wheel toward their re-ascension of the thrones of Earth. Ships sink and farms burn, while meteorites destroy cities. The True Gods are free from their aeons of slumber, and the laughter of Nyarlathotep grows ever louder, echoing into black infinity.

As the Old Ones return, the light of humanity dims. The few that survive the initial onslaught are doomed to spend their last days in a world that grows grayer day-by-day. Alone somewhere, the last human exhales a final prayer to nothingness. And with that, all human endeavors come to an end.

The Lesser Horror (7 to 24 points)

As the total eclipse of the sun darkens the Indian Ocean, a rent appears in the roiling air, an interstellar blackness graced with a single red, pulsing star. The Great Gate cracks open, and the world quivers. But something is amiss; the rituals have not been performed adequately, and the Gate pulses with cosmic light but then snaps closed again.

Across the world cracks in reality permit entry to all manner of Mythos horrors. Ghouls burst up through the graveyards of New York. Dimensional shamblers skulk through the shadowy corners of Shanghai. Deep ones raid the London docks while sand-dwellers terrorize those visiting the pyramids of Egypt. Hunting horrors fly across the wide-open spaces of the Australian desert in search of prey.

Wherever the investigators are, they witness some manifestation of these lesser horrors. At the Keeper's discretion, this outcome may provide the basis for all manner of future scenarios, pitching the investigators against differing Mythos incursions and their aftermath.

The Horror Averted (6 points or fewer)

As the total eclipse of the sun darkens the Indian Ocean, onlookers enjoy this wonderful spectacle of nature. Darkness descends as the investigators hold their collective breath… Were they successful? As the sun's light returns, the peace is deafening. The eclipse is over. Those who saw it will remember it for the rest of their lives. The investigators have saved the day. For now, at least.

REWARDS: FINISHING THE CAMPAIGN

If the investigators manage to ward any of the three parts of the triangle forming the Great Gate, reward them with +1D10 Sanity points for each place warded.

Having delved so far into the Mythos, the investigators' lives have changed forever, and there is no going back to the blissful ignorance of the past. They must bid goodbye to personal peace and comfort, and find lonely contentment in great deeds achieved for the good of all mankind.

EXTENDING THE CAMPAIGN

Perhaps the story continues? While the investigators have set back or put paid to Nyarlathotep's schemes for now, the wily Outer God and his minions will continue to strive for their end goal. Maybe the setback is short-lived, and the cults look toward another eclipse to unravel the fabric of the universe. Or, in the aftermath of the Great Rite, strange and terrible monsters now lurk and prey upon humanity. The following information and ideas serve to provide the Keeper with a handful of suggestions on how they might continue the campaign, or to construct new scenarios for other groups of investigators caught up in the after-effects of the Great Rite.

Total Solar Eclipses

If the investigators stymie Nyarlathotep's Great Plan scheduled for January 14, 1926, the dread god and his cults may try again during a later one. Worldwide, a total solar eclipse occurs once or twice a year, though the phenomenon is rare in any one earthly location. Here's a summary of total eclipses for the remainder of the decade, with indications of regional totality:

- June 29, 1927 (Britain, Scandinavia, Northeast Siberia, Aleutian Islands).
- May 8–9, 1928 (Southeast Asia, Philippines, Central Pacific, South Atlantic).
- May 19, 1928 (South Atlantic).
- April 28, 1930 (Northern California, Oregon, Idaho, Nevada, Western Utah).
- October 21–22, 1930 (South Pacific).

Suggested Investigations

Returning to Clean Up the Mess
Perhaps the investigators left business unfinished in one of the campaign's locales. Will they go back and take care of the loose ends?

A Plethora of Monsters
Assuming the Lesser Horror result, a number of monsters came through the Gate. The investigators hear strange reports of disappearances, horrifying deaths, and a growth in ugly cults. Will they seek out these creatures from Outside to prevent any further loss of life?

Revenge Most Foul
In the course of their travels they have met many people, some who would be most annoyed and aggrieved by the investigators' actions: High priests, priestesses, and acolytes, to say nothing of criminal elements who may have a grudge to bear. Just when the investigators think their work is done, dark shadows begin to fall upon them.

The New Queen
With her ambitions at odds with the Great Plan enacted by the members of the Carlyle Expedition, Nitocris may be pleased with its failure, allowing her a free hand to move her agenda forward. She now knows the investigators are a force to be reckoned with, so how long before she and her minions come knocking on their door?

ALL GOOD THINGS...

Thus, the *Masks of Nyarlathotep* comes to an end. Congratulations are in order to you, dear Keeper, for what we hope was an epic experience and much fun to run for your group of players. Please pass on our thanks and congratulations (or commiserations) to your players for their endeavors—we hope they had fun too!



What repercussions are in store for the investigators?

APPENDIX

A TRAVEL

Travel in the campaign may play a greater or lesser role, depending on your chosen style of game. Most times, the campaign assumes travel has taken place and the investigators have simply arrived at their next destination, allowing the campaign's locations to progress in a speedy fashion without undue downtime in between—effectively "red lining" the travel, as often used in *Pulp Cthulhu* games. Some groups may want the travel to play a larger role, incorporating NPCs from the campaign and, perhaps, further consequences to make certain journeys more dramatic.

This appendix provides guidance on travel by sea, air, and train. Journey times, environment, and the broad logistics of travel are covered, alongside some ideas for encounters that may be included while the investigators are going from one part of the world to another. There are also some suggestions for using journeys as investigator development phases.

SEA TRAVEL

With air travel still in its infancy, most long-distance travel in the 1920s will include sea travel, be it on one of the great ocean liners of the day or as passengers on a less than reputable freighter.

Journey Times

Here are the standard journey times (approximate) for travel between the campaign's key locations. Of course, sea travel can be unpredictable (especially in 1925) and the times given may be adjusted at the Keeper's discretion. For pulp, the lower value travel times are recommended.

Table: Oceanic Travel Times relates the six ports that are important in *Masks of Nyarlathotep*. The vertical column lists the departure ports. The arrival ports are cross-referenced on the horizontal band running across the top of the table. Indexing the two gives the travel time in days between the two ports. The lower number given assumes very favourable conditions and direct connections without any delays; the higher number might be considered the norm, with changeable weather, connection delays, time for repairs or refuelling, and so on.

If the investigators take a freighter or a tramp steamer (perhaps fleeing port in the middle of the night) the journey time should always be the higher value.

Cost of Sea Travel

Obviously, ticket prices vary. For the most part, the Keeper is advised to hand-wave mundane costs throughout the campaign and, instead, focus on the plot and creating engaging and dramatic play. If you do wish to account for travel costs, use the following as a baseline.

- Cost of a one-way first-class ticket on a passenger liner: multiply the days traveled by $30. A New York to London trip is $120 to $270, London to Cairo is $120 to $360, and so forth. Halve fare for second-class ticket.
- Cost of a one-way steerage ticket on a passenger liner: multiply the days traveled by $9. A New York to London ticket costs $36 to $81, a London to Cairo ticket costs $36 to $108, etc. Freighters and tramp steamers normally offer a single class to all passengers (if they accept passengers at all). Some cargo ships might accept steerage or deck passengers as well, and some tramp steamer captains might be prepared to take on extra hands who are willing to work hard in exchange for passage.

Life on Ship

The investigators' experience at sea depends on the type of ship they are traveling on, and how much they pay. On an ocean liner there are three broad classes of berth: first, second, and third (often called "steerage").

TABLE: OCEANIC TRAVEL TIMES IN DAYS

	USA (New York)	England (Southampton)	Egypt (Port Said)	Kenya (Mombasa)	Australia (Melbourne)	China (Shanghai)
USA (New York)	—	4 to 9	8 to 21	12 to 34	24 to 54	25 to 60
England (Southampton)	4 to 9	—	4 to 12	10 to 25	30 to 45	22 to 43
Egypt (Port Said)	8 to 21	4 to 12	—	4 to 12	14 to 32	18 to 30
Kenya (Mombasa)	12 to 34	10 to 25	4 to 12	—	10 to 25	14 to 26
Australia (Melbourne)	24 to 54	30 to 45	14 to 32	10 to 25	—	13 to 21
China (Shanghai)	25 to 60	22 to 43	18 to 30	14 to 26	13 to 21	—

First class travel means large sleeping cabins, often arranged in a suite with a salon or other private spaces. Dining will be of a high quality, with separate sittings away from the *hoi polloi*. First class passengers often bring some of their own servants, but can also expect attentive service from uniformed ship's crew. Cabins and first class amenities are positioned higher up the ship, with easy access to the decks for promenading.

Second class passengers have their own cabins, the size of which depends on the type of ship: the bigger and newer the liner, the bigger and more luxurious the cabin. Lower in the hull than first class, second-class cabins and spaces take up the upper middle portion of a ship.

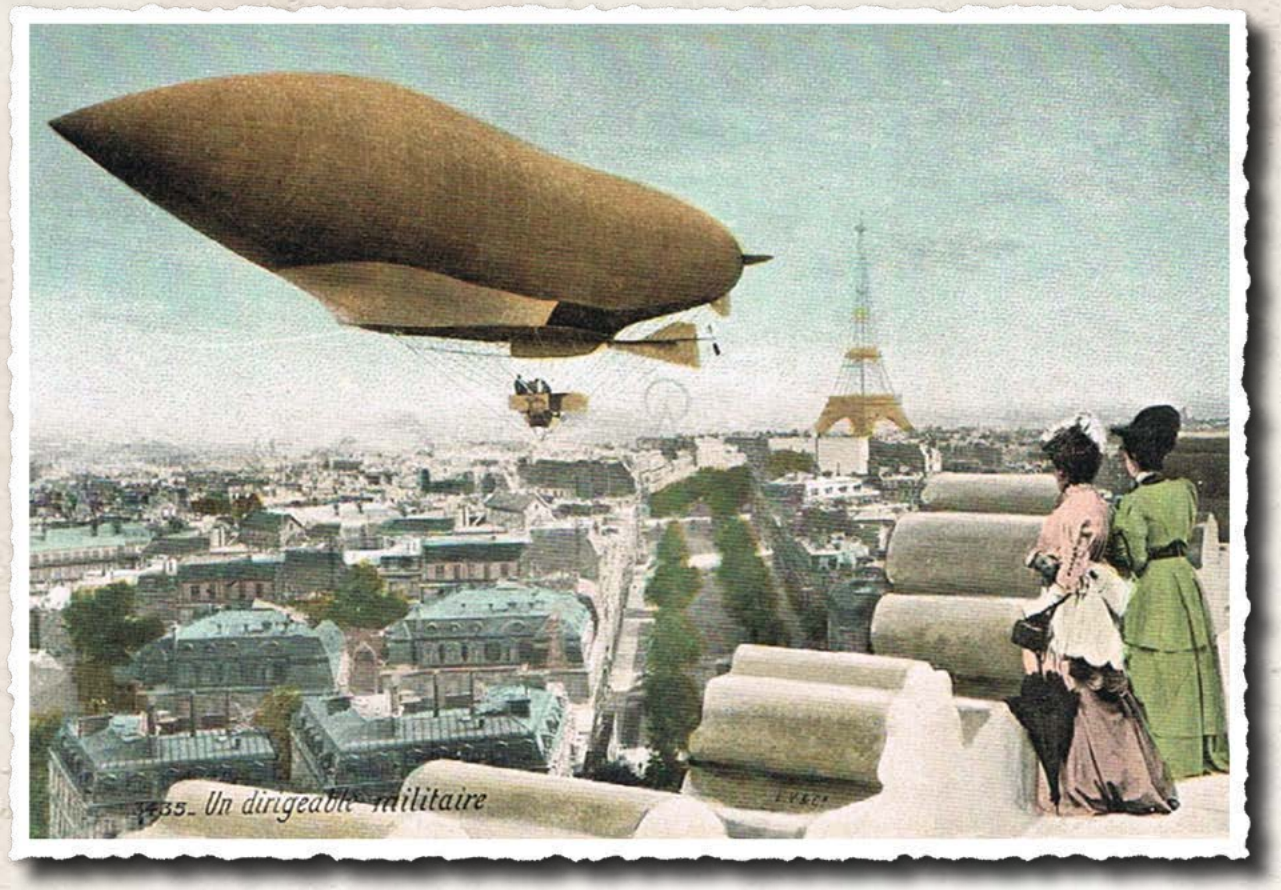
Third class ("steerage") passengers share cabins, often with several bunks in each, with each bunk being sold as a separate berth. Low down in the ship, steerage is cramped, and any recreational spaces are communal and limited. Noise from the engines is louder in these areas, and space is tight. The decks of ships are also segregated by class, with third class passengers having the most limited access.

Freighters and Tramp Steamers

A freighter is not designed or geared to taking passengers. Most that do take passengers do so simply to make a bit of extra money from a trip. As such, the facilities on board a freighter are likely to be cramped, noisy, and less than accommodating. Without the class segregation of ocean liners, passengers may have more freedom of movement. The one exception to this is that a freighter captain will often put a total ban on passengers accessing the cargo or engine spaces.

HANDY SHIP NAMES

The following merchant and passenger ships may be used to transport the investigators across the world: the *Laurentides*, an Atlantic-run passenger vessel, British registry; the *Snohomish*, a U.S. merchantman with passenger space; the *Ineluctable*, an older passenger liner; the *Amra*, an old tramp steamer; the *Chukawan*, a light freighter; not forgetting the *Ivory Wind*, a merchantman running between London and China (see **The Ivory Wind**, page 210, London).



The cheapest berth on a freighter is similar to steerage on an ocean liner, but likely sharing with the ship's crew. Above that, the only other option is to pay the captain for one of his officers' cabins, which would be broadly similar to second class on a passenger liner.

Those working their passage can expect to endure long, hard, monotonous work, and will be considered to be at the bottom in terms of the ship's pecking order, below paying passengers and regular crew. Despite these hardships, such individuals will have greater access to the ship.

AIR TRAVEL

Air travel is very much in its infancy during the 1920s. Passenger planes are rare and fly relatively short journeys. Transatlantic travel by plane is not possible, and airship travel will not truly arrive until the end of the decade. Air travel is likely, therefore, to be limited in a campaign played in line with the period. For Keepers who want to play more loosely with historical details, air travel is possibility, and for those running the campaign with *Pulp Cthulhu* the sky's the limit—feel free to have airships crisscrossing the oceans.

Journey Times and Cost

Aircraft average only 100 miles per hour and are limited to flights of no more than a few hundred miles. This means that investigators might use air travel to get between cities, or from Britain to the Continent but, unless you wish to change the decade of play, there is no option to fly directly from London to Cairo, for example.

The average cost for one or two passengers in an open cockpit biplane is $10. Sitting on mailbags in the back of a commercial plane might cost $30 to $50, and a seat on one of the few dedicated passenger planes costs around $100.

Life in the Air

Air travel is not a refined or comfortable experience. The conveniences found on ocean liners or the great railways are still very much in their infancy for air travel. The few passenger planes that exist only carry a dozen passengers in a single small cabin, with wooden backed chairs and no heating. On cargo planes, paying passengers literally sit on mail sacks (as that is the cargo most often carried by air). Aircraft in the 1920s are noisy, reek of fuel, and are liable to vibration and instability in the air. Air sickness and vomiting on take off and during flight are common. The frames of aircraft are wooden, their skins fabric and paper, and when in the air their insides are cold, very cold.

PULP: AIRSHIPS

Airships, such as the German Zeppelins, were not regularly carrying passengers until the very late 1920s, and really only became common in the 1930s. While that puts them out of the scope of a classic campaign, pulp campaigns can obviously ignore such awkward facts in favor of adventures in the clouds.

The most common use of an airship will be to cross the Atlantic. What cities it might travel between are left to the Keeper—if you are breaking the shackles of history then what are such details?

The design and facilities on airships varies; a typical Zeppelin can carry up to 50 passengers, with roughly the same number of crew. Passengers can sleep in cabins, which are a little smaller than rail sleeper cabins. Most passengers spend their time in the open lounge, bar, or dining area, where they can look out from large windows running along the length of the cabin. Service is attentive and deferential, but passengers are strictly forbidden from entering other areas of the airship. For further details about airships (and a floorplan), see *Pulp Cthulhu,* page 115.

- **Cost:** $400 from the East Coast of the United States to a Western European city.
- **Journey Time:** 40+4D10 hours to cross the Atlantic.

Explosive Possibilities: airships of the time are held aloft by lots of hydrogen gas, which is flammable and explosive. Given the innate ability of pulp heroes to get excited with guns and explosives, this fact should be kept in mind by the Keeper and perhaps highlighted to the players.

RAIL TRAVEL

Rail travel is the most common and accessible means of long-distance travel across land in the 1920s. The motor car is on the rise but (currently) cannot match the reliability and accessibility of rail.

Journey Times and Cost

The speed of train travel varies depending on the route and type of locomotive pulling a train. Assuming that the investigators are traveling by express between cities or major towns, a train covers 50 miles per hour. Very long journeys also required engine changes, coaling, watering, and other matters that would cause a train to stop along the way. The Keeper should feel free to include as many or as few of such details as they like.

The cost of a long-distance train ticket is $30+1D10 per full day of travel for a second-class sleeper. Shorter journeys, of a few hours, should be around $1 to $5. Double these costs for first class.

Life on the Rails

Rail travel is the dominant method of long-distance travel and, as such, is developed and predictable. Passengers paying for a third class ticket will be sitting on hard seats, in compartments with a large number of other passengers. Second class ticket holders can expect to be seated in more comfortable compartments for much of their journey. If the journey takes more than one day, they sleep in folding bunks at night, usually sharing their sleeping compartment with fellow travelers. First class means private compartments and a high level of service from the train staff. Dining cars serve food and drink, the quality of the fare depending on the passenger's class of ticket: fine dining for first class, more modest fare for lower class passengers. Baggage not required during the journey is stored in separate baggage cars, which are off limits to passengers.

TRAVEL: RECOVERY AND SKILLS

The journeys in *Masks of Nyarlathotep* are really designed to provide opportunities for the investigators to heal, recover, and take stock of their situation. Uninterrupted confrontation with the cults of Nyarlathotep (and anything else the Keeper wishes to throw at them) with no downtime is a surefire way to kill off all of the investigators and, thereby, end the campaign prematurely. In addition, long journeys can grant an investigator time to hone their skills.

RECOVERY

For each significant journey between the campaign's chapters, call an investigator development phase (see *Call of Cthulhu Rulebook*, page 94). Encourage the recovery of Sanity point loss through Self Help (*Call of Cthulhu Rulebook*, page 167) and the altering/updating of background connections based upon the previous chapter's gameplay.

Doctors in the 1920s frequently prescribed ocean voyages to their patients and, at the Keeper's option, they grant

an automatic Sanity gain of 1D3 Sanity points if no "untoward adventures" occur aboard ship during the voyage. Additionally, indefinitely insane investigators may be cured through spending time with a backstory connection. If *Pulp Cthulhu*, then indefinite insanity may be automatically cured without the need for a roll—the Keeper is perfectly within their rights to automatically cure indefinite insanity in classic *Call of Cthulhu*, too, if they so choose, assuming the travel is suitably conducive to recovery.

SKILLS

For the purposes of this campaign and at the option of the Keeper, one skill might be learned or increased per investigator at the conclusion of a peaceful period of ocean travel of no less than 14 days; such increases are in addition to any gained via skill checks during the development phase. Note that such benefits assume upper class travel, where expert tutors are often employed for the benefit of passengers; those traveling on a tramp steamer are unlikely to reap such boons.

To increase a current skill (i.e. where points have previously been invested beyond the skill's starting base value) or to learn a new skill (i.e. where no points have been invested beyond the skill's base starting value), the investigator must succeed in a **POW** roll, which exemplifies the dedication and willpower of the character in devoting time to learning (rather than sunbathing, carousing in the bar, relaxing, and so on). Obviously, any serious distraction (Keeper's discretion) means the chance to improve is lost.

- **Increasing a current skill:** grants +1D4 points to the skill. Two skills may be improved per journey.
- **Learning a new skill:** grants 1D10+1 to to a skill chosen from the choices given below—the choice of skills may vary depending on the facilities available (Keeper's choice). One skill may be improved in this manner per journey.

LEARNING A NEW SKILL

What skill may be learned is dependent on the form of travel and the facilities available. The Keeper has the final decision regarding which skills are available to learn during any voyage.

Ocean liner travel

- Skeet-shooting from the stern: Firearms (Rifle/Shotgun).
- Fencing lessons: Fighting (Sword).
- Daily gymnastics practice: Climb, Dodge, or Jump.
- Daily swimming practice: Swim.

PULP: SKILLS

In *Pulp Cthulhu*, a hero may increase a current skill by 1D6 points, and increase a new skill by 1D10+5 points. The following additional skills might be available in pulp games:

- Handgun practice below decks: Firearms (Handgun).
- Daily wrestling or boxing practice: Fighting (Brawl).

- Educational classes (choose one): Archaeology, First Aid, History, Natural World, Navigate, Other Language (varies, possibly Arabic, Cantonese, Dutch, English, French, German, Greek, Hindustani, Italian, Japanese, Latin, Mandarin Chinese, Parsi, Russian, or Spanish).

Working passage on a tramp steamer/freighter

- Electrical Repair.
- Language (Other)—at the Keeper's discretion.
- Mechanical Repair.
- Navigate.
- Operate Heavy Machine.
- Pilot (Boat).

TRAVEL EVENTS

The journeys between locations in the campaign can be far more than just a quick description of how the investigators got from A to B; they can often be an opportunity for building story, tension, or just having fun with a small sidetrack scenario.

THE IMPORTANCE OF BALANCE

While filling travel with incident can be great fun for both the Keeper and investigators, it is important to remember that these are just passages *between* the real events of the campaign. Be wary of making the side events overshadow the main narrative. In particular, be aware of the risk of

investigators dying in events that are overly lethal. It is simply not fun to have your character die during a routine journey, and such dangers are best kept to the main locations of the campaign. Rather than pointless episodes of combat, consider small intrigues to puzzle and distract—the affairs of other passengers are a great way to pull the investigators into minor investigations or dilemmas.

Travel often means that the investigators are confined to a small location, such as a ship or train, with strangers. These circumstances are ideal for events or brief sidetrack scenarios because the players cannot easily choose to ignore or walk away from what the Keeper puts in front of them. What follows are some suggestions for events that can occur during journeys between the campaign's key locations. They fit comfortably with sea and train travel, but can easily be adapted to most forms of transport.

Pursued by Cultists

One or more groups of cultists have followed the investigators as they move to the next location in the campaign. The cultists could be trying to find out what the investigators know by listening into their conversations or breaking into their cabins (or luggage). They could also use the journey as an opportunity to attempt to assassinate the investigators. The cultists might blend in easily, with only subtle signs as to their nature, or might barely be able to restrain their contempt for the meddling investigators. In either case, the Keeper should aim to foreshadow the situation, giving the investigators a chance to spot potential adversaries. Often, the dilemma of how to tackle a known threat in a public space can be as thrilling as the actual encounter. Present moral quandaries with no easy solution.

Shadowed by Angels

The investigators are being followed by a member of law enforcement, an intelligence agency, or a private detective firm. Powerful or inquisitive people have noticed what the investigators are looking into and are, themselves, following some of the same leads. Not certain of the investigators' motives, they have set people to follow them. In the confines of a boat or train, these shadowing individuals become easier for the investigators to spot, or might take the opportunity to break into the investigators' luggage to find information.

Similar to being pursued by cultists, the investigators should have opportunities to spot their tail and confront them. Handled well, they might make a new ally. This is also a good way of introducing a new investigator to the campaign (see **Replacement Investigators**, page 27).

Wrong Place, Wrong Time

Something goes wrong with the journey. The ship hits an iceberg. The train is derailed. The Zeppelin loses steering control. This type of event is a straight-out fight for survival, with the investigators forced to save their (and others') lives. This kind of event can be useful to jolt a campaign that has hit a slow patch, or with overconfident players who feel they know what is going to happen. How lethal the event actually is should be carefully considered.

You Can't Outrun the Gods

The investigators have crossed a boundary into a world of cosmic horror and dread: their discoveries mean that they cannot now see the world as they did before, and the darkness follows them no matter where they go. Strange things are seen in the wake of the ship. Something follows the train, half hidden by the smoke and steam. Some of the crew seem odd, their skin strangely sheened, their eyes wrong. The forces of the Mythos impinge upon the world and there is something awry on this journey—the investigators can either choose to ignore it or pull the lid off another can of worms. Far-flung magic, cast by vengeful sorcerers, might also affect reality and cause the investigators to question their sanity.

Death on the High Seas or on the Rails

Another passenger is murdered. The investigators, being investigators, are drawn in either because they fall under suspicion or because they are asked to help solve the mystery by the crew of the train or ship. Can they discover the murderer before they reach their destination? It may be possible to present occult overtones to the murder, to draw the players in but, no matter how it seems, the truth should always be mundanely human.

Cursed Cargo

By coincidence, the ship or train is carrying a Mythos artifact (see *Call of Cthulhu Rulebook*, pages 266 to 275, for possibilities). The artifact might be part of the cargo or carried by one of the passengers, or even a crewmember. As the journey proceeds, its presence starts to seep into the minds of the passengers and crew. Dreams curdle to nightmares of cyclopean cities and shadowed gulfs beneath the waves. The investigators might recognize the root of such events, or might encounter a disturbed crewmember who has seen the artifact and is now losing their mind. Either way, the journey then becomes a haunted treasure hunt to find the source of the madness before it consumes everyone on board.

APPENDIX

B SPELLS

Augury (Folk)

- **Cost:** 4 magic points; 1D2 Sanity points
- **Casting time:** 5+ minutes

Casting grants portents of the future. Requires a scrying tool, such as a mirror, tarot cards, or tealeaves. Timing can vary due to the tools and nature of the scrying. A successful POW roll is required to understanding the augury. Portents may be vague, subtle, dreamlike, or cryptic (the future is not a book to be read, but rather an impression upon the caster's mind). Successful use of the spell should provide at least one useful piece of information.

Bind Animal

Note: various versions include Cat, Crocodile, Driver Ant Column, Green Mamba, Leopard, Rat, Spider Monkey.

- **Cost:** 2 magic points; 1 Sanity point
- **Casting time:** 1 round

Directs a specific animal type to perform an action or limited series of actions. Each specific animal type comes with its own variant spell (e.g. Bind Driver Ant Column works on an entire ant swarm).

The commanded creature(s) must be able to comprehend and perform the command. To instruct it to "fly to Mexico" has no meaning, while the instruction "kill Jonathan Kingsley" only baffles tarantulas. On the other hand, a command such as, "bite all nearby humans" could be attempted by most creatures.

Deeper Magic: imbues an animal with a means of communication (speech, thought transference, and so on), allowing the animal to share information with the caster.

Blessing of Bast

- **Cost:** 4 magic points
- **Casting time:** instantaneous

A rare spell, thought to have been lost. Heals 1D6 hit points and restores 1D6 Sanity points. The would-be recipient of the spell (the caster or another) must speak a prayer to Bast (outlined in the spell) and make a successful POW roll to convince Bast of their worthiness, and they should never have mistreated a cat. Failing the POW roll incurs the displeasure of the goddess and costs the caster 1 point of damage, manifesting as claw marks on the face (a worse fate befalls those who have mistreated a cat).

Call the Black Sphinx

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 5 minutes per magic point spent, binding takes 1 round

Calls forth the Black Sphinx, the spawn of Nyarlathotep. The total of the magic points spent is the percentage chance that the spell works (others may contribute points to the spell's success). For each magic point spent, a minute's chanting takes place, but never for more than 100 minutes. On a roll of "100" the spell always fails, with all magic points sacrificed lost.

If successful, in response to the prescribed ritual human sacrifice, accompanied by the beating of a drum made with the skin of a nightgaunt, the Black Sphinx slowly emerges from concealment (either from the deepest of shadows or from beneath the sands, depending on where the summoning ritual takes place). In some cases, it reveals only a single, terrifying paw; in others, the entire creature unveils itself to the horror of any witnesses. See page 383 for a profile of the Black Sphinx.

Cast Out The Devil (Dismiss Spirit variant)

- **Cost:** 10 magic points; 1D4 Sanity points
- **Casting time:** 1 day

Frees the target of possession by alien entities. This elaborate and draining spell requires many components of tribal magic. For the spell to take effect, the caster must succeed in an opposed POW roll with the possessing entity. Up to two willing assistants, who also know the spell, may each spend 10 magic points to support the caster, with each assistant adding a bonus die to the roll. This spell is seldom attempted without such help. Divergent forms of this spell exist in different cultures, such as African, Celtic, or Arabic societies. The material components required reflect the culture of the caster.

The spell may be used against many different foes—to help a person possessed by a mind from the Great Race of Yith, as well as expel other parasitic entities. If the creature that emerges from the victim is visible, all those present for the exorcism must make the appropriate Sanity roll.

Command Animal (Folk)

- **Cost:** 1 magic point; 1D3 Sanity points
- **Casting time:** 1 round

Similar to the Bind Animal spell, the caster commands one animal of a specified species to obey a single command. Each version of this spell is specific to the creature called and commanded; thus, "Command Raven" would only concern members of the Corvus genus, and so on. Each such spell must be learned separately. Command spells may exist for any natural animal.

The command is answered naturally, the target animal moving by natural means towards the caster. The target is compelled to obey one order by the caster, even to attacking its own kind. Upon completion of the command the target is freed and cannot be compelled again for one day. The caster's command must be simple, specific, visualized, and limited in duration. The target will begin to act in the round following the spellcasting.

The caster must be able to see the animal and the command must be something that the creature could naturally accomplish and comprehend. "Protect me from harm forever," would not be a valid command, but "slay



that human," would be. The effect of the spell usually lasts until the caster's command has been enacted. If some means of preventing the animal from completing its task can be taken, for example shooting or incapacitating the animal, the spell's effect fades. If no prevention is possible, the spell will diminish and end once the task is complete or over the course of 1D10+5 minutes—whichever is sooner.

Command Ghost (Folk)

- **Cost:** 10+ magic points; 1D3 Sanity points
- **Casting time:** 10 minutes

Compels a ghost to answer specific questions. Casting must be performed at night. A mammal's blood is poured upon the grave or ashes of the dead person whom the caster wishes to contact. The caster must win an opposed POW roll with the reluctant spirit to force it to appear. The ghost appears in its form at death (Sanity roll may apply). The ghost responds to questions about events occurring while the spirit lived. Each question costs the caster one magic point (and another opposed POW roll at the Keeper's discretion if the question is troubling for the spirit). When the caster loses an opposed POW roll, runs out of magic points, or when one game hour elapses, the spirit departs.

Contact Bast

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 1D6+4 rounds

Can only be performed in sites associated with Bast's worship or areas where there is a high density of cats residing. The supplicant must smear themselves in perfume, then sing, dance, and drink wine until intoxicated. The ritual culminates with the sacrifice of a snake (preferably venomous) in front of an image or statue of Bast, allowing the blood to fall into a copper bowl at the likeness' feet, ready for the goddess to consume upon her arrival. The chance of successfully contacting Bast is equal to half the caster's POW (reduced after paying 5 POW cost); if the Hard POW roll succeeds, Bast (or a feline herald) contacts the caster after a few hours or days. Those who have mistreated a cat would do well never to cast this spell.

Contact Sebek

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 1D6+4 rounds

Those wishing to contact Sebek must do so in an area where crocodiles habitually make their residence (usually by a river). The ritual usually involves the creation of a totem, a dance or meditation, or some other form of offering. The chance of success is equal to half the caster's POW (reduced after paying 5 POW cost); if the Hard POW roll succeeds, a vision of Sebek appears to the caster within three days, usually in a dream.

Create Charm (Folk)

- **Cost:** 10 magic points; 5 POW
- **Casting time:** 7 days

Enchants a small object to protect against evil forces. Materials are gathered and the spellcaster writes a "desire" (something to promote good fortune) on a small sheet of paper. In game terms, a charm temporarily grants one of the following (timescale suggestions given in parentheses):

- A bonus die to the owner's Luck rolls (one use).
- A bonus die to Dodge rolls (one use or lasts 1D4 hours).
- A reduction in damage received; acting as if armor 5 (1D4 hours or 24 hours).

Other boons are possible at the Keeper's discretion. Forms of this spell exist in many cultures.

Create Ciimba (Create Zombie variant)

- **Cost:** 12 magic points; 1D6 Sanity points
- **Casting time:** one day

Developed by Kikuyu sorcerers of Kenya, this spell creates an undead servant. A person chosen to become a *ciimba* must die by ritual mutilation. The priest then chants over the remains of the body from the moment life leaves it until it reanimates approximately 18–20 hours later. The *ciimba* will perform mundane and simple tasks, such as "guard this," "fetch that," or "kill them!" A *ciimba* created in this manner continues to rot after it has risen, so the priest must periodically mutilate new enemies to create more undead servants.

Curse (Folk)

- **Cost:** 1D3 magic points; 1D6 Sanity points
- **Casting time:** 1 round

The caster mutters a curse (which must be heard by the target) causing physical or mental harm. The caster must overcome the target's POW in an opposed roll. If successful, the target loses 10 characteristic points (chosen by the caster from STR, DEX, CON, APP, INT, or POW) for one day (until the following dawn). The characteristic may not go below 1 point.

Deeper magic: variations of this spell may target specific senses, like hearing, eyesight, and smell (causing the inability to use certain skills, increased difficulty levels, or penalty dice).

Deflect Harm

- **Cost:** 1 magic point; 1 Sanity point
- **Casting time:** instantaneous

A defensive spell. The caster intones certain names and holds out a hand toward the source of attack. Until dropping the hand, the caster may deflect successive attacks by expending magic points equal to the rolled damage for each attack. If an attack would have missed, no magic points are expended. Upon dropping of the hand, the spell ends. The caster may deflect any number of attacks until out of magic points—they may choose to continue the spell by burning hit points, but this may be counterproductive! They may choose which attacks to deflect and from which attacks to take damage, but must choose before knowing what the actual damage will be. Lacking the points to fully stop a particular attack, the spell ends and the attack hits or misses as it would in ordinary circumstances.

Dismiss Spirit

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** 1+ hour

Causes a spirit to return whence it came, including returning a disembodied spirit to its original physical body. Different cultures have differing practices in terms of the ritual and components required. The caster must invest an amount of magic points equal to that of the spirit (i.e. one-fifth of the spirit's POW), and then win an opposed POW roll with the target spirit. Up to two willing assistants, who also know the spell, may spend 10 magic points to support the caster, adding a bonus die to the opposed POW roll. Note that spirits bound in some manner to a non-living object (such as a magical item or relic) are not affected by this spell.

Earthly Serenity (Folk)

- **Cost:** 3 magic points
- **Casting time:** 1 round

Inhibits the ability to feel pain and brings a calm state of mind for a limited time to the recipient of the spell. Once cast, the spell causes its target to feel no pain for one hour: rolls to remain conscious (e.g. major wounds) are ignored during this period, and the target receives a temporary boost of 2 hit points (lost when the spell ceases). In addition, for one hour, the target's mind is serene: phobias and manias can be ignored, and Sanity losses are noted but not deducted until the spell's effect ends (any Sanity loss is deducted in full at this point, which may provoke a bout of madness, and so on).

Empty Mind (Folk)

- **Cost:** 6 magic points; 1D3 Sanity points
- **Casting time:** (1+ year to learn) instantaneous

A series of mental exercises allowing the user to fortify their mind against external assault. The user must embark on a daily ritual of meditation and mental exercises (4 hours per day), taking at least one year to master the technique. The caster spends 6 magic points and doubles the value of their POW against a mental attack (effective against only a single attack and costs the caster 1D3 points of Sanity); the spell may be recast to resist more attacks. When mentally attacked without prior warning, an individual who knows this spell may attempt to resist the attack by making a successful INT roll; if successful they may swiftly call up their mental defenses (i.e. cast the spell).

Enchant Club

- **Cost:** 5 POW; 1D4 Sanity points
- **Casting time:** 1 hour

Enchants a club to perform as a magical weapon. The weapon must be quenched in the blood of a SIZ 20 or greater creature. Once enchanted, a club inflicts an additional point of damage (e.g. 1D6+1 for a small club) and can cause damage to creatures vulnerable only to magic/enchanted weapons. Armor provides normal protection.

Enchanted Dust of Anubis

- **Cost:** 5+ POW
- **Casting time:** 2 rounds

Creates a handful of dust harmful to the undead. The caster sacrifices a varying number of POW points to determine the strength of the dust. When the dust is tossed at an undead creature, the monster must make a POW roll. The level of difficulty of the roll is determined by the amount of POW invested in the dust's creation—Regular difficulty if the caster spent 5 POW in creating the dust, a Hard POW roll if 10 POW was spent, or an Extreme POW roll if 15 POW was sacrificed. If the monster fails the roll, it is destroyed.

For this spell, an undead monster is defined as anything which had life, died, and was physically animated by magical means: mummies, zombies, and (possibly) vampires. Ghosts, wraiths, and ghouls are not undead.

Enchantment of the Living Flame (Enchant Torch variant)

- **Cost:** 6 magic points; 1D6 Sanity points
- **Casting time:** 6 hours

May be used in conjunction with the Summon Fire Vampire spell to bring more than one fire vampire at a time. The caster prepares an iron replica of a torch, of the size and heft desired, bearing the Sign of Cthugha. The caster then prays to Cthugha for six hours. If successful, the torch begins to burn of its own accord, signifying the enchantment is completed.

Remarkably, the enchanted torch requires no fuel: the iron head itself burns inextinguishably and without end (due to it channelling a minor portion of Cthugha's power). Only by invoking Cthugha's name does the torch extinguish itself. The torch may be used to aid in summoning fire vampires, with each additional fire vampire so summoned costing the caster 1D3 sanity points and 3 magic points. Be aware that fire vampires so summoned require a separate binding, should the caster wish to bend them to their will.

Additionally, as the flames of the torch are drawn from Cthugha, they can melt down metal objects (as well as those imbued with magic), such as the Crown of Nitocris, without the need to summon fire vampires.

Note: a copy of this spell can be found in the tome *Song of the Djinn*, located in Edward Gavigan's secret workroom in Misr House, Essex.

Eye of Light and Darkness

- **Cost:** variable POW (100 standard)
- **Casting time:** dusk till dawn

A powerful Elder spell that weakens many Mythos agents and servants. The spell requires a large sacrifice of POW (differing versions vary the amount required). A great sigil of the Eye is worked into a hard, natural substance, such as granite, and then fixed on a high place in the area to be warded. The Eye must be created in the afternoon before the full moon rises. At moonrise, the blood of an innocent (someone without Cthulhu Mythos knowledge) must be used to fill the pupil of the Eye once per hour until the dawn (only a few ounces of blood are actually needed).

The participants must chant as the first blood is given, repeating aloud a phrase that sounds something like, "SA-MA, SA-MA, TE-YO, SA-MA" till the dawn. The ward requires POW from the people chanting (not necessarily given with their knowledge). Each hour of the chant, the Eye leeches 5 POW from each participant until the exact



amount of POW has been absorbed (100 POW for the standard version).

Those losing all of their POW drop dead. If the POW is not accumulated before dawn the activation fails, all leeched energy is lost, and the procedure must be started again from scratch. The Keeper shouldn't say what is happening until the creation of the ward has succeeded or failed; only then should the players be instructed to mark off the total losses (secretly recorded by the Keeper).

If enough POW is gathered within the time limit then, when the moon next rises, the pupil of the Eye is activated and glows briefly. Thereafter, the symbol cannot be removed by physical or regular magical means. When nearby, those who created it (and only they) can see a dim nimbus emanate from the Eye.

The Eye of Light and Darkness is powerful. It weakens agents, monsters, and minions of the Outer Gods and Great Old Ones who enter the area it protects, damaging such "servants" at the rate of 1 magic point per hour (which they cannot regain until they leave). A servant losing all magic points while in the Eye's area of effect completely disintegrates. Contact, Call, and Summon/Bind spells may not be cast within the view and reach of the Eye. The Eye's power operates in a 10-mile (16 km) radius.

To destroy an Eye requires the original spell used to fashion it. In most cases, each Eye is unique in terms of the chant and rituals required to create it (usually based on the locality of the casting). Complex deductions and years of painstaking research are needed to reverse-engineer the creation spell in order to turn it to the destruction of the Eye. Such Elder magic is exceedingly rare and only the unwise would dare to tamper with such matters.

Note: a copy of this spell can be found in the *Seven Cryptical Books of Hsan*, stolen by Jack Brady from Madam Lin Linyu.

Flash of Ra

- **Cost:** 5+ POW; 1D6 Sanity points
- **Casting time:** 1 round

Creates a brilliant flash of light, which can blind some beings and may destroy entities such as ghosts and wraiths. For every 5 points of POW invested the spell causes 25 points of damage to non-corporeal creatures within 10 yards/meters. Light radiates out from the caster and blinds all sighted beings within 20 yards if they do not close their eyes, turn away, or have some form of eye protection. Those who are blinded must make a CON roll: if failed, the lack of sight lasts for one hour; if successful, blindness lasts for only 1D6 minutes (or 1D3 rounds with an Extreme success). Rolling 96–100 results in being permanently blinded.

Grasp of Cthulhu

- **Cost:** 2D6 magic points (per minute); 1D6 Sanity points
- **Casting time:** 1 round

Immobilizes one or more targets with a terrible, crushing pressure, temporarily robbing STR. The spell's range is 10 yards and may affect more than one person at a time; however, each additional target costs an additional 2D6 magic points per minute the spell is sustained—this can be extended for as many minutes as the caster's magic points can buy without additional Sanity point cost, but the caster must concentrate on the spell during the entire time.

For the spell to take effect the caster must succeed in an opposed POW roll with the target(s): if the caster wins, the victim(s) feels great pressure bearing down upon their body and is unable to move—as though wrapped by the mighty tentacles of Great Cthulhu. For each minute the spell lasts, the target temporarily loses 5D10 STR points (regained over the next 24 hours). If the target's STR drops to zero or less, they fall unconscious.

Hands of Colubra

- **Cost:** 12 magic points; 1D10 Sanity points
- **Casting time:** instantaneous

Transforms the hands of the caster into the foreparts of two venomous snakes. The spell only affects the caster, with the effect lasting 1D3+3 rounds. The transformed snakes can bite targets up to 2 yards/meters distant. Those viewing the transformed wizard should make a Sanity roll (0/1D6 loss). Each snake may attack (using the caster's Fighting (Brawl) skill), with each bite delivering 1D3 damage plus injecting venom—causing the loss of 1D10 hit points per round until the number of hit points lost equal one-fifth of the caster's POW or the target is dead (an Extreme success negates the venom).

Healing (Folk)

- **Cost:** 12 magic points; optional POW; 1 Sanity point
- **Casting time:** 2D6 rounds

This spell provides healing to physical injuries. The caster must touch the injured person while repeating a short phrase. In some variations of the spell, preparations of certain ingredients (healing herbs, oils, etc.) must also be applied.

Once the spell has been invoked, the healing process is accelerated: after 2D6 rounds the injured person is healed for 2D6 hit points (up to normal maximum hit points). The spell does not actually regenerate flesh, but rather it melds wounds together, leaving awful scars that may reduce APP (and possibly other lasting physical ailments at the

Keeper's discretion). The healing is only permanent if the caster also spends 1 POW per hit point healed; otherwise the healing is temporary and the wounds reopen after a day. Note that this spell cannot bring back the dead to life.

Journey to the Other Side

- **Cost:** 15 magic points; 1 Sanity point
- **Casting time:** 1 day

A long ritual whereby the caster chants or performs some other ritualized repetition to enter a trance state (an altered state of consciousness). Once the altered state has been achieved, the caster is able to send their "spirit" to another plane of existence; which plane may be determined by the caster (if they know of and comprehend its existence), or could be random—conceivably, even, to the location of a Mythos deity or perhaps the Dreamlands. The trance lasts 1D6+3 hours. Depending on where the caster's spirit travels and what it sees, Sanity losses (possibly quite high) are likely.

Pharaoh's Breath (Breath of Pazzuzu variant)

- **Cost:** 3 magic points; 3 Sanity points
- **Casting time:** instantaneous

The caster spews forth a visible cloud of noxious vapors from their mouth, like a jet of steam. The foul breath affects one target up to a distance of 30 yards/meters, but may also harm those nearby. The target loses hit points from this choking poison (see following). The noxious vapor dissipates immediately in the open air (active for just one round), but stays active in an enclosed space until a window is opened or a draft is otherwise created.

If the target is aware of the stream of noxious vapor (possibly a successful Spot Hidden or Listen roll), they may attempt to Dodge its effects (in the first round). Those unable to Dodge lose 1D8 hit points. On the second round, if the vapor has not dispersed, 1D6 hit points are lost, followed by 1D4 hit points on the third round, and 1D2 hit points in the final round. Damage is negated if the target manages to escape the vicinity of the vapor. Anyone else in the area suffers 1D4 damage per round for 4 rounds.

Pharaoh's Wrath (Wrath of Pazzuzu variant)

- **Cost:** 4 magic points; 1D4 Sanity points
- **Casting time:** instantaneous

Sends a powerful bolt of energy from the caster's outstretched hands to a target up to 100 yards/meters distant. The effect is as if a bolt of lightning had struck the target: each bolt deals 1D6 damage, accompanied by a decisive sonic crack.

Deeper magic: the caster may release two bolts per casting (one from each hand), both delivering 1D6 damage. Some variants may cause 1D8 or 1D10 damage.

Power Drain

- **Cost:** 1D8 Sanity points
- **Casting time:** 2 rounds

Leeches magic points from a target. For the spell to take effect the caster must win an opposed POW roll with the target: if successful, the target loses 1D6 magic points and the caster gains them; if the caster fails to overcome the target, the caster loses 1D6 magic points to the target. If all magic points are depleted, the spell then drains hit points; if all hit points are drained, the target falls unconscious (this spell lacks the power to kill). Lost hit points are regained at the rate of 2 per hour).

Power of Nyambe

- **Cost:** 5 POW; 1D6 Sanity points
- **Casting time:** 6 rounds

The caster performs a debased ritual calling upon various Mythos gods for their favor. In return, the caster receives 2D6 magic points. Any magic points stored in excess of the caster's normal pool do not regenerate once spent.

It is suspected that certain Mythos deities require a formal bond of servitude from the petitioner, a sacrifice, or some other gesture, to demonstrate their devotion before the entity grants their request for magical power.

Quicken Fog-Spawn

- **Cost:** 25 magic points; 10 POW; 1D6 Sanity points
- **Casting time:** 5 rounds

The spell requires the larva of an other-dimensional Mythos entity (sometime known as "Gish-rla" but which has many different names, depending on the source material). The spell must be cast within dense fog through which no bright light can penetrate. A drop of the caster's blood must be smeared on the larva, and the spell's cost paid.

The spell causes an invisible entity (a "fog-spawn") to rapidly grow. The creature may be mentally commanded by the caster to move in any direction and to act as the caster chooses (usually it is directed to kill as the creature has limited mental faculties). The caster must remain within 200 feet of the Thing or it will go free; the caster can sense its approximate location while it is under their control. Control lasts for three hours, or until the fog lifts or day breaks (it will flee if faced with bright light; direct sunlight

dispels the creature). After three hours, the creature wanders aimlessly through the night, killing those it catches before either disappearing from whence it came or perhaps finding a place of darkness to lurk and remain in.

Note: Edward Gavigan has this spell, written in Hebrew, on a scroll in his workroom at Misr House in Essex. A profile of a fog-spawn, **The Thing in the Fog,** can be found in **Characters and Monsters: England**, page 291.

Seal of Isis

- **Cost:** variable magic points; 1 Sanity point
- **Casting time:** 1 hour

Protects inanimate objects against magical attack. The caster invests as many magic points as desired. If magical attacks (spells) are directed into the warded area (a 50 foot cube), an opposed POW roll is made by the attacking spellcaster versus the number of magic points invested multiplied by 5. If the attacker is successful, their spell cuts through the ward and may harm the object(s) inside. If so, the ward may possibly be destroyed. Make a roll against the number of magic points invested multiplied by 5: if failed, the ward is destroyed.

Note that the Seal of Isis does not defend people, and is not a physical barrier against intruders—it only protects inanimate objects within the warded area.

Seal of Nephren-Ka

- **Cost:** variable magic points; 1D4 Sanity points
- **Casting time:** varies (1 round to 1 hour)

Creates a barrier against spirits (embodied or not), as well as most spells. Spells cast at living persons within the warded area (a 50 foot cube) are resisted by the number of magic points sacrificed to the spell. The caster invests as many magic points as desired. If magical attacks (spells) are directed into the warded area, an opposed POW roll is made by the attacking spellcaster versus the number of magic points invested multiplied by 5. If the attacker is successful, their spell cuts through the ward, destroying it, allowing their original spell to function normally. The warded area resists all spells except for summoning spells enacted by the caster of the Seal of Nephren-Ka; the spell creates a (relatively) safe place to perform experimental summonings.

A "spirit" can cross the barrier by succeeding in an opposed POW roll (with a penalty die) versus the number of magic points invested multiplied by 5. Once an entity successfully crosses the Seal, the ward is destroyed.

The warded area may take many forms; commonly indicated by a complex pattern of lines on a floor, a peculiar arrangement of stones in a field, or a grove of trees planted and grown in a specific pattern. If the area has previously been prepared (trees grown, stones placed, etc.) then the Seal takes but a round to enact; otherwise, if drawing the required glyphs, the casting time increases to 1 hour. The Seal will remain in effect, unless broken by a spirit or a spell, for 24 hours before dissipating.

Seek the Lost (Folk)

- **Cost:** 3 magic points; 1D6 Sanity points
- **Casting time:** 1 minute

Divines the location of an object. For each 3 magic points expended there is a 10% chance of locating a lost object known to the caster. How such knowledge is imparted depends upon the version of the spell used: visions, spoken whispers, a gut feeling, and so on. The range of the spell may not exceed 100 yards/meters. The spell operates for ten minutes.

Send Dream

- **Cost:** 5 magic points; 1 Sanity point
- **Casting time:** 10 minutes

The caster sends a short, specific dream to a target (a single scene or an image or emotion, such as foreboding or horror). A special etched copper bowl is required, which is filled with herbs and blood from the caster and set alight, producing a greenish smoke. The target must be asleep and within 20 miles (32 km) of the caster, and the caster must win an opposed POW roll with the sleeping target for the dream sending to be successful.

Deeper magic: the caster may send dreams of a truly horrific or cosmic nature, provoking a Sanity roll (1/1D4 loss) to be made by the recipient upon waking.

Steal Life

- **Cost:** 15 magic points; 1D20 Sanity points
- **Casting time:** 1+ round

This devilishly cruel spell drains life from a victim to make the caster younger. The spell must be cast under a full moon and the target must be within sight and hearing of the caster. For the spell to take effect the caster must win an opposed POW roll with the target: if successful, the target begins to age and decay, with their innate life and vitality being consumed by the caster.

On each round after the spell is cast, the target loses 1D10 points taken as evenly as possible from STR, CON, DEX, POW, and APP. For each characteristic point drained from the target, the caster becomes a day younger. For

example, if the spell leeches a total of 40 points from the target's characteristics, the caster would become 40 days younger. Meanwhile, the target withers; flesh turns grey and begins to flake away until, at the full conclusion of the spell, the target has become a horrid dry husk (calling for Sanity rolls from witnesses for 1/1D6 loss). The caster may choose to end the spell at any point before the target dies—the victim's apparent condition obviously worse the longer the spell continues (pale and paper-like skin, withered and gnarled limbs, and so on). If the caster is slain before the target dies, the spell is revoked and the target's lost characteristic points immediately return to them.

Deeper magic: this spell may be cast at times other than on a full moon. In such an event, the caster does not gain the benefits of restored youth, but the victim still suffers and dies if the caster so chooses. If the spell is cast under a Hunter's Moon (the full moon following the autumnal equinox), the caster is able to leech the full maximum of 10 characteristic points per round (rather than roll 1D10) from STR, CON, DEX, POW, and APP. A variant of this spell allows the caster to turn the characteristic points drained directly into POW points (1 POW point per 5 characteristic points drained).

Strike Blind

- **Cost:** 20 magic points; 1D8 Sanity points
- **Casting time:** 2 rounds

Causes permanent blindness. The target must be visible and be within 30 yards of the caster, who gesticulates and cries out a secret name of Nyarlathotep. The caster makes an opposed POW roll against the target; if successful, the target loses 1D10 Sanity points and 1D4+1 hit points as their eyes suddenly melt and flow from their sockets; an agonizing and painful process for the target.

Time Trap

- **Cost:** 100 magic points; 1D6 × 5 POW; 1D8 Sanity points
- **Casting time:** 6 hours

A creature or person is transported through time to the caster. The ritual involves 6 hours of uninterrupted meditation and a large quantity of human blood. To cast the spell, the caster must be able to visualize the target in its normal setting—for creatures of the past or future, this requires that the caster have access to a device that sees into the future or the past (it may be possible to use an accurate painting of an individual from the past, at the Keeper's discretion). The caster makes an opposed POW roll against the target: if the caster is successful, the snared creature appears anywhere within five miles of the caster, always on the surface of the Earth. At that point, the target is free and functions normally, though it is trapped in a new time. A creature requiring an alien atmosphere or other absent conditions may well die before it can be recovered.

The spell is one-way. The trapped creature cannot use the spell to move itself up or down the time-stream. Per casting, only one creature is trapped. The spell only works through time, not through other dimensions. A Mythos deity, if favorably petitioned, might return an individual to their own time, although the price may be high.

Voice of Ra

- **Cost:** 6 magic points; 1D4 Sanity points
- **Casting time:** 2 hours

Temporarily increases the caster's APP and certain related skills. A ritual is required where a variety of components are burned. For the next 24 hours, the spell grants +5D10 APP to the caster, and grants one bonus die to the caster's Charm, Fast Talk, and Persuade rolls.

Ward of Anubis

- **Cost:** 10 magic points
- **Casting time:** 5+ minutes

Wards a room or location and informs the caster if anyone intrudes past the ward. The spell requires a number of small stones, each inscribed with a mark of Anubis (often linked to Yog-Sothoth), and each must be enchanted with 10 magic points (these can be prepared in advance). The stones are then placed around the edges of the area to be warded and 10 magic points are sacrificed to activate the ward. The protection continues for as long as the stones stay where they are. If the stones are somehow destroyed or defaced the ward is broken; however, the stones are reusable for later recasting of this spell if undamaged and retrieved by the caster.

If any of the stones are disturbed or crossed, the caster is mentally warned of the intrusion. At that time, the caster may expend a further 10 magic points to obtain a brief vision of the intruder.

APPENDIX 3

TOMES

Note: certain spells are noted with an asterisk (*) and can be found in **Appendix B: Spells**. Any spells marked with two asterisks (**) may only be found in Chaosium's *Grand Grimoire of Cthulhu Mythos Magic* (they are of secondary importance to the campaign). Otherwise, spell descriptions can be found in the *Call of Cthulhu Rulebook.*

PERU

Final Confessions of Gaspar Figueroa

Spanish, written by Gaspar Figueroa, 1543.Octavo, handwritten on vellum.

- **Link:** Museo de Arqueología y Antropología, **The Storeroom**, page 65.

This rambling manuscript is written on vellum pages in faded ink. The handwriting is erratic and hard to read, filled with crossings-out, corrections, and marginal notes. The content is similarly difficult to follow, having been written by a half-crazed man dying from a fever. The text tells of an ancient horror imprisoned in a pyramid in the Andean Highlands and the secrets it has shared with those who came under its thrall. The author, Gaspar Figueroa, remained free of its control and his writings are filled with terror and loathing for the secrets he has learned.

Relevance: describes the conquistadors (Gaspar Figueroa, Hernando Ruiz, Diego Garrido, Luis de Mendoza, and Pedro de Velasco) who sought out gold but, instead, found the pyramid in which the Father of Maggots was imprisoned. The account tells of looting gold (from the ward keeping the avatar in check) and describes the creation of the kharisiri (**Carlyle Papers Peru #3**).

- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** +1/+2 percentiles
- **Mythos Rating:** 9
- **Study:** 2 weeks
- **Spells:** Speak to the Father of Maggots (Contact Nyarlathotep)



AMERICA

The Pnakotic Manuscripts

English, author and translator unknown, 15th century. Quarto, embossed red leather binding of a later date than the contained manuscript.

- **Link: The Carlyle Mansion Library**, page 134.

Five bound manuscript versions (partial copies of a greater work, now lost) of this book are catalogued in Europe and America, at least one of which resides at Miskatonic University; another is rumored to be held by the New York Public Library. The precursor volume, the *Pnakotica*, was written in classical Greek, and contained stories of Hyperborea, Atlantis, and Jupiter. That book may trace its origins to the pre-human crinoids who seeded life on Earth.

Relevance: although most serious Mythos scholars accredit the original works on which the *Manuscripts* are based to the elder things, there are those who insist the authors were the Great Race of Yith and that the book is named for the archives in which it was stored in the Western Desert of Australia. The copy Roger Carlyle secured contains a few scribbled footnotes on the existence of the City of the Great Race by an unknown author, as well as the spell "Contact Yithian."

- **Sanity Loss:** 1D8
- **Cthulhu Mythos:** +3/+7 percentiles
- **Mythos Rating:** 30
- **Study:** 45 weeks
- **Spells:** Contact Winged One (Elder Thing), Contact Mind of the Observer (Yithian)

Sélections de Livre D'Ivon

French commentary on Latin original by Gaspar du Nord, c.13th century. Octavo, handwritten manuscript, bound in decaying blue calfskin.

- **Link: The Carlyle Mansion Library**, page 134.

Supposedly copied by du Nord from an earlier Greek manuscript. Only 13 specimens, partial or complete, are now known to exist. Although the original manuscript on which



du Nord based his work may have come to the Averoigne region directly from Atlantis, it has been conjectured that, purely by chance, it made its way to France via ancient Egypt.

Relevance: a variation of the *Liber Ivonis*, the book contains many useful spells and treatises on practical magic, although its focus is more towards the worship of a deity called "Tsathoggua." There are, however, border illustrations of something that looks suspiciously like an inverted, broken ankh (the symbol of the Brotherhood of the Black Pharaoh), as well as a discussion concerning the enmity between "Pazz-Luzza" and a deity known as "Nodens."

- **Sanity Loss:** 2D4
- **Cthulhu Mythos:** +4/+8 percentiles
- **Mythos Rating:** 36
- **Study:** 36 weeks
- **Spells:** Call/Dismiss the Blind Lord of Chaos (Azathoth), Contact Formless Spawn of Zhothaqquah (Formless Spawn), Contact Deity/The Lord of the Waters (Nodens), Contact Deity/Zhothaqquah (Tsathoggua), Create Barrier of Naach-Tith, Gate, Fog of Misdirection (Create Mist of R'lyeh), Eibon's Wheel of Mist**

Amongst the Stones

English, by Justin Geoffrey, 1918. Handwritten, containing poems later found in People of the Monolith (pub. 1926), bound in the skin of a hunting horror.

- **Link: The Carlyle Mansion Library**, page 134.

Although several of the verses contained within this slim volume are identical to those which appear in Geoffrey's later published work, some are earlier versions which see heavy revision prior to their official publication by Erebus Press, Monmouth, Illinois. Others are unique to this manuscript.

Relevance: one of the unique poems is "The Trappings of a Queen," which describes the dread ruler Nitocris' regal paraphernalia in great detail (**Appendix D: Artifacts**).

- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** +1/+2 percentiles
- **Mythos Rating:** 9
- **Study:** 1 week
- **Spells:** none

Life As A God

English, by MontgomeryCrompton, c.1810. Duodecimo, handwritten, bound in human skin.

- **Link: The Carlyle Mansion Library**, page 134.

The only copy of a diary by English artist Crompton, who came to Egypt in 1805 and became a minor priest of the Brotherhood of the Black Pharaoh. Crompton was insane by the time he wrote this diary, meaning that much of it is incoherent.

Relevance: narrates all manner of unspeakable acts committed for the Pharaoh of Darkness, as well as describing the hidden throne room in the Bent Pyramid (**Carlyle Papers America #14**).

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +2/+4 percentiles
- **Mythos Rating:** 18
- **Study:** 10 weeks
- **Spells:** none

Africa's Dark Sects

English, by Nigel Blackwell, 1920. Sextodecimo, blue pasteboard covers with marbled endpapers and blue-stained page edges.

- **Link:** Horror at Ju-Ju House, **Items Within M'Dari's Alcove**, page 157.

Written by explorer Nigel Blackwell during his travels across Africa, the book is an odd mix of travelogue and exposé of the ritual practices of a variety of African cults. Although the notes of his travels were obviously turned into a book, no publisher is listed on the title page, and Blackwell is impossible to track down. Some believe the book may have been written under a pseudonym, but there are no candidates as to the real author if that is the case. Only 13 copies are known to exist—the authorities managed to burn the rest.

Relevance: stolen from the Harvard's Widener Library by Mukunga M'Dari, aided and abetted by a hunting horror. Blackwell unwittingly witnessed M'Weru's summoning of Nyarlathotep in his guise of the Bloody Tongue in 1916, which he describes in detail (and was lucky to escape with his life).

- **Sanity Loss:** 1D10
- **Cthulhu Mythos:** +2/+4 percentiles
- **Mythos Rating:** 30
- **Study:** 6 weeks
- **Spells:** Create Ciimba*

ENGLAND

Équinoxe Divisé

French, by Ghyslain D'Aramitz, 1807. Octavo, soft calf leather binding, pages untrimmed.

- **Link:** The Penhew Foundation, **Secret Room (Basement)**, page 202.

The account of a French merchant, colonial administrator, and explorer telling of his experiences traveling around the world, with particular chapters devoted to cataloguing and comparing regional customs and beliefs in Northern Africa, Asia, and Europe. D'Aramitz relishes in describing what appear to be outlandish (possibly fictional) practices concerning farming and hunting; however, these are interspersed with dramatic and chilling folk customs that have the ring of authenticity. A number of apparent medieval rituals, stemming from the south of France, are shown to have dark and murderous origins.

Relevance: there are numerous mentions of god-like entities and avatars that could be associated with Nyarlathotep, such as "Witch Maker," "Bloody Tongue," and "Three-Eyed Shadow" (the Keeper is free to insert more). Of particular relevance is a description of a mark cut into the skin of enemies of the Bloody Tongue (the same as seen on Jackson Elias' forehead). Additionally, a passage details an excursion to find the "Black Mountain where the Bloody Tongue dwells" in "Kirinyaga" (Kikuyu for "God's resting place"), where D'Aramitz claims to have seen unholy rites. Using the author's description of the journey, a reader might be able to retrace D'Aramitz's steps and find the Black Mountain in Kenya.

- **Sanity Loss:** 2D4
- **Cthulhu Mythos:** +2/+6 percentiles
- **Mythos Rating:** 24
- **Study:** 14 weeks
- **Spells:** Ruination of Evil (Cast Out The Devil*), Call Satan's Eye (Contact Nyarlathotep), Ritual To Tame Night Horror (Bind Hunting Horror), Old Woman's Blessing (Create Charm*)

Book of Dzyan

English, author/translation unknown, reputedly of ancient origin. Quarto, bound in goatskin, woven papers, distinct smell of sulfur.

- **Link:** The Penhew Foundation, **Secret Room (Basement)**, page 202.

Alleged to be an account of the "wise and venerable words of those most exalted High Masters of Shamballah," it describes generational transformations of consciousness beginning on a planet called Vellarros (Venus) and ending on Earth. Enlightened beings of flame are said to have "raised" humanity when the lands of Hyperborea and Atlantis were young. The book relates secret histories of what was and what shall be, with a significant portion of the work prophesying the rise and fall of different civilizations, including ones based in the North and South Americas.

Relevance: Nyarlathotep is mentioned a handful of times in the guise of the Black Pharaoh ("He who shall stride the Blue and White waters"— a possible reference to the Nile) and the Bloody Tongue ("a force of beckoning Chaos, bestride the hot mountain, His tongue succored in blood").

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +3/+6 percentiles
- **Mythos Rating:** 27
- **Study:** 14 weeks
- **Spells:** Call Forth Childe of the Woode (Summon/Bind Dark Young), Call Forth Wind Spirit (Summon/Bind Byakhee), Call Forth the Unseen Walker (Summon/Bind Dimensional Shambler), Consult the Wisdom of the Void (Contact Nyarlathotep)

Liber Ivonis

Latin, translated by Caius Phillipus Faber, 9th century. Quarto, bound in calfskin with iron clasp, black-edged papers, musty smell. Many pages missing or spoiled.

- **Link:** The Penhew Foundation, **Secret Room (Basement)**, page 202.

A discussion and record of experimentation (spellcasting) with elder geometries, the primal matter of existence, and natural philosophies, interspersed with commentaries and accounts alleged to come from a being named "Saccoche." Some passages in an unknown language (Hyperborean) written down verbatim without translation. Purported to have been written by Eibon, who modestly describes himself as the greatest of all sorcerers, and includes accounts of his cosmic travels to other dimensions and planets (Saturn, repeatedly).

Relevance: Eibon records numerous conversations with a being he calls "Saccoche," who appears to reveal various secrets to the wizard. In one such section, Saccoche states that he is also known as Pazz-Luzza by some, which may be an incorrect transcription of Pazzuzu, a name sometimes equating to Nyarlathotep.

- **Sanity Loss:** 2D4
- **Cthulhu Mythos:** +3/+8 percentiles
- **Mythos Rating:** 34
- **Study:** 34 weeks
- **Spells:** Contact Deity/ Yok Zothoth (Yog-Sothoth), Contact Deity/Zhothaqquah (Tsathoggua), Create Barrier of Naach-Tith, Commandment of Air (Create Mist of R'lyeh), Make Pale Blade (Enchant Knife), Voomiir Singuliis (Voorish Sign), Touch of Pain (Wither Limb)

Song of the Djinn (Oghniat Min al Jinn)

Arabic, by Ghalib al-Sabbah, c. 797. Sextodecimo, bound in goatskin with bronze clasp, sulfurous smell.

- **Link:** Misr House, **Secret Workroom and Dungeon**, page 275.

Heretical work alleged to be the transcript of a series of discussions held by the author with a "djinn," a being of "scorching fire," which related all manner of esoteric and forbidden lore. While most of the knowledge contained appears to be fanciful, a few kernels of Mythos knowledge are hidden in the text.

Relevance: the tome contains the Enchantment of the Living Flame spell (**Appendix B: Spells**), used to construct an artifact that empowers an individual knowing the Summon Fire Vampire spell to call on multiple fire vampires, as well as draw upon the power of Cthugha to melt magically imbued metal; therefore, able to destroy the Crown of Nitocris in Cairo (**Appendix D: Artifacts**).

- **Sanity Loss:** 1D4
- **Cthulhu Mythos:** +1/+3 percentiles
- **Mythos Rating:** 12
- **Study:** 12 weeks
- **Spells:** Enchantment of the Living Flame*

EGYPT

Al Azif

Arabic, by Abdul al-Hazrad (Abd al-Azrad), c. 730. Ten scrolls, c. 9th century CE, handwritten on what appears to be very fine goatskin parchment and stored in black leather scroll cases. Fragile, with some sections missing.

- **Link: The Egyptian Museum**, page 322.

Not the original written by the "Mad Arab" himself, which was allegedly brought to Cairo from Damascus by Saladin, but a slightly later version (possibly transcribed by, or from the library of, the celebrated Arab scholar, Alkindi). The scrolls held by the Egyptian Museum are, sadly, incomplete, although they may well be the last Arabic copy of the infamous *Necronomicon* in existence. As well as a comprehensive and sanity-shattering collection of spells, the scrolls contain the stories and legends of practically every Mythos deity and creature that ever existed, in all their myriad forms. Several of the maps and star charts are damaged or have been deliberately defaced, rendering them all but useless.

Relevance: this Arabic *Necronomicon* contains most of the Black Pharaoh information which Dr. Ali Kafour relates to the investigators. It contains much, much more than that, and is definitely dangerous to life and Sanity to read. Kafour does not quickly let anyone examine such a tome for fear of their very reason. However, within this most terrible of tomes is the spell Summon/Bind Fire Vampire, which may come in handy should the investigators wish to destroy the Crown of Nitocris (**The Items of Power**, page 361). It may also contain the spell needed to open the Gate to Nyarlathotep found in the Great Chamber beneath the Sphinx at Giza, if the Keeper so wishes (**The Enormous Hole**, page 357).

- **Sanity Loss:** 2D10
- **Cthulhu Mythos:** +6/+12 percentiles
- **Mythos Rating:** 54
- **Study:** 68 weeks
- **Spells:** Entreat the Daemon Sultan (Call/Dismiss Azathoth), Bring Down the Lord of Flames (Call/Dismiss Cthugha), Call to That Which Must Not Be Named (Call/Dismiss Hastur), Speak with the Dark One (Call/Dismiss Nyogtha), Hail to the Mother of All Things (Call/Dismiss Shub-Niggurath), Call/Dismiss Yog-Sothoth, To Bring Carrion Eaters (Contact Ghoul), Song of Chaos (Contact Deity/Nyarlathotep), To Bring Those Who Dwell Beneath the Desert (Contact Sand-Dweller), Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Bring Forth the Winged Steed (Summon/Bind Byakhee), Summon/Bind Fire Vampire, Call Forth the One (Summon/Bind Servitor of the Outer Gods), Voorish Sign

The Black Rites of Luveh-Keraphf

Egyptian hieroglyphs, by Luveh-Keraphf, c. Thirteenth Dynasty Egypt (1786–1633 BCE). Ten fragile papyrus scrolls, handwritten, currently stored in an old shoebox beneath Janwillem Van Heuvelen's bed.

- **Link: The Black Cat**, page 326.

Almost every inch of each scroll is covered with tiny, crabbed Egyptian hieroglyphs. The first scroll in the sequence identifies its author as Luveh-Keraphf, High Priest of the cat goddess, Bast. The first few scrolls then discuss the worship of Bast in great detail, including means for summoning Bast and her feline kindred. Later scrolls outline the worship of other Egyptian deities. Particular mention is made of "the Terrible Lord of the Riverbanks," the crocodile-headed Sebek. His riverside temples are described, along with the rituals for sacrifices made in his name. Cautionary chapters, devoted to the darker members of the Egyptian pantheon, are also included.

Relevance: Nyarlathotep is discussed in the forms of the Faceless God (an alternative name sometimes given to the Black Sphinx) and the Black Pharaoh, although each are presented as entirely separate beings. This information is identical to Dr. Ali Kafour's knowledge of the history and legends of the Black Pharaoh (**The Black Pharaoh in History** and **Legends of the Black Pharaoh**, pages 324 and 325, respectively).

- **Sanity Loss:** 2D6
- **Cthulhu Mythos:** +3/+8 percentiles
- **Mythos Rating:** 33
- **Study:** 41 weeks
- **Spells:** Contact The Goddess of Cats (Contact Bast*), Bind Cat*, Bring Forth the Faceless Master of the Sands (Call the Black Sphinx), Call the Black Pharaoh (Contact Nyarlathotep, Black Pharaoh form), Summon the Carrion-Feasters of the Desert (Contact Ghoul), Call Forth the Terrible Lord of the Riverbanks (Contact Sebek*), Summon and Abjure the Children of the Riverbanks (Bind Animal: Crocodile*)

KENYA

The Black Tome

Hindi, by Alsophocus, 1517, translator unknown. Duodecimo, bound in black calfskin, original iron clasp broken off.

- **Link: The Cellar of Taan Kaur**, page 411.

This is a translation of confessions of Alsophocus, a necromancer, allegedly living in the land of "Erongill," a place lost to myth and fable. The book contains recordings of numerous magical rites and spell castings, much like a diary of the necromancer's magical practice. In later parts, there is an account where Alsophocus purports to send his mind to Sharnoth "beyond time and earthly realms" where Nyarlathotep rules in a "great ebony palace."

Relevance: contains an interesting annotation (**Carlyle Papers Kenya #3**). A note written in the book is a date in the Hindu calendar for the eclipse, corresponding to January 14, 1926. The leopard spoken of in the handout could be the man-eater who actually appeared in India in 1926, and who was credited with 125 deaths before being slain in May of that same year.

- **Sanity Loss:** 2D6
- **Cthulhu Mythos:** +3/+7 percentiles
- **Mythos Rating:** 30
- **Study:** 37 weeks
- **Spells:** Chant of Thoth, Contact Feasters (Ghoul), Contact Lord of Sarnath (Nyarlathotep), Create Servant (Zombie), Curse*, Finger of Pain (Death Spell), Go Beyond (Journey to the Other Side**).

AUSTRALIA

Wondrous Intelligences

English, James Woodville, 17th century. Octavo, bound in fine red leather, some water damage and well thumbed.

- **Link: Mortimer Wycroft's Shop**, page 469.

The account of a merchant living during the English Civil War and after, during the time of Oliver Cromwell. Along with the author's tedious self-congratulations and dogged explications of his singular sexual practices, Woodville describes the Great Race of Yith.

Relevance: a latter passage contains a chilling evocation of the Yithians' war with "deadly beings who whistle down dark caverns and dwell within windowless basalt towers." Refer to the write up about the Great Race of Yith (*Call of Cthulhu Rulebook*, page 296), which provides a fair summary of the description of the Yithians; such information might be supplemented by that found in Lovecraft's story *The Shadow Out of Time*.

- **Sanity Loss:** 1D4
- **Cthulhu Mythos:** +1/+2 percentiles
- **Mythos Rating:** 9
- **Study:** 2 weeks
- **Spells:** none

Gods of Reality

English, Robert Huston, 1920s. 600 manuscript pages, unbound.

- **Link: Huston's Headquarters**, page 498.

Written by Robert Huston during his time in the city of the Great Race in Australia in the early 1920s. The universe, Huston establishes, is so relative that no sane human can imagine it. In self-defense, humans teach themselves not to see evidence of this, but some truths seep into consciousness through what we understand as dreams. In the underground tunnels, Huston found many records, reading of a civilization that travelled in vast, nuclear-powered airships.

Relevance: the book also tells about the Yithian mind controller and how it works, about lightning guns and how they can discourage or sometimes kill flying polyps, and how, by Nyarlathotep's grace, Huston was able to pull a Yithian (**Kakakatak**, see page 458) forward through time. Reading this tome also grants 1D6 points to Read (Yithian).

- **Sanity Loss:** 1D3
- **Cthulhu Mythos:** 0/+1 percentile
- **Mythos Rating:** 3
- **Study:** 1 day
- **Spells:** Time Trap*, Send Dream*

CHINA

The Goddess of the Black Fan

Classical Chinese, by Liu Chanfang, date unknown. Single scroll, parchment, stored in a carved ivory scroll case with silver filigree decorations.

- **Link: Shrine to the Bloated Woman**, page 560.



The poems contained on this scroll tell how the monk Liu meets a goddess who hides her face behind a black fan. The goddess seduces the author, telling Liu her true name and how to call her from behind the fan. He follows her bidding, and is struck with horror when he sees the Bloated Woman. Losing all reason, he writes a last poem in his own blood after gutting himself with a sickle.

Relevance: this is the foundation for, and the most sacred tome of, the Order of the Bloated Woman. The cult will do anything and slay anyone to retrieve this book now that it has been returned to them after centuries of fearing it lost forever. Though Liu never mentions the name Nyarlathotep, one of the poems acts as the spell Contact Nyarlathotep in the aspect of the Bloated Woman.

- **Sanity Loss**: 1D4
- **Cthulhu Mythos**: +1/+4 percentiles
- **Mythos Rating**: 15
- **Study:** 2 weeks
- **Spells**: Come, Mistress of the Fan (Contact Nyarlathotep/ Bloated Woman)

Livre d'Ivon

French, translated by Gaspard du Nord, c. 13th century. Quarto, handwritten manuscript, bound in royal blue shagreen (stingray leather).

- **Link: Shrine to the Bloated Woman**, page 560.

Most likely translated from the Greek manuscript, the *Livre d'Ivon* shares many similarities with its sister volume, the *Liber Ivonis*, with the addition of a Gallic twist from its author, Gaspard du Nord, the Averoigne sorcerer who managed to avoid persecution at the hands of the Church after putting down a major threat conceived by his former master, Nathaire. It is believed the tome du Nord used as the basis for his work may well have come from Nathaire's personal collection.

Relevance: like the copy of the *Liber Ivonis* (see **England** section, above) in the Penhew Foundation, Ho Fang's copy of the *Livre d'Ivon* contains the spell Enchant Knife, which can be used to create a weapon capable of destroying the Necklace of Nitocris (**Items of Power**, page 361).

- **Sanity Loss:** 2D4
- **Cthulhu Mythos:** +4/+8 percentiles
- **Mythos Rating:** 36
- **Study:** 36 weeks
- **Spells:** Call/Dismiss Azathoth, Contact Formless Spawn of Zhothaqquah (Formless Spawn), Contact Deity/Kthulhut (Cthulhu), Contact Deity/Yok Zothoth (Yog-Sothoth), Contact Deity/Zhothaqquah (Tsathoggua), Create Barrier of Naach-Tith, Gate, Create Mist of R'lyeh, Enchant Knife, Voorish Sign, Wither Limb

The Necronomicon

Latin, translated by Olaus Wormius, 1228. Spanish black letter folio, 17th century, bound in oxblood-colored leather and secured by ornate clasps set with a variety of semi-precious stones.

- **Link: Shrine to the Bloated Woman**, page 560.

Translated by the monk Olaus Wormius from the Greek version of the text penned by Theodorus Philetas in the 10th century, the printed Spanish second edition is of a much lesser quality than those produced in Germany two centuries earlier. It contains most of the same information as *Al Azif* (page 643), although there are several notable omissions and additions if the two are compared directly. This version contains far less on the various guises on Nyarlathotep, and concentrates on those that took the fancy of both Philetas and Wormius, especially his more human-like/demonic forms.

Relevance: contains a handwritten marginalia that details the specific variation of the Gate spell that sends the user straight to Nyarlathotep (author unknown). The Gate costs 20 magic points to use. (See also **The Enormous Hole**, page 357.)

- **Sanity Loss**: 2D10
- **Cthulhu Mythos**: +5/+11 percentiles
- **Mythos Rating**: 48
- **Study**: 66 weeks
- **Spells**: Come Daemon Lord (Call/Dismiss Azathoth), Summons of that Unnamed (Call/Dismiss Hastur), Speak, Oh Dark One! (Call/Dismiss Nyogtha), Come, Dark Mistress of the Woods (Call/Dismiss Shub-Niggurath), Contact Ghoul, Hail the Lord of Many Faces (Contact Nyarlathotep), Behold the Herald's Way (Create Gate to Nyarlathotep), Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Powder of Ibn-Ghazi, Resurrection, Shrivelling, Fly By Night (Summon/Bind Byakhee), Bring Dancing Flames (Summon/Bind Fire Vampire), Voorish Sign

R'lyeh Text Commentaries

Original Classical Chinese, author unknown, c. 300 BCE, with commentaries in Classical Chinese, author unknown, date unknown. Original R'lyeh text comprises five scrolls, handwritten on fine parchment, plus five additional scrolls of handwritten commentaries, all stored in a matching set of silk scroll boxes.

- **Link: Shrine to the Bloated Woman**, page 560.

A very early copy of the information found on the now-lost original clay tablets, the scrolls tell of the sinking of Mu and R'lyeh as recounted by the spawn of Cthulhu. They also list the proper devotions due to the Great Old One and his kin, as well as how to contact them in times of need. The commentaries, obviously written by someone hovering on the edge of insanity, consist largely of demented ramblings on the nature of the lost continents and their inhabitants, as well as a partially accurate sketch map of R'lyeh.

Relevance: given to Ho Fang as a gift by Carl Stanford. Contains the spell Breaking Crest (Wave of Oblivion), which may be of use against the *Dark Mistress* or the *Luxuriant Goddess*.

- **Sanity Loss:** 2D6
- **Cthulhu Mythos:** +5/+10 percentiles
- **Mythos Rating:** 45
- **Study:** 54 weeks
- **Spells:** The Unwavering Gaze (Call Cyaegha**), Song of the Lost Deeps (Contact Cthulhu), Come Children of the Sea (Contact Deep Ones), Contact Father Dagon, Contact Mother Hydra, Breaking Crest (Wave of Oblivion)

Secret Mysteries of Asia, With a Commentary on the Ghorl Nigral

Chinese translation, author unknown, from German edition by Gottfried Mulder, 1847. Octavo, handwritten in purple ink, bound in cloth-covered board and embossed with Lin Yenyu's personal seal.

- **Link: Madam Lin's Collection**, page 570.

Written from memory by German Occultist Gottfried Mulder after the death of his friend and colleague Friedrich von Junzt, who had discussed the *Ghorl Nigral's* (*Book of Night*) contents with him at length, after being permitted to view the sole existing copy in a monastery above the hidden city of Yian-Ho, China. The original manuscript was allegedly discovered on Yaddith by a sorcerer named Zkauba (according to the *Book of Eibon*) before being brought to Earth and amended by the priests of Mu to include tales of their own lands.

Relevance: contains the Brew Space Mead spell (useful if the investigators haven't already found the prepared substance in New York and are in need of it to destroy the **Girdle of Nitocris** (page 652, Egypt). This particular recipe calls for ground "dragon" bones of the kind found in Ho Fang's warehouse (**The Special Storeroom**, page 554, China), the distilled essence of blue lotus flowers (**Inner Court**, page 560, China), the last breath of a dying man, the "bark" (dried skin) of a dark young of Shub-Niggurath (**The Cellar of Taan Kaur**, page 411, Kenya), a concoction made from the fermented remains of a flying creature (the topical bat poison found in the City of the Great Race is ideal; **Cult Rituals**, page 497, Australia), and (quite mundanely) the freshly-squeezed juice of a large lump of root ginger.

- **Sanity Loss:** 1D8
- **Cthulhu Mythos:** +2/+5 percentiles
- **Mythos Rating:** 21
- **Study:** 16 weeks
- **Spells:** Elixir of Far Flight (Brew Space Mead), Exhort the Daemon Sultan (Call Azathoth), Opening of the Way (Gate), Of Mist Concealed (Create Mist of R'lyeh)

PULP: ALTERNATIVE INGREDIENTS

In a pulp campaign, the last breath of a dying man may be a little tame when it comes to the special ingredients required for such a potent spell as Brew Space Mead. A much tougher to obtain ingredient would be the blood of a god: in particular, Nyarlathotep's.

There are several opportunities for the heroes to acquire such a substance: M'Weru's pendant (**Dramatis Personae: Kenya**, page 393, Kenya) contains three drops of the Crawling Chaos' viscous, black blood—a precious gift from the god himself in recognition of her services to him. It is possible that the heroes could directly acquire Nyarlathotep's blood from an encounter with one of his avatars, such as the Black Pharaoh in Egypt (**Taking on A God**, page 369, Egypt) or the Sand Bat in Australia (**Quarterly Rituals**, page 497, Australia). If all else fails, there are always the god's various heralds: for example, the **Black Sphinx** (box, page 383, Egypt) or the heralds of Nyarlathotep at Misr House (**Grand Rites**, page 279, England).

The Seven Cryptical Books of Hsan

Classical Chinese, written by Hsan the Greater, c. 2nd century. A single, large classical Chinese scroll organized into seven books, handwritten and kept in a fitted scroll case bearing the Elder Sign.

- **Link: Mr. Mu**, page 573.

This particular copy of the *Seven Cryptical Books* is much more ancient and perfect than the usual copies. Disagreement still exists as to whether the book was written by Hsan the Greater, or was in fact brought from Leng at the time of the Yellow Emperor before being translated. Amongst other topics, the *Books* discuss Nyarlathotep's many incarnations and the Dreamlands, as well as containing fragments from other Mythos tomes.

Deciphering this scroll's idiosyncratic handwritten characters and understanding their portent is a lengthy task, even for a fine classical scholar like Mu Hsien; on their own, an investigator must have at least a 50% skill in **Language (Chinese)**—any variant, as the written language is common to all dialects—to get started and, lacking outside help, stands only an Extreme chance of success.

Relevance: the passage concerning the Eye of Light and Darkness is in the fifth of the *Cryptical Books*. For information and procedures concerning it, see **Carlyle Papers China #9**. The method of creating this ward exists in only the particular copy being translated by Mu Hsien, which is why the Order of the Bloated Woman so desperately wants it. The Order is referred to in the text several times, which remarks that the Bloated Woman is but one messenger of many.

- **Sanity Loss:** 1D8
- **Cthulhu Mythos:** +3/+8 percentiles
- **Mythos Rating:** 33
- **Study:** 40 weeks
- **Spells:** Call Down Spirit (Summon/Bind Byakhee), Contact Ghoul, Contact Hound of Tindalos, Contact Mi-Go, Contact Nyarlathotep, Door to Kadath (Gate to Kadath), Elder Sign, Eye of Light and Darkness*, Find Gate, and Restore Life (Resurrection), among others (at the Keeper's discretion)

The Tale of Priest Kwan

Classical Chinese, author unknown, date unknown. Scroll, woodblock printed on mulberry, hemp, and rag paper, stored in a hollowed-out piece of bamboo adorned with faded yellow velvet.

- **Link: Shrine to the Bloated Woman**, page 560.

This homily tells how, with pure faith, a priest of the Order of the Bloated Woman overcame and humbled a powerful noble. The spells contained in the book are mostly in the form of poems, with some written in the accompanying annotations.

Relevance: the scroll graphically describes rituals of the Order of the Bloated Woman, and mentions a powerful aide to the priest, a friend called the Great Faced Lion—a reference to the Black Sphinx and the Cult of the Black Pharaoh.

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +1/+4 percentiles
- **Mythos Rating:** 15
- **Study:** 6 weeks
- **Spells:** Call the Black Sphinx*, Grasp of Cthulhu*, Power Drain*, Shrivelling, Steal Life*

True Magick

English, by Theophilus Wenn, 17th century. Octavo, recently rebound in fine red Chinese silks depicting various Mythos creatures and symbols.

- **Link: Shrine to the Bloated Woman**, page 560.

Largely concerned with the nature and habits of what scholars of the period perceived of as "demonic creatures." Wenn's manuscript also contains a number of protective charms, as well as other incantations designed to inconvenience one's rivals. It also discusses Wenn's own peculiar interpretation of the different schools of magic (black, white, etc.)

Relevance: contains the spell Summon/Bind Byakhee, which may be of use if the investigators have any dealings with these creatures during the campaign (see **Deus Ex**, page 360).

- **Sanity Loss**: 1D8
- **Cthulhu Mythos**: +2/+4 percentiles
- **Mythos Rating**: 18
- **Study**: 24 weeks
- **Spells**: Call for Spirit of the Air (Summon/Bind Star Vampire), Call Forth the One (Bind Servitor of the Outer Gods), Call Forth the Winged One (Summon/Bind Byakhee), Create Charm*, Speak with the Dark One (Contact Nyogtha)

APPENDIX D

ARTIFACTS

PERU

The Golden Mirror

- **Link: Hotel España**, page 64, Peru.

At first, this appears to be a mask, approximately 6 inches (15 cm) square, made of gold. It depicts a stylized face, largely made up of blocky geometrical shapes raised from the surface, and is solid, with no eyeholes. A successful **Archaeology** roll indicates that it is similar in design to artifacts found at Tiwanaku (a pre-Columbian archaeological site in western Bolivia). The back of the mask is unadorned and polished to a high sheen, allowing it to be used as a mirror. Those examining the surface for more than a few seconds must make a **POW** roll: if successful, the viewer is bombarded with a series of visions, almost too quickly to process. The Keeper should choose 2 to 4 from the following list:

- An ancient stepped pyramid on a plateau (**The Ruins**, page 77, Peru) breaks apart as greasy white tendrils dripping with huge maggots reach upwards from its remains.
- A small man huddled in a corner of a dingy room feverishly painting... something (**The Chelsea Serpent**, page 215, England).
- Looking out of a train window, sweeping vistas of African plains passing by, accompanied by the strong smell of smoke, then the sound of screaming… (**The First Attack**, page 398, Kenya)
- Thousands of people, men and women of every race, perform bloody and orgiastic rites atop a great mountain (**Ritual of the Birth**, page 433, Kenya)
- A series of endless, dark tunnels, filled with the roars and cries of wild beasts (**Beneath the Pyramids**, page 351, Egypt).
- The investigator sees their own hand, reaching out and touching a large red rock that is warm to the touch. Everything is brightly lit. Next to the rock, a black pit that descends into the depths of the Earth… (**The Second Entrance**, page 488, Australia).
- The sun goes black and tentacles of darkness spread across the sky, consuming the world (**The Full Horror**, page 622, Grand Conclusion).

Experiencing such visions of the future provokes a **Sanity** roll (1D3/1D6 loss). The Keeper should feel free to add more visions if they wish to foreshadow any particular events of the later campaign.

Note: with an Extreme success on the POW roll, the mirror functions as per the Contact Nyarlathotep spell (*Call of Cthulhu Rulebook*, page 252). De Mendoza uses the mirror in this aspect to communicate with the god in the pyramid.

The Ward of the Pyramid

- **Link: The Storeroom**, page 65, Peru.

The ward formed by the golden inlay around the base of the pyramid (**The Pyramid's Base**, page 80, Peru) functions in a similar manner to an Elder Sign (*Call of Cthulhu Rulebook*, page 255). Entities imbued with the essence of Nyarlathotep, including his avatars and the kharisiri, are unable to touch or damage the ward or pass over or through it.

Physically, the ward is a single worked length of gold that stretches all the way around the base of the pyramid, in the tunnels below. It is largely a straight band, with some sections bending off at right angles into short spurs or squared-off spirals. The surface is imprinted with a series of non-repeating geometric shapes, mostly squares and rectangles, with no obvious meaning to them. None of these shapes resemble any known form of writing.

The section of the ward removed by the conquistadors (***Museo de Arqueología y Antropología***, page 65, Peru) is less powerful, although entities like the kharisiri are still unable to touch it without being hurt (taking 1D3 damage per round) or spend more than a few seconds in its immediate

proximity—even carrying it in a crate or bag would be impossible for them. This section of the ward is around 2 feet (60 cm) in length, 3 inches (7.5 cm) wide, and a third of an inch deep (1 cm). It weighs a little under 25 pounds (11 kg), making it too heavy for most people to wield in combat situations.

The spell used to create the ward is lost to time. The builders of the pyramid left no written records behind and there are no clues in the design of the artifact itself. It may be possible to recreate it through spontaneous use of the Cthulhu Mythos skill, in which case the Keeper should look to the Elder Sign spell for inspiration.

AMERICA

Mask of Hayama

- **Link: Ju-Ju House**, page 154, America.

A carved wooden African mask with four hideous faces perched atop a thick, corded neck with a basket-like reed, feather, and fabric collar that hides the wearer's face. No straps, ties, or handles hold this unsightly mask to the face. As soon as the mask is placed on the head, the collar constricts around the face, holding it tightly in position, its agonized grimace clear to all onlookers. The wearer cannot remove the mask, and neither can anyone else pull it free.

As the mask stays on, the wearer ceases to struggle. After 15 seconds, the wearer's pupils expand to fill their eye sockets, unseen by those watching. At that point, and for the following 30 seconds, the wearer has an all-too-clear vision of one of four gods, chosen at random by rolling 1D4 and consulting **Table: Mask of Hayama Visions**, unless a specific Call or Contact spell is used at the same time (see following); the wearer must make a **Sanity** roll to determine their fate. The mask then releases its grip on the wearer's face and can be removed. If used in conjunction with a Call or Contact spell for one of these gods, as described below, the mask also releases itself when the spell concludes.

There are benefits to wearing the mask, if the wearer survives with their Sanity intact. The first time each god is viewed through the mask, increase the wearer's Cthulhu Mythos by 1D10 points, in addition to any Cthulhu Mythos gain due to insanity. Secondly, donning the mask while casting any of the spells Contact Nodens, Call Azathoth, Call Shub-Niggurath, or Call Yog-Sothoth effectively opens a more direct line to that god. In game terms, this adds a bonus die to the roll for the spell being cast for the first time. The Mask of Hayama is a prized Mythos artifact and cultists will kill for it.

ENGLAND

Mirror of Gal

- **Link: Empire Spices**, page 256, England.

The Mirror of Gal is both a scrying device and a powerful weapon of attack. To employ its powers, the user must have a supply of *obra'an* and *gabeshgal*—the substances within the **Sandstone Vials** (page 258, England) hidden in the secret drawer of Shafik's desk at Empire Spices.

TABLE: MASK OF HAYAMA VISIONS

1D4	God	Sanity Roll Succes	Sanity Roll Failure
1	Nodens*	No Roll	No Roll
2	Azathoth	1D10 Sanity Points	1D100 Sanity Points
3	Shub-Niggurath	1D10 Sanity Points	1D100 Sanity Points
4	Yog-Sothoth	1D10 Sanity Points	1D100 Sanity Points

As noted in the Egypt chapter, the Mask of Hayama can help investigators foil the resurrection of Nitocris (*Deus Ex***, 360, Egypt.)*

As a scrying device: use the *obra'an* (the red syrupy substance in one of the sandstone vials) to draw an inverted ankh on the glass. The user then loses 3 magic points and 1 Sanity point in activating the mirror, which shimmers and become translucent.

The user must concentrate upon a single thing (a person, item, or place within 200 miles), which then appears in the mirror. The mirror reveals only one such thing per use. It holds the image for 1D10+10 minutes or until the user breaks their concentration. The user cannot hear or speak to the thing viewed. A new image requires the drawing of a new ankh and repaying the activation costs.

As a weapon: the living target must have been made visible in the mirror (per the description for scrying). The *gabeshgal* (black powder) is then used to cover the target's image in the mirror completely. Once the target's image is covered, they are beset by intense fear—feeling a sudden deep despair and a powerful sense that something is trying to smother them, provoking a **Sanity** roll (1D4/1D8 loss).

The mirror's user may attempt to physically harm the target by winning an opposed **POW** roll against them, and then sacrificing 10 POW. If successful, the user may spend magic points to cause injuries to the target on a 1-for-1 basis. The injuries appear suddenly; cuts appear in the flesh and bleed profusely. If harmed in this manner, the target must make a second Sanity roll for 1D4/1D8 loss.

PULP: MIRROR OF GAL

For pulp games, each magic point invested in the attack is doubled; thus, 10 magic points inflict 20 points of damage.

One application of *gabeshgal* permits one attack. To repeat the attack, the user must clear the mirror and scry the target again before attempting another opposed **POW** roll, repeating the procedure.

The scrolls hidden with the sandstone vials explain how the Mirror of Gal is used. Reference to the artifact might be found in another Mythos tome at the Keeper's discretion.

Two Scepters

- **Link: Empire Spices**, page 256, and **Misr House**, page 269, England.

Both Edward Gavigan and Zahra Shafik own a pair of these scepters. Each scepter is about a foot long; one ends in a crook, while the other ends in an inverted ankh. The shapes appear almost organic, as if the metal was grown rather than forged; if analyzed, the metal is unidentifiable.

Once daily, if held crossed in front of the body, they add 2D10 points to the holder's magic points so long as the scepters remain crossed. Unused magic points gained in this way disappear when the scepters are uncrossed. When so used, the scepters glow with an eerie, greenish light.

The scepters, if crossed in front of the user, may also be used to absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at the holder, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but the user must keep the scepters crossed.

Headdress of Eyes

- **Link: Misr House**, page 269, England.

A golden headdress in which hundreds of small eyes have been fashioned from gold. Each eye contains a precious gem of varied color. Created by Gavigan and blessed by Nyarlathotep, the headdress is a repository of magic points, which Gavigan can call upon when he wears it. Five magic points can be stored by the wearer at any one time (deducted from the wearer's current amount). Currently, the headdress holds its maximum of 20 magic points. Investigators trying to fathom the magical nature of the jewelry must succeed with a **Cthulhu Mythos** roll to open their mind to the artifact's potential (storing or utilizing the points stored) but, in so doing, they open themselves to the influence of the Black Pharaoh. When first activated, anyone not in the service of Nyarlathotep begins to hear a voice in their head.

The voice is androgynous, at times sounding male and at others female. The voice appeals to the wearer's dark side, encouraging them to follow a path of selfishness, self-preservation, and adoration of the Black Pharaoh. The voice can be heard even if the headdress is not worn. Thereafter, each week the voice causes the new owner to lose 1 Sanity point. Whenever an important decision is faced, they must make a **POW** roll (determined by the Keeper): if failed, they must take the course of self-interest. Should the owner go insane, their madness may include some form of adoration or interest in the Black Pharaoh. Should the owner become permanently insane, they become a devout cultist in the service of the Black Pharaoh.

The curse of the headdress may be broken if the jewelry is destroyed (such as eaten by a Mythos monster or thrown into a volcano; anything less will be ineffective) or if the owner can succeed in an Extreme **POW** roll to banish the voice from their mind (a one-time opportunity). Other magical means might be effective at the discretion of the Keeper.

PULP: HEADRESS OF EYES

The headdress can hold up to 50 magic points, and up to 10 points may be stored at any one time. In addition, it enables Gavigan (or its new owner) to understand and communicate in foreign tongues (speech and the written word). The headdress must be worn for its abilities to work. Equally, the curse is greater. A Hard **POW** roll is required to negate the dark whispers goading the hero into selfish acts.

EGYPT

The Adornments of Nitocris

Queen Nitocris has three items of power essential for her resurrection and subsequent protection: her Crown, Girdle, and Necklace. For the various methods required to destroy each artifact, see **The Items of Power** section, page 361, Egypt.

Crown of Nitocris

- **Link: The Altar**, page 256, Egypt.

A jet-black circlet, topped with a cut gem that, to the untrained eye, looks like a large diamond. The crown is made from an alloy of zirconium and iron, blackened with age; its gem is a zircon of unusual size and rarity. A successful **Science (Chemistry)** or **Appraise** roll identifies both facts.

Girdle of Nitocris

- **Link: The Mosque of Ibn Tulun**, page 340, Egypt.

A narrow band of intricately-linked gold chain, with what appears to be a large, cabochon-cut ruby marking the clasp. The ruby is particularly unusual in that it displays an asterism, meaning that it has a six-pointed star on its surface (such gems are called "star stones," as a successful **Appraise** roll reveals). If studied closely, the polished gem appears to shift unpredictably in both its shape and color, but the star always remains.

Necklace of Nitocris

- **Link: The Altar**, page 356, Egypt.

A long, silver chain decorated with small emerald beads and a large, square emerald pendant carved with an image of the Black Sphinx. A successful **Archaeology** or **Appraise** roll identifies both as unusual materials for an Egyptian piece of jewelry; silver because of its rarity in ancient Egypt, and emerald due to it largely being mined by the Romans in Egypt, long after Nitocris' time.

Amulet of the Night Beasts

- **Link: Faraz Najjar**, page 304, Dramatis Personae: Egypt.

Faraz Najjar wears a useful Mythos artifact around his neck, carefully hidden beneath his *djellaba*: a necklace of silver and jet with a large opal in the center that protects its wearer from the depredations of hunting horrors. Any such creature attacking a person wearing the amulet must succeed in an opposed POW roll each time it attempts to strike. Failure indicates that the hunting horror misses, and cannot attack the wearer again that round.

Only a successful combined **Luck** and **Spot Hidden** roll enables an investigator to spot that the nervous merchant is wearing the necklace.

Circlet of Nata Haje

- **Link: Sharifa Rawash**, page 309, Dramatis Personae: Egypt.

On her left arm, Sharifa Rawash wears a magical circlet made of gold, alabaster, and onyx, wrought to look like an Egyptian cobra. Once per combat round, the wearer can transmit one or more magic points into the circlet and cause a living Egyptian cobra to drop to the floor (or other surface) beneath the circlet.

The generated cobras are entirely normal Egyptian cobras, except that they never bite the wearer of the circlet. The smallest cobra so produced is 1 foot (30 cm) long and injects a Mild venom (1D10 damage); for each additional magic point sacrificed to the circlet, the cobra produced is approximately another foot longer. Once it reaches 10-feet (3 m) in length, the cobra's venom becomes a Strong poison (2D10 damage). The circlet does not accept more than 10 magic points per combat round, and cannot create more than one cobra per round. However dangerous they are to the servants, Sharifa enjoys keeping several of these little chums slithering around.

EGYPTIAN COBRA (*NAJA HAJE*)

A smaller, less beautiful serpent than the king cobra of India, the Egyptian cobra is darker with a narrower hood. Its appearance is sufficient to make the bravest investigator sweat.

The cobra's strike is not amazingly fast or accurate. If the investigator can see the strike coming, allow a normal Dodge roll to evade the attack (after all, a cobra may aim for a pants' cuff rather than a leg). The bite of a cobra does not deal significant damage in itself, but the sharp fangs can penetrate two points of armor. The poison is relatively slow acting; approximately 15 game minutes should pass before swelling or sweating from a bite occur.

char.	*average*	*rolls*
STR	10	1D3 ×5
CON	30	(1D6+3) ×5
SIZ	5	(1D2) ×5
POW	15	(1D6) ×5
DEX	65	(2D6+6) ×5

Hit Points: 3
Average Damage Bonus: –2
Average Build: –2
Move: 8/8 swimming

Combat

Attacks per round: 1 (can use Bite to fight back numerous times per round)

Bite: the toxicity of snake venom can vary. Victims must make an Extreme CON roll to resist full effect of the poison; a successful roll halves the damage and negates death. Otherwise, unless antivenin or suitable medical treatment can be found within a few hours, the victim of a bite may die.

Bite	40% (20/8), damage 1D3+DB+1D10 poison damage
Dodge	30% (15/6)

Skills

Stealth 90%.

Armor: none.

Token of Bast's Regard

- **Link: The Black Cat**, page 326, Egypt.

A carved pendant of black granite in the form of an Egyptian cat, approximately 2 inches (5 cm) in height, hung from a sturdy thong of plaited leather. Not only does the token guarantee the affection of any feline the owner encounters, but it also safeguards them against the attentions of cat-demons, who will not attack them, except in self-defense.

Should the wearer ever harm a cat, the amulet shatters, transforming into a cat-demon, which seeks vengeance on the perpetrator. If the amulet is worn, the animal immediately claws the victim for 2D6 damage (automatic), then vanishes; if they survive the attack, the victim is left with a permanent scar and the lifelong enmity of the feline race. If they are not wearing the amulet at the time they insult Bast by harming one of her creatures, then the cat-demon hunts them down and attacks (Raking Claws 75%) for 2D6 damage. It continues to hunt its target until it successfully wounds them. Under such circumstances, it can be dismissed using a Crux Ansata (*Call of Cthulhu Rulebook*, page 261), or the Dismiss Spirit spell against the cat-demon's POW 80 (see **Appendix B: Spells**, page 633). This does not, unfortunately, negate the hatred displayed for them by every other cat they encounter.

KENYA

Taan's Ring

- **Link: Taan Kaur**, page 442, Characters and Monsters: Kenya.

Worn by Taan Kaur, this thick gold band bears a red gemstone, and is capable of storing up to 30 magic points. If held against the head of a dying person, half of that person's magic points are absorbed into the ring, causing the gemstone to flare with a red light. It also grants the wearer immunity from the harmful effects of fire and heat—a useful asset for one who deals with fire vampires.

Bundari's Fly Whisk

- **Link: Old Bundari**, page 421, Kenya.

It has an ebony handle carved with Kikuyu symbols. In many African cultures, the fly whisk is thought of as a defense against evil spirits, for such spirits often take the form of flies. Such magicians invariably have whisks among their paraphernalia, as anyone succeeding at an **Occult** or **Anthropology** roll knows. This fly whisk has two special powers, though Bundari explains only that it can find and resist evil.

- It grants the bearer a bonus die on opposed **POW** rolls made to resist the effects of magic.
- The whisk can be used to find hidden evil. To that end, it grants a bonus die to the holder with any skill so used. For example, when searching for the hidden entrance to a temple devoted to a Mythos deity, it would add a bonus die to the holder's **Spot Hidden** roll.

AUSTRALIA

The Device of Rods, Wheels, and Mirrors

- **Link: The Randolph Shipping Company**, page 464 Darwin.

This strange and unusual device is composed of machined rods, wheels, mirrors, and an eye tube. A successful Hard **Mechanical Repair** roll enables an investigator to activate the self-powered instrument. If powered up, looking down the eye tube provokes an Extreme **POW** roll: if successful, the investigator can look away from the eye tube; if failed, however, they fall into a coma as their mind is then transferred far along the stream of time to the antediluvian epoch when the City of the Great Race thrived. The mind of a Yithian from that time transfers into the investigator's body. The investigator's mind is trapped within a Yithian body for 1D4 weeks and, while trapped, loses 1D4 Sanity points each week.

The Great Race inhabitant settling into the victim's body is unable to make it speak or otherwise communicate for some days, and astonishing grimaces and distortions pass across the investigator's face during this time. The new inhabitant of the investigator's body soon learns what is necessary to make its way, and begins practicing with the new body. They inspect their whereabouts, avidly reading newspapers, books, and magazines, then return to bed and sham unconsciousness, attempting to learn as much as possible before interacting with other "creatures." The Great Race transferee is scouting the epoch, to decide if a full-term (five year) transfer promises an adequate return of knowledge. In this case, the Yithian decides that Australia is not the cultural center it needs, and departs after 1D4 weeks.

The Keeper must decide whether to secretly let the player of the possessed investigator know what has happened to them, and whether that player is willing to basically sit out of the next 1D4 weeks of game time. It is advised that, rather than have the player watch the game from the sidelines, they create another investigator or pick up a suitable replacement character.

When the Great Race observer transfers back to its original body, the investigator awakens in their own body. The victim's original player can be offered the opportunity to resume playing the recovered investigator, who is subject to the same flashes of recall noticed by the victim in Lovecraft's *The Shadow Out Of Time* and, like him, quickly recovers previous memories if taken to the Australian ruins of the City of the Great Race. These memories return to the victim with a successful Extreme **POW** roll (reduce the difficulty to Regular if in the Yithian city). In addition, the returned memories grant 1D8+2 points of Cthulhu Mythos skill—this knowledge could be used by the Keeper for narrative hooks and ploys with which to keep the action moving, or to help the investigator guide their companions once they enter the vast and mysterious city of the Yithians in the Australia chapter.

PULP: DEVICE OF RODS, WHEELS, AND MIRRORS

An option is to reduce the possession's length of time down from 1D4 weeks to 1D4 days, which may negate the need for the player concerned to create a new character. Additionally, the Keeper may elect to have the possessing Yithian aware of the future (they are a time-traveling race, after all), and act to drive the investigators in the right direction (i.e. toward the Great Sandy Desert and the lost city). Perhaps the Yithian, unable to fully communicate, leaves cryptic messages or clues, which point to Cuncudgerie and beyond. Whether the Yithian is helping to avert a disastrous future or simply attempting to aid a member of its own race (**Kakakatak**, page 458, Australia), is left to the Keeper to determine.

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