Bloody Tongue Edition

The Masks of Nyarlathotep Companion

By
Kramer, Warren, Pook,
Zeitlin & Sokolowski

"Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare." H.P. Lovecraft, 1920

"What kind of weapons do Bloody Tongue cultists use?"
"What does the *Liver Ivonis* contain?"
"What hospitals are there in Mombasa?"
"How do you organize a raid on Gray Dragon Island?"
"What do I do if everybody dies???"

Ever since its release in 1984, *Masks of Nyarlathotep* has been considered one of the finest supplements for *Call of Cthulhu*, a roleplaying classic. Countless players have dared to thwart the machinations of Nyarlathotep and plumb the mysteries of the Carlyle expedition. Keeping this globe-trotting campaign is unfortunately rather a challenge, with scores of NPCs, dozens of locations, hordes of cultists, and at least one very angry Outer God. Needless to say, even the best Keeper could use a little help.

That is where the *Masks of Nyarlathotep Companion* comes in. Drawing on the wisdom and experience of the members of Yog-Sothoth.com, the premiere site for Lovecraftian role-playing, the *Companion* gathers together tips and advice for Keepers wishing to run *Masks of Nyarlathotep*. Within these pages are detailed nearly every imaginable facet of the campaign, from starting play to ending things with a bang, explaining, exploring, and expanding the classic work. There is something for everyone, from novice game masters to Grognardian disciples of Cthulhu.

The *Masks of Nyarlathotep Companion* contains:

- A History of the Campaign.
- Keeper's Tips for organizing and running the campaign.
- Tips on how to introduce, use, and kill Jackson Elias.
- Guides to New York, London, Cairo, Kenya, Australia's Pilbara Coast, Shanghai AND Hong Kong.
- Articles describing and expanding on all of the campaigns tomes and artifacts.
- 4 new scenarios and numerous encounters that can be inserted into the campaign.
- Over two-dozen pre-generated characters plus tips on building better investigators.

Now you too can challenge (or challenge again) your players with this award-winning campaign, now with the power of the Companion at your side!

Innsmouth House Press

The Masks of Nyarlathotep Companion

Inspired by the writings of H.P. Lovecraft - 1890-1937

"This face is a mask, and what it covers is not human."
- Through the Gates of the Silver Key, 1934

The Masks of Nyarlathotep Companion

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We're only making plans for Nigel.

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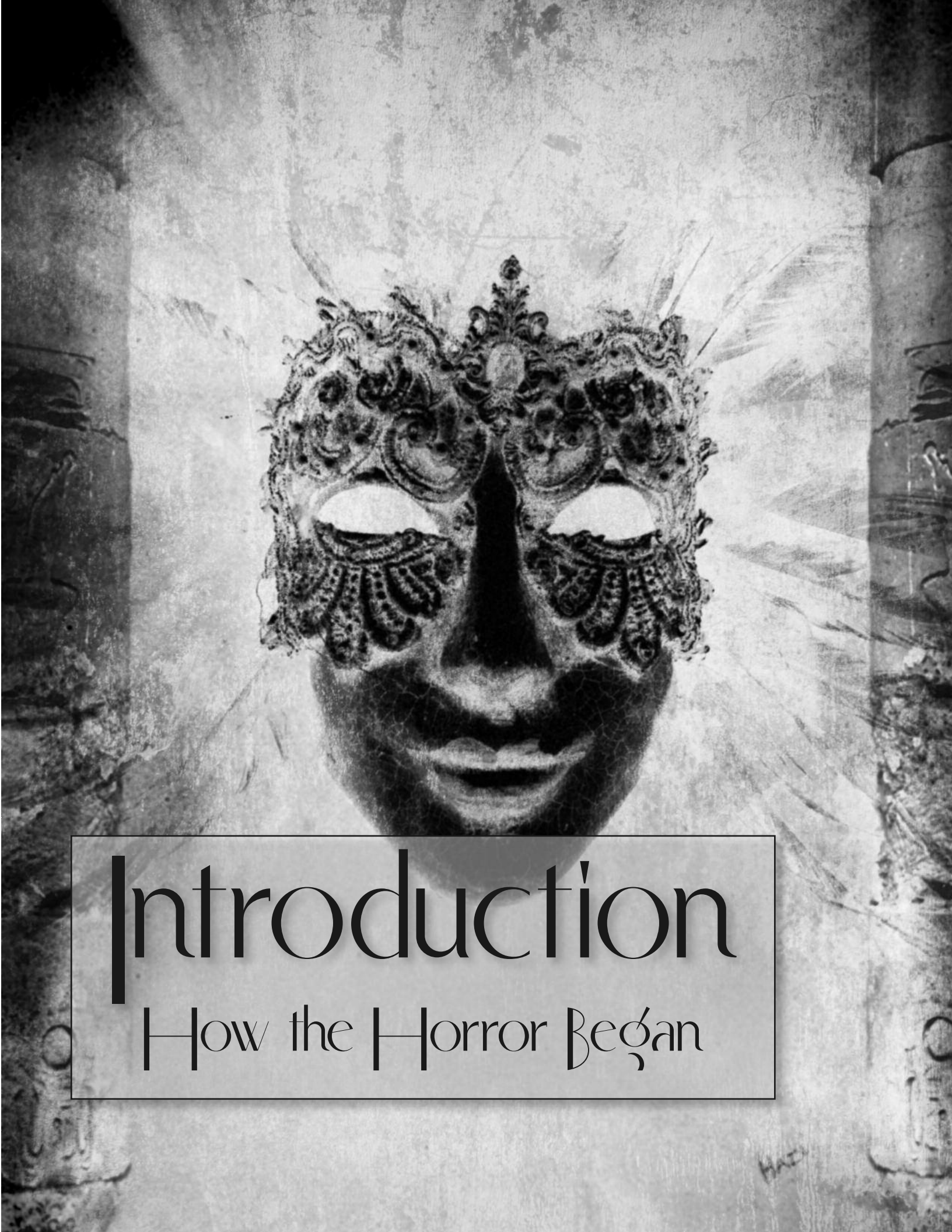


Introduction

How the Horror Began

Nyarlathotep

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

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. I recall that the people went about with pale and worried faces, and whispered warnings and prophecies which no one dared consciously repeat or acknowledge to himself that he had heard. A sense of monstrous guilt was upon the land, and out of the abysses between the stars swept chill currents that made men shiver in dark and lonely places. There was a demoniac alteration in the sequence of the seasons — the autumn heat lingered fearsomely, and everyone felt that the world and perhaps the universe had passed from the control of known gods or forces to that of gods or forces which were unknown.

And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh. The fellahin knelt when they saw him, yet could not say why. He said he had risen up out of the blackness of twenty-seven centuries, and that he had heard messages from places not on this planet. Into the lands of civilization came Nyarlathotep, swarthy, slender, and sinister, always buying strange instruments of glass and metal and combining them into instruments yet stranger. He spoke much of the sciences of electricity and psychology—and gave exhibitions of power which sent his spectators away speechless, yet which swelled his fame to exceeding magnitude. Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare. Never before had the screams of nightmare been such a public problem; now the wise men almost wished they could forbid sleep in the small hours, that the shrieks of cities might less horribly disturb the pale, pitying moon as it glimmered on green waters gliding under bridges, and old steeples crumbling against a sickly sky.

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. My friend said they were horrible and impressive beyond my most fevered imaginings; and what was thrown on a screen in the darkened room prophesied things none but Nyarlathotep dared prophesy, and in the sputter of his sparks there was taken from men that which had never been taken before yet which showed only in the eyes. And I heard it hinted abroad that those who knew Nyarlathotep looked on sights which others saw not.

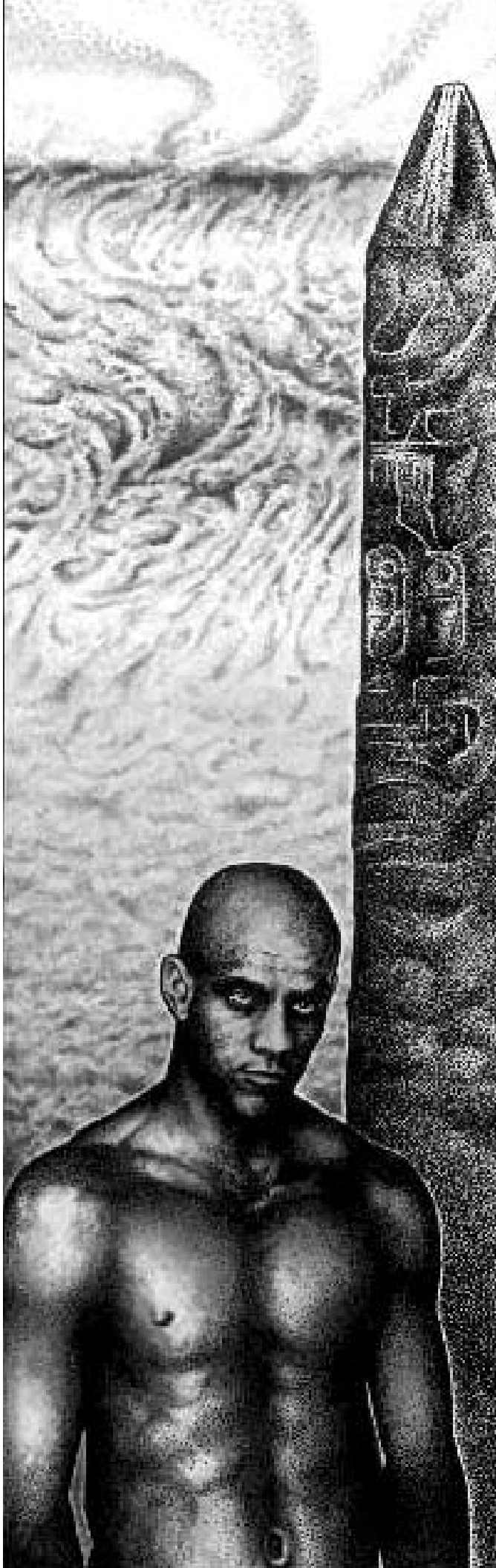
It was in the hot autumn that I went through the night with the restless crowds to see Nyarlathotep; through the stifling night and up the endless stairs into the choking room. And shadowed on a screen, I saw hooded forms amidst ruins, and yellow evil faces peering from behind fallen monuments. And I

saw the world battling against blackness; against the waves of destruction from ultimate space; whirling, churning, struggling around the dimming, cooling sun. Then the sparks played amazingly around the heads of the spectators, and hair stood up on end whilst shadows more grotesque than I can tell came out and squatted on the heads. And when I, who was colder and more scientific than the rest, mumbled a trembling protest about imposture and static electricity, Nyarlathotep drove us all out, down the dizzy stairs into the damp, hot, deserted midnight streets. I screamed aloud that I was not afraid; that I never could be afraid; and others screamed with me for solace. We swore to one another that the city was exactly the same, and still alive; and when the electric lights began to fade we cursed the company over and over again, and laughed at the queer faces we made.

I believe we felt something coming down from the greenish moon, for when we began to depend on its light we drifted into curious involuntary marching formations and seemed to know our destinations though we dared not think of them. Once we looked at the pavement and found the blocks loose and displaced by grass, with scarce a line of rusted metal to show where the tramways had run. And again we saw a tram-car, lone, windowless, dilapidated, and almost on its side. When we gazed around the horizon, we could not find the third tower by the river, and noticed that the silhouette of the second tower was ragged at the top. Then we split up into narrow columns, each of which seemed drawn in a different direction. One disappeared in a narrow alley to the left, leaving only the echo of a shocking moan. Another filed down a weed-choked subway entrance, howling with a laughter that was mad. My own column was sucked toward the open country, and presently I felt a chill which was not of the hot autumn; for as we stalked out on the dark moor, we beheld around us the hellish moon-glitter of evil snows. Trackless, inexplicable snows, swept asunder in one direction only, where lay a gulf all the blacker for its glittering walls. The column seemed very thin indeed as it plodded dreamily into the gulf. I lingered behind, for the black rift in the green-litten snow was frightful, and I thought I had heard the reverberations of a disquieting wail as my companions vanished; but my power to linger was slight. As if beckoned by those who had gone before, I half-floated between the titanic snowdrifts, quivering and afraid, into the sightless vortex of the unimaginable.

Screamingly sentient, dumbly delirious, only the gods that were can tell. A sickened, sensitive shadow writhing in hands that are not hands, and whirled blindly past ghastly midnights of rotting creation, corpses of dead worlds with sores that were cities, charnel winds that brush the pallid stars and make them flicker low. Beyond the worlds vague ghosts of monstrous things; half-seen columns of unsanctified temples that rest on nameless rocks beneath space and reach up to dizzy vacua above the spheres of light and darkness. And through this revolting graveyard of the universe the muffled, maddening beating of drums, and thin, monotonous whine of blasphemous flutes from inconceivable, unlighted chambers beyond Time; the detestable pounding and piping whereunto dance slowly, awkwardly, and absurdly the gigantic, tenebrous ultimate gods—the blind, voiceless, mindless gargoyles whose soul is Nyarlathotep.

H.P. Lovecraft, December 1920



Introduction

Bret Kramer

And what rough beast, its hour come round at last,
Slouches towards Bethlehem to be born?

What you are reading is a labor of love; love for both the campaign *Masks of Nyarlathotep*[1] and for the website Yog-Sothoth.com. Without the love for both campaign and website, this project would never have come into being. Love is an odd word to bandy about in the context of *Call of Cthulhu* (since the only thing Cthulhu loves is a handful of cultists) but in this case it is apt. It has now been twenty-five years since *Masks of Nyarlathotep* was first published and, more so than perhaps any other role-playing game product of that era, *Masks of Nyarlathotep* has endured mostly intact. Much like the game it was written for, I think this is a testament to the strengths of the original product: a compelling story, interesting characters, and great flexibility, to name a few.

When I first conceived of this project, under the influence of too much Yoo-hoo and cold medicine[2], I never imagined how vast it would become… How (dare I say it?) cyclopean it would become. This is a big book. Please do not consider the size and range of topics covered in this book as an implicit critique of the original campaign. The campaign can be run just fine as it is, and over the last twenty-five years it has been run more times than we know of, each time without the benefit of the material in this book. The contents of this *Companion* instead reflect the myriad directions the campaign itself has inspired other Keepers to take in their own games.

What this book brings together are the ideas, the inspirations, and the occasional innovations of the gamers who have run *Masks of Nyarlathotep* over the past twenty-five years, and presents them as a resource for those who want to run (or re-run) this classic campaign. All are drawn from the collective experience of the membership of Yog-Sothoth.com (a.k.a. YSDC), the premier website for all things *Call of Cthulhu* (and Lovecraftian gaming more generally). This project was in part inspired by the breadth and depth of the answers given to Keeper queries there; I realized that there was a large body of Keepers in the YSDC community and collectively, they had probably considered nearly every permutation of the campaign. The other spark of inspiration came when Paul Maclean, the founder of Yog-sothoth.com, put me in touch with David Conyers, another member of the YSDC community.

Both David and I had mentioned to Paul that we had been toying with the idea of doing something with Jackson Elias, so he suggested that we combine our efforts to greater effect. While that project did not come to fruition, I nevertheless realized there were aspects of the campaign that might yet be further explored and could be done so in a similar (or even expanded) manner. Combining my notes from the Jackson Elias project with my notes from when I ran *Masks of Nyarlathotep*, I approached Paul with the idea for this book, and this project was born.

1. Throughout this book we shall refer to the campaign in this manner rather than by the title of the most recent edition (*The Complete Masks of Nyarlathotep*), if for no other reason than to save some space. When we refer to the campaign (especially with page citations) we are referring to the 3rd Edition unless otherwise indicated.

2. Or Nyarlathotep; pick your favorite. As an interesting side note, my word processing program's spell check program suggests his name should be spelled "charlatan." I find that a very worrying coincidence.

How to Use this Book

The most helpful way to consider this work is to imagine that *Masks of Nyarlathotep* is a meal and that the suggestions, options, and expansion offered by this *Companion* are garnishes, side dishes, and spices that you as the Keeper can use to enhance that meal. There is a lot of information here; using all of it may serve to overpower or over-embellish the campaign. Instead, we suggest that you make changes and additions as a chef would, with an eye toward the enjoyment of your "diners," keeping each element in harmony with the thing as a whole. As we so often repeat throughout the book – know what your players (and you yourself) want out of the game and make choices that will suit those needs.

The *Companion* is broken into ten chapters. The first, of which this essay forms a part, serves as an introduction to the book and the campaign as well; these articles are not about running the campaign so much as they place the campaign itself into its greater context, that of the game *Call of Cthulhu*, and that of the world of the 1920s. The next chapter, "Keepers' Utilities" collects advice on, and discussion of, concerns that extend throughout the campaign, including general advice for Keepers, and advice on the use of dreams and the role of magic in the campaign. This is followed by "Jackson Elias," which discusses that ill-fated journalist and how he may be used prior to *Masks of Nyarlathotep* (and perhaps later), including a scenario that features the still-living Elias, "The God of Mitnal."

The next six chapters, mirroring the organization of the campaign itself, present the six major destinations of the campaign: New York, London, Cairo, Kenya, Australia, and China. Each of these "location" chapters begins with specific notes for the Keeper, giving expanded coverage of the city or region in question and offering suggestions of how to handle the issues that may arise therein during a run of the campaign. These Keeper's Notes are augmented, as needed, by specific articles about particular topics of interest or concern, depending on the location; for example the New York chapter includes notes about Jackson Elias' funeral, while Shanghai contains a lengthy analysis of the issues which undoubtedly arise when the investigators come to raid Gray Dragon Island. In certain cases, short encounters or scenarios are also provided.

Each "location" chapter concludes with one or more short pieces about the tomes and artifacts that can be recovered there. These write-ups describe the tome, present what research about it may uncover, and present the contents as might be learned by both a skim and a thorough read through. A few sample quotations are also provided for the Keeper; these sometimes incorporate handouts given in the original campaign. The *Sanity* costs, *Cthulhu Mythos* skill increases (and any other skill checks), and spells contained are provided in the campaign book itself. The Keeper should refer to it, or the *Keeper's Companion Vol. 1* for further information on these details. As to spells specifically, while these are sometimes alluded to in the descriptions of the various tomes, we felt it was best to avoid explicitly stating what was contained in any given text since that decision is best made by the Keeper on a case by case basis after careful consideration of the needs of their own campaign.

Our final chapter deals with travel and the times in the campaign between locations, including notes on the various methods of transport and the issues arising from reading tomes while on the move. There is also a scenario, "The Case of the Cat's Cradle," a non-Mythos mystery in the style of Agatha Christie, which offers weary investigators a pleasant change of pace from the machinations of the Crawling Chaos.

The book concludes with three appendices. The first of these regards character creation and includes twenty-seven pre-generated characters. These have been specially created to be inserted into an ongoing campaign, as needed. Notes regarding these characters are given in the appropriate "location" chapter, depending on where they would most likely be encountered. The second appendix presents headlines covering the major events of 1925 and early 1926, as might be read by investigators during their travels. These might also prove

inspirational to the Keeper; among these are notes about the rise of R'lyeh in 1925, included for those who desire them. Finally, the last appendix includes handouts from articles in this book as well as an expanded version of Jackson Elias' notes from Nairobi.

Special Thanks

Our thanks begin with the creator of the campaign, Larry DiTillio. The ideas we play with here began in his fevered brain and for sharing them with us, he has our undying appreciation. We hope he does not mind too much what we have done to his baby.

No less deserving of thanks is Lynn Willis. Lynn edited and developed the campaign from its inception and served to steer it through its various editions and permutations. Since the start of this project, Lynn has retired from Chaosium. His absence is sorely felt. It was his initial encouragement that drove this project forward and his imprint on *Call of Cthulhu* is unmistakable.

We would also like to extend our thanks to Paul Maclean, the creator, web master, and heart and soul of Yog-Sothoth.com. This work is a demonstration of the strength and energies of the community he has fostered at the site. We hope we have acquitted it well.

Bret – My thanks go out to all of the people who have assisted in the creation and completion of this project, particularly Paul Maclean, Matthew Pook, Anthony Warren, and Adam Crossingham, but including everyone listed (or who should have been listed) in "People of the Monograph." This book would not have happened without their aid, advice, and encouragement. I would also like to extend my thanks to the membership of Yog-Sothoth.com for their encouragement and the occasional email asking why the book was not yet finished.

I would also like to thank my wife Maria for bearing with me as I beat my head against the computer keyboard or spent hours online looking up information about Chinese book binding instead of making dinner.

Additionally, I would like to thank Alysia, Eric, Greg, Jen, Matt, and Thad, who played through this with me many years ago.

Lastly, I want to thank Brian Bull, who once loaned me his copy of the box set and got this whole thing rolling…

Matthew – For Bret; my thanks for letting me be a part of the insanity. For Louise; with love and thanks for your forbearance. (And not just during the interrupted *World of Warcraft* games.)

This book is dedicated to Daisy, who liked to sit on my lap while I was working, and to Ella, who did not. You are both missed.

Lynn Willis

In Memoriam

Lynn Willis
January 18, 2013

Chaosium Dude
Co-creator, *Call of Cthulhu*
Editor & Contributor, *Masks of Nyarlathotep*

Appreciated & Missed

Masks of Nyarlathotep: A Publishing History

Matthew Pook

Masks of Nyarlathotep was published as a boxed set in 1984, the range and size of its content deemed too large to publish as a single book. It was the first of several campaign and setting supplements that Chaosium would publish for *Call of Cthulhu*. Inspired by a biography of Jomo Kenyatta that he wrote for the television show *Against the Odds*, Larry DiTillio developed the campaign that would become known as *Masks of Nyarlathotep* from a single scenario. Where "The Carlyle Expedition" merely had the investigators having to track a missing expedition lost in Africa, *Masks of Nyarlathotep* would have the investigators tracking down members of the Carlyle Expedition across the world in a globe-trotting campaign against the Dark God and his minions. The contents, expanded and developed by Lynn Willis, included five color-coded booklets that in turn detailed the campaign's five chapters: New York, London, Cairo, Kenya, and Shanghai. Also in the box were over forty clues and handouts, the most notable of which was the matchbook cover for the Stumbling Tiger Bar, a clue appearing in the very first part of *Masks of Nyarlathotep* in New York that would link the mystery of the missing Carlyle Expedition to the very last part of the campaign in Shanghai.

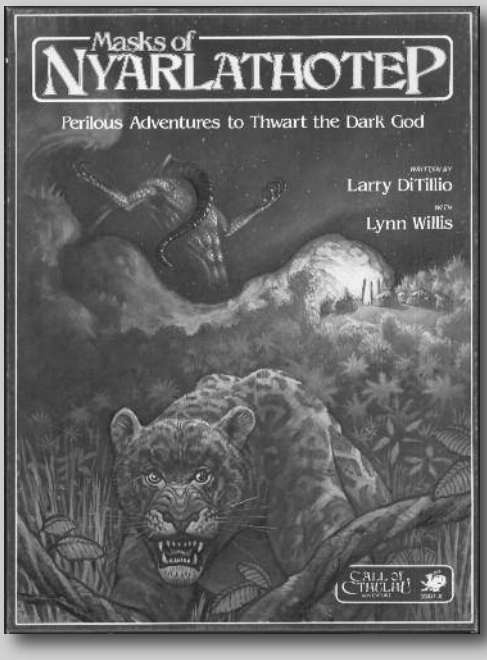
The campaign was well received by the magazines of the day, receiving a rating of 9 from reviewer Phil Frances in *White Dwarf* #71 (November 1985), who wrote, "This is the best campaign I have ever seen from *Chaosium* or other sources. It will take some beating." Reviewing with "extreme bias" in issue #9 of the fanzine, *DAGON* (November 1985), Mark Morrison wrote "This is fantastic. As Chaosium's first boxed campaign it's a little overwhelming and a lot over budget, but sell your grandmother to lay your paws on a copy. She'll probably go to a good home, and *Masks* is well worth the sacrifice."

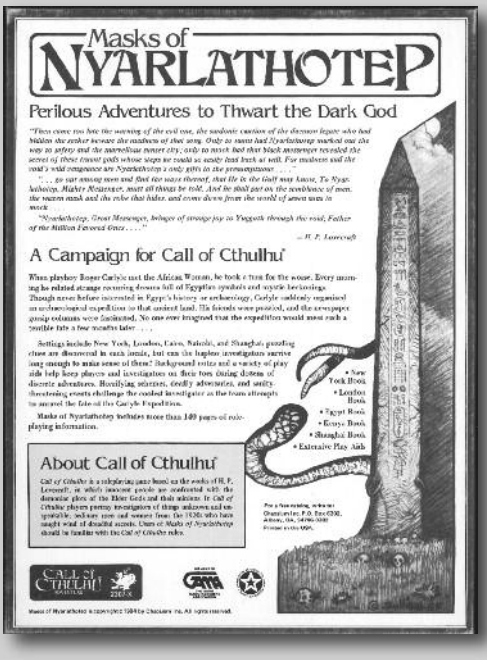
Unfortunately, one chapter was missing from *Masks of Nyarlathotep*. It was decided that including the Australia section would make the campaign too large and thus too expensive to produce at the time, and as the chapter was the most esoteric of the original six, it was dropped from the campaign. It would appear in the 1987 campaign supplement, *Terror Australis*, as the scenario "City Beneath the Sands." Although notes were included for integrating it into *Masks of Nyarlathotep*, this version of the scenario was designed to stand alone. Playing "City Beneath the Sands" was never integral to successfully completing the campaign, but nevertheless fans of *Call of Cthulhu* expressed their disappointment at it not being in the boxed set.

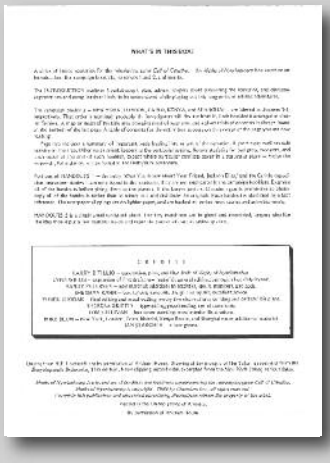
Marc Gascoigne praised the supplement overall in *White Dwarf* #90 (June 1987), but said of the three scenarios in *Terror Australis* that "City Beneath the Sands" was "…the weakest as it calls for a well-armed and equipped party to survive all of its rigours. Even so it does have a brooding feel about it and surviving investigators can congratulate themselves on a job well done." The supplement received a thumbnail review in *Dragon Magazine* #124 (August 1987), in which Ken Rolston said of *Terror Australis* that "Literate, macabre doom shambles from each page. Good reading, and a good campaign setting for COC adventures."

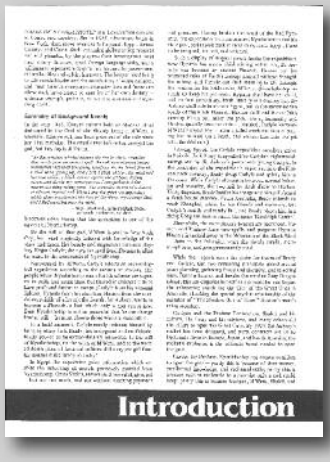
In 1989, *Masks of Nyarlathotep* was reprinted in a second edition that collected

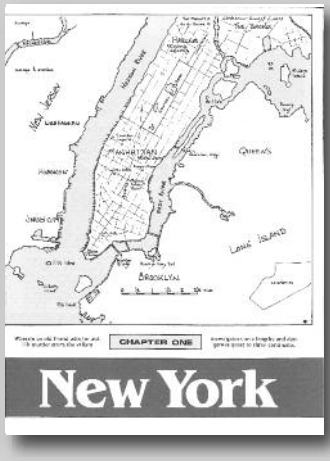
Masks of Nyarlathotep, boxed set, 1st edition

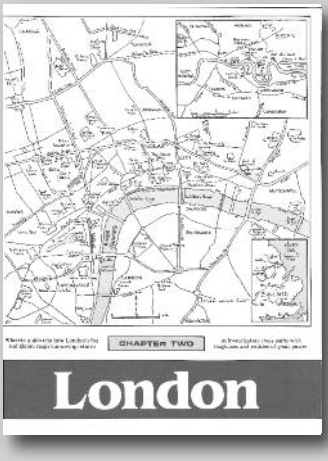


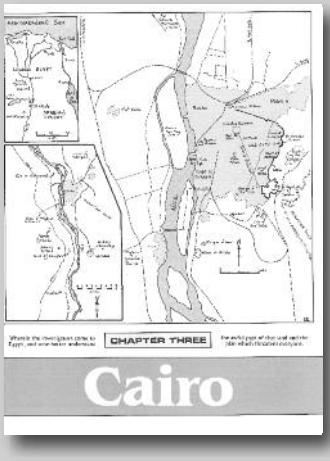


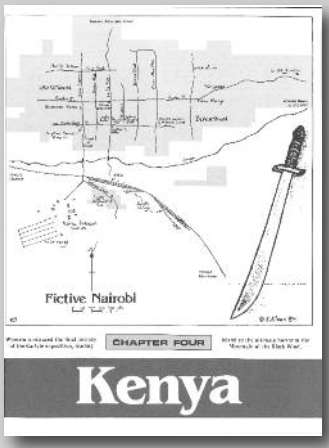


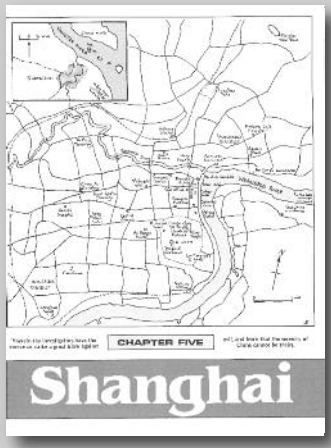


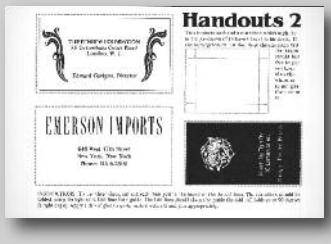


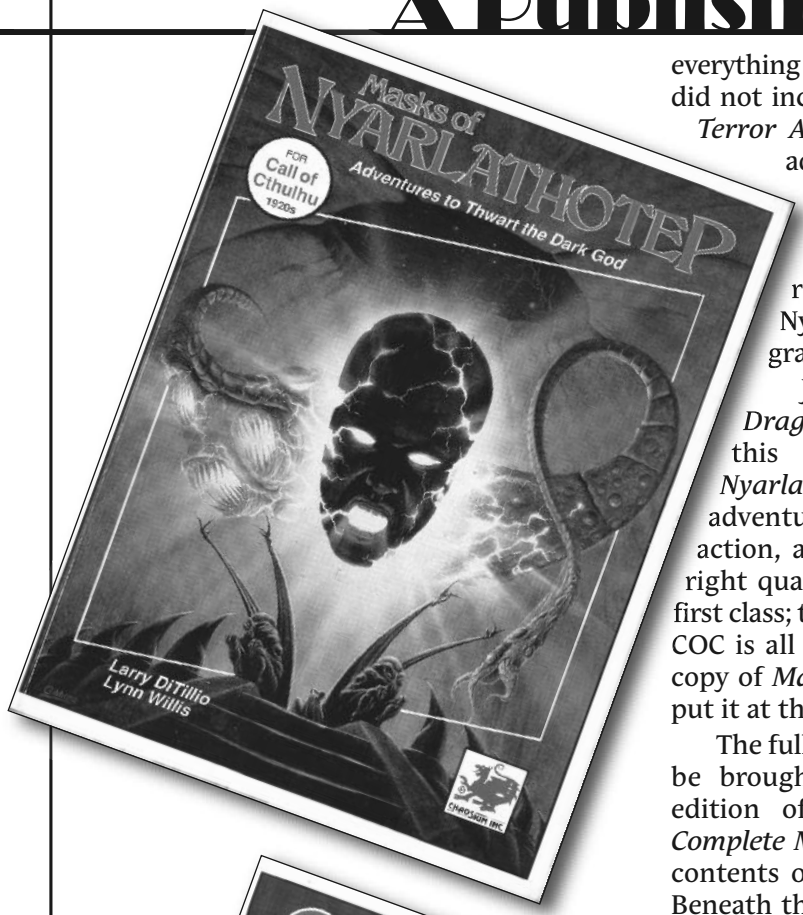


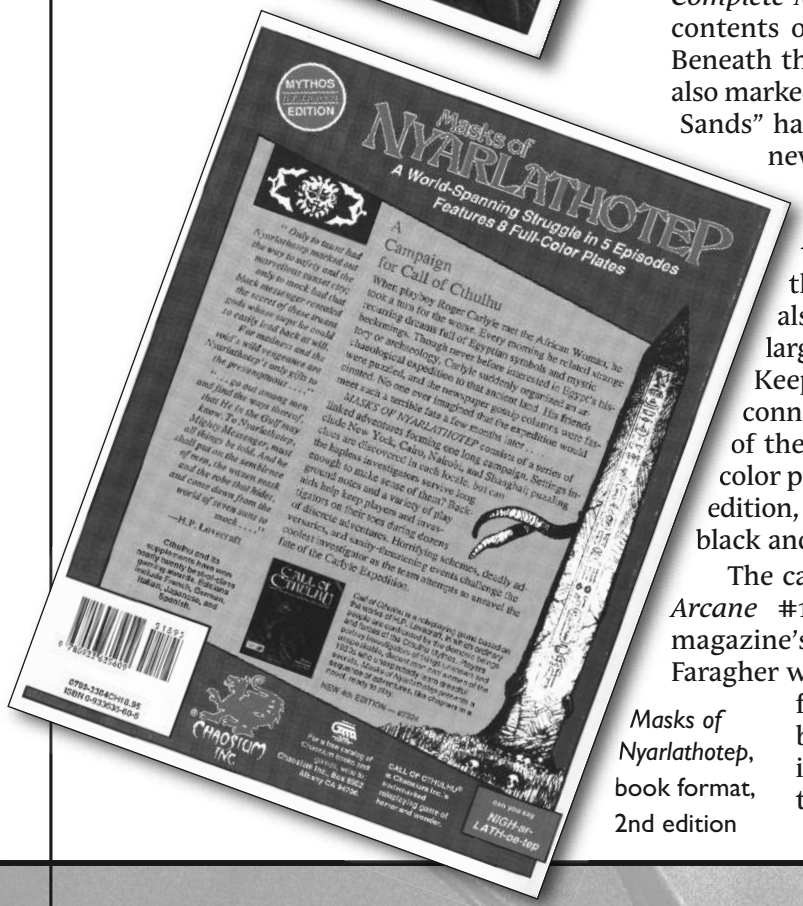












Masks of Nyarlathotep, book format, 2nd edition

everything that had been in the boxed set. It still did not include "City Beneath the Sands" from *Terror Australis* though. The most notable addition was the series of color plates by artists Keith Berdak, Mark Roland, Nick Smith, and Tom Sullivan. Lee Gibbons' new cover replaced Tom Sullivan's depiction of Nyarlathotep and a leopard that had graced the cover of the boxed set.

Jim Bambra, writing in issue #158 of *Dragon Magazine* (June 1990), evaluated this second edition of *Masks of Nyarlathotep* as "…the epitome of COC adventures. It contains detective work, action, and indescribable horrors in all the right quantities. The writing and editing are first class; the adventures perfectly capture what COC is all about. No one should be without a copy of *Masks of Nyarlathotep.* Make sure you put it at the top of your shopping list."

The full six parts of the campaign would not be brought together until 1996. The third edition of the campaign, now titled *The Complete Masks of Nyarlathotep* combined the contents of the original boxed set with "City Beneath the Sands" from *Terror Australis*. This also marked the first time that "City Beneath the Sands" had been reprinted. In addition to the new chapter, *The Complete Masks of Nyarlathotep* included new artwork from Jason Eckhardt in the form of thumbnail portraits for nearly all of the campaign's NPCs. Tom Sullivan also provided a number of new, much larger pieces. New advice and aids for the Keeper included listings of the connections between the various chapters of the campaign. Absent though were the color plates that had appeared in the second edition, though some images were adapted to black and white.

The campaign received a score of 10/10 in *Arcane* #17 (March 1997), as well as the magazine's Seal of Approval. Reviewer Steve Faragher wrote "If ever there was a campaign – for any role-playing game – that could be described as a work of art, this is it. It's a piece of sustained imagination that is the equal of many classics of

literature and cinema and has passed the test of any imaginative work – time. It still reads as freshly and well as it did 13 (gulp) years ago." Further, *The Complete Masks of Nyarlathotep* would be voted the Best Roleplaying Adventure by the Academy of Adventure Gaming Arts & Design at the 1997 Origins Awards.

The demand for *The Complete Masks of Nyarlathotep* was such that Chaosium commissioned a reprint from Lighting Print, but the resulting editions of both this campaign and several of Chaosium's other older and out-of-print supplements were deemed to be of insufficient quality, and so the publisher did not pursue this avenue. *The Complete Masks of Nyarlathotep* would be reprinted in a "Reset and Revised" third edition in 2001. To celebrate the 25th anniversary of *Call of Cthulhu*, Chaosium used this edition of the campaign to publish a hardback edition of the campaign in 2006. In 2008, Chaosium also released this version as a PDF, making it available in electronic format for the very first time.

The Complete Masks of Nyarlathotep, Book format, 3rd edition

Interviews with Larry DiTillio and Lynn Willis

Paul Maclean

Note: This interview was conducted in 2003 and originally appeared on Yog-Sothoth.com. It has been revised and slightly updated.

YS: How were you introduced to *Call of Cthulhu*?

Larry DiTillio: I was friends with most of the Chaosium crew and when they first got *Call of Cthulhu*, Steve Perrin called me and said Sandy Petersen had this new adult-oriented RPG and would I like to do a scenario. Since this offer came with a free copy of the game, I of course said yes. Gamers love free stuff more than anything else.

Lynn Willis: *That was probably in early 1981. We had been unsuccessfully looking for a horror or a science fiction role-playing game. Greg Stafford had been in correspondence with Sandy Petersen; he had been nurturing ideas for a Lovecraftian role-playing game which included a new characteristic* – Sanity. *The concept was exciting. Quite a bit of play-testing followed. Though there were some modest changes, the design was highly successful, and was published late in the fall of 1981.*

YS: How did the idea for *Masks of Nyarlathotep* come about? What attracted you to write for an RPG?

LD: When Steve called he said most of the scenarios they already had in all dealt with typical Lovecraftian stuff (dank New England countrysides, weird little towns and villages, etc.). He wanted me to do something different. Since I had just done a biography of Jomo Kenyatta for a TV show called *Against the Odds*, I had all this African history roaming around my head and said, hey how about something set in Africa? At the time I was only planning to do a scenario about a missing expedition in Africa that the players would be trying to track down. I called it 'The Carlyle Expedition.' I had no idea how vast it would get at this point.

As for writing for RPGs I had already done that both as a gamer and a professional (working for Flying Buffalo Inc.), so it was not too far-fetched an idea for me.

LW: *Tadashi Ehara originally was Chaosium's financial officer as well as a partner in the firm. He regularly chided me for delivering projects late for publication. My defense always was "Yes, but I was making this or that better" with new text, art, and so on. With that in mind, Tadashi gave me a double-edged present. He had arranged that Larry DiTillio write a role-playing campaign,* Masks of Nyarlathotep. *He requested that Larry write only a single draft, since (as Tadashi needled me) I would have thrown away most of what was produced anyway. Perhaps it was Tadashi's thought to entangle me in my own preconceptions and temptations, and thereby learn a moral lesson after bogging down in the project. But DiTillio had written a classic pulp narrative in* Masks. *The manuscript hurtled from terror to terror. It was impossible for me to lose my way. In fact, I even got to echo the*

rhythmic episodes of the text in its physical form: the original box contained six separate booklets, each face in a different color, each with a map on the front of the city or regional setting emphasizing the player character choice of destinations as DiTillio had conceived. Ultimately, of course, it's all Tadashi's fault!

YS: How long did it take to write and produce?

LD: All told, about 8 months to write. Lynn can say better than me how long it took to produce.

***LW:** Time of production – that is editing, text emendations, art, layout, final copy – three months seems likely. Long enough to for me to take some flak. Nobody complained once they saw the supplement, though.*

YS: What attracted Chaosium to the proposal?

LD: Well, by the time I added all the sections it had become a very global campaign and outside of the "Silver Twilight" scenario they had never published anything that extensive.

***LW:** See above.*

YS: Did any of the original concepts have to be modified to fit in with the *Call of Cthulhu* game?

LD: No, I stuck to the basic game, though I did add a number of new spells.

***LW:** No. Lovecraft wrote fiction in different veins, and similarly there have been different sorts of supplements and scenarios. "*The Call of Cthulhu*" is a pulp story, and* Masks of Nyarlathotep *is a pulp-style supplement in similar vein, right down to the cultist orgies. Similarly, there are more subtle narratives such as "The Dunwich Horror" (which must be read as closely as "Herbert West – Reanimator", say), which could be matched with "H. P. Lovecraft's Dunwich". There are rarely personal narratives such as "The Outsider" or "The Rats in the Walls", for obvious reasons.*

YS: How was *Masks of Nyarlathotep* play tested?

LD: I ran it for my game group and at several conventions.

***LW:** Only the New York chapter was played out. The Chakota attracts questions like flies. I'm sure the other chapters would have benefited from a careful survey, though I don't recall special play problems emerging.*

YS: *Masks of Nyarlathotep* was the first boxed set supplement to be produced for *Call of Cthulhu*, why the change in format?

LD: Again this is a better question for Lynn. But basically the thing was so massive it just screamed to be boxed. The manuscript was about 400 pages long and that doesn't count all the material Lynn added.

***LW:** We had boxed* RuneQuest *supplements for several years; indeed, at that time the boxed supplement seemed to be a general expectation. I remember a meeting discussing the cost of supplements in which people feared that unboxed large books would be perceived as lacking gravitas! In this case, the box usefully stored all the booklets, with room for character sheets, etc.*

YS: The original edition of *Masks of Nyarlathotep* did not include the Australian chapter, were you happy with that decision?

LD: Hell no. Every section was meant to be included but it had gotten so huge it would have been too expensive to do at that time and since Australia was the most esoteric link, it was dropped.

***LW:** If I'd had more money and more time, probably Australia would have gone into the original box. I didn't realize that stating that the Australia chapter existed and not offering it would provoke people.*

YS: The second edition appeared in 1989 as a perfect bound book with color plates by artists such as Lee Gibbons and Nick Smith. Do you think the artwork captured the feel of *Masks*?

LD: Yup, I was very happy with that printing, but still no Australia.

***LW:** Yes and no. The b/w interiors are uneven, at the very least. Compare that with Jason Eckhardt's thumbnail character drawings in the third edition – he manages to communicate a great deal of those characters*

with just a few lines. Tom Sullivan's newer, larger illustrations in the third edition are also much more effective and expressive. Gibbons is one of my favorite illustrators, but the 1989 cover is not my favorite Gibbons – his Cthulhus are. On the other hand, Nick Smith did some of his best work in the 1989 book: the group portrait of the expedition is quite fine. I admire his art deco rocket and the discreet portrait of Ms. Choi. The Chakota and the werewolf seem to me unsuccessful at invoking fear, but more than any other artist we continue to receive queries about his work, where he lives, and so on. The Tom Sullivan portrait of Nyarlathotep and the leopard was the 1984 cover painting; I have a fondness for it. The Mark Roland piece has a dense, lonely silence about it that maintains my interest.

YS: The third edition (*The Complete Masks of Nyarlathotep*) came out in 1996, this time featuring the missing Australian chapter (previously published in *Terror Australis*). How much involvement did you have with these later editions?

LD: None at all. I just collected my royalties from edition 2 and am still waiting for royalties on edition 3.

***LW:** All on the editorial side and art assignments. There are some keeper's aids in this edition that I'm very pleased with, particularly the "Selected Connections". Shannon Appel did some editorial and all of the layout. The interior art seems to me much more even and rhythmic, informative and trustworthy.*

YS: Are you happy with how the published editions of *Masks of Nyarlathotep* have turned out?

LD: Absolutely. They did an incredible job.

***LW:** All the versions have been received well. The third edition is surely the best and does well by its text. There might be room for an edition formatted to the 20th Anniversary style, but that would be only for the sake of consistency. There probably would be no substantive changes.*

YS: Larry, given the great success of *Masks of Nyarlathotep* have you ever had plans to do more writing for *Call of Cthulhu*?

LD: Not at present. I am a TV/screenwriter by profession and am sticking to that.

YS: Other than *Masks of Nyarlathotep* have you written any other RPG materials?

LD: Plenty. I edited and was the major contributor to *CityBook 1* from Flying Buffalo (for which I got the Origins award that year), wrote *The Grey Knight* for the first edition of *Pendragon* (one of my best pieces) and a *Stormbringer* scenario which appeared in *Demon Magic*. I also did a big *Tunnels and Trolls* dungeon called *The Isle of Darksmoke*.

YS: Do you still play Call of Cthulhu?

LD: On occasion, though my time is limited so my game group usually goes for European board games.

***LW:** No, these days I can't play games. I do miss them. I used to believe in games with some emotion, and then I somehow I lost that. I have something of the same problem with fiction, but I can re-enter the fiction if I work at it. The games no longer reward no matter what I do.*

LD: ...and to finish, I have to recount my favorite *Masks of Nyarlathotep* story. I got the extremely fantabulous opportunity to meet Robert Bloch several times. Bob was truly a Grand Master of horror writing (if you haven't read him, do so) and knowing he loved the Cthulhu Mythos (and had actually known Lovecraft personally), I gave him a copy of *Masks of Nyarlathotep* and he promptly insisted I sign it for him. I was blown away. Me, a game, TV, movie hack signing my work for Robert Bloch!!! I doubt I ever felt that special again.

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Larry Di Tillio

Lynn Willis

Masks & Tape

The Recording of an Epic *Call of Cthulhu* Campaign

Paul Maclean

Masks of Nyalathotep is now over 20 years old and like many game groups before us, we journeyed our way through it with losses of both life and sanity in an effort to stop the terrible machinations of the Mythos. Unlike many groups before us, in 2005 we decided to record it as we played, resulting in over two days of RPG audio from start to finish.

So you may ask: how did a group from Bradford in West Yorkshire come to record such a thing? As usual it all started by accident...

How It Began

Back at the start of 2003 during a session of *Dungeons & Dragons* held at the Bradford University Role-Playing Society (BURPS), I was given a small boundary microphone by a friend for use with my *MiniDisc* recorder. To test out the little microphone I set it to record, did a few "Speaking 1, 2, 3" tests, and then forgot about it (and so left it running). Going home that evening, before wiping the disc I found a rather clear audio recording of a thirty-plus minute segment of our gaming session. Since I had a website, I expected it might make a nice little curio tucked away in the archives. What I did not expect was the reaction to it.

Within a few days this low-quality MP3 file had been downloaded over a thousand times – this still at a point in time when most people only had dial-up connections. The response was quite striking. For the first time, people could hear other role-players playing in their native habitat, regardless of geographical or temporal boundaries. It would seem that people often wonder what other groups are like and this was a new way to find out directly. The consensus, of course, was that they were like virtually any other group. Even this small recording exposed some the universal similarities in "gamerdom" (language, behavior, food). Indeed, so popular was this novel form of audio that it was followed by more recordings, including some made of *Call of Cthulhu* sessions. At first short snippets of games, then single sessions, and finally the decision to record our entire *Masks of Nyarlathotep* campaign.

We began on 14th September, 2005, in the dining room of "Innsmouth House." By this point we had moved on from the limited capacity of the *MiniDisc* recorder onto an *iRiver IFP 790*, which allowed us to record full game sessions direct to the MP3 format. The recorder was artfully hung from the light fitting, using its internal microphone. As might be expected the initial recording quality was not the best, but by session #12 (in the Egypt-set "Underneath the Pyramids") we had upgraded our recording system to the more professional *Marantz PMD 670* recorder and an *Audio Technica AT 841A* boundary microphone, combined with a 50% increase in bitrate. This led to much clearer recordings that captured more of what was going on around the games table.

Why?

An obvious question might be, "Why do this?" It is difficult to say for certain why audio recordings of role-playing games should be popular, but in the four years since we began making the recordings we have had a wide range of feedback from which the following key points have become apparent:

- The recorded games remind lapsed or infrequent players of what they miss. In a way, recordings can act as a surrogate game

and help maintain interest and enthusiasm in RPGs, whether it is highly-active listening, or use as audio wallpaper. Recordings can be a good way to assess how new games can be played. There is often a difference between reading a role-playing book and actually playing the game itself. An audio recording provides an example of the latter.

- People who are curious about role-playing, but never quite sure what it is, can now listen to games being played. This is a far more powerful introduction than the typical "What is role-playing?" section found at the beginning of many rule books, especially if you have no one else to introduce you to the hobby.
- Sometimes they are listened to purely for entertainment as part documentary (of the players' lives) and part radio-play, by people who may never anticipate playing RPGs, but who find the stories and the banter engaging.
- Tips & examples. On occasion a *Keeper of Arcane Lore* might listen to a recording to identify potential pitfalls in the plot, and to see how some sections of the campaign can be played out.

Often the reasons can be a mix of the above, and as such recordings of role-playing sessions have grown tremendously since 2003, especially with the introduction of widely available broadband access, allowing much quicker downloading of relatively large files.

Resources

Game Audio Recording (Methodology)
http://www.yog-sothoth.com/wiki/index.php/Game_Audio_Recording

Podcasting wikipedia article
http://en.wikipedia.org/wiki/Podcasting

Fun Fact: The original name for *Masks* was *The Carlyle Expedition* (see *White Dwarf* #49, page 35).

Recording

By the time the group had begun to record its sessions of *Masks of Nyarlathotep*, they had all become comfortable with the recording process, so what you hear is what our group, at least, sounds like when playing *Call of Cthulhu*. We do not profess to play *Call of Cthulhu* the "one true way." There is no such thing. We can say we play it for our own entertainment and hopefully that is something that comes through on the recordings, even years later.

In more recent times our own game recordings have moved on to a much higher MP3 quality and even better equipment as people's connection speeds have improved and our budgets have grown. Today in our *Call of Cthulhu* games we often use the binaural (dummy head/*kunstkopf*) recording technique to help give the sensation that the listeners are actually at the table, due to recording in *3D Surround Sound*. This is how we recorded *Horror on the Orient Express* and will likely record future campaigns as well. Originally, the files were simply available as straight downloads from the website, but since 2004 we have also made use of *Podcasting*, a very convenient way to automatically deliver episodic content. Of course, it is not necessary to do all this or do it using this method, but people do record their game sessions, using a variety of methods and equipment to suit them. Whatever the method, by recording these sessions gamers are helping to capture and promote the tremendous fun to be had with tabletop role-playing games in a way unthought-of a few years ago.

Other *Masks*, other games

The BURPS crew are not the only intrepid band to battle Nyarlathotep's schemes—the Gaming Grunts (http://www.thegaming-grunts.com/blog/) have recorded their sessions as well (making use of some material from this *Companion*) as well as an earlier run-through of *Day of the Beast*.

Meanwhile, more real-play audio for *Call of Cthulhu* can be found at RPGMP3 http://www.rpgmp3.com/ (*Beyond the Mountains of Madness*), and Role Playing Public Radio http://slangdesign.com/rppr/ (Play-testing for Pagan Publishing).

Masks: Players of the Game

Left to right: Claire Simpson, Finlay Patterson (*Keeper of Arcane Lore*), Abigail Burton, Neil Young. (Out of shot, Helen & Paul Maclean). In the middle of the table, the *Audio Technica AT841A* boundary microphone, used from episode #12 onwards.

The Future

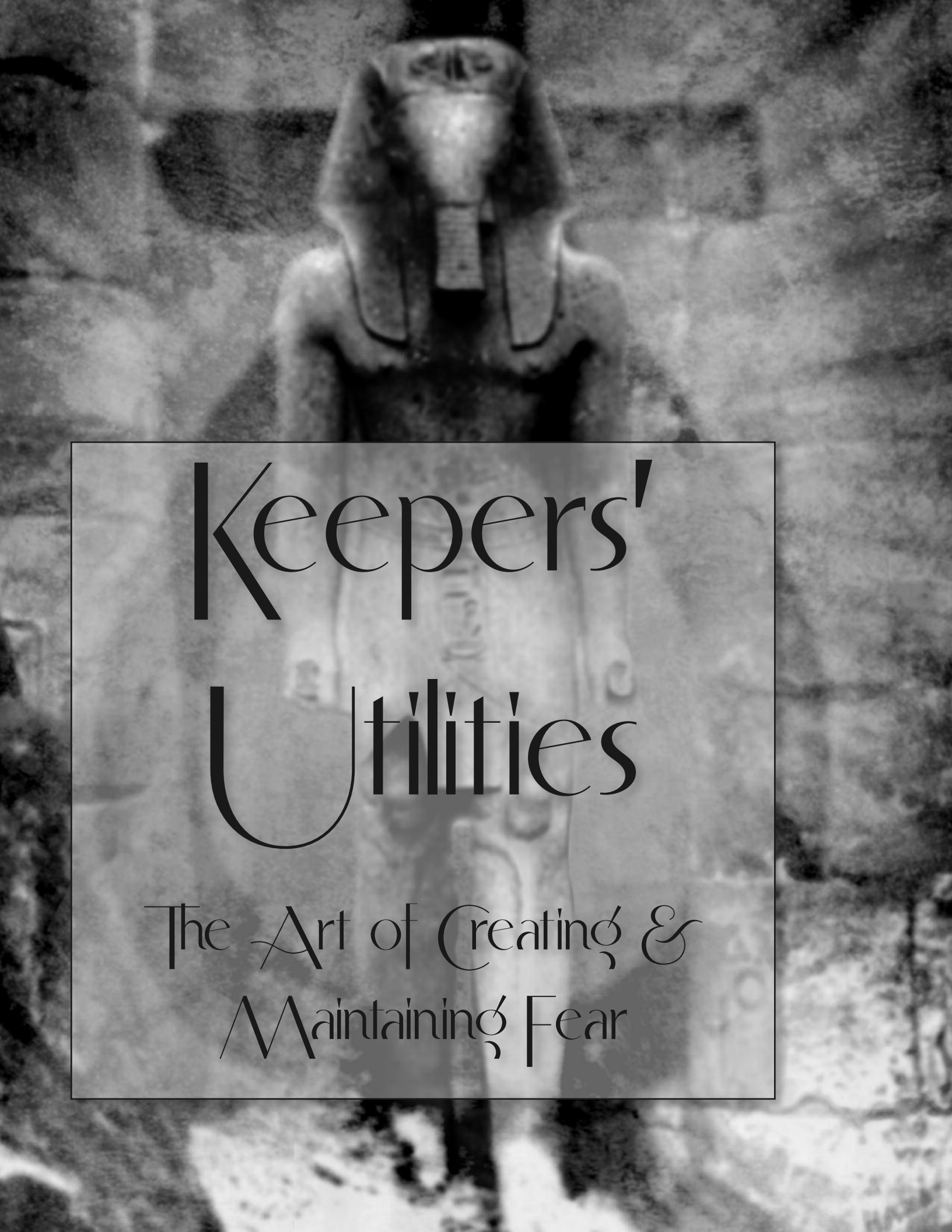
There now exists a plethora of "actual play" recordings featuring a multitude of games and playing styles offered by numerous groups across the world. There have also been examples of video recordings of games on the Internet, and while novel in and of themselves, RPGs seem best suited to audio due to their inherent nature of being a descriptive and imagination-based medium.

Of course, there is nothing to stop you from recording and making public your own gaming sessions using an inexpensive recorder, recording software, and some free web hosting. Then again, no one says you have to record and put your audio on the net either. Sometimes it is just nice to have an archive, for reference or future nostalgia, perhaps one day as a document of a quite particular social pastime.

This relatively new form of entertainment appears set to carry on; even now the original recording from 2003 seems of another age, a snapshot frozen in time. If you have never listened to such recordings before, give it a go, you (or your friends) may be surprised.

In all we recorded 26 sessions of our own version of the *Masks of Nyarlathotep* campaign, featuring every dice roll, every *Sanity*-blasting terror and every joke (good or bad). In a way it is our own little piece of preserved games history. I can only encourage you to do the same.

Keeper's Campaign Notes



Keepers' Utilities

The Art of Creating & Maintaining Fear

On Keeping *Masks of Nyarlathotep*

Dave Sokolowski

Introduction

Of all the *Call of Cthulhu* campaigns available, what brings us back to *Masks of Nyarlathotep*? What is it about this globe-spanning, planet-saving adventure, now a quarter of a century old, that has players—both investigators and keepers—returning again and again?

There is no one answer to that question, certainly no single correct one. What matters most is that you have decided to run the damn thing. This is no small decision as the campaign, classic or not, requires a sort of Herculean (or is it *Cthulhuean*?) effort to tackle from start to finish. Helping you to do this is the purpose of this book; this article in particular is intended to give you a greater understanding of how to run this campaign successfully and help to deliver a satisfying gaming experience for all.

The most important thing to remember is that everything in this book is simply advice. You are the final judge of what will provide the most enjoyable experience for you and your players. Read the suggestions offered here and decide for yourself what and how (or how not) to incorporate them into your own game.

Initial Considerations

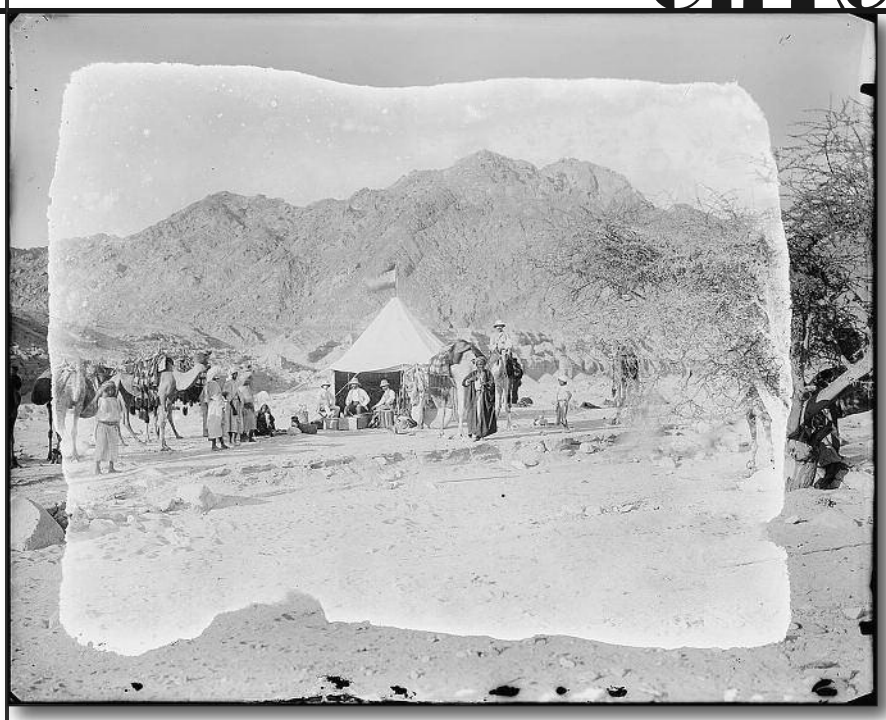
The most important thing to determine is the sort of game that you and your players seek. Communication is the key here. Ask yourself what sort of game you want to run—do you want a gritty, street-level tale of personal horror with exotic backdrops? A two-fisted pulp romp? A cat-and-mouse pursuit around the world? Ask the same questions of your players and carefully consider how to best achieve balance between the two. As you prepare for the game, keep this over-arching goal in mind and it will help to guide you in all your work. Remember: dashed expectations are the surest way to wreck a campaign!

Organization

This campaign has a substantial amount of information to keep track of in order to ensure that you and your players stay engaged and focused. Your key to success is learning to combine various methods for tracking all the clues, NPCs, monsters, spells, villainous plots and timelines… and knowing how they all mix up when your players join in.

How well you organize yourself will determine the ease with which you tackle this campaign, as it needs to be controlled and managed with the certainty of a lifelong GM – someone with the experience and passion to hold a role-playing story together for at least a year, if not two.

That's right: depending on how often your group meets and how long your sessions last, this campaign can take a year or two to run (assuming you visit all the locations), and holding everyone's attentions (including yours) for that long – to keep the game both fun *and*



Prior planning prevents poor results.

compelling – is the fundamental challenge you will face during that time. Broken into bits, the individual scenarios and adventures are complex enough, but looking down the calendar at running a campaign that crosses the continents, saves the world from certain doom, and even pits the investigators against Nyarlathotep itself takes serious dedication. So where to start?

Research is Your Friend

Depending on the sort of game you are looking for, the extent of research that is useful to you will vary greatly. Everyone will benefit from a solid understanding of the various chapters in the campaign, but a fast and loose pulp game will probably require much less outside work than a more "simulationist" run. This is why we suggest determining your game-play goals in advance.

The *Complete Masks of Nyarlathotep*

It's not enough to just read the campaign a time or two (you have read it, yes?) and expect to know it from there. Spontaneous play requires familiarity with the source, and you do both yourself and your players good by reading the campaign enough times that you can intuitively navigate the entire book. Bookmark favorite pages and put together some photocopies or reference cards for any other materials you need to reference regularly (maps, weapon and skill lists, NPC stats, etc.), and revisit the current chapter before every session. Focus on what comes first; most of your attention should be on the New York chapter. Use it to practice these skills and they will serve you well in the future.

(If you are new to the *Call of Cthulhu* system, take some time to get comfortable with the rules as well; run a scenario to two before you attempt bigger projects.)

Non-Fiction Sources

Got any atlases around the house? Encyclopedias? Been to the library recently? Why not go find books and other resources about the various locations, look at the pictures, read the stories, and immerse yourself in what your players will face? Any perspective you can find on Cairo, Shanghai, Kenya, Australia, and even New York City and London in the 1920s will serve you well. Each Keeper's Notes article makes a few suggestion, but these are by no mean exhaustive.

Fiction & Movies

Reading about the dangers your players face can only serve to put you in the mood. Read Lovecraft, as well as the *Nyarlathotep Cycle*, and anything else Mythos related to set your head in

the right spot. Also watch globe-trotting adventures such as *The Mummy* or *Raiders of the Lost Ark* for atmosphere, pulp-tropes, and pacing.

The Internet

Much of what is suggested above can be done online. Even something as simple as bookmarking a few useful websites in advance will save time and provide inspiration. Obviously, the best resource for Keepers is Yog-Sothoth.com, from whence this Companion itself was born. You can use the site to ask questions of other Keepers, read journals and websites of those who have played the game, and just poke around for ideas.

(We feel obliged, as people whose work has been pirated and posted on various file-sharing sites, to remind you that downloading something for free that normally you would pay for is a great way to save money and drive the people who make said project out of business.)

Themes

In a campaign as vast as this one, there is always the risk that you or your players will start to lose the thread of the campaign. The surest way to keep on track is to include one or more of the underlying themes that reoccur throughout the campaign. Consider these the foundations upon which you can build your own experience.

Nyarlathotep & Its Masks

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

Nyarlathotep's masks are discussed elsewhere in this book (see page 50); use the information there to explore the god, its cults, and cultists. How does the Harlem-based Bloody Tongue cult's practices differ from the Kenya-based one? How does the dry isolation of the Australia's Cult of the Sand Bat match against the sweating urban crush of Shanghai's Order of the Bloated Woman? Know what drives your cults and use these motivations to spin a different threat for each location, cult, and their respective avatar. Familiarity breeds contempt; keep things varied and never let the players grow used to the horrors of Nyarlathotep or its cults.

Identity and Desire

> "If we knew what we are, we should do as Sir Arthur Jermyn did; and Arthur Jermyn soaked himself in oil and set fire to his clothing one night."—*Facts Concerning the Late Arthur Jermyn and his Family*

Nyarlathotep's threat is based on his reappearance in various Masks around the world, so the theme of identity is already built into the story. But who says only he gets to have more than one identity? As the investigators dig further into the mystery, the game brings many people into view, all of whom could temporarily imprint their identity onto the investigators: the Carlyle Expedition, Jackson Elias, Erica Carlyle, Bast worshipers in Egypt, the Vanes of Castle Plum, even the attendants at the sanitarium where Roger Carlyle himself is confined; each holds a critical story that the investigators need to understand. Any time you bring NPCs and their conflicted identities into play, you build a stronger theme both inward toward the investigators and outward toward Nyarlathotep's masks. Likewise, contrast the public and private "faces" presented by the NPCs encountered.

Secrets Man Was Not Meant to Know

> "It is for this latter reason that I urge, with all the force of my being, final abandonment of all the attempts at unearthing those fragments of unknown, primordial masonry which my expedition set out to investigate."—*The Shadow Out of Time*

On the opposite side are Secrets—the ones that just barely comprehending will send you into an asylum. While peeling away the layers of the grand mystery is a noble and just endeavor, eventually the center is reached and all is revealed. Instead of releasing the secrets a little at a time, build up the release to one monumental exchange of knowledge, making true comprehension a terrible reckoning and showing that ignorance is truly bliss.

Mood

Once you've established the sort of game you and your players want, you should consider how to best use mood in your running of the campaign.

A convenient way to consider mood is to determine where you fall in two important continua in relation to the game: H.P. Lovecraft versus Robert E. Howard and Personal Horror versus Cosmic Horror.

The former is a helpful gauge of tone, between verisimilitude and dime-novel action. To paint it very broadly, in Lovecraft's work, the story builds slowly, with academics delving into mysteries best uncovered in libraries and archives, while in Howard's stories (to use him as a stand-in for a host of other authors), the hero is usually a soldier or adventurer who dives headlong into danger and action. The play of the campaign includes options for both of these elements—and there is no reason why both cannot be a part or your experience—so consider to what extent you want to feature or gloss-over these parts.

The other continuum is that range between intensely personal horror, such as the discoveries made by the narrator of "The Rats in the Walls" or "The Outsider" and the cosmic terror experienced by the protagonists of "The Call of Cthulhu" or "The Shadow Out of Time". Personal horror is rooted in characters and if you want to feature this theme, be sure that your players have well-developed back-stories and have rich enough personalities so that the impact of, say, uncovering that your ancestors were cannibalistic ghouls actually packs a punch. Consider the very personal horror that a player of the pre-generated character Raoul Luis Maria Piñera would experience discovering the fate (and motivation) that drove his former lover Hypatia Masters to become the mother for Nyarlathotep's vile spawn…

On the other side of things, with cosmic horror, the challenge is to make the psyche-shattering discovery of the truths of the Mythos resonate with your players. The possibility that human life might be extinguished by the return of the Old Ones is always a good stand-by, but consider the impact of finding Nyarlathotep lurking behind a host of divinities or the nightmarish future Earth ruled by the Yithians' beetle-hosted minds as equally chilling greater truths to uncover.

As ever, a mix works best. Know yourself but especially know what frightens your players and play off of these fears to make the stakes of the campaign something more than abstract notions or comments on a character sheet.

'Keeping' the Story

With the big questions out of the way, your concerns turn to the more practical aspects of the campaign.

Pacing

One of the critical methods for managing your *Masks* campaign is pacing—not only for each individual episode, but also the overall ebb and flow of the party's trials and tribulations.

Decide in advance the plotting of each game session—do you want to end each evening of play in a climatic way like a television show or let things build like a mini-series? Having a basic structure to play off of always helps when you find yourself struggling, even if for a few minutes. Whether it's based on TV, comic books, pulp novels, literary chapters, or movie acts; picking a standard style to stick with allows you to frame the beginning, middle, and end of each game in those specific terms. You can certainly change the style from time to time, but

24 Keepers' Utilities

Where do we go from here?

The campaign itself, though relatively open-ended as these things go, still tends to assume that investigators will proceed roughly in the chapter order, from New York to London, then on to Cairo, Nairobi, Australia, and finally Shanghai. Unfortunately, there is no telling what clues your players will cling to in their adventures or what leads they will give the greatest priority to. You should always be willing to shape events to steer your players to one location or another, as need be. One of *Masks of Nyarlathotep's* strengths is that each chapter can be tackled in any order—stopping the cult in Shanghai is no guarantee that M'Weru will not succeed where Penhew failed, after all. Leave 'bread crumbs' but don't drag players along by their noses—if dashed expectations always ruin campaigns, the sensation of being railroaded generally has the same result. Knowing your players and how they will approach the mysteries of the campaign will make sure you are prepared for their next stop.

One possibility not usually considered is that investigators might return to a locale later in the campaign. Be sure to know how the situation left behind might change in the absence of your investigators—if they left Cairo with Omar Shakti hot on their heels, they should not be able to relax for long upon their return, even if it is months later!

deciding your framework up front can only empower you to take chances later.

Cults

The cults Nyarlathotep uses to forward its agenda are discussed in more detail elsewhere in this book, but it's important to keep in mind that each cult has both a different perception of the world (via the various Masks) as well as different agendas, despite the overarching plan to unleash the Crawling Chaos on mankind. With each different leader and location, how and what the cults are planning should dictate how they treat those pesky investigators. As your investigators first approach each cult, take note of what the cult leader is specifically seeking at that moment, and whether that branch of the cult knows about the investigators and how much of the mystery they have uncovered. (If nothing else, these fundamental differences between the cults give rise to tensions that can be used to justify any number of investigator-saving plot devices.)

And don't be afraid to use the cult leaders to drive the story along—need to move the London chapter to a quick close? Just have Gavigan kidnap the investigators from their London hotel and bring them to the cult compound up north. Finish the chapter with most of the players locked up in the cells, with one or two of the players tied up outside and ready to be sacrificed, just as the local cops plan their raid. The cult leaders can be puppets for you, just as the cultists are puppets to their master…

Jackson Elias

Consider introducing Jackson at some point prior to January 1925. The more he is known and liked by your players, the stronger their motivation in pursuing his killers and the mystery they are attempting to conceal. The chapter on Jackson Elias discusses this in more detail.

Just because Jackson's been horribly mutilated and murdered by an evil cult doesn't mean he's unavailable as an NPC. This is a horror game and the dead have a lot to say, so why not let Jackson stick around to tell his own story? He can be a found in an old telegram, a ghost, a dream, a zombie... see pages 63, 60, 43, and 114 respectively. Let Jackson live on in whatever state best suits your game.

Locales

As mentioned earlier, research is a Keeper's best friend, giving you facts and images to flesh out your game. But how do the various locations create different gaming experiences? What will be different for your investigators between the foggy streets of London and the labyrinthine alleys of Cairo? Will the New York chapter be straightforward, with the follow-up in London building the paranoia of a global cult? Or will you wait until Cairo to spring the true horror of Nyarlathotep? What if you lack the time to run the whole campaign—could the game end at the birth of the spawn in Kenya? Regardless of the specific challenges presented by the locales, it's critical to know how each chapter builds on the previous, how much of the mystery has unfolded

both before and behind the scenes, and what the story (and your players) need before they step off the boat at the new country.

Characters

One final practical consideration is the investigators your players generate. Be aware of what skills they have at their disposal! If none of your players speak Arabic, you will need to prepare an NPC translator for their use in Cairo. Likewise, if your players have come up with a group of academics with an average CON of 7 and the combat abilities of an angry sparrow, you will need to adjust the murderous abilities of Mukunga's assassins (unless you want a bunch of dead academics, of course). The richer the characters your players develop, the greater the number of plot and character hooks you can use to propel the story forward (see page 490). Remember, interesting characters mean interested players.

Making Big Changes

It has been said before—this is your campaign, do what you want with it! Make it work for you and your players. What follows are a few potential major changes you could make to the campaign while leaving much of its framework intact. If you know what you want out of your game, adjust accordingly.

No Jackson Elias?

While this may sound odd coming from a book with a whole chapter dedicated to this intrepid reporter, there is no reason that your players might not come to the campaign from an entirely new direction. Elias is not the only researcher who might take an interest in the Carlyle Expedition; similarly, Erica Carlyle (or any of the NPCs from the article "Tent-pole NPCs" on page 32) may retain the investigator to act of their behalf. So long as he is replaced by an equally strong motivator, Elias may be spared.

Change of Place

If Elias isn't essential, there is nothing stopping you from changing one or more of the locations visited in the campaign. The most obvious option is to begin the action in London rather than New York; replace the Bloody Tongue cultists with the Brotherhood of the Black Pharaoh, make Carlyle and his party all British subjects, and the resulting necessary alterations become obvious.

Similarly, if you would rather have your investigators fighting cultists in Singapore or Chicago, you may consider relocating one of the other chapters. Just be careful that what you have moved makes sense—moving the Mountain of the Black Wind to Wisconsin will only baffle your players.

Change of Era

While we are busy redoing things, why not change the era?

1890s

Probably the easiest to pull off, a *Gaslight* run of the campaign requires mostly cosmetic adjustments. Be sure though to check the history of the various cities visited—New York of 1890 is very different than the city it would become in three decades. Likewise, Nairobi won't be founded until 1899. Shanghai in the midst of the Boxer Rebellion offers an ever greater level of danger to players... Consider also replacing Penhew's rocket with something perhaps more period appropriate—an Art Nouveau Zeppelin, perhaps, or a flying ship powered by Cavorite?

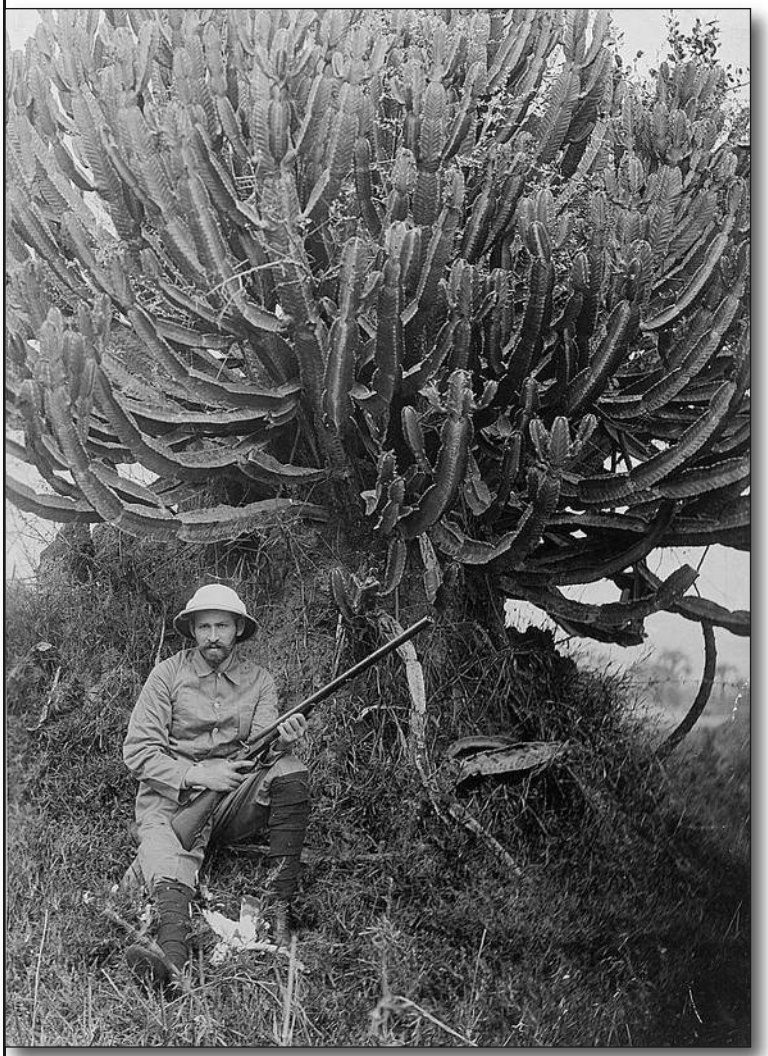
Modern

Seemingly easier than Gaslight, the technological changes of the modern era serve to complicate things more than the political and cultural circumstances of the period did for the 1890s. Nothing quite breaks the mood more than having the players debating about satellite telephones when they should be worrying about Shantaks. Especially if running a *Delta Green* game, it may be difficult to justify why a group of Americans are wandering the globe after Dot-

com millionaire Roger Carlyle. There may be some interest to be had in reimagining the villains of the piece as established citizens of their respected nations rather than shady foreigners—imagine if Mukunga was a major donor to a City Councilman in New York or if Ho Fong was a high-ranking Communist Party member.

Dark Ages/*Cthulhu Invictus*

Obviously, the locations must change. London (or some other provincial town) might stand in for New York, while Rome (or Constantinople) could stand in for London. In an *Invictus* campaign, Cairo should be replaced by Alexandria, Memphis, or Karnak, as that city is not established until many centuries later. Meanwhile, the Mountain of the Black Wind might have to move to Kush and Shanghai may become Charax Spasinu (in modern-day Kuwait) or Barbaricum (modern-day Karachi), or distant Cashgar recorded by Ptolemy. The rocket should probably be abandoned, but the overall plot is still viable.



Although comforting, firearms are not always the best solution.

Dreamlands

Ours is not the only world that Nyarlathotep has plans for. Why not a plot against the cities of the Cerenerian Sea? Bloody Cults may be less common in the Dreamlands, but this is made up for in an abundance of Black Galleys, Moon Wine, and Minions of Karakal.

The Party

Although the campaign's backstory forms the spine to the game, your investigators certainly flesh it out. As such a critical component, their generation cannot just be random, nor can their ongoing management be left to the players' whim. If this campaign is to be successful, you must carefully guide the players, the building of their investigators, and how the story allows for the ebb and flow of investigators' various skills. Consider the guidelines given on page 490 and use them as needed.

The Story

Deciding the investigators' introduction point is the most important decision relating to character generation the players will make—how do they know Jackson Elias? And how does his death suck them into the mysteries of the cult? While this is discussed elsewhere in this book, one point must be made here: the further your

investigators get from their original relationship to Elias, the more difficult it will be to keep them engaged. All investigators need motivation, and Elias' death is ultimately only one part of the puzzle.

Generating Investigators

Once you've decided how to match up Elias with the party, you must help the players build investigators that will be useful in unraveling the mystery. While the "royal three" COC skills (*Spot Hidden*, *Listen*, *Library Use*) are always helpful, a number of other skill categories must be carefully monitored with an eye for upcoming chapters and encounters. Languages are the most obvious match-up for the various international locales, but the party will most likely engage in breaking and entering (*Sneak*, *Hide*, *Climb*), discussions with local law enforcement (*Law*, *Persuade*, *Credit Rating*), and old-fashioned archaeological research (*Archaeology*, *Anthropology*, *History*) along the way. Make sure they're well equipped to tackle these challenges—they have enough work in tackling the cult without needing to find someone to speak Arabic or Cantonese.

One helpful option is to tell the players in advance that certain types of skills will be useful in the campaign (depending on the game you hope for). Saying "language skills will be handy" or "investigators familiar with Near Eastern Mythology are helpful" seems like fair warning to players.

Focus, Focus, Focus

As previously mentioned, keeping the party together and focused on dismantling the cult isn't as easy as it seems. Why are the investigators poking around the Ju-Ju House when they could be home reading a good book? Elias' death and the mysteries of the cult are good introductions for the party, but be sure to identify every investigator's motivation *before* they join the party, especially for those replacements who show up halfway through the campaign. Investigators unfamiliar with both Elias and his works are going to be hard pressed to sacrifice their lives and sanity for some dead author that no one in the party actually knew.

Myriad possible motivations exist to keep the players engaged and focused (greed, searching for the unknown, higher calling, blood oath, etc.), but again, it's critical that you plan out how to keep the party motivated. It also helps if they all have the same general motivation—this is why Elias is introduced initially, but once he's dead a single motivation can be harder to find.

Death & Insanity

Masks of Nyarlathotep is a very deadly campaign, and you would do well to manage when and where investigators die or go insane. And while whittling down investigator Sanity is a lot of fun, when and where the final collapse comes can be critical to the game's flow and the players' involvement. For starters, try to use an investigator's death or permanent insanity to close an episode (only open an episode that way if you've discussed it with the player and have their replacement ready and waiting). Furthermore, take note of the dead or insane investigator's skill set and how that loss will affect the overall story – it *will* create problems to kill off the Egyptologist before the party gets to Egypt. Finally, it is your responsibility to make *every* death and insanity matter to the story. Yes, some players will throw their investigators into death's maw just to see what comes out the other end (but hopefully not because they're bored), but even when they do something totally reckless (such as uncovering the pit in the Ju-Ju House), it should have some lasting effect on the party, the story, and, most importantly, the players.

T.P.K.

This is also discussed elsewhere in this book (see page 497), but still bears mentioning here – that awful moment of game-mastering where the Keeper is willing to sacrifice all story momentum to bask in his investigators' blood: the **Total Party Kill**. Use it wisely, for it may not only infuriate your players, but derail all progress and cohesion the party has generated. Only truly imaginative Keepers can pull off a TPK that is greater than the sum of the dead investigators—if you find yourself and your

investigators heading toward a TPK, make it worth something. Make it grand, make it disturbing, mad, and totally memorable, but, most importantly, make it serve the story.

Tricks of the Trade

All of these suggestions are good for getting you to think about running *Masks*, but some practical advice is helpful. You need actual tools you can hold in your hand to help you when you sit down at the game table (or computer).

Index Cards

Keep a stack of blank cards next to you, right beside the stack of the ones filled with your scribbling. As mentioned before, you can use the cards to pull thoughts and reference points together, but there are some specific items that can be tracked via cards:

NPCs – What are NPCs up to? How far along in their plans are they? Have investigators met the NPCs and do they know of their plans to wreck the cult's plans? Each important NPC should have their own card in advance; make up others on the fly when you have come up with them on the fly.

Locales – While taking notes on the larger locales (London, NYC, etc.) is useful, these cards should also list any specific location the investigators have visited where they may have affected the "normal" state of events. This includes not only the specific campaign locations (Penhew Foundation, Ju-Ju House, etc.), but also the places you've created on the fly to address story needs: hotels, police stations, libraries, etc.

Tomes & Artifacts – This starts as simple note taking, but will help greatly as the campaign evolves—list the tomes and artifacts the investigators have found, any spells they've learned, and specific episodes of magic they've encountered, then use these lists to plot the investigators' evolution from innocent to hardened investigators. It is great to just pull a card out anytime an investigators reaches for that occult tome and know how many times they've used it—and how much *Sanity* it has cost them. This is particularly helpful if using the alternate rules for reading tomes on page 460.

Plot points – Finally, use the cards to track all the various timelines and plot points your investigators are careening toward. Any summonings, kidnappings, and other evil deeds the cults are involved with can be tracked on a card—then just pull it out when the time is right and you'll have all the important data at your hands.

Journaling

One of the best ways to keep yourself honest is to publish a journal online for others to view. Yog-Sothoth.com allows users to post journals for others to view, and you can use it to stir discussion with your players as well as other Keepers. It's a great method for compiling your gaming records in a public forum, as well as running ideas past others.

Ending Things

The final important decision of the campaign is choosing an end point. There are several potential climaxes in *Masks of Nyarlathotep*—the rites beneath the Sphinx, the Mountain of the Black Wind, Gray Dragon Island, or even the City of the Great Race—are all options. Consider where your players are at. So long as everyone is having fun, there is no reason that play can not continue until you've run out of cults and cultists. If fatigue is setting in, if cynicism is a more common emotion than fear or excitement, it is time to wrap things up. As always, make the conclusion as memorable as the start, with preparation, planning, and energy, a good time should be had by all.

Using Customized Newspaper Articles

Don Coatar

One of the easiest things that a Keeper can do to invigorate his *Masks of Nyarlathotep* campaign is to create newspaper articles in the wake of the investigators' actions. Considering that they are following in the footsteps of the Carlyle Expedition, there is little doubt the party's actions will be newsworthy—if not outright illegal—on more than one occasion. In 1925 even a small city boasted several daily newspapers all eager for a scoop, and the major newspapers (such as in New York or London) typically published an afternoon edition. Much like today, these articles ranged from the factual and stodgy to the lurid and sensationalist, though in keeping with the pulpy mood of *Masks of Nyarlathotep*, the latter is recommended. Outright speculation, half-truths, and fictionalization are all fair tactics!

The article, "Occult Author Slain!" is included as it reports on an action that will probably occur at the start of the campaign. The Keeper should feel free to alter or expand upon it as required. The material in *[italics]* is not part of the actual article, but rather instructions for the Keeper. Note the breathless tone and speculative nature of the article—one must gain readers!

Behind the Screen

Obviously, the Keeper will need to create these articles between sessions, which may or may not be convenient depending on the amount of material covered each session. For instance, if your group somehow plays through the entire New York chapter in a single 12-hour marathon, then the article included will lose much of its punch as those events will have happened days ago "in game." In such a situation, it is best to write up an article describing the events at the Ju-Ju House, and have it ready for your next session. Your investigators will need something to read as they cross the Atlantic.

Over the course of the campaign, many sessions will end with something "newsworthy" which can easily be incorporated into an article. Just remember that it does not always have to involve a grisly murder! Any sort of odd occurrence or unusual event might warrant a paragraph or two. In a backwater town, the mere arrival of the investigators will be enough to warrant a mention and a photograph. Often, the investigators' actions will demand a story by itself—"Flamboyant Americans Rent Fishing Fleet!"—and such a story surely demands a sequel in tomorrow's edition, "Fishing Fleet Destroyed: Are Americans to Blame?" As always, a Keeper should keep his eyes and ears open and use this device to reflect the deeds of his heroes.

These newspaper stories can also be a means of keeping the investigator party moving. While it is unlikely that investigators will grow complacent about being stalked by an assortment of murderous cults or dogged by tireless police detectives, a series of newspaper stories highlighting the investigators and their unusual (or even illegal) activities can remind the players that it is time to move on. Likewise, a gaggle of reporters just outside their hotel might inspire what assassins and lawsuits could not. Lastly, while it is unlikely that most inhabitants of, say, Shanghai keep abreast of the

London or Cairo newspapers, unflattering (or laudatory) items in the press should no doubt influence those in the know at future destinations. Investigators sought for questioning in the tragic Cannon Street Hotel fire might not be greeted very warmly by their next concierge...

Finally, the use of reporters over the course of the campaign provides a ready-made pool of replacement characters or NPCs, should you need them (and you will need them). Make sure you create believable, classic names ahead of time—nobody wants to play Jose Doritos or John Smith (see the Keeper's Notes for each location for various suggested names). Who is to say that the nosey Welsh reporter from the *London Beacon* will not follow the group to Cairo? Perhaps he will arrive just in time to help the characters out of a scrape in Shanghai? Such reporters, when used as replacement characters, have a built-in character hook and require a minimum of the suspension of disbelief upon your part and that of your players. The pre-generated character Catrine Blichfeldt (see "Appendix B" on page 549 for her statistics) was created with this background in mind. An interested journalist investigator will already know of at least one strange event involving the group and reporters are by nature both curious and intelligent. Be careful not to overdo it though; one or two reporters over the course of the campaign is fine, but not after each and every chapter.

The Keeper looking for an added degree of verisimilitude might include portions of actual period newspaper stories on the backs of his fictional stories. Such stories can be found online via newspaper archives or at sites like the HP Lovecraft Historical Society—http://www.cthulhulives.org/toybox/PROPDOCS/1920sNews.html

Sample Newspaper Story

OCCULT AUTHOR SLAIN!

Grisly Scene in Manhattan Hotel Room!

Manhattan, New York — Well-known adventurer and author Jackson Elias was found brutally murdered in his mid-town Manhattan hotel room yesterday evening. The still-warm body was discovered by *[PCs name or names here]*, who were to meet that evening with Mr. Elias. Although the New York Police Department has not yet released a report of the crime scene, a source says the horror inside the room reminded him of "a blood-splattered slaughterhouse." Detective Martin Poole of the 21st precinct is leading the investigation but would not confirm these reports, offering, "This is an on-going investigation. I have no comment at this time."

LAST MOMENTS OF LIFE!

The *[# of investigators]* arrived at the Chelsea Hotel room and heard "suspicious noises" from Elias' room.

[This section should be customized based upon the actions of your players. The following sections are offered as an example. Keep the language exciting and sensationalistic—remember, you are trying to lure readers! If none of the investigators spoke to police, then simply have the reporter speculate as to the course of events.]

MUTILATION!

According to *[whichever investigator spoke to the police], [insert gruesome quote here]*. Police sources later confirmed *[whatever claim was made, if it was truthful]*. The slain author's face was also mutilated. The scene reminded our source of the infamous "Jack the Ripper" murders in London. "There was blood everywhere—the walls, the bed, the ceiling! It was more gruesome than words!"

ESCAPE? NOT SO FAST!

Acting quickly in spite of the horror around them, the *[# of investigators]* gave chase to the two thugs who attempted to make their way down the icy fire escape. One of the two, a wiry, dark-haired Caucasian, was able to escape. The other, an African Negro, plummeted to his death from the third story. While the two men were chased outside, the subdued man came to and escaped from the hotel room. A very large knife, apparently the murder weapon, was recovered by police from the scene. Anyone with information about the escaped suspect should contact Lt. Poole at the 21st Precinct. *[Adjust details as necessary]*

(please see "Witness Sought" on page 5, column 2)

WITNESS SOUGHT

A passerby near the Chelsea Hotel reports seeing *[something the characters did]*. Police are *[taking some action that follows up on the eyewitness testimony. This action likely will involve the police seeking one or more of the player characters]. [Here is a sample quote:]* "It's very likely this man could have seen something important. We would like to talk to him", said the investigating detective, Lt. Poole of the 21st Precinct.

STOLEN VEHICLE RECOVERED

That same night, a stolen 1922 Hudson sedan was recovered near the Chelsea Hotel. Police suspect that the vehicle may have been used by the murderers. Dr. Thomas Witherspoon, an uptown dentist, reported the car stolen about 3 hours after the murder. Police say that Dr. Witherspoon is not a suspect.

BLACKOUT!

Making matters worse, this area of Manhattan lost all its electrical power due to the ferocious ice storm last evening (see Weather on page 3). Police speculate that the killers may have seized the opportunity of the freak blackout to commit their heinous crime. Power was restored at 11:20 PM. A spokesman for the New York and Brooklyn Electrical Company reports that heavy ice created a short-circuit in the transformer that supplied power to the Chelsea Hotel area.

AUTHOR MADE ENEMIES

Jackson Elias had written many books exposing cults as frauds and debunking popular superstition. He has exposed such organizations as the Thuggee Assassins of India, the head-hunters of the Amazon basin, and the Witches of England. Most recently, Jackson was writing a sequel to his 1915 title, "The Smoking Heart", which explored Mexican death cults.

Elias was no stranger to controversy and adventure. Ignoring the great risk to his life, the author would travel in disguise to infiltrate secret foreign organizations. Numerous death threats have been made on him since his first title was published in 1910, "Skulls Along the River". Jonah Kensington, Jackson's close friend and publisher at Prospero House, called Elias "A man of conviction and bravery. He only wanted people to know the truth. He felt these cults were like a form of slavery, the way they brainwashed you from a young age to believe all sorts of nonsense. I think Jackson was a visionary in his field."

A private service will be held for Mr. Elias on Saturday. Mr. Kensington asks that sympathy donations be directed to the International Children's Refugee Fund in Jackson's name.

—Marcus Ballard, metro pool reporter

New York Pillar-Riposte, January 16, 1925, Morning Edition

"Tent-Pole" NPCs:

Tools for the Keeper to Coordinate, Fund, and Motivate the Party

Bret Kramer, with Pete MacKenzie

Masks of Nyarlathotep is an open-ended campaign with a fixed start, but no fixed destination or line of investigation, save the one-year deadline of the Great Ritual. While this is one of the campaign's great strengths, it can sometimes lead to directionless, confused, or even unmotivated investigators. Fortunately, there are several very useful NPCs who can serve the needs of the Keeper and the campaign by providing direction, information, and even motivation if need be. In case of crisis, such as the death of a majority of investigators, these individuals can also be used to generate the nucleus of a new group. This article provides a discussion of eight potential "tent-pole"[1] NPCs who can serve the Keeper as a means to move the game forward.

In each case, the NPC acts as a tool for the Keeper to shape the direction of the campaign and the actions of the investigators. As such, each should be used both sparingly and with caution. *Call of Cthulhu* is a game for the players after all, and not one in which the Keeper should act out his or her agenda for the campaign heedless of the players' wishes. Each potential ally possesses certain advantages, disadvantages, and limitations that the Keeper should consider before employing him or her.

Jonah Kensington

Unlike most people, while he might scoff at claims of magic and occult powers, Jonah Kensington is likely to believe that the cults the investigators encounter are real and responsible for Jackson Elias' murder. Most reasonable groups of investigators should be able to make a persuasive case to the open-minded editor and so enlist his aid. Kensington has an interest in bringing Elias' murderers to justice as well as uncovering the truth about the Carlyle Expedition, and has some limited financial resources available to support such an investigation. If the investigators, for some odd reason, do not seek him out, Kensington could no doubt introduce himself at Elias' funeral (see "Scene: The Funeral of Jackson Elias" on page 113) or otherwise make the first move.

Beyond providing motivation to the investigators (and some limited funding), there are a number of other ways that Kensington can be of assistance. Established in New York, he might be able to exert some small influence on their behalf, so gaining an otherwise unobtainable interview, or access to a restricted library collection. His connections within the local (and to a lesser extent national and international) press justify his role as the conduit for all sorts of newspaper stories, and also directing a certain type of replacement investigator to the party. The pre-generated character Roman Harkov is another author

1. They 'prop up' the whole campaign.

working for Prospero Press and if he is used at the start of the campaign, can easily be introduced to the party by Kensington if their ranks have been thinned.

Because Kensington was one of Elias' few constant connections, there is always the chance that the intrepid reporter might have sent some other research notes back to his editor – notes that arrive just in time to put the investigators back on course. Less obvious help is also possible. What might Kensington be able to piece together from Elias' expense reports or even from something as simple as a business card sent back from Shanghai or Cairo? Even a general recollection of Elias' favourite haunts or habits could come in handy in steering the party toward a new discovery; for example, mentioning that Elias always liked to stay at a certain hotel while in London can open up whole new avenues of investigation.

As an equalizer, remember that the more useful Kensington makes himself to the investigators, the more likely it is that the better organized villains in the campaign will seek to do him harm. Hopefully the investigators will warn their new friend of the dangers that he himself faces and urge him to take certain precautions. Remember that Mukunga and his branch of the Cult of the Bloody Tongue have no aversion to either killing or kidnapping if they see the need. Likewise, while Kensington should most likely be a gentleman worthy of trust, there is no guarantee that some other group or agency might not have some source or contact at Prospero Press. If you want the Order of St. Jerome (for example) to dog the investigators' every step, a secretary acting as a spy for the group is a plausible and convenient option. Kensington also has a professional reputation to protect and will drop investigators if they get into serious legal trouble.

Erica Carlyle

Erica Carlyle, with her vast resources and intimate connection to the case, seems like an obvious candidate for this role. There are problems here, in part outlined in the campaign. To put it briefly, she is far harder to persuade as to the dark nature of her brother's doings, let alone the veracity of nefarious cults and even magic, than Kensington; simply meeting with her will pose a challenge to most investigators. That being said, if your investigators manage to contact the reclusive heiress, under certain circumstances she might be prepared to render them substantial aid. (As discussed in the next entry, even if Carlyle herself is not swayed by the investigators, there are other possible allies that such a meeting will generate.)

Characters with the greatest chance of enlisting Erica Carlyle's support for their endeavours will be those of a respectable background (such as having a high *Credit Rating*, academic credentials, or a solid professional reputation). Scholars and well-heeled society types will do much better than private investigators and journalists. Investigators should also be free from scandal or a reputation that by association will do harm to the Carlyle name. Those who attempt to contact her via proper channels will tend to fare better as well. Bradley Grey will almost certainly attempt to protect Erica from uncouth interlopers who crash a party or otherwise use false pretence to gain her confidence. Miss Carlyle is not so hide-bound that a bold play to meet with her will be rejected out of hand, but she is highly concerned with both her privacy and with propriety.

If the Keeper wishes to force the issue, an attack on her Westchester mansion by the minions of the Bloody Tongue Cult will go a long way toward convincing Miss Carlyle to reconsider aiding the investigators. As discussed in the New York chapter article, "What if Erica Carlyle Decides to Sell Roger's Books" (see page 102), Mukunga greatly desires Roger's old Mythos tomes and might, especially if hard-pressed by the investigators, make another attempt to seize them. The success or failure of an attack is up to the Keeper, but should be based on the desired pace for the remaining portion of the New York chapter. Another failed attempt might simply move things along, but a successful attack, perhaps including the death of Joe Corey and heavy doses of Mythos magic, will almost certainly transform Carlyle into an ally.

A more remote possibility is that a meeting with the investigators might spur Carlyle into reviewing some of the terrible tomes held in the library safe (she did skim parts of the *Pnakotic Manuscripts* after all); perhaps that tome mentioned some strange detail recounted by the investigators that burned itself into her memory and aiding the investigators might play a part in her attempts to come to grips with that (or another) weird and awful book.

Either option should be considered carefully before being employed by the Keeper; Carlyle's vast resources make her aid a prize that should be earned rather than given away freely.

As to what aid Erica can offer, while it is certainly greater than what can be given by any other potential benefactor, there are some limitations that the Keeper should remember. Carlyle's power and connections are all entirely above board. She knows neither how to gain contacts and resources from illegal sources nor will she brook impropriety on the part of investigators. Those who fail to heed her requests for circumspection and discretion will find themselves abruptly cut off from any future support (or contact) – not a good situation if you are trapped in Egypt with the full weight of the Brotherhood of the Black Pharaoh being brought to bear on you. In any case, she will almost certainly demand that investigators keep her own name out of their work. Woe betides any who break this confidence! Additionally, unless she has borne first-hand witness to the occult (or Mythos activity), she will treat reports of supernatural events as a sign of foolishness, or at worst, of incompetence on the part of investigators, and react accordingly.

Given all of these conditions and limitations, what sort of aid can Erica Carlyle offer investigators? She can fund travel to any part of the globe, so long as their movement can be justified to her or one of her subordinates. Both tickets and accommodation provided will be respectable, but not ostentatious and there may occasionally be delays in obtaining them if the party has not kept in close touch. A modest (but not insubstantial) stipend may be awarded to investigators with a clear need, but this too will be monitored for abuse.

Bradley Grey

Under most circumstances Bradley Grey, Erica Carlyle's "chief confidante" (and family lawyer), will serve as her agent through which she will interact with the investigators. The nature and the degree of Grey's involvement will vary depending upon Carlyle's interaction with investigators. Carlyle will certainly meet with the investigators at least once so that she might take their measure and may do so again in the future if she trusts or takes a liking to them. More likely though, all future interaction will be conducted through Grey so as to shield Miss Carlyle from any potential scandal. The Keeper should bear in mind that each NPC has their own view of the investigators' reliability and worthiness, and that sometimes these views may not align.

One option, in case the investigators fail to make a good impression on Carlyle but are otherwise above board and promise to find some resolution to the story of the Carlyle Expedition, is to have Bradley Grey independently enlist the investigators' services. Grey, as Erica Carlyle's confidante, knows that her public façade of disinterest in her brother's fate masks a deep pain caused by Roger over the years and therefore might think it worth the risk to aid the investigators despite his employer's unfavorable reaction.

Under these circumstances, the support that Grey can provide is far more limited than support given with Carlyle's blessing. Any financial aid will need be of a modest nature and off the books. Likewise the investigators will be barred from making any mention that they are working at the behest (even indirectly) of Grey or especially of Miss Carlyle. If they do so, and it becomes publicly known, Grey will immediately disavow all knowledge of the investigators and any connection between them and the Carlyle family. If the investigators persist in making such claims or make claims that damage the family reputation, Grey is prepared to file suit for slander... or worse, if need be.

Grey will be able to provide details about the Carlyle Expedition, including an itinerary (the official one, at least) and contact information for

any of the people employed by it, such as Warren Besart. Unfortunately, this information will now be six years out of date. Other information, such as Dr. Huston's files on Roger, can be obtained by Grey if the investigators are able to persuade him of its worth. Grey will seek to shield Erica Carlyle (and himself, to a lesser extent) from any exposure to scandal, even while he is operating without her approval.

The Keeper should consider making use of the pre-generated character Finlay Patterson, a private investigator in Grey's employ, either as a replacement character dispatched to aid the party or as an NPC foil sent by Grey to keep tabs on the investigators (even if the party is not working on either Grey or Carlyle's behalf). Grey might also be able to put the investigators in touch with another pre-generated character, Claire Simpson, a nurse formerly in Dr. Huston's employ.

Mickey Mahoney

In many ways, this newspaperman can fill much of the same role that Kensington does (or did, as the case may be), though there are certain important differences between the two. The two most significant to consider are resources available to Mahoney and the purpose behind Mahoney's support. Mahoney, even more than Kensington, has financial limitations. *The Scoop* is not a national publication—let alone an international newspaper; it lacks the sort of resources that a larger (or more respectable) publication possesses. While his contacts in certain circles of London are without peer, Mahoney's support will be meager compared to Kensington's—he might occasionally be able to wire some funds to investigators but lavish purchases (or even 1st-class passage on an ocean liner) are beyond his means. Though fond of Elias, Mahoney also lacks Kensington's personal connection to the slain journalist, undercutting his enthusiasm for the story if things get too dangerous or too expensive. Additionally, Mahoney is a thoroughgoing skeptic and will balk at stories of centuries-old cults (especially ones operating secretly in London and headed by respectable gentlemen), inhuman creatures, or the cosmic threat of the Old Ones. If the investigators' needs are humble and they are willing to post him the occasional story about "The Weird Mummies of Egypt" or "Lovely Shanghai Lasses," then they can count on his continued help. If they burn down half of Nairobi and send hysterical telegrams about blasphemous horrors from beyond time and space, he will drop them immediately. Mahoney may also direct the investigators to the pre-generated character Stephen Hughes if they are in need of a medium (as ever, Mahoney correctly sees through the charming "psychic") or otherwise need to bolster their numbers.

Ssathasaa

Perhaps the least likely ally imaginable, the serpent man Ssathasaa presents the Keeper with an unusual potential benefactor. It is possible that Ssathasaa is already dimly aware of Nyarlathotep's plan because of Shipley's paintings of the Howler in Darkness and the Mountain of the Black Wind. If he learns of the plan to open the Great Gate, most likely from captured and *mesmerized* investigators, it would not require his super-human intellect to realize that his plans for recreating the Serpent Man empires of old will be seriously impeded by a return of the Old Ones. Having a means to escape should his meddling fail (via Shipley's enchanted painting) should certainly embolden him to take action.

Ssathasaa lacks the financial wherewithal to bankroll investigators; even the pittance they might gain from Mickey Mahoney is, at least in the short term, beyond his scaly grasp. If need be, with a little time it is possible that Ssathasaa might assume the place of some wealthier pink-skinned ape creature (perhaps an unwary art collector?), though his desire to remain undetected by the annoying mammals will prevent him from replacing anyone of too great a means. While Ssathasaa's background before striking his bargain with Miles Shipley is uncertain, it is implied in the campaign by the creature's Arabic and English skills that he spent

some time moving in human society. Even so, by his very nature, the creature has an imperfect grasp of human culture and society. (Note: Ssathasaa's skill in Arabic may be of particular use if somehow the investigators gain the Cairo Museum's copy of the *Al Azif*; Ssathasaa will almost certainly covet this tome and demand it be given to him should he learn that it has come into the possession of the investigators.)

What the Serpent Man lacks in mundane resources though, he makes up for in his voluminous knowledge of the Cthulhu Mythos; with a skill of 45%, Ssathasaa is probably the best equipped being in the campaign to answer the investigators' questions (aside from certain cultists or divine beings who will probably be less inclined to assist investigators). A quick telegram to Ssathasaa might resolve many mysteries, if he is willing to help, but do not allow him to become a resource without a downside. While it is true that he knows much, Ssathasaa is also aware of how fragile the human mind is (he does have to tend to Shipley after all); he will probably tell the investigators what they need to know and no more. Similarly, he might be willing to teach one or two of his spells if it will aid the investigators – *Contact Yig*, *Mindblast, Voorish Sign* are all options here; he will be loath to teach them *Deflect Harm*, though *Consume Likeness* might amuse him and *Call Azathoth*, under a different name and inaccurately explained, might be given to particularly gullible investigators to eliminate something like the Mountain of the Black Wind or Cairo (as well as the investigators). Additionally, Ssathasaa might be able to provide small quantities of the Dust of Suleiman or even the Plutonian Drug. (Presumably, Ssathasaa's version of the spell does not require the mummy that the traditional version calls for – how many human mummies did the ancient Serpent Men have on hand, after all?)

How the Keeper role-plays the relationship between the investigators and their inhuman ally will depend on whether the investigators are aware that he is an eons-old inhuman bipedal reptile. The probability is that Ssathasaa will attempt to make use of a human puppet, either directly via *Consume Likeness* (Mickey Mahoney or an unwary art collector as above are both options) or indirectly (what some might call the "Bosley" approach) via a cut-out such as a secretary hired for that purpose. He will only reveal his true nature to the investigators if hard-pressed. Investigators who probed Shipley's unearthly paintings might be mollified with an offer of his aid with their greater quest, but, as ever, Ssathasaa's primary goal is his own survival and all else is secondary. Saving the world (so that he can conquer it) always comes second to saving his own skin… err… hide.

Nigel Wassif

If the Keeper desires a campaign with a dash of espionage or "mundane" conspiracy, then they can do so by employing this erstwhile newspaperman. Were Wassif to know of the threat posed by Omar Shakti and his allies in Nairobi and Shanghai, there is no doubt that he would seek to act. There is also little doubt that His Majesty's Government, no matter what sort of evidence is presented to it, would not believe in tales of magic, potent foreign cults, and inhuman gods of madness. Lacking other resources, Wassif might conceivably turn to a group of resourceful but zealous amateurs to investigate or perhaps even eliminate this threat to King and Country.

In such a scenario Wassif will always present himself as the agent of certain unnamed officials in the British government – men of great importance who for that reason cannot be named – seeking to uncover and eliminate the threat posed by the members of the Carlyle Expedition. In addition to the information possessed by the *Cairo Bulletin*, Wassif will be able to provide some moderate amount of financial assistance and the names of potentially helpful individuals in most locations visited in the campaign – remote parts of Australia not withstanding. These contacts will mostly be helpful (sometimes criminal) people who can impart or obtain information at a price, not actually spies or British officials. Otherwise, he can assist investigators in clearing up some moderate degree of local police troubles or in moving them quietly out of Egypt. It should be remembered that his influence is far exceeded

by that of Omar Shakti. In dire circumstances, Wassif might recruit like-minded men and women into joining surviving investigators if some disaster befalls the majority of them.

In any case, Wassif as a patron will be a subtle and circumspect one. He will not jeopardize his position or his work to aid the investigators, save where there is an indubitable and immediate threat to the British Empire. The investigators are disposable, Wassif is not.

Dr. Ali Kafour

Dr. Kafour, director of the Egyptian Museum, makes a knowledgeable ally in the investigators' battle against Nyarlathotep and his cults. As with Mickey Mahoney and Ssathasaa, his financial resources are negligible (especially in comparison with a millionaire like Erica Carlyle), but he is one of the few potential investigator allies who knows anything of the Cthulhu Mythos. In essence, Kafour is a less knowledgeable version of Ssathasaa above, but much more reliable and less prone to eating the investigators. His location puts him in an extremely difficult position, one that will be untenable if the Brotherhood of the Black Pharaoh turns its attention to him. If word of his possession of the *Al Azif* reached certain ears, there is very little that Kafour or his investigator allies could do to save him. Perhaps the best way in which the good doctor can be used, is as an NPC who pieces together the elements of the plan to open the Great Gate that the investigators have overlooked, rather than act as an organizer or recruiter of new investigators in later chapters. He can then send them on their way, forcing them to confront the true extent of the horror before them, but nevertheless forewarned of the dangers ahead, perhaps with a few scraps of helpful information on how to prevent the Carlyle Expedition's secret agenda. Kafour then is best as a short term, albeit very valuable, ally.

The Keeper might also consider having Kafour be affiliated with the Sword of Snefru (see *Worlds of Cthulhu* #5). This option is on the "pulpier" end of *Call of Cthulhu* gaming though, and the Keeper should only do so if incorporating this anti-Mythos group fits with the feel of his individual campaign. See also the "Keeper's Notes: Cairo", page 212.

Johnstone Kenyatta / Old Bundari

This duo is more likely to serve as a campaign reboot than as a wealthy patron. Yet when paired together, Kenyatta and the ancient shaman have the combination of determination, organization, and awareness of the danger posed by the machination of Nyarlathotep to serve as an effective organizing force behind any group of investigators. If some or all of the investigators fall in Kenya, Bundari, especially if he has met them, will come to know that the danger posed by M'Weru and his minions is far greater than simply the horrors they inflict on neighboring tribes. The pair will seek to aid any survivors that they can find and match them with others who would have reason to believe them. The two pre-generated characters for the Kenya chapter (see page 531 and 533) fit the bill nicely, but who knows Bundari might spy as stalwart defenders against the Mythos while communing with the cosmos? (In other words, there is much room to fudge things if you need to restart the campaign.) While their financial resources are meager at best, Kenyatta and Bundari should be able to aid investigators in leaving Kenya and at least pointing them in the direction of the other members of the Carlyle Expedition.

The Magical Mishaps of Masks

Z.N. Dillon

Two Mistakes and a Remedy

Though *Masks of Nyarlathotep* is undoubtedly one of the greatest role-playing campaigns ever written, it has its flaws. Two of them relate to the role of magic in the game.

First, *Masks of Nyarlathotep* includes numerous sorcerers of various ability levels, some who literally know every spell in the rulebook (and that list in the rulebook has gotten longer since the campaign was first writen). On the other hand, it gives practically no guidance on what a Keeper is supposed to do with all of them. Just which spells will be useful in a given situation?

Second, the spells selected for each character often seem to have been rolled at random. It is often difficult to justify why a magician has a particular spell, or to come up with an explanation as to why it would be useful. What is Penhew going to do with *Contact Sand-Dweller* out on his yacht? Not only that, some spell-casters do not even meet the requirements to cast the spells they are supposed to know!

Once these two difficulties are acknowledged however, the canny Keeper can use them to make his task easier. Here is one way to make this work:

Open your copy of *Masks of Nyarlathotep* to the first sorcerer that the group will encounter —this is most likely Mukunga. Go through his spell list, and lightly pencil through each spell for which you cannot think of a use for. (If the phrase "lightly pencil through" nearly stopped your heart, make a list of the spells somewhere else and do the same.) For example, unless your group of investigators can summon a Byakhee, Mukunga's *Bind Byakhee* need not be included. Scratch it out.

What else will prove less than useful? Start with the *Call Deity* spells. The sudden appearance of an Outer God is likely to destroy any group of investigators, disrupting campaign continuity and lessening the impact of *Masks of Nyarlathotep's* carefully-crafted high points. If Azathoth destroys London, the group will probably remember that more than breaking into or out of Misr House. You can also dispense with the *Contact* spells. Most sorcerers will lack the conditions to cast such spells, the time to wait for the contact to be made, or a job for which that they cannot simply dispatch willing cultists or summoned beings to do, perhaps using such minions to gather information or locate the investigators. These and other options are best left up to the Keeper's imagination. Similarly, scratch the *Enchant* and item creation spells, or anything that requires excessive preparation. If a sorcerer can make an enchanted item and use it during an encounter with the investigators, then he should have it.

These directives are not absolute; if as a Keeper you are fairly certain that a particular spell will be useful in a situation, leave it in. By the end of this exercise, you should have cleared the board and be ready to take a closer look at the shorter list of spells that remains.

The Big Three

Two particular incantations and one type of spell are pivotal to playing a successful sorcerer in *Masks of Nyarlathotep*.

Mindblast

On the downside, this spell will either compel the Keeper to adjudicate the effects of insanity on the fly, or to work out appropriate reactions with the players in advance. Still, anyone who is running *Masks of Nyarlathotep* should be used to that. The *Mindblast* spell has two major benefits. For the caster, its success almost guarantees that the target will be rendered helpless for the duration of the fight. For the Keeper, a character incapacitated with insanity can be ignored in combat, meaning that the character will likely survive to continue the fight later, maintaining the continuity of the campaign.

Power Drain

No sorcerer is going to cast this spell for a round just to gain a measly 1d6 Magic Points from a foe. Nonetheless, two matters should be noted in the spell description. First, nothing says the spell cannot be cast on your friends—or your fanatical minions. Second, the spell fails to specify when the extra Magic Points disperse if not used. That having been said, letting every cult leader walk around with hundreds of Magic Points is probably a bad idea; these points should disperse in a matter of hours. Nonetheless, the cannier sorcerer might fill up on two or three followers if he knows that trouble is on the way.

Summon/Bind spells

These spells will be the staple for most of the sorcerers in *Masks of Nyarlathotep*. It is probable that these spells will be cast numerous times, and if he is studious, that an investigator will learn one or more of these spells from the many Mythos tomes to be found in the campaign. The Keeper needs to pay careful attention to the casting requirements given in the rulebook, and to decide whether any summoned creature arrives automatically bound or whether a *Binding* spell is necessary. (Tandoor Singh's attack in Kenya implies the former, for instance.) Similarly, can the summoned creature be directed to a particular place or person, or must the caster point to the target?

Byakhee

These creatures of Hastur work best as attackers from ambush or as steeds for cult leaders to escape upon. The Keeper should note the position of Aldebaran in the night sky, especially in locations south of the Equator.

Dark Young of Shub-Niggurath

Only M'Weru can summon such beings, and while the slopes of the Mountain of the Black Wind are forested, she will have to depart her caverns to do so.

Dimensional Shamblers

A simple knife of pure metal is all that is required to summon these beings. They are excellent for sneak attacks or retrieving valuable people or objects.

Fire Vampires

Although they lack the versatility of other summoned monsters, Fire Vampire immunity to conventional weapons makes them ideal assassins. Picking the site of their battle well—away from inconvenient sources of water—is advisable, though the Keeper should as ever be careful to avoid killing the group. As with Byakhee, noting when Fomalhaut is in the sky is important though only in more northerly locales.

Hunting Horror

The traditional servitor of Nyarlathotep, the Hunting Horror should make a frequent appearance. Their size and lack of subtlety means that a hunting horror is best used to smash through walls, grapple an opponent, and lift off into the air with the person in its coils

while bullets bounce off its hides. A Hunting Horror's low damage can be explained as a preference for playing with its prey, much like a cat batting around a mouse (except of course, without the *Sanity* loss). They do need to be kept out of daylight and remember that they can only be summoned at night (and out in the open) and this requires a human sacrifice.

Servitor of the Outer Gods

The limited number of days on which these beings can be summoned makes their appearance unlikely. Nonetheless, if the stars are right, be sure to determine the creature's statistics and especially spells in advance.

Playing the Opposition

If you expect the sorcerers in *Masks of Nyarlathotep* to go toe-to-toe with heavily-armed investigators, you should rethink your strategy. Most sorcerers lack the Magic Points to carry out more than a couple of attacks, and the Magic Point resistance contests may not allow the later attacks to have any effect.

The key to playing a sorcerer is to wage guerrilla warfare. Spells can often be cast far from their targets without their target even being aware of the attack. Even when line of sight is needed, concealment is usually possible, and distractions generally easy to arrange. Once the damage is inflicted, the sorcerer can fade into the night or the crowd, leaving his enemy to clean up the damage and the sorcerer to recover after his exertions. In twenty-four hours or less, the sorcerer will be just as strong as before.

The Specifics

Mukunga

His first move in combat will be to grab the scepter, granting him at least one powerful attack. Do not dismiss *Create Zombie*, despite its high cost. The effect of sending a fallen friend against the investigators should be disturbing, necessitating *Sanity* checks, as will dismembering the once-walking corpse. Similarly, the latter will require a lengthy explanation to the authorities. Mukunga can also summon Hunting Horrors to deal with his enemies; these creatures are intelligent enough to follow complex instructions and, in certain circumstances can be quite deadly.

Ssathasaa

This serpentine sorcerer combines an incredible POW with a surprisingly unimpressive assortment of spells. He is best handled in a subtle manner—even *Deflect Harm* requires the caster to stand still for an entire round when used. If he can get an investigator alone, Ssathasaa can *Mesmerize* him (the Keeper will need to bump Ssathasaa's Cthulhu Mythos up to 50% to meet the spell's requirements) to undertake any action he desires, including unlocking the closet with Shipley's painting and calling out to the other investigators. As discussed above, it is best not to let the *Call Deity* spells tempt you.

Edward Gavigan

The two scepters provide a quick boost to Gavigan's Magic Points that could prove useful in a crisis. Although *Quicken Fog-Spawn* is quite literally atmospheric, it is debatable whether it is worth the expenditure of both POW and Magic Points to cast it. *Cloud Memory* can be used to conceal when an investigator has been kidnapped and interrogated or to conceal other crimes committed by the cult. With *Send Dreams*, Gavigan can inflict nightmares upon the investigators (alternatively, a vision of a false beneficial ally can be used to mislead). *Steal Life* can be used offensively as well on a captured investigator. If rescued, his fellow investigators should discover the strangely aged victim who can relate some clue before expiring. Lastly, remember that Gavigan knows how to use a shotgun—one would-be ambusher in my game was surprised when Gavigan whirled on him and let loose with buckshot at close range.

Tewfik al-Sayed

Tewfik's Mirror of Gal is a powerful tool, both in its ability to spy upon the group and as a weapon against them (though the POW cost for a successful kill is high). Unfortunately, *Masks of Nyarlathotep* provides little in the way of personality notes for Tewfik, especially with regard to his relationship with Gavigan, which would clarify his reaction when he discovers the investigators. The Keeper should attempt to flesh this out beforehand. See the article "Musings on the London Branch of the Brotherhood of the Black Pharaoh" on page 179 for one approach to this problem.

Omar Shakti

Shakti is the first of our "pick a spell" magicians, capable of casting any spell in the rulebook. The Keeper should choose some appropriate spells before the investigators encounter him, based on their capabilities and on what has proven to be effective so far. Especially recommended are *Flesh Ward*, *Vanish* (with a prepared box), *Fist of Yog-Sothoth*, and *Grasp of Cthulhu*. See the "Keeper's Notes: Cairo" (on page 212) for more thoughts on this most dangerous villain.

Nitocris

Treat as Shakti.

Dr. Ali Kafour

If his trust is gained, his spells might aid the investigators with red tape, as well as defending certain items against magical attack. The Keeper should refrain from him casting *Chant of Thoth* unless the group is having particular trouble.

Tandoor Singh

A canny and crafty caster, Singh's largest problem is mechanical—he does not have the Magic Points necessary to carry off that nasty spell of his, let alone enough to make any resistance roll afterward. The easiest solution is for the Keeper to give him an amulet providing 10 Magic Points strictly for the purposes of resistance rolls made when binding a summoned being. The "Keeper's Notes: Kenya" describe a likely talisman (on page 254), one that also grants a bonus in summoning and binding fire vampires.

Old Bundari

His most useful spell in the context of the game is probably *Earthly Serenity*. He is more a mystic than a magician. His powers are subtle, but significant.

M'Weru

This is one definite exception to the preferred low-key method of sorcery. Standing next to an altar with hundreds of Magic Points, M'Weru is free to completely destroy her foes with *Shrivelling*, knock them off the mountain with *Fist of Yog-Sothoth*, and cause excessive carnage. To keep the party from being slaughtered wholesale, the Keeper might allow any Magic Point contests to be made against M'Weru's personal total of 19 rather than the hundreds in the altar.

The Sand Bat Acolytes

The acolytes' main advantage is their sheer numbers, allowing them to summon multiple Hunting Horrors or to target a single investigator with more than one *Shrivelling* spell.

Robert Huston

Given his personality, *Dominate* seems to be the natural course for Huston. For physical combat, his Lightning Gun will likely be Huston's first choice.

Ho Fong

Under the rules given in *Call of Cthulhu* 6th Edition rules, the *Wave of Oblivion* spell changes so that those who do not know the spell can

contribute 1 Magic Point each to meet its costs. Thus, Ho Fong (and Jules Savoyard later) can cast the spell without having to pay the total 30 Magic Points cost, provided that some willing worshipers are on hand.

Carl Stanford

Do not forget his cane and his magic box. Otherwise, follow the same guidelines as Omar Shakti.

Sir Aubrey Penhew[1]

Fist of Yog-Sothoth may be his best option.

On Their Side

It is quite possible that the characters will learn spells as the campaign progresses. Here are some of the commonly available ones, with thoughts as to their use.

Contact Elder Thing, Create Zombie

Both of these spells have limited application within the game. Few players will get much use out of them.

Contact Deity/Nodens

The remote locations that Nodens favors can be found in practically every chapter of the campaign. Judging how the Elder God will be received, and how much he is willing to do, will be a difficult task. It is known that Nodens is friendlier towards artists and dreamers, and he will likely have more sympathy towards smaller and less heavily armed groups. He might state that his concerns lie elsewhere, but if nothing else, contact with Nodens should provide the group with some useful tool, such as the *Dagger of Thoth* (cf. the scenario of that name).

Eibon's Wheel of Mist

This might look like a campaign-busting spell, but it has serious limitations. It takes a while to take effect, the people inside must remain stationary, and they cannot fight back. With properly played cultists and monsters, it should give the group an occasional breather, but not enough to derail the campaign.

The Eye of Light and Darkness

If the group puts in the effort to learn and perform this spell, they deserve whatever benefits it gives. Just bear in mind that Nyarlathotep will throw everything he has at them while they are casting it.

Magic is fundamental to the world of *Call of Cthulhu* and *Masks of Nyarlathotep*. A well-prepared Keeper can strike the right balance between drama and fairness when it comes to spell casting, keeping players on their toes, and guaranteeing enjoyment for everyone. Know your spell-casters and their spells and you'll be on solid footing throughout the course of the game.

1. *Masks* mentions that Sir Aubrey is also Viscount Pevensey. This means that he should actually be referred to as "Lord Pevensey" (or "Viscount Pevensey" on formal occasions, in legal documents, etc.), since his viscountcy, being a title of the peerage, outranks his knighthood. Whilst it is possible for a peer to hold several titles, he only uses the highest of them. This is the proper usage for those keepers willing to make the correction. We have decided to follow the campaign and call him "Sir Aubrey Penhew" (or "Sir Aubrey" for short; never "Sir Penhew").

Whispers from the Crawling Chaos

Using Dreams in *Masks of Nyarlathotep*

Bret Kramer

The Keeper preparing to run *Masks of Nyarlathotep* should note that dream visions played a role in the madness of Roger Carlyle as well as in the mental decline of Jackson Elias, among others. Clearly, Nyarlathotep often uses the human subconscious as a tool for his inscrutable purposes and the Keeper should emulate him in this.

What follows is a list of potential dreams or nightmares that can beset your investigators. The origins of these dreams is up to the Keeper; obviously, dreams showing information unknown to the investigators should have some supernatural origin, be it precognition, the spell *Send Dreams*, or even Nyarlathotep himself. The dreams are organized in rough chronological order, as events of the campaign usually progress from New York to London and eastwards from there....

A Keeper might also find Mark Morrison's article "Plagued by Dreams" from *H.P. Lovecraft's Kingsport* (p. 89-91) to be an excellent source of inspiration for running these dreams and for crafting dreams of his own. Bracketed text is meant as commentary for the Keeper and is not intended for players, while text in italics can be read as a description of a dream if desired. Customization and personalization of these dreams will greatly add to the horror and is recommended to the Keeper.

Jackson Elias' Murder (0/1d2 san, possibly more if Elias was close friend)

You are pacing back and forth in a hotel room—it is the Chelsea Hotel! Notes and papers are spread across your bed and desk, interspersed with photographs and other bits of evidence about the Carlyle Expedition. A glance at the clock reveals it is half past 7. You are muttering to yourself. What you are saying is important but you can only hear snatches of it—[these are up to the Keeper; warnings of grave danger, the investigators' names, references to the Carlyle Expedition—this is a chance to remind the investigators of a clue overlooked or to give warning of a coming danger].

You feel a great sense of apprehension and dread. Suddenly there is a knock at the door. It must be your friends! You hear yourself saying "Finally, they're here!" and throw the door open. Instead of your friends you see three men, two blacks and one white. Suddenly, one of them strikes you, leaving you stunned. You regain consciousness to find yourself held fast by two of the men while the third scores your forehead with a switchblade. You try to cry out at the sting—but your voice is lost in a gag. The blood weeps from the cuts, rivulets running up and down your forehead as you swing your head round to see what your tormentors are doing. In a panic you realize that one man is holding a wickedly sharp machete, muttering in some strange language. You struggle with all your might as you see him raise it up above you but to

no avail—there is tremendous, overwhelming pain as he brings it down, stabbing into your abdomen. The pain is unbearable and, begging God to save you, your world goes dark.

Sacrificed by Cultists (0/1 san if victim is a stranger, otherwise as above)

Similar to the previous dream, this dream places one of the investigators in the place of the sacrifice of one of the many Nyarlathotep cults in the campaign. It is up to the Keeper to determine the circumstances of the dream. If it is a vision of what has happened to someone else or a vision of the investigator being overpowered and killed, be sure to emphasize whatever clues you hope the investigator takes from the dream. The ritual murder weapon should feature prominently. This can be a particularly effective dream to inflict upon an investigator who abandoned an innocent (or even worse, a companion) and let them fall into the clutches of one of the campaign's cults.

Birth of a Chakota (1/1d2 san)

A variant on the cult sacrifice nightmare, the investigator is the willing victim of the spell *Create Chakota*, most likely occurring in the basement of the Ju-Ju House.

You are surrounded by nude men and women, all wearing a strange headdress [these are Bloody Tongue cultists—an *Idea* roll to identify them in the dream]*, all chanting in some foreign tongue* [Kikuyu]. *A tall African man wearing strange robes and some sort of tiger claws over his hands* [Mukunga] *steps forward and intones a different chant in an unknown but most vile tongue, quietly at first and then with growing volume. Strangely, you find yourself joining in the chant, the words joyously tumbling forth from your lips. Suddenly you are gripped by a terrible pain—throwing up your arms you see the people melt away. You collapse to the floor, overwhelmed by painful convulsions. Just as quickly, the pain fades and a new joy is felt… as is a great hunger. A group of three shackled men* [these may be previous victims of the cult as discussed in the article "Musings on the Cult of the Bloody Tongue in New York" on page 105] *are brought forward and you feel yourself rise up on a great black column that was once your body, your jaw opening ever more widely as your meal—for that is what they are — screams. As they are swallowed, you feel their faces somehow joining your own and you see with their eyes.*

"Death" of the Carlyle Expedition (1/1d3 san)

This dream should be similar to, but less potent than the vision of the expedition from the Bent Pyramid in the Cairo chapter. Most likely, the investigator should experience the dream from of the point of view of one of the porters, perhaps they might even make a momentary escape from the slaughter, only to be pursued and killed by one of the attacking creatures. If an investigator seems to identify with or have some personal connection to (or even hate) one of the expedition members, perhaps the investigator could take their role instead, as they reveled in the murder and destruction they wrought. The final image should be of the Mountain of the Black Wind in the distance, wrapped in the tiny lights of ascending cultists and surmounted by the writhing Black Wind.

The Black Pharaoh (1/1d2 san; bargainers lose nothing)

This dream works best for an investigator who either thinks him or herself beyond the reach of danger or who would be tempted by the offer Nyarlathotep will make. The Keeper should decide if the vision here is a legitimate sending from the Dark God or just the product of the imagination, and plan accordingly if any bargain is struck. Any gift granted by Nyarlathotep should come through subtle means and never in a way which directly reveals his involvement. No permanent good should come of it, unless in doing so it would further the paranoia of your investigators. The bargain struck allows the Keeper to override one action of an investigator or some other generally unacceptable moment of Keeper interference, if desired. Generally, this should only be done at some crux of the campaign. Alternatively, after some grave mistake on the character's part or some failure of their own making, have Nyarlathotep appear again, thanking the investigator for their service.

You are alone in your room, half-dozing in a chair. You notice the faint scent of incense in the air and hear a strange low noise, something akin to chanting perhaps. You rise from your chair and exit the room into the hallway. Instead of finding the building you expected, you suddenly are in a large stone chamber of Egyptian style [similar to the throne room from the Bent Pyramid]. *Seated on a throne is a figure in full Egyptian regalia, a lithe but powerful man with dusky skin. The very air crackles with electricity and occasionally you catch strange movement out of the corner of your eye. The man beckons you forward with a casual gesture and when you approach, he speaks. His voice rushes into your ears, dripping with unspeakable power.*

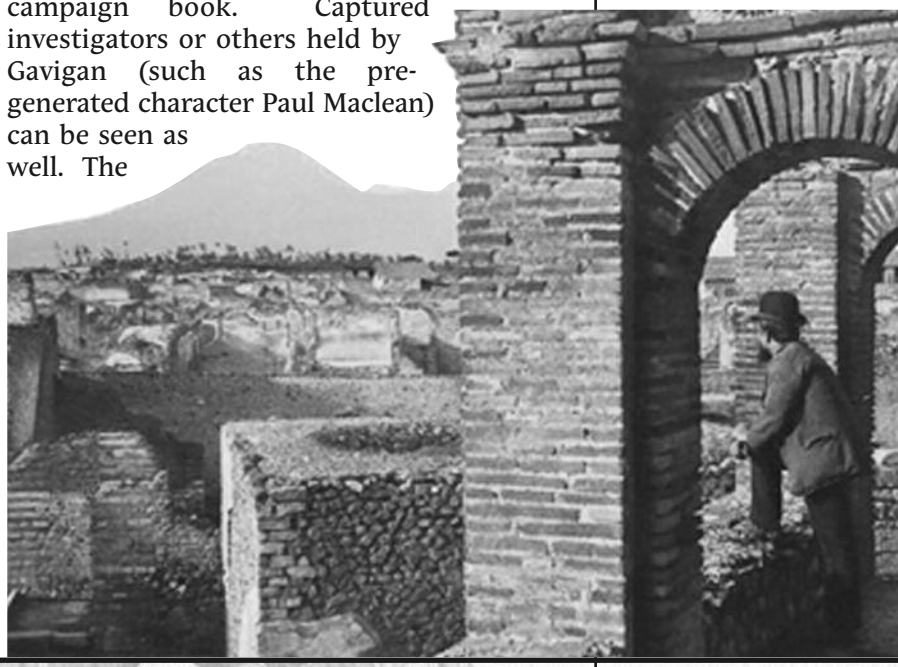
[For the overconfident] *"For a moment it amuses me to touch your mind, pathetic creature. Do you really think in all your fury and action you can influence my grand plan? Are you so impossibly confident and foolish to bear such delusions?"* [His reply of course depends on the investigator's words or deeds and should be adjudicated by the Keeper. Attacks are of no use. The following reply is one possibility, of many.] *"I see. In that case, I wish to show you something." He gestures to a dish of water now floating between the two of you. Within you can see the interior of a train. Jackson Elias is seated in one of the cars, reading a newspaper. Two men are seated across from him in the car, discussing the difficulties of European colonialism in Africa. For a moment one of the men's faces darkens, looking a bit like the man on the throne. He then says, "You know you can't trust the natives either. Look at what happened to that millionaire, Roger Carlyle. He was supposed to have been killed by some nasty types… or so they say." Across the compartment, Elias perks up his ears. A moment later he can be seen jotting down a quick note on a pad in his pocket.*

The dish fades from existence. The other man stares directly into your eyes. You realize with a start that his eyes are bottomless, like holes opening into the depth of space where galaxies wheel and the very essence of the universe flickers and dies. "Do you truly think that any of what has passed so far has not been part of my will?" You awaken in your chair, the smell of incense still heavy in the air.

[Those who can be tempted] *"You have an unattained desire, do you not? Give it voice now and I will fulfill it."* [He will pause for a reply. If none is forthcoming or if asked about the price of his help, he will reply.] *"Of course, your kind expects there to be a bargain. I will give you whatever you wish so long as you give to me a moment of your free will, at a time of my choosing. It is a very simple exchange, is it not?"* [He will not bother with bargaining, but he will tempt the wavering investigator with visions of the investigator having his desires fulfilled. There should be no dice rolling here - any decision to aid the Crawling Chaos should be a freely made one. If the investigator agrees, he will press his hand to their cheek and say *"You have my thanks. Enjoy the boon I have granted and the life you will have, but never forget that which you owe me."* If the investigator refuses, have them then experience the first dream as above.]

Rites at the Misr House (0/1d2 san)

The investigator is witness to (or sacrificed during) the periodic sacrifice or orgiastic rituals conducted at the Misr House, as per the campaign book. Captured investigators or others held by Gavigan (such as the pre-generated character Paul Maclean) can be seen as well. The



Servitors of the Outer Gods and Shantaks may or may not be witnessed, as per the Keeper's wishes—why spoil the surprise? For an extra measure of cruelty, inflict this dream frequently upon Mr. Maclean's unfortunate fiancée Helen Coulson.

Beneath the Sphinx (0/1d2 san)

Similar to the Misr House dream; instead of witnessing the rites there the investigator sees (or is a victim at) the rites held beneath the Giza plateau. The presence of the Nitocris mummy is reasonable foreshadowing—having members of the Clive Expedition present is likely too much of a give-away, however.

The Mountain of the Black Wind (0/1d2 san)

The investigator is part of the throng ascending the mountain. M'weru should definitely be seen and the bloated Hypatia Masters might be glimpsed. The ritual witnessed may either be a (comparatively) mundane one or the ceremony to open the Great Gate, at the Keeper's whim. The investigator may be able to determine roughly where he is on Earth if he makes a *Navigate* roll.

Visions of Hypatia Masters and the Spawn (1/1d2 san)

The Keeper can have investigators of either sex undergo these visions. Adjust details, genders, etc., as necessary.

Version A: *You are at a dance in some unknown glitter palace* [a very high-class speakeasy], *dancing with a beautiful girl. All around you couples dance to one hot jazz song after another. Liquor flows freely and spirits are clearly high. Your partner is a very attractive young woman* [a halved *Idea* roll to immediately recognize her as Hypatia Masters]. *You dance for a while and she presses close against you, her body warm and enticing. After a lull in the music, she whispers a provocative suggestion into your ear and the two of you leave the floor, sneaking into an unlocked private room. There, passions take their course. She is beautiful, alluring, irresistible. Your arousal — and hers — is undeniable. Just as your passions reach a climax you stare into her eyes and are suddenly overwhelmed with terror. She is smiling coolly, almost cruelly, her eyes suddenly pure black orbs… are those stars...? And she says to you in a voice as deep as the sky, "Behold and despair!" You stagger back from her, as her belly, no—her abdomen—begins to swell, suddenly glowing. All the while, the girl is laughing madly, ceaselessly. The light from her grows too bright to look upon, the brightest point a strange tri-part eye that you are certain stares down on you. You awaken.*

Version B: *You awake to find yourself strapped to a hospital gurney. You are dressed in a patient's gown and almost immediately you see that you are in the final days of pregnancy. As you struggle against your bonds a doctor enters the room. He is slender, darkly handsome, but you loathe him immediately. You know that you've met him before, but the memory of who he is or where you've met fades as you try to recall it. He wears a large gold ring on his right hand (the other is covered by a glove), which makes a cold clinking sound as he grips hold of the arms of the gurney. He is speaking to you, but you are solely focused on his hand—the flecks of dried blood along his cuticles first, and then the gem in his ring. It is a ruby—no, onyx— and it seems to soak in almost all the light. Deep within it you see tiny flecks of light… stars...? You are startled when he grasps hold of your arms and speaks. "The time has come. You need not be afraid, it will be over quickly." His voice is cruel, almost mocking. You feel him place a hand on your distended belly and he whispers a few words in an inhuman tongue. Suddenly, you feel the baby within you quicken for the first time. A weird glow suffuses your body—it is as if you are being illuminated from within. You feel a sudden and sharp pain and the child moves and you resume your struggle against your bonds, to no use. The doctor has suddenly gone, but your thoughts are focused on your great pain and the ever-increasing light from your womb, which has grown larger—far larger than you know it should—and become translucent. It is with this realization that you begin a ceaseless scream, for the child you bear is no baby, but*

something far greater and far worse than any man, as you know from the bright red shine of its great tri-lobed eye. You awaken.

Gray Dragon Island Rites (0/1d2 san)

The dreamer should be witness to the islet's many Deep One hybrids and most likely to some of the Order of the Bloated Woman membership, perhaps even Penhew himself. If somehow an investigator bears the taint of the Deep Ones, this dream may accelerate his transformation. Like the dream about the Mountain of the Black Wind above, this vision may be of a regular ceremony or of the ritual to open the Great Gate, though in the latter case the rocket's launch can be observed, perhaps mistaken for a bizarre eruption.

In the City of the Great Race (0/1 san)

You are alone and in the dark. When you cry out, your voice echoes from distant walls. As you grope along blindly, you feel your feet kicking aside great heaps of sand or dust and the air smells strange and flat, almost lifeless. After a seeming eternity you discover a gently sloping ramp which you begin to follow in hopes of finding a way out. As you slowly climb the ramp you see a faint light in the far distance, almost too faint even for your now hypersensitive eyes to notice. You follow the light, first along the ramp and then across a vast cavern—you can feel dry and brittle stalagmites here and there—and finally find it comes from a long, featureless hallway, nearly fifty-feet across and just as high. The ever growing light comes from the end of the corridor, along which you now begin to move at an increasing pace. You are overcome with the impulse to charge forward and you burst onto a great ledge overlooking a chamber of vast proportions. The ceiling is clearly cave-like but the floor is filled with vast squat buildings many stories in height. Some are weird towers girded by broad ramps while others are flat-topped pyramids. It is from the top of one of these pyramids that both the light and the noise you have just now noticed comes. Atop the structure, perhaps a quarter of a mile across the room and a few hundred feet below, on a flat zone perhaps fifty-feet square, are gathered several dozen men. Some are white, others darker, and they are chanting and dancing around a burning oil drum (there are also strings of electric lights running down a ramp on the pyramid to several other locations in the room). Some carry small clubs, which they brandish frequently. Occasionally the chanted words can be understood; some in an unknown language [a regional aboriginal dialect; a *Know* roll is possible for Australians or linguists], *others in English, which are prayers cried out to "the Father of All Bats." At the climax of their chanting, a board is placed across the barrel, extinguishing it, leaving the room in darkness… save for the strange glowing red eyes of a great creature above the gathered throng. You feel those same eyes turn and look at you. You awaken.*

Creation of the Great Gate (1/1d2 san)

You are a crewman on a freighter of some sort, hard at work at some machinery [a *Know* roll to recognize the boiler room] *when the ship is rocked by some sort of dull reverberation. Through the voice pipes, the first mate calls for a full stop and there is a queer commotion among the men. You are sent topside by the engineer to see what the matter is and when you reach the desk, you are stopped dead in your tracks. High above you, the Sun has been eclipsed by the Moon, but this is not what is most strange. Below the eclipse you see an amorphous purple-black cloud from which a shower of glowing sparks is descending. As you stand dumbly watching, the cloud grows and seems to pulse, throwing out smoky strands—almost like limbs. You are snapped back to attention when one of the sparks falling from the cloud lands with a tremendous hiss just a few hundred yards off the starboard bow, throwing a plume of water and steam. The crew is in a panic now, but your gaze returns to the sky above where the cloud is parting in the middle. Through the very middle of it you see the dark night's sky but the way it moves is almost like the opening of a great and terrible eye… you awake suddenly, gripped with an inexplicable panic, like you'd only barely managed to escape a terrible fate.*

If the Keeper desires, some details from the dream will hint toward the general location of the ship but nothing too specific should be recalled.

The Nyarlathotep Museum (1/1d3 san)

You find yourself in a large and prestigious museum, familiar and yet at the same time new. It is filled with many exhibits showing antiques of great value from all the peoples of the world. There are medieval tapestries and fine Chinese vases, Mayan stelae and African tribal fetishes, Greek bronzes and Indian textiles. There are even rooms full of the artifacts of cultures unknown to you—a mosaic depicts a race of golden-eyed men with strange ears, in another you see what looks to be a great Olmec head, but executed in brass. It is a menagerie that staggers the imagination. The common thread connecting them, at least the ones you recognize, is that they are depictions of various divinities. You pause before an Egyptian bust of what must be a pharaoh. A card beside it says "Nephren-Ka, the Black Pharaoh"; as you turn to walk away you brush the card, causing it to fall. Hidden behind it is a metal plate bearing a single curious word—"Nyarlathotep." You examine the next artifact, a ceremonial robe from Asia, executed in fine green and black silk, depicting a colossal human figure playing some sort of horn and surrounded by a host of tiny dancers. Looking down at its card, you see it crumble into dust - revealing another metal plate bearing the word "Nyarlathotep."

You turn and hurry out of the room, entering a replica of a medieval chapel with stained glass depicting the crucifixion. A motto above Christ's head cracks suddenly and tumbles to the floor. In the void left, the word "Nyarlathotep" hangs in the air in burning letters. All at once, you realize you are in great danger. A million eyes all stare at you from every corner. Everywhere you turn, there is another "Nyarlathotep"—every piece bears its name and countenance. You run now, holding back a terrified scream. Through one gallery to another you charge forward, through rooms displaying the work of inhuman cultures not of this age and vaults of artifacts of species long dead of worlds distant. All are "Nyarlathotep." At last you reach the building's doors and plunge through them. Outside everything is horribly wrong. Nothing has changed, but in every face, in every thing, in the air, even in the spinning black void that has replaced the Sun, all of these are Nyarlathotep too.... You awaken.

Depending on the background of the investigator, certain details of the dream should be altered; if the investigator is a specialist in Mayan history, the scene in the chapel might be replaced with a similar one revealing Nyarlathotep to be Tezcatlipoca; a zealous Marxist would find a copy of *Das Kapital* that was written by Nyarlathotep, etc. The Keeper may grant the unfortunate sufferer of this dream a single point of *Cthulhu Mythos*.

"Nyarlathotep" (1/1d2 san)

We need only turn toward the dreams of Lovecraft himself, in particular his dream-inspired "Nyarlathotep," with the investigator taking the part of that poem's narrator. See the Introduction of the *Companion* for a copy. Alternatively, if the Keeper has the investigators uncovering more of Elias' papers as the campaign progresses (as discussed on page 55), Elias himself may have experienced this dream and written it down.

The World After the Gate is Opened (1/1d4 san)

This dream should be used to cajole investigators who are considering abandoning their quest to thwart the Dark God and should only be used sparingly. The location is nominally New York City, but should be changed to reflect the nationality and preferences of the investigator.

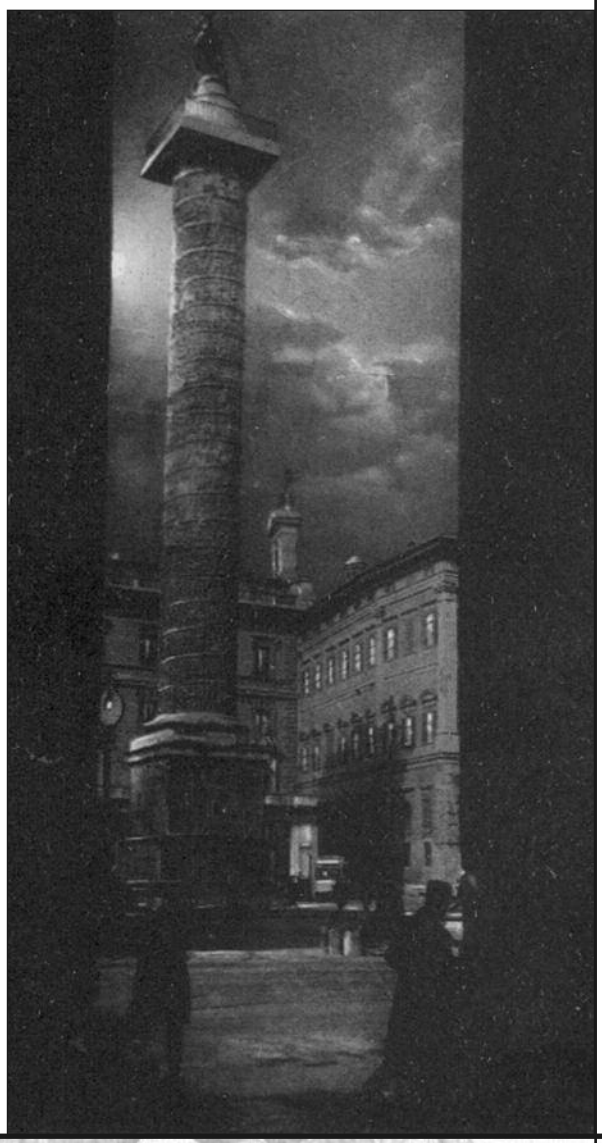
The sunlight awakens you. You are in Jackson Elias' old room at the Chelsea Hotel but it is not how you remember it—you are atop a bare mattress, the furniture is gone, and the door has been nailed shut from the inside. There is a smell of ozone, chlorine, and sulfur in the air… as you awaken, you realize that the sunlight is much ruddier than normal, like a sunset. You are

dressed in a tattered suit that is badly torn in several places. In the distance you hear what sounds like thunder or perhaps the sound of artillery.

Rising from your rough bed, you make your way to the fire escape and climb down to the alley below. It is filled with great heaps of trash, including the burned shell of a car… the model is unfamiliar to you, oddly bulbous and of a garish color, but the manufacturer is a popular one. At the end of the alley a broadsheet poster, slapped over an advertisement for hair tonic, loudly proclaims "SEE NYARLATHOTEP THE AMAZING!" Reaching the street you are startled to see that nearly every streetlamp bears a noose and most of the nooses are occupied by some sorry victim, now dead many months or more. The street is littered with wrecked cars, overturned carts, and all manner of debris. Here and there are human bodies in various states of decay; their poses suggest a great panic.

You make your way through the ruined city northward, toward Central Park. The destruction and death you encountered earlier is everywhere and inescapable. At times you feel you are being watched, but you see no signs of life apart from the occasional rat (large and misshapen ones at that) and the strange birds you can see circling high above in the dusky orange sky. At an intersection you find the wreck of an overturned bus. Someone has splashed the symbol for the Cult of the Bloody Tongue [alternatively the Keeper could select some other symbol] *on the roof in brown paint.*

Reaching the park, you suddenly behold a scene of mass horror—bodies heaped like cordwood in great mounds and crawling over these heaps of human remains are things that, though they walk on two legs, cannot be called men. Beyond the great mortuary mounds you can see signs that a great fire has destroyed much of the city beyond… as you silently survey the awful scene you are suddenly aware that some great force is moving across the land. A great three-legged titan strides—that sound you have been hearing is its footsteps - across the open land of the park, its two clawed appendages swinging as it moves while its terrible sinuous red head twitches and it writhes. Suddenly it stops in its movement and turns its bulk towards you. Though it lacks what men would call eyes, you know that its gaze has fallen upon you as it lets off a terrible, roaring, nightmare of a howl. You feel the very air grow electric as the sky above you grows gelid and coalesces into blasphemous semblances of beings too awful of which to speak. Doom overtakes you and… you awaken.



The (Other) Masks of Nyarlathotep

Bret Kramer

"And he asked him, What is thy name? And he answered, saying,
My name is Legion: for we are many."
Mark 5:9

Nyarlathotep, it is said, has 999 forms. Whether this is an accurate count or literary short-hand for "many" is beside the point; only a handful of forms appear in the campaign. These are the Black Pharaoh/Nephren-Ka (Egypt), the God of the Bloody Tongue (Kenya), the Black Wind (Kenya), the Bloated Woman (Shanghai), the Father of All Bats (Australia), and the Small Crawler (India) – the latter in name only. A Keeper wanting to expand the already vast scope of *Masks of Nyarlathotep* need only look to one of Nyarlathotep's other forms for inspiration.

What follows are two lists; the first names those avatars that seem best suited as additions to the campaign along with some suggestions on how best to accomplish this. The second list is of all the forms taken by the Crawling Chaos that this author could uncover.[1] The best source (or sources) of information about each particular avatar is provided after the name; those marked with (F) are from fiction rather than from any game material. Underlined names indicate entities and concepts coming from real-world religions and mythologies. When in doubt, the first place to turn to is the *Malleus Monstrorum*, which covers many of these "masks" on pages 180 to 208. Likewise, the *Encyclopedia of the Cthulhu Mythos* is an excellent resource.

Campaign Avatars

Ahtu - *Secrets of Kenya*, "Than Curse the Darkness" (F)

Also known as "The Spiraling Worm," this being's cult is strongest in the Belgian Congo and has some ties to the Cult of the Bloody Tongue. If investigators decide to follow Neville Jermyn on his search for the city of the White Gorilla, Ahtu and its cult make good potential foes. Otherwise, the relative proximity of the cult makes it a viable addition to the campaign.

Aku-Shin Kage - *Secrets of Japan*

Hints from Ho Fong's warehouse in Shanghai suggest some connection to Tokyo and this particularly bloody avatar makes a good choice for Japanese cultists (assuming that they are not a branch of the Order of the Bloated Woman). Also known as "The Dark Warlord" and appearing sometimes as the historical figure

1. This list does not cover the range of titles given to Nyarlathotep (The Crawling Chaos, the All-Seeing-Eye, the Black Messenger of Karneter, The Father of the Million Favored Ones, etc.,) nor does it list every possible variation on individual names (e.g. Niarlat, Narlato, Ny har rut hotep, etc.,) since they do not represent distinct forms.

Oda Nobunaga, a 16th century Japanese daimyo, this avatar encourages brutality, war, and (as Nobunaga) violent nationalism.

Isoge, the Japanese naval intelligence officer, may become involved because he is really investigating this problem, and has found a link to the Japanese sect.

The Haunter of the Dark - "Coming of Age" from *Unseen Masters*, *The Haunter of the Dark* (F)

Though the Father of All Bats (also known as "Fly the Light") is already discussed in the campaign, the other cults surrounding this avatar's worship are distinct enough from their Australian counterparts to warrant a mention. The Keeper looking to presage the Australia chapter might consider having some connection between the Great Gate conspiracy and the Starry Wisdom cult of Providence, R.I. Recall also that the Shining Trapezohedron is said to have come from Nephren-Ka; perhaps a risen Nitocris will seek it for her own inscrutable purposes?

Shugoran - "Tiger Transit" from *Delta Green: Countdown*, *Black Man with a Horn* (F)

This south Asian horror, primarily worshiped by the vile Tcho-tcho people, would make a good addition to the campaign geographically, as the Federated Malay States (and the great port of Singapore) lie between Mombassa, Shanghai, and Port Hedland. What role the Black Man with a Horn has to play in the greater campaign is left up to the Keeper to decide.

Tick-Tock Man - *Ramsey Campbell's Goatswood*, *I Dream of Wires* (F)

Perhaps this being is in some way involved in the creation of the technological wonders behind Penhew's rocket. The historical example of John Murray Spear's 1854 attempt to create the "New Motive Power" (also called "The God Machine" by critics) might offer inspiration.

All Avatars

Baron Samedi – *New Orleans Guidebook*

The Beast – *The Day of the Beast*

The Black Bull – *Im Zeichen des Stiers* (In the Sign of the Bull)

The Black Demon – "One in Darkness" from *The Great Old Ones*

The Black Lion – *Nyarlathophis: A Fable of Ancient Egypt* (F)

The Black Man/The White Man – *The Dreams in the Witch House* (F), *Return to Dunwich*, *The Devil's Children*

The Bringer of Pests – "Ten Commandments of Cthulhu Hunting" from *Cthulhu Casebook*

The Crawling Mist – *Elysia* (F)

The Dark Demon – *The Dark Demon* (F)

The Dweller in Darkness – *The Dweller in Darkness* (F).

The Effigy of Hate – "Regiment of Dread" from *Tales of the Miskatonic Valley*

The Faceless One/God – *The Faceless God* (F)

The Father of Knives

The Floating Horror – *The Floating Horror* (F)

The Green Man – "Eyes for the Blind" from *Dark Designs*

The High Priest Not to be Named/Thing in the Yellow Mask – *The Dream-Quest of Unknown Kadath* (F). Also discussed in *H.P. Lovecraft's Dreamlands*.

The Horned Man – *Return to Dunwich*

The Host – *The Star Pools* (F)

Jack O'Lantern/Halloween Man – "Halloween in Dunwich" from *Halloween Horror*

Kokopelli – *Kokopelli* (F)

The Kruschtya Equation

Lrogg – *Ramsey Campbell's Goatswood, The Insects from Shaggai* (F)

The Masked Messenger – *Secrets of Kenya*

Messenger of the Old Ones – "The Rise of R'lyeh" from *Shadows of Yog-Sothoth*

Nyarlatophis – *Nyarlathophis: A Fable of Ancient Egypt* (F)

Pazzuzu – "The Priestess" from *Last Rites*

The Pool of Shadow – *The Arkham Evil*

The Queen in Red – *Stark Raving Mad!*

Set – "The Sun-Dial of Amen-Tet" from *Lurking Fears*

The Skeletal Horror – "Thoth's Dagger" from *Cthulhu Casebook*

The Skinless One/Xipe Totec – *Horror on the Orient Express*

Tezcatlipoca – *A Resection of Time*

Thoth – "Thoth's Dagger" from *Cthulhu Casebook*

The Wailing Writher – *Escape from Innsmouth*

The Wicker Man

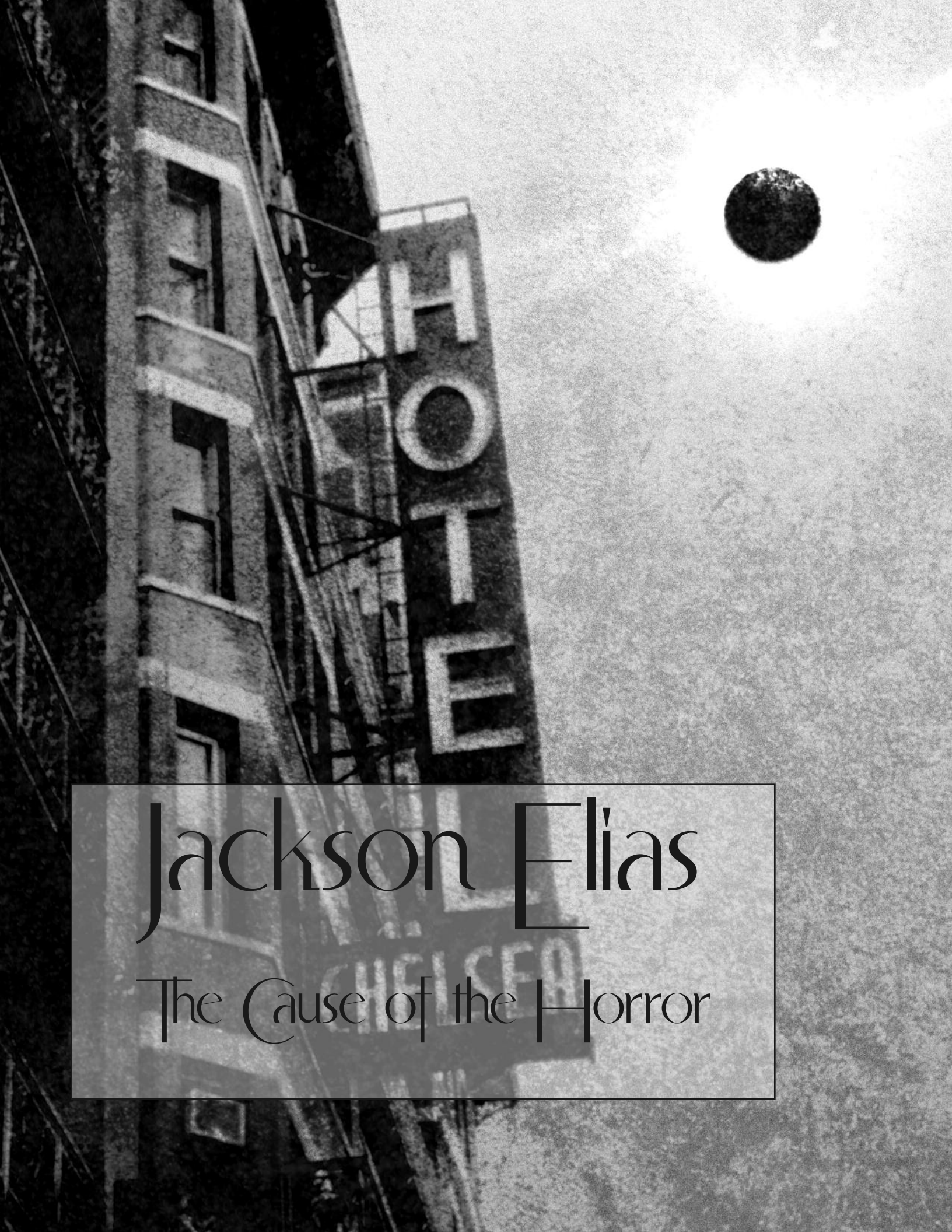
Human forms

Nyarlathotep, as in H.P. Lovecraft's work by that title, has taken on a number of human guises. The accuracy of the following list is left to the individual Keeper; if *everyone* is Nyarlathotep, what would be the point?

- Stephen Alzis (*Delta Green: Eyes Only*)
- Lostalus Black (*Shadows of Yog-Sothoth*)
- Randal Flagg a.k.a. Marten Broadcloak, Richard Fannin, Leland Gaunt, Walter o'Dim, and many others (various Stephen King stories, especially *The Dark Tower* series)(F)
- Jesus of Nazareth (*The Dreaming Stone*)
- Adolph Hitler (*Delta Green*)
- Dr. Ravana Najar (*Escape from Innsmouth*)
- Mr. Skin ('Funk-a-thulhu' from *Toying with Humans*)
- Gen. Harley Patton (*Delta Green*)
- The Royal Pant (*At Your Door*)

There are undoubtedly many more.

The Keeper can take inspiration from any of the human forms listed here, especially from *The Dreaming Stone*, for running investigator encounters with Nyarlathotep (such as in the Bent Pyramid).



Jackson Elias

The Cause of the Horror

Using Jackson Elias

Bret Kramer, with James Morton

A lot of weight is placed on the shoulders of poor Jackson Elias—it is his death, after all, that is supposed to provide the impetus driving players into the greater mystery of the Carlyle Expedition. While other interests (saving the world from utter destruction, for example) will hopefully propel the investigators to the end of the campaign, a mixture of revenge and curiosity over the murder of their adventurous friend is critical to launch the campaign. While some players are more than willing to base their headlong rush into the darkness solely on a few paragraphs in a handout, others need a less obvious sort of coaxing. This article discusses some methods that the Keeper can use to integrate Jackson Elias into his game before *Masks of Nyarlathotep* begins, providing both better motivated players and a useful NPC, as well as some tips for making use of him once the campaign begins.

Introducing Elias

Presuming that your investigators have at least a vaguely sketched-out background, there are some obvious points where Elias can be connected to one or more characters. Generally speaking, investigators who have spent some time abroad, especially in locations visited by Elias as per his books (see page 58 for specifics), may have encountered Elias there. Professional authors, journalists, and occultists may have run across him during their work (though true-believer style occultists might not care too much for him), while soldiers, sailors, explorers, and big game hunters may have had a brief meeting with him as well.

The choice for the Keeper is whether Elias is to be met in play ("Pleased to make your acquaintance. My name is Jackson Elias…") or if he is introduced via the narrative provided by the Keeper ("You remember an American reporter you met in Leopoldville once…"). The former option simply requires a bit of Keeper planning whereas the latter, so long as it is skillfully handled, should be seamless. In this case, the Keeper should strive for two things—plausibility and utility. Elias, if he is an "old chum," should only be encountered by the investigators under reasonable circumstances: there is a much greater chance he just happens to be in Boston than he is also incarcerated in the same obscure Peruvian jail as the investigators. Additionally, Elias' presence should provide some benefit to the investigators, either through his expertise (in languages, people, customs) or his distinct skills (particularly interpersonal ones; Elias seems remarkably adept in making friends).

When met, Elias should provide aid to the party, not vice versa. If the investigators are trying to make sense of the ranting diary of an explorer now missing along the Orinoco, have an investigator recall Elias as an expert on the region. If the party is mounting an expedition to Timbuktu, have their department chair suggest him as a resource. Having alighted from their ship, Elias could step in and smooth over some minor problem on the quay with the Singapore customs officers. Whatever the circumstances, if Elias is friendly and helpful (but not too helpful as that tends to raise suspicions), most players will at least reciprocate.

When portraying Elias, particularly during an initial encounter, be sure to remember his

charm, curiosity, and openness to new experiences. Elias is a seasoned traveler, never jaded; he is overwhelmed by wanderlust and a desire to see new horizons. Don't make too much of him if he will distract from the focus of the scenario, just be sure that he makes an impression.

Elias in an Ongoing Game

Once Elias has been established as a friend and ally to the investigators, it is sensible to have him make occasional appearances in your ongoing campaign. Investigators may call on him (through telegrams, expensive international telephone calls, or even by post) to answer questions or to provide background information on the topics that he is a specialist in, such as cults.

Another way to maintain contact between investigators and Elias is to have Elias periodically send his friends a copy of his latest book (see the article "The Books of Jackson Elias" on page 58) or even simply the occasional postcard or telegram. A short dedication inside the front cover ("Thanks for your help in Goa, JE") may be in order, and might help cement a relationship between the author and the investigator. Remember that some of Elias' books offer skill checks, which should pique even the most callous player's interest in staying in touch with their old pal.

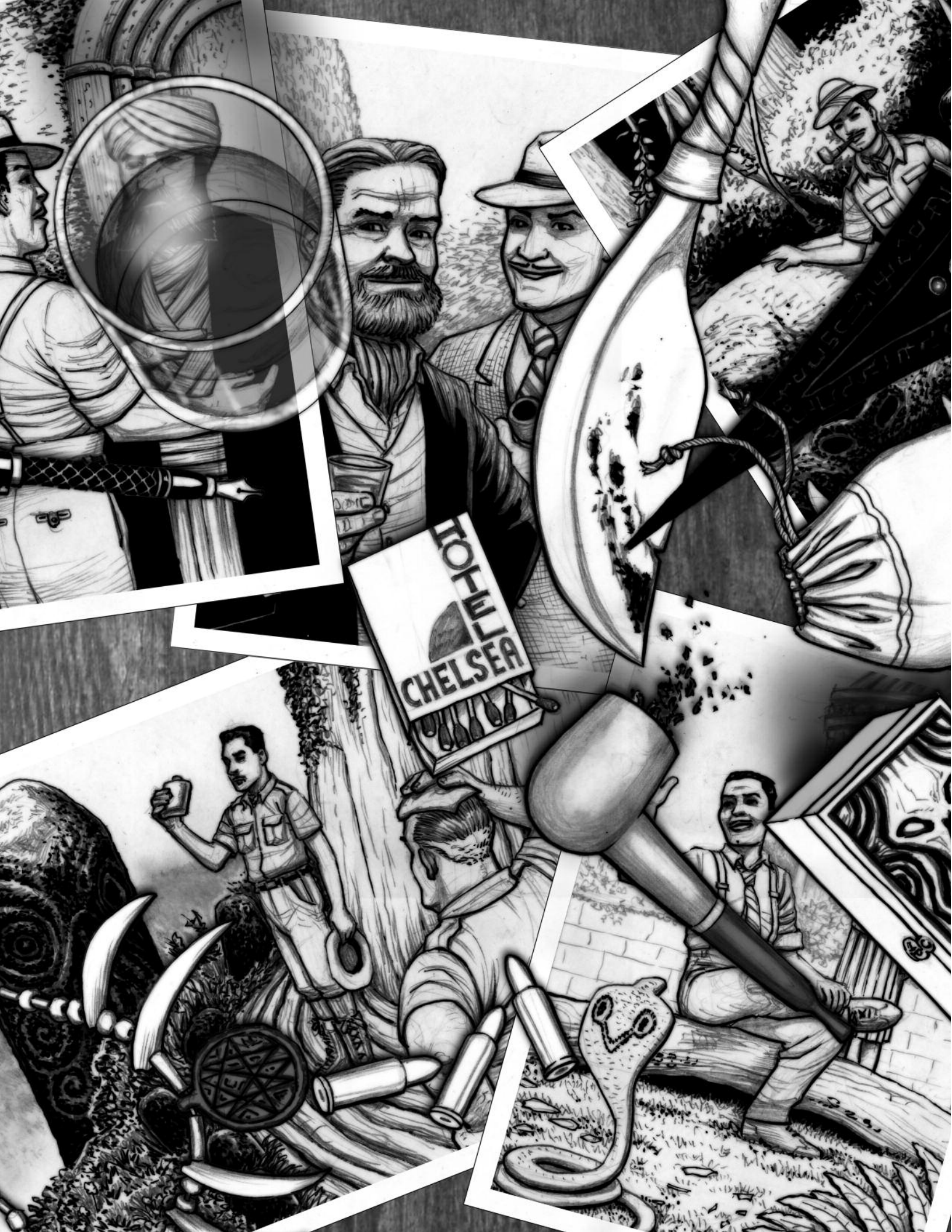
The one critical caveat to any use of Elias is that the Keeper should work to make sure that Elias is never personally exposed to the forces of the Cthulhu Mythos. Elias is foremost a skeptic and should remain so until he discovers the deadly conspiracy behind the Carlyle Expedition. Knowledge of the Mythos would certainly have affected the way in which this intrepid reporter would have handled the case—perhaps he would have left it alone altogether!

This monograph provides one scenario, "The God of Mitnal," which has Elias calling upon the players for assistance in an investigation. A Keeper can also adapt other scenarios to involve Elias in some way, making his sudden murder all the more shocking. The scenario "Well of Sacrifice" from *Mysteries of Mesoamerica*, if adjusted to remove the explicitly Mythos content is one option from the same region. The greatest necessity for any of these is that Elias remains alive… at least until January 15, 1925.

There are two approaches to ensuring his continued survival —either keeping Elias out of harm's way, or by using serendipity to save him should events turn sour. This author prefers the former but allows that, if used sparingly, Elias can be allowed to escape from danger as needed. The investigators should not view Elias' continued survival as a Keeper fiat though. If Elias seems just a bit lucky to have lived so long and is thought of by the investigators as a perennial survivor, the horror of his murder might be ever so much the greater.

Help from Beyond the Grave

Even after his death, Elias can continue to play a role in the campaign in an indirect fashion (see "Unquiet Spirit: A Séance with Jackson Elias" on page 60 for more a direct approach). Elias visited a great many places in his pursuit of the truth about the Carlyle Expedition and it is possible that he may have stored, hidden, or given to someone in confidence, some piece of useful evidence that he uncovered during his investigation. In this case the Keeper might rely upon Jonah Kensington or some other ally or friendly contact of Elias' (Mickey Mahoney, Johnstone Kenyatta, Jack Brady, etc.,—see "Tent-pole NPCs" on page 32 for further suggestions) to point the investigators toward some helpful stash of clues from Elias. Remember that Elias made friends easily and managed to


TOHELIA
CHELSEA

keep them even as he traveled the world, so at every stop along the way there might be help waiting, even if it is simply someone who remembers Elias fondly and might be more willing to offer aid because of their mutual friendship.

Elias' clues could be something as simple as Kensington mailing the investigators the key to a safe-deposit box in London (which just reached him, curse that foreign postal system!), or as complex as an encrypted sheet from a notepad left in Shanghai.[1] Use this option to spur your investigators when they're stuck, but carefully match the clues and complexity with your players' abilities.

Killing Elias

Finally, when the time comes, you will need to pull the trigger on Jackson Elias and have him killed by that trio of Bloody Tongue cultists. If desired, you might want to let the investigators know that during the months before his death their friend Jackson was absent for some time. A mutual friend might ask after him, perhaps even Jonah Kensington himself. Broad hints that Jackson is acting unusually will bear dividends when the campaign begins. Alternatively, if an investigator has some skill or knowledge that Elias might see as useful in his investigation of the Carlyle Expedition, have him send a tersely worded telegram questioning the player. Make sure any contact with Elias avoids revealing his specific interests before the time is right.

At long last, when Jackson Elias contacts the investigators to arrange their meeting at the Chelsea Hotel, if all has gone well, you will not have to explain that his behavior is strange or that his demeanor is wholly unlike his usual self; the players will instead simply compare the man they knew to the man calling on them now. Their anxiety will be all the greater when they ascend the elevator to the fourth floor; their horror absolute when they open the door to room 410…

1. We offer two tidbits from Elias in Hong Kong and in Shanghai. See pages 354 and 375.

JACKSON ELIAS, Investigators' Friend & Ally

STR 13	CON 14*	SIZ 10	INT 15	POW 18
DEX 9	APP 12	EDU 15	SAN 90	HP 12

Idea 75% / Know 75% / Luck 90%. Damage Bonus: +0

*Elias' CON will be higher when he is younger, before his foreign travels.

Attacks: Fist 68%, 1d3+db

Skills: Anthropology 61%, Credit Rating 32%, Fast Talk 68%, Library Use 83%, Occult 45%, Persuade 86%, Psychology 49%

Languages: Afrikaans 18%, Amazonian Tribal Dialects 22%, Arabic 9%, Cantonese 16%, Dutch 22%, English 94%, French 38%, German 21%, Hindi 16%, Latin 16%, Portuguese 49%, Quechua 37%, Spanish 86%, Turkish 11%

Special abilities: *Ear for Languages* - Elias is a quick study of human languages and tends to learn them with comparative ease. For each week that he is immersed in a language, Elias gains 1d5% in that language (to a maximum of 40%). If the language uses the Roman alphabet, his skill percentage is for both the written and the spoken form, otherwise his reading ability will only rise 1% per week. His facility in the new language declines at 1% per month after he is no longer immersed in it, to a minimum of 10% (or his current skill rating, whichever is lower).

One important note - Elias' skills will change over time. The statistics given for Elias are those possessed just before he embarks on his pursuit of the Carlyle mystery. A Keeper should feel free to adjust them as needed depending on the circumstances. Elias is intended to be a strong-willed and charismatic journalist who is a remarkable, but not superhuman, being.

The Books of Jackson Elias

Bret Kramer

While they won't be of any particular use during the campaign, it is possible that curious investigators will take an interest in the other books of Jackson Elias. Alternatively, a Keeper who has introduced Elias into his games before running *Masks of Nyarlathotep* could have Elias periodically publish books and mail them to his dear old friends.

The Keeper should use the following list as a guide to the contents of Elias' earlier works and change them as necessary to make them an optimal fit for his campaign. The works all show something of Elias himself and the Keeper should stress his inquisitiveness, relentless determination, skill as an interviewer, and willingness to take risks. All of the books were published by Prospero Press and are available from Jonah Kensington. Each book has a suggested skill increase (or in some cases skill check) if the reader takes the necessary time to read and study it fully.

Skulls Along the River (1910)

Elias' first book (though he had some individual stories published before) this is an unvarnished and very readable account of Elias' journey to the headwaters of the Amazon River in search of a legendary tribe of headhunters, the Jivaro-Shuar. While some of the content is shocking, Elias' skill as a writer and gift for language are clear, as was his ability to gain the trust of the natives, and the book was a solid seller.

Two weeks to read; skills bonus: *Anthropology* +1, *Survival: Jungle* +1.

Masters of the Black Arts (1912)

An expanded collection of articles written by Elias, this book is an unsystematic compilation of various sorcerers throughout history. Topics included Hecate, Egyptian curses, Albertus Magnus, Kabbalah, Agrippa, Chinese Geomancy, John Dee's angel communication, von Reichenbach and the Odic force, and the Golden Dawn. While by no means comprehensive, Elias' strength is his ability to write for a general audience without any sense of condescension. Readers will note his overriding skepticism and distain for charlatans.

One month to read; skill bonus: *Occult* check.

The Way of Terror (1913)

Elias compares the methods by which a number of cults indoctrinate and control their membership. The comparisons reflect a number of core practices common to such groups, including indoctrination, control of food, removal from regular society, etc. The author clearly sets himself in opposition to such practices and vehemently condemns modern movements utilizing them.

One week to read; skill bonus: *Psychology* +1.

The Smoking Heart (1915)

Following up on his work in South America, Elias undertook a number of trips to Central America and the Yucatan in particular. Basing much of his work off of local oral tradition and interviews, the picture he paints of ancient Mayan society is in stark contrast to the utopian astronomer view currently in vogue. His most shocking suggestion is that many local religious

practices are holdovers from before the Spanish conquest.

Three weeks to read; skill bonus: *Anthropology* +1.

Sons of Death (1918)

This work examines the Thuggee, in history and in modern times. Perhaps Elias' most controversial work, this book claims that the Thuggee cult was not extinguished by the British during the nineteenth century, but had survived elsewhere (particularly in London and South Africa). During the course of his investigations, Elias claims to have joined a South African branch of the group and presents evidence that the group was still committing ritual murders.

One month to read; skill bonuses: *History* +1, *Anthropology* +1.

Witch Cults of England (1920)

Elias spent a year in the United Kingdom researching witch trials and interviewing modern practitioners of what he terms as witchcraft, generally solitary practitioners and fragments from the Golden Dawn or like groups. The book itself outlines the history, such as it is, of witchcraft in Great Britain up until the modern day. Elias' portrayal of witches is sympathetic and he views witch hysteria as the worst sort of mob mentality.

One month to read; skill bonus: *Occult* check.

The Black Power (1921)

His most recent work was an expanded and revised version of *The Way of Terror*, incorporating a wider number of cults, particularly ones from Asia and Africa. The work is a clear improvement over the original and is more tightly edited and organized. While Elias still clearly despises those who exploit others via cultic practices, he allows his evidence to persuade readers rather than simply condemning it himself.

One month to read; skill bonus: *Psychology* +2.

Witchcraft!
Jackson Elias didn't find *Häxan*-style devil worship in England.

Unquiet Spirits:

A Séance with Jackson Elias

Bret Kramer

Sometimes elements of a campaign come together unexpectedly, and even with a campaign as vast and famous as *Masks of Nyarlathotep*, the Keeper should be prepared for player ingenuity trumping its authors' planning. While usually these moments can be finessed with a bit of quick thinking (as well as preparation), there are a few moments when a little forethought can go a long way to preserving the integrity of the game.

Consider for a moment that the core of the campaign is first the quest to uncover the parties and motivation behind the murder of Jackson Elias, followed by the resultant discovery of the conspiracy behind the "disappearance" of the Carlyle Expedition. When the investigators reach Cairo it is likely that they will encounter the Clive expedition's medium, Agatha Broadmoor. With her 75% chance to "contact the soul of a specific dead person," it might be possible for the investigators to resolve much of the campaign's mystery with a simple séance. In which case, what is a Keeper to do?

The simplest solution is mere Keeper fiat—have Broadmoor killed or kidnapped, or have her proclaim that his soul is gone (eaten by Nyarlathotep as a sort of *amuse-bouche*, no doubt) and thus cannot be contacted. Obviously, this is not a particularly elegant fix and may appear to players, especially those who struggled mightily to gain her service, as a cop-out. Successful *Call of Cthulhu* "Keeping" depends on a certain level of trust on the part of both players and investigators, and dangling the carrot of a genuine medium before the group and then yanking it away stands a good chance of damaging this trust.[1] Or as Lovecraft put it, "…doe not call up Any that you can not put downe."

Aside from simply barring this course of action, the Keeper has several good options for dealing with the situation. If Elias is contacted, there is no guarantee that he will be in a "fit" state to answer any questions. After all, his murder was as cruel as it was abrupt and so he might not be fully aware of what happened to him. Witnessing a display of your good friend Jackson Elias' psychic suffering should surely have a cost in *Sanity* points as should actually informing him that he was brutally murdered. Elias' spirit should, at best, be under tremendous emotional strain, which after all, was his state just prior to his death. Consider how incoherent Elias' London notes were. It is even possible that the horror of his final moments pushed him over the edge of madness. A ranting, lunatic spirit Elias is unlikely to be the clearest source of information.

Darker possibilities abound—what if Elias is not just insane but in his final moments embraced all that he had opposed? Hearing the man you are trying to avenge praise the God of the Bloody Tongue or shout prayers to the Black Pharaoh should certainly sap an investigator's will. Worse yet, what if Nyarlathotep himself should decide to force his way into Broadmoor just as her séance with Elias' spirit is on the cusp of endangering his plans? Imagine your players' reaction when she suddenly shifts from the (at best) confused and frightened Elias into the cold, mocking, mighty voice of the Crawling Chaos. Certainly Miss Broadmoor will probably be worse for wear should this happen, and in all likelihood she will refuse to hold a séance for

1. Especially since the villains themselves are using her to contact Nitocris.

them again, assuming that her mind and body remain intact. Though more often said of the King in Yellow, it *is* a terrible thing to fall into the hands of a living god.

From a pragmatic perspective, if the investigators have visited London and conducted their research both there and in Cairo, how much more does Elias know than the investigators? Probably not enough to spoil the outcome of the campaign because Elias' precise knowledge of the plan to open the Great Gate is uncertain (his main source is Brady, after all). All he knows for certain is the date of the ritual, and the probable location of the cult's ritual sites, though his awareness of the City of the Great Race and Grey Dragon Island is unclear. He also knows that Carlyle broke some kind of magical seal while the Carlyle Expedition was in Egypt. Much of what Elias is aware of should by now be old news to the investigators, otherwise they would not have embarked on their globe-trotting campaign. Other specific information, such as Ho Fong being the head of the Order of the Bloated Woman cult in Shanghai or that Tandoor Singh is a cultist, and so on, may or may not be known to him as the Keeper sees fit. Ideally, Elias should relate just enough to spur the investigators toward whatever locale the Keeper wishes, and little more.

Finally, the Keeper should treat a séance contacting Elias as an opportunity to create a great gaming moment. Build upon the drama and inherent tension in such a scene—dim the lights perhaps or even have the players hold hands while you play the role of Broadmoor. Be ready to inflict *Sanity* rolls and if possible prepare some deranged dialogue for Elias or even a menacing speech from Nyarlathotep himself beforehand. A little preparation can make it quite memorable.

Jackson Elias - "…doe not call up
Any that you can not put downe."

Steven Hughes

One of the pre-generated characters provided for the London chapter, Steven Hughes, is a professional (albeit fake) medium and clairvoyant (see page 521). If the Keeper desires, instead of being introduced as a replacement character, it is possible that Mick Mahoney suggests Mr. Hughes to the party for his services as a medium. While the editor of *The Scoop* is clearly cynical, it is not improbable that he might be taken in by Hughes enough to think of him as genuine. In this case, Hughes will attempt learn all he can about Elias in advance in order to bamboozle the investigators; hopefully they will be cunning enough to see through such a charade.

Alternatively, if Hughes is being used as an investigator, his shock at encountering a genuine medium like Broadmoor will be particularly acute. The Keeper should feel free to inflict the maximum *Sanity* cost on Hughes should he bear witness to one of her sessions, perhaps even more so if she contacts someone he has previously claimed to have reached 'beyond the veil.' Undoubtedly, such an encounter would have a significant impact on the character, possibly transforming him from a cynical and skeptical manipulator to a zealot for the cause, driving him to the bottle, or even destroying his remaining sanity.

The God of Mitnal

Don Coatar

Wherein the players travel to the steamy jungles of Central America to help out an old friend, and find that an ancient god has emerged from the Underworld…

Keeper's Introduction

This prelude to *Masks of Nyarlathotep* is designed to be played in one or two sessions as a light introduction to the campaign. Like the bulk of the main campaign, it can be run in various styles from pulpy and fun to realistic and suspenseful. The Keeper can expand on this scenario, but it is deliberately straight-forward and rather lenient towards the investigators. The scenario can be made more challenging for experienced players by increasing the number of opponents and making them better organized.

The goals of this scenario are:

- To allow the players to settle in to their characters, find their voices, and get to know each other "in character." New players will have plenty of opportunity to experience the *Call of Cthulhu* rules in a variety of situations.
- To establish a history and reinforce the friendship between the investigators and Jackson Elias. This scenario predates Jackson's investigations into the Carlyle Expedition, so their meeting Jackson is a means to showcase his quick intellect and charisma. The Keeper's aim is to transform him from an NPC into a person that your players like and value as a friend of their investigators, making his eventual murder more gut-wrenching and visceral.
- To introduce gun-runner Walter Kimble, a rogue of an NPC who may be used as a wild-card later in the campaign.

Keeper's Summary

The characters receive a telegram from Jackson Elias requesting their help in the Yucatan, where he is investigating a death cult related to the Mayan god, Ah Puch. He cryptically asks them to conduct some background research on a man named Walter Kimble, but does not tell them more. The investigators will be able to learn something about the mysterious Kimble before they travel by steamer across the Caribbean to the old port city of Campeche. Once in the picturesque seaport, the characters meet at Hotel San Miguel before seeking out Guillermo, the local station-master at the rail station, who knows the location of Jackson's camp. The characters will take a narrow-gauge spur line that winds deep into the rugged jungle. Along the way, they will encounter terrified locals and several odd rumors that hint of the supernatural —exactly the sort of thing Jackson would be interested in. After a long and difficult journey, the investigators will arrive at Jackson's camp only to find it ransacked and abandoned.

The investigators will not know this yet, but Jackson and his camp crew have been kidnapped by Walter Kimble and his men and been taken to nearby Mayan ruins where Kimble has set up shop. The truth of the matter is that Jackson had discovered the Ah Puch cult was a fraud and was about to expose Kimble.

Hoping to scare off the player characters, a group of men will visit the investigators in the guise of Ah Puch. Such a parlor trick certainly will fail against stalwart *Call of Cthulhu* investigators, no doubt exposing the deception.

Clues left by the men should lead on to the ruins.

The characters will have to figure out a way to infiltrate the ruins, deal with the armed guards, and rescue Jackson Elias. While it appears a daunting task, this encounter is actually very flexible and can be adapted to nearly any group or any plan. Whether or not the resulting plan is successful, either outcome will result in a reunion with Jackson and an eventual meeting with Kimble. Hopefully, your investigators will carry the day with their brilliant planning and daring actions. If unsuccessful, they will join Elias in his cell beneath a ruined pyramid, but fortunately for the investigators, the Mexican authorities have been alerted and will arrive on the next train.

The Telegram

Ideally, the scenario begins with each player being handed a telegram from Elias. It will be something along these lines:

Handout #1:

CAMPECHE RR STATION MEXICO

SORRY NO TIME FOR PLEASANTRIES STOP REQUEST YOUR HELP IN LOVELY YUCATAN INVESTIGATING A-H P-U-C-H CULT STOP NEED TWO FAVORS STOP BRING GUNS LUCKY STRIKES GIN STOP NEED ALL AVAILABLE INFO ON WALTER F KIMBLE STOP ASK TEXAS RANGERS STOP EVERYTHING YOU CAN FIND STOP WILL TELL MORE WHEN YOU ARRIVE STOP BILL TICKET TO PROSPERO PRESS NEW YORK STOP MEET FRIENDS AT HOTEL SAN MIGUEL CAMPECHE MEXICO STOP ASK FOR GUILLERMO AT RR STATION DO NOT TELL OTHERS STOP JACKSON ELIAS

END

The Keeper should customize this telegram to suit each investigator. Jackson is unlikely to ask a respectable Professor of History to bring him guns and booze; likewise, he is not going to ask a streetwise mobster to research Kimble.

Research

While the investigators will certainly research Walter Kimble, they also may seek additional information. Success will depend on where the characters do their research, and require several *Library Use* rolls.

The Keeper who wants to run this scenario in just a single session should place all the background information on Kimble in the hands of Jonah Kensington of Prospero Publishing. The Keeper will need to rework the language of the telegram in this case.

Walter F. Kimble of Texas

Unless one or more investigators happen to be based out of Texas, the simplest way of obtaining basic biographical information on Kimble would be to hire a local to do the research on the investigators' behalf. This method will simply take a day or two and a few long distance telephone calls or (more likely) a round of visits to the telegraph office; a reasonable charge is $10 to $15. The hired agent in Texas will report back the following day. Alternatively, if somewhat anachronistically, this information can be relayed over the telephone, though the investigator will need to succeed in either a *Persuade* or *Law* roll in order to cajole the County employee he gets on the telephone to perform the research and arrange a time to call again. One or more *Luck* rolls could complicate the proceedings further, if desired.

Whichever method is used, the following information will be relayed:

> Walter Francis Kimble, b. June 1893 to Annabelle Marie Kimble, (father unknown), Brownsville, Texas; no known siblings; enlisted US Army February 3, 1915. Kimble has no

surviving relatives *(and investigators should be discouraged from looking into this dead-end route)*.

The two best sources of information on Kimble are the United States Army and the Texas Rangers. A generous Keeper may relocate some or all of this information to other major law-enforcement agencies (such as the New York Police Department) to expedite the scenario.

The Texas Rangers

This famed Law Enforcement agency is based in Austin, Texas and will grant information upon any legitimate request (a Law Enforcement background or similar *Credit Rating* roll). The Keeper should not make getting this information too difficult as it is needed to get the scenario started. The Texas Rangers will readily impart the information because they are interested in following up any information leading to the whereabouts of Walter Kimble. "Big" Bob Henderson, an aging but still imposing Ranger working at the Austin office will take an interest in the investigators' efforts and offer to help out where he can, but will not leave Austin. One option would be to have Henderson assign a Deputy Ranger to accompany the investigators, either as an NPC or a new player character. The pre-generated investigator, Robert Scott Bennie, is provided for this purpose. Technically speaking, the Rangers' jurisdiction ends at the Texas state line, but in reality, they pursue suspects across both state and international boundaries.

Handout #2:

- Kimble is wanted by the Texas Rangers to answer charges that he was part of Pancho Villa's raiding force into New Mexico in March 1916. It is likely he maintained frequent contact with the Mexican General until his assassination in 1923. During this time, Kimble is suspected of supplying armaments and munitions to the *Villistas* (Villa's army).
- The Rangers have a copy of Kimble's U.S. Army file, as well as any other information the Keeper puts here.
- Since early 1921, Kimble has been actively involved in gun running throughout the Caribbean Basin. Authorities claim to have spotted him operating in Colombia, Cuba, Haiti, Panama, and on the Mosquito Coast. He is known to speak fluent Spanish, as well as French and several native dialects. He is considered "armed and dangerous," although one field report states:

Handout #3:

> …quite possibly the sneakiest bastard I've chased in a long time. He's like a snake in the weeds you can't sink your heel into. This fellow would sell his mother to pay off his father. He's smarter than you think he is, so take plenty of caution if you try to apprehend him. Most likely, he has loyal men around him who'll do what he says. Make matters worse, he speaks Spanish like he was born in Oaxaca! Watch your back around Kimble…

Outstanding Warrants

Handout #4:

- United States Army, January 1916, (AWOL)
- Texas Rangers, July 1916 (connection with Pancho Villa)
- The Royal Canadian Mounted Police, March 1918, (liquor smuggling charges in Windsor, Ontario)
- Delaware State Police, September 1921, (burglary)

Known Aliases

Mikhail Vassili, Esteban Santos, Martin Glasser.

United States Army

You should try to make it easy for your investigators to access this information. The United States Department of the Army in Washington D.C. would be the best place to start, but you could relocate this information to an Army facility in Texas. A reasonable request and perhaps a *Credit Rating* roll will grant access. In reality, this dossier would be private,

God of Mitnal Handout #1

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

CLASS OF SERVICE

This is a full-rate Telegram or Cable-gram unless its de-ferred character is in-dicated by a suitable sign above or preced-ing the address.

WESTERN UNION

SIGNS
DL=Day Letter
NM=Night Message
NL=Night Letter
LC=Deferred Cable
NLT=Cable Night Letter
WLT=Week-End Letter

NEWCOMB CARLTON, PRESIDENT — J. C. WILLEVER, FIRST VICE-PRESIDENT

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

CAMPECHE RR STATION MEXICO

SORRY NO TIME FOR PLEASANTRIES STOP REQUEST YOUR HELP IN LOVELY YUCATAN INVESTIGATING A-H P-U-C-H CULT STOP NEED TWO FAVORS STOP BRING GUNS LUCKY STRIKES GIN STOP NEED ALL AVAILABLE INFO ON WALTER F. KIMBLE STOP ASK TEXAS RANGERS STOP EVERYTHING YOU CAN FIND STOP WILL TELL MORE WHEN YOU ARRIVE STOP BILL TICKET TO PROSPERO PRESS NEW YORK STOP MEET FRIENDS AT HOTEL SAN MIGUEL CAMPECHE MEXICO STOP ASK FOR GUILLERMO AT RR STATION DO NOT TELL OTHERS STOP JACKSON ELIAS

END

TELEGRAMS MAY BE TELEPHONED TO WESTERN UNION FROM ANY PRIVATE OR PAY STATION TELEPHONE

God of Mitnal Handout #2

THE STATE O

ADJUTANT GENERAL'S DEP

RECORDED ACTIVITIES OF

Name of Delinquent Walter Kimble

3/16 – Individual wanted to answer charges relating to involvement with raiding force led by Pancho Villa into the New Mexico

Individual's U. S. Army file requested

1921 – Individual known to be actively involved in gun-running throughout Caribbean Basin. Observed by authorities in Colombia, Cuba, (Haiti, Panama, and Mosquito Coast. Speaks fluent Spanish. Also French and several native dialects. Considered "Armed & Dangerous" – see attached

23 – Believe Kimble likely to have kept frequent contact with Villa until the General's recent assassination. Believe he operated by supplying arms and munitions to "Villistas", Villa's self-styles army.

quite possibly the sneakiest bastard I've chased in a long time. He's like a snake in the weeds you can't sink your heels into. This fellow would sell his mother to pay off his father. He's smarter than you think he is so, take plenty of caution if you try to apprehend him. Most likely, he has loyal men around him who'll do what he says.

Make matters worse, he speaks Spanish like he was born in Caracas!

Watch your back around Kimble.

Field Report Ends.

God of Mitnal Handout #3

OUTSTANDING WARRANTS

KIMBLE, WALTER

UNITED STATES ARMY, JANUARY 1916 (AWOL)

TEXAS RANGERS, JULY 1916 (connexion w Pancho Villa)

ROYAL CANADIAN MOUNTED POLICE, MARCH 1918 (liquor smuggling charges in Windsor, Ont.)

DELAWARE STATE POLICE, SEPTEMBER 1921 (burglary)

God of Mitnal Handout #4

however, in this scenario it serves to propel the plot. If your players don't think to ask, the Rangers have a copy of this file.

Handout #5:

- Walter Francis Kimble enlisted in the United States Army, February 3, 1915. Completed basic training and was assigned to the 36th Infantry Division. He was assigned to the Quartermasters Corps, Fort Stockton, Pecos County, Texas.
- Acquitted at Court-martial for killing a fellow soldier, October 1915, (Earl MacIntosh) in a bar fight. "Insufficient evidence" was cited, though Kimble was reprimanded.
- Between 1915 and 1916, Kimble was a suspect in three separate incidents, all of them involving missing supplies from Army transports. Kimble was acquitted in all three cases.
- After a 3-day leave, he was listed AWOL on January 10, 1916. He was last seen in Lawrence, Kansas.
- He is wanted by US Army investigators and local authorities in connection with a rail car full of munitions reported missing near St. Louis, Missouri on November 20, 1917.

Other Leads to Kimble

These are optional and merely add to Kimble's criminal dossier, but they do provide potential hooks for new Player Characters. Keepers are encouraged to make up additional background for Kimble as needed.

- Pinkerton agents, working for the DuPont Corporation, would like to interview Kimble regarding burglary charges in the state of Delaware (September 1919).
- Kimble was last seen in the British Honduras (modern-day Belize). A Venezuelan diplomat reported he was operating under an assumed name, dealing in surplus Turkish rifles from the Great War. (March 1921)

Ah Puch

Four hours and a *Library Use* roll at any major library will reveal this information (failed roll doubles the time):

Handout #6:

> Also known as *Hunhau*, he was the Mayan god of death who ruled over *Mitnal*, the land of death, the lowest and most horrible of the nine hells. Ah Puch was often represented with the head of an owl on a human body. This figure of death has survived to this day, the Indians of Central America and Mexico still believing that someone will die when an owl screeches. In other representations Ah Puch is shown as a skeleton or a bloated corpse, adorned with bells. This is likely the deity commonly called "God A" from the surviving Mayan codices.

Additionally, a successful *Anthropology* or *Archaeology* roll will reveal:

Handout #6a:

> **Ah Puch** is related to **Mictlantecuhtli**, the Aztec god of the dead. He appears as a bloody skeleton wearing a necklace of human eyeballs, and is associated with spiders, owls, bats, and the direction North. The Latin American Christian-pagan myth of *Santa Muerte* (Saint Death) likely has its roots in the ancient worship of **Ah Puch** and **Mictlantecuhtli.** *Santa Muerte* appears as the grim reaper, with a scythe and scales of justice, although he may also appear in female form, dressed in white and wearing a gold crown.

Prospero Press, New York

This publisher, specializing in unusual anthropological and occult titles, is detailed in the New York Chapter of *Masks of Nyarlathotep*. The publisher, Jonah Kensington, is a good friend of Jackson Elias, and can be used to facilitate group meetings, travel arrangements, and the like. Prospero can be reached directly by telephone during business hours. Kensington will grudgingly arrange 2nd-class

SF-2841

U.S. ARMY CONFIDENTIAL FILE

UNAUTHORIZED RELEASE OF THIS DOCUMENT MAY RESULT IN SUMMARY ACTIONS UNDERTAKEN AGAINST THE INDIVIDUAL

SUBJECT NAME: WALTER FRANCIS KIMBLE

PERTINENT DETAILS:

Walter Francis Kimble enlisted in the United States Army February 3, 1915.

Completed basic training and was assigned to the 36th Infantry Division. He was assigned to the Quartermasters Corp, Fort Stockton, Pecos County, Texas.

Acquitted at Court-Martial for killing a fellow soldier, October 1915 (Earl Macintosh) in a bar fight. "Insufficient evidence" was cited although Kimble was reprimanded.

Between 1915 and 1916, Kimble was a suspect in three separate [redacted] incidents, all of them involving missing supplies from Army transports. Kimble was acquitted in all three cases.

After a 3-day leave, he was listed A.W.O.L. January 10, 1916. He was last seen in Lawrence, Kansas.

He is currently wanted by U.S. Army investigators and local authorities in connection with a missing rail car of munitions near St. Louis, Missouri on November 28, 1917.

God of Mitnal Handout #5

God of Mitnal Handout #6A

Ah Puch is related to Mictlantecuhtli, the Aztec god of the dead. He appears as a bloody skeleton wearing a neckless of human eyeballs, and is associated with spiders, owls, bats, and the direction North. The Latin American Christian-pagan myth of Santa Muerte (Saint Death) likely has its roots in the ancient worship of Ah Puch and Mictlantecuhtli. Santa Muerte appears as the grim reaper, with a scythe and scales of justice, although he may also appear in female form, dressed in white and wearing a gold crown.

travel via steamer for the player characters, should they request it. He naturally wants to know what Elias is up to, but cannot himself travel at this time due to an impending deadline. (*The Complete History of Cannibalism* is due at the printer in ten days…)

If this prelude is to be run in a single session, Kensington will hand over a folder containing the Kimble background information. Jonah confesses that "as usual, Jackson didn't tell me a damn thing. 'Find everything you can on this guy' the telegram said. Sure, I've got nothing else to do… You know, if I had a dollar for every time Jackson sent me on one of these chases…"

The overworked publisher is more than happy to pawn off this responsibility on the investigators. He doesn't have any other information to add, and it seems he must have mislaid Elias' telegram.

The Yucatan

Campeche, Mexico

This beautiful walled city was once the most important seaport in the Yucatan, but as the sisal industry declined, so did Campeche. In the 1920s it is still a vibrant, bustling port. Sisal fibers, used in making rope, arrive by rail from the surrounding plantations while massive tropical hardwood logs are sent to mills for processing. Sprawling fortifications surround the city proper, which mostly consists of the business district and the homes of the merchant class, while the poorer natives reside in the surrounding *barrios*, each with its own Catholic church. The humid air is rife with the smells of fish, diesel fumes, lumber, and saltwater. Most afternoons bring a fierce downpour, but the waters of the Caribbean spare Campeche the brutal heat and humidity of the inland rainforests.

The Keeper wishing to play through this scenario in one evening might simply begin with the player characters all meeting up at the Hotel San Miguel. In this case, you should expedite the investigators' research with a few skill rolls, specifically those that reveal the background on Kimble.

Hotel San Miguel

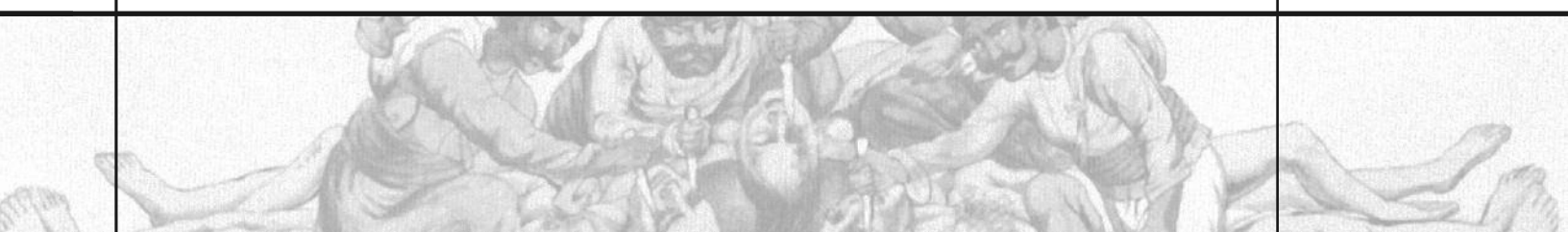
This ordinary two-story stucco structure located near the commercial docks caters to travelers of modest means, typically sailors on shore leave and Latin American businessmen. Carlos is the ubiquitous Desk Manager. A stocky native of Campeche with a thick mustache and thinning brilliantined hair, he is more than happy to help with any requests. Carlos is always neatly dressed in pressed khaki pants and crisp linen shirts, and his English is excellent. He runs a clean, quiet hotel, and will not hesitate to call the police at the first sign of trouble. If asked, Carlos knows nothing of Ah Puch or any such Mayan mythology. He is a devout Catholic and dismisses these inquiries as "pagan nonsense of the Indians."

Investigators wanting to relax can enjoy the evening breeze on the lovely outdoor patio, *La Taverna*, ringed by palms and tropical flowers. Candles on each table provide a warm glow as the sky turns from gold to pink to indigo. A waiter takes orders for hot *cafe con leche*, cool mugs of *cerveza* (beer), or locally-distilled *tequila*; teetotalers can get warm *Coca-Cola* in milky glass bottles at twice the price of beer.

Asking the Locals

Some investigators will want to make inquiries of the locals, asking about Ah Puch, Jackson Elias, or strange goings-on. The Keeper should role-play to whatever extent they wish, rewarding such inquiries with some knowledge. Each requires a successful *Spanish* roll as well as the other skill roll given below and at least half a day of interviews and socializing per investigator.

Anthropology: Although almost the entire population of Campeche is Catholic, many hold some belief in the gods of the Mayans and Aztec. Typically, this is manifested in various hybrid beliefs that mix elements of each faith. These beliefs are more common among the poorer barrios, where the people fear the old gods are not gone.



Bargain or *Fast Talk* at a local cantina or café: a few men recall an incident from nine months ago, when a gringo calling himself "Esteban Santos" (one of Kimble's many aliases) began selling old bolt-action rifles to some local farmers. One of the men, Octavio, purchased a rifle, which he is quite proud of, and would love to show the player character… (Anyone with a military background making a *Knowledge* roll or *Rifle* skill check can identify it as a Turkish 1887 design, manufactured by Mauser for the Turkish army). The men do not know what became of Santos.

Although Jackson Elias did pass through Campeche, no one, save the station master Guillermo (cf.), remembers seeing him.

Psychology or *Occult*: A "death cult" operating deep in the jungles is stealing children and sacrificing them to the Mayan god of the underworld, Ah Puch. He has dug his way back to the earth after all this time and seeks vengeance! Those telling this tale are most likely to be amongst either the very young or the very poor.

Estacion Central

Campeche's only railroad station is a crowded, noisy place where passengers jostle with livestock, and the air is thick with wood smoke and oil. Steam trains loaded with sisal and tropical hardwood logs rumble through a maze of switches; poor Mexican workers, peasants, and farmers jump aboard flatcars outward bound for the plantations and the jungle. A few inquiries will locate Guillermo, the mustachioed station-master, dressed in a loose, sweat-and-grease stained National Railway shirt and a battered wide-brimmed hat. A strong, heavy-set man with a weathered, overworked look to him, Guillermo is checking documents on a clipboard and smoking a hand-rolled cigarette when the investigators spot him. He scowls as they approach him, especially if they begin in English. Guillermo actually speaks passable English, but plays dumb until he learns that the characters are friends of Elias' and so will earn his trust.

The Station Master is rather busy, but he will make time for them if Elias' name is mentioned, more so if he is shown his telegram. He will lead the investigators to his cramped office overlooking the main switching yard where he can speak in private. Initially, Guillermo will be guarded with news about his friend, but by showing him Elias' telegram, the Station Master will realize that these must be the men Elias sent for. At once, his demeanor shifts from gruff and suspicious to friendly and talkative. Guillermo retrieves a green bottle of *xtabentún* (an anise and honey liquor mixed with rum) from his desk and hands each character a mismatched cup, toasting his friend Elias and his *amigos.*

Guillermo's Story:

"Elias arrived here about a month ago, asking my help in hiring a few men for a camp crew. He said he was traveling into the jungles to look for some Mayan ruins. Of course, I could help him—we have many men here who need work—so Elias left with four men, one burro, and supplies. He took the first east-bound train and went on foot from there.

A little over a week later, Señor Elias arrived back here for more supplies. He told me he had made a terrific discovery near a pyramid there—something I would hardly believe! I asked him to tell me more, but he smiled like he always did, and said he would tell me the whole story very soon. But first, he said, I must call on some of my friends from America to help me out—there are some things I cannot do alone. So he told me to expect you here in Campeche—and when you arrive, I was to give you this…"

[Guillermo retrieves a sealed envelope from a locked desk drawer and hands it to the investigators.]

Dear Friends,

Thank you so much for coming to my aid! I trust Guillermo has been a gentleman? Honestly, Guillermo and I have known each other for years - he is a friend of truth and a good man. He will supply each of you with a pass, but don't expect a Pullman Car! Tell the engineer to let you off at mile #126, just before the trestle bridge. Follow the river upstream for a few miles, and you will find my camp. Take caution and watch that you are not followed. I have a story that you will not believe! See you soon, and I hope you remembered that gin.

– J

Handout #7:

Dear Friends,

Thank you so much for coming to my aid! I trust Guillermo has been a gentleman? Honestly, Guillermo and I have known each other for years – he is a friend of truth and a good man. He will supply each of you with a pass, but don't expect a Pullman Car! Tell the engineer to let you off at mile #126, just before the trestle bridge. Follow the river upstream for a few miles, and you will find my camp. Take caution and watch that you are not followed. I have a story that you will not believe! See you soon, and I hope you remembered that gin.

– J.

Guillermo will try to aid the characters with any reasonable requests, but he is quite busy. He is not wealthy, but he does have many contacts here in Campeche. Most standard equipment (rope, lanterns, blankets, machetes, guns, etc.) can be easily acquired in one day for the market price.

Any character examining the map and making a *Navigate* x 2 or an *Idea* roll will see that milepost #126 is the most remote part of the line, where it passes through rugged jungle-covered hills. There are no villages or plantations nearby.

The Train Ride

Each investigator receives a stamped pass that allows him to ride one of the open flatcars on a freight-only route; unfortunately the only train departs in the late morning. The train the characters take is composed of a small, powerful steam locomotive, a tender, five flat cars, and two boxcars (both empty and locked). The crew is simply one engineer, Antonio, and his fireman, Juan; neither speaks English. The flatcars are sparsely occupied by perhaps two score travelers —all locals who mostly speak Quiché and sometimes a little Spanish. They, along with some livestock, secure themselves between the bales and crates of freight.

This is an extremely uncomfortable way to travel. The ride is bumpy and uneven, and the flatcar lacks the shock-absorbing springs of a passenger coach. There are no seats or handrails, so investigators need to be careful. Luckily, the train rarely achieves more than 20 miles per hour. The locomotive burns wood, and everything behind it (including the investigators) is soon powdered with fine, white ash. At times the exhaust drifts back along the train, shrouding the investigators in eye-watering smoke.

The train departs from Campeche late in the morning, and the journey seems to take forever as the train winds its way through the sisal plantations. Finally it climbs up in elevation into the rainforest. Frequently, the train pulls off on a siding to let another train pass on

The jungle railroad is bumpy and uneven.

Kimble in the Yucatan: Keeper's Background

Walter Kimble arrived in Campeche about five months ago, looking to disappear for a while. It seemed the noose was tightening around his neck, and that was a feeling Kimble didn't much care for. It was nothing new for Walter, and he had a plan: he would make a quick buck trading some old Turkish rifles he had stored in Monterrey, and then recruit a few loyal men and head back into the deep jungle where no one would find him. When the heat died down, he'd make his way back. To guarantee he was left alone he decided to pose as one of the reincarnated Mayan gods, hoping native superstitions would keep away the curious. He hoped to replenish his resources, and then make his way to Cuba next spring. Revolution was in the air there, he heard.

Events progressed well; Kimble was able to accumulate some operating funds, recruit a handful of loyal men, buy a few crates of Chinese fireworks, and retreat safely into the high jungles of the Yucatan. Soon he identified a ruin that would make a suitable base.

Once established there, Kimble began his ruse. Ah Puch had escaped from Mitnal (the Mayan underworld) and he demanded sacrifices. Within weeks, word had spread that a strange creature haunted the jungles. One man reported that he had actually seen a man with the head of an owl. Fear spread like wildfire, and Kimble's men were able to extract offerings of both food and baubles from the terrified locals.

All was going well until two weeks ago when Jackson Elias' camp was discovered. At first, Kimble tried to scare him away, but it was clear this was no coward. In fact, Elias had been monitoring Kimble's activities in secret. Fearing that this archaeologist (which is what Kimble believed Elias to be) could threaten his entire operation, Kimble ordered his capture. Hopefully word of a nosy foreigner's disappearance would spread to the local villages and bolster the myth of Ah Puch. Kimble planned to depart the jungle soon, and he only needed to avoid official notice just a few weeks longer. Kimble plans to be halfway across the Caribbean before this meddler has been set free and made his way back to civilization to spread the legend of Walter Kimble even further…

By the time the investigators arrive in Campeche, Jackson and his men have been held for nearly two weeks and several escape attempts have failed. Overall, they have not been mistreated, though they are forced to cut wood, dig latrines, and perform other menial tasks.

the single track. During these delays, many of the investigators' fellow passengers jump off to stretch their legs, the children to play, the women to chat, and the men to smoke. Everyone scrambles back aboard as the train lurches to life. By mid-afternoon, the skies grow dark and a steady rain drenches the characters. By nightfall, a warm fog shrouds the jungle.

The locals avoid the investigators, who are left alone on a flatcar of their own. Over the course of the trip, the number of other passengers thins. Small groups and families help each other off at various unnamed village, plantation, and riverside stops. The train stops for slightly longer at a few nondescript villages, where the investigators may purchase mangoes or tortillas from local vendors. No one really has any information of interest to the investigators, and most of the locals are quite shy. If they have not heard any of the rumors (see "Asking the Locals"), you can insert one here. By the time the train nears the investigators' destination, there are only a handful of passengers remaining. Sitting directly in the center of the adjacent flatcar is an older woman who clutches her rosary nervously and prays. Her name is Maria Muñoz, and she is returning home after visiting her brother in Campeche. She speaks only Spanish and a *Psychology* roll will reveal that she fears something in this area of the jungle. If engaged in conversation she will open up to a female investigator, or to a male investigator who appears to honestly share her concern.

Maria's Story:

> This is the place where the old gods of the Maya sealed up the pit to the underworld – it leads to Mitnal, the place of demons. They built a great pyramid atop it to seal it forever, but something terrible has happened. The path to the underworld has been opened, and Ah Puch seeks to collect bodies once again. Listen for the owl. As they say, "Cuando el tecolote canta... un hombre muere." *[When the owl cries, a man dies.]* Many

have disappeared here in recent months – can you not feel it? May God protect us from the demons!" *(She quickly makes the sign of the cross.)*

"Please, you must not stop here. You are safe on the train if you do not touch the earth! I know these things – the old ways are not dead – please, you must listen to me!"

Maria honestly believes what she says and will try to talk the investigators out of their business. Her beliefs are supported by the recent wave of missing locals (most have actually been recruited by Kimble).

If your investigators did not previously research Ah Puch, you may allow them an *Anthropology* or *Occult* roll to recall some details of that god (see handouts # 6 and 6a).

Nearly four hours later, perhaps an hour before sunset, the train finally chugs toward milepost #126 and the trestle. Hopefully, the investigators have made arrangements with Antonio, otherwise they must jump from the slow-moving train. Juan walks down from the locomotive to see if everything is alright, and his lantern provides some welcome light. A *Spot Hidden* roll notices the fireman's eyes are darting about nervously. If questioned, he says he thought he heard something, maybe a jaguar. Yes, he knows the locals call this place "*Mitnal*," but doesn't know what that means. He quickly jogs back to the locomotive. Juan's brother-in-law disappeared from this very area, and Juan is very superstitious. He is not convinced that the stories about Ah Puch are false, so is taking no chances.

Milepost #126

After a blast of the steam whistle, the chugging of the locomotive fades quickly and the sounds of the living jungle take over. The gurgling of the swift-moving river can be heard nearby. The first few stars (and perhaps the Moon) appear in the dimming sky but they are rapidly obscured by a light fog. Soon, each investigator is swarmed by hungry mosquitoes. Any light source will also attract buzzing flying beetles and moths as wide as a child's hand. The railroad grade embankment drops steeply off into the jungle where thick undergrowth makes it impossible to move without hacking a path with a machete. A *Navigation* or *Spot Hidden* or *Track* reveals a narrow path close to the river, but this takes almost 30 minutes to find. First, call for a general *Listen* roll to hear the shrill screech of an alarmed bird (*Natural History* or *Biology* will identify it as an owl; a *Spot Hidden* roll sees movement in the underbrush). Hopefully, your investigators have learned of the owl's connection to Ah Puch… The mood here should be ominous and dark.

To Elias' Camp

An overgrown trail such as Elias described in his note, does continue along the river, deeper into the jungle. It is difficult to follow in the dying light, but not impossible. Check versus *Track* or *Navigate* to pick up the trail, then once every half mile to follow it. A bright lantern grants a +25% bonus. Each failed result indicates 20 minutes of searching for the lost trail.

The way is not easy: it climbs steeply up slick, rocky cliffs, and dives precipitously back down into bug-infested swamps as it parallels the swift water. Often, the path must be hacked clear of creeping vines and thorny weeds; an *Idea* roll suggests the path has not been traveled recently. At one point, the trail passes by a leaning stone stele that seems to loom suddenly out of the dark jungle. A light source can reveal barely discernible weathered Mayan hieroglyphs along one side. While the script is undecipherable (and will remain so for several decades) the imagery is clear, even by lantern light—a skeletal figure standing atop a mass of skulls looking upwards, flanked by two owls, all in a cave or chamber. Several scrolls (or perhaps smoke) reaches upwards out of the mouths of the figures depicted on the stele. Atop this scene stand a group of Mayans in elaborate animal costumes (priests perhaps), each of whom is holding some artifact—some corn, a knife, a bowl, a rod, and a disk. They flank a taller figure

that holds what appears to be a pyramid. The top portion of the stele is broken off and cannot be located.

(The actual discovery of the camp should occur just around twilight. To this end, simply fudge the distance from the railroad to Elias' camp. If the investigators set out immediately, then it takes them just over an hour; if they decide to camp first, then set out at first light, it will take them all day to reach the site. The timing here is important to establish the mood, as it leads directly into the next encounter, "The God of the Underworld.")

Call for a *Spot Hidden* as the trail leads to a small hand-hacked clearing nestled against a bend in the river. Success notices a small dark shape that silently darts into the deep shadows of the jungle. An "impale" success (roll 20% or less of the skill level) perceives the cat-like form of a jaguar. The rushing of water drowns out the insect noises of the jungle and forces all *Listen* rolls to suffer a -10% penalty.

The camp itself is obviously abandoned, and appears to have been looted. In fact, Kimble's men stormed it two weeks ago. The jungle has begun to reclaim the clearing. A torn fragment of canvas and a few broken wooden poles are all that remain of the two tents. Many bits and pieces of other gear can be found: an old fire-pit, a broken cot, a smashed lantern, empty sardine cans, bottles, ropes, etc. A few drops of blood will be found on a large flat stone. Perceptive characters, with a *Spot Hidden* roll, will notice a crumpled pouch of tobacco, Elias' favorite brand…

Allow the investigators some time to collect evidence, but it should be obvious that something terrible happened here. While you should never intentionally mislead your players, do not come right out and confirm or deny any of their theories. What unimaginable fate has befallen their friend? What sort of creature could do this? While the truth is relatively mundane, investigators may well concoct a more sinister explanation.

The God of the Underworld

Note: *this encounter must occur at night (see "To Elias' Camp" for details on how to ensure this happens). You should try to spring this encounter on your party at the moment of maximum impact, perhaps when they are separated or bumbling about in the darkness, or at a moment of high anxiety.*

Amar, Jose, and Davide are three of Kimble's men who have been dispatched to keep an eye on the trail leading back to the railroad tracks. Their job is to collect any gifts left and to make sure none of the locals or roaming *chicleros* (chicle-gum harvestors) wander too close to the ruins where Kimble has his camp. Having observed the investigators disembark from the train earlier, they are planning on rolling out the whole "Ah Puch" circus, complete with costumes and special effects. Unfortunately for them, the investigators are very late and the men have shared much of a bottle of tequila and a pouch of marijuana. By the time the investigators reach Elias' camp, Amar, Jose, and Davide are drunk and more than a bit stoned. Acting with badly impaired judgment, they nevertheless decide to go through with their plan.

At some point, call for a *Listen* roll to notice something odd barely audible above the din of the water—the sound of wooden chimes, like wind chimes, but the sound does not coincide with the wind. The atonal chimes are joined by some chaotic notes played on a flute or recorder-type instrument. This manic "music" seems to be coming from a distinct direction, and grows in intensity and tempo.

Allow your investigators a moment to act, but then interrupt them without warning in your best ominous Keeper voice:

> "Suddenly, a sickly, intense red glow bursts to life in the jungle about 60 feet away. It appears to be coming from the ground, and casts long, strange shadows into the surrounding trees. The smell of sulfur wafts in on the breeze, and the flutes and chimes suddenly go silent. Rising in the nearby jungle, partially

obscured by the thick undergrowth, is what appears to be a man-like figure with a beaked, birdlike head. The figure is backlit by the red glow, and it holds a flaming skull."

Call for a *Sanity* check (0/1) at this point. Failure means the investigator is paralyzed in fear momentarily. Success allows a *Spot Hidden* or *Anthropology* roll, which will hint that something is not quite right with this situation…

The Creature addresses the investigators in raspy, slurred Spanish:

"Here is the skull of a trespasser! I am Ah Puch, who escaped from Mitnal and now I walk the earth. You will leave all your food and goods here and never return to this place or I will eat your soul and steal your skull and… eat your children! Quickly, I hunger!"

Los Demonios!

Allow the investigators a moment, then call for a one-half *Listen*, *Fast Talk*, or *Psychology* roll (player's choice). Success reveals the creature is slurring its words, while a critical success (1/20th of skill) reveals it sounds drunk. If the investigators hesitate, Ah Puch will continue, "Fools! I call *los demonios* from below the earth!"

Los Demonios!

At this point, two *"demonios"* can be seen moving through the jungle toward the investigators. Both of them have faces, chest, arms and legs painted white in a skeleton-motif which contrasts with their dark skin. In the darkness, they appear fearsome as they lope forward, arms waving crazily. Any character who failed his initial *Sanity* roll should make another *Sanity* check (0/1). Inexplicably, one of the *demonios* suddenly disappears from sight. Anyone approaching this area can hear Davide groaning in pain after toppling over a log. Jose continues toward the investigators without incident, but will try to stay partially hidden in the jungle. Screaming maniacally, he will then toss a Chinese fire bomb toward the characters, which bursts into bright flame (1d3-1 damage) and smokes for 1d6 rounds. A *Dodge* roll avoids damage.

As the foul-smelling smoke fills the jungle, Amar (Ah Puch) slowly begins to realize that things are going poorly. In a drunken panic, he decides to run. Amar jumps down from his perch on some rocks, takes off his owl-head mask, and beats a hasty retreat through the jungle. Call for a *Listen* or *Spot Hidden* to notice his flight; allow a +25% bonus to any character who was specifically watching Ah Puch. He makes no effort to alert his friends. Any investigator who acts quickly may catch him (he is impaired after all) by making two successful DEX x 4 rolls before failing three of these rolls. Any hesitation will require a successful *Track* roll before an investigator can attempt to run Amar down.

Regardless of Amar's fate, Davide will certainly be captured by the investigators. Jose will try to flee, but he is slower to identify the situation than his boss, so the investigators have an extra round to nab him. Any of them will surrender immediately at the first sign of gunplay. Jose and Davide have between them six of the Chinese flash bombs, two wooden recorders, a set of wooden chimes, one stone pipe, two books of matches, and two machetes.

The three men speak only Spanish, and will crack easily under pressure, especially if violence is threatened upon them. These are not the bravest or brightest of men. Amar knows

Esteban Santos, a gringo from Texas, has been using Ah Puch to scare the locals away from some ruins, where he is stockpiling guns. Davide and Jose are mere lackeys and have only a dim understanding of the whole arrangement. All three know Santos commands about 15 armed men and if asked, know that a few prisoners are being held inside the old ruins. Yes, one of them is a gringo matching Elias' description… Only Amar knows what happened here at Jackson's camp, although he thinks they were bounty hunters trying to capture Esteban Santos. Jose and Davide have no idea who was camped here.

Curious investigators searching the surrounding jungle can determine how "Ah Puch" was created. The menacing red glow still illuminating the jungle is created by two large dry-cell lanterns fitted with red glass. The sulfur smell was provided by a different kind of smoke-bomb type fireworks. The lanterns are in decent shape and the batteries will provide 2d4 more hours of light. The flaming skull was indeed a human skull with a small bowl of kerosene inside it. An empty liquor bottle, a box of matches, a little food, and some blankets can also be found nearby.

The Ruins

At long last, the battered, bitten, and sweaty investigators hack their way to a rise on the trail overlooking an ancient river valley. Bright sunlight filters down through the canopy. If they have a prisoner, he will indicate a dark geologic feature that blends in with the jungle far below. With no prisoner, a *Spot Hidden* or *Geology* is required to notice the ruined form of a small Mayan pyramid, half-collapsed into the surrounding growth. Kimble is careful, and has ordered no cooking fires during the day, so there is no tell-tale smoke. At this distance, no other detail can be discerned. The ruins are about a mile away, although the trail will cover twice that distance as it switches back down into the valley.

Most of the men camp on the far side of the ruins, out of sight of anyone approaching on the trail. They keep two burros and two horses tied up about 100 yards from their camp, near the river. Kimble and his right-hand man, Arturo Lopez, camp inside the ruins.

At dusk, the men light fires and cook dinner outside, making the camp easier to spot. Typically, they sit up smoking, drinking and playing cards until midnight. By night, there is only one man assigned to guard duty. He makes a circuit of the entire area once every couple of hours.

Chinese Flash bomb

Fuse: 1d3+1 rounds
Base Chance: (DEX% or *Throw*)
Base Range: 20 feet
Fumble: 96-00 (indicates dud)
Damage: 1d3-1 points flame damage, *Dodge* negates; may ignite flammable materials; thick white smoke billows out for 1d6 rounds, obscures vision (perception skills at –40%)

Inside the Pyramid of Mitnal

The ruined Pyramid itself is partially collapsed, and resembles a large, rocky mound. The intact portion is weathered and overgrown, but clearly man-made. A single large fracture at the base of the structure is the only entrance. An *Archaeology* roll will recognize this as a tunnel dug most likely by looters. To go inside, one must duck down, and then descend about 5 feet below ground where it emerges in a small (about 12 feet by 20 feet) rectangular chamber with one collapsed wall. It is cool and quiet. There are two cots, a crate-table, and some disorganized personal belongings here. Often, Kimble and Arturo will be here playing cards and drinking. A narrow passageway angles downwards towards the center of the Pyramid for 25 feet, and it terminates in a tiny sunken chamber filled to the ceiling with wooden crates:

- 102 bolt-action rifles, 6 per crate; (Mauser M1903, 7.65mm Mauser, action: bolt, capacity (5, clip loaded), HP: 12 , ROF: 1/2, range: 120, damage: 2d6+2)
- about 8000 rounds of ammunition
- 2 crates of canned meat and beans and dried cornmeal

- assorted bottles of liquor
- one crate of various Chinese fireworks (160 fire bombs, 40 smoke bombs, 30 other various noisy and flashy rockets and such)

Along one side of the passageway, a crude wooden doorframe has been bolted into place. The door has a small, narrow window at approximately knee-level where food and water can be passed through. The door itself is secured with a stout wooden bar and a padlock pilfered from the railroad (easy to pick: *Locksmith* (+50%) or half *Mechanical Repair*). The prison cell is an irregularly shaped room roughly 15 feet by 22 feet. The collapsed stone blocks of the ceiling are between 3 and 6 feet above an equally uneven floor, making this a very uncomfortable place to stay. Inside are some threadbare wool blankets, a lantern, a makeshift checkerboard scratched into the stone floor, some stone tokens, and a chamberpot. A calendar has been etched into one wall, along with some bad poetry and graffiti.

Naturally, Elias and his men will be elated to see the investigators. Elias himself, skinny and unshaven, will leap into action, should the situation require it, otherwise he will wearily greet his old friends with a warm smile and a hearty handshake. His weeks of captivity have not dulled his dry wit, "Well, it's about time—what took you so long?" His two local men, Camargo and Tochel, are mismatched brothers: Camargo is tall and thin, and Tochel is short and chunky. They both speak marginal English, and have a dark sense of humor about the whole situation. Two boys, Maxtla and Copel, are frightened and flee as soon as they are able.

Running the Finale

Events of this section will depend largely on the actions of your investigators, so the Keeper should view this section as a mere guideline. During the day, three individual guards irregularly patrol around the ruins within 200-500 yards. Typically, they just hide out near one of the trails, as it is very difficult to sneak through the jungle. They are armed with rifles, and will not hesitate to capture any lone intruders, although they are hardly diligent (unless alarmed, they have *Listen* and *Spot Hidden* 15%). A large group moving on the ruins will send the sentry running back to the Pyramid to report to either Arturo or Kimble.

It is likely that the investigators will concoct some kind of assault plan. After all, they probably will have the jump on the bad guys, and they should have some ordnance with them. As long as they come up with something reasonable, you should give them a better-than-fair shot at success, considering that Kimble isn't really expecting trouble and so hasn't ordered any state of alarm or high-alert, and that his men are hardly trained soldiers. He is definitely not expecting an armed group of intelligent adventurers. The mood of the finale should be pulpy and action-packed. In short,

don't go out of your way to put roadblocks in front of your characters: let their plan work so long as the dice cooperate. If they plan on sneaking in by night—fine, that would probably work. A coordinated ambush, guns blazing? Sure. A distraction to one side? Certainly! Listen to your players here, and they'll tell you what kind of fun they are after.

No plan survives contact with the enemy, so you should be ready for a complete failure on the part of your stalwart investigators. Should such an outcome occur, proceed on to the "Captured!" section.

Events at the Pyramid will play out differently depending upon circumstances and time of day. If alerted, Kimble and his men will take up defensive positions and attempt to repel any assault. Most of his renegades are actually pretty decent shots (assume a *Rifle* at 50%), and with lots of ammo and good cover (hopefully the investigators will take cover themselves), this will turn into a long firefight. Keepers can run it tactically or simply narrate most of the action, calling for a few rolls. Should the characters get the drop on Kimble's gang, they might be able to split them up and defeat them.

Should a firefight develop, you should be aware that the rules for gun combat in *Call of Cthulhu* are lethal. New investigators will quickly discover that guns are dangerous. However, killing off a player character does not fit with the tone of this scenario. There will be plenty of chances for investigator death in *Masks of Nyarlathotep*. The jungle provides excellent cover (one-eighth chance to hit at standard range), but that diminishes with distance. Should an investigator behave foolhardily or simply be very unlucky, they may very well take a bullet. As the Keeper, you should avoid killing an investigator here, if at all possible, but injury is perfectly acceptable.

Probably a better strategy to take the Pyramid would be to avoid an all-out gunfight and use stealth to sneak in. Some groups may want to confront Kimble, and he is always willing to try to talk his way out of trouble. Others may be intent on finding Elias and getting out alive. Some groups may decide to boldly walk right in and demand the release of Elias. In any event, you should take any opportunities to steer your group toward Walter Kimble.

Depending on how things are going for him, Kimble will be either smug or contrite. He is always amiable and willing to chat, and will not hesitate to tell the investigators his plan. It is likely that Arturo is lurking somewhere nearby, keeping a watchful eye on "The Boss." Kimble is no fool, however, and should things go poorly for him, he will make sure he has an insurance policy. Gambling these Americans have come for Elias, Kimble will use him as a bargaining chip.

Kimble will not hesitate to use a bound Elias as a human shield. However, Kimble has no intention of shooting the author, though the investigators do not know this. Allow the conversation to play out, with Kimble looking for any opening to make his break for freedom. If the investigators are especially diligent, they may take him alive *and* secure their friend.

A Twist?

If your group appears to be having an easy time, or if the Keeper wants to extend the scenario a bit, Kimble and six of his men can be removed prior to the arrival of the player characters. When the investigators assault the Pyramid, these men just happen to be away, hunting for game. They will of course return later, once the investigators rescue Jackson Elias and take the Pyramid. This option places the investigators in a defensive posture inside the ruins. Luckily for them, they have a stockpile of arms and ammunition. Elias and his two men will gladly take up arms to defend themselves.

Captured!

Should the plans of the investigators go afoul, one or all of them may be captured and thrown into the cramped prison cell within the ruins where they will be reunited with Jackson Elias. Elias' two men, Tochel and Camargo are also here, as well as two frightened local Indian boys, Maxtla and Copel, who were caught snooping

around a few weeks ago. Once Kimble has secured the area, he will summon the investigators for questioning. In his Texas drawl, he asks who they are, what they are doing here, etc. Kimble is a shrewd fellow, so he will likely know if he is being lied to (one-half *Fast Talk* rolls against him). Should the investigators actually level with him and tell him the truth, Kimble will be rather amused by their tale. Elias has already told him the truth—that he is an author who debunks cults and myths. Kimble plans on keeping the lot of them here under guard until he is ready to leave. Recent events have accelerated Kimble's timetable, and he hopes to head to the coast within four days. He plans on releasing the lot of them, but he probably won't admit to that.

If the investigators are captured, they should be allowed to make an escape attempt, clever planning being rewarded with a chance of success. Remember, Kimble's guards are not exactly of the highest caliber and it is feasible that they may fall for a well-executed trick. Again, Elias, Tochel, and Camargo will lend a hand. If the characters do not produce an ingenious plan to escape, simply keep them under lock and key until the cavalry arrives…

Los Federales

No good pulp story would end with the heroes in shackles, and certainly not this one. Should things go awry, you can count on the well-timed arrival of the Federal Police, or *Los Federales*. A small, well-armed force led by the dashing Capitan Emelio Rios will arrive on the next train from Campeche. Rios and his twelve diligent officers have received word of the strange activities and have been dispatched to keep the peace. They can be employed at the Keeper's discretion to either rescue the hapless investigators, or track down the escaped Kimble. If the investigators have carried the day, simply have them encounter *Los Federales* back at the railroad tracks. They would be more than happy to take Kimble and his scoundrels into custody. Captain Rios would love to hear the whole story over a cigar....

Epilogue

Wrap up "The God of Mitnal" in an upbeat fashion. Elias will be in good spirits, Kimble's deception will be foiled, and the Texan should be in the custody of either the investigators or *Los Federales*. Should Kimble be with the player characters, you should keep your eye open for any moment where they let their guard down. Kimble has wriggled his way out of many situations tighter than this. Unless the investigators are diligent, he will break free and skulk off into the jungle at his first opportunity. Perhaps Arturo has been following along, hidden from sight? If the gun-runner has been turned over to Captain Rios, then you don't have to worry about anything. Kimble will be taken back to Campeche and charged with kidnapping and other crimes against the State. No doubt, the police will want a detailed statement from the investigators.

(Unless they actively follow the proceedings over the next few weeks, your investigators will have no way of knowing that Kimble escapes from custody.)

As for Jackson Elias, he will be more than happy to join the investigators for a few days of relaxation in Campeche. However, he cannot stay long, as he must travel to Africa to research his latest project. If anyone asks, he will adopt his trademark smile and cryptically dodge the subject, admitting only to pursuing "the unfortunate fate of a certain very high profile expedition…" This is not at all out of character for Elias—he rarely discusses his current investigation with anyone other than Jonah Kensington, his publisher.

Back in Campeche, Elias will spend a couple of days lounging on the beach with the player characters, but will be missing from his hotel room early the next morning. The hotel manager or concierge tells the investigators their bills have been taken care of by Mr. Elias, and he will hand over this sealed note:

Handout #8

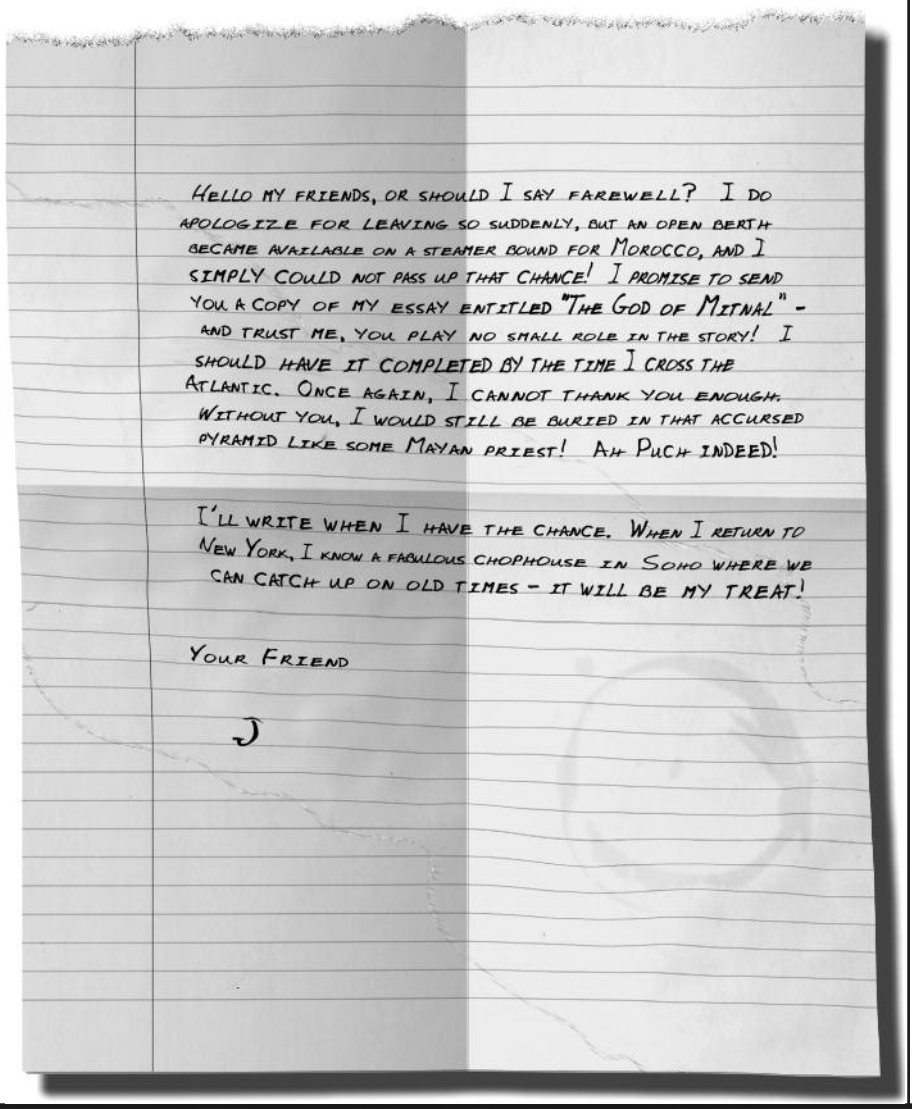
Hello my friends, or should I say farewell? I do apologize for leaving so suddenly, but an open berth became available on a steamer bound for Morocco, and I simply could not pass up that chance! I promise to send you a copy of my essay entitled "The God of Mitnal"—and trust me, you play no small role in the story! I should have it completed by the time I cross the Atlantic. Once again, I cannot thank you enough. Without you, I would still be buried in that accursed pyramid like some Mayan priest! Ah Puch indeed!

I'll write when I have the chance. When I return to New York, I know a fabulous chophouse in Soho where we can catch up on old times—it will be my treat!

Your friend,

J.E.

God of Mitnal Handout #8



Rewards/Penalties

Any *Sanity* lost due to 'Ah Puch' or *'los demonios'* is restored.

Any character with only base skill level in *Spanish, Quiché, Track,* or *Navigate* (pick one) may make a roll against their INT x 5: success grants him 1d10 extra points in that skill.

All characters gain +1d3 to *Credit Rating.*

NPCs

WALTER KIMBLE
A.k.a. Esteban Santos, Arms Dealer & Con-Man
Nationality: American; Age 31;
Birthplace: Brownsville, Texas, 1893.

STR 11	CON 13	SIZ 12	INT 17	POW 15
DEX 15	APP 12	EDU 12	SAN 75	HP 13

Damage Bonus: +0

Attacks: Fist 30%, damage 1d3+db
Kick 60%, damage 1d6+db
Grapple 35%, damage special
Knife 55%, damage 1d4+db
.38 Pistol 65%, damage 1d8
Rifle 60%, damage 2d6+2
Shotgun 40%, damage 4d6

Languages: English 75% (own), French 20%, Quiché (and various dialects) 15%, Spanish 65%.

Skills: Appraise Military Hardware 75%, Bargain 45%, Disguise 70%, Chemistry 20%, Climb 60%, Conceal 50%, Credit Rating 50%, Dodge 55%, Fast Talk 82%, Forgery 45%, Hide 80%, Law 15%, Listen 60%, Locksmith 25%, Mechanical Repair 30%, Occult 15%, Persuade 40%, Ride 40%, Sneak 60%, Spot Hidden 40%.

A slender figure of average height, Kimble is a most unassuming villain. Indeed, his narrow face would be hard to pick out in a crowd (a fact which has served him well). Kimble always appears to squint, even at dusk or indoors, and he has a tendency to hold his gaze upon people as if sizing them up. His skin is usually tanned and weathered, giving him a Hispanic or native cast. Greasy brown hair is usually kept in check with a bandana or sweaty sombrero. Kimble tends to dress in native fashion wherever he goes; currently he is wearing loose trousers, a filthy military-style shirt, and a hand-woven poncho. Kimble always has a revolver hidden somewhere on his person. Observant characters will notice the one constant of Kimble's wardrobe: his cowboy boots.

Kimble is a surprisingly charming man with a wry sense of humor and an easy demeanor. His Texas drawl comes through in English or Spanish. He tends to make friends quickly. People trust him. He speaks fluent Spanish, and has a good grasp of languages. One of his many tactics is to incorporate some aspect of the local religion, folklore, or myth into his particular scheme. Currently, he has used the Ah Puch cult to pacify the local population. Kimble typically recruits a small circle of loyal natives to facilitate his "business propositions"; he then makes sure that circle is well-rewarded. He is adept at disguising his appearance and blending in with the native population. Below the surface, Kimble is always thinking and scheming. His quick mind is always two or three steps ahead, usually weighing his escape options. As easily as he makes friends, Kimble will sell them out just as quickly, but not without good reason—a trusted contact is worth his weight in gold. He has no hesitation about using innocent bystanders to insure his safety.

Kimble will resort to many tactics, but he is not entirely ruthless. He prefers the threat of violence to the act of violence, and personally he refuses to engage in force unless absolutely necessary; he uses his henchmen for such "unpleasantries." It is an odd arrangement, but Kimble is adept at playing the "good cop" when he needs to crack someone. He is willing to abandon any situation in midstream to ensure his safety. Like *la cucaracha*, Kimble is a survivor. Although he would never admit it, Walter is driven by his anti-authoritarianism. He despises imperialism and colonialism, and takes great delight in irritating the powers that be, particularly the Americans. Deep down, he has a soft spot for the downtrodden peoples of the world who, he feels, have been given a raw deal. On the surface, he claims he wants to "make a million bucks and retire to my own island somewhere…"

In recent years, Kimble has worked closely with General Pancho Villa, the Mexican folk hero. He claims to have been in Villa's motorcade in Parral, Chihuahua in 1923 when the General was assassinated. Kimble considered him a visionary, and always has glowing words for his departed friend (when dealing with Kimble, award a bonus to any

Using Kimble Later in the Campaign

Kimble may reappear later in the campaign, but the Keeper should not force his re-entry. Instead the actions of the players should lead the Keeper to him. Really, Kimble can appear anywhere, with anyone, doing anything, with only one exception: he should never be (knowingly) working with the cultists. Wherever he surfaces, he will be among the locals on the fringes of the law. Chances are very good that at some point, a group will decide they need guns, dynamite, grenades, liquor, etc… the sort of goods which are Kimble's bread and butter. Whether he is running guns for the I.R.A., atop a camel with Bedouin raiders, advising the budding Kenyan Independence movement, or lurking in the Gulf of Aden with Arab pirates, Kimble will be there for the investigators. His grasp of language allows him to find a niche among any outlaw society from Shanghai to Cairo. He will always appear dressed like the locals and will adopt an appropriate alias. Of course, his appearance should be a surprise, and the investigators will have to *Fast Talk*, *Persuade*, and bribe their way through several layers of lackeys and henchmen before they are reunited with 'the man who can help you.'

The Keeper has a great deal of flexibility here, depending on the Yucatan encounter with Kimble. He can be used to help the investigators, join them, or can double-cross them at the worst possible moment. Of course the latter is recommended, and wouldn't it be great if Kimble could once again elude capture? The campaign should not become 'Where is Walter?' trying to find Kimble, but rather the players should identify this adversary as a potential ally in their fight against the Mythos. The Texan would probably be horrified to learn some portion of what the investigators know… perhaps horrified enough to help them out. It is also possible that Kimble knew Jack Brady back in his mercenary days or even Bret Johnson (from the scenario *Case of the Cat's Cradle*; see page 469)…

investigator who mentions Pancho Villa in favorable terms).

The Keeper should role-play Kimble as a scoundrel, but not a detestable one. He was forced to kidnap Elias because he was about to expose his scheme, nothing personal. The players should want to apprehend Kimble, not kill him. The Keeper should press the issue, but not too far; feeling out the characters, and have Kimble react to their leads—push their buttons and touch on issues they care about. He should ultimately escape the brilliant plans of the investigators, thus allowing the Keeper to bring him back later in *Masks of Nyarlathotep*.

ARTURO LOPEZ
Right-Hand man to Walter Kimble

STR 13	CON 15	SIZ 9	INT 12	POW 10
DEX 11	APP 9	EDU 10	SAN 46	HP 12

Damage Bonus: +0
Attacks: Fist 81%, damage 1d3+db
Grapple 79%, damage special
Machete 54%, damage 1d6+1+db
Mauser 1908M rifle 74%, damage 2d6+2
.38 pistol 53%, damage 1d8
Languages: English 15%, Spanish 50% (own).
Skills: Leadership 61%, Listen 50%, Play Gin Rummy 37%, Tactics 20%.

Arturo is an unshaven fireplug of a man with a foul mouth and growling voice. He was once a sergeant in the army, and he does a good job of directing the mundane operations of the camp. The men have a healthy respect for him, mostly based on fear: Arturo is your basic elevated bully. He obeys Señor Santos without question, and thinks he is a genius.

JACKSON ELIAS
See page 57.

TOCHEL AND CAMARGO
Jackson's Loyal Men

STR 16|11	CON 12|15	SIZ 16|10	INT 12|12
POW 10|14	DEX 12|14	APP 10|10	EDU 9|9
SAN 44|56	HP 14|13		

Damage Bonuses: +1d6|+0
Attacks: Fist 55%, damage 1d3+db
Machete 65%, damage 1d6+1+db
Rifle 45%, damage 2d6+2
Languages: English 10%, Spanish 75% (own).
Skills: Gloomy Prediction 70%, Hide 80%, Track 65%.

These oddly mismatched brothers have been with Elias since he left Campeche. They have a warped, somewhat dark sense of humor, much bolstered by Elias' own.

MAXTLA AND COPEL

Frightened boys (with identical stats)

STR 7	CON 12	SIZ 6	INT 9	POW 12
DEX 13	APP 12	EDU 4	SAN 58	HP 9

Damage Bonuses: -1d4

Attacks: Machete 40%, damage 1d6+1+db

Skills: Hide 80%, Sneak 75%, Run 75%.

These two 10-year old boys have been missing from their village for nearly three weeks, and are overwhelmed by all this. They have befriended Tochel, Camargo, and Jackson, who keep assuring them that they will return to their families. They will run off into the jungle as soon as possible and will return home to much joy a few days later.

LOS HOMBRES

Assorted thugs and bandits

	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1	16	8	12	11	11	11	11	10	+1d4
2	9	12	15	10	15	13	12	14	+0
3	10	11	11	13	8	10	8	11	+0
4	15	13	12	12	10	10	14	13	+1d4
5	14	9	14	8	11	14	9	12	+1d4
6	15	10	13	9	9	11	8	12	+1d4
7	9	13	13	11	12	7	10	13	+0
8	13	14	16	9	6	13	9	15	+1d4

Attacks: Fist 65%, damage 1d3+db
Rifle 50%, damage 2d6+2

Average skills: Drink Tequila 50%, Listen 30%, Spot Hidden 30%, Track 25%.

There are 16 of these desperados, among them: Amar, Jose, and Davide. Most of them are small-time bandits, thugs, and bullies who are happy to make a few dollars scaring the locals. None of them are very bright, but all of them can throw a punch and shoot a rifle. These men are loyal to "Esteban Santos," but only so long as things are going well for them. If the situation is beginning to look bleak, they are very likely to high-tail it into the jungle unless Arturo is standing there to bolster their courage.

CAPTAIN EMELIO RIOS

Dashing Policeman and possible *deus ex machina*

STR 14	CON 13	SIZ 15	INT 14	POW 13
DEX 11	APP 16	EDU 13	SAN 65	HP 14

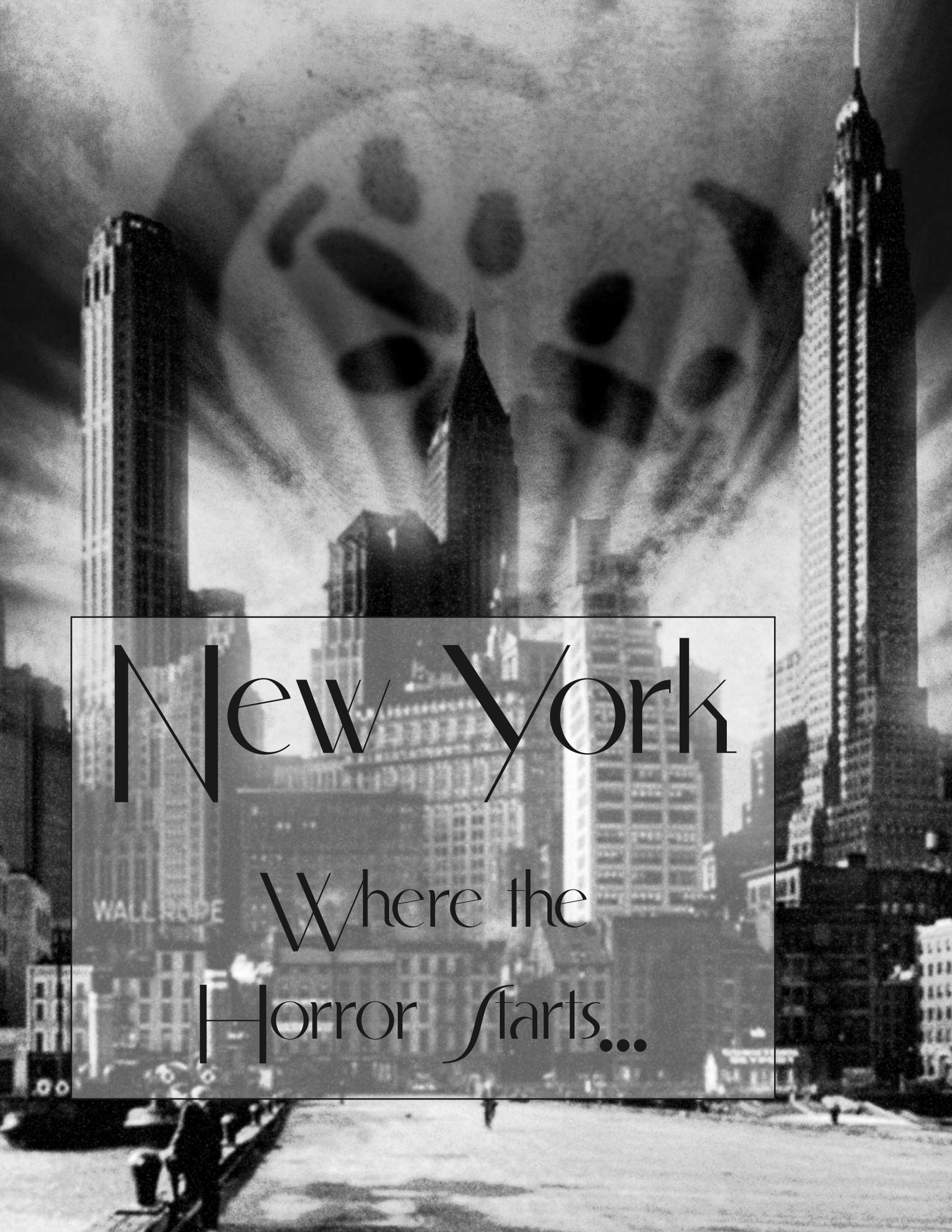
Damage Bonus: +1d4

Attacks: Fist 72%, damage 1d3+db
Pistol 77%, damage 1d10
Rifle 73%, damage 2d6+4

Languages: English 40%, Spanish 75% (own).

Skills: Hide 50%, Leadership 70%, Listen 50%, Strike Heroic Pose 85%, Tactics 40%.

Captain Rios is a larger-than-life figure with a huge smile full of gleaming teeth, a head of thick, jet-black hair, and a handsome, deeply tanned face. He emerges from the jungle in his immaculate khaki uniform and hand-stitched sombrero, always ready to save the day or collect the villains, as necessary.


New York
Where the
Horror Starts...

Keeper's Notes: New York

Bret Kramer, with Matthew Pook

Chapter Overview

If *Masks of Nyarlathotep* is a roller-coaster, then the New York chapter is the initial hill. A great number of things will rush forward, not the least of which is establishing the central mysteries of the campaign. If things go well, the New York chapter will inject enough energy into the campaign to propel it all the way until the end. Preparation in a few areas will help to ensure that things don't go off the rails, so to speak.

Getting Started

You should obviously have read the entirety of the campaign and reviewed the New York chapter especially before play begins. Your players are certain to ask the largest number of questions regarding the main characters and events of the campaign at the start and the better grasp you have of things now, the easier it will be to pass this information on and to keep things moving forward. Hopefully this *Companion* will help in that regard. Likewise, take some time to familiarize yourself with the investigators themselves. This should be easy if you are running this as part of a larger campaign. If your adventure begins with *Masks of Nyarlathotep*, take some time for character creation, making sure that it is a collaborative process between you and your players. They should begin with characters that they want to play and who are also useful and plausible to the campaign. At a minimum, there should be at least one character with strong ties to Elias; the more connections between the investigators and Elias, the better. Consider using the pre-generated characters (see pages 501 to 554) if you or your players are having some difficulty in that regard. If you want to forge a link between Jackson Elias and the investigators, the scenario "God of Mitnal" (on page 62) is provided for that purpose.

Keeper's Tips

As a Keeper, you should have several goals for running this chapter. The first is to establish investigating the mystery of **the Carlyle expedition** as the impetus of the campaign. While a previous relationship with Elias is critical (and has hopefully already been established), the true fate of Roger Carlyle and his companions should be as interesting to investigators as it clearly was to Elias. Build it up as a great puzzle, with a guarantee of fame for the bold heroes who resolve it. Even if some of their initial assumptions are wrong (such as thinking that Jack Brady was to blame for the massacre), the more that your players are caught up in the mystery, the easier it is for you to motivate them to embark on a round-the-world adventure.

The second goal is presenting possible **future destinations**. While London is the most likely second port of call in the campaign, the clues in Elias' hotel room and elsewhere in Manhattan point to all of the other locations in the campaign (and beyond). Try to gauge as early as possible which location holds the most immediate investigator interest and begin to prepare for that chapter. Do not be afraid of leaving a clear trail pointing to one of the future destinations for the players; it is not railroading if they decided to go there of their own accord, even if they were simply following the bread

crumbs you left out. At the same time, do not be stunned if your party decides that Shanghai (or Nairobi or Hong Kong) is a good first stop. The longer you have anticipated these eventualities, the more prepared you will be.

A third goal is to instill an **air of mystery** into the campaign. Aside from just the secrets of the Carlyle expedition and its members, much of the fun of the game comes from the investigators probing the unknown. There is a dual advantage here; exotic locales provide a sense of wonder and adventure to even rather pedestrian activities and they also adhere to many of the "pulpier" traditions of the game; simultaneously, as Lovecraft wisely said, the strongest and oldest fear is of the unknown. If you establish a sense of mystery early on, you will be well-situated for the adventures and the horror to come. Do not be afraid to let some mysteries linger; not every question can be resolved immediately. Delayed gratification is a good thing, so long as some progress is being made.

One factor to remember when running this section is **the weather**. Jackson Elias is murdered on the 15th of January, 1925; this was one of the snowiest Januarys in New York history. You can use this historical tidbit for a variety of purposes. A clear mood can be set with the snow—the white powder blanketing and muffling everything; the pervasive cold only partially fought off with determined effort.

The Fawcett Connection

While Jackson Elias is a fictional character, he is inspired by a very real sort of figure, the globe-trotting explorer romanticized in popular culture from the era. One real-world example is Colonel Percy Harrison Fawcett, explorer, cartographer, surveyor, theosophist, decorated veteran of the Great War, and member of the Royal Geographic Society. Between 1906 and 1924, he made multiple expeditions to South America, before leading his eldest son Jack, and his son's best friend, Raleigh Rimmell, on one last expedition in 1925. Their fate in the uncharted jungles of Brazil remains a mystery even today.

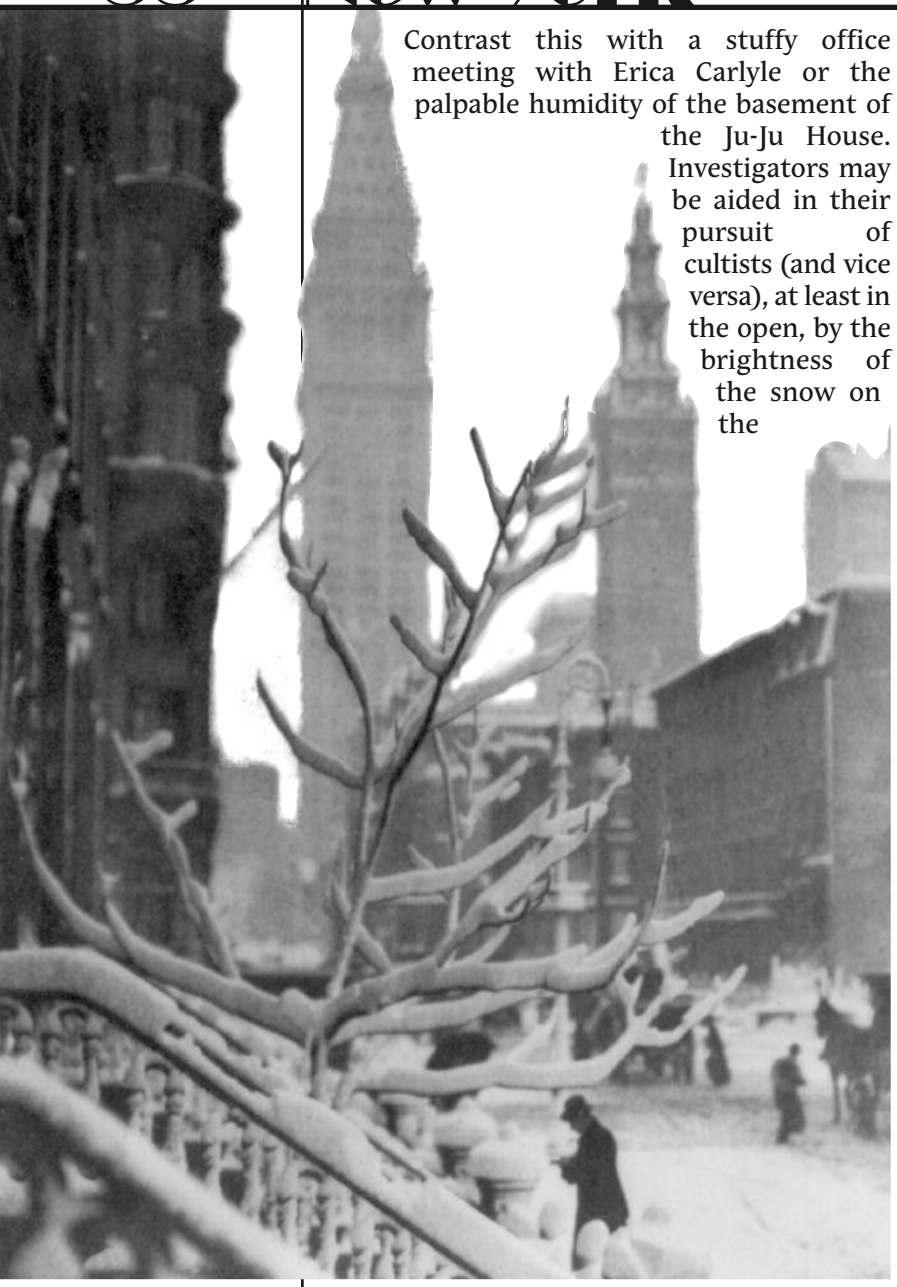
Fawcett was also friends with the authors H. Rider Haggard and Arthur Conan Doyle (and is regarded as the basis for Conan Doyle's Professor Challenger stories, as well as one of the inspirations for pulp heroes as diverse as Indiana Jones and Kent Allard, a.k.a. 'The Shadow'); it is not unreasonable for him to be friends with the gregarious Elias. It is likely that Elias would have met Fawcett during his first trip to South America, which becomes the subject for Elias' first book, *Skulls Along The River* (see Elias' Books, Page 58). If so, Elias would certainly dedicate that book or the next, *The Smoking Heart*, to his good friend, Percy Fawcett.

Besides sharing the year of their (presumed) death, Elias and Fawcett share one last connection. Both are in New York in January, 1925, each attending to very different concerns. Shortly after, Fawcett will depart with his young companions by ship, bound for South America. Over the following months the world will follow Fawcett's progress reports – literally run out of the jungle on foot by messenger to a telegraph station – with avid interest. His last report will come at the end of May on the 25th, and nothing will be heard from the expedition again.

Bringing Colonel Fawcett into the New York chapter of *The Masks of Nyarlathotep* requires little more than the leaving of a clue or two in Elias' room at the Chelsea Hotel. These should be as easy to find as the others and should come in the form of telegrams. One of these should be an answer to the same telegram that Elias sent to the investigators requesting their aid, while the other should be an invitation to dinner.

There is nothing to stop the investigators from contacting Colonel Fawcett, who will be upset to hear of his friend's death. Unless the Keeper needs someone to impart further clues about the life of Jackson Elias or to provide helpful hints if the investigators are currently at a loss as to how to progress further, Fawcett will be able to offer little beyond his sympathies. Depending upon whether or not the Keeper wants to add a degree of historical verisimilitude to their game, it is quite possible that Fawcett will be prepared to help the investigators uncover those responsible for Elias' death and perhaps provide limited financial support or a letter of introduction. Under no circumstances, though, will Fawcett be prepared to join them on a globetrotting expedition to uncover the fate of the Carlyle Expedition. He has his own expedition all fully planned and he has sponsors to answer to. At the very least, Fawcett will attend Elias' funeral (see page 113).

It is always possible that Fawcett himself is following up on some hitherto unknown clue provided to him by Elias, directing him towards the lost city of Z and his destiny… a clue somehow connected to Nyarlathotep's schemes. It is left to the Keeper to expand upon such a possibility.



Snowfall in NYC

Contrast this with a stuffy office meeting with Erica Carlyle or the palpable humidity of the basement of the Ju-Ju House. Investigators may be aided in their pursuit of cultists (and vice versa), at least in the open, by the brightness of the snow on the ground, while it also provides an added danger during any chase. The heavy snow may also down power lines, block railway lines, or even force businesses to close early. A kindly Keeper can use the snow as justification for an investigator surviving a fall from a building, such as the Chelsea Hotel and its apparently fragile fire escape. Of course, a cold draft seeping under the door to room 410 might be the first sign that something is not right within…

In a similar vein, remember also that during the winter, there are only about ten hours of **sunlight** available (for instance: sunrise on January 15, 1925 is 6:48 A.M.; sunset at 4:51 P.M.) so the investigators will probably spend a good amount of time in darkness. While this may be helpful, if the players are the skulking sort, once the investigators are known to the Bloody Tongue Cult you should strive to make the approach of night a time of dread. Like the snow, night (and darkness more generally) can easily be a recurring motif of the campaign. Stress the lengthening shadows, the dark corners, the flickering and feeble light of a street lamp… if you note the darkness and the shadows often enough (and occasionally reinforce these references with sudden, nasty surprises) your players will demand to play with the lights on. Remember that Mukunga needs darkness to summon a Hunting Horror and that the moon is waning until the 24th…

Set the scene clearly with the events in **room 410**. Hopefully your players will not be so paranoid, at least not yet, that they will be surprised by Elias' murder (1d3/1d6+1 SAN loss) and the cultists there. Give some hint (such as the cold draft suggested above) that something is amiss, then confirm their suspicions with cultist prangas flying. Make the battle there furious, bloody, and personal. Be sure to describe each of the clues presented impartially but in as much detail as the investigators desire, allowing them to assess the importance of particular items. When things begin to slow, have *Listen* rolls all around to notice the arrival of the police…

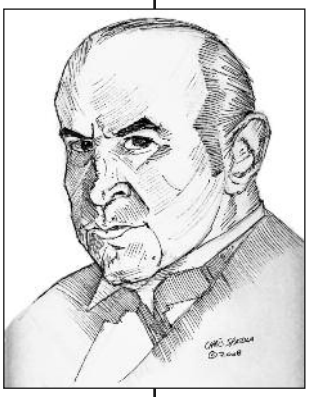
As the first potential difficulty in the campaign—assuming the investigators prevail against the cultists in Elias' room—**the New York Police Department** can play an important role in this chapter. **Lt. Poole** is an important NPC here and his assessment of the investigators will be critical to their future relations with the force; be ready to role-play him. If the investigators flee the murder scene, they will be reasonably sought as possible accomplices whereas if they encounter and battle the three thugs in the room, they may either be viewed as heroes or as ruffians in their own right. *Credit Rating*, *Persuade*, and similar skills will be important in play, but make the investigators

offer an explanation of their actions rather than simply have the dice take over.

Upon arrival, the investigators will almost certainly be observed by the hotel staff at the front desk. Perhaps the investigators even ask about Elias at the front desk. There can be multiple witnesses for their arrival at the hotel, allowing Lt. Poole or some other detective to track them down, if need be. Hopefully the investigators will foster a positive relationship with the police, if for no other reason than to provide them with some support for an all-out raid on the Ju-Ju House.

As Keeper you must also decide exactly how difficult you wish to make things for the investigators in their dealings with **Erica Carlyle**. The campaign itself suggests that even contacting Erica Carlyle could be a challenge. Her retainers, such as Bradley Grey, could pose an obstacle. Her prominence, however, suggests some points of contact, in, for example, a gala at the Carlyle estate. Those wishing to elaborate on the interplay between the investigators and Miss Carlyle should consider the options presented in the article "What if Erica Carlyle decides to sell Roger's books?" on page 102. Depending on your investigators, you should adjust these obstacles to make them less than insurmountable, as some of the information she provides is key in propelling the campaign forward and, like Jonah Kensington below, she or her associates can be a useful organizing NPC for investigators (see page 33).

A similar decision must be made related to the medical records of **Dr. Huston**. If none of the investigators are physicians, theft is the only viable route to obtaining this information. Breaking and entering may be particularly challenging (or even outside their ethical limits) at the start of a campaign. Descriptions of Roger's dreams might be obtained through other sources, such as a Keeper-created confidante of the elder Carlyle or his sister Erica, while rumors of Huston's affair with a patient might be learned from a less discreet associate of the doctor. The Keeper can also make use of the pre-generated character Claire Simpson (page 515), a nurse formerly in Dr. Huston's employ, as a means of obtaining Roger's records.



Lieutenant Poole, NYPD

Investigators who are able to gain Erica Carlyle's confidence are presented with the first opportunity in the campaign to obtain Mythos tomes and gain points in their ***Cthulhu Mythos* skill**. Some of the issues arising from this are discussed in the article "Reading on the Road" on page 458; proposed content and elaborations on further connections between the tomes and the campaign are discussed in the articles on the individual books themselves. Reading these tomes should not be presented as a mundane chore as their very words work to erode the investigators' *Sanity* and reinforce the truth and nightmare power of the Mythos. Similarly, be sure to keep close track of what spells are learned by the investigators in order to be ready in case they make use of them and also to inflict damage to their own minds due to the alien nature of those magics. Finally, remember that

All Roads Lead to Nairobi

Unlike Elias' notes for London or Hong Kong, the papers remaining regarding his time in Kenya are coherent and present concrete clues. When combined with the presence of the Bloody Tongue Cult in New York City and the fact that the Expedition met its fate (of whatever nature) in Kenya, it is possible that investigators will want to travel directly to Kenya. One option in this case is to allow the investigators to arrive in Africa but have their investigations stymied by their lack of information, only to have them return at a later point, once they have gained some inkling of the plot to create the Great Gate, etc.

Otherwise, consider ways to mitigate some of the dangers posed there by M'Weru and her minions and to perhaps relocate Miss Masters to another site or find some means to direct your players towards London or Cairo first, even if only briefly. It may be worth noting that most ships to Nairobi will go through the Suez Canal and hence right past Cairo. And as Kenya is a British colony, it will be easier to find a ship in London going to Nairobi than it will be to find one in New York.

We have included an expanded version of Elias' Nairobi notes for use as handouts on pages 592/7 in Appendix C. Remember that these may be adjusted as needed to steer your players toward or away from certain locations and persons as desired.

several of the campaign's more dangerous NPCs (such as Lin Tang-yu) are hungry for Mythos knowledge and that an ever-growing collection of tomes is a tempting target.

One further factor that the Keeper must consider is which languages the investigators are able to speak and read. As it stands, the campaign contains tomes in Arabic, Chinese, Dutch, Egyptian Hieroglyphics, English, French, Hindi, and Latin, as well as items in several other tongues (such as Gavigan's scrolls). It is unlikely that every party will be fluent in all of the many tongues used during *Masks of Nyarlathotep*; be aware of what languages your investigators have in their repertoire and how you will resolve any gaps, such as an NPC translator or replacement characters. A subtle hint or suggestion (or even the right pre-generated character from this book) can greatly ease their burden.

The investigators' relationship to **Jonah Kensington** is another important issue to consider. As discussed in the article "Tent-pole NPCs" (page 32), he is an obvious backer for the investigators and their efforts to avenge their mutual friend, Jackson Elias. As a life-long friend of Elias as well as his editor, Kensington has both the motivation and the resources to fund, if to a limited degree, future investigations. He is also in possession of some useful clues, as contained in Elias' notes from Nairobi and London, making him an important lead as well. If your investigators somehow do not seek him out, he should seek them out, perhaps at Elias' funeral. If all else fails, have Elias give him their names or otherwise leave a clue pointing Kensington towards the investigators.

A point of concern related to Kensington, but affecting a host of other NPCs throughout the campaign, is what sort of danger they are exposed to through the actions of the investigators, whether accidentally or intentionally. Mukunga's branch of the Cult of the Bloody Tongue will most certainly seek to seize Elias' Nairobi notes as well as eliminate a future source of irritation if they are aware of him. If the investigators are incautious, their adversaries will learn of their allies and will rightly view them as potential weak-points, means to either slow the investigators or force them to abandon their work. Hostages are an obvious means of leverage, but other possibilities abound. Consider also what might happen if the Brotherhood of the Black Pharaoh learns that Kensingston, thought safe back in New York, is backing the investigators. They might contact Mukunga and have him eliminate

The January 24th Eclipse

In a wonderful bit of historical coincidence, a solar eclipse - visible in New York City itself - occurred on January 24th, 1925. This is a great potential book-end to the Great Ritual of January 1926, foreshadowing of the campaign's probable climax and perhaps pointing investigators toward the secrets behind the Carlyle expedition.

The eclipse is the frequent topic of newspaper stories in the weeks before its occurrence, with tips given to potential observers (smoked glass and pinhole cameras being common suggestions, though the former is not particularly safe); be sure to make it an often mentioned item in the local newspapers (and in general conversation) before the event. A great number of scientific studies of the eclipse are publicized, including an aerial observation of the event by the *USS Los Angeles*; the dirigible passing over the city that morning. The eclipse, while visible in the city, is only total above about 83rd Street. The eclipse begins about 9 A.M. local time (with the total eclipse lasting about two minutes, starting at 9:09) and ends at around 9:30.

The eclipse can also have a more direct effect on the events of the New York chapter. Obviously eclipses specifically, and darkness more generally, are important to Nyarlathotep's cults. It seems likely that Mukunga and the cult of the Bloody Tongue will see this event as a moment of holy significance, holding a ritual at the Ju-Ju House (assuming the investigators haven't disrupted their vile rites there). This would be an excellent time to sacrifice any captured investigators or enlarge the chakota; if the Ju-Ju House is out of commission, perhaps in a roof-top ceremony at Fat Maybelle's? While darkness is said to be a critical element in the *Summon Hunting Horror* spell, a total eclipse seems like a reasonable exception to that rule.

Aside from the actions of local cultists, the eclipse is a plausible excuse for some sort of insane premonition of the Great Ceremony, particularly for any psychic or mediumistic investigator. Failing that, consider incorporating the eclipse into one of the dreams discussed in the article "Whispers from the Crawling Chaos" on page 43.

Thanks to Yog-Sothoth.com's NanocTheCivilized for pointing this out!

the publisher, or worse, somehow compromise him, allowing the cult to know (and even control) the information passing between the investigators and their erstwhile ally.

Finally, a few points related to **Mukunga and the Cult of the Bloody Tongue** should be considered. They constitute the one active group working in direct opposition to investigators in this chapter and so should respond to the actions of investigators in a dynamic way.

The first goal of the cult should be to ascertain who the investigators are and what their motives are; this can be a mixture of covert and overt methods ranging from simple surveillance to breaking into their homes. Investigators should have a chance to detect that the cult has taken an interest in them either via skill rolls ("Make a *Spot Hidden* check. It looks as if someone picked the lock to your room.") or happenstance ("Make a *Luck* roll. Your friend Dawson Toombs at the *Daily Post* rings you up that night and mentions that a dodgy looking chap was asking questions about you.") Famous or publicity hungry investigators may be at a disadvantage!

If the investigators are viewed as a threat, the cult will respond—remember that Mukunga and the cult are practiced criminals and murderers, and are more than willing to spill blood to protect their secrets. Depending on the strength of the party and the risk that they are thought to pose, any number of cultists (equipped with a variety of weapons—see "Tools of the Bloody Tongue" on page 111 for suggestions) can be dispatched to waylay them, booby-trap their vehicles, burn their homes, or otherwise do them ill. While the cult will most likely seek to remain anonymous, dire circumstances may spur them to more public action. If such violent methods do not dissuade the investigators, Mukunga has a variety of magics available to him, including summoning a Hunting Horror. Assisted by an act of sabotage (a blackout in Manhattan, anyone?) this creature can wreak much havoc on a party.

It may be helpful to take some notes during play to keep track of what the Cult of the Bloody Tongue knows about the investigators. This will also prove of use when play moves to London, if some fragment of the New York cult survives to pass on a warning to Gavigan and his followers.

Quick Reference

Getting Around

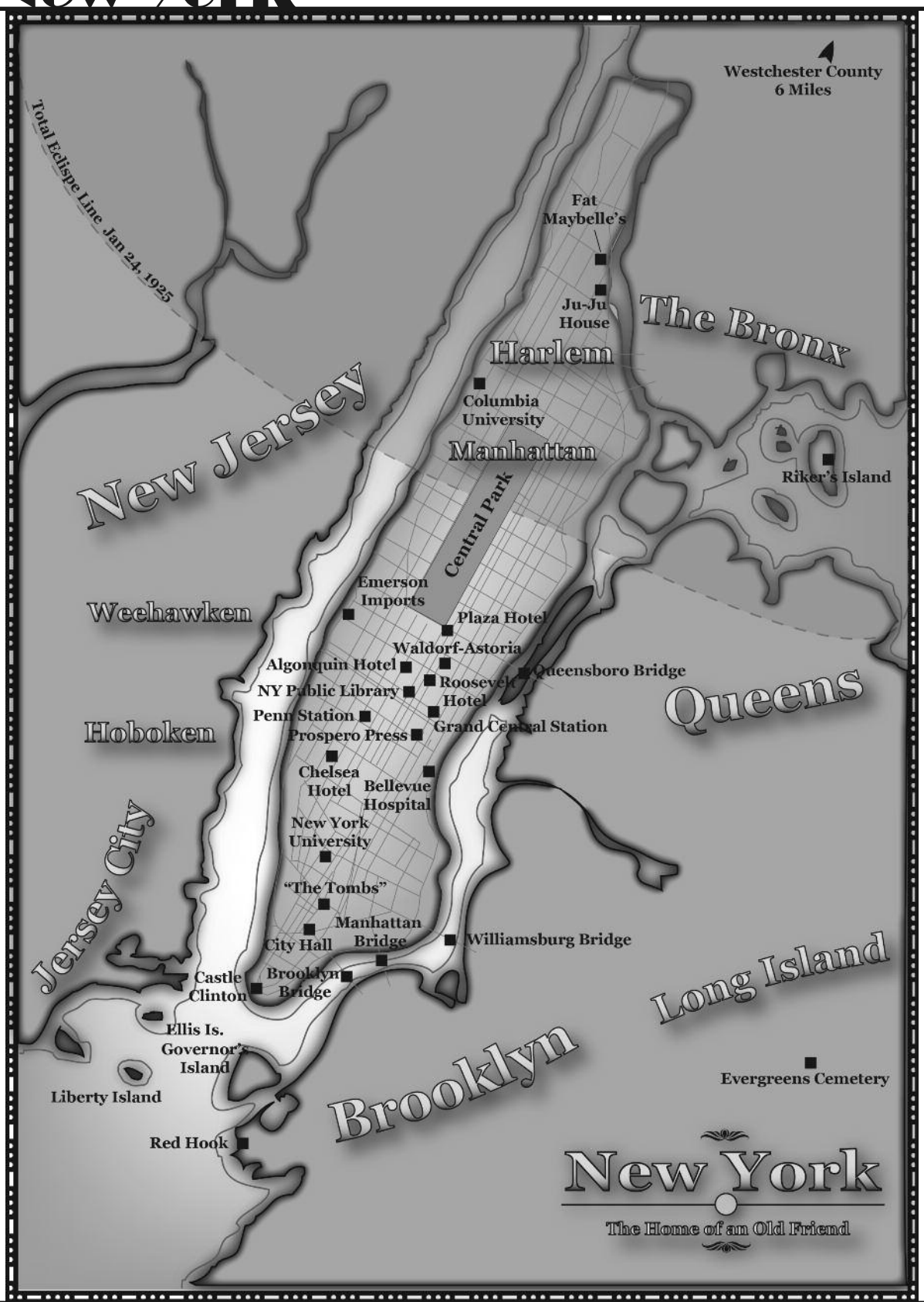
New York and its boroughs, as well as the surrounding communities, are connected by a very modern system of road, rail, and shipping links. Railway lines connect the city to the suburbs and a twenty-four hour subway system allows for inexpensive transport around the Manhattan and portions of Brooklyn, and the Bronx. Buses are more often found further out in Queens and on Staten Island (then called Richmond). Taxi cabs are ubiquitous and can either be called for in advance or hailed at the curbside. Their drivers are frequently experts on the city, or at least think themselves to be so. Private vehicles are also an option, though out-of-towners unaccustomed to city driving may find the congestion of New York City's streets vexing. (Traffic jams can always be used to delay investigators or those pursuing them, if desired.)

On the water, frequent ferries run between Manhattan, the other boroughs, some of the harbor islands (including the Statue of Liberty), and New Jersey. These tend to only run during daylight hours. Remember New York City is built on several islands and that many of the modern tunnels and bridges that cross out of the city were not built until later decades; entrance and egress to the city, and Manhattan in particular, is therefore much more restricted.

If money is an issue, most subway fares are about five cents, while cabs start at fifteen, plus that again for every quarter mile. Walking, always popular, is free, if not particularly comfortable over long distances in January.

Government and Law Enforcement

The New York Police Department is the premier law enforcement organization in New York City. Its Manhattan headquarters is at 240 Center Street (downtown, near Little Italy) with multiple precinct houses throughout the city. Police officers are generally equipped with a .38



New York and environs

revolver and a nightstick. While some patrol cars may have radio receivers, two-way radio transmitters are not used until the 1930s. Arrested investigators will usually be taken to a nearby precinct house for processing, with anyone who is not immediately released on bail (*Credit Rating* rolls apply, obviously; locals will be in better standing than out-of-towners or foreigners) being held at the Welfare Island Penitentiary until the date of their trial or they can arrange bail. While standing trial, prisoners are held at the evocatively nicknamed "The Tombs."

Both the Bureau of Investigation and the Prohibition Bureau have offices in the city, though it is unlikely that investigators would have cause to interact with these organizations. See the article "Musings on the Bloody Tongue in New York" on page 105 for some suggestions regarding these Federal agencies in this chapter.

Murder victims (such as Jackson Elias) and other suspicious deaths are the responsibility of the New York City Medical Examiner's office which performs all of the autopsies in the city. This office is headquartered in Bellevue Hospital (East Side, between Kip's Bay and the Gashouse district) and the remains are retained in the morgue until they are either turned over to families (or other claimants) or are buried by the city at the Potter's Field on Hart Island.

Hotels

As befitting a city of its size, there are far more hotels available than can be usefully listed in a work such as this. Some of the more famous include the Plaza Hotel (5th Avenue and 59th Street), the Algonquin (59th Avenue West and 44th Street, of the eponymous "Round Table," which continues to meet throughout the 1920s), the Waldorf-Astoria (5th Avenue, between 33rd and 34th Streets; demolished to make way for the Empire State Building in 1929), the Roosevelt Hotel (Madison Avenue and 45th Street; newly opened), and—particularly for this campaign—the Hotel Chelsea (see box to the right).

Most of the major hotels are located in Manhattan, as that island is the most common destination for both visitors and travelers. While there are hotels in the other boroughs,

About the Hotel Chelsea

I was daydreaming of better days
At the Chelsea Hotel before I scared you away
-Camper Van Beethoven
"That Gum You Like is Back in Style"

The Hotel Chelsea, located at 222 West 23rd Street, in New York's Chelsea neighborhood, is one of the city's most storied artists' haunts and an unsurprising residence (however temporary) for a maverick journalist like Jackson Elias. Curious Keepers might be interested to learn a bit more about the opening location for the campaign.

Started in 1883 and completed in 1884 the building was originally intended to be a co-operative apartment complex. At twelve-stories high the red brick building was the tallest building in New York at the time and would remain so until 1899. In that period the Chelsea neighborhood was the heart of New York's theatrical scene, and the building was popular with creative types. Unfortunately, the rise of Broadway as a theatrical hub contributed to financial problems that bankrupted the original co-operative. This caused the property to be converted to a hotel in 1905, which it has remained ever since. Often many of the rooms have been held by the same guest for long periods of time, in some cases for several years.

In the decades since its construction, many luminaries have spent time at the Chelsea—directors Stanley Kubrick and Miloš Forman; writers including Mark Twain, Arthur C. Clarke, William S. Burroughs, Simone de Beauvoir, Jean Paul Sartre, Arthur Miller, Tennessee Williams, and Jack Kerouac; actors such as Lillie Langtree, Dennis Hopper, and Uma Thurman; and a range of musicians including Bob Dylan, Jimi Hendrix, Janis Joplin, Leonard Cohen, Tom Waits, and Dee Dee Ramone, several of whom wrote songs about the hotel.

The Chelsea has also seen its share of tragedies beyond Jackson Elias' fictional demise. In 1953 alcohol poisoning did in resident poet Dylan Thomas while *The Lost Weekend* author Charles R. Jackson took his own life in his room at the Chelsea in 1968. The hotel's most famous death is, of course, Nancy Spungen's unsolved 1978 murder, allegedly at the hands of the Sex Pistols bassist Sid Vicious.

Today the Hotel Chelsea remains a gathering point for writers and artists. For reservations and other questions, see http://www.hotelchelsea.com/.

these tend to be more middle-class establishments rather than the grand palaces like those bordering on Central Park or adjacent to the great train stations. Perhaps even more so than the grand hotels, guests at more moderate locales are expected to comport themselves in a respectable manner and those who fail to do so, even if the breach was caused by another (such as a Bloody Tongue cultist assaulting an investigator in his room), may be forced to find new accommodation. *Credit Rating* or *Persuade* rolls may forestall ejection, depending on the circumstances.

A host of cheaper establishments are common in neighborhoods like the Bowery or Harlem, as well as near the various docks and train stations. These will range in quality from those frequented by poor but respectable travelers (a bit shabby perhaps, but very conscientious about their reputation and the behavior of their guests), to flop-houses of the sort frequented by sailors (with shared rooms and no amenities to speak of), to no-questions-asked, bed-by-the-hour establishments which investigators may risk their safety (and sexual health) simply by visiting (and which may or may not be affiliated with one criminal gang or another).

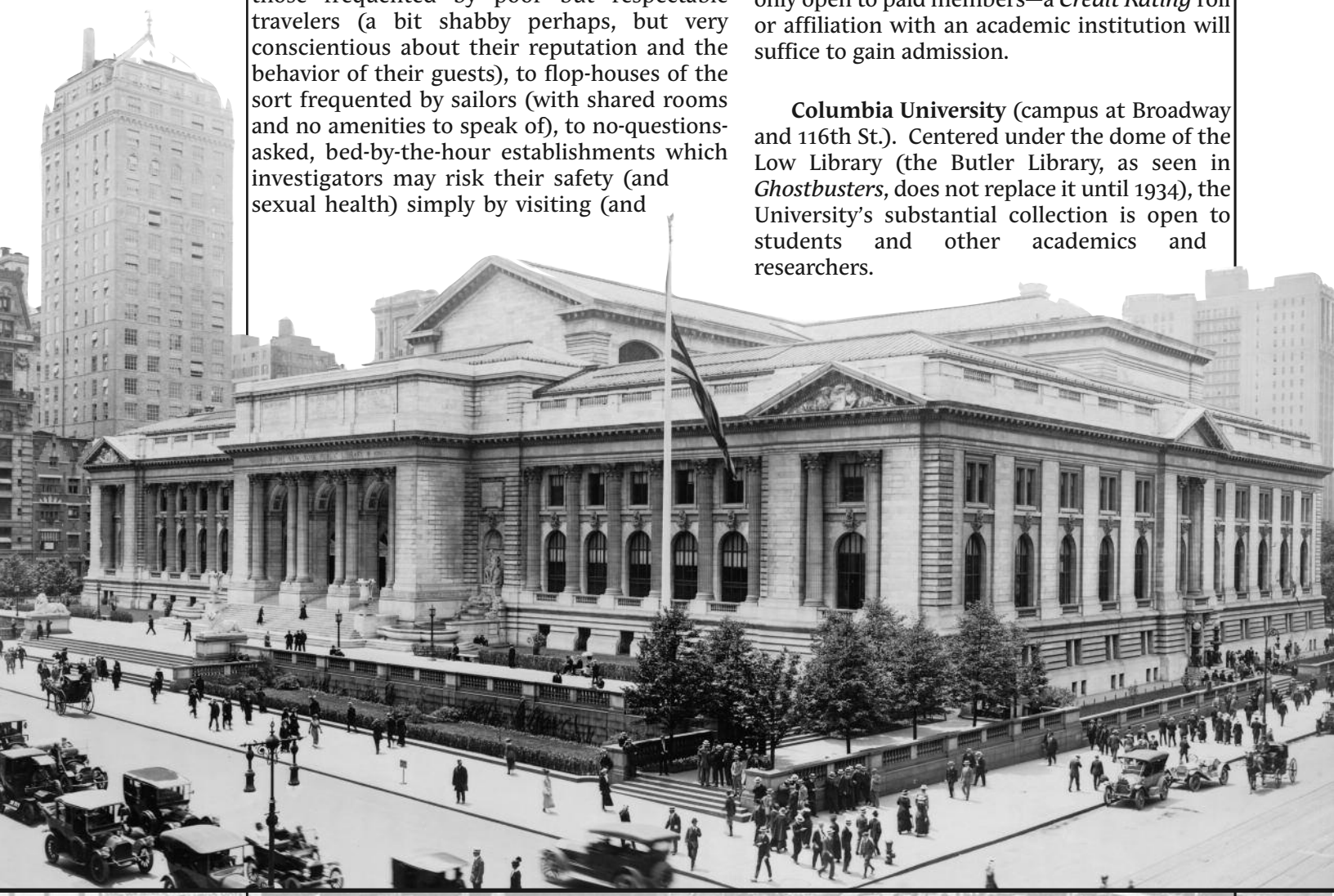
City Libraries

The greater New York metropolitan area is host to a substantial number of world-class libraries, as well as fine institutions specializing in more local concerns.

American Geographical Society (Broadway and 155th St.). This organization holds a substantial collection of maps and books of interest to the group's membership and its dedication to the expansion of human understanding of the world. The collection is only open to paid members—a *Credit Rating* roll or affiliation with an academic institution will suffice to gain admission.

Columbia University (campus at Broadway and 116th St.). Centered under the dome of the Low Library (the Butler Library, as seen in *Ghostbusters*, does not replace it until 1934), the University's substantial collection is open to students and other academics and researchers.

The New York Public Library, 5th Avenue



Investigators lacking credentials may get by with a *Credit Rating* or *Persuade* roll. The nearby bronze statue of "The Great God Pan" may unnerve some investigators, depending on their earlier encounters with the Mythos…

Hall of Records (Chambers and Centre Streets). This facility holds the various records of all New York City history—birth and death certificates, deeds and titles, *et al*. Many investigators will no doubt avail themselves of this institution.

Long Island Historical Society (128 Pierrepont Street, Brooklyn). Focused primarily on local history, this library may be of help when researching Roger Carlyle's family background or other New York-specific material.

New York Historical Society (Central Park West and 76th Street). Focused on New York history (and American history more generally), this fine institution may be of more limited use to investigators than some of the other libraries in this section; the collection here is impressive, nevertheless. The nearby American Museum of Natural History may also be a draw for investigators.

The New York Public Library (5th Avenue, between 40th and 42nd Streets; as well as 43 branch locations). With a collection of over two million works, this is the premier library in the city. It is open seven days a week, from 9 a.m. to 10 p.m. (save Sundays when it opens at 1 p.m.) and houses everything from daily newspapers to medieval manuscripts. The rare book collection is open only to scholars.

New York University (Washington Square Park, in Greenwich Village). Similar to Columbia University's facilities, if perhaps slightly smaller, and more convenient to Southern Manhattan locations.

Hospitals

In the mid 1920s there are more than one hundred hospitals serving the greater New York area, providing the most advanced medical care available. Those listed here are the largest or are otherwise remarkable.

Bellevue (East 26th Street—see also under "Asylums" below); the oldest public (and one of the most widely known) hospital in the United States and employs some of the premier physicians and researchers in the country. It is open to admissions on a twenty-four hour basis and operates a fleet of ambulances. The city's medical examiner and morgue (see above) operate under the auspices of the hospital.

French Hospital (West 30th Street) and **Polyclinic** (West 50th Street); near Hell's Kitchen; therefore these two frequently treat the neighborhood's residents and the police officers injured there.

New York Hospital (West 16th Street, between Fifth and Sixth Avenues); maintains an ambulance service.

Presbyterian (Madison Avenue and 70th Street); many patients are charity cases. In 1925 it merges with the New York State Psychiatric Hospital (see below) and the Sloane Hospital for Women.

Roosevelt (59th Street and Ninth Avenue); small but specialized in acute surgical cases.

St. Luke's Hospital (113th Street and Amsterdam Avenue); open to patients of all races (unlike most of the others listed here) and offers free services to the poor.

Asylums

Like its hospitals, New York's psychiatric institutions are as progressive as you can find in the era, but many are still mired in the practices and problems of the past, particularly issues of funding. A Keeper looking to expand on a psychiatric stay should consult *The Taint of Madness* from which the cure and survival rates are taken for these institutions.

Bellevue Psychiatric Pavilion (94% survival rate, 61% cure rate); frequently treats criminals, violent patients, and detoxifying addicts of all stripes (the cure rate for the mentally ill is substantially lower). This facility focuses more on containment and pacification rather than treatment. "Bellevue" is used as shorthand slang for any psychiatric hospital.

Brooklyn State Hospital (81% survival rate, 48% cure rate); this institution is intended for the insane of Brooklyn and is badly overcrowded.

Manhattan State Hospital for the Insane (92% survival rate, 26% cure rate); this is one of the largest psychiatric hospitals in the world, situated on Ward's Island. Uses some inmates from the nearby Blackwell Penitentiary as orderlies. It is overcrowded.

New York State Psychiatric Hospital (97% survival rate, 68% cure rate); in 1925 this institution joins with Presbyterian Hospital. A modern facility with an affiliated teaching program.

Newspapers

The number of daily and weekly newspapers in New York in 1925 is shocking to our sensibilities in light of the vast consolidation of the industry in the past half century. Some newspapers had a morning and evening edition while others had just one (the name sometimes reveals this). Newsboys and newsstand vendors are awake and about even in the pre-dawn hours and might make for excellent witnesses or sources. The following list (useful for handouts and as employers of journalist characters) is partial at best and ignores many of the city's publications, especially those in the boroughs:

- *The Daily News* (photo-heavy tabloid)
- *The Daily Graphic* (tabloid)
- *The Forward* (socialist, in Yiddish)
- *The New York American* (Hearst owned, sensationalistic and very inexpensive)
- *The New York Amsterdam News* (Black)
- *The New York Evening Globe* (progressive)
- *The New York Evening Journal* (Hearst owned)
- *The New York Evening Post* (pro-Republican)
- *The New York Herald Tribune* (newly merged and declining, literary excellence)
- *The New York Morning Telegraph* (entertainment focused, affluent)
- *The New York Pillar-Riposte* (gossip-oriented, fictional)
- *The New York Times* (staid)
- *The New York World* (Pulitzer owned)
- *Il Progresso Americano* (Italian)
- *Staats-Zeitung* (German)
- *The Wall Street Journal* (business)

Other topics

NPC Names

New York City in 1925 is the world's largest city, surpassing London (at least in population) in that year. Its inhabitants come from all over the globe, from nearly every culture and religion, and therefore the range of possible names for New Yorkers is equally vast. As a rough rule of thumb—wealthier individuals tend to have English or Dutch last names, middle class individuals draw from a broader range, including Italian, Irish, and Eastern European ones.

A "Horde" of Cultists

Every Keeper can use a few more cultists; here are a dozen. These can be used to bolster the numbers of the cultists in the campaign itself or in some of the articles from this chapter. As is discussed in the article on the Cult of the Bloody Tongue, there are some skill and statistic differences between Kenyan and other African-born cult members, and those recruited in the United States.

Assorted Bloody Tongue Cultists

Kenyans

#	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1	9	10	15	10	4	12	13	13	-
2	13	11	11	13	13	15	14	11	-
3	10	8	12	8	11	8	10	10	-
4	15	13	16	13	13	11	11	15	+1d4
5	10	8	9	16	15	9	10	9	-
6	17	12	15	11	10	10	11	14	+1d6
7	13	15	14	10	10	12	13	15	+1d4
8	15	16	17	12	12	13	10	17	+1d6

Attacks: Pranga 45%, damage 1d6+2+db
Parry 30%, damage special
Fist 60%, damage 1d3+db
(see also "Tools of the Bloody Tongue" on page 111 for other options)

Languages: Swahili 75%, English 35%.

Skills: Cthulhu Mythos 2d6+3%, Dodge 30%, Hide 60%, Jump 55%, Listen 50%, Occult 10%, Sneak 60%, Spot Hidden 35%, Track 50%.

American Born

#	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1	13	11	12	10	9	13	8	11	+1d4
2	12	10	12	8	9	10	11	11	-
3	14	16	13	11	7	13	9	15	+1d4
4	11	9	11	11	7	14	14	10	-

Attacks: Fist 50%, damage 1d3+db
Small Knife 40%, damage1d4+db
Pranga 25%, damage 1d6+2+db
Colt Police Positive .32 Revolver 35%, damage 1d8

Languages: English 35-75%.

Skills: Credit Rating 3d10%, Cthulhu Mythos 2d6%, Dodge 30%, Hide 30%, Jump 40%, Listen 50%, Occult 20%, Sneak 40%, Spot Hidden 35%, Track 20%.

Travel

New York is a travel hub for the United States and from it investigators may embark on voyages to nearly every part of the globe. See the chapter "In Transit" on page 443 for more information.

Ship: This is the most likely means of leaving the city for the next chapters of the campaign. Manhattan is the home to many miles of dockyards, as are the other boroughs and the nearby communities; the Dutch founders of the city picked an excellent anchorage.

Individual lines have their own piers, with lines such as American, Atlantic Transport, Cunard (the *RMS Mauretania* departs from here), Furness Withy & Co., Reardon & Smith, Red Star, United States, and White Star all sailing from New York to London, Plymouth, or Southampton.

For investigators wanting to be cunning, Transat (or CGT—Compagnie Générale Transatlantique) serves New York from Le Havre, and Hapag (or the Hamburg America Line) serves Hamburg from Hoboken, New Jersey.

New York Traffic

Rail: While it is unlikely that investigators will depart New York by rail, in the event they wish to do so (to interview Miriam Atwright at Harvard, or to go to San Francisco *en route* to Shanghai) this is a simple matter as the city is a hub of rail traffic on the Eastern seaboard. Multiple passenger stations, usually named for their initial destinations (e.g. Pennsylvania

Station) provide links to destinations countrywide and can be reached via the city's subway system.

Automobile: Other than a trip to the Carlyle estate, rail travel is superior to automobile in terms of speed and cost. Investigators may take the Atlantic Highway to Boston, though the trip will take a full day (or more, depending on mechanical issues, weather, and the like) while an express train to the city will take but a few hours.

Air: As Charles Lindbergh's historic trans-Atlantic flight is still some two years away, barring a personal zeppelin, reaching any of the potential future destinations for the campaign is not possible by air. Until the 1928 opening of the Newark Airport, the area lacks any dedicated aircraft facilities, even for a private aircraft.

Bibliography/Resources

The obvious go-to book for running this chapter is *Secrets of New York* as it is the last word for New York City as it comes to *Call of Cthulhu* gaming. A useful supplement to this book is "Only After Dark" from *The Book of Dark Wisdom* #1, as it contains material about Greenwich Village omitted from that book due to lack of space as well as a short scenario (for which see below) set in the city. Both books are still available as of this work's publication. (The Keeper should note, however, that *Secrets of New York* regrettably does not make any effort to incorporate the characters and events of *Masks of Nyarlathotep* into its text.)

The opening chapters of the epic campaign *Beyond the Mountains of Madness* (OOP, PDF) are set in and around New York City and while the events therein are set several years in the future (1931) the information about dock areas may be of interest if you anticipate any wharf-side encounters.

Lovecraft lived for several years (1924-1926) in Brooklyn and some of his stories reflect his own (admittedly negative) take on the city; "He", "Cool Air", and "The Horror at Red Hook" are all set in the city itself. The book *From the Pest Zone* (edited by S.T. Joshi and David Schultz) collects all of Lovecraft's New York period stories with full annotation and may be of interest as well.

For a quick idea of what the city (Manhattan at least) was like in the period, Peter Jackson's 2005 remake of *King Kong* is convenient and easily obtained. Remember though, the film is set in 1933; some of the buildings (especially the Empire State Building or the Chrysler Building) would not yet be constructed in 1925, nor would the Depression era griminess be in evidence.

Pre-generated Characters

Eleven pre-generated characters are provided for the first section of the campaign, either as initial characters or early replacements. Each has some useful hooks for integrating them into the action, either through Elias or the Carlyle Expedition. Feel free to adjust their backgrounds and personal connections as best suits your campaign.

Helen Alexander—This archaeologist is an associate of Henry Brinded (see below) and is, like that antiquarian, a potentially 'experienced' investigator.

Zack Allemby—A Harlem resident and "conjure-man," Allemby is connected to Elias via his mentor Dr. Fisher. Alternatively he may simply have run afoul of the Bloody Tongue cult and be on the lookout for someone looking to do that group harm.

Catrine Blichfeldt—A Society reporter for the *Pillar-Riposte*, Blichfeldt has been probing around the edges of the Carlyle mystery and will most likely seek out anyone asking too many questions on the case. Alternately, Elias may have contacted her before his death, perhaps as a means to contact Erica Carlyle in order to consult Roger's books.

Henry Brinded—This Boston antiquarian (and potentially 'experienced' investigator, if so desired) is an acquaintance of Elias and a long-time correspondent.

Simon Exton—A physician specializing in toxicology, Exton treated the globe-trotting author after a trip to the Amazon proved most dangerous to his health. They have remained in touch over the subsequent decade.

Roman Harkov—A fellow author working for Prospero House, this White Russian folklorist is a social friend of Elias.

Finlay Patterson—A potential mole or tail, Patterson is in the employ of Bradley Grey, Erica Carlyle's aide and is hired by him to keep tabs on the investigators and their blundering about in Miss Carlyle's affairs. If Carlyle or Grey are cooperating with the investigators, he can be assigned to accompany them. Otherwise, this former rum-runner will follow the investigators, only to have them become aware of him by his choice or as events require.

Raoul Luis Maria Piñera—Hypatia Master's former lover, Piñera will be encountered by those investigating the Carlyle expedition, particularly if they are inquiring after Miss Masters.

George Randall—This English big-game hunter made Elias' acquaintance last year while in Nairobi, and would have crossed-paths again if Randall had not departed London for a bit of a Teddy Roosevelt-inspired hunting trip to the American and Canadian Rockies. On his return, while visiting New York, he contacts Prospero House in mid January…

Claire Simpson—A former nurse in the employ of the "late" Dr. Huston, Miss Simpson will be found by investigators wanting to probe the doctor and his records.

Neil Young—As George Randall's valet and gunsmith, Mr. Young goes where his employer does.

Plug-in scenarios

Sometimes an additional scenario is needed. These scenarios are those that are the most easily adapted to a *Masks of Nyarlathotep* campaign (or if a less-perfect fit, contain some very appealing elements worthy of inclusion) and worth considering in the event that your investigators need to tarry in New York just a little longer. Note: Books listed as OOP are Out of Print and only available from used book sellers or at auction; PDF indicates that a version is available for download at sites like rpgnow.com or drivethrurpg.com.

Title: Thoth's Dagger

Type: Parallel Adventure (Boston/New York to Cairo)

Source: *Curse of the Chthonians* (PDF), *Cthulhu Casebook* (OOP)

Notes: In some ways, "Thoth's Dagger" is almost a version of *The Complete Masks of Nyarlathotep* in miniature, involving the investigators in the efforts of a cult devoted to the Outer God to obtain an important artifact. Possession of this artifact will drive the investigators to travel to Egypt through a series of increasingly debilitating visions inflicted upon one of their number. Once there they can encounter another of Nyarlathotep's aspects beneath the sands of Egypt and possibly dispel him, at least temporarily.

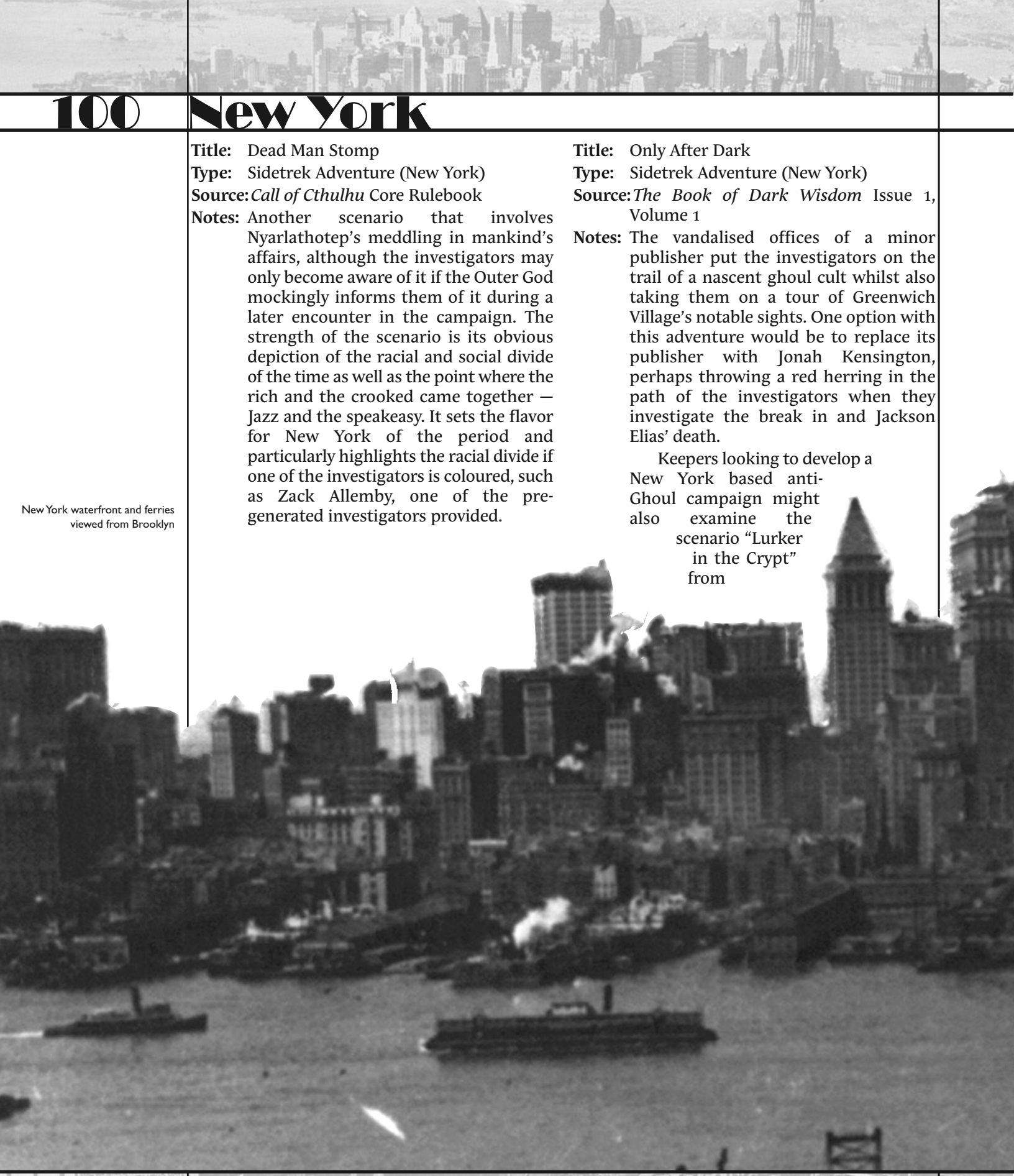
Although this scenario exposes the investigators to another cult devoted to the Crawling Chaos, the necessary haste required to get to Egypt requires the investigators to bypass London, or at least postpone a visit until a later date. One solution would be to run "Thoth's Dagger" before attempting *Masks of Nyarlathotep*, almost as a dress rehearsal for the campaign enabling the Keeper to hint at the threat to come. Another solution would be to relocate the beginning of the scenario, perhaps even combining it with the events of the scenario "The Auction" in a European city. This would ameliorate the effects of the visions and if the investigators succeed, they will have gained temporary victory, though not one that affects the campaign. The Keeper should provide some information about Coptic Christianity, as members of this faith form important allies in this scenario and its sequel, "The City Without A Name."

Title: Dead Man Stomp
Type: Sidetrek Adventure (New York)
Source: *Call of Cthulhu* Core Rulebook
Notes: Another scenario that involves Nyarlathotep's meddling in mankind's affairs, although the investigators may only become aware of it if the Outer God mockingly informs them of it during a later encounter in the campaign. The strength of the scenario is its obvious depiction of the racial and social divide of the time as well as the point where the rich and the crooked came together — Jazz and the speakeasy. It sets the flavor for New York of the period and particularly highlights the racial divide if one of the investigators is coloured, such as Zack Allemby, one of the pre-generated investigators provided.

Title: Only After Dark
Type: Sidetrek Adventure (New York)
Source: *The Book of Dark Wisdom* Issue 1, Volume 1
Notes: The vandalised offices of a minor publisher put the investigators on the trail of a nascent ghoul cult whilst also taking them on a tour of Greenwich Village's notable sights. One option with this adventure would be to replace its publisher with Jonah Kensington, perhaps throwing a red herring in the path of the investigators when they investigate the break in and Jackson Elias' death.

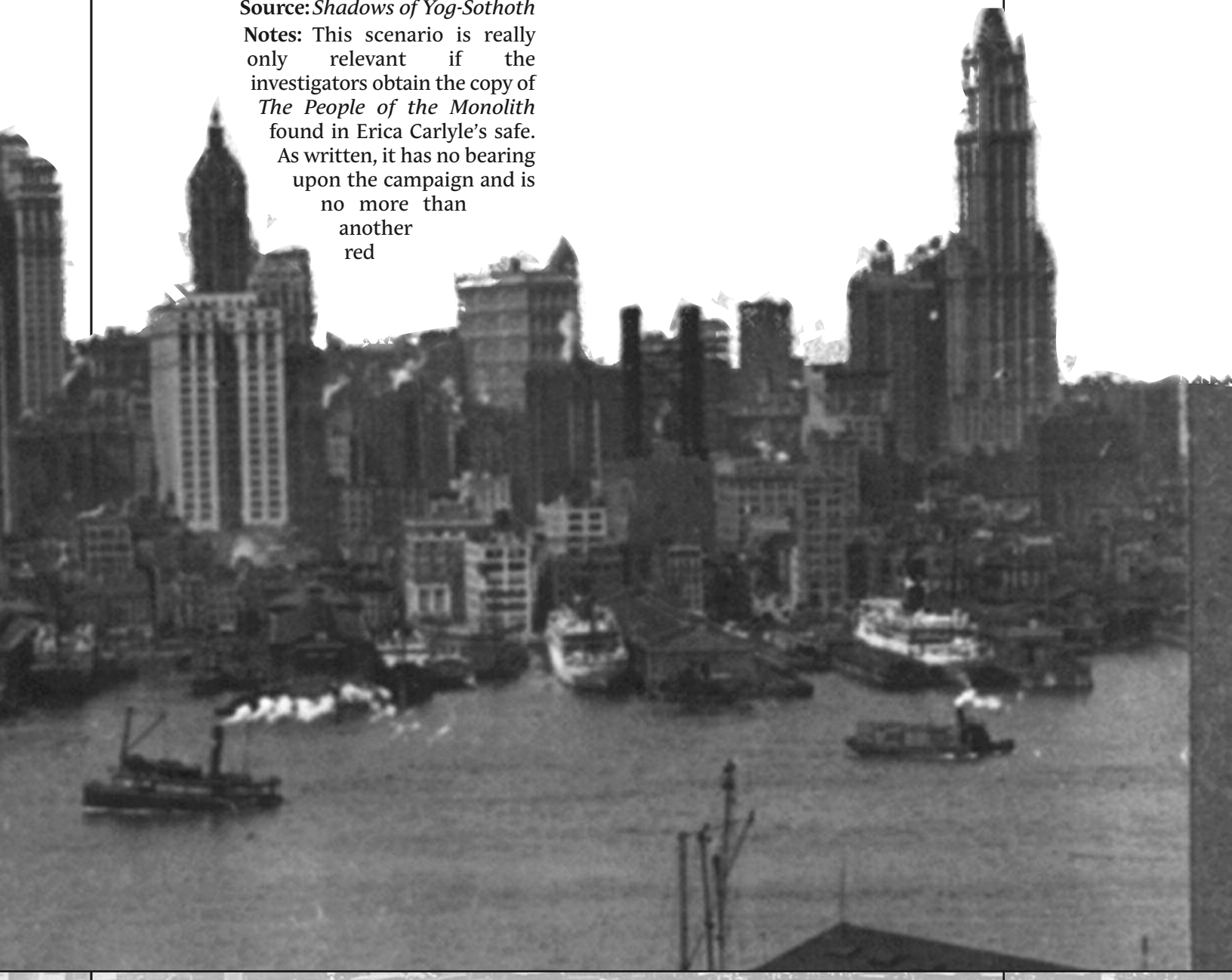
Keepers looking to develop a New York based anti-Ghoul campaign might also examine the scenario "Lurker in the Crypt" from

New York waterfront and ferries viewed from Brooklyn



Fatal Experiments as well as the section "Keepers of the Faith" from *Delta Green: Countdown* for two different takes on what may lurk beneath Manhattan. Be wary of running "Lurker in the Crypt" as written. In its original form, the scenario is notoriously efficient at killing whole parties.

Title: People of the Monolith
Type: Sidetrek Adventure (Europe)
Source: *Shadows of Yog-Sothoth*
Notes: This scenario is really only relevant if the investigators obtain the copy of *The People of the Monolith* found in Erica Carlyle's safe. As written, it has no bearing upon the campaign and is no more than another red herring. One option to integrate into the campaign might be to switch the subject of the tome and the scenario's destination to Africa, but this requires a great deal of effort upon the part of the Keeper. A more detailed description of this poetry collection is included in the New York chapter.



What if Erica Carlyle Decides to Sell Roger's Books?

Mike Czaplinski

This section assumes that, rather than break into the Carlyle House and crack the safe, the investigators approach Erica Carlyle with an offer to purchase one or more of her brother's occult tomes. This could happen in a number of ways; during the play session which inspired this article the investigators were all affiliated with a reputable institution of higher learning (the fictional "New York City University") and managed to make the proper *Credit Rating* and *Persuade* rolls to convince her that they were asking for reasons of legitimate scholarship and not out of any desire for salacious sensation-seeking. If somehow the investigators create a bad impression with her, Erica might decide to sell the books to simply get rid of another bad memory of her tragic brother's madness. Consider this option if it will facilitate play.

Carlyle will have Bradley Grey send out discreet inquiries to several dealers in collectable books in the New York area and elsewhere (London, Boston, and Chicago). Of the four books in her possession, only Justin Geoffrey's *People of the Monolith* will hold any significant value to conventional dealers ($75 perhaps, depending on the version of course) while *The Pnakotic Manuscripts* and the *Livre d'Ivon* commentary will be of immediate interest to only a few rarified collectors. One of these individuals is Aloysius Marloner, of Brooklyn, New York, who deals in peculiar tomes and will recognize *The Pnakotic Manuscripts* and the *Livre d'Ivon* commentary for what they are. Though neither a cultist nor Mythos scholar himself, Marloner has extensive connections in certain esoteric circles, and is aware that there is a standing anonymous buyer for any books from the Carlyle collection.

The Bidder

Marloner will offer Miss Carlyle $2500 for the set and, as a show of good faith that his will be the best, provides the addresses of the Boston, Chicago, and London dealers to Miss Carlyle (which at the Keeper's discretion may include the address of the Boston shop owned by the pre-generated investigator, the antiquarian Henry Brinded). If the investigators have made a favorable impression on her, she will let them know that she has received a sizable bid for the set, and will provide them with Marloner's card. No matter what, she will not make any decision on whom to sell to until she hears from all of the dealers she has sent inquiries to; this will take 3d6 days, half of that with a successful *Luck* roll if the investigators are in a hurry.

If contacted, Marloner's response will depend largely on the investigators' approach, that is, he will be positively inclined to talk to them if approached in a non-threatening

manner (using *Persuade*, etc.), but will absolutely refuse to talk if approached in a negative manner (intimidation and threats). Research into his background (requiring a *Library Use* roll or a day's worth of footwork and telephone calls) will reveal that he is as he appears — a legitimate dealer in antique books. His sideline in rare occult tomes is not public knowledge; New York residents or fellow dealers in antique books making a successful *Occult* roll will be aware of his reputation however. If asked about his interest in Carlyle's books, Marloner will simply say that when he heard the titles were available he jumped at the chance to acquire them. If Marloner is confronted with the fact that his offer is considerably more than the value of the volumes, he will reveal that there has been a periodically repeated offer (beginning when Carlyle was reported killed in 1919) from a New York-area buyer to acquire any books of this sort from Roger Carlyle's collection, no questions asked. Marloner telephoned the bidder and was given a price that they would be willing to pay, as well as a retainer. Since the offer was a public one, Marloner will freely pass on the address and name of the collector — one Coleman Lloyd, of Manhattan.

Getting the Books

Marloner can be persuaded to rescind his bid if he is offered a substantial bribe; approximately $500 will do. He will also be willing to sell the investigators the books if they can outbid the standing offer for the collection. Finally, Marloner can also be persuaded to abandon his efforts if he is shown incontrovertible evidence of Lloyd's criminal links (see below) or some proof of his demise, though investigators should be cautious if they make it seem like they had any involvement. If, however, the investigators try to *Fast Talk*, intimidate, or otherwise bully Marloner, he will bring their meeting to end as quickly as possible, and thereafter have no further dealings with them. If the investigators resorted to physical threats or violence, the book dealer will call the police and make a complaint, accusing them of harassment or assault.

If the investigators offer Marloner a higher price for Carlyle's books, he will then attempt to contact his original buyer. Realizing that the books might be at risk, Mukunga (for it is that nefarious cultist behind Lloyd's offer) will then approach Marloner through an intermediary and double the original offer to $5000, in cash.

If the investigators somehow persuade Erica Carlyle to have the books auctioned, Marloner is prepared to bid as much as $3000 ($5000 if Mukunga is aware there is some competition) for the set. If he is outbid, he will regretfully inform Coleman of the loss; as a token of appreciation Marloner will be told to keep his $500 retainer. Unfortunately, within a week of this event, the newspapers will carry a small obituary for Marloner, who will be reported as having been found brutally stabbed to death by a robber in his home. The Bloody Tongue cult will then resume its attempts to steal the books from Erica Carlyle or their new owner(s). If thwarted, it is possible that Mukunga will inform Gavigan and the Penhew Foundation of the books' existence to enlist his aid.

The Other Buyer

Coleman Preston Lloyd, Marloner's potential buyer, lives in an apartment building in the Upper West Side of Manhattan. Lloyd is the fallen son of a wealthy Albany, New York family (an uncle is a Superior Court judge) who has been drowning himself in liquor, supplied by the Bloody Tongue cultists, for several years now. He is an affiliate of the cult, though more for the orgies and steady booze than any particular belief in the group or its god. An investigator with connections to New York society (pre-generated character Catrine Blitchfeld for example), or who is willing to spend a day digging through the society pages (and succeeding in a *Library Use* roll), will learn that Lloyd has been disowned by his family due to his dissipated lifestyle, occasional arrests for violations of the Volstead act, and his frequenting of Harlem "jazz" clubs. He supports himself by means of an ever-shrinking trust fund.

Marloner (or a little research) provides a telephone number for the building, but messages left for Mr. Lloyd will not be returned unless the investigators give a particularly good reason, such as feigning that they are in possession of the Carlyle books. If Lloyd returns the investigators' telephone call, a *Fast Talk* roll will be needed to convince him to meet with them. Lloyd will arrange to meet them in his rooms (as per the description below), but will be reinforced by 1d3+1 Bloody Tongue cultists (see the notes to this chapter on page 110 for statistics).

Visitors to the building (a modest six story affair with an inattentive doorman and a recently installed elevator) will only find him home if the party can succeed in a halved group *Luck* roll, otherwise he is out and they must wait 1d6 hours until he returns (almost certainly drunk). If in, Lloyd will only answer the door if the investigators succeed in a *Fast Talk* roll (double if they claim to have liquor), otherwise he ignores visitors. Alternatively Lloyd could be tracked down at a nearby speakeasy.

Whilst the door to his rooms is secure (STR 20), the room's various windows are often left open or unlocked (some of which can be reached via a fire escape — a *Jump* roll or a ladder is required to reach its lowest level). Inside, the apartment is in disarray and stinks of sweat, alcohol, cigarette smoke, and spoiled food. What was once well-appointed furniture has been abused and left in poor condition. Scattered everywhere are empty liquor bottles and impromptu ashtrays. A few pieces of African art (bric-a-brac purchased from the Ju-Ju House to mask liquor deliveries) are scattered about and, if his rooms are carefully searched, Lloyd's Bloody Tongue headdress can be found tucked into a drawer along with ammunition for his pistol.

Lloyd is a poor negotiator, especially when he is intoxicated. If it comes to a fight, Lloyd will use his pistol, though he prefers to flee the scene and telephone the police, rightly assuming any potential liquor charge will be trumped by breaking and entering or assault. Given a chance, he will contact the cult and inform them of curious investigators and request the aid of 1d4+1 burly helpers.

NPCs

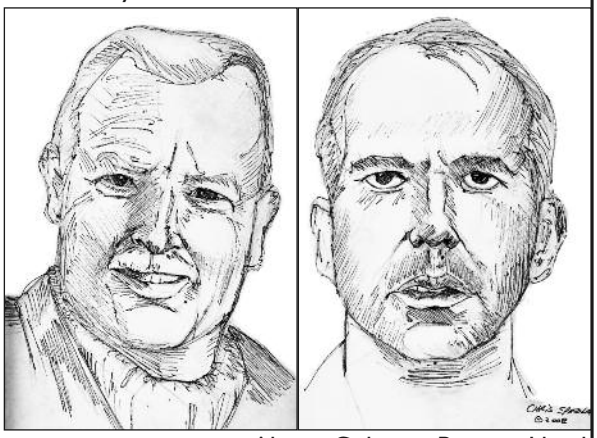
ALOYSIUS MARLONER, age 63
— innocent bibliophile caught up in unknown dangers

STR 8	CON 7	SIZ 8	INT 13	POW 10
DEX 10	APP 9	EDU 16	SAN 50	HP 8

Languages: English 80%, French 75%, Latin 40%.

Skills: Bargain 56%, Credit Rating 41%, History 61%, Appraise Book 73%, Persuade 44%.

Below: Aloysius Marloner



Above: Coleman Preston Lloyd

COLEMAN PRESTON LLOYD, age 33
— dissipated cultist ally

STR 11	CON 8	SIZ 12	INT 10	POW 10
DEX 6*	APP 8	EDU 15	SAN 19	HP 10

* Actually 11, but unless he is forced to sober up he will be impaired

Attacks: Colt Model 1903 .32 Automatic 30%, damage 1d8;
Fist 50%, damage 1d3

Languages: English 75%.

Skills: Credit Rating 10% (with a successful *Persuade* he can bluff at 65%), Cthulhu Mythos 2%, Drink Alcohol 96%, Fast Talk 55%, Feign Sobriety 62%, Persuade 35%.

Musings on the Cult of the Bloody Tongue in New York

Bret Kramer

Introduction

Little background information is given in *Masks of Nyarlathotep* regarding the origins or workings of the Bloody Tongue cult, particularly its New York City branch. This short article hopefully fills in some of these blanks, giving the Keeper a better idea of how the cult works and takes as its basis both the material presented in the campaign and Mike Czaplinski's articles in this chapter, as well as some real-world criminal and cult groups.

History

The story of the Cult of the Bloody Tongue in New York City begins in 1916, with the arrival of M'Weru at the behest of Nyarlathotep. With the powers and abilities granted to her by Nyarlathotep, as well as her own remarkable faculties, she set about fulfilling her dark master's plans. While the heart of her plan was to set in motion the events leading to the creation of the Great Gate, one side project that facilitated the greater scheme was to establish a base of power in her new home. The combination of the contacts she soon made with several powerful locals (including Roger Carlyle) and her own magical powers made this a relatively simple task. Mundane means were used to smuggle a group of Kenyan cultists into Manhattan and establish a base for the nascent cult; the Ju-Ju House was forcibly taken from its former owners and the cult space beneath was created.

M'Weru, using the alias Anastasia Bunay, did not publicly connect herself to the group and instead devoted herself to her work with Carlyle, but she continued to lead the group in secret. Day to day functions of the cult were conducted by a series of imported Bloody Tongue leaders, but the first few of these men displeased M'Weru and can still be seen as part of the Chakota. Mukunga M'Dari proved a better fit and remains a fanatical devotee and unwavering disciple of M'Weru.

Her departure with the other members of the Carlyle expedition in 1919 led to substantial changes to the cult. Mukunga sought to demonstrate his loyalty to M'Weru by expanding and strengthening his branch. The cult widened its recruitment beyond a scattering of dissipated whites and into the black population of Harlem. Carlyle's departure removed the cult's primary source of funding and in response the group expanded its criminal enterprises into smuggling and, with the start of Prohibition in 1920, bootlegging. Mukunga was able to successfully affiliate himself with some of the city's larger rum runners, giving the group a measure of protection; this, combined with the fact that the group confined most of its activities to Harlem, to insulate the group from outside interests, either civic or criminal.

Today the New York branch of the Bloody Tongue cult bears two main responsibilities: to aid in the export of components for Penhew's missile and to monitor Erica Carlyle (though after her trip to Kenya to confirm her brother's "death," there has been little to do on this point until Elias' arrival in New York). The former task

is only slightly more difficult, leaving ample time for the Cult of the Bloody Tongue to engage in a host of vile activities …

Membership

The cult's membership numbers fewer than one hundred die-hard devotees with a few hundred more individuals loosely affiliated. Of that total, only about a quarter are whites with the remainder being black. The most devoted members are primarily African blacks (most of those being Kenyans) along with a smattering of whites. The division between the more loosely affiliated members is more even, about half white and half black, with the blacks being almost all Americans.

The distinction between members is a clear, if not explicitly stated one. The die-hard members frequently attend the rites beneath the Ju-Ju House and have, at a minimum, witnessed one of the cult's murders. Many of these individuals have been initiated into the higher secrets of the group and have a *Cthulhu Mythos* skill of up to 15%. A Keeper should assume that these members are fanatical in their devotion to the cult and would be willing to die to protect its secrets.

The more loosely affiliated members may have witnessed or taken part in the cult's periodic orgiastic rites, but are not generally aware of the more extreme aspects of its practices; some number of these individuals are solely tied to the group's mundane criminal enterprises, being customers for its illicit liquor and drugs. These incidental members have only a few points of the *Cthulhu Mythos* skill at best. They would be more willing to divulge the secrets of the group (and unwilling to die for it), but their knowledge of the Cult of the Bloody Tongue is fragmentary and limited. The testimony of several of these secondary members, especially if corroborated by material evidence, would be enough to secure the support of the police.

If Mukunga is killed, it seems likely that one of his disciples, drawn from the ranks of the hardcore devotes, will replace him. Fortunately for investigators, he or she will have a more limited range of spells—Contact Nyarlathotep (Bloody Tongue form), Mindblast, Create Zombie, Power Drain—and will most likely devote themselves to preserving the group and consolidating power rather than seeking vengeance against the investigators.

Operations

The New York branch of the Cult of the Bloody Tongue, while in contact with the "mother" cult back in Kenya, remains autonomous and is financially supported wholly by local members. Some of this support comes from direct donation to the group or by pocketing the salaries of some of the cultists, particularly the Kenyans employed as dockworkers under Mukunga's control; profits generated by the Ju-Ju House are also funneled into the cult. The remainder of the cult's revenue comes from criminal activities. These criminal enterprises fall into the following categories:

Rum-running: The most pervasive of the group's criminal enterprises, it is also the least profitable. Centered primarily on Fat Maybelle's bar in Harlem (but also sold by a small informal network to individuals) the cult runs a loose distribution network centered in Harlem. Mukunga makes use of his influence at the docks to import limited quantities of quality foreign alcohol (mainly for use at Fat Maybelle's), but most of their stock is poor quality "bathtub gin" produced locally by larger criminal gangs. See the discussion of the Prohibition Bureau later in this article for more information on this part of the cult's operations.

Drug trafficking: In the earliest days of the group, the drugs distributed were Mythos-tinged narcotics brewed by M'Weru. Today, the cult acts as a middleman for other criminal gangs in the city, aiding their smuggling of mundane drugs into the city in exchange for the opportunity to share in the traffic. The cult's small trade in cocaine and various opiates is mostly intended as a lure to draw rich white members. In addition to those illegal substances, the cult also deals in *khat*, a stimulant common to East Africa, and popular among the cult's membership. The main

About Khat

Khat is the common name for the leaves of the *Catha edulis*, a large evergreen shrub that is found in East Africa and the Arabian Peninsula. Known for many centuries as a stimulant, appetite suppressor, and euphoric agent, users chew the leaves in great quantities to obtain their high.

The cult's khat trade comes directly from ships bound from East Africa and Arabia, usually in the form of blocks of the dried leaves. The leaves are reconstituted and then distributed to cult members, some of whom sell their portion to others. If the Keeper wishes, khat chewing might be a subtle indicator of cult membership (it can stain the teeth and mouth), though it might be mistaken for chewing tobacco unless the resultant residue is examined: khat is green and so is the resultant product. Anyone familiar with tobacco can instantly determine the difference.

In 1925 it is not illegal to import khat into the United States but even so, the cult keeps the practice a secret, claiming it is packing material for the various tribal knick-knacks sold at the Ju-Ju House. Only a trained botanist would recognize khat for what it is (a Keeper might allow a halved Biology roll if the investigator lacks the Botany skill); the average police officer or custom agent would assume it to be a mundane plant.

An attempt to grow khat in the United States has been started in the past year under Mukunga's direction using roof-top planters, but it has been so far unsuccessful.

customers for this commodity are the Kenyan members of the group, though the trade in this still-legal substance has expanded slightly into the Harlem community.

Smuggling: Aside from liquor and drugs, sometimes the cult will import other goods, either for paying clients or to resell at a profit. This activity is directed by Silas N'Kwane, who is secretly taking a cut from the profits. Mukunga would no doubt kill him if this was discovered. The same network is used to export rocket components to Penhew.

Blackmail: Another hold-over from M'Weru's period in New York, the Bloody Tongue blackmails those respectable whites who have participated in the cult's rites or are using its drugs or alcohol, threatening exposure of their illicit activities unless a certain amount is paid. Often the victims are the families of drug-addicts or alcoholics; though in a few instances certain useful individuals (custom inspectors, police officers, judges) have been targeted specifically to put them under the influence of the cult. The investigators will be most displeased when a tainted cop "accidentally" loses the evidence against the cultist who killed their friend…

Kidnapping: A variant of the above blackmail scheme; the cult will persuade a member to assist in faking his own kidnapping, especially if the "victim" comes from a well-to-do family with substantial resources. The victim is cut in for a share, so providing the cult further leverage over the member. The goal is to convince the family not to alert the police, so the ransom amount is usually something that the victim can pay without tapping into their savings. An especially risky practice, the cult will engage in this only once or twice in a year, at most, and only if the reward is substantial.

Theft: A final criminal activity directed by the cult is used for more rarefied ends; Mukunga is attempting to expand his occult knowledge by means of theft. After an early disastrous attempt to plunder Roger Carlyle's library, he has focused on more poorly guarded works. He had a great success several months ago in the theft of *Africa's Dark Sects* from Harvard's Widener Library and will certainly continue to be on the look-out for works of interest, including tomes held by the investigators; see the article "What if Erica Carlyle Decides to Sell Roger's Books?" on page 102 for more information of a similar pursuit.

Research

Academic

Investigators looking for information on the cult will be mostly frustrated, at least initially. As per the campaign, a day spent searching a major library and a successful *Library Use* roll can positively identify the cult's symbol as belonging to the Cult of the Bloody Tongue, a contemporary group in the Kenya colony and also "an ancient cult which is thought to be an offshoot of a nameless cult driven out of dynastic Egypt."

Additional research should be able to uncover little more than is given in Elias' Nairobi notes (see pages 592-7). Traveler's accounts might mention the group in passing, perhaps tying the cult to the ambiguously located Mountain of the Black Wind, as well as making clear the unsavory practices of the group. One common theme should be that the locals hold the group in fearful reverence. Even experts on African religions, such as there are, can do little more than identify the cult's symbol and provide the name "The God of the Bloody Tongue."

Law Enforcement

The combination of the cult's secretive nature and its primarily preying on the residents of Harlem has shielded it from attention from New York's various law enforcement agencies. This is slowly beginning to change, in part due to the ever-growing number of ritualistic murders committed by the group in the past few years.

New York Police Department: As stated in the campaign, while certain information is known to members of the New York Police Department (and Lieutenant Poole in particular), that esteemed organization's grasp of the Cult of the Bloody Tongue is limited at best. It is clearly up to the investigators to crack the case.

The NYPD is aware of nine murders (including Jackson Elias) in the past two years in which the same strange mark has been carved into the body. This number may be expanded if the Keeper wishes—remember that more than thirty people have died to feed and enlarge the Chakota, six bodies have been made into zombies, and at least one sacrifice is needed each time Mukunga summons a Hunting Horror, in addition to the monthly sacrifices beneath the Ju-Ju House. Diligent investigators should have no problem finding victims of the cult; the challenge should be linking the victims to the cult, the Ju-Ju House, or other cult centers.

The Keeper might want to prepare a few notes on the other victims of the Bloody Tongue known to the police. They should be a mix of races and incomes and create a pattern that helps to clarify the activities and interests of the cult. The following list of victims offers some possibilities to Keepers:

- Walter Van Buskirk, a private investigator hired to find a missing dilettante (now a member of the cult);
- Rev. Elijah A. Johnson, a Harlem minister and activist who preached against immorality in Harlem and crossed Mukunga unawares;
- Michael Conley, a longshoreman who asked too many questions about the cult's shipments;
- Richard "Ritchie C." Cederecci, a low-level goombah dispatched from one of the city's crime families to intimidate the cult;
- Roberta Barlow, a Harlemite woman who spurned the advances of a cultist;
- Adolf Thurmond, a cultist who reconsidered his involvement after witnessing the rites of the cult.

The Prohibition Bureau: Since this federal bureaucracy doesn't exist in the modern era, it is often overlooked by both the Keeper and investigators. That is most unfortunate since the Cult of the Bloody Tongue is trafficking in bootleg alcohol and these illegal activities are known to certain agents of the Bureau. An investigator with some contact in the agency (someone with a law enforcement background for example) or who contacts it directly and seems respectable (a successful *Credit Rating* roll or *Law* roll) will be told what facts the Bureau knows.

Fat Maybelle's is a known speakeasy and has been raided twice by the agency, once in 1922

and again the following year. The owner, one "Fat" Maybelle Hopkins, was fined the first time, but was cleared of all charges the second after the PB agent who conducted the raid was accidentally struck by a car a few days before the case went to trial. Investigators who probe further into the matter can learn that moments before his death, the agent was seen speaking with a man matching Mukunga M'Dari's description and that according to the driver of the truck that struck him, the now-deceased agent was running and shouting "like a madman."

If the investigators mention the Kenyan connection of the cult, the Bureau could compile a list of any raids in which Kenyans were arrested or East African goods wererecovered, providing another potential lead for stymied investigators. Bootleg liquor that is obtained by the investigators as coming from Fat Maybelle's or a Bloody Tongue cultist might also be traced back to its source by the Bureau.

As a final lead, the Bureau arrested one Bennington J. Conway, a white former associate of the cult and notorious addict of all kinds, in a raid on a speak-easy this past fall. Conway attempted to bargain his way out of the arrest by providing information on the cult, including a discussion of some of the rites beneath the Ju-Ju House. Unfortunately for the already unstable Mr. Conway, his tales of orgies and vile sacrifices were taken as proof of his insanity and he was transferred into the custody of Bellevue Psychiatric Pavilion, where he remains in January of 1925. A Keeper can use Conway to feed whatever information he would like to the investigators, remembering that all of it should pass through the filter of Conway's own delusions and a potassium bromide haze.

In a happy coincidence of history, the Bureau's two most famous agents—Isidor "Izzy" Einstein and Moe Smith—are operating in Manhattan in the winter of 1925. A Keeper would be remiss not to involve these two larger than life characters to participate in a raid on Fat Maybelle's or even the Ju-Ju house if the investigators can give good cause. For more information on Messrs Einstein and Smith see *Secrets of New York*, pages 19-20 or, for a fuller discussion, *the Keeper's Companion, Volume II*, page 47. The accompanying article about the Bureau on pages 44-49 is a must read for the Keeper as well.

The Bureau of Investigations: The precursor to the FBI, it is unlikely that this agency will either involve itself into the events of the New York chapter of *Masks of Nyarlathotep* or provide useful information about the Cult of the Bloody Tongue.

If somehow an investigator has some contact with the Bureau (if the investigators played through *Escape from Innsmouth* before this campaign, for example) it is up to the Keeper to decide what sort of information or aid the Bureau can provide.

Certainly the weird activities at the Ju-Ju House might smack of Red subversion to Director Hoover… And investigators invoking the Mann Act might help as well.

Other Agencies: If the Keeper so wishes, other bodies (such as the Coast Guard or the Department of Labor) might have useful information to pass onto the investigators, depending on the circumstances of their campaign, but such leads would need to be developed on an individual basis.

The Manhattan skyline from New Jersey

Statistics

Due to the variety in its membership, a range of possibilities exist for Bloody Tongue cultists. The standard statistics given in the campaign seem a bit off (as the cultists are, to a man, very ugly and possessing a sub-standard intellect) so use these as desired.

Kenyan Import

STR 10-15	CON 12-15	SIZ 9-14	INT 8-15	POW 8-12
DEX 10-13	APP 8-13	EDU 4-6	SAN 0	HP 11-15

Damage Bonus: +0 / +1d4

Weapons: Fist 60%, damage 1d3+db
Pranga 45%, damage 1d6+2+db
Tiger Claws*, damage 1d4+db
African Throwing Knives*, damage 1d4+2+db

Languages: Swahili 65%, English 35%.

Skills: Climb 60%, Cthulhu Mythos 15%, Hide 60%, Jump 55%, Listen 50%, Occult 10%, Sneak 60%, Spot Hidden 35%, Track 50%.

* These weapons are only carried by a few Bloody Tongue cultists.

Harlem Cultist

STR 10-14	CON 10-14	SIZ 10-16	INT 8-15	POW 6-12
DEX 10-13	APP 9-14	EDU 6-12	SAN 3-30	HP 10-15

Damage Bonus: +0 / +1d4

Weapons: Fist 55%, damage 1d3+db
Small Knife 45%, damage 1d4+db
Pranga 30%, damage 1d6+2+db

Languages: English 60%.

Skills: Climb 40%, Cthulhu Mythos 10%, Drive Auto 35%, Hide 40%, Jump 40%, Listen 40%, Occult 10%, Sneak 50%, Spot Hidden 45%, Track 35%.

White Cultist

STR 8-12	CON 6-10	SIZ 9-13	INT 8-14	POW 6-12
DEX 10-13	APP 8-13	EDU 12-16	SAN 3-30	HP 8-12

Damage Bonus: +0 / +1d4

Weapons: Fist 50%, damage 1d3+db
Small Knife 45%, damage 1d4
.32 revolver 35%, damage 1d8
Pranga 25%, 1d6+2+db

Languages: English 70%.

Skills: Climb 40%, Cthulhu Mythos 5%, Drive Auto 35%, Hide 40%, Jump 40%, Listen 40%, Occult 25%, Sneak 30%, Spot Hidden 35%, Track 25%.

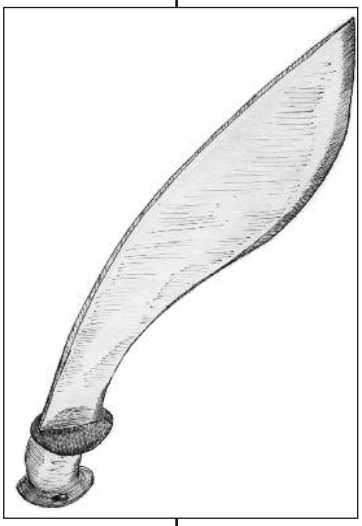
The Tools of the Bloody Tongue:

The Pranga & Other Options

Bret Kramer

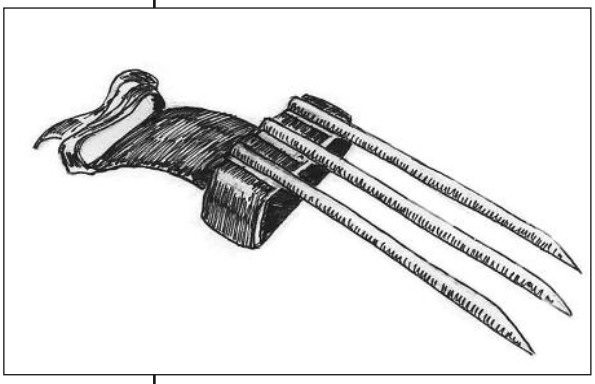
(with a tip of the hat to Brian Sammons, hunga-munga enthusiast)

In *Masks of Nyarlathotep*, as in pulp fiction more generally, one of the conventions is that each blood-thirsty cult uses its own particular and unconventional weapon; the Brotherhood of the Black Pharaoh has its spiked club, the followers of the Father of All Bats their bat-teeth-studded club, and the Order of the Bloated Woman the sickle. Bloody Tongue cultists wield the pranga, described by the campaign as "long African bush knives." It is quite possible that investigators might not be impressed by, or even fail to realize the specific importance of, what amounts to a variation of the machete. This article presents a trio of deadly devices that may be deployed by that cult, including two that are rather distinctive.



Pranga: A standard piece of equipment in Kenya, this typically eighteen-inch long machete (more commonly called the *panga*) would stand out if carried openly in most parts of the United States – New York City especially. Nevertheless, this weapon does have a number of advantages that explain why it might be used by the Cult of the Bloody Tongue. Unlike firearms, there are no restrictions on foreigners (and Africans in particular) possessing a pranga, at least no more so than any other sort of large cutting implement. Additionally, while it does not possess the grace or style of something like the rapier, the pranga is a weapon whose basic usage can be learned quickly and with a minimal special training – less if the cultist is Kenyan and already familiar with it. As a weapon, it is inexpensive, sturdy, and requires little maintenance. Finally, as made clear in too many recent African civil wars, it is an efficient tool for use in acts of torture and to terrorize civilians.

Lion's Claws: Mukunga, the high priest of the New York City branch of the Cult of the Bloody Tongue, owns a set of gloves to which has been affixed several lion's claws. Primarily he uses these in cult rituals, but he might also use them as a weapon; it is possible that other cult members have a set as well. If so, it is unlikely that a set of lion's claws would be immediately useful to the average, untrained cultist. The claws are more easily concealed than the pranga, andno doubt that a group of specially selected killers each bearing a set would have a certain intimidation factor



on most opponents. It would also leave some rather distinctive wounds, a lead that Lt. Poole would certainly pursue and that may assist stymied investigators.

(Since the description of Mukunga's claws is unclear, we have assumed that the claws have been crafted into a rig worn across the hand as part of the gloves, and not simply attached to the gloves' fingertips, making them something like the Indian *bagh nakh* or "tiger claw". Mukunga's "lion's claw" equipped hit-squad's claws would be made of more functional, but less ceremonial, iron.)

Use of this weapon raises the possibility of connections to the Leopard-Man society of the Congo and West Africa. A Keeper seeking to expand on the African chapter of *Masks of Nyarlathotep* or spin off further adventures should consult *Secrets of Kenya* (or the monograph *Mysteries of the Congo*) for more information about the Leopard Men and their practices; collectors might also examine E.S. Erkes' short profile of the group in *Different Worlds* #39.

African Throwing Knives: Answering to a host of other names (generally referring to a specific tribe's particular throwing knife), this type of weapon is indigenous to the 'Dark Continent', and in the hands of Bloody Tongue cultists, should make for a unique and memorable weapon. A flat knife constructed of iron, each usually consists of three blades angled in such a manner that the odds of the blades, rather than the handle, striking the target are increased. The African Throwing Knife is a particularly effective weapon against lightly or unarmored foes, combining multiple cutting surfaces and a greater mass than in the type of throwing knife known in Europe or the Americas. It is possible that in traditional warfare, the African Throwing Knife, by virtue of its rotation when thrown, was capable of wrapping around the edge of the hide shields used by many tribes and inflicting damage on the shield-bearer.

For the Keeper looking to add a layer of intrigue, a knife embellished with engravings depicting the god of the Bloody Tongue or even shaped in its likeness (one blade the "tongue" the other two its limbs) would no-doubt unsettle all but the steeliest investigators and leave a distinctive calling card for the cult.

Weapon Statistics

	Skill base	Damage	Range	Attacks	HP
Pranga	25%	1d6+2+db	Touch	1	15
Tiger Claws	10%	1d4+db	Touch	2	3
Throwing Knives	20%	1d4+2+db	STR x 1.5	1	15

The Keeper will also find the section "Weapons" from Chapter Two of *Secrets of Kenya* (p. 46-48) to be of interest for a selection of other traditional African weapons.

Scene: The Funeral of Jackson Elias

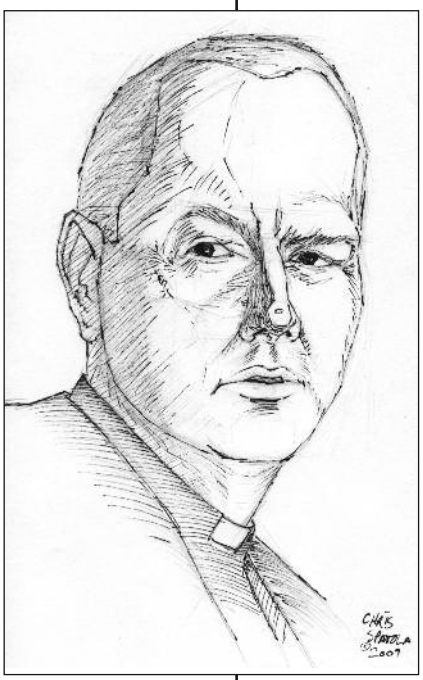
Bret Kramer

A friend to the last, Jonah Kensington will make arrangements to have Jackson Elias buried in the Evergreens Cemetery in Brooklyn. The service is to be held at noon on a date convenient to the Keeper in the cemetery's chapel, a picturesque stone building used when the decedent has no local church. Due to the condition of his remains, there will be no viewing of the body. As it is January (and a snowy one at that), Elias' remains are to be stored in a mausoleum on the grounds after the funeral. The interment is scheduled for some time in March, depending upon the weather.

The service is conducted by Rev. Lawrence T. O'Dell, Jr., a minister with the Seaman's Church, in Manhattan. While Elias was ostensibly a Christian, he did not regularly attend any services and Kensington, otherwise at a loss, asked the church (a branch of the Episcopalian church which provides ministers to ships and sailors in New York Harbor) to provide an officiant for the service. The Reverend, a quiet-spoken, considerate man in his forties, has spent the preceding day talking to Kensington and looking over Elias' writings.

The eulogy he gives begins with a reading of Psalm 13 and is surprisingly moving, touching on Elias' wanderlust, generosity of spirit, ability to quickly make friends, and his dedication to the triumph of truth and civilization over falsehood and barbarism. He proclaims the relatively small turn-out to be a sign that as Elias was a man of no fixed home, only the world itself is a large or fine enough cathedral to contain all those who mourn his passing. His comments end with the hymn "Sunset and Evening Star," which is performed *a cappella* by Rev. O'Dell and anyone wishing to join in.

The only other scheduled speaker is Jonah Kensington. His words are few, but his friendship with Elias is as clear as his emotion. His friendship with Elias was one of several decades beginning when both were copyboys at the *New York Observer*; Kensington offers a few anecdotes highlighting the depth of their friendship and Elias' virtues. He concludes by saying that he almost awaits some quick telegram from Elias in Heaven, asking for financing to cover expenses with the promise of interviews with the Evangelists and the chance at an exclusive with Satan, if time permits.



Rev. Lawrence T. O'Dell, Jr.

Other speakers are certainly possible. If the Keeper wishes to introduce particular NPCs to the investigators (at least those somehow connected to Elias), this is an opportune moment; the explorer Col. Fawcett (see the Keeper's Notes for this chapter) is one option. Likewise, if Elias was introduced at some earlier point to the group, such as in "The God of Mitnal" or some other Elias-connected scenario, NPCs from those scenarios might reappear now. The funeral is also a great moment to introduce new

Elias-connected investigators to the main party: including Roman Harkov, Henry Brinded, and Simon Exton (from Appendix A, "Pre-generated characters" on pages 501-554), or a character developed in concert with a player.

It is up to the Keeper to decide to what degree that this scene be role-played out. It would seem coldly mechanical to simply have a speaker make a *Persuade* roll to measure how moving or inspiring his or her words are; at a minimum a few words from the player would seem in order.

After the service, there is opportunity for the gathered mourners to speak as they gather in the foyer to collect their coats and wait for their cars. The mood is somber, but tinged with a feeling of closure and relief. A small *Sanity* increase (1 point) might be granted for religiously minded investigators. For the Keeper this period can be an opportunity for role-playing or for a potential encounter with the cultists…

Spicing Things Up

A Keeper looking to insert some action into these somber proceedings can have the event be watched by one or more members of the Cult of the Bloody Tongue. A solitary white cultist (C from the roster) will arrive late for the service (a *Spot Hidden* roll to note him, otherwise Jonah Kensington points him out after the service) sitting in the rear of the room and carefully watching the funeral-goers. He is a new convert to the cult and is exceedingly nervous. If investigators approach him after the service he will claim to be here for a later service; an *Idea* roll reminds investigators that this service will not begin for several hours. If anyone attempts to detain or further question this cultist, he will flee; the heavy snow cover on the ground making any attempt to track him automatic.

The remaining Bloody Tongue cultists are parked nearby in a 1921 Cleveland Six automobile. They have been ordered to observe the goings-on at Elias' funeral and to wait for their companion to return from within. While waiting they have carefully taken note of the license numbers of the various attendees of Elias' funeral, as per Mukunga's orders. Whether the cultists will be able to depart with their companion peacefully will depend upon the actions of the investigators. If he fails to return after the conclusion of the service, they will linger no more than twenty minutes, at which point they will flee, fearing the worst. While they have no plans to attack anyone at the funeral, they will fight to defend themselves; but their first goal will always be to flee.

BLOODY TONGUE Cultists

	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
A	13	15	14	9	11	11	9	15	+1d4
B	11	14	12	11	10	12	11	13	-
C	10	10	9	13	9	14	10	10	-
D	12	12	11	10	11	13	10	12	-

Attacks: A&B - Pranga 45%, damage 1d6+2+db
Parry 30%, damage special
Fist 60%, damage 1d3+db

C - Switchblade 50%, damage 1d2+db
Fist 60%, damage 1d3+db

D - Colt Police Positive .32 Revolver 35%, damage 1d8 (3 per round)
Fist 50%, damage 1d3+db

Skills: Cthulhu Mythos 15%, Hide 60%, Jump 55%, Listen 50%, Occult 10%, Sneak 60%, Spot Hidden 35%, Track 50%.

Option – A Grisly Reminder

If the Keeper wants to ratchet up the gruesome factor, the Bloody Tongue cultists seize Elias' remains and reanimate him as a zombie – a final humiliation for their foe. Investigators encountering his reanimated corpse will lose 1d4/1d8 points of *Sanity* upon seeing the undead reminder of their friend. While the body would most likely be kept at the Ju-Ju House, it could also be left in an investigator's residence or apartment to kill them.

Last Stand at Fat Maybelle's

Mike Czaplinski

Introduction

It is possible that while the investigators successfully disrupt the Bloody Tongue's activities at the Ju-Ju House, some portion of the cult may escape. If the players decide to stick around to track them down, or return to New York later in the campaign, or if the Keeper wants to give them news updates from New York during their travels, here is a mini-scenario that outlines the cult's response.

Trouble at Fat Maybelle's

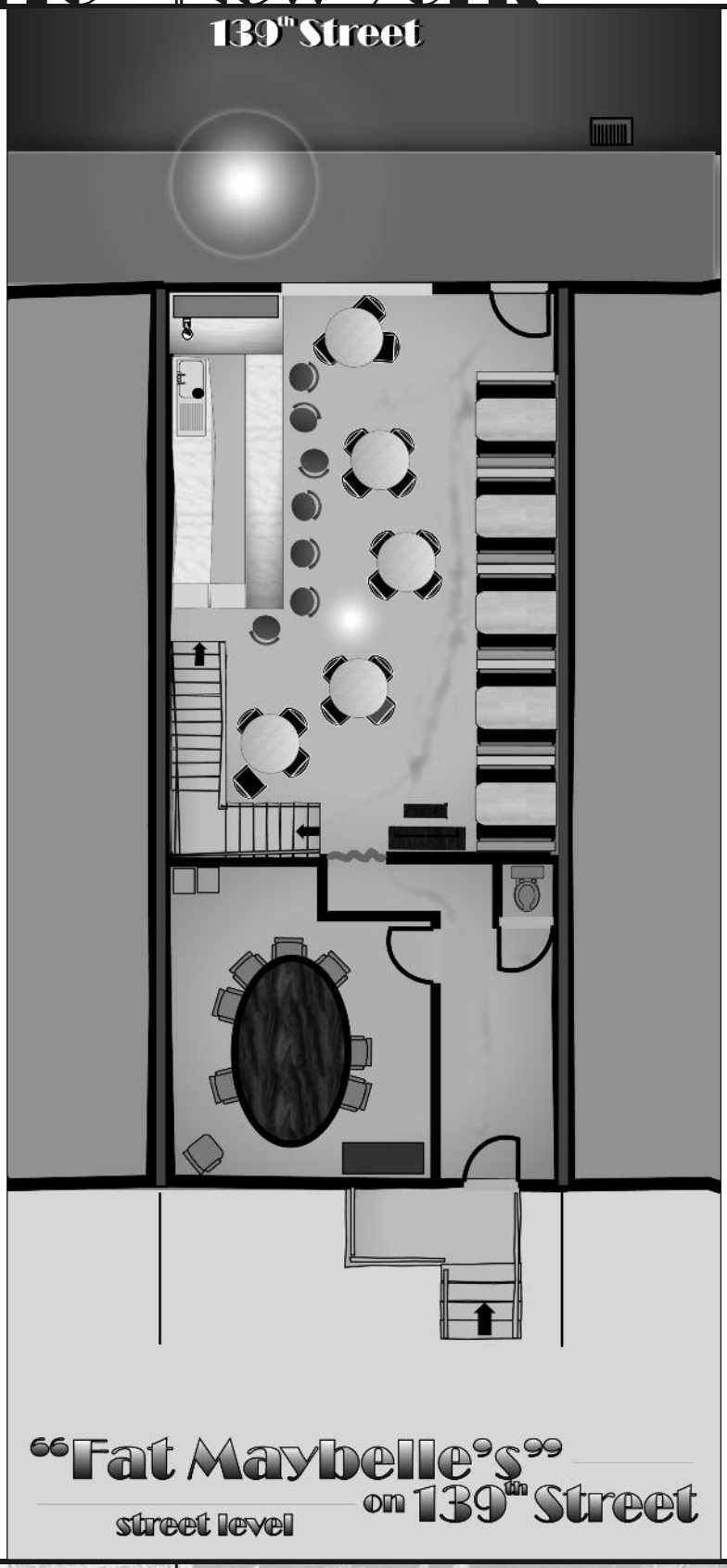
After being forced from the Ju-Ju House, Mukunga M'Dari (if he survives) and the remaining cult members will waste little time in finding a new hideout and location for their temple. He chooses the one place where he knows he can operate with impunity – the basement of Fat Maybelle's, a run-down Harlem bar at 139th and Lenox. Within a few days Mukunga and the surviving Bloody Tongue cultists will create a new Chakota and quickly move to enlarge it with a few subsequent sacrifices. Mukunga then commands the creature to tunnel beneath the bar and carve out a chamber for the cult's use. This tunnel runs from the basement of the bar down to and beneath an existing subway line and then to a cavern the Chakota has gnawed out. When not needed by the cult, the loathsome beast is kept bound by wards in a curtained alcove off the main chamber of the new temple.

Within a week of the loss of the Ju-Ju House, the surviving Bloody Tongue cultists embark on a string of kidnappings throughout the city, snatching vulnerable people (vagrants, sailors, prostitutes, and marginal cult members being the most likely targets) in order to enlarge the Chakota or to create more zombies. It may be some time before the police catch on to the cult's resurgence; it will be up to the investigators to finish off this remnant of evil.

Leads to the new temple of the Bloody Tongue

The investigators can uncover the reorganization of the cult through one of two methods. The first would be to attempt to seek out Mukunga or any of the surviving cultists. A few *Fast Talk* or *Persuade* rolls with trusting Harlemites point towards Fat Maybelle's speakeasy. (Alternately a captured Bloody Tongue cultist might reveal this information.) The Keeper should decide how difficult this line of investigation is to follow; the article "Musings on the Cult of the Bloody Tongue in New York" (page 105) may be of use here as well.

Alternately the investigators notice a story in the *New York Daily Graphic* (a newspaper noted for its salacious "yellow" journalism), screaming "MONSTERS LOOSE IN THE SUBWAY?" The story itself briefly details a subway accident on



the Lenox line when a northbound train unexpectedly struck its brakes. The official explanation is a braking system failure, but the *Graphic* claims in an interview with Seamus Flynn, the train driver, that he slammed on the brakes when he saw "a big hairless bear" standing across the tracks in the darkness of the tunnel. The MTA has no comment other than to say that Mr. Flynn, 53, had suffered a "blow to the head" during the accident and is currently under a doctor's supervision. The rest of the story is a commentary on Mayor Hylan's lack of vigilance in the upkeep of the subway system and mockingly suggests the beast was dispatched by his political enemies at Standard Oil. The story is accompanied by an artist's impression of "The Bear" (an oily quadrupedal blob shown menacing a cringing train driver). A *Navigation*, *Know*, or *New York City Lore* roll will identify the point of the accident as near 139th Street and Lenox Avenue.

If Flynn is sought out by investigators, they gain some additional details (again it is up to the Keeper on how difficult it is to track down and obtain an interview with Flynn). Investigators can confirm (via a *Medicine* roll) that Flynn did suffer a head injury, but (via a *Psychology* roll) that he is being truthful about his claims. In addition to the information reported in the *Daily Graphic*, he indicates that the description of the creature given in the article is not accurate to what he reported and that the beast was simply the size of a bear, was more brownish in color, and seemed, somehow, to have many pairs of eyes. Investigators who have already encountered the Chakota can make a connection between the two creatures, if the players do not, with an *Idea* roll.

Fat Maybelle's

The building occupied by Fat Maybelle's is of relatively new construction (1893) and is one of the many brownstones that make up much of New York City. The building is five stories tall, with the ground floor being occupied by the barely concealed speakeasy and the remaining floors being used as apartments of a rather poor

quality. The building is owned by one Maybelle Hopkins. Poorly maintained, the whole thing exudes an unwelcoming air.

Ground Floor

Front Area

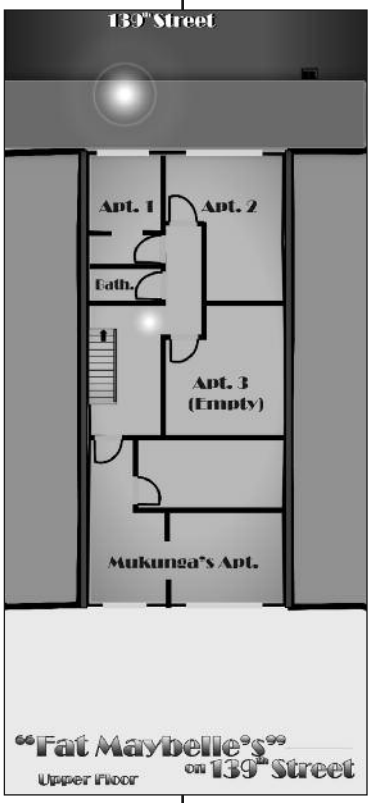
This is the heart of Fat Maybelle's "legitimate" operations: a dingy, ill-lit, and badly-kept bar. The only window faces onto the 139th street and any view of the interior is obscured by signs and sun-faded placards advertising liquors that have long since become illegal; they are superseded by a poorly painted sign advertising music. Along one wall are high-backed booths while round tables surrounded by a ragged collection of mismatched chairs fill the middle of the room, all huddled under the feeble breeze from a ceiling fan. A battered upright piano sits next to the door to the back-room; it is out of tune and in very poor repair, having not been played in years. This is not a place conducive to merriment.

There are usually up to a dozen customers in Fat Maybelle's at any one time. As this is during Prohibition, Fat Maybelle's does not openly sell liquor. If asked at the bar though, Fat Maybelle (a beefy woman in her fifties) will herself unflinchingly pour two fingers of the customer's choice … so long as his choice is whiskey. She gets it from the Kenyan dock workers so it is at least fairly unadulterated, though the label's claim of Canadian manufacture is dubious at best.

Aside from bootlegging, Fat Maybelle gets most of her income from renting out the apartments above the bar and is not too particular about whom she rents to. There are several illegal Kenyans rooming upstairs, all of whom are affiliated with the cult. Fat Maybelle is not a member of the cult, but she lets the cultists meet in her back room freely and has recently (and unknowingly) allowed Mukunga to construct a new temple underneath the bar. She simply thinks that she has let Mukunga use the more spacious basement for his weekly religious meetings (as well as the roof on some moonless nights) and is not foolish enough to ask the menacing Kenyan any questions. Mukunga is also "treating" her for an undiagnosed case of tuberculosis with various Kenyan traditional medicines. If she were somehow persuaded to cross M'Dari, he would not hesitate to eliminate her immediately.

The Back Room

This is an area Fat Maybelle keeps for private parties, but since Prohibition began no one wants to have a party in a dry bar. Mukunga has essentially taken this room over as his office, conducting non-magical business and running the criminal elements of the cult's operations from here. Except for the table and chairs, the room is plain and bare.

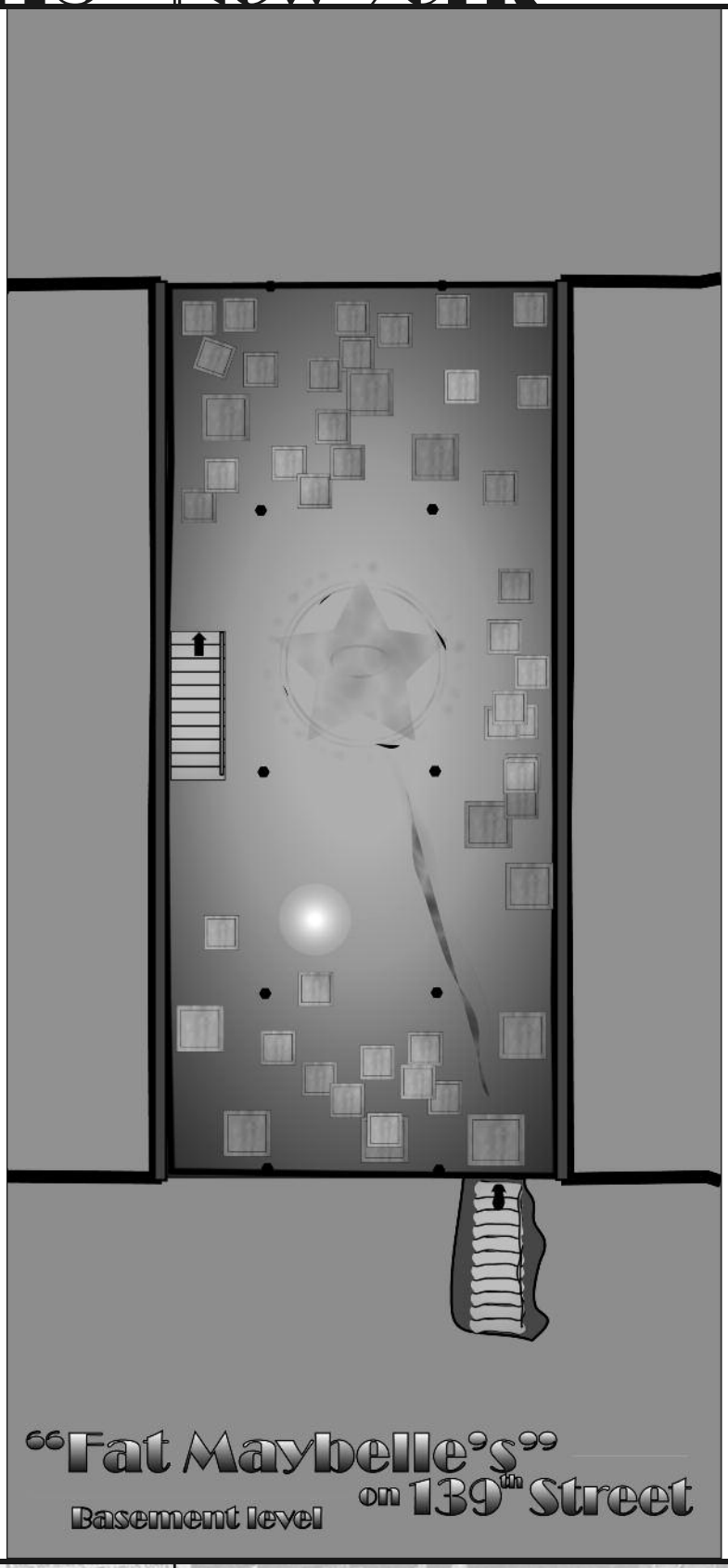


The Basement

The door to the basement is right beside the bar and marked "Private." The cellar itself is feebly lit by one naked bulb and smells vaguely like damp vegetation. Roughly ordered crates fill the room, each marked with various whiskey manufacturers' stencils, and there are creaky, dusty shelves bulging with old bottles, piles of glasses, cleaning supplies, and other odds and ends. At first glance, the basement seems innocuous, if poorly kept. A search of the room finds two out-of-place items — a hat box holding several Bloody Tongue headpieces and a 30-foot length of knotted rope.

A successful *Spot Hidden* roll will reveal the remains of a painted circle on the stone floor in a large open area just in front of the staircase landing. An *Occult* roll will suggest it has some mystic purpose, but it is of unfamiliar form. Anyone who has been exposed to the Chakota in the Ju-Ju House will, with a halved *Idea* roll, immediately recognize the awful scent of the creature.

A second *Spot Hidden* roll while examining the circle will reveal a series of seared spots on the floor. A *Chemistry* roll will reveal that the charred spots and bricks have been exposed to



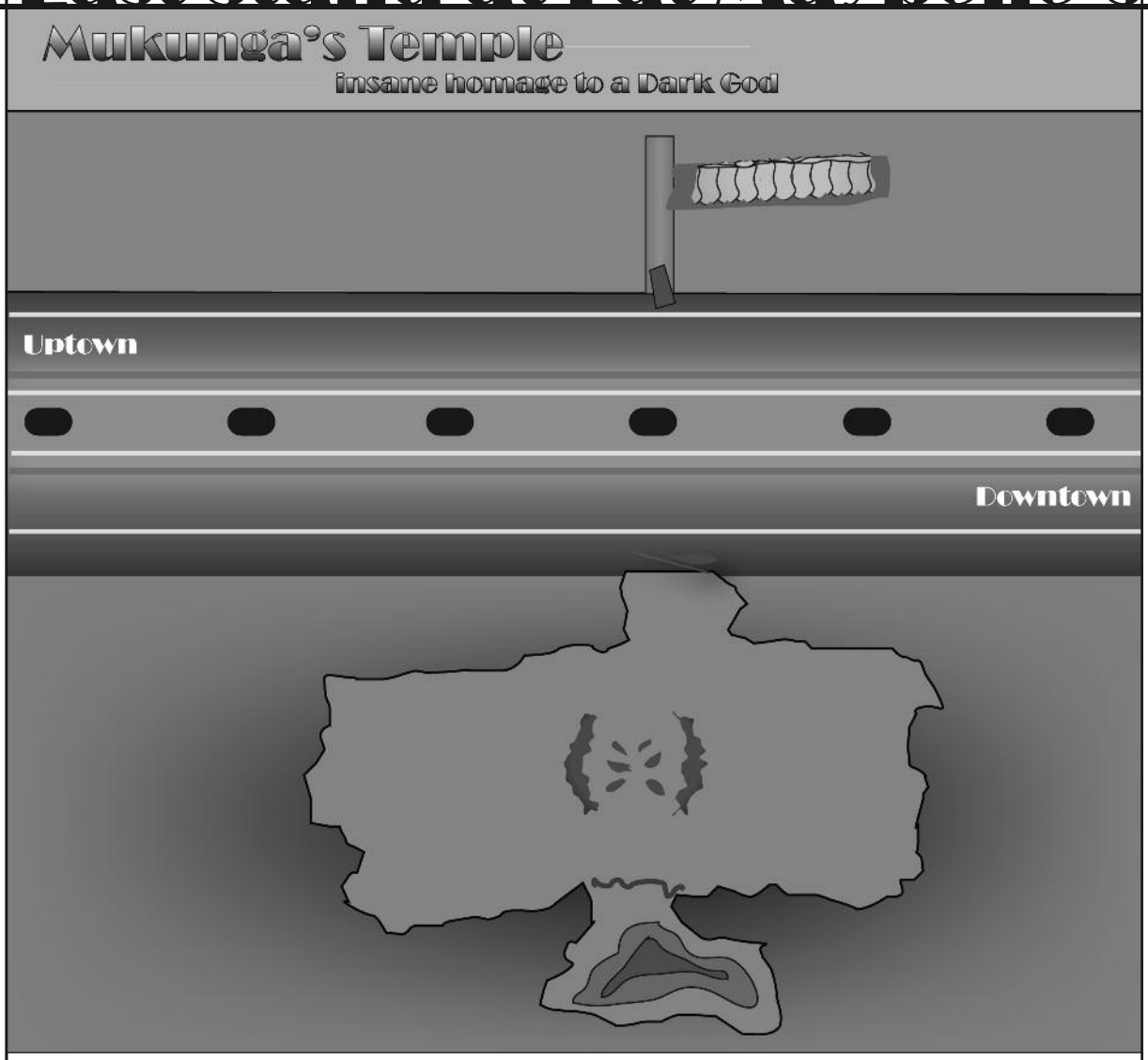
extreme heat or some sort of acid. There are some smaller marks leading away from the circle towards a crate marked "Scotch Whiskey." This very large crate sits on its side, hinged and latched shut.

If the crate is opened, a draft of hot air, heavy with the scent of lubricant grease and graphite brake pad lining pours forth, followed by the distant squeal of metal on metal. The back of the crate has been pried off and there is a rough-hewn hole leading down at a sharp angle. An *Idea* roll will note the walls to have been gouged somehow from the soft limestone and a *Spot Hidden* roll recognizes clear bite marks from what appears to be human teeth. Understanding this costs the observer 0/1 points of *Sanity*.

The Temple

The hole leads down at a steep angle for about twenty feet; the footing on the irregular surface is treacherous (players must match their DEX versus a DEX of 19 on the Resistance Chart; if they fail they slide roughly down for 1d2 damage). The cultists descend with the assistance of a rope, which is kept in the basement above, use of which makes the resisted DEX roll a 5). The rough tunnel ends abruptly, opening into a 4-foot high electrical conduit. Another few yards on, the conduit connects to the Lenox Avenue Line subway tunnel; the cover closing the conduit having been forced up by some great force.

The subway line consists of two rail lines running parallel and separated by a row of thick supports. Trains run, save for late at night, about every five minutes. The investigators will have at least a minute's warning (rumbling, ringing along the tracks, a light from the downtown end of the tunnel, etc.) and should get out of the tunnel as soon as possible. If they remain in the tunnel, they must match an active SIZ 16 against their own defending SIZ to avoid getting hit by the train (i.e., smaller characters have an advantage to avoid getting hit). If they get hit by a train, they should make a *Luck* roll: if they pass they take 3d6 damage, and if they fail they suffer 6d6 and must make a *Dodge* roll (assuming they somehow survive!) or be dragged for an additional 3d6 points.



The third rail (which transmits power to the electrical subway cars) is also a danger. It is easily avoided if the players think of it (anyone making an *Idea* roll will remember it) and tell the Keeper they are doing so, but if they do not say so, then each time the player crosses the tracks they must make a *Luck* roll. Failure indicates that they have touched the rail and will take 1d10 points per round until pulled off, and the player pulling another off runs the risk of taking 1d10 points themselves (*Luck* roll to avoid).

Directly across from the conduit's end is a piece of plywood covered by a dark wool blanket concealing another passage chewed into the rock. The tunnel, its strangely eroded walls damply glistening in the light, leads into a chamber 16 feet wide, 10 feet long, and 15 feet high. The floor in the center of the room is painted in blood with the symbol of the Cult of the Bloody Tongue. A black curtain hangs directly opposite the entryway.

As soon as the players enter the area (assuming they investigate when the cult is not performing a ritual), they hear a weird collection of quiet whimpers and weeping coming from behind the curtain. The source of the noise is the new Chakota, which is currently "resting" in a small pit it has dug for itself. It is aware of anyone entering the chamber and attacks anyone not wearing the ceremonial headband of the cult. It pursues intruders as far as the subway tunnel; a

Keeper hoping for some spectacular *deus ex machina* might consider having the Chakota electrocuted or struck by an on-coming subway train if things go particularly poorly for investigators. This Chakota is not nearly as large as its sibling from the Ju-Ju house – if the investigative party is particularly large the Keeper might consider adding 1d3 "faces" to it for each party member over four. Investigators backed by squads of police officers or other fodder should be pitted against a few zombies as well.

NPCs

"FAT" MAYBELLE HOPKINS, sleazy barwoman, age 53

STR 14 CON 9* SIZ 17 INT 13 POW 12
DEX 10 APP 9 EDU 10 SAN 23 HP 13

Damage Bonus: +1d4

Attacks: Fist 55%, damage 1d3+db
Cudgel 60%, damage 1d6+db
Double-barreled shotgun (buckshot) 33%, damage 2d6/1d6/1d3
(shotgun is kept behind the bar)

Skills: Accounting 25%, Bargain 41%, Credit Rating 30%, Fast Talk 55%, First Aid 45%, Ignore Mukunga's Activities 99%, Listen 46%, Throw 43%.

* Maybelle suffers from tuberculosis. If she for some reason enters combat, she must roll under her CON x 5 each round or be incapacitated by a coughing fit.

THE NEW CHAKOTA, the spirit of not-quite-as-many faces

STR 16 CON 13 SIZ 13 INT 0 POW 13
DEX 3 Move 4 Hit Points 13

Attacks: Bite 30%, damage 1d3 per face, 1d8 faces per target

Armor: The Chakota is immune to all firearm damage. Fire, magic, or other weapons can harm it.

Skills: Wail inhumanly 100%, Burrow 70%.

Handouts:

New York Daily Graphic news article

LY GRAPHIC: NEW YORK'S EYES, EARS AND HEART! 3

MONSTERS LOOSE IN THE SUBWAY?

EXCLUSIVE TO THE DAILY GRAPHIC

While Gothamites have long known of the many dangerous beasts lurking on our fair city's streets and creeping along the corridors of City Hall, they may be surprised to learn that the zone beneath our feet has its own share of things that go bump in the night.

Astute readers may be aware that yesterday the North-bound Lenox line was shut down briefly due to a near derailment. What is shocking is that, in an exclusive interview with this News Daily, one Seamus Flynn, a fifty-three year-old resident of Brooklyn and the driver of the stricken train, reports that the cause of the accident was not, as the city claims, a brake failure, but instead was caused by him due to the presence of a "monster" on the tracks.

"The train was running a bit ahead of schedule," Flynn reports from his hospital bed, "and I was opening up the throttle as we left the 135th Street Station, when, all of a sudden I saw something out on the track." According to the startled engineer, the beast looked like "a big hairless bear" and that he "could see its eyes shining in the lights from the train." It was at this point, no doubt fearful of what might happen if he struck the weird creature, that Mr. Flynn engaged the emergency brakes on the train, causing it to slide to a halt just South of 138th Street. When he turned to look again, there was no sign of the monster, only irate passengers, some of whom had sustained minor injuries.

When contacted by members of the press for comment, the Metropolitan Transit Authority's representatives scoffed at the unfortunate Mr. Flynn's story and sought to remind our readers that Mr. Flynn himself suffered a blow to the head by the Lenox Line's sudden stop which perhaps has muddled his recollection. When asked specifically if the M.T.A. is aware of any other monsters in and around our subway system, the response was a chilling "no comment."

While some might join in our esteemed Authority's dismissal of Mr. Flynn's claims, it is the opinion of this paper that this creature constitutes yet another threat to the city ignored by Mayor Hylan and his allies. Why has the Mayor not striven more vigilantly to defend the passengers of the Lenox Line and the rest of our subterranean rail system from attack by bizarre monsters? What other horrors are Mayor Hylan turning a blind eye to? Does the honorable Mr. Hylan only seek to safeguard the welfare of riders of the future city-owned line? Better yet, will he claim this yet another plot by his enemies at Standard Oil? We will continue to demand answers!

THE ROBBERS' ROOST

The People of the Monolith Paradox

Bret Kramer

Shallow are the actions of the children of men
Fogged was their vision since the ages began
—"Monolith", T. Rex

The conventional chronology for *People of the Monolith* work has its author Justin Geoffrey visit Stregiocavar, Hungary in 1921 with publication of this poetry collection coming five years later, in 1926. Considering that Roger Carlyle left New York in 1919 and Erica Carlyle says she has not touched the books since her brother left for London (not to mention that the campaign is supposed to start in **1925**), this can present a bit of a continuity problem for the Keeper. This article presents five possible solutions to the paradox created by the placement of the *People of the Monolith* in Carlyle's collection as well as the potential complications arising from its weird Chthonian skin binding.

Ignore the Problem or Change the Dates

This is the simplest answer. Some players may take no notice of the incongruity between the date of *People of the Monolith*'s publication and Carlyle's departure from New York, making this article's suggestions moot. Alternately, a Keeper looking for the simplest solution to implement can easily adjust the date of Geoffrey's European tour back a decade or so, having him in Hungary around 1911 (then part of the Austro-Hungarian empire) with the book itself being published some time after. While this contradicts the standard chronology for Justin Geoffrey and his work, such a change will have no significant impact on the campaign. The Mythos is, if anything, flexible.

Replace It

Since the contents of *People of the Monolith* has little direct bearing on the campaign (though see the final two entries for some possibilities to correct this situation), it would be an easy matter to substitute Geoffrey's book with another book of Mythos inspired poetry—Edward Pickman Derby's *Azathoth and Other Horrors*. While the *Sanity* point loss for reading this is slightly higher (1/1d4 versus 1/1d3) and the *Cthulhu Mythos* skill bonus is greater (+4 versus +3) this book is a better fit chronologically, since the earliest published version can be plausibly said to have been printed before the Carlyle Expedition's April, 1919 departure. In keeping with *Masks of Nyarlathotep's* description of the book's rarity, presumably Carlyle's version of the book was from the 1916 (Cambridge) edition. Using this version would also offer the Keeper a chance to retain the Chthonian binding, since it was a small and potentially peculiar run of only fifty

copies. The *Keeper's Companion, Vol. 1* (pages 45-6) has a fuller description of the book and its contents.

The John Tyler Option

The chronological problem can be finessed with the involvement of John Tyler, friend of Justin Geoffrey and publisher of his work. As a New Yorker, especially as one who moved in some of the same circles as Carlyle did before his departure, we can imagine that Tyler made the acquaintance of the wealthy and eccentric Carlyle. After Geoffrey's encounter with the Black Stone, he is said to have given a public reading of some of his poetry in New York. Tyler, ever the opportunist, saw his friend's remarkable new work as a chance to impress the wealthy Carlyle. Tyler, who had returned to his Illinois home in the interval, was unaware of the loss of the Carlyle Expedition (poets can be so self-absorbed) and mailed his wealthy acquaintance a lavishly assembled advance copy of the collection in an attempt to impress him and raise funds towards a regular print run. Presumably Erica Carlyle would, upon receipt of the book and a quick perusal of its contents, stow it away with the rest of Roger's occult junk. (The Keeper will need to alter her claim made when interviewed by the investigators that she has not touched his books since his departure for Europe, but this is a trivial correction.) The version offered in this chapter is based on this proposition.

The Carl Stanford Option

In the Shanghai chapter, investigators have the possibility (if the Keeper desires) to cross paths with Carl Stanford, immortal sorcerer, houseguest of Ho Fong, and villain of the campaign *Shadows of Yog-Sothoth*. To further his own plans by ingratiating himself with Ho Fong, Stanford gave his personal copy of the book as a gift to the then undecided Carlyle. He saw it as a means to convince him of the truth of the Mythos and of the power of those devoted to the Great Old Ones and their ilk; alternately the Keeper can have Carlyle as an early member of the group "Look to the Future!" (the nominal date for that group's creation is 1924, so again a problem of chronology arises), and so have him obtain the book via their time-travel magic. Either way, the book in the safe was actually published in 1926; Stanford's copy (perhaps with some evidence that he once possessed it) would bear his cryptic notes; perhaps relating to the coming rising of Cthulhu or some hint of things to come in this campaign, such as Stanford's alliance with Ho Fong. Investigators who puzzle at this anachronistic version of *People of the Monolith* should make an *Idea* roll; those failing are convinced that the book was somehow conveyed from the future (with a loss of one point of *Sanity*) while success indicates that the investigator has persuaded himself that it is a cleverly done forgery. If he is disabused of this notion, such as when the book is actually published, the investigator will still suffer the same effect as if he had failed the *Idea* roll.

This version of *People of the Monolith* will probably point investigators towards Shanghai and Ho Fong. The Keeper should therefore adjust the directness of the clues to fit how clearly he wishes to make the link between the Carlyle Expedition and Shanghai.

The 'Shadow Out of Time' Option

Another twist on the time-travel option would be for Carlyle to have obtained a Yithian produced copy of *People of the Monolith* during the preparation for the expedition. Though it is unclear if the members of the Carlyle expedition had an interest in the city of the Great Race where Huston eventually encamps before their departure for Europe[1], Carlyle did clearly have an interest in occult texts and came into possession of a copy of the *Pnakotic Manuscript*. That book discusses the Great Race and is possibly based on an actual Yithian text; it follows then that Carlyle would have had some interest in all things "Yithic" and therefore turned his considerable wealth towards finding other fragments of their civilization.

This version of *People of the Monolith* would be a portion of one of the Great Race's myriad

1. This author believes that the concrete planning for the Great Ceremony did not begin until after the disappearance of the group in the Bent Pyramid.

books—only the back cover is intact and many of the strange cellulose pages are missing and original binding has been lost. The work is now held together with cheap twine. The work is handwritten and contains occasional passages where minor errors have been corrected in a separate hand (it is up to the Keeper if the handwriting belongs to either the copyist or editor or matches that of Justin Geoffrey's). The first page or two seem to be the concluding paragraphs of an essay on the symbolism of the Tarot; the title is then given along with the author at the top of the page following.

Scientific analysis (a *Chemistry* roll with the use of a laboratory will suffice) will identify the cover material as some sort of aluminium alloy, but not one known to modern science and one that is remarkably, almost supernaturally, resilient. Similar analysis (a *Biology* roll) of the pages using a microscope will show that they are indeed a form of cellulose, but the cells are perfectly regular and further that the edge of the sheet was not cut, it grew to these exact dimensions. Likewise the "ink" is not an ink at all but some unknown chemical or reagent applied to the cellulose by a nib of some kind that caused the cells to change their structure in a way to become black. The precise biological origins of both the pages and the "ink" are impossible to determine. The whole thing is highly resistant to damage and will be unaffected by immersion in water, alcohol, alkalines, acids, solvents; the pages can only be damaged by the hottest of flames. The work can be bent or twisted by extreme force (STR 20+); the cover will slowly revert to an intact state after 1 hour per STR over 20 of the attack, while the pages will revert at twice that rate. The pages can be cut by sharp instruments but tend to piece themselves back together over time if left in contact; the cover plate cannot be cut or pierced. Each inexplicable discovery requires a *Sanity* roll, with a potential loss of 0/1 points each.

The work can be traced if investigators are able to gain access to Carlyle's financial records, which is only possible with Erica Carlyle's assistance. The work was purchased in December of 1918 from a Mortimer Wycroft, of Port Hedland, Australia. While some of his papers have been lost, a thorough search will uncover a description of the piece written by an intermediary buyer upon its purchase. It reports that Wycroft claims to have obtained the work from a prospector over a decade ago who in turn said he traded the book for some gear to an Aborigine in the Great Sandy Desert in the early 1890s. Carlyle paid handsomely for the work. (This version of *People of the Monolith* is an obvious clue pointing the investigators towards Australia and Huston. Keepers not wishing to direct their investigators there may omit the sales records for the work.)

About the Chthonian skin

It is unlikely that investigators with little exposure to the Cthulhu Mythos will have the faintest clue in regards to the Chthonian skin binding of *People of the Monolith* as outlined in *Masks of Nyarlathotep*. With a chance only equal to their *Cthulhu Mythos* skill to recognize the origins of the material, many investigators will only recognize it as an unusual (and unidentifiable) material, clearly animal in origin, but of a species unknown to science; and that is only if they attempt to analyze it at all. It is for this reason that several of the preceding options omit the Chthonian skin cover entirely.

The only real payoff for the Chthonian skin binding comes after the attack on the mosque of Ibn Tulun, in Cairo. The curious Dr. Vabreaux can make a definitive comparison between the creature that will attack the mosque and the binding of *People of the Monolith*; this might reinforce the connections between the Carlyle Expedition and whatever group was behind the attack on the mosque, though presumably at this point in the campaign, the link would already be clear.

How and why someone would go to the length to obtain a Chthonian skin for the binding of a relatively minor Mythos text is something that remains unclear, at least to this author. Depending on the desires of the Keeper, and if he exercises any of the options for *People of the Monolith* as outlined above, the book's unusual binding may be omitted altogether. Alternatively, the Keeper can choose to retain it

as, if discovered, it makes undeniable the strange nature of Carlyle's book collection—though presumably books collectively adding twenty-three points to your *Cthulhu Mythos* skill would have a similar, if not greater impact. Additionally, a cruel Keeper might use long-term possession of the book as a determining factor in whether the investigators are targeted by the attacking Chthonian if they happen to be on hand when the creature attacks either the mosque or investigators in possession of the Girdle of Nitocris.

Another monolith

The Mask of Hayama

Sam Zeitlin

The Mask of Hayama is the only literal mask that appears in Masks of Nyarlathotep*, sometimes causing player (rather than investigator) fixation. On its own, the mask is a potential character killer, given the lack of any clear sign that simply donning the mask can subject investigators to a potential* Sanity *loss of up to 100 points. A forgiving Keeper might consider reducing the* Sanity *loss to something a bit less immediately incapacitating, say 1/1d10 or 1d5/1d20.*

The second consideration arising from the mask is potential growth in an investigator's Cthulhu Mythos *skill. While the skill point increase is easily kept track of, the Keeper should not forget the potential for dramatic role-play when an investigator who has gained an increased insight into the Mythos succeeds in a* Cthulhu Mythos *skill roll. Instead of simply informing the investigator that he recognizes some name or entity, have him endure some terrifying flashback to when he was wearing the mask, visibly staggering or suffering some other physical reaction. Perhaps the visions grow stronger as time passes…*

Appearance

Obviously African in origin, this polished brown-black mask is made of strange, porous wood; it feels light in one's hand. The lines are smooth and curved; the mask has enormous, raised circular eyes that cast deep shadows and a small mouth mounted with little white teeth at irregular angles. A *Medicine* roll reveals the teeth to be human. There are no ears but the nose is thick and angular. Curving spirals have been lightly carved all over the surface of the face, interrupted only by raised spots that represent sores or blemishes. The bottom edges are rough and broken and once this mask had something attached there (apparently a tangled straw mane), but that rotted or was torn away long ago. The two eyeholes are small and hidden away in the base of the mask's great sockets.

Further investigation

This mask is most likely from the Congo (as can be determined by an *Anthropology* or halved *Archaeology* roll). Although the tools used and some of the stylistic touches fit various Congolese spirits or gods individually, most features (and certainly the combined effect) are nothing like any single figure from any of the regional religions.

The wood that comprises the body of the mask is remarkably light and sturdy. Investigators making a *Biology* roll recall some similarities between the unknown wood of the mask and specimens recovered by the ill-fated Angley-Richards expedition. Mentioned in passing in an unsigned editorial mourning the death (by malaria) of botanist Charles Angley, several "most unusual" wood samples were recovered by the expedition, their description given matching several of the mask's wood's unusual properties. The samples were unfortunately lost after the disappearance of geologist and expedition co-leader Daniel Richards following his return to Europe. The expedition, as can be learned with a *Library Use* roll, had conducted a biological and geological survey of the region known as the Mountains of the Moon, which lie between the Uganda and the Belgian Congo. Investigators were at a loss

to explain how the legless and crippled Richards managed to disappear and elude discovery by the authorities. (The curious Keeper is directed to the story "The Tree-Men of M'bwa" by Donald Wandrei.)

If taken to a professional botanist or other academic, they cannot identify the wood but will want to relieve the characters of the mask for further study. It is up to the Keeper to what lengths these worthy academics would resort to, though their methods should not be as extreme as murderous cultists.

Sample visions

A Keeper in need of visions of the various entities potentially witnessed by those donning the mask should consider the following visions as examples and should expand upon them as he sees fit.

Shub-Niggurath

The investigator finds herself on the edge of a pool of bubbling, primordial muck, out of which eyes, lips, limbs, and grotesque sexual organs continually boil and recede. The pool is oily and glistens with a polychromatic sheen. Occasionally, small obscene entities capable of self-locomotion will arise out of the pool, and frantically attempt to swim, run, or fly to the shore. Most fail, as great muddy tentacles form to drag them back under, but a few reach the investigator and run past. Most are disturbingly eyeless. Suddenly, the shore begins to sink, the pool advances from all sides. The investigator soon finds herself on a small island rapidly shrinking even as she watches. When the muck reaches her feet, thousands and thousands of eyes sprout from the pool and all simultaneously swivel to stare at her. Then she wakes up. If the investigator failed her *Sanity* check, she is left with a terrifying sense that the thing she just witnessed is somehow *in* her and in all living things.

Azathoth

The investigator falls through the floor, through the crust of the earth, through the mantle and the core, out the other side and into space. Protected somehow from the elements and from earthly needs (save for hunger), aeons seem to pass as the investigator falls (in reality, only a few seconds). At last, a terrible mad piping begins all around him and he sees beneath him the court of Azathoth. Monstrous creatures, parodies of earth-beings but made of bits of flowers and frogs and octopi play long flutes and float around stranger entities still; the only light comes from a cloud of burning green gas. Everything writhes and pulses to the beat of the music and all revolve slowly around an inchoate spherical mass the size of a planet, a radiant splendor of seething nuclear protoplasm. It is this that the investigator falls towards. When he is about to reach the surface, everything turns black. If the investigator failed his *Sanity* check, he suddenly realizes that everything in the entire universe is spinning around this mass; that it is in some meaningful way divine and the center of all things.

Yog-Sothoth

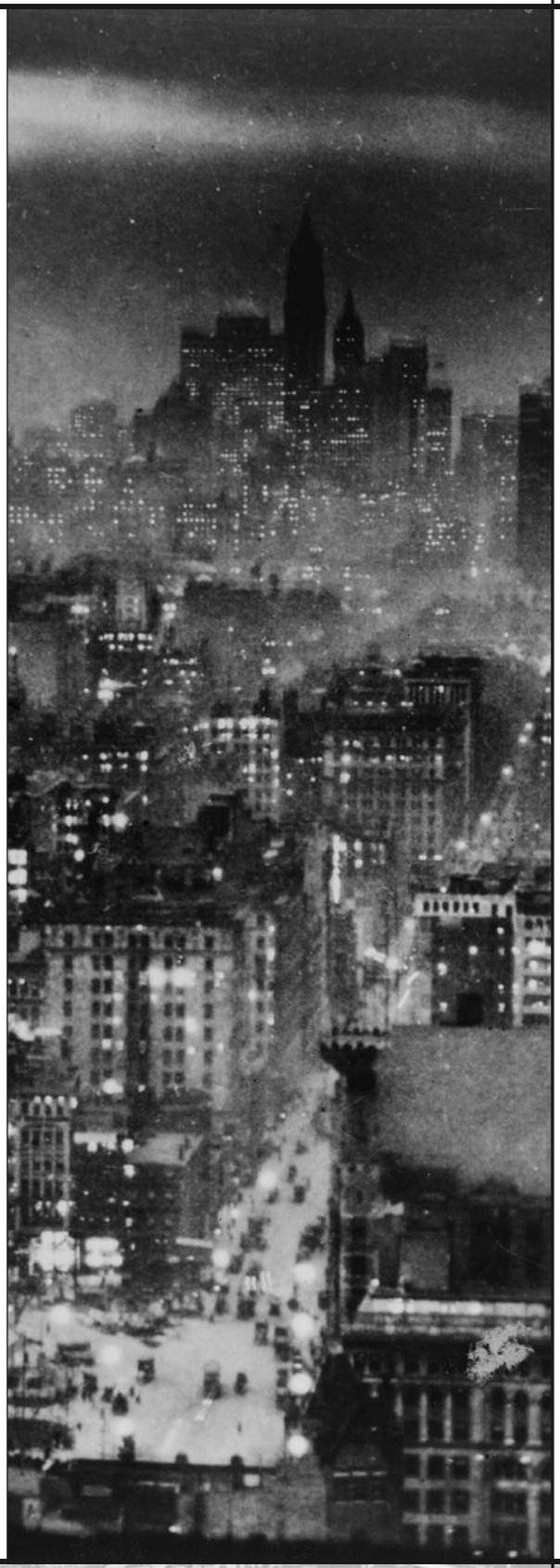
The investigator finds herself trapped in a transparent glowing sphere or bubble. Soon, she sees that she is surrounded by countless other such spheres, all rubbing up against each other in the black void. Occasionally, half-seen horrors will brush or smash against the sphere, causing a sound like the breaking of glass. The sphere shakes, but it always holds. Most of the other spheres are empty, but a few distant ones hold strange entities and perhaps even a few humans. These spheres are moving through the morass towards the largest bubbles, which are massive beyond measure - only their oily sheen and slight curvature betrays them as spheres at all. Upon realizing this, the investigator's own sphere begins to slip rapidly up next to the nearest titanic sphere. Held within the giant sphere, the investigator sees her memories, laid out like so many pinned butterflies. The smaller sphere floats into the larger one, and the investigator can interact with her past self and surroundings - though anything she touches

Far Right: Night Visions

ages and corrodes almost instantly. At a dramatically opportune moment, the investigator's sphere moves swiftly away and begins to wander through countless giant spheres, each containing an alien world stranger and more unlikely than the one before. At last, her sphere reaches an area of the sphere/bubble network that is sparse and dimly lit, the spheres begin to wink out one by one, and the investigator is left alone. Then everything goes dark. An investigator failing her *Sanity* check is left with a feeling that the mass of spheres is somehow alive and nearby even in the waking world - as if she could reach out and touch it, if only she knew how.

Nodens

The investigator finds himself on a seemingly endless chessboard plain under a starless sky. The sound of hooves approach from the distance and soon a chariot appears, drawn by black stallions with manes of fire. The chariot is a giant half-shell that floats a foot or two above the ground; its rider is a wiry old man with wild white hair and carved hide armor. He wields a trident-like harpoon. The chariot stops near the investigator and the rider extends his hand expectantly for the investigator to clamber aboard. Then the horses bray and the chariot leaves the chessboard plain into a dark abyss. The rider begins to question the investigator, trying to find out who he is, why he has come, and if he is his worshipper, or a worshipper of the Outer Gods. If he (the rider) catches the investigator in a lie or determines that he is a servant of the Outer Gods, he hurls the character from his chariot sending him crashing down and out of the trance. Otherwise, a semi-civil interview can be conducted. Nodens offers little information beyond his name and title ("Lord of the Great Abyss"), though exactly what aid he might provide a character who asks the right questions is the province of the Keeper. More likely, the investigator will be disoriented and will receive little more than a warning about the dangerous world into which he has stumbled. When the interview concludes, Nodens returns the investigator to the chessboard plain and disappears into the distance; the character awakes shortly after.



Africa's Dark Sects

Bret Kramer

Physical Description

Green cloth over paperboard, 6" by 8 ¼"; 328 pages, with the title stamped on the spine. Though the date of publication is listed as being only four years previous (1921), this book is in very poor condition. The spine is broken, the back cover is cracked, and multiple pages are dog-eared. There are also some marginal notes in pencil; a successful EDU x 1 roll (or *Library Use*) can identify these comments as being Swahili written in Roman characters. The author is given as one Nigel Blackwell; no publisher is listed. The end paper inside the cover bears a bookplate indicating it belongs to Harvard University's Widener Library.

Skimming

This book collects the papers of Nigel Blackwell, a minor self-funded African explorer. No attempt seems to have been made to organize Blackwell's work (there is no index for example) and the topics vary widely. The focus of the work is on African cults and esoteric religious practices—the more gruesome or vile the better. Cannibalism and bestiality are some of the more comparatively tame practices discussed. The author treats the blasphemous religious claims of the various African tribesmen he discusses with an undue and unexpected degree of credence. Regions discussed include East Africa (the Kenya Crown colony and German East Africa in particular), the Belgian Congo, and West Africa (especially the Niger River basin).

Research

A single *Library Use* roll can uncover this work's background. This book was published with a goodly amount of controversy (almost any reference to Blackwell in the popular press comes from this period) after the author's disappearance and presumed death during a 1919 expedition into the Belgian Congo. While Blackwell's estate was contested between the author's various heirs, his notes were compiled and published by one of the parties in an attempt to profit from them. In the resulting lawsuit the opponents of the book's publication eventually prevailed; the presses were stopped and most of the already completed copies were destroyed. *Africa's Dark Sects* (sometimes mistakenly referred to as *Africa's Dark Secrets*) was then placed in a legal limbo. Apparently Blackwell's heirs opposed publication out of the fear that the book's scandalous contents would embarrass the family. Only the book's semi-scholarly approach prevented it from being labeled as obscene and banned outright.

Blackwell was not affiliated with any academic organization and tended not to make public the findings of his expeditions. One exception to this trend, which can be uncovered with a successful *Library Use* roll, is an interview he gave to *The African Beacon*, a monthly publication dedicated to the betterment of Africa and in particular the opposition to Belgian abuses in the Congo. As part of a discussion of abuses by rubber planters near Coquilhatville, Blackwell reports that locals have abandoned the new Christian churches in favor of an ecstatic cult called "Hatoo," which promises the restoration of maimed limbs and a painful death for Westerners. While the article's authors focused on how this shows the

spiritual damage caused by Belgian cruelty, Blackwell seems more interested in the rites of the group, which he hints he might have attended.

Thorough Reading

Africa's Dark Sects is a collection of the writings of the late Nigel Blackwell (1872-1919?), an erstwhile African explorer and an epicure of the bizarre. The contents are primarily drawn from a series of safaris that Blackwell undertook between 1902 and 1916, visiting French West Africa, the Congo, and the Kenya crown colony, as well as shorter forays into other regions. Blackwell's interests focus on marginal or secretive tribal religions, particularly those involved in blood sacrifice and other outré rites. Generally clinical in its presentation and style, the work outlines the rites and practices (sometimes from pre-colonial days but more often focused on the modern era) of numerous African groups and traces links between these African religions and cults in the Americas.

Blackwell's writing style is dense and frequently refers to other authors' works without clarifying commentary or explanatory discussion of the cited work's connection to his topic. These cryptic references reduce the clarity of the book and reinforce the impression that this is a raw and unfinished work that would have been well served by an editor. Blackwell's frequently stated fixation was the notion that Africa, being relatively untouched by Christianity and Islam, held the keys to the "truth" about human religion and history grates on the educated reader as well. The text is gruesome, unwholesome, and deeply shocking.

Of particular interest to investigators is a short segment about Kenya's "Bloody Tongue" cult, as the paraphernalia and symbols of the Kenyan cult are identical to the New York City group of the same name. The Mountain of the Black Wind is discussed, though no location is given. A marginal note mocks Blackwell's limited knowledge of the group. Also of interest is that the book's spine has been broken open to a section about a Niger River delta cult's grisly necromantic rites designed to raise the dead and make them into slaves called "zambi."

Quotes

Beyond the reach of the great Abrahamic faiths, Africa retains the primal truths of human society and religion; society is as raw and unformed as the landscape. The Gods are known by their old names and not prettied up by hymns and incense. It is here in this great continent of the Id that Man may truly know himself. That Man, as a whole, is so brutal and untamed at his heart, only shocks the unlettered or those blinded by the false trapping of the prison we have built for ourselves in our so-called civilization.

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The cult, named in whispers by the natives 'The Bloody Tongue,' is supposedly based far in the interior, but has followers in Mombassa, Nairobi, and even Muslim Zanzibar. Their idols are human shaped though surmounted with a long red trunk instead of a head, and it is rumoured that more than one missionary has discovered that when the whites leave, the natives swap a head topped by a crown of thorns for one with a bloody 'tongue'.

—<•>—

The sorcerer would then rend flesh from his own body, usually the arm, and spit the bloody offering into the mouth of the body supposed to be raised. A great chanting would be then undertaken by both sorcerer and his audience. The words are not in the native Yoruban. I have attempted to capture them phonetically: "Hu ning lui mugluwal naf wugah nagal atzu tuti yok sog tok foo takun. Atzu tuti fu takun! Hu ning lui. (Compare viz. Waite and Zimmerman)"

Life as a God

Bret Kramer

Physical description

White leather over wood, crown quarto, 7½" x 5", unnumbered but about 160 pages; a holographic (i.e., handwritten by the author) account by one Montgomery Crompton bearing the title "Life as a God" within a poorly rendered frontispiece of faux-Egyptian styling. The text is sloppy and erratic in brown, and sometimes fading, black ink (investigators suspecting the work was written in blood will be disappointed if they test for this; the ink is simply of low quality). The book was amateurishly bound and the spine is separating in places. Examiners making a *Medicine* roll (or a ½ *Biology* roll) will realize that the book is bound in tanned human skin; people experienced in book binding (*Craft: Book Making*) or the rare book trade (the antiquarian occupation) can make the same discovery with a *Know* roll. In either case, this knowledge costs 0/1 points of *Sanity*.

Skimming

This work purports to be the diary (though it functions more as an autobiography) of Montgomery Crompton, a British soldier and artist. Its first few pages recount his life as member of the landed gentry in Northern England up until he is dispatched in 1801 to Egypt under General Sir Ralph Abercrombie. Seriously wounded in battle, he recovered after several weeks of a high fever and a series of what he claims were occult visions. Remaining in Egypt to recuperate, he was inducted into a secretive cult. Claiming to have survived from ancient times, the cult worshiped a mythical figure known as the "Black Pharaoh", a forgotten ruler of ancient Egypt said to have possessed magical, possibly divine, powers. As a cult member, Crompton witnessed and participated in acts of torture, murder, and rape, as well as weird magical ceremonies all in praise of this Black Pharaoh (sometimes called "Nivrin Ka"). In 1805 he returned to Great Britain where, settling near Liverpool, he and a group of other British converts attempted to replicate the cult and its depraved rites before being thwarted by unnamed, but mockingly condemned, local authorities. Crompton apparently composed this work whilst incarcerated in an asylum. Even from a quick skim, it is obvious that the author was a murderously sadistic lunatic prone to megalomaniacal delusions, foremost of which is that he would achieve god-hood through his occult practices.

Research

Research into Crompton's life is substantially easier in Britain than it would be elsewhere; the Keeper can assign a bonus if undertaken there (or alternatively assign a penalty to research done elsewhere) depending on the size of the library.

An initial *Library Use* roll can confirm that a Montgomery Crompton was born in Lancashire in 1774, the fourth son of a minor noble, who served as a Lieutenant in the 28th North Gloucestershire Regiment and was seriously wounded at the Battle of Alexandria. A few scattered references also mention Crompton's interest in art and his unsuccessful efforts as a painter and later a sculptor. A second *Library*

Use roll can ascertain that before his commission in the army, Crompton was the family black sheep — first sent down from university and then bankrupted as part of a failed investment scheme. After he returned from Egypt he was embroiled in some sort of scandal and confined to an asylum, apparently dying some time after 1807.

If the Keeper wishes, additional research (particularly if done once the investigators arrive in London) can uncover specific details of Crompton before and after his time in Egypt. Journals and diaries of the period mention Crompton in reference to his various failures and how he obtained his commission solely through his father's influence.

Court proceedings record his arrest in 1807, following his implication in the disappearance of a number of children from the Gilbert's Union workhouse where he was employed. Newspapers and commentators from the period allege that the staff of the workhouse in West Derby (near Liverpool) were overworking their wards and had attempted to conceal a number of deaths from the authorities. Several note the establishment's unseemly reliance upon its Egyptian servants and aides as well as Crompton's own erratic public behavior. For reasons unclear the case was dismissed (though the workhouse was closed down and its buildings soon demolished), and after a brief stay at the York Retreat, an early asylum, he was given over to the custody of his family.

Particularly persistent investigators may take interest in Crompton's artwork. A few of his earliest paintings survive in private collections and small museums; his themes are pastoral and his talent marginal at best. Only a handful of his far superior later works survive; most were destroyed by his family. Two paintings of Egyptian scenes are held by the Walker Art Gallery in Liverpool; donated by the estate of Montgomery's nephew, Eustace, in 1878. The artistic skill is markedly improved over Crompton's earlier works. Both of the paintings are vivid and skillfully rendered depictions of the plateau of Giza (including the Sphinx), one by day and the other by night. Viewers making a halved *Archaeology* roll (or an *Egyptology* roll) will recognize it as depicting the area at the end of the 3rd Dynasty, just before the construction of the Pyramids; those also making an *Idea* roll will realize that Crompton's knowledge of the site is uncannily accurate (and contradicts what was known at the time when the paintings were created). This realization costs 0/1 point of *Sanity*.

Finally, investigators making a *Luck* roll while investigating Crompton will find a reference to him in an article in the *Manchester Guardian* about an 1853 fire at the Lancaster Royal Grammar School:

> "…the fire began in an attic area dedicated to the storage of excess equipment and other materials as of yet unused by the school in its new location. One peculiar item lost in the fire was an unfinished bronze bust of an Egyptian pharaoh by an Old Lancastrian, one Lt. M. Crompton. A veteran of the Egyptian campaign against Napoleon, he bequeathed the bust to the school before his death in 1811. The bust, bearing an elaborate and complete headdress but lacking a finished face, was a figure of schoolboy rumour, as it was considered good luck to rub the beard before examinations. Apparently the heat of the fire was of such a degree that the bronze bust was fully melted.
>
> Of the two boys killed in the fire, it would appear that they started the conflagration, no doubt accidentally, while exploring the apparently unlocked rooms. It is without doubt that negligence on the part of the school staff led to this oversight."

No amount of investigation will uncover any surviving papers or writings of Crompton's, though his signature can be located; the handwriting is a perfect match.

Thorough Reading

This work records the insane words of Montgomery Crompton, an English soldier,

artist, and devoted member of the so-called Brotherhood of the Black Pharaoh. Crompton briefly details his life before he went to Egypt as part of General Abercrombie's army. The youngest son of a minor member of the nobility and part of an extended, but well regarded Lancashire family, Crompton was a poor student, sent down from the University of Edinburgh for his habitual drinking and gambling, as well as violent outbursts in public. Against his family's wishes Crompton elected to pursue a career as a painter but instead squandered his small allowance on liquor and gambling.

Rather than disown him, Crompton's mother persuaded his father to purchase a commission in the army for their son in the hope that he would see it as an opportunity to make something of himself. Crompton took up the commission begrudgingly and, except for the fact that it eventually brought him into contact with his new master, the author heaps boundless scorn upon his time in the army. Sent to Egypt along with his regiment, the 28th Gloucestershire, Crompton was struck in the head by a French cavalry saber at the battle of Alexandria. For several weeks Crompton languished near death, a time during which he claims he first had visions of the being he would come to know as the Black Pharaoh. It spoke to him and told Crompton that he was the only true God and that all other gods were false gods or reflections of his glory.

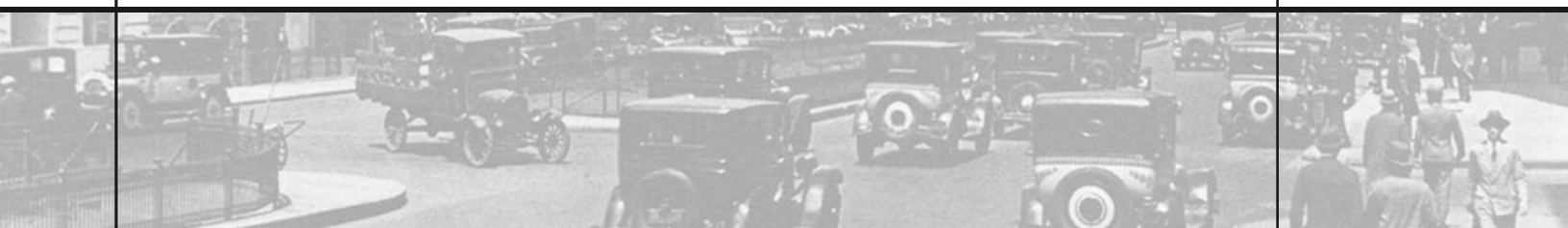
Upon his recuperation, Crompton journeyed to Cairo where he indulged in copious amounts of opium in an attempt to reconnect with this new god. Instead, he somehow (Crompton credits dream visions) came into contact with a group of like-minded British and European expatriates (and some Egyptians) who initiated him into the Brotherhood of the Black Pharaoh via a series of orgies and murderous rituals. Crompton expounds at great length about the wonder, beauty, and truth of his new faith — though mostly what he recounts are rites and rituals that shock and turn the stomach of even the most hardened reader.

Specific details of the group's rituals are recounted (such as the sacral nature of the new moon, which Crompton likens to, "the face of the Pharaoh of Darkness watching over the world"), as well as regular orgiastic rites and monthly rites of human sacrifice. Fearful beasts (including sulfurous bat-horse things, sinuous winged serpents, and even more loathsome amorphous and indescribable flautists) are also discussed as bearing witness to and, shockingly, taking part in both types of rite. The symbols of the cult, including the inverted ankh and the spiked club are also described. (Readers of the work will immediately recognize said club when it is first encountered.) No record is made of the group's specific prayers or invocation, but the text is littered with rhapsodic paeans giving praise to the greatness of the Black Pharaoh, including many honorific titles as well as apparently his Egyptian name Nevrin Ka (alternately Nefrin or Nephrin Ka, Crompton's spelling is irregular).

While Crompton acknowledges that he and a number of his fellow members of the Brotherhood returned to England some time in 1805 for the purpose of expanding the worship of their dark god, he refuses to give much detail on this topic, stating cryptically,

> "the night air knows best those rites and praises that were voiced by our lips, and the ever waxing crimson flow knows our offerings, but no cunning art will compel me to betray my Brothers still free to reap harvest of Britain's uncleared fields."

On several occasions Crompton is granted visions of the time of the Dark Pharaoh's reign, including a personal audience with the god himself in his throne-room. Crompton proclaims passionately and often that he is both sane and yet destined for immortal godhood, for example in a short space a paragraph stating that he is "more right of mind than any man" and "will walk with his Lord as a god over the ashes of the Empires of Men when even the Sky is brought to heel and the Moon made void." Crompton is unquestionably mad.



Quotes

The man standing before me was of swarthy complexion, but with a haughty bearing befitting an Emperor. He reached out a hand to touch my cheek, my wound shrieking in agony until he brushed it, washing away my pains. He spoke to me, in low tones, with a voice like a mother to an infant babe. He spoke to me of his grand design which would unseat the rule of Man for the rule of the true Gods, and how I might serve him. I knew in my truest heart that this was the purpose I had so long sought, that in His service, I would be made whole and pure and that those who had wronged me so greatly would be brought low. I wept in joy and promised I would serve him gladly.

~‹◊›~

The beggar was held fast by my brothers and I, eyes tearing with joy, struck him mightily with the sacred club again and again, until he was rendered insensate by the pain and his limbs were useless. Filled with wordless praise for Him who Dwells in the Shadow before light comes, I turned it in my hands then pierced the wretch's heart with the cunning bronze spike. His scream of agony washed over me and I was reborn as a full Brother and servant of the Pharaoh of Shadows.

~‹◊›~

Its 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. When the six lights 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!

People of the Monolith

Bret Kramer

People of the Monolith *presents a number of difficulties for the Keeper hoping to adhere to the traditional chronologies of the Cthulhu Mythos, as not only is this book not supposed to have been published until 1926, the events that drove its author mad did not occur until two years after the departure of the Carlyle Expedition! This description attempts to reconcile these inconsistencies; see the article "The People of the Monolith Paradox" on page 122 for a discussion of these issues and other potential solutions.*

Additionally, the description in Masks of Nyarlathotep *for this book says that it was "handbound in the skin of a Chthonian;" this author finds such a possibility dubious at best. While the 5 points of armor accorded to Chthonians certainly pales before even some mundane creatures like the rhinoceros, the difficulty in obtaining such a strange cover material does not mesh with the already implausible back-story accorded this take on the book. The following description includes an adjustment to the description of the book that can be disregarded, as can the dating of the work, as the Keeper sees fit.*

Physical description

White leather, 6¼" x 10½"; 104 pages, title on cover page. This slim volume looks to have been hand-crafted with an eye towards quality bordering on opulence. The pages and leather cover are excellently hand-stitched and the paper used is top quality. The pages themselves were printed as individual lithographic plates, that is to say, etched on plates rather than with a regular moveable-type press. Every page has elaborate geometrical designs along the border; there is no artwork as such, save for grotesques incorporated into the first letter of each poem.

The most striking feature of the book is the unusual medallion on the front cover. It appears to be a very thin slice of some sort of polished translucent rock (a *Geology* or ½ *Know* roll identify it as a "nodule," a type of geode with a totally filled interior), placed over a thin sliver backing, creating a weird mirror-like effect in rich gray and white tones. The pattern of crystal formation is highly symmetrical and suggestive of organic forms. Careful study and another successful *Geology* roll may lead to a single point of *Sanity* loss, if the Keeper chooses, as the form in the "geode" clearly appears to be a cross section of a worm-like creature, unknown to science, curled in around itself.

The front page bears, in a bold hand, a dedication "To Mister Roger Carlyle. I hope you find these words to be as inspiring as yours were to me at our last meeting. My regards to Anastasia—Tyler." There is no publisher or date of publication given.

A successful ½ *Know* roll can identify the author as a minor American *avant garde* poet of dubious reputation.

Skimming

This work is a collection of poetry by one Justin Geoffrey. The poems are in a modern style, generally without fixed meter or structure, but with a clear thematic link—menace, horror, and a (sometimes romantic) nihilism. Titles include "Out of the Old Lands," "Strutter in Darkness,"

and the titular poem "People of the Monolith". The work is disturbing and shocking, at least to a more sheltered reader. The stark horror of the poet's words are not tempered by the beauty of his writing.

Research

A few hours in a library of moderate or larger size (in the U.S.; elsewhere a more extensive collection is necessary) and a *Library Use* roll, or a *Know* roll by a professional writer, will inform the researcher that Justin Geoffrey (born 1898 [1], in Monticello, New York) is an *avant garde* poet generally held in scorn by polite society. Charitably derided as "Baudelairian," his work focused on the dark recesses of the human soul and has been condemned as obscene. His contribution (the poem "White Divan of Sorrow") to a New York amateur poetry society's journal ("The Chanter") in 1918 resulted in a pornography charge against its publisher and its withdrawal from circulation.

In 1921 [2], while visiting various historical sites in Eastern Europe, Geoffrey apparently took ill and suffered a severe bout of madness. He returned to the United States, and after a few readings of his new works (including the title poem from this volume) disappeared from the public eye. His current whereabouts are unknown. He has no known published work aside from a few poems in disparate collections.

If investigators have some connection to the bohemian artist community, a successful *Luck* roll will allow them to run into a poet acquaintance that saw Geoffrey at a reading in Greenwich Village after his return from Europe. He was distracted, easily confused, and jumped at the slightest start. The reading was cut short about half-way through by another man, John Tyler, a Chicago writer and poet and friend of Geoffrey's. The performance, despite the poet's clear instability, was mesmerizing and far superior to Geoffrey's earlier works, the acquaintance recounts.

Thorough Reading

It is clear why the author of this collection has a poor reputation; these poems are not the work of a healthy mind. The constant refrain is that humanity is a temporary master of the Earth, at best and that, lurking on the edges of our perception, is the great truth of the world. Humanity, the poems suggest, is inexorably doomed, either from our own vices, or our weakness vis-à-vis the true masters of the world-great sleeping gods who will arise and destroy all. In certain places, fragments or signs of these once mighty beings can be found (cf. the monolith of the title). Despite the subject matter and the obvious derangement of the author, some of the poems here are arresting, even moving.

Quotes

They say foul beings of Old Times still lurk
In dark forgotten corners of the
    world,
And Gates still gape to loose, on
    certain nights,
Shapes pent in Hell.

– "People of the Monolith"

—<•>—

They lumber through the night
    With their elephantine tread;
I shudder in affright
    As I cower in my bed.
They lift colossal wings
    On the high gable roofs
Which tremble to the trample
    Of their mastodonic hoofs.

– "Out of the Old Land"

1. Or 1878, if following the 'Change the Dates' option detailed in the "Paradox" article. 2. Or 1911, again as left.

The Pnakotic Manuscripts

Bret Kramer

Keeper's Note

This work is written using what is referred to as Middle English (specifically late Middle English), an archaic form of English used from the time of the Norman invasion until the 15th century. Although the text is not as difficult to read as other Middle English works because of its relative lateness, it still presents a challenge to those unfamiliar with the peculiarities of the dialect. If the Keeper desires, readers of this work must make a Read English roll at ¾ of their normal skill level. If using the optional reading rules as outlined in the article "Reading on the Road" (p. 458), the initial period would require a ½ *Read English* roll. Each success would grant 1d10 points (cumulative) to future *Read English* rolls for this tome until the modified skill matches the original.

Physical Description

A manuscript, 10" x 12.5" bound in pale green leather. The cover has no title, only a peculiar pentagram-like symbol, seared into the heavy bindings. The title page gives the work's name, followed by a subtitle "As written in the so-called Pnakotik Scrolls, as translatid from the Greke by the author togeder with addicional remarkes upon that worke in the light of Newe Lerning." The print is neat, typeset in archaic English (a *Know* roll identifies it as late Middle-English). A printer's mark says "Trevisa et fils. 1496," but the binding appears to be much more recent. Periodically plates (presumably bearing illustrations) appear to have been carefully cut from the book. Pencil annotations in modern English appear frequently in the first third of the work (usually glossing the more archaic language), but decrease in frequency afterwards. Anyone familiar with Roger Carlyle's hand will recognize the handwriting as his.

Skimming

This work claims to be a translation of an otherwise unknown series of documents (*The Pnakotic Manuscripts*) brought to the West after the fall of Constantinople in 1453. These are said to be Greek translations of even older documents chronicling an otherwise unknown epoch of the pre-human history of Earth. The unidentified translator claims to have obtained this work, also called *The Pnakotik Scrolls* and *The Scrolls of Pnakotus*, from an unnamed refugee from the Byzantine Empire. This translation was made in conjunction with the help of another (also unnamed) Greek scholar.

The body of the text is a haphazard jumble of myths outlining the history of various fabulous kingdoms and civilizations of Earth before the rise of Man (as well as other places specifically said to be not of this world). Discussions include a catalogue of various races in residence on the Earth during the ages before man, the actions of various legendary figures, and the myriad inhuman deities worshiped by both. A final section traces the mythic history of the book itself, from fragments uncovered in some vast non-human library (the so-called "city of Pnakotus") to the scribes of vast pre-historic human empires who consulted with improbable "others" (some sort of flying, barrel-shaped beings) in their efforts to understand the work. It seems likely that this work is a compilation of a host of mystical texts, many of which are preserved only in fragmentary form.

Research

Diligent research can uncover a smattering of references to the *Pnakotic Manuscripts*, but the picture they produce is unclear at best. Each of these items requires a successful *Library Use* roll unless otherwise noted.

Multiple sources make reference to the work in passing. One typical example comes from an 1891 counter-point review of Frazer's *Golden Bough* in the *English Historical Review*, which condemns the work for "treating Christianity and Christ in the same manner as one would discuss Roman paganism, let alone mystical drivel like Agrippa or the patently ridiculous 'Pnakotica'."

A fuller mention can be found in a portion of the travel journals of the American explorer Roland Godfrey, published as *Expeditions in the Arabian Peninsula, including crossing the vast desert by camel, with visits to Mount Sinai, and notes on the Arab people and their ways* (1821):

> "The Bedouins' superstitions only grew as we crossed that Great Sandy void. Eight days out of Muscat, as we prepared to camp down for the night, several of the men spent an inordinate amount of time in prayer, adding several chants in something other than the Arabic prayers they ululated so many times. When I asked the dragoman about this, he grew taciturn and refused to comment. Undaunted I put the question to him again the next day, making rightly the assumption that the light of day would restore the courage the night so often saps from the less civilized races. He told me that the men grew fearful as we passed near the site of the ancient city of Hiram, or Iram, which God brought low for its sins. This fabled city of a thousand pillars, so he related as we rode on, was bedeviled and once the home of dark sorcery, where fell scriptures were studied, like the Scrolls of Al-Banaqatiqa, a work detailing the secrets of the Creation that was stolen by Satan and written in the language of the angels. Happily such melancholy talk faded as we moved steadily closer to the coast…"

The best description can only be found through diligent research and comes from an auction catalogue from the Austrian auction house of Ausperg from 1883. It can only be found in the largest libraries or with a successful *Luck* roll at a small institution, perhaps tucked into another work. An English copy of the work very similar to Carlyle's is listed thusly:

> "The Pnakotic Manuscripts, English. Published by Trevisa and Sons (London?), 1496. Bound in calf-skin, with brass hasps and ornamentation. Work is intact with some slight evidence of water damage, yet with no damage to text. Said to contain the wisdom of the ancients, translated from Greek scrolls now lost, this is a rare book of magic and mysticism from the period, with a print run in this edition of almost certainly fewer than fifty. Of special interest to collectors of incunabula and those with an interest in the occult. From a private collection. Starting bid is 200 F."

Anyone making an *Occult* roll (or any professional occultist making an *Idea* roll) will recall an article in *The Elder Truth*, an amateur press journal put out by a Chicago-area Theosophist society, from May of 1921, in which a member recounted his spirit meditations and attempts to reach the "Hidden Lamas of Shambalah." In one section the author mentions mediating upon "the wisdom of the Pankotic texts [*sic*] and the Seal of Pankot [*sic*]," which resulted in a terrifying vision of some terrible lupine spirit or demon. A note at the start of the article mourns the author's recent death in an automobile accident, having lost control of his car in a high-speed turn.

A successful *Anthropology* roll will uncover a reference in the *Proceedings of the American Anthropological Society* (Fall, 1922) in a letter from Derek Wheeler, an American anthropologist conducting field research near Lima, Peru. In a longer letter about the general

condition of the native peoples there, he recounts the following:

> "One elder in a very remote village in the Pisco River valley recounted to me lore from the time of the Pizarro and how when he sacked Cuzco he destroyed the sacred knot writings of the Incan people, the so-called *quipu*. Foremost among these were those said to have been compiled by a legendary *quipucamayoc* (scribe) named Pah-Na-Hota, a semi-divine figure who is said to have come from the sea just after the creation of man. He is said to have recounted the word of the gods and the true history of the creation of man and the world. This figure is an obscure one and if any other scholars have encountered references to Pah-Na-Hota, I would be most interested to learn of them."

With a successful *Cthulhu Mythos* roll, the symbol on the cover can be recognized as a poorly done reproduction of the Pnakotic pentagon, a powerful warding symbol.

Thorough Reading

This book claims to be a compilation of the most ancient texts known to some prehistoric human civilization (or civilizations), called by the translator Lomar, though it is unclear if this is meant to describe a single civilization or a type of civilization. While some attempt has been made to keep the various fragments in chronological order, the translator admits the progression from most ancient to relatively more modern is a matter of conjecture. The translator also repeatedly reminds the reader of the veracity of the work and expounds at length on the history of the text he (presumably) is translating [1]. A few marginal notes indicate which sections of the work were recorded in "the elder script" though no examples are given of this language.

The earliest portions discuss the earliest days of the Earth, a fragmentary chronology of the arrival and feats of various "gods" and races. A catalogue of wars between the various powers takes up much of the space, followed closely by a chaotic and incomprehensible genealogy of these various entities. Sometimes the translator will preface certain sections with discussions of other occult tomes that may clarify particularly obtuse passages or cryptic references, although these references are nearly as veiled and unclear as the original material.

Despite the vagaries of the text, the author repeatedly demonstrates uncanny (if erratic and incomplete) knowledge of history, astronomy, geology, chemistry, and biology for a 15th century writer, let alone a Byzantine scholar or even more ancient source. A passage describing the fall of the "Elder Ones" [2] civilization relates that fragments of their great cities persist "in Terra Australis or the Anti-powds" and clearly describes Antarctica (and in particular penguins) while the chronology of the passing of the book from one human civilization to another conforms more closely to modern understandings (setting aside issues like Hyperborea) than the presumably Biblical worldview of the translator's period.

Some of the fragments differ markedly in content, discussing otherwise unknown locales such as Ulthara, Mount Hatikala, and the Sea of Cerenarae and the apparently humans resident there. It is unclear if they refer to yet another unknown pre-human civilization or some extraterrestrial location.

Certainly a more bizarre compilation of facts and legends has probably never been seen.

1. From "ancient Lomar" to "Hyperborea", then to "Atlantis", from which it passed to the Egyptians, then to the Greeks (via Crete), and finally to the Romans and the Byzantines. The copy used by the translator came from an anonymous Greek scholar who claims to have obtained it from certain documents preserved after the destruction of the Akoimetes monastery, in Constantinople, though no proof is given. A few other documents saved from the collection are mentioned obliquely, but they are not cited.

2. An aside in this passage indicates that the men of Lomar knew of rites to call upon this race and, in exchange for unspecified sacrifices, aided them in translating the most ancient portions of the Pnakotica. The ritual is fully described thereafter.

Quotes

"And from Sykranoetia reysed Xatogia, taking the forme of a grete furred tode, he dwelled in the caverne of Jenkae and the walkyng serpents of Joth helde Him in grete reveraunce much to the grete anger of Digge, the God of those beasts..."

~~☠~~

"Myghty was the war betwixt the Elder Ones and the Dwellers in Real-yea and yet upon the endyng dayes of sayd war, the Elder Ones drew strong powyrs hild by the Spear of Neth and unmayd the berry lande of the Earth and Real-yea was caste downe beneeth the waybes of the Grete Western Ocean."

~~☠~~

"Hyer on the sloep climmed Goode Sansu, tho the sloep of Hatikala grewe ever more steep, for he sot the Gods themsylbes, sayd as they were to dwellin at the berry sumit of the Peake. But naughte was to be found there save Ice and Snowe, for the Gods dwelt ayleswere..."

Selections from the Livre d'Ivon

Sam Zeitlin

Physical description

A parchment bundle, 10" by 15"; 179 pages. The pages are obviously old, and have suffered from both the elements and the negligence of past owners. The most obvious damage to the work is that the back edge of each sheet is ragged - an *Idea* roll will allow the realization that the manuscript has been torn from some sort of binding. The work is handwritten and copiously illuminated with grotesque faces, obscene marginalia, and a recurring curious sigil resembling a triskelion (a *Cthulhu Mythos* roll identifies it as a symbol connected to the wizard Eibon). While it is obvious that Roman characters are used, the condition and age of the manuscript makes the language difficult to determine (an *Idea* roll to recognize it as archaic French), but judging from the paper and script used, an expert (or a *Library Use* roll and a half-day's effort) can date the creation of this work to the mid to late 15th century though the language is a Norman variant of French from an earlier period.

Skimming

The book purports to be a commentary [1] on the *Liber Ivonis (Book of Eibon),* a work supposedly written by Eibon, a sorcerer in distant antiquity. The author of the commentary is one Gaspar du Nord, a self-proclaimed sorcerer from Averoigne, a region in south central France. The discussion within, written in an elliptical and didactic manner, is a wide-ranging commentary on ancient and contemporary theology, magical ritual, and fantastic history. The author focuses upon the lives and magical discoveries of several antediluvian sorcerers in a kingdom called "Hyperborea," with a particular emphasis on "Eibon," the supposed author of the original work. Eibon apparently entered into some sort of pact with a powerful being (perhaps a god?) known as Sathojuè, granting him both greater magical abilities and access to arcane secrets. Other powerful beings and species are mentioned in only passing detail, but include a race of ophidian magicians and a malevolent and immense white worm that brought Hyperborea low in some icy apocalypse.

The author also boasts not only of his own magical studies under the wizard Nathaire, but also of his defeat of his former master. Though du Nord claims that his purpose is to give instruction to the novice magician, he often obscures his meaning in allegory or oblique references. A reader lacking either a copy of the *Livre d'Ivon* or a familiarity with the conventions and philosophy of the various medieval magical traditions will find *Selections from the Livre d'Ivon* a daunting and frustrating work.

1. A *Know* or *History* roll will remind investigators that the Middle Ages saw the height of a literary form called the commentary. In an age when intellectual authority was the province of the ancients many scholars chose to write commentaries on one of the old masters, especially Aristotle, rather than write an original work. Depending on the author, a commentary might hew close to the text, or simply use it as a starting point for wider-ranging meditations. Du Nord's work is of the former category, rather than the later.

Research

General information about the *Book of Eibon* is presented in the article "General Notes on the Book of Eibon" on page 142.

If examined by an expert, this work can be positively dated to the mid 15th century, most likely to a monastery in northern Italy, possibly near Turin. A marginal gloss suggests that an early owner was the Visconte de Mana, a noble in the court of Duke Carlo I of Savoy. Investigators examining Roger Carlyle's activities before the departure of his titular expedition can uncover that he purchased a collection of Medieval manuscripts and papers from an unnamed French collection in May of 1918. The lot is described as "about two-hundred parchment pages in poor condition bearing an antique French commentary."

Thorough Reading

In this lengthy commentary, Gaspar du Nord attempts to illuminate the wisdom of Eibon, a sorcerer living in ancient Hyperborea, adding his own knowledge along the way. The author, a self-described magician writing in the French city of Vyones, claims that the master of his master's master learned at the feet of Eibon, the Unfathomable One himself, suggesting that either Gaspar or one of his mystic predecessors lived an unnaturally long life.

The author quotes the original text extensively, and dissects the material in detail, offering allegories, legends, prescriptions, and interpretations of the book's narrative sections, which apparently cover the experiments and travels of Eibon across Hyperborea and into even stranger realms.

Much of the book centers on Sathojuè, a furry, toad-like deity worshipped by both Eibon and du Nord. Du Nord describes Sathojuè as a patron of sorcerers, an essentially benevolent master who asks only for obeisance and secrets. Much of Eibon's power stemmed from a pact with Sathojuè, and du Nord considers the rites of the god, though the details are uncharacteristically sparse. In one passage, du Nord describes Eibon's journey to meet Sathojuè at his great hall of bones beneath Mount Vourmitadre, and speculates at length on where this place might be found (Armenia, he concludes). He also describes various caves in Averoigne advantageous for calling upon Sathojuè's amorphous black servant creatures (described as snakes made of pure darkness) but does not give explicit directions to any of these caves or exact instructions as to how Sathojuè's servants can be summoned. Du Nord's repeated claims of Sathojuè's benevolence do not square with the depiction of the being or its servitors.

In addition to Sathojuè, du Nord describes a number of other powerful and strange entities: a mighty entity called "the Lord of the Abyss" or "Nodens, the Great Hunter," along with a method to contact him; the great worm Relim Shai Corte, who laid waste to Hyperborea; and the dreadful "Hommes du Serpente," a race of bipedal snakes who commanded great magics. Further, du Nord describes the vast subterranean kingdoms of Ioth and Niqai; instructs to the reader on where Shagai, a strange world once visited by Eibon, may be found in the night sky; and gives directions to reach the lost vale of Pnath[2]. Du Nord includes passages describing his own journeys and meditations, as well as his battle against a former mentor, the magus Nathaire, and lastly gives a set of specific instructions for an enchantment that will conceal the caster from the sight of any creature bound by the magic of a powerful being alternately referred to as "the Black Man (L'Homme Nuit)," "The Lord of Night," or "The Thousand-Faced God."

2. Though, as he assumes that the determined traveller can make his or her own way "beyond the wall of sleep," the directions are of limited use.

Quotes

...I therefore submit this commentary. It contains no wisdom that is not a reflection of the wisdom of the Unfathomable One, Eibon the Inscrutable. It contains no secret that is not His, and no power. I, whose language is paltry and whose art is dim, scribe this meager work only because I fear that in my error I have corrupted the text of the Book, and wish to absolve myself to the reader of my crimes of omission by presenting what little knowledge I possess of the land above the north wind, and the deeds wrought by the men who dwelled there.

...<•>...

By certain signs and secret signals, it may be deduced that the hoary huntsman whom the Unfathomable One speaks of in the parable of the Eremite is one and the same as the Huntsman, whom the witches and the farmers whisper of in the dark forests of the Empire to the east. Those who would speak with Him would be wise to travel where men do not go: to the dark places of the forest, or the harrowed shore. It is there that the seeker must make the seven-pointed star upon the ground, and burn the seven tallow candles, and break a stave of ash, and mend a spear of elm. It is there that one must call Him by his secret name, Klovens, and mediate upon the Eremite's rhyme: 'King of empty spaces/Lord of lonely places/I risk the huntsman's wrath/my mind has wandered from the path/as sun slips beneath the sky of grey/Huntsman make me predator not prey.' Know this, however: He is no friend of the magus, for he hates the magician's gods.

...<•>...

The sky grew dark when I reached the blighted lands, and I knew that Nathaire had grown very strong indeed. He had scribed his name in the Black Book, and his new master, le Homme Nuit had sent two black dragons to serve him. In the endless night they were ever-watchful, but the learned one need never hold fear in his heart save of Sathoyuè, who is everything and nothing. Recalling the texts I had studied so long, I considered Eibon's symbol and how it might call forth a wheel of mist, that I might travel unseen by yellow eyes. It is written that one need but cross the arms across his chest and speak the words: *ziothui terragyrus maturin...*

General Notes on the Book of Eibon

Bret Kramer

There are three different versions of the Book of Eibon *that investigators may have the chance to read or examine during the course of the campaign. Research into the any of the works will uncover much of the same information. For the convenience of the Keeper, this material is collected into a single entry.*

Liber Ivonis and Eibon

A successful *Occult* roll can confirm the *Book of Eibon* as an obscure occult text, purporting to be both the grimoire and testament of Eibon, a magician of ancient Hyperborea. Further research (and one or more *Library Use* rolls at the Keeper's discretion) can uncover the following information. The earliest known version of the *Book of Eibon* is a late 9th or early 10th century Medieval Latin edition attributed to Caius Philippus Faber (almost certainly a pseudonym, as suggested by the Latin name 'faber'), a scholar and cleric at the court of Louis the Blind, King of Provence.

Faber claimed to be translating an even older text, possibly of Greek origins. A few sources suggest that this was a work known as *The Teaching of Ibo,* which had circulated at the court of Charlemagne more than a century earlier. Faber's book was a mystical text similar to works like the *Key of Solomon* or the "writings" of Hermes Trismegistus; contemporary magical writings attributed to an ancient authority, in this case the Hyberborean sorcerer, Eibon. During the early medieval period antiquity was equated with authority, suggesting that Faber was attempting to establish the importance and truth of his work by linking it to archaic, more divinely connected, authorities. It is unusual in that the ancient source described is unknown in either the Christian or Classical traditions, and that the kingdom of Hyperborea described does not match the Hyperborea of Greek myth.

More recent editions and translations of Faber's *Book of Eibon* are known to exist. Gaspar du Nord is said to have created a French language translation (called the *Livre d'Ivon*) in the 13th century, followed by an unknown author's English translation *The Book of Ibon* (probably a translation of the French) in the 17th century. Investigators may come across a passing reference to a different English translation in a note from the English Historical Review of May 1906, discussing the late Dr. N.H. Daniels:

> "I must also add, as his former pupil and a frequent caller to his home, that Professor Daniel's library also included more esoteric works, such as several of Robert Fludd's alchemical treatises, an evocative Persian copy of the *Zohar*, and a beautifully illustrated copy of the *Book of Ibon*. Printed in 1672, it catalogued all manner of fell sorcery, such as could be conjured up in the Gallic imagination of Gaspar the Norman. I find it curious that no mention of those works appears in his bequest to the Society. Perhaps his

heirs might elucidate us as to the disposition of these works also, for the sake of scholarship? Books such as these, more valuable for their insight into the primitive mind than their actual contents, should not be discarded simply for being fanciful."

Hyperborea

A *Know* roll (otherwise a *Library Use* roll) will inform investigators that, according to Greek mythology, this was a kingdom to the far north, whose people flourished peacefully under the patronage of the god Apollo. The kingdom's name literally means "beyond the Boreas [North Wind]." The people of Hyperborea were supposed to have exceptionally long lives and reside in a kind of utopia.

An *Occult* roll will uncover a scattering of references to a few half-formed theories that the Greek legends had some basis in reality; perhaps as a northern outpost of an early Atlantean culture or, as posited by certain racially-based theorists, as part of some Aryan 'Thule.' Theosophists hold that Hyperborea was the home of a pre-human species (one of the so-called 'root-races'), said to be gelatinous, semi-astral beings— human in outline, but very much different in biology and without intellect as we regard it.

Gaspar du Nord

Comparatively little is known about this individual. A *Library Use* roll can identify him as the translator of the *Livre d'Ivon* and having lived in the 13th century in central France; a scattering of references also refer to him as a mystic or sorcerer. Little more can be learned unless the investigator can read French, in which case an additional discovery can be made in a work on the ecclesiastical history of Averoigne (from 1844) by Father Michel Ernaux, S.J. In a footnote he records:

"One exception to the vigorous persecution of heresy demonstrated by the pious bishops of this era is the unusual figure of Gaspar (sometimes Casper) of Normandy. According to a now lost 16th century chronicle of Vyones, in 1232 Gaspar, described as a sorcerer, provided an unspecified service for the city, thereby defending it from the witch Nathaire. For his service, the city's bishop (despite Pope Gregory IX's admonitions against heresy and his creation of the Papal Inquisition the previous year) granted this Gaspar a pardon for "all acts of Witchcraft and Heresies past, present and future." He is said to have remained an inhabitant of the city to the end of his days, perhaps due to the protection offered to him by the local church leadership. The children of the city still recall him in the old rhyme, "*un pour les pauvres, deux pour le froid, troi pour Gaspar le bon et St. Augia*" (the last presumably being St. Augustine of Hippo known for his charity)."

Keeper's Campaign Notes

London

Horror at the Heart of Empire

Keeper's Notes: London

Anthony Warren, with Bret Kramer and Matthew Pook

Chapter Overview

The London chapter will probably be the Keeper's first chance to truly shine in a *Masks of Nyarlathotep* campaign, as regardless of when they arrive the group will face a fully organized cult with zero tolerance for interference in its plans. Both you and the players will have the daunting task of tying together multiple story lines without getting lost or de-motivated, all while keeping the story humming along. This is not always easy, but it is very rewarding.

Wherever the London chapter sits in your story (usually, but not always, after New York), the Keeper must keep the investigators on their toes. Wherever the investigators break and enter, however many Hackney taxi cabs they smash up, irrespective of leads they kill before imparting important clues, there should always be the fear of failure. London is your chance to prove your skills as a Keeper—pull it off with both subtle terrors and nail-biting action and the players will stick around for more.

Getting Started

One of the best things you, as Keeper, can do for yourself and your players is to **get a map of London**, bigger and separate than the one found in the *Masks of Nyarlathotep* book., and learn about London's physical and sociological geography. Contemporary 1920s maps are available on the internet, but even a modern road map can make the difference between a good game and great game, especially if you expect your player to get caught up in car chases or visit the city's numerous tourist sites. While London's districts, parks, waterways and inner-city roads have changed little since 1925, be aware some Tube stations and hotels were built much later and that German bombs in World War Two did inflict real damage, in human and architectural costs. As Keeper, it is critical for atmosphere that you know the difference between Soho, Limehouse, and Westminster, the class of people that live and work there, and how the investigators will be treated when they visit. **Keep a list of the boroughs at hand** with a couple of lines reference for each, especially if you decide to use the recommendations under "Rearranging London" later in this article.

It is also important for everyone to know what they are trying to accomplish, including the Keeper. Three broad goals for the London chapter stand out: Having provided numerous clues to your players in New York, you must continue to **deepen the mystery** and **build the party's motivation** for continuing. While investigating some horrible, globe-spanning blood cult just because it killed Elias will serve the investigators well for now, down the road in Egypt or Kenya the party might consist of people who never knew him. It is your job as the Keeper to thicken the plot and provide other motivations, whatever they are: revenge for the death of friends or relatives, the rescue of an innocent recently kidnapped and intended for horrors unspeakable, a lust for the fame or fortune that comes with unearthing ancient artifacts and mysteries, or simply, a desire to save the world. Remember to build the mystery of the Carlyle Expedition and to keep one eye on

the long term story with a ready hand to sow motivational seeds that can be reaped later.

While broadening the overall mystery, you also need to **keep the party focused**. There are many new clue threads to track down in London, and regardless of whether you want to distract the players with a red herring or two, you must keep things moving. Dawdling is no fun for anyone. It is fully possible for the party to meet Gavigan, break into the Foundation and steal the clues, investigate the Blue Pyramid and the cult headquarters, and yet still not know what to do. Players love to stare clues in the face and shrug their shoulders, so you must keep pushing and pulling them along the conspiracy; even if you have to kidnap, bludgeon, kill them, or all three, to do it. *Masks of Nyarlathotep* is a long campaign and lingering in London wastes time—as a Keeper you need to escalate threats until players *know* that they must face Gavigan and his cult, *understand* that the Brotherhood threatens the world, and truly *act* to stop its nefarious deeds. The party has a mission in Britain—do not let them assume otherwise.

Another important decision you should make before the party arrives in London is whether to play all, some or none of **the red herrings**. If the party comes to London from New York—the most likely course—then they are hot on the heels of Elias' killers and looking for paths to follow. One reason to include red herrings (those provided in the campaign or others included in this Companion) is to demonstrate that not every mystery and Mythos element is tied into some grand conspiracy, and that investigators must also be cautious while pursuing evil—because it is easier to die at the hands of a lizard-man serial killer than uncover what Edward Gavigan knows about the Carlyle Expedition. Though red herrings help deepen mysteries and keep the players off-balance, be careful; if ill-played they serve as nothing more than a distraction that leaves your players confused and frustrated. Judge the party's ability to pick through clue strands to untangle the "real" mystery and then roll out the red herrings when appropriate. However many red herrings you use, know why you are including them and how they will keep your party guessing. Take notes before you begin, as once the adventure starts it is very hard to slip them in without people noticing you that are wallpapering over cracks in the plot. And remember too that just because you have them prepared it does not mean that you have to use them.

The simplest red-herrings are the ready-made side treks. More subtle methods of waylaying wily investigators are just as easy, if planned in advance, means of rolling red-herrings back into the main plot.

Westminster Bridge leading to the Houses of Parliament and Whitehall

When a party gets it into its collective mind that a particular clue *must* lead somewhere important, it is very hard to persuade players otherwise. For example, if the investigators fixate on Ssathasaa from "A Serpent in Soho," introduce a tenuous link between it and Gavigan (perhaps he sends one or more of the paintings abroad on the *Ivory Wind* or stores them in his Essex estate). Wherever the party goes, have something to reel them back to the cult; a popular informant hospitalized, a body fished from the Thames, or another Mythos investigator willing to trade information for revenge on Gavigan.

Finally, the Keeper should remember that *Masks of Nyarlathotep* is international in scope; **what happens in one country will influence another** and this is not always linear. Informing Gavigan about Jonah Kensington without first crushing Mukunga's cult in New York might end with the Prospero House editor suffering a fate similar to that of Jackson Elias. Crippling Punji Chabout's warehouse operation will slow or stop the Brotherhood's movement of rocket-equipment to Shanghai, forcing Sir Aubrey or Huston to resolve this bottleneck. Log every victory or disaster and trace it to its logical conclusion before the party reaches their next destination.

Finally, consider the chapter's theme. For London, if there is a single defining theme it is **duality**; good and bad, light and dark, yin and yang. Much of the campaign is based on appearance masking inner decay, but rarely is this more apparent than in London. Everywhere the investigators turn they will find this festering rot; from Gavigan's charming exterior belying his personal evil, to Bertha Shipley's true scaly form; from the fog that hides a terrible creature, to Eloise Vane's curse. Something rotten lies in the heart of England. Let the players feel that inhuman pulse.

Keeper's Tips

The first stop on British soil (unless by freighter or similar) should be either in the ports of **Liverpool** or **Southampton**, and investigators who left the last country under dubious circumstances might just find themselves under the scrutiny of His Majesty's Customs. There is normally a 50% chance of bags being searched even if the party has done nothing wrong. *Credit Rating* can help allay this, however. Firearms will be confiscated if lacking a visa—and any armed investigator will be asked tough questions about their reasons for visiting Great Britain. He might even be detained or deported.

Once in **London**, the Keeper should highlight the little things that make it *foreign*. Traffic drives on the opposite side of the road to much of Europe and all of North America. Coal fires are more common than in New York, so everything is coated with a thin layer of soot that tickles throats and noses. Hats will be doffed, doors held open and pleasant greetings offered—things that some Americans and most Africans or Asians will find odd. Refrain from inundating your players with local 'colour'; instead slide them in: a sudden sneeze will coat handkerchiefs in gray-black mucus, the rain leaves dirty snail-like trails down taxi windows, and a glance in the wrong direction nearly has the character run down while crossing at an intersection. A *Luck* roll during an outdoor chase to dodge a car can serve as a convenient reminder.

England's **weather** during 1925 is one of mild winter and a milder summer, though there is always the threat of showers. In Derbyshire's peaks and vales, heavy rain can strike without warning, turning dirt paths into quagmires. Snowfall of a few inches is not unusual in the depths of winter; Edale may well get anything up to a few inches, but any sort of heavy snow in London will surely be a surprise. More extreme weather is unknown, though in January 1926, both Britain and Europe were beset by a cyclone-like weather pattern that wiped out telegraph lines, flooded much of London, and killed dozens. Whether this is linked to Nyarlathotep is up to the Keeper.

The archetypal London **fog, "smog," "peculiars," and "peasoupers"** can be a staple of this part of the campaign, especially when it comes to lurking cultists and monsters. Realistically most are nothing more than a light mist, though a more 'pulp' campaign may keep

A More Ruthless Brotherhood

One difficulty with Gavigan and the United Kingdom chapter of the Brotherhood of the Black Pharaoh, as written, is that together they are actually somewhat superfluous to the campaign. In the other chapters the villains are critical targets; even if the party flees from Shanghai, Australia or Kenya without neutralizing the villains there the investigators know that they must return at a later date to stop them opening the Great Gate. There is no such fundamental incentive in London.

For some investigators this might be a welcome situation—a problem they do not have to solve. Players should not rest easy on this thought. Not being central to any one part of the conspiracy allows the Keeper to use Gavigan to replace any of the campaign's major villains if they are somehow eliminated. Did a lucky shot kill Penhew in a Shanghai street? Gavigan can replace him on Grey Dragon Island. A well-thrown bundle of dynamite did in Omar Shakti before the ritual beneath the Sphinx? Gavigan can fill in during the ceremony to revive Nitocris. Likewise, if the Keeper desires, Gavigan can actively pursue the investigators during their global trek and dog them at every turn. He has the wealth and power to do so, and if the players cross him, he has the motivation as well.

London fog-bound indefinitely. Fog is usually restricted to areas bordering the river. Throughout December, January, and February, there is a 40% chance of nightly fog with a 10% chance during daylight hours. During summer there is twice the listed likelihood of fog blowing in from the Thames. The color can be disconcerting, ranging from eggshell to luminescent yellow-green and the smell off-putting; sometimes of sulfur, fish, salt, or other unidentifiable chemicals. Sound carries surprisingly far during a peasouper, mainly as people stay inside and the area shuts down. While public transport usually stops during the worst fogs, pedestrians should be wary; not all drivers are so sensible.

Mickey Mahoney is the first step, so to speak, in London. Part patron, part hindrance—how much of either depends heavily on the investigators' actions. Players who rely on his assistance rather than getting their hands dirty should be penalized by having him disappear on his own inquiries or ignoring them as unprofessional. The yardstick by which to decide whether the Brotherhood attempts to kill him is the success of the investigators' efforts—the better they are doing, the more likely that Gavigan will attempt to pick off the party's resources and the greater the chance that Mahoney will end up floating in the Thames. If he discovers that the cult is real, then he could make a perceptive replacement for any lost player character, but he better serves the campaign as an NPC. For suggestions on using the scrappy editor as an aid to the party, see the article "'Tent-Pole' NPCs" on page 32.

Introducing **Gavigan** and showing his cult's full capabilities is the next step. The investigators need perspective on the dangers they are facing. Whereas the Cult of the Bloody Tongue was certainly deadly, in comparison to the foes to come, it is still nothing more than an annoyance. Gavigan and the Brotherhood operate on a far grander scale. International in membership and scope, with far more violent and otherworldly tools at hand, the London Brotherhood and its venal leader are likely the first top-tier foe that the investigators will face.

An important consideration is **how much Gavigan knows** about the investigators. If the investigators made a quick and innocent escape from America with Mukunga either dead or alive, but unsure of who it was that caused him so much trouble, Gavigan may give up clues to his cult involvement before even knowing who the party is. If the investigators acted indiscreetly in New York, then Gavigan will probably expect their arrival in London, perhaps going so far as to have the authorities on the look-out (ample reason for customs to relieve them of their firearms) for them. A cruel Keeper with careless players might portray Gavigan and the Foundation not as the enemy, but as a friend ("A cult killed poor Mr. Elias you say? My, how terrible! Please, don't hesitate to ask for my assistance!"), stringing them along, coaxing information from them, and maybe pointing towards this chapter's red herring scenarios.

Remember that, unlike Mukunga—**Gavigan is a gentleman** with the money and standing to make life very miserable for the investigators even without doing anything overtly violent.

After all, the word of a respected British academic versus that of a gaggle of unwashed (and probably foreign) conspiracy-theorists is a one-sided argument. At his word, investigators can be barred from learned institutions, pilloried in newspapers, or named in libel lawsuits. If he can tie them to anything that happened in another country, he may leak biased but very damaging stories to the press or police—"VISITING SCHOLARS LINKED TO HARLEM ROBBERY!" is a headline few newspapermen can turn down.

In order to find out more about the player characters, the Brotherhood will also **follow the investigators** about London. This is easy: cultists can track the group everywhere, utilizing their familiarity to hide in plain sight, posing as clerks, busboys, waiters, and bellhops, anywhere a non-white can go by unnoticed. White cultists might even pose as taxi drivers, driving a group to their demise (see "Getting Around" on page 158). No matter how and where the investigators go, the Brotherhood will probably be there first. *Spot Hidden* rolls should be allowed once the investigators begin to suspect that something is amiss. Whether the cult is willing to follow investigators to Lesser Edale or elsewhere outside of London is left to the Keeper, as the Egyptian brothers will be more obtrusive outside of major cities.

If the party remains ambivalent to Gavigan's power, **a warning might be necessary**. The group can be accosted by a gang of armed thugs (non-cultists but hired by the Brotherhood) demanding that they direct their interests elsewhere; a dead stray dog—rather than food—is delivered by room-service; a favored ally, such as Mahoney, is subject to a beating or, worse, is murdered. Investigators might also get a taste of their own medicine with their **hotel rooms ransacked** by cultists and prized Mythos books stolen. Nothing quite stokes the ire of players as being robbed. Stolen books or items will likely end up in either Gavigan or Tewfik al-Sayed's possession (and perhaps become a point of contention between the two powerful men). The short scenario "The Burning Within" on page 182 can also serve as a demonstration of both Gavigan's power and his malicious cruelty.

Finally, when it becomes clear the investigators represent a real danger to him and to the Brotherhood, **Gavigan will attack**. Gavigan has skills, spells, and artifacts at his disposal that are capable of easily maiming all but the most battle ready investigators. He just needs to avoid getting caught doing it — the societal façade must be maintained, as it does him no good to have the Penhew Foundation exposed when only a couple of (investigator) lives stand in the way of empowering Nyarlathotep. Consider Elias' murder- mundane and not obviously done at Gavigan's behest, which suggests he either underestimates his enemies or prefers traditional methods. The time may come, however, for the Brotherhood to drop the hammer and dispense some indiscriminant justice. A good moment for this is at a dramatic juncture: if the investigators attempt to go public or bring external forces to bear against the Chabout warehouse, the Penhew Foundation basement, or Misr house (for example) then they can expect all hell to break loose…

At some point the investigators will probably want to **break into the Penhew Foundation** and root around Gavigan's office, hopefully after they realize that he is their enemy. His secret room can be a double-edged sword, for when Gavigan finds out that someone—presumably the investigators—has broken into and searched the Foundation he will definitely consider them a significant threat. If they were caught before finding anything incriminating Gavigan, he might leave their fate to the police rather than risk killing them.

If the investigators find the secret room, all bets are off and Gavigan will go straight for the jugular. Investigators who leave fingerprints lying around can be traced by the police (as well as by Gavigan) and the same for those who took any of the £5 notes[1]. Fortunately (?) for investigators, the Brotherhood prefers to first kidnap and interrogate, rather than directly kill, its enemies and lost investigators may yet

1. In the 1920s, the rarity of such denominations meant that the buyer signed the note's back when spending it. The shop would cash the note at a bank as soon as possible, where it is sure to be noticed as stolen money, complete with the signature of the investigator who used it.

The Year of Living Dangerously

While 1926 far outstripped 1925 in political upheaval, investigators will still find Britain in the grip of strikes and economic depression. Even in the richer parts of London, shops with soaped-up windows, clusters of out-of-work young men, and heckling street-corner firebrands evangelizing new religions or outlandish opinions are not unusual. Tourists can expect political manifestos (be they communistic tracts, fascist polemics, utopian dogma, or something altogether stranger) thrust into their hands on the London Underground, and the sight of police rousting the angry jobless masses from the awnings of union-run job centres. Bedraggled newspaper-sellers wearing sandwich-boards emblazed with slogans such as "THE END IS NIGH!" or "2nd ENGINEER STRIKE IN FORTNIGHT!" are also a regular sight. Out in the countryside, especially in mining towns, work-to-rule strikes and lockouts are common. Investigators heading to or from Derbyshire might be hampered by cancelled trains, rail strikes, or surly country-folk. The Keeper does not have to use these elements as part the London chapter, but they provide a clear change from the lofty idealism and buoyant prosperity of Jazz Era America.

survive relatively intact in the basement of Misr House. The tomes hidden in Gavigan's secret room—*The G'harne Fragments*, *Book of Dzyan* and *Liber Ivonis*, along with the various scrolls [2] (cf.)—might aid the investigators if they wish to play Gavigan at his own magical game, particularly if they decide to take the bluestone Cthulhu idol with them (we assume this is made of an Australian olivine basalt in aboriginal styles, coming as it does from Australia). Oddly, the statuette offers no *Sanity* loss either to use or look at, making it a rather handy 'battery' for spells—as long as it is not stolen and turned against them by cultists later on, of course. If the Keeper wishes, the idol might have a *Sanity* cost of 0/1 points. Inspector Barrington can be introduced as the detective in charge of investigating the break-in if he has not yet entered the scenario.

Whenever and however **Chief Inspector Barrington** is brought 'on stage', he is a foil for investigative excess and an ally in dire times. His connections are not vital (and many groups have bypassed him altogether) but once met he shouldn't be relegated to a mere information dispensary. Barrington is *reactive*, working his own parallel investigation. He may even come to some of the same conclusions the investigators do—and unlike them, he has a police force to use at will. Do not give his aid to the investigators easily, as he must follow the bounds of the law, and lawbreakers are lawbreakers, regardless of how tall a tale the investigators spin.

His predecessor's disappearance, presumably at the hands of the Brotherhood, is an untapped source of role-playing and investigation. A small but identifiable clue to his predecessor's fate somewhere in the cult's possession will go a long way toward gaining the Inspector's support: a dirty warrant badge stamped into the mud outside Misr House, a pocket watch bearing his initials in Tewfik's shop, or his mummified remains tucked into an unused sarcophagus in the Penhew Foundation basement are all options. Barrington and his truncheon-toting constables also make a logical *deus ex machina* if things go badly for the investigators. He may have an undercover Scotland Yard officer tailing them if he thinks they know more than they're letting on. And if the investigators find themselves about to be sacrificed at Gavigan's estate, the sudden appearance of several score Bobbies, blowing whistles and waving pistols, would make a reasonable conclusion to the chapter.

If **Gavigan declares all-out war against the investigators**, then anything from kidnappings, break-ins, beatings, murder, arson, and a range of Mythos beings all may be thrown against them. Though Gavigan is likely to hang back and keep up the gentlemanly façade, he does have at his disposal a range of mundane and magical weapons to direct against his enemies. His spells, particularly summoned beings, can spell the death of many an investigator, though even through these subtlety is key—a Servitor of the Outer Gods appearing in Charing Cross

2. In the description of the scrolls on p.48 of *Masks of Nyarlathotep* it says that Gavigan cannot cast Send Dreams as he lacks a specific copper bowl. If using the supplementary scenario "The Burning Within" assume Gavigan does have one; perhaps keeping it in his apartment where its mystical qualities are unlikely to raise suspicion.

Station will draw more attention than Gavigan desires. In a fight, the Keeper should also remember Gavigan's mundane combat skills; 50% in shotgun and cult club and 30% in sabre. His primary concern will to avoiding being caught out—he values his façade and it must be maintained, even if it limits his offensive options.

If Barrington fails to point the investigators in the direction of the **Blue Pyramid**, any cultists tailed from the Penhew Foundation will likely stop there. In a more "realistic" campaign, the Blue Pyramid should be small, uncomfortable, and pushing the fringes of legality; if not simply criminal. A "cinematic" campaign makes the Blue Pyramid a popular establishment running on the fumes of the Egyptology craze of the previous generation; all pseudo-Egyptian décor with fake palm trees, great mock-sandstone edifices, scarab and ankh stitched wall-hangings and "authentic" Egyptian waiting-staff. In either case the notion that the dancers would be tipped £1 notes is unbelievable. More likely a few coins would be left on the tables and collected by waiters.

Yalesha's role in the scenario is left rather ambiguous; why was her boyfriend killed?[3] What do the investigators do with her after she informs them about Tewfik al-Sayed? More importantly, does her sudden revelation to the investigators feel forced or flow naturally (she seems to surrender herself to the players' mercy remarkably quickly for a fearful innocent)? One way of handling the latter is to have her find the investigators a day or two after their first visit, having wrestled with her conscience; another, crueller method, is to have her working for the Brotherhood and luring the party into a trap. If the Brotherhood otherwise suspects (or knows) that she is a leak, she will certainly become one of its next victims—or be found at Misr Estate at the climax of the scenario as a prisoner or breeding partner. A group needing a guide in Cairo could do worse than Yalesha, and she might make a serviceable replacement investigator, although the Keeper will need to give her a few more skills to round out her limited repertoire.

How the nefarious high priest **Tewfik al-Sayed** fits into the overall hierarchy of the Brotherhood of the Black Pharaoh is ambiguous. All that is known is that he is a high priest in the cult, that he wields surprisingly potent Mythos powers, and that he is a rival to Gavigan. Whether he is a loyal cleric unaware of Gavigan's jealousy, a twisted xenophobe unwilling to accept a white man as a fellow priest, or something between the two is up to the Keeper. How he comes to the party's attention is somewhat more open-ended. If Gavigan believes the investigators to be ignorant of the Mythos (or at least thinks them ignorant of his involvement) he might point them towards Tewfik al-Sayed himself. He will likely do this if the group shows interest in Egypt or the Foundation's displays. Alternately, the humble spice merchant might be recommended by Gavigan as an expert to be consulted on questions involving the Arabic language or obscure Egyptian secret societies. If Gavigan warns his rival that the investigators are a hazard, or if the group brings obviously Mythos objects to him (particularly anything stolen from Gavigan's secret room!), Tewfik will try to kill them or at least steal the artifacts. Investigators seeking more info on Egypt or mentioning they are traveling there soon might be urged to speak with **Omar Shakti** once they arrive. He will be sure to inform the goodly Mr. Shakti of their impending arrival…

For suggestions on making use of the **intra-cult tensions** between Gavigan and Tewfik and some speculation on the relationship of both men, see the article "Musings On the London Branch of the Brotherhood of the Black Pharaoh" on page 179.

Once a few clues have fallen into place, it might be the right time to distract the investigators with a red herring. Both **A Serpent in Soho** and **The Derbyshire Monster** should be handled with care; the former can wipe out an ill-equipped group of investigators over the course of a single session, and the latter is not much more than a lycanthropic shaggy-dog story (if you will excuse the pun). Both are relatively simple, self-contained and linear in

3. *Masks of Nyarlathotep* states that amongst Gavigan's preparatory sacrifices at Misr House is an English-speaking Egyptian male willing to help his rescuers; perhaps this is Yalesha's lost love.

nature, though their conclusions can seriously affect the rest of the campaign. Both side scenarios need obvious beginnings and endings, primarily to let the players know that while both scenarios involve occult activity (and are quite deadly) their scale is anything but comparable to Gavigan, the Brotherhood, or the members of the Carlyle Expedition.

"A Serpent in Soho" is notorious as a scenario with a high casualty rate. While Ssathasaa is a wily foe—surpassing most human opponents of this campaign in intelligence—the biggest threat that the investigators will most likely face is the **painting in the closet**, which can take out an entire party if they are careless. Ssathasaa, though, is the star of the scenario; incalculable, cold, and ageless, and the Keeper needs to remember that he is not just another cultist but a monster of vast possibilities. If things are going badly, he is quite prepared to cut and run and let Shipley take the fall for the prostitute killings. He might even be willing to bargain with investigators—though this is a dangerous course of action. He is not human and attempting to give him human qualities or emotions serves only to deaden the impact upon discovering his true form. If investigators wish to take him on as a sort of patron or encyclopaedia of the Mythos they should pay for his aid in sanity and blood. Consider the price he extracted from Miles Shipley for his visions as a rough guide. See the article "'Tent-pole' NPCs" for suggestions on how Ssathasaa might function as an investigator patron. Even if the investigators seek to avoid his malign influence, his *Consume Likeness* spell allows Ssathasaa to get closer to the investigators, if he so desires…

"The Derbyshire Monster" is a good scenario if the investigators need to recuperate or get out of London for a few days. Lesser Edale itself serves to show the simpler, rustic life that exists outside England's great cities; Keepers shouldn't fear hamming up this scenario—in an area as pastoral as this, from the car run by the village doctor or veterinary surgeon, it could almost be considered Victorian. Feel free to throw in surly shepherds, superstitious pub landlords, and ruddy-cheeked, pipe-smoking farmers. With gentle prodding the scenario should play out with the minimum of Keeper effort. Nevertheless a few things should be remembered: casting of silver bullets actually requires more than a simple village blacksmith (the melting temperature of silver is somewhat high), and investigators trawling the hills with shotguns and taking pot-shots at pet dogs are going to find Constable Tumwell less than helpful. For added chaos, Keepers might like to throw in a rival (and perhaps more gun-happy) gang of investigators, parapsychologists, or even big-game hunters, who arrive to bag this unknown beast and claim reward or reputation. As the body-count rises, the more likely it is that police and outsiders descend upon the village.

Some players will feel cheated at the lack of solution provided for Eloise's curse, but this is *Call of Cthulhu* after all and there are no guarantees of happy endings here. A kindly Keeper might let investigators who kill Eloise get bail (which they can then skip) or have a despondent, but understanding, Vane family not press charges at the vicar's behest. Otherwise trigger-happy investigators should get their just desserts in court, followed by Lawrence swearing his unending vengeance against any who escape the noose. If the investigators did well, the Vane family can make a useful ally—especially with the elder Vane's astounding *Credit Rating*. In a pinch, Lawrence Vane might serve as a new investigator.

Before unleashing "**The Thing in the Fog**," it is a good idea for the players to anticipate it. *Masks of Nyarlathotep* assumes that investigators will see the relevant newspaper clipping and will obtain Mahoney's very helpful notes and learn of the creature's vulnerability. As it stands, there are a number of unanswered questions. Who is Groot and why is he languishing in a Scottish asylum so far from London? Presumably he upset the Brotherhood in some way and fled north to Scotland to escape their grasp. Whether his sanity was broken by his encounter with the Fog Thing or some later attack is left to the Keeper. Groot's madness is a handy way of showing the investigators the Brotherhood's long reach. If Gavigan is angry enough, the Thing in the Fog is an easy way for him to kill off the party—perhaps too easy. Novice players may be hobbled by the creature's inexplicable powers, especially if they become unwilling to venture outside during one of London's frequent fogs.

Others might not link the beast to the Brotherhood or Gavigan at all. If the monster has derailed the adventure, lift the fog or send the group outside London for a few days. Experienced players and those who have returned from Shanghai or elsewhere should not be given such a reprieve. The short scenario "The Burning Within" serves a similar function to this encounter and may replace it or reinforce it as desired.

The Keeper should note that the Thing in the Fog needs active control by its summoner, something possible only as long as he remains within a certain radius. For once, Gavigan needs to get his hands dirty. If still ignorant of the Penhew Foundation being part of this whole conspiracy, this Mythos creature might be a good way to show involvement—perhaps they bump into Gavigan or spot his parked car while fleeing the creature? Or maybe he uses himself as a diversion to lure the party into his tendril-laden trap?

The **Limehouse Docks** are often overlooked by Keepers and players alike. Chabout is only a middle-man, but his position is important. If the flow of artifacts between London and Shanghai ceases flowing, it is safe to assume Gavigan's position will be jeopardized and the Great Gate may be put at risk. Both results will greatly upset their enemies and might inspire them to seek revenge. Likewise, Gavigan is not the only user of Chabout's dockside warehouse and other more mundane, but no less dangerous, customers might think about punishing meddlesome investigators. London's East End is riddled with many crime gangs, all vying amongst each other for their cut of the market. None look kindly upon interlopers.

Limehouse's Chinatown

Enterprising investigators might be able to buy Chabout's help with money or favours, or simply overcome him with judicious application of force with or without the aid of the Metropolitan Police. The combination of contraband and Mythos curios that can be seized here will go a long way in **persuading the authorities** (and Inspector Barrington in particular) of the truth to their otherwise insane sounding claims about Cults and conspiracies. This trust may become aid which will prove invaluable later, especially in gaining support for a final assault against Gavigan or the Brotherhood as a whole.

The ***Ivory Wind*** and its place in the campaign can be more or less important depending on investigator action and Keeper desire. As a link in the chain between Ho Fong and Gavigan the ship and crew can appear in Shanghai, London, or at points in-between as necessary. The crew can serve as extra muscle for either cult or simply operate as mercenaries, willing to cut and run at a moment's notice. Boarding the ship, aside from whatever evidence may be recovered (as per Chabout's warehouse as above), may also allow investigators the chance to raid Gavigan's estate more easily. Using the *Ivory Wind* as a Trojan horse to land investigators and a squad of police or soldiers right on the unsuspecting cultists at Misr House has served more than one group of players well.

Turning to **Misr House**—this is where you, as Keeper, pull out all the stops. If things have ground to a halt or hit some other impass, kidnap the party, then bring them up to Gavigan's mansion for a sacrifice or impregnation; if they are lucky, they find an ingenious way of overpowering their guards or the authorities arrive in the nick of time.

The towns of **Colchester** and **Harwich** (pronounced Har'itch) are ideal locations from which to launch any operation, both being a

Bringing in the Big Guns

Colchester Garrison is home to the 413 (Essex Yeomanry) Battery of the 104th (Essex Yeomanry) Brigade, Royal Field Artillery; a rapid deployment unit of howitzers, cannons and mortars drawn by horses and some light trucks. Alongside these 100-odd artillerymen are another hundred or more infantry, and fifty mounted cavalrymen. No tanks are stationed here, though there may be a pair of Rolls-Royce armored cars that can be dispatched at relatively short notice. Both are Armored Car, Rolls-Royce Type A (1920), each capable of 45 mph, with a crew of three, armed with a .303 caliber Vickers Mark 1 machine gun, and armored to a value of 18. There is room for two soldiers to sit comfortably (or four uncomfortably) in the small bed at the back. It should be noted that visibility from inside the vehicle is terrible. For further information on these vehicles the Keeper should consult the scenario "Armored Angels" in the *Fearful Passages* anthology.

Harwich has some twenty to forty Royal Marines trained in shipboard combat and naval landings, along with as many Royal Navy sailors as have been allowed off their berths to get drunk and make merry before hitting the high seas. Essex police might request assistance from either Harwich or Colchester's garrisons, though it would take at least an hour for these soldiers to arrive at Gavigan's Estate; not including time to find out what's going on, make plans, set up their weapons and give aid. Larger artillery pieces, cavalry and armored cars are far too heavy to cross the Naze's marshlands, but should be fine if they stick to the roads.

short train-ride from London. Colchester is also garrison to a large contingent of the British Army and home to an experimental mental hospital, though the only way of reaching the Estate from here would be overland, such as it is. The nearest villages, such as Walton, have received the benefit of Gavigan's generosity on more than one occasion and he is well thought of by most local leaders and constabulary. Popular opinion might not follow fully those of their city fathers, particularly among some elements who look upon Gavigan's employment of foreigners as his household staff with at best scorn.

Misr House is only thinly sketched and it is up to you, as Keeper, to make it **a night to remember.** There are some points to decide; for example, is it public knowledge that Gavigan owns the place or is it listed under a false name? Did he wrest control of the estate from the previous occupants by methods legal or illegal[4]? The Naze and surrounding land are specked with small hamlets, poachers, and game wardens; what do they think of Gavigan and his estate? Is it shunned due to the strange lights and weird noises that roll across the fens on moonless nights? Remember that while country estates often had telephones, the Essex coast of the 1920s lacked such amenities; no one is going to be able to easily communicate in or out of the home, for good or ill.

When and how the investigators arrive, and what and whom they see can be vital if you need to keep things moving. If the Brotherhood or investigators are still unsure of the other side's intentions, Gavigan might invite them to his estate, either honestly or as an ambush. Investigators could also impersonate legitimate visitors and attempt to talk their way past the staff; the manner of entry and plausibility left for the players to develop and the Keeper to adjudicate. The Brotherhood gathers for ritual sacrifices every new moon (roughly monthly), though the nature of particular ceremonies is left to the Keeper. The type of ceremony will have an impact on attendance and should be determined by how you want the scene to play out. In a campaign veering into pulp, the investigators will find themselves battling hordes of insane cultists and Servitors of the Outer Gods as soon as they catch sight of the stele and its inhuman ritual uses—whereas more "Lovecraftian" campaigns might see only fleeting and terrible glimpses of the ritual from the windows of Misr House as investigators sneak about its (hopefully) empty rooms, searching for clues and aiming to escape before the unholy ceremony ends.

4. The discussion of the *Liber Ivonis* in this chapter suggests that Gavigan owns the estate openly (his vanity would demand nothing less) and implies that while he purchased the estate legally, he may have used some sorcery against the former owners. The former owners were occultists in their own right and it seems likely that the place has attracted its shares of rumors and folklore.

Note too, that if the investigators stumble into or find the sex ceremony at the cult headquarters, what is to stop the cultists from arranging **a second mother for Nyarlethotep's offspring**? Just because poor Miss Masters is already on that path does not mean that another suitable mate would be unwelcome. Whatever happens, the investigators should feel like they escaped by the skin of their teeth. (Do remain sensitive to the feelings of your players regarding issues of rape and impregnation; the goal of the game is to create a sense of horror and wonder, not hurt feelings.)

One question that is fair to ask at this juncture of the story is **how does Nyarlathotep regard the investigators**? Does it think or believe the investigators constitute a threat? Or are their actions so small as to not even warrant its notice? Gavigan is one of his chosen and most probably communes with his master with some regularity. The gods of the Mythos are purposely incomprehensible, but some speculation on their relationship with those who worship them may prove beneficial in this case. Gavigan's arrogance suggests he will avoid telling Nyarlathotep about the investigators until the situation has spiralled well out of his control. As Nyarlathotep is potentially omniscient he probably has no need for updates from this speck of a being, but there is no reason to think he might take some umbrage at this slight and omit some useful information to his over-confident priest. Likewise, it is generally useful to consider Nyarlathotep's goals, where he places his attention, and how directly he manipulates his servants. As a divinity, Nyarlathotep's motivation and actions do not always make sense to mere mortals, but the Keeper needs to have some idea as to whether the god's goal is to protect his minions from these meddlesome interlopers or if he is really seeking to spur the investigators on as his unknowing scourge, punishing fallible servants for their inflated self-assurance and petty ignorance.

By the chapter's conclusion, both players and characters should have come to the conclusion that the conspiracy runs far deeper than just the murder of poor Jackson Elias. Unless the Brotherhood still has the upper hand in Great Britain or the party fled from the authorities, they now have a base of operations and a few new useful associates to use on their travels. Now it is simply a case of deciding where to head next…

Quick Reference

Getting Around

London has a fully modernized transportation network that can serve the party's every need. With underground trains, street-level trams, busses, and black cabs all available, the investigators have not just numerous means of getting from museum to library, but also numerous means by which they can escape tails—be they cultist or the police—or shadow suspects of their own.

In the mid-1920s, Great Britain is connected by one of the most advanced railway networks in the world. The Underground, a.k.a. The Tube (subway), with its automated ticket machines, connects all of London's boroughs for a cheap and accessible price. It is not twenty-four hours though and most stations are shut between 1AM and 5AM. Foreign travellers will be disconcerted, however, to find that flights of stairs marked "Subway" are a safe foot-traffic route to cross under busy roads, not a means to a Tube station!

The omnipresent open-topped London buses (not all of them red) run into the small hours and crisscross the city. Electric trams are cheaper, but do not run in the West End or the City, have fewer stops, and often close earlier than the buses (usually before midnight). London's famed black taxicabs (Hackney carriages, to give their proper name) can either be called for in advance or hailed at the kerbside. All taxi drivers are living maps of the city, as each must have "The Knowledge"—a photographic memory of all 25,000 streets and all major buildings within Greater London. A true London cabbie has 99% in any skill involving London's layout, which could be used to trip up any wily cultist camouflaged as a taxi driver (in this period practically all taxi drivers are white Britons). The only major problem with motor

London and environs

taxis is that they rarely seat more than three passengers; horse-drawn carriages (the 4-wheeled sort called "growlers") are cheaper and seat up to 6, if investigators don't mind squeezing together. The 2-wheeled "hansom" is now rarely seen except as private carriages for young, courting couples.

London is not designed for private automobiles—traffic jams and snarls are infrequent, but irritating, and a complex system of one-way roads and side streets makes driving a chore. Investigators seriously wishing to hire a car can do so from local garages or via their hotel. Ferries travel between the banks of the Thames but do not officially carry passengers; instead such "holiday steamers" travel the river to docks in the suburbs or nearer the coast, and usually only in holiday seasons.

Central London traffic

Outside of London and other large towns, taxis are mostly unknown, leaving locally run buses of varied quality to cater to travellers. Dray horses, carts, and horse-drawn carriages—while still seen in cities—are obviously more common in the countryside. Such work animals are only slowly being replaced by mechanization, and in rural areas only rich gentry and the village doctor or veterinarian are likely to own a car. Some citizens own a motorcycle (with or without a sidecar), but these are usually reserved for young working class tearaways or upper-class playboys.

Train tickets cost between one and three pence a mile, depending on 1st or 3rd class seating, with the Underground at a flat ½ pence per mile. Taxis and buses are in the range of ½ pence per mile also but drivers should be tipped 3d or so for their service. Though many Londoners walk, investigators will find doing the same can be tough going; without a guide, the cities twisted streets will throw unwary strollers for a loop. Even hardened Londoners sometimes stumble on shortcuts and streets they didn't know existed, even after having passed them every day for years on their way to work! (The Stephen King story "Crouch End" plays off these fears and may prove inspirational.)

Local Government and Law Enforcement

Government within Greater London is run by the London County Council (LCC) and its subsidiary Borough Councils. Not yet amalgamated into county governments, most towns feature their own powerful councils and borough police forces. Smaller towns and villages are policed by the county constabulary. Greater London has about half a dozen different police forces, but only two are important enough for Keepers to worry about:

- The Metropolitan Police Force headquartered at New Scotland Yard, situated in the **Norman Shaw Building**, Victoria Embankment (opposite **Cannon Row** police station, on the road bordering the Thames—NOT at Victoria Street as shown in the *Masks of Nyarlathotep* book) covers most of Greater London, including much of the suburbs and river;

Where There's Smoke...

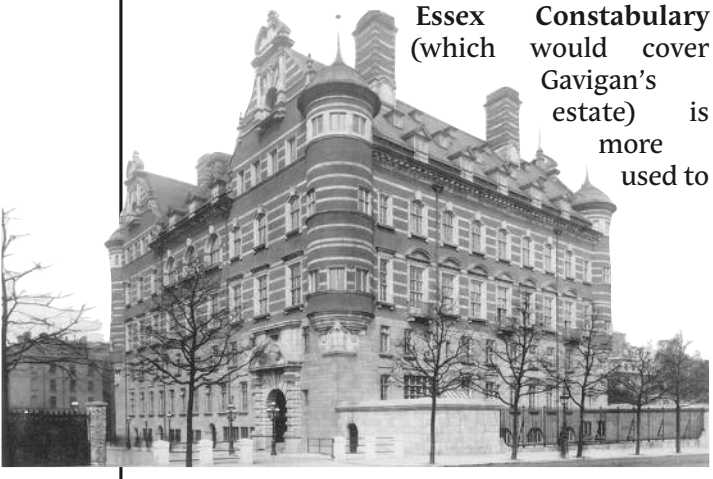
Until 1938, Britain's fire services were provided by more than 1,400 local fire brigades – professional municipal forces or smaller volunteer-run forces. By comparison, the London Fire Brigade is one of the world's oldest and busiest government services. There are more than fifty station houses across London, all fully motorised with Leyland engines (six firemen to a car), and with the latest in fire-fighting appliances – including breathing apparatus. Most areas of the city can be reached in ten to fifteen minutes. Contacting the brigade isn't difficult either; every few streets are "fire-posts," poles fitted either with telephones (linked directly to the nearest fire station) or alarms that sound when the glass cover is broken. Few things in life are as likely to bring out a sense of community, and have a street pitch in with buckets of water and freshly brewed cups of tea, as a fire...

- The City of London Police Force (or City Police) at **26 Old Jewry** handles the square mile of the City proper.

A Keeper does not need to sweat the details when it comes to whose jurisdiction it is when murder is discovered; assume that within a mile and a half of Covent Garden (using the map's scale in *Masks of Nyarlathotep*) is the City of London.

Across England, station houses are recognizable by the blue lamps above their entrances. Foot patrols are standard, while bicycles are used in the countryside. Patrols are supplemented by mounted police for crowd control. Motorcycles are uncommon and patrol-cars rare (the latter able to receive, but not send, radio messages). Plainclothes detectives, like Barrington, work for their respective force's **Criminal Investigation Department** (CID). One useful piece of equipment for CID detectives is the "murder bag", a doctor's bag filled with the necessities of basic forensics, including disposable gloves, bags, swabs, vials, a tape-measure, and similar. While the police do not yet have their own forensics department, they do use civilian experts. Firearms are doled out to mounted police, police bodyguards, and detectives, but not all officers carried them while on duty. Uniformed constables could be given permission to carry a small pistol on patrol (at night 5% of foot policemen are likely to be armed with a .32 pistol or similar; increasing to 15% in seedier areas).

Colchester, Southampton and **Liverpool** all have a similar police arrangement to London. **Essex Constabulary** (which would cover Gavigan's estate) is more used to rousting sailors, petty rural crime, and breaking up domestic disputes than raiding cult ceremonies, and would request assistance from London or Colchester CID if needing detectives. **Lesser-Edale** is served only by Constable Tumwell of the Derbyshire Constabulary; extra officers and detectives will be brought in from either Derby or London. In such rural areas a posse of pitchfork and torch wielding villagers, with perhaps one or two armed with a shotgun, might serve as the only useful police force at short notice.



New Scotland Yard

Arrested investigators are interrogated and, if charged, brought before the nearest Police (or Magistrates) Court to plead and determine bail (*Credit Rating* helps here, though frequent travellers may find their passports revoked). The availability of bail being granted is dependent on the severity of the alleged crime, the weight of evidence against the investigator, and the likelihood of absconding. In lesser cases like Poaching bail cannot be refused, and in serious cases like High Treason, it cannot be given without order by the Secretary of State or the High Court.

Prisoners not given bail will be held at the nearest gaol until trial. Skipping a court date for a felony is a serious offence and Britain's international reach is not merely overstatement; investigators heading for foreign climes should beware, as there could well be local police waiting on the dockside. Serious trials are held before a judge and jury at a Quarter Session or an Assize (the most famous assize court in London being **The Central Criminal Court**—better known as the Old Bailey, found between Holborn Circus and St Paul's Cathedral). The English legal system is complex, but most crimes are similar to those of the United States. While the lengths of imprisonment given out in sentencing are somewhat lenient compared to most other western countries, liberal use of corporal punishment such as caning is more common. The death penalty is reserved only for those found guilty of murder, treason, arson in royal dockyards and piracy with violence.

Prisons in London include the notorious **Wormwood Scrubs** (Notting Hill), **Pentonville** (Pentonville) and **Brixton** (Lambeth), all of which cater to remand prisoners awaiting a

court-date. **Derby County Gaol** at Friar Gate, Derby, with its imposing towers, 25 foot walls and firing-slits, holds those charged or convicted during the course of "The Derbyshire Monster," and anyone on the wrong side of the Essex judiciary is likely to wind up in a cell at **HM Prison Norwich** or **HM Prison Bedford**. Foreigners *might* be deported to their home country to serve their sentence, but this is highly unlikely; few countries bother to entertain this

Tottenham Court Road looking north from Charing Cross Road. The YMCA has the tower.

right and fewer still consider Britain's legal systems corrupt.

Hotels

London is host to countless hotels, ranging from five star establishments to dingy doss-houses. The largest and most elegant are in the West End, although every quarter has its lesser known but just as sumptuous hotels for half the price. **The Ritz** (150 Piccadilly), the **Savoy Hotel** (Strand), **Claridge's** and **Brown's Hotel** (both Mayfair), and the **Waldorf** (Aldwych) are all located in central London. Major railway stations often have their own hotel on-site, all of good quality. The **Great Eastern Hotel** at Liverpool Street Station is recommended for any group that knows that it is going to be traveling by rail. Prices range from 15/6 to £10 or more a night. Finding a bed outside of the city center can be a chore, with hotels lost in London's knotty layout, but **second-tier hotels** are often as good as their more famous brethren. Costs vary at around 10s to 18/6 a bed. Larger hotels usually have a bar, restaurant, dry-cleaning service and other amenities. Temperance and some private hotels do not serve—and sometimes do not allow—alcohol on their premises.

The **cheapest hotels** are in the slums and rookeries that pock even the nicest districts. Bywords for crime, vice, and poverty, they are little more than doss-houses, some doubling as brothels or opium-dens, offering dirty and uncomfortable beds (*Luck* roll to avoid bedbugs or lice) for as cheap as 3d a night. Small hotels catering to specific minority groups are of varying quality, but nearly impossible for other ethnicities to enter. In the suburbs and countryside the ubiquitous **bed-and-breakfast** (B&B) holds sway, often run by a married-couple or spinster—who may prove unaccommodating when it comes to foreigners, alcohol use, or the strange moldering tomes that investigators bring into their homes. Travelers will find **YMCA**s and boarding-houses in larger towns.

Remember that rooms in all establishments in Great Britain are charged by the *bed*. Hotel staff finding a room being used to keep half-a-dozen young men will expect monetary compensation at the least. Most will simply eject the patrons, and some may press charges for gross indecency or homosexuality. Non-white patrons may well encounter racism. By rule of thumb, the better dressed and the more well-spoken an individual is, the less chance he has of being unfairly treated.

Libraries and Museums

It is impossible to throw a stone in London without hitting some library, bookshop, or museum. Many specialize, particularly on the most obscure of subjects, so investigators wanting information, books or translations will find someone, somewhere that knows the best place to go. Some specific locations are listed here, along with the information that might be able to provide and the reasons why investigators might visit. Remember that these

institutions do not lend works to patrons, save for the public lending libraries.

- The **British Museum** library, with some three million texts and famed domed reading room, is located on Great Russell Street. Open daily from 9am to 6pm, passes are free, but limited to serious applicants engaging in scholarly research. Legend hints it has a Latin version of *The Necronomicon* in its restricted collection, as well as several other Mythos tomes. Considering the lengths cultists and investigators will go to obtaining these books, getting a hold of one should be more difficult that filling out a request card however.
- The **London Library** at 14 St. James' Square is Europe's finest subscription collection. Divided into seven areas of study and with a vast catalogue of esoteric and occult manuscripts, the waiting list is anything up to two years—on top of an annual £10 payment! Visitors may get a temporary pass if seconded by a member.
- **Greenwich Observatory** in south London has incredibly accurate notes and chronologies of astrological phenomena, though these are not generally open to public perusal. Investigators tracking eclipses and similar can request info by telephone.
- The **Central News Agency** at Ludgate Circus, and **General Newspaper Offices** at Lincoln's Inn have back issues of most British and some foreign newspapers and may be of help researching the Carlyle Expedition if the investigators failed to do so in New York.
- **Lloyd's Register of Shipping** at Fenchurch Street has information on the make, movements and owners of every merchant ship in the world since 1764; most useful if a group needs to trace the *Ivory Wind*, *Luxuriant Goddess*, or *Dark Mistress*.
- **Private reading rooms, clubs and libraries**, though requiring payment for their use, are better quality than the free **public lending libraries** provided by borough councils.
- The **Imperial Science Museum**, **Natural History Museum** and **Victoria & Albert Museum** are all located in Kensington on Exhibition Road.
- The **Petrie Museum of Egyptian Archaeology**, a collection of some 80,000 items and presumably a rival to the Penhew Foundation, is located at Malet Place, Westminster. Its collection is closed to non-academics, but the curators are always available for other services and may have opinions about Elias, Gavigan, the Penhew Foundation, or the Carlyle Expedition.
- The largest collection of lecturers, professors, and academic texts on Kenya and China in London can be found at the very liberal **School of Oriental Studies**, at 2 Finsbury Circus.

Book shops at Charing Cross Road, Cecil Court, and **open-air markets** including Portobello Road are famed for their wares, as are a number of specialized **auction houses**.

Discerning bibliophiles can hire **book-finding agencies** to locate rare manuscripts while **copy houses** will duplicate and mimeograph books left with them. Only legible books in a Latin alphabet can be reproduced (limiting most Mythos texts), but a good typist can copy some 250 pages a day. The latter might be useful if the investigators are thinking of "borrowing" and then returning Gavigan's books.

Hospitals

Since 1922 the government has provided a basic health insurance that allows everyone to see a doctor (called a general practitioner or GP), but hospital visits are not covered by this insurance. In fact, ambulances (motorized in London since 1908) are so expensive that most people needing emergency care are taken to hospital by the police, fire brigade, or private taxi! Still, an investigator without money is unlikely to be left to die in street like his grandfather might have been. Most doctors do house-calls and the less bed-ridden can either visit a GP at their local practice or travel to the famed **Harley Street** (Bloomsbury), with its pick of doctors, surgeons, and quacks. Britain's hospitals are some of the best in Europe and are internationally respected.

Bartholomew's Hospital (The City) is one of the largest and oldest hospitals, located amongst the icons of The Square Mile. *Bart's* is also home to some of the best medical book collections, medical exhibits, and laboratories in Britain—if not Europe. It is also home to the office of the Chief Medical Examiner, whose coroners and medical examiners conduct the autopsies (known as *post-mortems*) up and down the UK. (Pre-generated character Maurice Paterson is an employee of this institution.)

Charing Cross Hospital (east of Nelson's Column) and **St. Mary's Hospital** (Paddington) are the preeminent teaching hospitals and nursing colleges in London.

Guy's Hospital (near London Bridge) is well regarded, as is **St. Thomas' Hospital** (Westminster) which is a brief ten-minute walk from the Houses of Parliament.

University College Hospital (Bloomsbury, near the British Museum) has one of the best dentistry and ear surgeries in the country.

Investigators seriously injured during the hunt for the "Derbyshire Monster" would find the nearby **Derbyshire Royal Infirmary** (Derby, Derbyshire) of particular benefit.

Essex County Hospital (Colchester, Essex) is the nearest major hospital to Gavigan's Essex estate, though much like Colchester's mental asylum (see below) quality of care can fluctuate wildly.

The deceased, both from natural or unnatural means, are collected by, and taken to, either the nearest hospital or private mortuary. Post-mortems are only likely to be carried out in the event of a suspicious death, though working class and "foreign" communities (including Roman Catholics) often argue against the practice. Sometimes their wishes are respected.

Asylums

Most asylums do their best with limited resources, and while patients will receive better treatment at a private hospital, such institutions are unlikely to take on violent or disorderly patients. Most of the asylums worthy of a Mythos hunter are in the leafy suburbs on the outskirts of London, with overflow into Surrey. An investigator needing gentle psychotherapy should visit a psychologist in **Harley Street** (Bloomsbury).

- **Banstead Lunatic Asylum (Surrey):** (20% cure rate) Opened in 1877 for chronically insane paupers, it was amalgamated into the London County Council system in 1889. Most of its approximately 2000 patients (3/4 female) are nervous breakdowns, alcoholics, epileptics and similar. Few violent cases are here.
- **Bethlem Royal Hospital (Southwark):** (30% cure rate) The oldest continually running mental hospital in the world (and source of the word 'bedlam'), by 1920 Bethlem had received the Royal writ and is powerful and rich enough to take national celebrities under its wings… with the utmost discretion, of course. This service came at a price however; the hospital managed to sue and undercut its patients with surprising ability. From 1900 to its move to Kent in the 1930s, Bethlem will be involved in a number of private court cases involving clients and their families, including—in the early 1900s—a landed gentleman who hung curtains onto which he had sewn tapestries depicting the privations and supposed horrors of his existence there. Bethlem is considered progressive, open and exclusive (for those who have the money to choose to be there). For others, the regime and system can be just as bad as any other asylum.
- **Broadmoor Criminal Lunatic Asylum (Berkshire):** (0% cure rate) Situated in the desolate wilds near Crowthorne, Berkshire, some thirty-two miles outside London, Broadmoor houses only the criminally insane. At nearly 300 acres, it is a prison for people unable to stand trial due to mental illness or those found not guilty by reasons of insanity. Security is tight, though visiting doctors and psychologists can be granted permission to interview patients. Family and friends will be refused access without written permission and are limited to one visit every six months. The grounds are beautiful and well-cultivated, and the interior is far removed from its gothic façade, with only the most dangerous

prisoners segregated. Its sister asylum is Rampton State Institution, a far tougher institution. The lack of cure rate denotes Broadmoor's intent to incarcerate rather than cure.

- **Brookwood Hospital (Surrey):** (40% cure rate) With approximately 1500 patients, Brookwood is also the center of the district's social life with fêtes, weekly dances, sports and other popular events held on the grounds with both staff and patient involvement. It is one of the better hospitals of its type (especially compared to its nearby Cane Hill), but overcrowding makes entry difficult. Those with money are more likely to be accepted.
- **Cane Hill Mental Hospital (Coulsdon, Surrey):** (15% cure rate) With the motto *Aversos Compono Animos* ("I bring relief to troubled minds"), Cane Hill was the third mental hospital established in Surrey and serves as a partner to Brookwood. By the 1920s it was taking the overflow from Brookwood, resulting in a serious drop in quality of care.
- **Colney Hatch Mental Hospital (Norwood, London):** (20% cure rate) One of the better known mental hospitals, the term "Colney Case" is synonymous with "insane." New Southgate Station in London runs trains between the center of London and the station right outside the hospital. A well-stocked and managed pathological and clinical laboratory is staffed by a male nurse and a medical assistant is located on site.
- **City of London Mental Hospital (Kent):** (30% cure rate) An imposing gothic edifice, complete with a farm, some sixteen miles southeast of London. With its increased funds from taking in private patients, they have become one of the most progressive asylums in Britain.
- **Rampton State Institution (Nottinghamshire):** (0% cure rate) The "Broadmoor of the North" also holds those considered dangerous and violent, though unlike its sister site there is no necessity for the incarcerated to have committed a crime. Security is tight, prisoners isolated and the staff brutal. Investigators or cultists found criminally insane in Derbyshire will be sent here. As with Broadmoor, the lack of a cure rate denotes that Rampton is meant to incarcerate rather than cure.
- **Severalls Hospital (Colchester, Essex):** (See below for cure rate) Twenty years old, Severalls is built just outside the British Army garrison town of Colchester. Unlike many of its contemporary institutions, it is gender-segregated and possesses free range in applying "experimental" cures including ECT (electro-convulsive treatment), trepanation and the 'wonder-cure' lobotomy. An investigator who winds up going insane at Gavigan's estate will come here. Cure rates vary by treatment and doctor; between 5% and 30%.
- **Pastures Asylum (Derby, Derbyshire):** (25% cure rate) Derbyshire's mental hospital, Pastures was opened in 1849 as a county asylum serving all but the city of Derby itself. A successor hospital, Kingsway, covering Derby proper, was opened later. Those involved in "The Derbyshire Monster" may need a short stay here by its end.

News & Mass Media

All of the major newspaper offices (and most journalist friendly pubs) in London can be found on Fleet Street, which has become a byword for anything involving journalism. American-style journalism is *en vogue* and newspapers now cater to every political aspiration, geographical area, or social strata. Tabloids like *The Tattler* and *News of the World* are gossip rags covering the bad habits of high society, while *The Scoop* (fictional) does a tidy business in strange phenomena, occult hogwash, and pretty girls. In the broadest strokes: *The Times* is for serious journalism; the *Morning Post* is for the middle-class; *The Daily Chronicle* is sensationalist; and the *Daily Herald* is the only true socialist paper. Fleet Street never sleeps, and newsboys and newsstand vendors scattered across the city labor in the pre-dawn gloom. The British Broadcasting Company (BBC) controls Britain's civilian radio network. Its news broadcasts are fewer than today and more inclined towards reports from the Empire than foreign sovereign nations. While light music, live orchestras,

Egyptians in Britain

In popular culture, Egyptians were often perceived as fez-wearing Muslims (or Mohammedans to use the contemporary term), swarthy and clove-chewing. It was by not living up to these blatant stereotypes that immigrants easily slipped under the public's radar. Christian Egyptians made a far higher percentage of immigrants to Britain, rather than Muslim Egyptians and, while some worked at menial jobs, many found high-paid employment as translators, architects, chefs and more. In gangland port cities, Turkic (i.e., Islamic) gangs comprising varied Middle Eastern and old Ottoman nationalities carved out turf and enforced Sharia law in local communities. Beside the Penhew Foundation, table-waiting at the Blue Pyramid, or living at Misr House, foreign cultists could find employment in a great variety of legal and illegal jobs, just like the large Egyptian community they are drawn from. If investigators assume that every Egyptian is a cultist or their ally, use this prejudice against them.

interviews and educational broadcasts are played, jazz and similar "American" styles are not. Cinemas can be found in all towns and cities and in many smaller countryside villages.

Telegrams may be sent from any post office (and some larger hotels maintain an affiliated telegraph-room for their patrons), while packages and letters can be sent for about 1/- per ounce of weight internationally. The government-owned Royal Mail handles all post, so there's usually little fear of it being intercepted by cultists. If a call needs to be made, some half of all telephones in Britain can be found in London, with public sets available in most hotels, public houses, department stores and chemists. Privately-owned telephones are limited to the rich.

Liverpool and Southampton

Located on the west coast, **Liverpool** is Britain's third largest city, sprouting around the mouth of the River Mersey where it serves as anchor for most voyages to or from the Americas. Like London, it is a thriving center for immigration, with a growing population of Irish and Scots Catholics (some 25% of the inhabitants), and replete with museums, hotels and cultural history. Unlike London, textiles and heavy industry are the main sources of employment; trades rapidly dying out in the capital's white-collar boom. Trains run directly to London's **Euston Station** (a short distance north of the Penhew Foundation building) from **Liverpool Lime Street Station**. The first sight of Liverpool from the Irish Sea will be the thick dark coal clouds that hang low over its buildings and the vast docksides where an Empire's ships are born, live, and return to die. Liverpool residents (known as *Liverpudlians*) can have thick accents. One way of showing the group they are not in Kansas anymore (so to speak), is by making the taxi driver that brings them to the railway station from the dockside completely unintelligible, though he will understand the investigators perfectly. This is perhaps worth a 0/1 *Sanity* loss for those expecting England to be America, but with older buildings…

On the south coast is **Southampton**, a dedicated port town for both civil and military transport. Passage to Europe, Africa or the Orient will surely begin or end here, though investigators will find little to hold their attention apart from hotels, Hartley University College (affiliated with the renamed Southampton University in 1952), and the entertainments usually expected of port-towns. There are no notable museums or libraries of occult study. Trains regularly leave for London's **Waterloo Station** (on the south bank of the Thames, opposite the Houses of Parliament).

Embassies and Consulates

The following list is not definitive, but may be useful for getting legal counsel:

- **American (U.S.) Embassy:** 4 Grosvenor Gardens (Westminster, near Victoria Railway Station)
- **Chinese Legation:** 49 Portland Place (Marylebone, in Westminster)
- **French Embassy:** Albert Gate House (Westminster, near Hyde Park)
- **German Embassy:** 9 Carlton House (Westminster, near Hyde Park)
- **Japanese Embassy:** 10 Grosvenor Square (Mayfair, in Westminster)

While the Soviet Union is recognised by the United Kingdom, most people using the Trans-Siberian Railway get their travel visas from the German or French legations. The **League of Nations** has an office at 11 Waterloo Place (Trafalgar House, near Piccadilly Circus Railway Station), and representatives of the various Dominions (Canada, India, etc.) and the Crown Colony of East Africa (inclusive of Kenya) can be found at offices dotted about Westminster.

Other Topics

Rearranging London

While there is nothing inherently wrong with the locations provided in *Masks of Nyarlathotep*, Keepers and players will note that most of the places the group travels are clustered around the fashionable (though often dingy) West End borough of Soho or the East End docksides of Limehouse. By moving these places around, a Keeper can provide a more varied chapter and paint a more complex picture of London. Many of the boroughs listed below are not shown on the map of London given in *Masks of Nyarlathotep*, so the Keeper needs to note where they are if he decides to use them…

The Blue Pyramid: Locating this nightspot in Soho is logical considering the area's fame or infamy as a center for nightlife but, in a "realistic" setting, a foreign club's notoriety would be greater and its legality more dubious. A Keeper might prefer to move it nearer to the rough-and-tumble working-class squalor of the East India Docks at the Isle of Dogs, about two miles east of Limehouse (visitors will probably catch a train to the nearby Blackwall Station), where its exoticism can cater to sailors and immigrants missing the Cairene spirit. This area of the East End, though neglected, is also more reputable than Limehouse due to its white, conservative, proletarian population—giving it a "salt-of-the-earth" atmosphere missing elsewhere.

Tewfik's Spice Shop: The official setting for Tewfik's store is a stone's throw from both the Blue Pyramid and the Penhew Foundation, and nestled among the warren of alleys that lead off the bustle of Oxford Street. While not impossible, this does seem rather odd; the Soho of the 1920s is rather far from the center of London's Egyptian spice trade. As with the Blue Pyramid, the Isle of Dogs might be a more accommodating site, although the deprived borders of Bethnal Green just north of the docklands, with its hive of immigrant shops and burgeoning Muslim population, could serve as a fine place for Tewfik to masquerade as a faithful Muslim businessman.

Miles Shipley's Home: Moving Shipley's residence a half mile north, to near Bloosmbury Square and the British Museum, puts it straight in London's Bohemian heart. As the scenario mentions the Bloomsbury Group as Shipley's customers it seems an oversight to not put him in their midst. For a less refined grade of would-be artiste, Fitzrovia—just west of Tottenham Court Road—is considered crude even by those Bloomsbury residents who enjoy "slumming it". If a Keeper wants to make Shipley a fallen Bright Young Thing living on his (now dead) mother's money, he should move his home to the sophisticatedly sordid borough of Chelsea, which lies south of Hyde Park. Considering the type of terraced house described, Chelsea is a more likely candidate in a "realistic" setting.

The Penhew Foundation: Though the scenario says that Gavigan walks to Tewfik's store, it is hard to believe that a gentleman of his wealth and sophistication would be without a car and driver, and Tottenham Court Road is a curious choice of location for a museum, as much of the surrounding area is residential in nature with various classes of theatrical entertainment. A Keeper might move it to South Kensington, a borough famed for its run of museums, Royal Societies, beautiful architecture, and all less than a half hour's car ride to Soho, via Hyde Park and then up Oxford Street. Alternately, the part of Lambeth bordering the Thames and opposite the Houses of Parliament is an interesting place to put the Foundation: heavily urban but relatively middle-class, it is an unlikely location for an Egyptian death cult to hide its Egyptian members from prying eyes.

Divided by a Common Language

As in New York and Australia, Britain is a predominantly English-speaking country where American investigators can easily navigate between most cultural boundaries, fitting in with the native speakers and tip-toeing around societal mores if the Keeper so desires, but consider utilizing the differences...

Regardless of where they go in London or Britain in general, a party of loud Americans will stick out like a sore thumb and occasionally face uncomfortable situations. Foreigners will also struggle to comprehend the dialectal slang of East End dock workers or Derbyshire locals, probably offending someone in the process. A Keeper who is also a budding actor can certainly exercise his vocal talents (the Cockney gangster, simple-minded "Mummerset" accented farmer, and prim-and-proper Received Pronunciation are staple stereotypes), but must remember that a little goes a long way. The more self-conscious Keeper who is unwilling to dabble in amateur dramatics should still feel free to smatter the dialogue with a few Britishisms here and there; a smattering being better than trying to blind the players with clever patois.

Firearms

In 1925, many British households—particularly in the countryside—had a firearm for home defence or hunting. Weapons and ammunition can be purchased at hunting and department stores, specialist weapon-sellers or from more undesirable sources. Licenses need to be shown at point of sale (except when buying shotguns), and getting a license is a time-consuming process for foreigners. Temporary permits are available from the Chief Constable of the local constabulary, but will take weeks to get, cost the same 5 shillings as for Britons, and last only the duration of the stay. Investigators thinking of getting forgeries should reconsider; most are more expensive than the real thing and are punishable by up to a year's hard labor. Well traveled Investigators or firearms enthusiasts succeeding in an *Idea* roll will know to apply for a firearms visa before setting sail for England. Weapons brought into the United Kingdom without an import license are sure to be confiscated without the visitor giving good reason (and simple self-defence is not an acceptable justification). Criminal charges may follow if there is evidence of criminal intent. While machineguns, sub-machineguns, and flamethrowers are not strictly illegal (so long as a license is held) they definitely cause consternation for local authorities if imported or bought. Such weapons are also rather difficult to find on the open market and sellers often had close ties with law enforcement. UK citizens may own up to 30lbs of explosives, though it needs registering at purchase.

Currency

Sterling (pounds, shillings and pence, written £/s/d or LSD) comprises of a bewildering assortment of coins and notes (the latter in 10s, £1 and £5 denominations). There are 12 pence to the shilling and 20 shillings to a pound. Most Britons consider it to be more sensible than decimalization and mocking it is a very good way of being ejected from a shop or pub. The exchange rate during the mid-1920s is at roughly US$5 to £1.

NPC Names

Hub for the British Empire, it will surprise no one that names from every corner of the world rub shoulders in London. Indian, Chinese, African and other minority names are common in high-immigration areas; Jewish names frequent Petticoat Lane and Bayswater; Irish names are common in Camden; and so on.

The common British forenames listed below (taken from the 1900 census) can often be shortened (usually amongst friends or if used by the working class)—for example "Lesley" to "Les" and "Elspeth" to "Ellie." Masculine nicknames for girls ("Frankie," "George," "Phyl," and so on) saw a surge in fashion during the period. Underlined names are more common for the upper classes, as are 'double-barreled' surnames—those joined by a hyphen—such as "Campbell-Bloom" or "Averill-Savage." Surnames, though stereotypically used as "upper class" British first names in fiction, were rarely found as such in real-life. The Keeper who does not mind making up some cringe-worthy

examples can give his NPCs such monikers as "Sir Barnstable Curtis-Lee" or "Pippin Uckley," as he sees fit.

British Male First Names: Alan, Alec, Alfred, Alex/Alexis, Alistair, Andrew, Anthony, Archie, Aubrey, Bernard (pr. BER-nuhd), Basil (pr. BAH-sel), Bill, Bob, Charles, Christopher, Clive, Colin, Culverton, Dashiel, David, Derek, Edmund, Eric, Frank, Fred, Gary, Gordon, Graham, Harry, Horatio, Ian, Isaac, James, Jeffrey, Jeremy, Jude, Julian, Kenneth, Lee, Lesley, Michael, Morris, Mycroft, Ned, Neville, Nigel, Norris, Patrick, Peter, Ray, Reginald, Robert, Roderick, Roger, Rowland, Rupert, Samuel, Stephen, Stratford, Terrance, Tobias, Trevor, Victor, Warren, Wendy, William, Wilkins, Winston, Zachariah/Zak

British Female First Names: Abigail, Ada, Adrianne, Aileen, Amanda, Amy, Belinda, Beatrice, Brenda, Carol, Cheryl, Christine, Diana, Dorothy, Eleanor, Elizabeth, Elspeth, Emma, Francesca, Gail, Gertie, Gwendolyn, Harriet, Helena, Hilda, Honor, Iris, Isabel, Jane, Janis, Jenny, Jo, Judith, Katherine, Kay, Laurie, Lindsay, Louise, Lucy, Mabel, Madeleine, Margaret, Marilla, Mary, Matilda, Mildred, Natalie, Olivia, Phyllis, Polly, Rebecca, Rosalie, Ruth, Sally, Sarah, Shirley, Susan, Tabitha, Tammy, Thomasina/Tamsin, Valerie, Vanessa, Wenda, Wendy, Winnie, Zoe

British Surnames: Abbot, Aldred, Anderson, Archer, Averill, Bailey, Barnstable, Bleasdale, Bloom, Brady, Brewer, Brookes, Brown, Burgess, Cable, Campbell, Chamberlain, Chissick, Clarke, Corbett, Curtis, Dalziel, Dangerfield, Davies, Dawson, Dedlock, Dehn, Dobson, Doughty, Dyer, Eaton, Edwards, Elliot, Evans, Faber, Finch, Ford, Fraser, Freeman, Gabriel, Gibson, Gogan, Gray, Green, Griffith, Haigh, Hall, Harker, Harrison, Healy, Hobbs, Hydewell, Idle, Insull, Jeeves, Johnson, Jones, Kavanagh, Kemp, King, Knight, Lamb, Lawrence, Leather, Lewis, Loxton, Lucy, Lyndsey, Lynch, Maghie, Matthias, Meats, Mitchell, Moxon, Napier, Newton, Norris, Odd, Owen, Palmer, Pascoe, Peel, Pippin, Pook, Porter, Quatermass, Quinn, Raven, Reynolds, Rimes, Risholt, Roberts, Savage, Scott, Sedgwick, Sharpe, Shoesmith, Simpson, Smith, Steel, Taylor, Thomas, Titmarsh, Tompkins, Turnbull, Uckley, Updike, Vine, Walker, Warren, Watkins, Watson, West, Wilkins, Williams, Wilson, Young, Zedan.

Cults and Robbers

Considering the international flavor of the London chapter, both British and "foreign" cultists are provided. These villains can also be used for muggers, cutthroats, footpads, or gangsters one may stumble upon in the darker corners of Whitechapel and Poplar.

British Cultists

	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1.	12	10	09	14	10	09	11	08	+0
2.	11	12	15	09	09	12	13	14	+1d4
3.	15	15	11	10	07	13	10	13	+1d4
4.	13	13	14	12	08	12	09	14	+1d4
5.	15	15	13	10	07	13	10	14	+1d4
6.	11	12	12	13	10	15	12	12	+0
7.	12	11	15	11	11	13	10	13	+1d4
8.	10	14	13	11	13	16	15	14	+0

Weapons: Cult Club 50%, damage 1D8+db
Blackjack 40%, damage 1D3+knock out*
Fist/Punch 50%, damage 1D3+db
Butcher Knife 30%, damage 1D6+db
.38 Revolver 35%, damage 1D10
Sawn-Off Shotgun 40%, damage 4d6/2d6/1d6**

Skills: Bargain 15%, Climb 30%, Cthulhu Mythos 1d6+3% (Cultists only), Dodge DEXx3%, Fast Talk 40%, Hide 50%, Language: English 60%, Listen 50%, Locksmith 25%, Sneak 40%, Swim 30%, Throw 40%.

* Weapons of choice for disguised cultists and mundane crooks

** Such shortened shotguns are not criminal but the police are very interested when they find people carrying them in public; cultists and felons usually hold them back for ambushes, bank-robberies or home-defence.

Foreign Cultists

	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1.	10	12	09	11	10	14	10	11	+0
2.	12	14	15	09	13	11	13	15	+1d4
3.	11	09	11	10	07	11	10	12	+0
4.	12	13	10	12	10	12	09	12	+0
5.	13	11	13	13	12	13	10	12	+1d4
6.	17	13	16	07	09	10	09	15	+1d6
7.	14	15	11	14	10	11	10	13	+1d4
8.	09	10	08	12	11	12	12	09	+0

Weapons: Cult Club 50%, damage 1D8+db
Butcher knife 40%, damage 1D6+db
Fist/Punch 50%, damage 1D3+db

Languages: English 15+3d6%, Own 60%.

Skills: Bargain 10%, Climb 40%, Cthulhu Mythos 2d6%, Dodge DEXx3%, Fast Talk 40%, Hide 45%, Listen 50%, Locksmith 30%, Sneak 45%, Swim 25%, Throw 40%.

Travel

British citizens do not need passports to leave or enter the UK (although it may speed the process), but foreigners need passports or deposition of entry unless they want to be sent back to their place of departure on the next boat.

Ship: London is a merchant dock rather than a transport port, and passenger traffic out of or into the capital is light. Freighters like the *Ivory Wind* are sometimes willing to take on passengers who do not mind the sights, smells, and sounds of true sea-life, but investigators should do so at their own risk: foreign registered ships are far less reputable than their British counterparts. Travel to or from New York would be from Southampton or Liverpool via the *Cunard Line* or the *White Star Line*. Those wishing to go to Kenya leave from Southampton by *Union & Castle*, with stops along the Mediterranean. Travel to Australia or Shanghai is via the *Peninsular and Oriental Steam Navigation Company* or *P&O*; ships alternate between Shanghai and Hong Kong stops (which means that a wrong journey needs an extra trip by train or air from Hong Kong to Shanghai), and after a short stop in Japan, terminate at Darwin.

Rail: Even the smallest village features its own station and prices are relatively cheap (travel to Lesser-Edale via 1st class should not be much more than £1 per person London, even on holidays). The Underground connects much of London, but before the 1930s there were no posted maps within stations themselves. Foreigners without a guide should stick to traveling about London on the surface.

Automobile: Though a car could be of some use in visiting Gavigan's Estate on the Naze or following cultists around the city, trains are the better bet for visitors going further afield.

A second-hand Ford Model-T or similar small car might be picked up for just shy of £50; investigators insisting in travelling in better style will pay for such luxury exponentially.

Air: Before 1928, *Imperial Airways* (IAL) is the only British company that flies to Europe (Paris and Luxembourg particularly) from London's Croydon Airport. Some continental airlines run pan-Europe flights, but none go further south than Italy; still, this can shave precious days off trips to Kenya or the Orient. Most private-owner pilots are members of local flight clubs (often with a club-owned airstrip). Recently introduced laws have significantly tightened rules governing aircraft. A plane cannot fly more than three miles outside a registered aerodrome without registering it, a check of the plane needs to be carried out by a registered air-mechanic (from the pilot's pocket), and all manner of forms and documents need to be filled out. Western Europe enforces similar edicts. Investigators wanting to leave such forms to someone else might prefer to hire planes and/or pilots through Thomas Cook or similar travel companies. Costs can be exorbitantly expensive on intercontinental flights, but as these companies usually have premises in all major British colonies (including Egypt and East Africa) they have good access to local strips and even offer chauffeuring to the nearest town. The investigators who spring for an airplane will quickly learn to bring a registered pilot and

mechanic; rural airstrips are unlikely to have their own.

Bibliography/Resources

Both *The London Guidebook* and Games Workshop's *Green and Pleasant Land* are designed specifically for playing in the United Kingdom, though both are unfortunately out of print. A Keeper willing to scour the internet might be able to find copies of either, though prices tend to be steep. *The London Guidebook* is invaluable for the Keeper who thinks that his investigators are going to spend a lot of time in the capital, while Pagan Publishing's *The Golden Dawn* (sadly also out of print) and *Cthulhu by Gaslight 3rd edition*, might also be of use though both are written for the 1890s. The monograph *Kingdom of the Blind* (written by the author of this chapter) is an in-depth look at the United Kingdom throughout the decade, though aimed more at campaigns set in the Great Britain and not London specifically, is available at time of writing. Useful information on the police, armed forces, politics and more can be found within its pages, along with a number of new cults and individuals. For those needing deeper contemporary information on London during the 1920s, a portion of *Muirhead's Short Guide to London, 1928* can be found in Yog-Sothoth.com's downloads section.

There are hundreds of films and television series featuring England in the 1920s, each with an emphasis on different aspects of life during the period. If time is no obstacle, episodes of television dramas like *Upstairs Downstairs*, *The House of Eliott*, *Jeeves & Wooster* and *The Forsyte Saga* are all good examples of everyday 1920s life. *Bright Young Things*, a cinematic version of Evelyn Waugh's novel *Vile Bodies*, is a frequently hilarious look at the rich youth of the era, while *Gosford Park* is a flawed murder-mystery film featuring an interesting clash between English society and American visitors. Most libraries in Europe, America and Australia also stock DVDs of *Agatha Christie's Poirot* (starring David Suchet) which, while jumping about in year and quality, do a passable job of presenting interwar British detective-work. [The editor of this book always found the introductory section of Virginia Woolf's *Mrs. Dalloway* to be an evocative description of a London morning in the mid 1920s.]

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Pre-generated Characters

Four pre-generated characters are provided in the likelihood that events in London prove fatal to one or more of the investigators. All tie into the locations or people involved in the chapter and can be used as additional NPC investigators if the Keeper wants to bolster the number of the investigators' allies. Suggestions for additional NPCs who might be recruited or become investigators are scattered throughout this chapter as well.

Helen Coulston—A librarian who works for the Penhew Foundation, Miss Coulston will be encountered outside the Foundation looking for her missing fiancé, Paul Maclean.

If the investigators agree to her pleas for help, they will be drawn further into Gavigan's perfidy and eventually to a confrontation at Misr House where Paul can be found.

Paul Maclean—An archaeologist and restorer of artifacts working at the Penhew Foundation, Paul will only be encountered at Misr House where Gavigan is planning to have him sacrificed. Gavigan was hoping to induct him into the Brotherhood, but Maclean balked at the idea. Although shocked at what he has seen, Paul will be prepared to fight the forces of the Mythos.

Maurice Paterson — A doctor and psychiatrist who specializes in the treatment of "Shell Shock" victims, Paterson will be met if the investigators have played through the scenario, "The Mauretania" from *The Asylum & Other Tales* and seen his uncle fall victim to the Mythos. Paterson might inherit a number of Mythos tomes from his uncle. He may also be encountered if an investigator requires either medical or psychiatric treatment whilst in London, as the good doctor is a noted Freudian.

Stephen Hughes—Mahoney's occultism and spiritualism expert, Hughes is a popular medium with matinee idol looks. While in reality a fraud, he will conceal this as much as he can. After encountering the reality that is the Mythos, however, there is a good chance he will use his skills to oppose its evil.

Victoria Station rail terminus

Plug-in scenarios

The following scenarios are merely some of those that can be slotted into a longer *Masks of Nyarlathotep* campaign as additional red herrings, if desired. A wide assortment of scenarios set in Great Britain is available as it is a popular location for writers. As always, it is best to use these extra scenarios judiciously, as otherwise your investigators will be busy in London until well into the next decade.

Title: **Vile Bodies**
Type: Sidetrek Adventure (London)
Source: *The London Guidebook* (OOP)
Notes: Another body in the Thames might be a red herring for the "Slaughter in Soho" section of the London chapter, with the cultists behind the death of young socialite, Agatha Simms, using the spate of bodies dumped in the river as a cover for their own deeds. The scenario offers the Keeper plenty of room to create contacts for the players, including Maurice Paterson (who could be treating the villain of the piece?) and a leading figure in the Chinese underworld (though historically Brilliant Chang was in prison until the first few months of 1926), who might have links to Shanghai. Maurice has been written up in the London section for use as either a non-player or a player character.

Title: **The Horror of the Glen**
Type: Sidetrek Adventure (London/Scotland)
Source: *Green and Pleasant Land* (OOP)
Notes: Another article in *The Scoop* marked by Jackson Elias leads the investigators to Scotland to look into another strange murder. It has links to Africa, though West Africa, not East. The Keeper could infer links between this scenario and with the encounter with Neville Jermyn in the Kenya chapter, though this again would be a red herring. The scenario's suggestions that the investigators work for the paranormal researcher Harry Price and that they possess some degree of official authority are both easily ignored and their absence does not greatly affect the events of the scenario. Alternatively the Keeper can replace Harry Price with an NPC of his own, or with the medium and occult investigator, Stephen Hughes, who is provided for use as an NPC or additional player character.

Title: **The Blanford Horror**
Type: Sidetrek Adventure (Oxford)
Source: The Whisperer #1 (OOP)
Notes: The scenario begins with a letter from Lord Blanford asking the investigators to look into a burglary at his country home, but any number of the newspaper articles in the scenario could have been marked by Jackson Elias, especially as Lord Blanford visited Kenya in 1919. Although the scenario would need a little re-working, there is opportunity here for the Keeper to stage an internecine squabble within the Cult of the Bloody Tongue as they take revenge upon a thief.

Title: **Death in the Post**
Type: Sidetrek Adventure (London)
Source: *Green and Pleasant Land* (OOP)
Notes: A mysterious papyrus and a beastly murder hide a revenge plot at the hands of another Nyarlathotep cultist. The scenario itself suggests that the police might think that the culprits might be an organization like the Cult of the Bloody Tongue, but what if that was true and the cult were taking revenge for the incarceration of one of their own? The scenario's investigative journalist can easily be replaced by the campaign's Mickey Mahoney or become a replacement player character.

Title: **Mouthbreathers**
Type: Sidetrek Adventure (London/Lancashire)
Source: *Minions*

Notes: *The Scoop* yet again provides an article that might be of an interest to the investigators. "The Route of All Evil" might look like another red herring, but the slough of accidents on a Lancashire county road hides the fact that there are other Mythos forces still at large and working to their own agenda in spite of the globe-spanning conspiracy that the investigators find themselves up against. In particular, the Cult of Cthulhu and the pervasiveness of the Deep Ones along the coasts around the world and beyond (which may influence Shanghai). If the Keeper wishes to add and pursue this aspect to the campaign, he might consider adding the scenarios "The Beast in the Abbey" or "The Lambton Worm" listed below to his campaign.

Title: **The Beast in the Abbey**
Type: Sidetrek Adventure (London/Northumberland)
Source: The Unspeakable Oath Issue 5 (OOP), *The Resurrected Volume Three: Resurrected*
Notes: The author of this scenario suggests its use as a red herring for the London section of *Masks of Nyarlathotep*. A local priest asks the investigators to look into a series of deaths that he claims to have supernatural cause, perhaps connected to ruins of a local abbey although his parishioners fear that a ghostly black dog might be responsible. That the actual culprit is connected to the Cult of Cthulhu and the appearance of several Deep Ones can continue a thread begun in "Mouthbreathers" or as a successor scenario if the investigators have already been to Shanghai. The Keeper should arrange such that the priest's letter is received by either *The Scoop* or if he is a member of the party, Stephen Hughes.

Title: **The Lambton Worm**
Type: Sidetrek Adventure (London/County Durham)
Source: The Unspeakable Oath Issue 5 (OOP), *The Resurrected Volume Three: Resurrected*, Pyramid Magazine (online).
Notes: "The Lambton Worm" has parallels with "Mouthbreathers," although neither the Cult of Cthulhu nor Deep Ones make an appearance. This is a small affair that can be initiated through yet further research into The Scoop's chaotic archives and will reveal that there are others aware of the Cthulhu Mythos and doing their best to stem its influence.

Title: **Signs Writ in Scarlet**
Type: Sidetrek Adventure (London)
Source: *Sacraments of Evil* (OOP/PDF).
Notes: Like the earlier "The Eyes of a Stranger" this scenario lets the investigators fully experience the horrors of London's East End. As with several other scenarios for *Cthulhu by Gaslight*, "Signs Writ in Scarlet" gives a nod to the notorious predations of Jack the Ripper, but updating the scenario to the 1920s is a relatively easy task and the NPC, Doctor Christopher Blessing, makes a suitable replacement investigator, or he can be replaced by the pre-generated investigator/NPC, Maurice Paterson. Although a copy of Ludvig Prinn's *De Vermiis Mysteriis* is integral to the scenario, the Keeper might want to reduce the number of occult tomes also available in the scenario. Likewise the Keeper might want to make some adjustments to the side scenario "The Burning Within" if making use of "Signs Writ in Scarlet" as well.

Title: **The Paddington Horror**
Type: Sidetrek Adventure (London)
Source: White Dwarf 88 (OOP)
Notes: With an investigator kidnapped and in need of rescue before being turned into an undead slave, "The Paddington Horror" can be particularly useful if things start slowing down and the players are lost as to where to go next.

The villain, Bryant-Hoskins, can be made a high-ranking disciple in Gavigan's cult, and clues liberally dropped to Kenya or Egypt (the rites involved in zombification could be the same as Mukunga's in New York) or back to Gavigan. The only serious problem is the ambiguous reason for the cult's digging, leaving the Keeper to consider other motivations.

Title: **The Vanishing Conjurer**
Type: Sidetrek Adventure (London)
Source: *The Vanishing Conjurer* (OOP)
Notes: Specifically recommended as a sidetrek to *Masks of Nyarlathotep*, this quest to infiltrate a circle of stage-magicians and find a missing entertainer can be introduced by Mahoney and used as another clue to Shanghai, a red herring, or a satisfying interlude; it also allows for more chances to mingle with the upper-classes than the London chapter's seedier locales might allow. Many of the characters presented in this scenario could serve as investigators later in the campaign. If Ching Lung Soo's plan succeeds, it will prove to be a casualty-heavy climax, with even the fate of the Prime Minister (!) in the balance. A Keeper might instead want to place the stakes of failure at the demise of fictional VIPs rather than play too much with history.

Whitehall looking north towards the Cenotaph, past the Home and Colonial Offices on the left

Miles Shipley and His Things

Sam Zeitlin

The London chapter red herring "A Serpent in Soho" presents the Keeper with certain challenges aside from deranged artist Miles Shipley and Ssathasaa. This article can be used to expand upon certain details of the artist's grotesque body of work as well as his other interests.

The Paintings of Miles Shipley

Investigators who call upon the deranged artist Miles Shipley will no doubt wish to view his shocking paintings. Unfortunately for the Keeper, aside from his painting of the Mountain of the Black Wind (and the dangerous painting in the closet), none of the other paintings are described. While Keepers are an undoubtedly quick-witted lot, describing nearly two-dozen outré paintings on the fly is a tough task. The Keeper in need can draw upon the list of paintings provided below.

Tier 1: 6

1) A portrait of a beautiful woman, unnaturally pale, sleeping delicately on a verdant carpet of writing serpents. There is a bite mark on her neck, and as you look closer at the painting, you realized that her flesh has a sickly greenish cast.
2) A storm at sea. A ship in the middle-distance is wracked by the elements. Dark shapes gather beneath the waters.
3) Two men kneel before a massive tree. The fruit of the tree is rotten and filled with maggots. The maggots' faces are strangely human. In the background are dark trees with intertwining trunks and sinuous branches.
4) A castle on a moor. Mutilated bodies are impaled on its ramparts. Things that are not quite birds circle overhead, silhouetted by the setting sun.
5) An abstract piece, done in darker shades, this painting nevertheless suggests nothing so much as a sheet of bubbling, roiling necrotic flesh, gleaming with an oily sheen.
6) A lovers' embrace. Both man and woman have suffered greatly from some wasting disease, as their bodies are bloody, decayed, and insect-ridden.

Tier 2: 5

1) A city of dark, windowless towers made of some kind of black stone.
2) A screaming woman being throttled by a massive, coiling thing made of smoke and shadow.
3) A view of a human head from above. Much of the skull has been removed, and the skin pinned aside in triangular flaps to reveal the brain beneath. Fungal growths are painted along the border.

4) While this canvas initially seems completely black, a closer study shows that Shipley has experimented with paints that reflect light differently. A careful viewing reveals a faceless humanoid horror with long, graceful wings.
5) Tiny serpents devour an infant child in its cradle.

Tier 3: 4

1) It is night. A vast black mountain rises from a savannah. A great figure rises over the mountain, blotting out the moon. Its head is a massive red tendril. Near a temple-like building, tiny human figures lift their hands imploringly towards the creature; each wears a headdress of the Bloody Tongue.
2) A man lies sprawled on a black stone. The man's eyes look straight at the viewer. His lower torso is dissolving into a flood of black beetles. The stone is covered in carvings in Greek. A successful *Greek* roll identifies the text as gibberish.
3) A sandy beach. The sky is grey and overcast. On the sand is a massive creature not quite like a starfish. Looking closer, you can see that the brushstrokes subtly come together to form faces, human and otherwise, contorted into grotesquerie.
4) A monk praying before a massive crucifix. Though Christ's body is clearly wooden, it is covered with searching green eyes that erupt from the messiah's flesh; these eyes have a terrible semblance of life.

Tier 4: 6

1) An extreme close-up of a human eye. The pupil reflects endless rows of teeth, stacked one atop the next.
2) A humanoid figure made of rope and wooden slats stands astride a hilltop. Where its "hands" would be, were it human, are instead nooses, from which hang a man and a woman, their necks bent at unnatural angles.
3) A surprisingly normal painting of a very familiar apartment, voyeuristically seen through the windowpane. Lit by a dim lamp, one of the PCs can be seen hard at work at his or her desk.
4) A hill at night. Dark figures dance by the light of a fire. In the sky, a single star gleams unusually brightly. (an *Astronomy* or ¼ *Know* roll recognize it as the star Fomalhaut).
5) A painting of an amphora, painted in Greek black figure style. The decorations on the urn are depicted performing cruel mutilations on restrained victims, and coupling with ill-shaped bent-backed things.
6) A self-portrait; Miles Shipley depicts his own shape as blotchy and inchoate. He is in shadow, seated, in a garden. Thin green snakes crawl among the weeds. The sky seems blurred and unnatural.

The Keeper should also remember that viewing each of these relatively mundane paintings, at least in comparison to the gate painting, costs 0/1d3 points of *Sanity*. With over twenty paintings to review, the collection as a whole might serve to eliminate an overcurious investigator or two, if the suggestion to conceal the total *Sanity* loss from investigators is heeded[1]. While such a character loss might be a Lovecraftian object lesson about curiosity, few players will be particularly thrilled to be undone by canvas and oil when there are greater horrors lurking. The Keeper might instead consider concealing the *Sanity* loss until the total is five or more at which point the investigator should be asked to roll a check against temporary insanity. If the *Idea* roll is failed, the investigator will grow ill or otherwise be physically forced to leave while those making the roll can remain if they wish, but would at least be aware that their viewings have been resulting in some serious mental shocks. Phobias may be assigned as desired.

1. Alternately, make the *Sanity* loss for viewing the whole of the collection 1/1d6 to balance things out; after all, seeing a living Deep One or Ghoul might be less upsetting than looking at a row of Shipley's paintings, according to the campaign.

The Painting in the Closet

One of the single most dangerous items in the campaign, Shipley's painting/gate is a serious hazard to investigators as the more closely it is examined, the more likely it is that one or more investigators will find themselves trapped somewhere in the Mesozoic era. The chances of surviving there are actually worse than those described in the campaign, as in addition to the Serpent People and various poisonous snakes there is the irresistible danger from exotic bacteria and virii. A kind-hearted Keeper should consider allowing trapped investigators to escape back to the present when someone else inadvertently opens the gate. Alternately, the painting may require some activating magic upon Shipley or Ssathasaa's part and will only work if specially prepared, thus preventing accidental transportation. Finally, the Keeper should be prepared if the investigators overcome the painter and his Serpent Man ally and take the painting for their own use. Using it to send someone into the past, even a cruel villain like Gavigan or Tewfik, should come with a cost to *Sanity*.

The Plutonian Drug

If investigators manage to get a hold of some of Shipley's doses of Plutonian drug, consider the following list of potential visions. These visions are for those who take the drug with no aim in mind, or no real understanding of the drug's properties. The second listing is the *Sanity* point cost for the vision.

1) Your birth (0/1)
2) Life on a medieval Chinese farm (0/1d2)
3) Ancient Egypt by moonlight (0/1d3)
4) An Atlantean city of green stone and spiraling statuary (0/1d4)
5) A prehistoric forest, with a herd of dinosaurs in the distance (1/1d6)
6) A library of the Great Race (1/1d6)
7) The Devonian ocean (1/1d8)
8) The cooling Earth (1/1d10)
9) Hounds of Tindalos! (1d3/1d20)
10) Azathoth Bringing forth the Universe (1d6/1d20)

A Keeper who is less amused than the author by the prospect of a Hound-related subplot should substitute the "Hound" outcome with another historical vision.

Musings on the London Branch of the Brotherhood of the Black Pharaoh

Bret Kramer, with Anthony Warren

Little information is given on the history or development of the Brotherhood of the Black Pharaoh either in Egypt or in Great Britain, so what follows is some speculation on the part of the authors based on what information exists.

Creation of the British Branch

The French invasion of Egypt in 1798 shook the complacency of Omar Shakti and the Brotherhood of the Black Pharoah. Centuries of quiet under Ottoman (and before that Arab) rule had lulled the Brotherhood into a sense of invulnerability and remove from the concerns of the mundane world.

Shakti, in particular, was startled by the arrival of what he thought to be Frankish troops, given his isolation from the world due to his position in the cult. The defeat of the local Ottoman army, and the subsequent defeat of the invaders by troops dispatched from some obscure northern island further disturbed the immortal priest.

The ancient cultist pondered deeply how best to maintain the security and power of the Brotherhood (and himself) in this new world; the solution adopted was to use the same ancient methods that had worked so well in Egypt—corruption, bribery, and seduction—and apply them to these upstart nations. To these ends agents of the Brotherhood sought out influential Europeans in Egypt and found among them a few who could be inducted into the organization. This recruitment was aided also by a small number of individuals who had visions or dreams of Nyarlathotep and the Black Pharaoh, a sign the Brotherhood took to be a mark of favor from their god.

Once these new recruits had been indoctrinated into the practices of the cult, they were organized into small cells and dispatched to their nations of origin. By the mid 19th century, branches of the Brotherhood could be found across Europe, in London, Paris, Naples, Istanbul, St. Petersburg, and Vienna, though not all of these branches of the cult were long to survive.

The British branch of the Brotherhood was the earliest established, beginning in the suburbs of Liverpool in 1805 (see "Life as a God" for a discussion of this period and member Montgomery Crompton on page 131). Initially the cult failed to conceal its vile rites adequately, but despite arresting several of the branch's leading members, the local authorities never fully comprehended the nature of the organization they had disrupted. By the 1830s the cult had managed to find anonymity and security in the slums of several major British cities and was bolstered both by an influx of

Egyptian immigrants and the patronage of a clique of prosperous members.

During this period the majority of the branch's membership continued to be native-born Egyptians with a smattering of British "brothers" usually drawn from the upper-classes. While the ultimate leadership of the Brotherhood remained (as ever) vested in Omar Shakti and the Brotherhood's Cairo base, local matters remained in the control of an Egyptian Brother personally selected for the position by Shakti himself.

This situation changed with the induction of the Egyptologist Aubrey Penhew (who was recruited during his time at Oxford, where a small affiliate of perhaps a dozen cultists operated). Penhew was obsessed with all things Egyptological and found through the Brotherhood not just a connection to a society as old as the Pyramids themselves, but a direct conduit to the true gods of Egypt. Penhew proved to be utterly devoted to the Brotherhood and a tireless follower of the Black Pharaoh. In recognition of this devotion, Shakti selected Penhew to lead the British branch of the cult. Under Penhew's direction the British branch of the Brotherhood grew in numbers, entrenching itself further into the British establishment. In return, Shakti assisted Penhew in the creation of his eponymous foundation and directed it to several sites of historic (though not Mythos) interest. Within a few years the Penhew Foundation established itself as a leading light of British Egyptology.

Recent Years

Ever loyal to Shakti, the opportunity to further aid the aims of the Black Pharaoh by assisting in the Carlyle Expedition was one that Penhew could not resist. Knowing that he might leave England never to return, he proposed that his protégé Edward Gavigan be made head of the Brotherhood in England, a suggestion readily accepted by Shakti.

Gavigan proved a different man than Penhew however. Where Penhew was enraptured by all things Egyptian, including the Brotherhood, Gavigan's greatest loyalties lay with Gavigan himself… and the Black Pharaoh, of course. Gavigan was a self-made man who reached the heights of society despite the relative poverty of his birth. He embodied not only a deeply narcissistic personality, but many of the racial prejudices of his day, which included holding that the modern Egyptian is but degenerate filth whose failings had long held back the Brotherhood (and its most important members, such as himself) from greatness. While certain individuals are to be respected—namely Shakti, whom he thinks of as an undiluted "Egyptian" of old—most of the Egyptian-born members of the Brotherhood are to be treated as second-class members at best.

Gavigan's narcissism and racism brought him into conflict with Tewfik al-Sayed, who managed the day-to-day affairs of cult activity in London and the United Kingdom. Tewfik al-Sayed, like Gavigan, views himself as the natural leader of the Brotherhood in Great Britain, and resented Gavigan's position in the cult. Also a child of his times and birth, Tewfik al-Sayed harbors notions of Egyptian nationalism (as directed and controlled by the Brotherhood) and resents the comparative power and wealth of the West, and the British specifically, as the colonial power currently dominating Egypt. Personally he sees Gavigan as the embodiment of Western hubris and venality and to say that the two men loathe each other is an understatement. As of yet though, the feud remains a private affair between the two men.

Perhaps unexpectedly to both men, this rivalry has developed just as Shakti planned. While Penhew was a loyal and devoted subject, the immortal wizard correctly saw that the balance of power in the Brotherhood was shifting out of Egypt to the various branches of the group. Keeping these branches divided, with two or more local leaders vying for control, keeps the energies of the factions within each branch of the Brotherhood directed inward against each other rather than against Shakti. There is only room for one man at the top of the Brotherhood and Shakti intends to be that man for several millennia longer.

To this end he has privately encouraged both Tewfik al-Sayed and Gavigan to feud against each

other. Gavigan has received Shakti's public support, including granting him the right to house the otherworldly black stele at his estate in Essex. Simultaneously, he has granted Tewfik al-Sayed the potent Mirror of Gal, along with private assurances that the Brotherhood remains an Egyptian organization and that only Egyptians should lead it. While Gavigan, ever paranoid, suspects that Shakti's support is conditional at best, neither he nor Tewfik al-Sayed truly comprehend Shakti's overall scheme to keep both men weak.

The Current Situation

The modern incarnation of the Brotherhood of the Black Pharaoh in London is fractured roughly along ethnic lines. Both Tewfik al-Sayed and Gavigan have recruited their own circle of followers who are more loyal to themselves than the overall Brotherhood, creating a very dangerous fault-line between its British and Egyptian-born membership. While both men continue to participate in collective rituals, such as those at Gavigan's estate, they are both planning to eliminate their rival.

Gavigan has repeatedly chastised Tewfik for the sloppy disposal of cult sacrifices; the Metropolitan police having finally begun to investigate the number of bodies that have been found in the Thames. Believing that these murders are drawing undue attention to the cult, Gavigan is planning to throw the Egyptian membership to the wolves, so to speak, in the event that the activities of the Brotherhood are exposed. He has compiled a sizeable dossier on Tewfik and his lieutenants that can be anonymously submitted to the police at a moment's notice. To that end, Gavigan has consulted certain members of the criminal fraternity with regard to the feasibility of not just planting pieces of evidence in the spice merchant's flat and shop, but also of emptying it of certain valuable goods (the Mirror of Gal in particular) as well.

As for Tewfik, his plans focus less on subterfuge and more on a direct and bloody assault. Note of Gavigan's various criminal activities has been taken and documented in a dossier of Tewfik's own creation, the Egyptian planning to pass it to the authorities and so temporarily distract the Penhew Foundation's director by means of a police investigation into goings-on at his estate. With Gavigan distracted Tewfik plans to conduct a sort of "Night of the Long Knives" style purge of the Englishman's acolytes. Once his rival's supporters have been neutralized, Tewfik will call upon his supposed ally Omar Shakti whom he believes will support his purge once evidence of Gavigan's incompetence and treachery has been revealed.

For the investigators, this schism in the Brotherhood of the Black Pharaoh can work to their advantage, even if the nature of it is unknown to them. Both men will attempt to turn the investigator's scrutiny of the Brotherhood to their favor, potentially using them as a tool against their opponent. A serious blow to either man may inspire his rival to strike as described above. Likewise any success or advantage gained by either Gavigan or Tewfik, such as capturing an investigator or acquiring their Mythos tomes and artifacts, will trigger a jealous reaction from the other. If nothing else, the sacrifice of captured investigators might be delayed until a major ritual date when both men can be present to share in the glory. In extreme situations, the Keeper can justify all sorts of inadvertent assistance, close-calls or even (if necessary) *deus ex machina* rescues resulting from the rivalry of these two villains. Remember, any delay between an investigator's capture and the ritual itself, would mean an extended incarceration for imprisoned investigators at Gavigan's Essex estate, itself an opportunity for the Keeper to introduce the missing archaeologist, Paul Maclean, especially if he has already introduced the investigators to Maclean's fiancée, Helen Coulson. Both characters can be used as either NPCs or as pre-generated, ready-to-play investigators.

The Burning Within

Bret Kramer
(with astronomical help from *Banshee*)

To Carthage then I came
Burning burning burning burning
*—T.S. Eliot, "*The Waste Land*"*

Introduction

While Edward Gavigan maintains a façade of respectability and propriety, investigators who thoroughly probe his background can find a few subtle hints that there is an undeniable darkness lurking within the man. Gavigan enjoys demonstrating his superiority over others, and his overconfidence may allow investigators some warning about how dangerous their foe truly is.

This short scenario is intended to occupy less than a few hours of play but can be extended if the investigators follow up on the situation in Bannicker Park. It can be played with as few as one investigator and might be ideal in the event that not all players are available for gaming while the investigators are in London.

Keeper information

Investigators researching Edward Gavigan will find nothing untoward in his background save for a short news item from several years back (*Handout #1*). Gavigan was the target of an attempted assault by a former neighbor, a banker named Hugh Tylesman, who inexplicably blamed Gavigan for the death of his wife and children.

Tylesman crossed Gavigan's path several years earlier while raising funds to build a memorial to the Sudan Campaign of 1916. Tylesman, ever a patriot, made repeated calls upon his neighbors, including Gavigan. Disdainful of British Imperialism (and privately detesting Tylesman) Gavigan offered only a paltry sum. Tylesman pressed the archaeologist for a contribution commensurate to his position. Gavigan, protective of his status, drew upon his new position as the head of the Penhew Foundation and conceived of a wicked solution...

Gavigan donated an obelisk to Tylesman's Committee, falsely identifying it as coming from a minor Kushite ruin in Sudan instead of its actual source near Alexandria. He also neglected to report that it was sacred to the Flame Undying (better know as Cthugha) and that, so long as the star Fomalhaut rises above the horizon, the obelisk acts as a conduit to that being, sapping those nearby of their vitality, haunting their dreams, and occasionally unleashing Fire Vampires. Gavigan made sure that the first victim of the Fire Vampires was Tylesman.

Within a few months (and after Gavigan had moved to Mayfair), the malign influence of Cthugha fell upon Bayswater and the homes in the immediate vicinity of Bannicker Park. A Fire Vampire set Tylesman's home alight, killing his family. Tylesman, already the victim of disquieting dreams about the obelisk, witnessed the attack, driving him irrevocably mad. Drawing upon insane insight, he correctly blamed the obelisk and its donor. After first defacing the war memorial (ineffectually), he attacked Gavigan at his club.

Gavigan was unprepared for the attack but was fortunate that Tylesman was a poor shot.

The Elias Option

If the Keeper wishes to guarantee this avenue is pursued, it is a simple matter to add *Handout #1* to the collection of stories that Elias researched while in London. Lacking credentials (and looking more than a bit 'round-the-bend' himself at the time), Elias was unable to interview Hugh Tylesman at the Malbray Asylum before his hasty departure from London. Alternately the article might turn up in Elias' room at the Chelsea Hotel, though this might make the attraction of London irresistible to investigators and give too clear an indication of Gavigan as a villain. A more indirect method might be to have the name Hugh Tylesman lightly penciled onto the back of Gavigan's business card. The article regarding his arrest would be unobtainable until in Great Britain.

Likewise, Tylesman was fortunate that he attacked Gavigan publicly as otherwise he would almost certainly have been quickly dispatched by the vengeful sorcerer. Instead, Tylesman was restrained by other members of the club and turned over to the police.

Ever cruel, Gavigan was glad to see his enemy carted off to an asylum. Sometimes Gavigan torments him still (via *Send Dreams*) with fiery nightmares of his beloved family. Tylesman, his sanity gone, forever sees a world alight with horror.

The Lead

Investigators looking for more information on Penhew Foundation head Edward Gavigan will, with a successful *Library Use* roll as well as a *Luck* roll, come across a short article from the *Daily Mail*, dated July 15th, 1920, given in *Handout #1*.

Alternately, residents of London (including many of the NPCs from the London chapter) making a halved *Know* can recall the details of the story, if only vaguely. Additional research can find no other reference to Tylesman's case nor his attack on Gavigan in public sources. An *Idea* roll suggests that subsequent events in the case have been covered up. A second *Library Use* roll can find a story about the fire that killed Tylesman's wife and children (*Handout #2*).

Investigators contacting the London Metropolitan Police may uncover Tylesman's eventual fate; a successful *Persuade*, *Credit Rating*, or *Law* roll (Keeper's choice) can convince someone to discuss the case, though the records are sealed. After his arrest Tylesman was ruled unfit for trial and, under the urging of the certain influential individuals, including Gavigan, he was indefinitely confined to the Malbray Asylum, a private facility in Hackney. Gavigan gave private testimony to the judge overseeing the case, apparently swaying him that his former neighbor was not criminally liable for his actions.

The Malbray Asylum

The Malbray Asylum occupies the grounds of the old Fitzgerald mansion in Hackney, just off of Temple Mill Road. It has been a private asylum since the mid 19th century; London-based psychologists or psychiatrists (such as pre-generated character Maurice Paterson) and any Londoner making an EDU x 1 roll will recall that the institution was the scene of a scandal a few decades past involving the death of several patients and allegations of abuse. The same information will be uncovered by a *Library Use* roll though in all circumstances, besides a modest announcement of an investigation into the abuse claims and a full turn-over in staff, specifics on the scandal cannot be found. (*Call of Cthulhu* Keepers should refer to Kevin Ross' scenario "Signs Writ in Scarlet" from *Sacraments of Evil* for more detail; the asylum itself is the creation of the excellent Mr. Ross.)

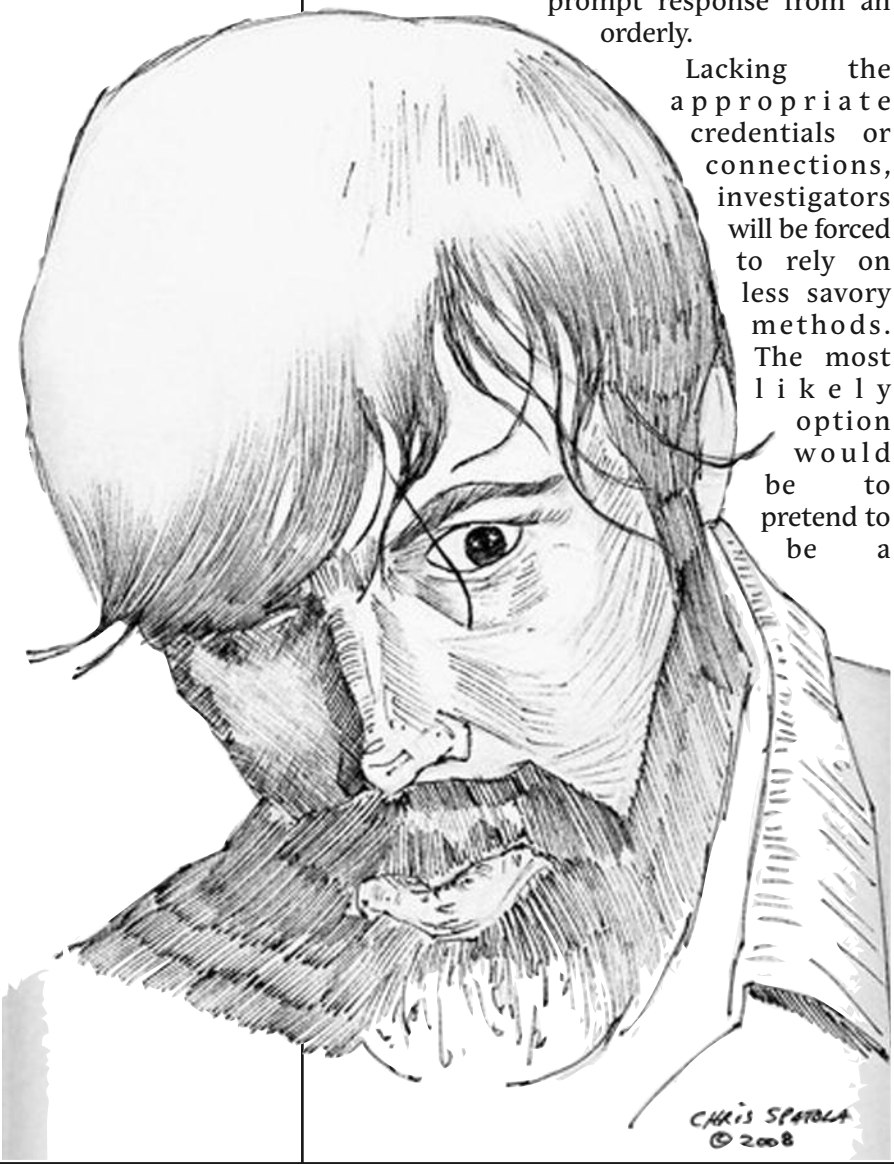
The modern asylum has a good reputation both publicly and within the legal establishment; patients are treated well and with modern methods. Most of the asylum's patients are middle or upper-middle class and are well treated, including individualized therapy. The asylum has a full-time staff of five doctors as well as a score of orderlies and a small grounds crew. The building itself has space for nearly fifty patients, including a dozen private rooms; the sexes are strictly segregated with the female patients being housed in a modern addition. The grounds, including the asylum, several sheds, and a carriage house, are surrounded by a well-maintained stone wall that

abuts the encroaching residential and commercial areas that have replaced the old marsh and woods.

Interviewing Tylesman

An interview with Tylesman can be arranged either directly or via subterfuge. Investigators with some medical or law enforcement credentials can meet with Tylesman during the asylum's daily (Monday through Saturday) 'open hours', when non-dangerous patients are allowed supervised use of the grounds. Such interviews can be conducted semi-privately though any scene on Tylesman's part will bring prompt response from an orderly.

Hugh Tylesman



Lacking the appropriate credentials or connections, investigators will be forced to rely on less savory methods. The most likely option would be to pretend to be a relative or close friend of Tylesman; unfortunately Tylesman has seen very few visitors since he was institutionalized and none in the past three years. The staff of the asylum is aware of this and will look upon a sudden influx with suspicion. Investigators need to make a *Fast Talk* roll to bluff their way through the necessary conversation with the staff (skill rolls are halved if the investigators are unfamiliar with his background); non-British investigators must also succeed in a *Luck* roll or their story will be investigated and discovered to be bogus. The Keeper may assign bonuses or penalties depending on the plausibility and verifiability of their story.

Other options exist, but more complex ruses such as gaining employment on the staff are left to the Keeper's best judgment. Breaking into the facility undetected should be all but impossible.

If the staff is interviewed, a limited amount of new information can be gained. Tylesman is thought to be deluded, irrationally believing that he is being persecuted by Edward Gavigan, an otherwise upstanding member of society, who in fact (British investigators making a *Credit Rating* roll will be told) has contributed no small amount towards Mr. Tylesman's confinement at the asylum. He is severely pyrophobic, going so far as to extinguish the cigars and cigarettes of others, frequently breaking the electric lights in his own room if switched on after dark. He often suffers from nightmares usually involving fire. If asked the staff can say with some certainty that his dreams are worst during the Autumn and early Winter (i.e. when Fomalhaut is highest); if investigators have researched Fomalhaut previously they will make the connection with an *Idea* roll. He is a relatively simple patient to care for and is considered a rather pathetic figure.

Investigators who have arranged to meet with Tylesman will be escorted to him by an orderly or a nurse; he tends to favor a bench facing the rear of the main building. He will not make eye contact with interviewers and generally does his best to ignore other people. He is a trembling wreck, his mind muddled by routine sedation. He will only react to certain stimulus as outlined below. A successful *Psychology* roll will suggest these topics to

investigators. The responses below are a guide—the interview should not end before he can impart enough information to point them towards Gavigan and the obelisk.

If the subject of his **wife and children** is raised (particularly if the investigators are canny enough to use their names) Tylesman will begin to silently weep, occasionally muttering snatches of phrases—"beautiful", "young things", "dear, dear boy", "Leave them be!", and "my dear sweet Eloise" all intermixed with crying out to God.

Gavigan's name elicits a more violent response—albeit a more coherent one, "Damn him! Damn him! Villain! Liar! Sinner! Murderer! Murderer!! That stone was his working, you know! He's the guilty party! He should pay! Damn him to Hell!!" The staff will be startled by his anger and will approach if they overhear.

If questioned about the **Bannicker Park Memorial**, Tylesman will look about for any of the asylum staff. If they are not present he will speak in low tones, otherwise he will lean forward and whisper, "The stone is cursed. I try to tell them that but they won't listen. It is hungry for victims. It calls out for blood upon blood! Gavigan is to blame!"

If asked about **the fatal fire** he will also weep and call out to his lost family but will occasionally mention "flying embers" and "dancing lights, burning and flying". Anyone able to make a *Psychology* roll can elicit a moment of lucidity from Tylesman. He will describe the events immediately preceding the fire that killed his family:

He was plagued by dreams of a great conflagration—sometimes the London fire of 1666, other times of being thrown into a bonfire by nude foreigners, other times of flying towards a great burning star. He will confide that his wife admitted to suffering them too. One night after waking from such a dream, he found his home filled with smoke. Awaking his wife, the pair struggled to reach the bedroom where their young sons slept. They discovered that it was the source of the smoke—the room was engulfed by fire. Tylesman will begin to lose his composure as he recounts seeing a weird ball of blue-white fire float through the window and pause over the bed of his youngest, setting him ablaze. His wife then charged forward in an attempt to shield their other child, only to be ignited herself. Tylesman will lose all composure at this point, begging the moving flame to take him instead and spare his family. An orderly will move to end the interview.

Investigators familiar with Fire Vampires or making a *Cthulhu Mythos* roll will be able to identify the creatures from Tylesman's fragmentary description.

Investigators interviewing Tylesman may suffer a Sanity loss of 0/1 points if the Keeper wishes due to his pitiful state.

Bannicker Park and The Sudan War Memorial

Bannicker Park is a green area between (the fictional) Bryant, Millwood, Milett, and High Tabran roads in Bayswater. It can be reached from either the Bayswater or Westbourn Park tube stations (it is equidistant from either); the neighborhood is quiet and thoroughly upper-middle class.

The memorial is striking and a bit out of scale for the small park. The lower section is a platform sixteen feet square and made of fine white sandstone, rising up in three steps to a smaller 12 foot square tier upon which a marble base rests. Atop the base is the obelisk (see below). Each side of the base has been decorated by a bas-relief sculpture depicting the 1916 expedition against the Fur Sultanate and Ali Dinar (in what is now the Darfur region of Sudan). One side includes a short dedication to the troops who died in that campaign, listing the units that took part in that action.

Several poorly repaired gouges mar the base; an *Idea* roll will suggest that they were caused by Tylesman's attack on the monument.

The Obelisk

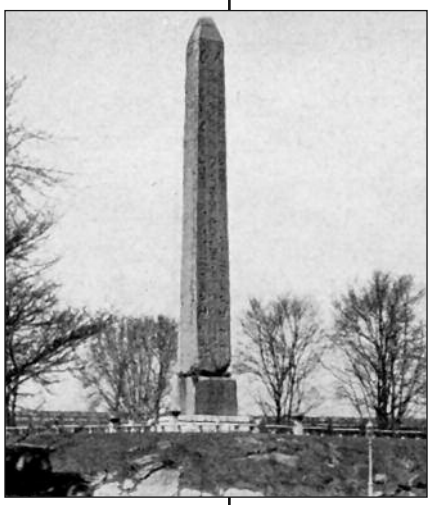
The obelisk itself is 11 feet tall (17' including the contemporary base), 21 inches wide, and made of grey-black granite. The stone is weathered

Fomalhaut: (fom-al-hoe)

From the Arabic for "mouth of the fish", Fomalhaut is a bright blue-white star (appearing reddish due to atmospheric interference) in the constellation *Piscis Austrinus*. Sometimes it is called "the Solitary One" due to the lack of other bright stars near to it. Fomalhaut is most easily visible in late-Summer to mid-Winter (though the Keeper should feel free to fudge the specifics for the needs of the game). As one guidebook says, "The loneliness of the star, added to the somber signs of approaching autumn, sometimes gives one a touch of melancholy. In November and December, when the winter stillness has fallen upon us, a glance toward the southwest will discover Fomalhaut, still placid and alone."

but generally intact and without significant cracks. The very tip of the stone is chipped off and one of the bottom corners has been repaired with modern mortar. A *Geology* roll will suggest that the obelisk has been subject to prolonged exposure to water.

All four sides bear hieroglyphic inscriptions, though the text on two sides show significant weathering. Anyone making a *Read Hieroglyphics* roll can determine that the text consists of prayers to an obscure being named Ka-Thigu-Ra; this being might somehow be connected to (or perhaps was a child of) the god Ra. Additionally there are astronomical notations of a particular star that an *Astronomy* roll (or alternately a successful *Library Use* roll) can identify as corresponding to Fomalhaut.



Bannicker Park War Memorial

Weather permitting, investigators carefully examining the obelisk will note, with an *Idea* roll, that the stone is almost always free of snow or rain, even when the rest of the park (and even the monument itself) has recently seen precipitation. While logic would suggest that the black coloring of the stone (as well as the shape of the obelisk) is the cause, this is instead due to the influence of Cthugha. The stone is, at a minimum, 10° Fahrenheit warmer than the surrounding atmosphere; it is warmer still when Fomalhaut is above the horizon and will rapidly heat past the boiling point of water when a Fire Vampire is released.

Whenever Fomalhaut is above the horizon, day or night, the Fire Vampires bound within the stone will quicken into some state of awareness. Every being within 500' of the obelisk when Fomalhaut reaches its nightly zenith must roll against the obelisk's POW or lose 1d3 magic points. If awake at the time, the victim will feel a vague sense of unease or discomfort; otherwise the drain will be unnoticed save perhaps in strange dreams. The obelisk's POW is 10. This may be increased due to sacrifices or celestial phenomena if the Keeper wishes, perhaps induced by the actions of Rowan Thannery (cf.).

Tylesman's Former Home

Little can be learned by visiting the old Tylesman home. The current owners, Gregory and Victoria Matthews, will refuse entry to the morbidly curious, saying that they have no interest partaking in discussions of the Tylesman family tragedy. Investigators willing to lie about their motives and who are able to make a *Fast Talk* roll can spend a few minutes within the townhouse. There is no sign of the deadly fire. The only unusual thing that can be observed is the war monument, which is visible from the rooms that face the park, a dark presence that seems to lurk just outside the window.

Investigations

Bannicker Park

The park was totally mundane before the installation of the obelisk. Since the war memorial was erected in May of 1919 there have been multiple unusual fires in the vicinity of

Bannicker Park. A *Library Use* roll can uncover over a dozen fires reported in the press though most did little or no damage. Beside the fire that killed the Tylesmans, at least four fires have been significant enough to require the intervention of the Metropolitan Fire Department: two house fires, an automobile fire, and the destruction of a newspaperman's cart. Additionally there has been one fatality, though this will only be noticed with a *Luck* roll. That story is reproduced as *Handout #3*.

Investigators with good relations with the Metropolitan Police (or alternately the London press, such as Mick Mahoney at *The Scoop*) can learn of the death of Mr. White as well as several dozen other minor fires that have been kept out of the papers. Many of these involve the death or injury of an animal, often pigeons but including cats, dogs, and once a deliveryman's horse. In all cases the animal was completely incinerated, save the horse, which had burns on its head and neck and was shot by the treating veterinarian. In none of the cases was the perpetrator witnessed (unless the Keeper desires for the police to suspect Rowan Thannery) though large sparks might have been observed. Within the past year the police have determined a lunatic arsonist is loose in the neighborhood but their investigation has been stymied due to the lack of physical evidence. No physical traces have been found at the scene. Officers on foot in the area have been instructed to be on the look-out for suspicious characters. (Investigators canvassing the neighborhood around the park might also draw the same conclusion as the police, as individual residents are aware of certain minor fires and, gathered together, these interviews point in the same direction.)

Anyone learning of the fires will notice with an *Idea* roll that all of the fires have occurred during the late summer through mid-winter and are usually most frequent and most severe in autumn. The fires also tend to occur in clusters, though there is no clear pattern to these save for season.

Ka-Thigu-Ra

Investigators who translate the inscription on the obelisk can attempt to investigate the being Ka-Thigu-Ra. A *Library Use* or *Egyptology* roll will provide *Handout #4*. More information can be learned about Cthugha as the Keeper wishes. Investigators making use of a Mythos text should gain some knowledge of Fire Vampires at the least; *Handout #5* provides one possible clue obtained in this manner. Additionally, a

Rowan Thannery, Budding Pyromaniac and Optional Complication

Whether or not living in proximity to the obelisk is to blame, young Rowan is a pyromaniac. Sixteen years of age, but looking younger, Rowan attends the nearby Phillipston School for Boys and is generally overlooked by the other students there, just as he is at home. For the past few years, and with increasingly frequency and intensity of late, he has been setting fires. Recently Rowan has been capturing small animals in rubbish bins and then dowsing them with ether (stolen from his father's chemist's shop) and setting them alight. He is careful to avoid being observed setting his fires, but he takes pleasure when they are discovered by others; he will inevitably turn up to the scene of a discovered fire. While so far only animals have been killed in his attacks, it is only a matter of time until his compulsion drives him to greater and more dangerous fires.

Rowan is enthralled by the obelisk and sometimes thinks he can hear it calling to him. Investigator making repeated visits to the area might take notice of the boy if they first succeed a *Luck* roll. If he begins sacrificing animals to the stone the frequency of Fire Vampire attacks will skyrocket; whether or not he can control these like-minded horrors is left to the Keeper. He will most definitely lash out against anyone perceived to be a threat, including investigators.

ROWAN THANNERY, age 16 – firebug, possible cultist in the making

STR 9	INT 15	CON 10	DEX 11	APP 11
SIZ 8	POW 12	EDU 10	SAN 19	HP 9

Attacks: Fist 50%, damage 1d3-1d2

Skills: Appear Harmless 84%, Set Fires 91%, Sneak 61%.

professional Eygptologist who studies the inscription can convincingly demonstrate that the obelisk is almost certainly from the Nile Delta, not near the Kush border.

Dealing with the Obelisk

The obelisk is relatively benign when Fomalhaut is below the horizon. During those months, aside from the stone's unusual warmth, nothing strange can be observed. When that baleful star is visible in the night sky the situation will grow increasingly dangerous. There is no need for the Keeper to monitor the nightly Magic Point losses to the obelisk; for the sake of the narrative, whenever the investigators grow interested in the monument (assuming the time of year is right), the obelisk should be near to unleashing another Fire Vampire. Once the investigators have visited Bannicker Park, 1d3 days later another fire occurs. Should the players be particularly obtuse, additional fires might be needed—have another fire occur every 1d4+1 days afterwards. In this case some witness, generally someone unreliable, such as an alcoholic or a child, will observe the Fire Vampire in action. Eventually, there will be another fatality.

The investigators have several avenues in neutralizing the obelisk. Hugh Tylesman's insane attempt to wreck the accursed stone was on the right track, though doing so will almost certainly attract a great deal of police interest. Any single attack on the stone doing 30 or more points of damage will break it. Likewise sledges can be used to break it apart, though this may require the investigators to pull the stone off the base. Once the obelisk is broken, the Fire Vampires bound within will attack. There are at least 1d4+1 Fire Vampires within; there is no guarantee they will target investigators however.

Alternately the obelisk might be transported away from human habitation, buried, or submerged. The investigators would certainly have to develop either a very clever scheme to do this without being caught or somehow gain the assistance of the authorities. Investigators with the appropriate credentials and connection might be able to persuade local authorities to remove the stone either due to "previously undetected structural flaw" or legal questions regarding ownership, though this will undoubtedly attract Gavigan's attention if not wrath. If Gavigan is gone or discredited, this course of action will be much simpler.

Finally, an Elder Sign will quiet the stone so long as the sign can overcome the current POW of the obelisk. This method does not release any Fire Vampires and neutralizes it so long as the sign remains in place. If somehow an Eye of Light and Darkness is created that affects the obelisk, the stone will be quieted so long as the obelisk is within the radius of the spell. Other enchantments may influence the obelisk as the Keeper sees fit.

Conclusion

Each death caused by the obelisk after investigators learn of its threat: -1d3 points of *Sanity*.

Neutralize or otherwise remove the threat of the obelisk: +1d4 points of *Sanity.*

Rowan Thannery is killed / arrested: 0 / +1d2 points of *Sanity*.

Statistics

HUGH TYLESMAN, age 47—madman, victim of Gavigan's machinations

STR 9	INT 11	CON 8	DEX 10	APP 8
SIZ 13	POW 7	EDU 20	SAN 0	HP 11

Attacks: Grapple 46%

Skills: Moan 95%, Rant 90%, Twitch 60%, Weep 50%.

Assorted Fire Vampires

	CON	SIZ	INT	POW	DEX	HP
Blue-white	6	1	11	13	17	4
Violet-white	8	1	12	11	19	5
Reddish-white	7	1	10	14	15	4
Violet-blue	7	1	13	12	16	4

Armor: Immune to mundane attacks; water does 1 hp per gallon.

Attacks: Touch 85%, damage 2d6, 1d10 Magic Points (see note)

Skills: Track 25%

Sanity Loss: 0; those showing intelligent action cost 0/1d4 points.

Note: Investigator CON vs. Damage rolled, success means actual damaged halved. POW vs. POW roll, investigator failure results in Magic Point loss.

Handouts

Handout #1
The *Daily Mail*
Thursday, July 15th, 1920

DAILY MIRR

S BAYSWATER MAN ARRESTED

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Adam Cross Informs Hugh Tylesman, formerly of Bayswater, was taken into custody by the Metropolitan Police today after an attack upon members of a Tottenham Court Road club. According to witnesses, Mr. Tylesman entered the Diamondback Club, apparently with a pistol concealed on his person. In the club's common room he fired upon another club member but was quickly restrained by several other members as well as the staff. Metropolitan Police officers soon removed Mr. Tylesman from the premises. During the earlier scuffle he received an injury to his arm. No one else was injured in the attack.

Tylesman, a 42 year-old banker, apparently sought to do injury to one Edward Gavigan, age 49, acting Director of the Penhew Foundation, the noted London centre of Egyptological research. According to one witness, Tylesman called out to Gavigan before he fired, suggesting that he was Tylesman's intended target. Tylesman, a widower, lost his family in a house fire in a previous year. A source with the Metropolitan Police described Mr. Tylesman as irrational and indicated that he required sedation once in custody.

In addition to the charges related to his attack against Mr. Gavigan, this reporter has learned that Tylesman will also be charged with vandalising the Sudan Memorial in Bannicker Park, Bayswater. The damage to the monument, inflicted with a hammer, is said to be minor and will be repaired readily. Curiously, Tylesman was the President of the Bannicker Park memorial committee, for which he received a commendation from the Metropolitan Council.

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ensued Mr. Winston Churchill gave details of Father O'Donnell's arrest and trial. Throughout the action of the military authorities, he said, had been strictly in accordance with the King's regulations.

Japanese disturbances in China have been largely due to the laxity of official control over the population, and suggests that the Foochow Incident should be investigated by a joint Commission.

FOUR DIE IN CONFLAGRATION

Tragedy struck early this morning in quiet Bayswater, as a conflagration killed three residents of a home there as well as a servant. The dead include Eloise Tylesman, and her two sons, Oliver and Howard Tylesman. The Bannicker Park facing terrace house was badly damaged by the fire, which completely engulfed the upper two stories of the building. Two firemen were injured fighting the blaze, which required engines from two fire stations before it was contained.

Hugh Tylesman, husband and father to the deceased, surived the flames, but received injuries requiring he be taken to hospital. His injuries do not appear to be life-threatening.

According to officers of the London Fire Brigade, the fire apparently behan on the second floor of the home, in the bedroom of the two young Tylesman boys.

A servant, Katherine MacKenna, also perished.

At the time this paper went to press, no funeral arrangements for the deceased have been announced.

A TERRACE HOUSE DESTROYED
Despite best efforts from many dedicated men, the terrace house opposite Bannicker Park was wholly consumed in the incendiarism

There is Nothing so Choice and Delicate

Handout #2
The *Morning Post*
December 8th, 1919

CHAPTER XI
PTAH-THU-GA-RA

The Egyptian pantheon was very fluid and was adjusted throughout the various dynasties and foreign invasions. One exception to this malleability was the continual suppression of the worship of Ptah-Thu-Ga-Ra. This being, sometimes called Ka-Thigu-Ra, was said to be an accursed spirit spawned of Ra's fallen seed and was represented by a burning lamp, sometimes called the Undying Flame. Centered primarily in the Nile Delta, worship of this being was banned equally under Rameses III as it was by the Ptolemies. Few records mentioning this divinity or the practices of its associated cult survive, but they were said to hold the star Fomalhaut to be sacred and to perform their rites under the night sky. Those few fragments that survive accuse this cult of waylaying travelers and forsaking the worship of other gods, including the Pharaoh himself. No mention of this group exists after the start of the Roman Era, suggesting they succeeded where previous rulers had failed.

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Handout #4
Mythological Beliefs of the Ancient Egyptians (1922) by A.E. Crumbson

Handout #3
The *Daily Chronicle*
October 23rd, 1924

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Man Perishes in Fire

BRENDAN WHITE, late of His Majesty's Army, has been found dead in an alley off of Millett Road in Bayswater. White, age 25, was a veteran of the Third Army but of late had no permanent residence. Police reports indicate that Mr. White was killed when an improvised cooking fire he was using, fuelled by paraffin, exploded. Apparently Mr. White had gained entrance into an unused shed behind a Millett Road house and started the fire himself. The shed was destroyed as a result of the fire. No further details were forthcoming from the Metropolitan Police.

Menace of Vermin

INSTINCTIVELY, the word "plague" has

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The signs of Cthugha's children are clear — they are born of its fire and burn as that accursed one does. Fire hotter than any forge is within them and they melt flesh with great joy. The subtle wizard might bend them to his will, with the proper charms. They may be called from the night sky when the Eye of their Father Burns bright.

Should one be so audacious as to seek out the commun-

Handout #5
Further research in a Mythos text

Gavigan's Scrolls

Bret Kramer

Along with his collection of Mythos and related occult tomes, Gavigan owns a collection of scrolls in various languages. Most are prayers to Nyarlathotep in his various guises while a few contain useful spells. It is certainly possible that the investigators will take an interest in these documents, and should this occur, the Keeper can use this article to provide a description of these scrolls, making them something less transparent and more interesting. All of the information on the origin or dating for the scrolls requires an expert's examination or some research at a reasonably large library.

Physical descriptions

Six Arabic Scrolls

A—A fine linen scroll in Arabic, about five inches across, tied with a faded red silk ribbon.* It can be dated to the 15th century, most likely originating in Egypt or possibly Tunis. The Arabic text is stylized and illuminated, and the scroll is in excellent condition.

B—A cracked, partially fire-damaged, piece of parchment, about 15 inches across, mounted on a wax tablet (a method used to preserve particularly fragile texts). The text is in a very shaky hand and can be dated to the 9th century, most likely from Moorish Andalusia.

C—A vellum scroll in Arabic, about 8 inches across, tied with a faded red silk ribbon.* It can be dated to the early 12th century, almost certainly to Egypt.

D—A papyrus scroll in Arabic, about 8 inches across, untied. It dates from the 8th century, though the writing style is somewhat antique (stylistically similar to the style of the previous century), suggesting the possibility that the author or scribe was from a provincial region, probably in the Arabian Peninsula.

E—A vellum scroll in Arabic, about 8 inches across, tied with a faded red silk ribbon.* The script and material suggests the work is of Egyptian origin, probably mid 15th century.

F—A badly decayed papyrus scroll, probably from the middle of the early Fatimid Caliphate (10th century).

Four Latin Scrolls

A—Fragments of a papyrus scroll, written in Latin, pressed between thin glass plates and mounted in a booklet. The language suggests it was written around the time of the early Roman Empire (30-40 A.D.).

B—A worn vellum scroll in Latin, about 12 inches across, tied with a linen cord. The script suggests it was written in the 12th century; a note at the beginning is in period ecclesiastical Latin while the bulk of the text is in late Imperial vernacular (probably 4th century). Fragments of a leaden seal bearing the image of a lion are preserved.

C—A parchment scrap with Latin writing, uneven but between 7 and 8 inches across though it tapers at one end due to tearing or breaking. The language and the script used

* Anyone comparing these documents realizes that they were written by the same person; this costs the researcher 0/1 points of *Sanity*.

suggest an early medieval author, possibly in the late 8th century, most likely from the Carolingian court.

D—Linen paper scroll in Latin, about 11 inches across, untied. The language is very late Medieval Latin, and is heavy with Italian vernacular. It probably comes from Northern Italy, possibly Milan, and dates to late 15th or early 16th century.

Two Egyptian Hieroglyphic Scrolls

A—A papyrus scroll in Hieratic Egyptian, about 10 inches across, mounted on a wax board. It probably dates from the 19th Dynasty (about 1200 B.C.).

B—A papyrus scroll in Hieratic Egyptian,* about 10 inches across, tied with a faded red silk ribbon. It dates from the Tanite (21st) Dynasty (about 1000 B.C.).

Two Medieval French Scrolls

A—A brittle vellum scroll in Langues d'Oïl (Old French), about 10 inches across, untied, dating to the later 11th century.

B—A fine parchment scroll in Middle French, about 15 inches across; illuminated, illustrated, and tied with a black silk ribbon laced with threads of silver. It dates to the mid 16th century, probably from the court of Francis I.

One Old English Scroll

A brittle vellum scroll, about nine inches across, tied with a strip of hide. A *Know* roll identifies the language as Old English. An expert could date the scroll to around 1050 AD, making it a remarkable and rare find.

Contents

Six Arabic Scrolls

A—This scroll consists of a series of prayers to a being called the Black Lion, described in the text as a towering sphinx-like monstrosity with the body of a titanic black lion and the head of a man, but with its face a void opening into the depths of space. The prayer enjoins the being to destroy unnamed invaders of the lands once held by the children of the Iteru (the Nile River).

B—On this scroll are a series of instructions for calling upon the power of Thoth, called here *Izzu-Tahuti*, by invoking his secret name. This invocation is said to diminish the power of enemies and spirits, but comes at a risk to the caster. The instructions are confusingly written and obscure.

C—The text of this scroll is a lengthy prayer to "The Black Pharaoh" (also called Nephren-Ka), "Master of All Egypt," "Lord of the Shining Crystal," and "Voice of Black Fire and Death."

D—This scroll describes the ritual magic used to control or perhaps ward against a particular and strange *djinn* called the "Dweller in Strange Spaces" and "Spider of the Void," which the magician may use to reach distant places and to destroy his enemies. Much of the text is devoted to the creation of a ritual knife of either iron or silver (or other pure metal), necessary for the ritual.

E—The contents of this scroll are a series of instructions to a pupil on the preparation and casting of a spell that allows the caster to influence the dreams of his subject. The spell requires a bowl made from "sky copper," specific herbs, and blood from the caster and that the victim must be no more than perhaps two dozen miles distant. One strange reference mentions that the author enjoys tormenting his victims with visions of a demonic cat.

F—This scroll records a curse, calling upon the "Formless Howler of the Wastes" and "He Who is

Lord Over all Beasts" to bring a pestilence down upon one Hijepha'oto the Khem, apparently an Egyptian sorcerer of some might.

Four Latin Scrolls

A—These fragments contain a prayer to a figure described as "the Black Caesar," described as the "Lord of All Lands" and "Servant of the Chaos before the Titans."

B—This scroll contains two parts. The first is a short introduction discussing the origins of the longer passage; taken from the library of an unnamed Apulian monastery and copied for a potential heresy trial against the monastery's Abbot as the original was too fragile. The main text is a prayer to Black Pharaoh similar in content to scroll A, with a few lacuna.

C—On this scroll is a lengthy but incomplete prayer to a being described as the "Dark Master with Smoking Wings," a monstrous bat-like being with a huge tripartite eye, said to dwell in "the Blackness Beyond Night." The prayer is cut off during the description of a great gem, sacred to the being.

D—The content of this scroll is a series of prayers calling upon the might of "The Messenger of the Old Ones," a cloud-like amorphous being and a harbinger of great destruction. The prayers call upon the being to lay waste to the armies of "the Bastard Charles and his wicked court."

Two Egyptian Hieroglyphic Scrolls

A—This scroll relates a prayer to call upon "the Bird of Yellow Aztura," a winged humanoid messenger. Much of the text discusses the astrological necessities of the rite mostly involving (as can be determined with an *Astronomy* roll) the star Aldebaran and the creation of a bone flute, said to attract the creature.

B—The text of this scroll is in two parts. The first is a prayer to the Black Pharaoh. The second is a plea to the same for his aid by sending an undescribed servant creature, alternately called the "Uraeus (or cobra) of Tahuti" or "the Death that Dwells by Night" including the offering of a living human sacrifice.

Two Medieval French Scrolls

A—The contents of this scroll were clearly written in haste as the handwriting is uneven and several passages were smeared by the author as he wrote. The text is a prayer to "The Black Demon," alternately described as "Lord Blood Tusk" or "He who is feared in the valley of Minarthè," offering up the supplicant's body in sacrifice in exchange for the destruction of his foes.

B—This finely made scroll consists of a series of prayers to "L'Homme Nuit," or "the Black Man," and includes rites of ritual animal sacrifice, infant sacrifice, and cannibalistic orgies, best performed with the aid of "the Brothers of the Earth." One passage describes the Black Man and calls him "He who wore the Serpent Crown and Howls as a Blackness Across the Land."

One Old English Scroll

This scroll is a prayer to the "Horned One," "Lord of All Beasts," or "The Black Huntsman."

Research

Most of the scrolls are difficult, if not impossible to trace. Foundation records do not mention this collection, save for the first Hieroglyphic scroll, which was recovered from a 1911 dig and is currently listed as being "restored." At the Keeper's discretion, certain other scrolls may match those offered up for auction over the past twenty years. The author has intentionally implied that certain scrolls (those bearing red silk ribbons) were given by Omar Shakti; the Keeper may omit this connection if desired. Other subplots, scenario leads, and red herrings may be developed as needed.

Ye Booke of Comunicacions with ye Angel Dzyon

Bret Kramer

Physical Description

Leather bound manuscript, 18" x 11½" (medium folio), slightly damaged with some foxing and occasionally irregularly sized pages. No title or author is given on the cover but a frontispiece identifies it as *Ye Booke of Comunicacions with ye Angel Dzyon*. The manuscript contains text in archaic English and an unknown set of symbols (*Occult* roll to recognize some as a modified form of Enochian; a *Cthulhu Mythos* roll identifies the others as Senzar) as well as marginal notes in what appears to be Greek (a *Greek* roll to identify as classical Greek, but by a contemporary author). An antiquarian can date the book to the late 16th century, of English manufacture; certain rare book dealers and related specialists can identify the handwriting as belonging to the 16th century English astrologer and magician, John Dee.

Skimming

This book is a loosely organized collection of what can be described, for lack of a better term, as séances between an unnamed medium and an "angelic spirit" identified in the text as Dzyon (or sometimes as Dzyan). The sessions are supposed to transcribe the wisdom of *Cehuti*, an archangel (?), and are composed of a mixture of divine pre-history, angelic law and magic, confounding cabalistic discussions, and suggestive discussions of how certain humans may be elevated to divinity. The papers that form the text seem to have been collected and organized along specific themes and not chronologically. Some of the portions in the non-English symbols appear to be written contemporaneously with the regular writing but not in the same hand.

The work itself is confused and sometimes self contradictory. While portions of the English text seem to be translations of the two types of ciphers used, other portions are left untranslated. Certain sections, particularly those dealing with incantations, are heavily annotated in Greek.

Research

Anyone making an *Occult* roll (or occultists and parapsychologists making a *Know* roll) will recall the following: Long rumored in occult circles—particularly by the Theosophist Helena Blavatsky and her circle—the *Book of Dzyan* (pronounced "zon") is claimed to preserve the wisdom of Atlantis, as transmitted via "spirit guides" to certain human mediums. Blavatsky seems to be the only one of these mediums however and the quotes from *The Book of Dzyan* she published in *The Secret Doctrine* closely resemble parts of the *Rig-Veda*, a Hindu sacred text. While the contents of this work and the writings of Blavatsky have some superficial similarity, this text is clearly not from the same work.

A trained scholar can identify this work from various signs within as having been in the collection of Arthur Dee. A *Library Use* roll (or

Occult roll, in the case of the elder Dee) can uncover a few basic facts about both Arthur Dee and his father, "Doctor" John Dee. The younger Dee (1579-1651) was a physician and alchemist who served in the courts of Russia's Michael I and England's Charles I. His father, John Dee (1527-1609?), was a well-known mathematician, astrologer, and hermetic sorcerer from the time of Elizabeth. Of particular interest are the elder Dee's experiments with scrying and his communications with angels, some of which were published. While the methods described by Dee in those works match those used by the unnamed author of this work, the resulting contents are rather different. A cipher allowing for translation of Dee's Enochian script can be located in these same books.

Thorough Reading

Obviously the quartet of languages use in this work present some challenges to the average reader. If only English is known, reduce the Cthulhu Mythos bonus of the work to +6. Reading the Enochian (translatable with the help of Dee's published "angel communications" or an *Idea* roll) grants an additional +2 points while the Senzar sections may be similarly deciphered with the aid of the translated portions of the text and a successful *Idea* roll for another +1 point increase. The Greek commentary is of more limited use, but at the Keeper's discretion may be key in making use of the various spells in the text—devious possibilities abound with the summon/bind spells in particular.

This book bears no resemblance to works by the same name promulgated by Theosophist Helena Blavatsky. Instead it conveys the teachings of an "angel" (as claimed by the author) named Dzyon, who relates a series of divine mysteries to the author. The work is arranged topically, beginning with a discussion of what are described as pre-Adamite human societies, including Atlantis. It then progresses through a series of incantations to draw forth several supernatural beings, including the "willows of Cybele" (as named in the Greek, possibly some sort of dryad), the "Walker Unseen," and the "black bird of the Anemoi" (the Greek wind gods). Each of these rituals requires certain material components (animal sacrifices, knives, whistles, etc.) and specific chants. Another section outlines an incomplete series of rituals that allows one to contact the angels, including Dzyon, as part of a path toward achieving some sort of direct connection to the Godhead. A final section, apparently damaged by fire, discuss a rite to contact "the Dreaming God;" the Greek comments on this rite give clear and grave warning of the danger inherent in its casting.

The author makes no attempt to square the information presented by Dzyon into a traditional Christian cosmology and the resulting work is confused and disturbing. Even the author finds the pronouncements of Dzyon to be cold and sometimes inhuman. The section discussing incantation is particularly unwholesome and bears distinct parallels to other Mythos tomes that investigators might have read.

Quotes

Casting againe into ye Vfero Stone, ye Angel spake, saying unto me much of what passed in long-sunk Atlantis and is spake of by Cthuli. In those days ye Nephilim walked ye land and payed obeyance to one such as Glune, crowned in laurels and fearful to behold and served by great beasts whose bodies were like a flower with ye head of a serpent. Another angel revered as ye father of this race was Dondoh, who wove ye fibers of creation and undoes them at God's command, and his mark is ye crystal rod he carries which bearest three sides and is yet round. Ye might of these men was great and they knew much of magic...

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When ye song is played again under winter sky ye one [the Black Bird of the Anemoi] will come to ye learned practicioner. Ye bird subsisteth upon carrion flesh and must be appeased before it will labor at your behalf. Ye hunger of such a one can be slaked with ye body of a single child but it is a cruel servant and will oft clamour for more. Be not hesitant to fulfill such whims as it may carry ye unwary summoner aloft if displeased. When it flies with belly-full it can be of great aid to ye subtle magician and can travel many leagues without tiring.

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[Be wary! The one who slumbers is a spirit of the greatest darkness: Call not upon him for the price he demands far exceeds the rewards he grants. Lest ye wish to arouse such a one who dwells in sea-dark chambers and whose very tread maketh the rocks tremble, practice such rites as these at your own peril. Pay heed to one who has suffered much from what he hath seen because his grasp exceedeth his wisdom. My dreams are grave troubled still, years on from such folly, and I fear gravely His eye remaineth upon me still.]

The G'harne Fragments

Bret Kramer

Note: *While Lumley dates this work to 1934, we have elected to conform to Chaosium's chronological conventions for the book, as outlined below. Sticklers for chronological purity might consider replacing this work with the* Eltdown Shards *(Winters-Hall's 1917 pamphlet probably), a similar tome in background and content though with different spells.*

Physical Description

A slim, unadorned, pasteboard-bound work in medium sixteenmo; 4 ½" wide by 5 ¾" high; 128 pages. The title is printed on both the pasteboard cover (a pale cream, with black ink) and the spine, with the author's name (Sir Amery Wendy-Smith) printed below the title. No publisher is listed nor is a date of publication given. The production quality and style suggests a small university press or that the author paid for publication himself; the finished product is of inexpensive materials. There are numerous illustrations depicting some sort of cipher or artificial language consisting of haphazardly arranged dots and a scattering of astronomical charts. A handwritten dedication on the title page says "Many thanks for your advice and aid, W-S." Scattered throughout the text are a few passages underlined in meticulous pencil lines.

Skimming

This work provides a supposed translation of inscriptions first discovered by British explorer Sir Howard Windrop in a hitherto unknown ruined city in Africa, referred to as "G'harne" by the author. Expanding on Windrop's earlier translation, Wendy-Smith, claims that the text contains the fragmentary records of a pre-historic, (perhaps even non-human) civilization. Included in the text is an incomplete catalog of the various cities of this unknown civilization (including G'harne) as well as discussions of the cities of other increasingly fanciful civilizations and races. A lengthy passage discusses the fall of the city after the collapse of G'harne's builders' civilization and how the survivors were besieged by a race of subterranean creatures. Eventually the city's builders were able to trap their attackers via some powerful enchantment. A short chapter presents a labyrinthine catalog of earlier wars between the builders of G'harne and a myriad of implausible races. Another section presents fragmentary star-charts and a catalog of the planets of our own solar system, including a body between Mars and Earth, as well as a host of worlds lying beyond Neptune. A final chapter discusses the city of G'harne itself, as described by Windrop[1]; a collection of vast, mammoth, eons-old stone blocks worn down by time and forgotten and mostly shunned by the local peoples. Wendy-Smith (like Windrop) never explains by what means he was able to translate the writings of this lost civilization, saving that

1. The specific location of this city is ill-defined at best. Neither Windrop nor Wendy-Smith explicitly states where these supposed ruins are; this mystery was one of the main criticisms leveled against both men, for if other archaeologists or scientists could not study these ruins first-hand, how could the fantastic claims they generate be proven true? Investigators attempting to determine where precisely G'harne is will find certain tantalizing clues in both Windrop and Wendy-Smith's texts, though Windrop's article points toward the Saharan districts of French Sudan while Wendy-Smith's translation's comments upon outfitting the expedition and the tribes encountered near G'harne suggests the Oubangi-Chari/Anglo-Egyptian Sudanese border.

for a promised future book to be written upon his return from a new expedition to G'harne.

Research

Investigators who can succeed at a halved *Archaeology* roll (as can professional archaeologists with a *Know* roll) can recall the following information automatically; otherwise a *Library Use* roll is needed. Published to great controversy, *The G'harne Fragments* marked the public humiliation of Sir Amery Wendy-Smith, a hitherto respected expert on ancient inscriptions. After months of bitter (shockingly public) debate between Wendy-Smith and most of the British archaeological establishment, Wendy-Smith used his own money to have the book published privately. The reception was hostile at best, and Wendy-Smith was ejected from his positions in various societies and professional organizations, cementing his humiliation.

In an attempt to repair his reputation he led an expedition into the African interior to "G'harne." While the details of what transpired are uncertain, the expedition ended in some sort of disaster—Wendy-Smith claimed a severe earthquake—costing the lives of the expedition members (all of the whites at least) save for Wendy-Smith. This fatal turn (on the heels of the loss of the Carlyle Expedition) finished Wendy-Smith's standing as well as his fortune and he retired from public life.

Anyone making an *Arabic* roll will note the similarity between the Arabic word *al ghariyun*, "those of the cave" and "G'harne" itself while the name of the leader of the beings who terrorize the final inhabitants of the city is given as *ShuddeM'ell*, very close to the Arabic *shidda al-Mu'ell*, "the violence of/brought forth by the Causer of Destruction." Both suggest some Arabic influence on the naming of the location (as the name given by Windrop comes from the local tribes). Investigators following this line of research (and who can read Arabic) can find a curious reference in the works of Ibn Battuta, 14th century Moroccan explorer and writer, in a description of a trip from Fez to Walatan in what is now French Sudan:

> "After the loss of Ibn Ziri, the takshif [desert guide] warned that to search for him was a deadly folly. The desert, he said, was home to many dangers even greater than thirst and the burning sun; foremost among these were the children of al-Mu'ell, a great desert spirit who swallows up all those who Allah does not protect. Al-Mu'ell is said to dwell in a great cave [literally "al ghariyun"] carved by the jinn of the South Wind, where he was once trapped by the magic of Suleiman, but has since the death of the Prophet been loosed upon the world. I mourn for my cousin and pray he is safe."

Windrop's 1912 article "Translations of Writings Found on Stone Fragments from the Lost City of G'harne in Africa" [2] can be located in larger libraries and those specializing in academic pursuits with a *Library Use* roll. This version lacks much of Wendy-Smith's version's discussion of cosmology, the fall of G'harne, and omits many of the more improbable pre-human elements and is treated by the editors of the journal as a piece of imaginative native fiction, of interest to anthropologists, at best.

At the Keeper's discretion, stones with similar inscriptions to those translated by Windrop and Wendy-Smith may have been recently discovered in Sussex (the so-called *Sussex Fragments*) and can open certain insights to investigators who can translate the Elder Thing cipher.

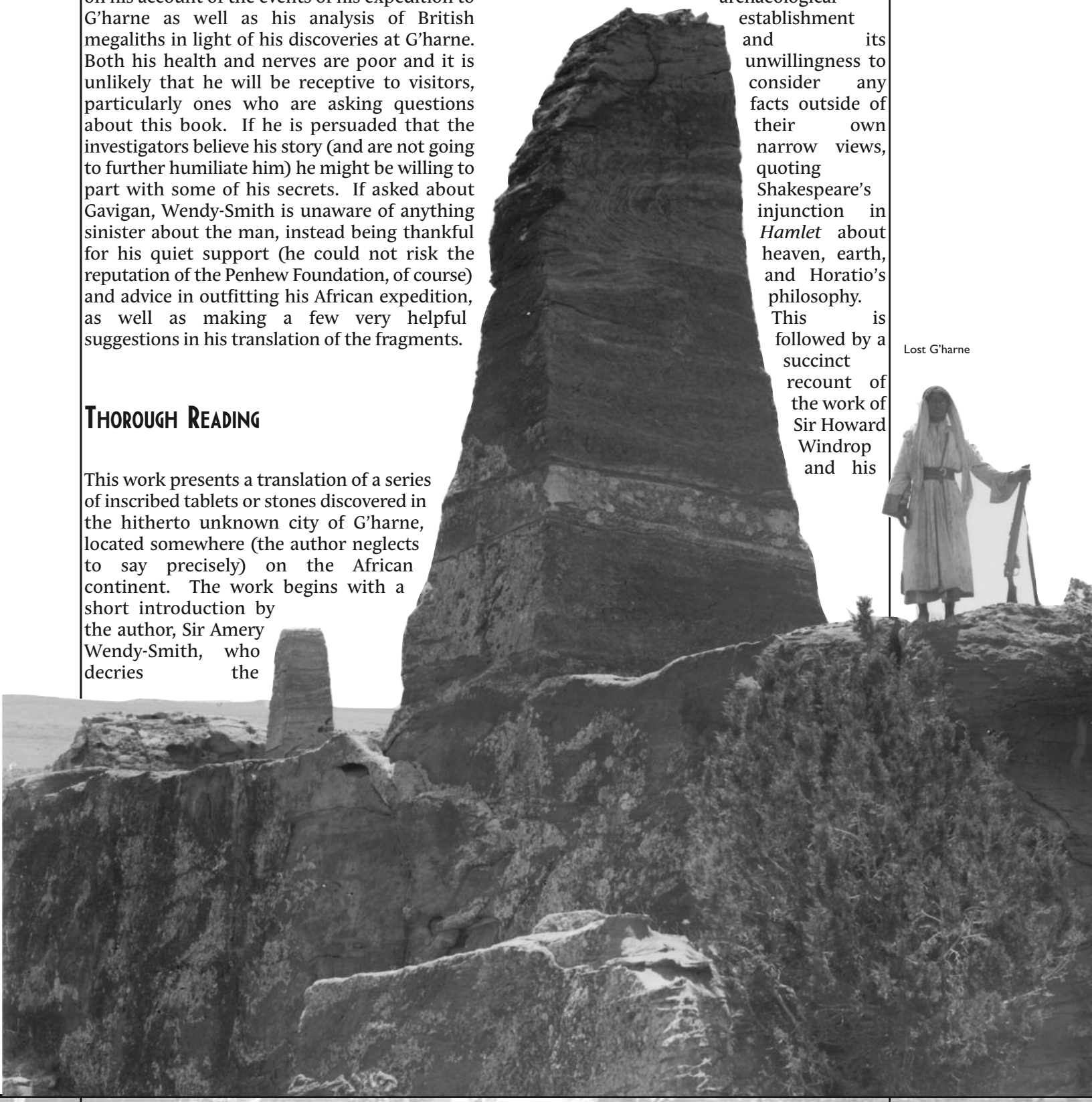
Investigators in the United Kingdom might wish to track down either Windrop or Wendy-Smith; whether or not this is possible greatly depends on the Keeper. Windrop is almost certainly deceased by 1925; Wendy-Smith has retired to his home in Yorkshire where he works

2. *The Imperial Archeological Journal* 26, No. 7 (Nov. 1912): 327-69. The Keeper should consider is to be an incomplete version of *The G'harne Fragments* for *Sanity* costs and *Cthulhu Mythos* skill bonuses. (*Sanity* loss 1d2/1d4; +4 points to Cthulhu Mythos, 2 weeks to study / 4 hours to skim. No spells.)

on his account of the events of his expedition to G'harne as well as his analysis of British megaliths in light of his discoveries at G'harne. Both his health and nerves are poor and it is unlikely that he will be receptive to visitors, particularly ones who are asking questions about this book. If he is persuaded that the investigators believe his story (and are not going to further humiliate him) he might be willing to part with some of his secrets. If asked about Gavigan, Wendy-Smith is unaware of anything sinister about the man, instead being thankful for his quiet support (he could not risk the reputation of the Penhew Foundation, of course) and advice in outfitting his African expedition, as well as making a few very helpful suggestions in his translation of the fragments.

Thorough Reading

This work presents a translation of a series of inscribed tablets or stones discovered in the hitherto unknown city of G'harne, located somewhere (the author neglects to say precisely) on the African continent. The work begins with a short introduction by the author, Sir Amery Wendy-Smith, who decries the archaeological establishment and its unwillingness to consider any facts outside of their own narrow views, quoting Shakespeare's injunction in *Hamlet* about heaven, earth, and Horatio's philosophy. This is followed by a succinct recount of the work of Sir Howard Windrop and his



Lost G'harne

discovery of certain enciphered tablets in an unknown African ruin, dwelling at length upon the scorn cast upon Windrop by the academic community and Wendy-Smith's own research into the field, culminating in Wendy-Smith coming to accept Windrop's thesis.

The main body of the book follows, being Wendy-Smith's translation of the tablets. The work is organized thematically by the translator and there are frequent gaps in the text as well as notes on the strange dot and line symbols that make up the unknown language (which the book calls "the G'harne script"). Annotated pictures of the strange symbols are provided, but the author provides no clear lexicon or key for readers to test his translations.

According to the tablets, G'harne was one of many cities built by some alien race that arrived on the earth in the distant past and established a terrestrial empire. The race apparently had some biological means of both flight and space travel though no details are given. Instead, much of the text is a discussion of the various other inhabitants this unknown race encountered on Earth, including furtive but much despised fungus beings and an octopoid species that they used some sort of super-weapons against, called the Sphere of Nath, sinking the land-masses they inhabited. Of great interest to the author is the rebellion of some sort of specially bred slave-creature against its people and the grave damage this war inflicted on the civilization.

The work is more fragmentary regarding the final collapse of the civilization, but specific details about the fall of G'harne are given, including the city's abandonment for the capital (said to be on "the southern land-mass") and the various assaults against the city by a race of malevolent subterranean creatures, the "rock worms." The final act of the inhabitants of the city was to trap these creatures and their titanic leader within the city by means of an unspecified but powerful enchantment. In the discussion of the city's abandonment a lengthy passage details the method used by the members of the race to summon each other; it consists of a series of syllables and tones that Wendy-Smith claims are reproducible with some effort.

Further fragmentary sections provide a cosmological discussion of the local solar system and other worlds known to the author's race. This includes a body said to have once orbited between the Earth and Mars (since destroyed in some calamity) as well as a planet lying beyond Neptune where the fungus-beings are based. This portion is particularly filled with lacunae; a fact much despaired of by Wendy-Smith, who in a foot-note connects this body with Percival Lowell's hypothesized "Planet X."

A final chapter discusses the ruins of G'harne itself, including what Wendy-Smith claim are Windrop's notes about the local tribes. Windrop's notes discuss the rites and rituals of an unnamed nearby tribe that occasionally venture into the ruins to plunder it for certain artifacts. Great detail is given to a ritual dance used to commune with the earth spirits—described as great snakes living beneath the earth, very similar to the text's "rock worms" as well as a larger ritual to invoke the spirit of "Shudde M'ell," the chief of the earth spirits whom Wendy-Smith equates with the leader of the same. A grisly tribal cursing ceremony is described that invokes that being as well, involving a series of elaborate gestures and chants that are said to result in the death of the victim from magically inflicted internal wounds. The tribe is said to use this as a means to drive away outcasts or to force confessions. While the tribe's shaman described the ritual to Windrop, he refused to perform it. In this section, Wendy-Smith also draws a direct linkage between the Egyptian god Nyarlathotep and several African divinities, including the God of the Bloody Tongue.

Quotes

The third body is the greatest of the home sites in this region of all things, bearing much of worth to our people and in great settlements we inhabit it, sharing much of the southern lands though at time we made war with those we found there or who came after our arrival. The Nath Spheres proved of great worth after the coming of the [untranslatable] and his offspring, laying low his lands and driving them beneath the greatest of waters. Those who built upon the outer worlds pay us great heed and do not long stay upon this our claim and other native animals pay heed.

–<•Ξ•>–

In distant ages this attack would have been stopped by the power we control but after the rising of the enslaved ones we were greatly diminished. The great rock worms, lead by [untranslatable, but according to local tribes the leader of the "rock worms" is the being called *Shudde M'ell* (he who shakes the earth from below)] fears not our tools and trapped the few who remained within the interior of the city. By plan, these unworthy beings were drawn into the great chambers beneath and were trapped by means of the [?] sign, the shape of which carries potent strength. In this way we have bound him and his children here, until such a time that our people are revitalized and can return the amorphous ones into bondage and return to punish those who sought to overthrow our dominion.

–<•Ξ•>–

The local mganga who collect the star-stones do say that for a time the site of G'harne was inhabited by a degenerate race of men who came from a distant land. They made sacrifices to the great worms dwelling there and lived in great filth and corruption. They awaited a time when their god, who they called the King of Night, would come from the land of the great water, after being freed from his tomb of stone topped by stones, and lead them back to rule there forever. These terrible men, said not to be of any tribe, lived there for many ages until they were gathered by two princes, one from the north and one from the east, who carried them forth for reasons unknown, perhaps as slaves. This god, the King of the Night (sometimes called the Black King or Lord), is also known as the God of the Bloody Tongue, the God of the Black Wind (by tribes in the Kenya Colony), the Spiraling Worm (in the Belgian Congo), Ndura Oteba, the Sender of Great Illness (Somaliland and Abyssinia). My research indicates that it is a common figure in many African mythologies and seems to show a remarkable diffusion of an obscure Egyptian divinity called 'Nyarlathotep'.

Liber Ivonis

Bret Kramer

Physical Description

A large (25" x 36") vellum manuscript bound in brass-capped leather. The interior of the work (entitled *Liber Ivonis*) is in illuminated Latin, accompanied by copious marginal illustrations, miniatures, and decorated initials (most of which seem to consist of a rather fanciful toad or frog). The manuscript binding is in fair condition—some of the brass fittings have been lost, the inside cover has been gouged repeatedly (apparently to remove a book plate, the scraps of which remain, but are totally illegible), and there are recent small scorch marks on the rear cover. The manuscript interior is in excellent condition. The artwork within depicts many strange scenes, some of which are rather disturbing and unlike those found in a typical medieval work. An expert can date the manuscript to the early 13th century, most likely the Sicilian Court of Frederick II. The cover is more recent, probably dating from the early 16th century.

Skimming

This work is a grimoire allegedly written by the magician Ivon "of Hyperborea." It serves as both a grimoire and to provide an autobiographical account of the author's life, from his time as an apprentice to his departure from Hyperborea. Ivon, after his apprenticeship, journeyed about "Hyperborea" encountering many strange beings and individuals (some of whom he traveled with for a time). Most importantly, he pledged his service to some sort of batrachian being of great power (Xatogua—"he who sleeps and is served by crawling shadows") in exchange for the being's vast magical knowledge.

Beyond Ivon's tutelage under this strange furry being, there are also discussions of astronomy, astrology, protective magical signs, and a lengthy passage about a dragon of some sort that laid waste to much of "Hyperborea." The work concludes with a discussion of Ivon's flight from this kingdom due to some sort of religious conflict as well some commentary about his apprentice (apparently written by said apprentice).

The frequent illuminations of the tome often depict the disturbing topics contained within in a shocking manner. The artistic style is somehow more representational than that typically found in medieval manuscripts, yet contains elements that would almost be described as modernist, if the book did not date from the 13th century; certain stylistic elements suggest the artist was trained in the Persian Miniature school. The combined effect of the unsettling illustrations with the bizarre text is an undoubtedly disturbing one.

Research

Investigators hoping to probe the history of this particular copy of the *Book of Eibon* will find no trace of it prior to the 18th century. An oblique mention of it can be found in *The Life of Lord Philip Nicholas*, the biography of an otherwise unremarkable younger son of the Marquess of Harwich, killed during the siege of Pondichéry in 1748. During a discussion of Lord Philip's Grand Tour, there are several paragraphs devoted to one Orin Planter, another Englishman encountered by Philip's party while

in Naples. Planter is described as a scholar and translator who persuaded his new companion into aid him in the (illicit) purchase of several books from the city's archive. Lord Philip was given a copy of Dante's *Paradiso* while Planter obtained a lesser book described as "a medieval manuscript described as *The Book of Ivanus*, a brass-bound medical text from the court of Frederick the Great." The two parted company soon after, Lord Philip tiring of the "banker's earnest son's company."

An *Occult* roll identifies Planter as a minor figure in 18th century Swedenborgian occult circles as well as grandfather to Nicholas Planter (1798-1857), the Victorian Spiritualist and trance medium. Another *Library Use* roll discovers an 1853 newspaper account of a séance, in which a curious brass-bound book was placed at the center of the table during an attempt to contact the spirit of Lord Nelson. The séance was broken off when the elderly Planter cried out something about feeling the presence of "Sataga," an evil spirit.

Further research into the Planter family uncovers the curious fact that one line of the Planter family formerly owned Gavigan's estate, "Misr house" (so named by Maurice Planter (1824-1887), an amateur Egyptologist and historian); the estate owner previous to Gavigan, Sir Tristan Planter, died in the sinking of the Shetland ferry *Shoney* in 1900. The estate *in toto* (which included a substantial library) was then auctioned off by the family for a prodigious sum.

General information about the *Book of Eibon* is presented in the article "General Notes on the Book of Eibon" on page 144.

Thorough Reading

This book is a collection of writing of the wizard Ivon, who lived in a land called Hyperborea in some antediluvian age before recorded history (at least as it is traditionally known). The initial chapters of the work dwell at length about his apprenticeship to the wizard Xylacus, who dwelled in a basalt tower in a region called Muxulanae. Later chapters detail Ivon's journeys, sometimes with his companion Salgis, and more often on his own. The most important of these journeys took him to a vast subterranean realm where he sought out Xatogua, the toad-god and master of sorcery. A pact was made between the two and Ivon was taught many powerful enchantments.

The central portion of the work is a discussion of these many magical rituals, including those intending to call upon Xatogua or his servants, ritual preparations of magicians' tools, and a few wards against physical harm and against the magic and servants of other, more inimical, beings. Of particular note is a rite designed to shield a caster via an enchanted fog from the servants of "the Thousand-Faced God of Madness, known as Burning Eye of Darkness and master of the Shining Gem of Iuggotum." Other enchantments call upon the wisdom and power (or even call forth physically) a host of strange, and sometimes vastly powerful beings (perhaps even gods) such as "Xthultus the Baleful Sleeper," "the Silver Lord Who Dwells Beyond All Things," and (this one prefaced by the direst warnings) "The Father of Chaos."

There is a lengthy catalogue of various inhuman beings, including a long digression about some sort of ice dragon who had once done great damage to Hyperborea and the magics that might bind it. Additionally there is some discussion of various magical realms or planes that Ivon traveled to during his studies. A complex astrological system is presented in another section, though the "zodiac" used and the heavenly bodies examined are unlike anything found in any traditional system.

The final chapter is said to be written by a student of Ivon, one Cyron the Varandian, and relates the final fate of Ivon who was driven into hiding behind a great metal portal that magically transported him to a distant world[1] after coming into conflict with the priest of Ioundae, the horned goddess; it also does more than a little to tout Cyron's might as a sorcerer and his worth as a successor to Ivon.

1. There is a lengthy Latin marginal commentary about the incantations and rites used to create such a portal; unfortunately the conclusions drawn in the author's comments are hopelessly muddled.

Quotes

The stone has many faces, each shining with a fire from within, showing black with a first view but other colors may be seen. Each face appears regular as the others but the working of the stone is such that there are more sides than are right and proper. It cannot be measured or known. Such is the nature of the stone brought from Juggotum, for the very earth there is unlike that of our world, though they lie within the same sphere of being. The buzzing ones who dwelt there carried the stone forth to our world at the behest of the Faceless God for it serves him as a conduit to his power and can call forth "That Which is Born In, and is Lord of, Darkness." Fear it and seek it not.

--‹‡›--

Abhotuc the Unclean One, the Forever Father, the Maker and Unmaker of Pollution. Though much is known to this one, it serves no master but its own appetites. The discs of Kacaccus say that it is but one form of the Dweller of the Cavern of Jaqua and that those who call Abhotuc call for instead but a finger of the Master of the Elder Tablets. The Subtle Joiner, She Who is Mother and Lover, She of Myriad Forms, She Who Ever Hungers, was said by Kylacus to be a tendril of this same Power, broken free and of free will; his wisdom was clouded by certain lusts that only such a One could fulfill however. Be wary of any entreaty from ones such as these, for even the mightiest sorcerer, even one as well-schooled as I, am but a morsel to them.

--‹‡›--

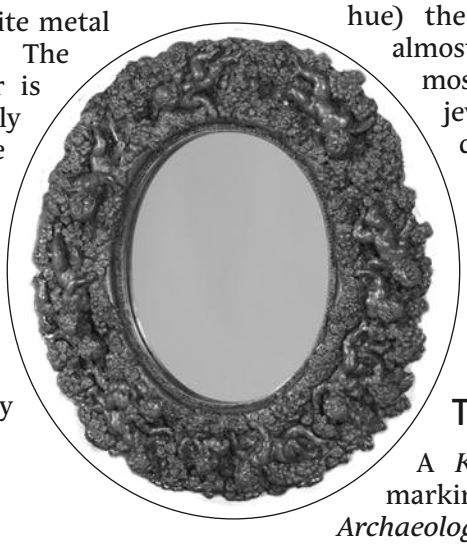
And by such words and signs will the servant of Katogua know of your pact with his master and will draw close. Know that not all caves and dark places lead to the vast kingdom of Katogua–look for his mark therein to be sure that such entreaties will not be in vain. In my practice, I have seen certain clues that I may share with the wise student who has need of such ones as these–first, seek the moss of Uophan for it grows where he walks...

The Mirror of Gal

James Haughton

Appearance

A large, asymmetric grey-white metal mirror held in a gold frame. The front surface of the mirror is extremely smooth and highly polished, while the reverse bears a series of markings hammered into the surface. Several sections of the inscription have been damaged, likely intentionally due to the precision of the chiselling. The gold frame is made up of warped or possibly melted inhuman faces.



Center:
The Mirror of Gal

Further Investigation

The Mirror

A *Chemistry* or ¼ *Know* roll identifies the mirror as being made from 'speculum metal', an alloy of 2/3 copper, 1/3 tin, adulterated with arsenic, which will hold a high polish. Chemical analysis will discover that the mirror is far more durable than normal speculum metals and contains traces of an unknown metal that cannot be isolated or identified. While this alloy has been in use since the late Bronze Age, most ancient mirrors were far smaller.

The Frame

The mirror is enclosed by a gold frame, almost certainly a much later edition as it is in the Rococo style, which depicts a series of misshapen, elongated, and sometimes demonic faces. While the work is of a high quality (and the gold a very pure but durable 18 karat, most likely alloyed with copper due to the reddish hue) the faces have an unsettling, almost shifting, quality that leaves a most unwholesome impression. A jeweller or metallurgist can determine that the frame is of late 18th or early 19th century manufacture, most likely in France, though the alloy suggests Russian involvement. There is no maker's mark or stamp.

The Inscription

A *Know* roll can identify the markings as Cuneiform. An *Archaeology* roll will identify the language used as Babylon-era Sumerian, the *lingua franca* of diplomatic correspondence in the ancient Middle East. A second *Archaeology* roll or a successful *Library Use* role will translate it (Keepers keen on historical accuracy may note that the only Sumerian dictionaries in existence in the 1920s were Sumerian-German dictionaries). Translation will reveal that this is an artifact of considerable archaeological importance, and significant fame will accrue to the archaeologist who publishes a paper describing it, though such an academic work would no doubt attract the unwholesome attentions of the Brotherhood…

The first part of the inscription identified the entity to whom the Mirror was dedicated—"Šen-šen ____ Gal (The Mirror [or Wrath] of the Great ____)" but the symbol where the God or King's name should go has been chiselled out. The cuneiform inscription continues that the Mirror was made in Lagash and is a gift from

King (Lu-Gal) Bur-ra Bu-ri-ia-aš ("Servant of the Lord of Thunder and the Lands") to his "brother", King of Egypt, Ne-ne-fe-ka-_____; (this has no meaning in Sumerian and is probably a phonetic transcription of the Egyptian Ne-Nefer-Ka-_____; The symbol which should represent the patron god of this pharaoh is likewise destroyed). "When the King my Brother wishes to view his enemy, anoint the mirror with Ub-ra-an. When he wishes to strike his enemy, anoint the mirror with Ga-bé-se-gal. Let there be no misunderstanding between us."

Further examination and translation of the two substances mentioned reveals additional details:

Obra'an/*Ub-ra-an*: [Sumerian: "The sound of the drum of heaven": ub—drum; ra—to strike, bang; an—sky, heaven] A successful *Occult* roll recalls this as one name for Red Sulphur, a component of the Philosopher's Stone, for which a number of Alchemical texts give recipes. Successful *Occult* and *Chemistry* (or *Alchemy* if the character happens to possess such a recondite skill) rolls are necessary to produce it, if a text with an accurate recipe can be obtained. Red Sulphur is sometimes referred to as the 'Essence of Thunder', due to the belief of the ancient alchemists that thunder and lightning were caused by heavenly mercury and sulphur combining in the clouds in a gunpowder-like conflagration.

Keeper's Note: Unfortunately, the smell of freshly brewed Obra'an is peculiarly attractive to the Hounds of Tindalos (or, as certain Mythos manuscripts like the Book of Eibon refer to them, the *Thionadelos Kuon*, Greek for "The Divine Hounds of the Invisible Sulphur"). The brewer has a percentage chance equal to the number of doses created of alerting a Hound. If he does so, and uses the mirror within a number of days equal to the number of doses created, then the only vision he will receive is that of a Hound which now knows where and when he is…

Gabeshegal/*Ga-bé-se-gal*: [Sumerian: "The milk sacred to/from the shrine of the great howling/buzzing one": ga—milk; bé—buzz or howl; se—shrine, sacred, dedicated to a god; gal—great, supreme] Once the Sumerian inscription can be translated, a *Cthulhu Mythos* roll suggests that this black, powdery substance may either be derived from the Milk of Shub-Niggurath, or from the mysterious ores mined by the Mi-Go. If, somehow, either of these can actually be obtained, a *Cthulhu Mythos* roll which is also a successful *Chemistry* roll enables Gabeshegal to be distilled. A successful *Alchemy* roll makes the *Cthulhu Mythos* roll unnecessary.

Investigators being scryed upon by the mirror get a POW x 1 or *Cthulhu Mythos* roll (whichever is higher) to sense "someone walking over their grave". Sorcerers with scrying experience who are scryed upon can do this with a simple *Luck* roll—if they roll below their POW or *Cthulhu Mythos*, they can reverse the vision!

Research

Very little can be learned about the Mirror from the usual scholarly sources but a few tantalizing hints can be uncovered by the diligent. Scholars of Mesopotamia and its civilizations can confirm that it is a genuine artifact from the Kassite Dynasty of Babylon, roughly 1350 B.C. It is substantially larger and in far better condition than comparable examples of speculum metal from the ancient world.

The only references to the Mirror occur after Napoleon's invasion of Egypt in 1798. A *Library Use* or *Occult* roll, once the Mirror has been examined, will locate an anecdote about an occultist operating in Paris during the Second Restoration, from a biography of the occultist Collin de Plancy:

> One fellow made a small fortune claiming to have a mirror which allowed him to espy the boudoirs of Paris' most beautiful ladies. The mirror, a dull grey affair curiously stamped with Hebrew symbols, was said to have been recovered from an Egyptian tomb plundered during Napoleon's excursions there a generation previous. Anointing its metal

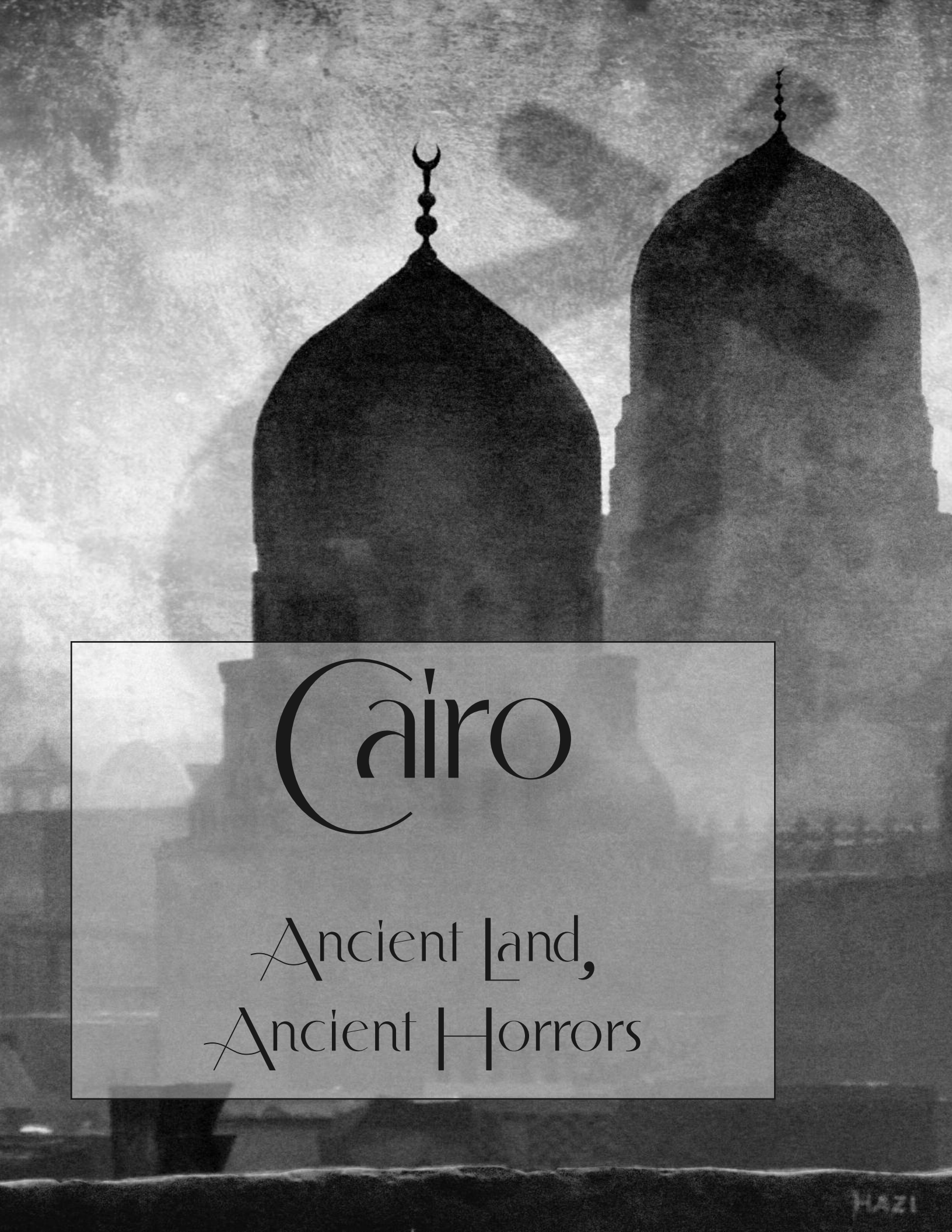
with foul-smelling Eastern unguents, the mystic gained all sorts of rewards for his services. He came to a bad end, after agreeing to kill, by magic, the husband of a wealthy patron. When her agents arrived at his chambers to demand satisfaction, the reprobate had fled, magic mirror in tow. His body was found in a Genoese brothel a few weeks later, his heart clawed out as if by a wolf.

Strange Effects

The Mirror exhibits certain unusual properties that might be noticed by anyone possessing it. Mirrors in its proximity tend to tarnish rapidly when brought near, sometimes warping or cracking. Shadowy figures appear in their peripheral vision, especially when the Mirror is in use. Coverings will not remain long in place, though sheets and the like will only be thrown off when the Mirror is not being observed. Finally, sometimes what the Mirror reflects does not wholly match what would be expected; movements are slightly out of synch, some items do not appear in the reflection (or items not present are somehow visible in the Mirror), etc. Very rarely, the entirety of the reflection is someplace wholly different, such as an Egyptian nightscape, a vast twilight silver plain, or the Temple of Nyarlathotep beneath the Sphinx. Witnessing something so unnatural costs 0/1 points of *Sanity*.

A Sumerian Queen holding a mirror

Keeper's Campaign Notes



Cairo

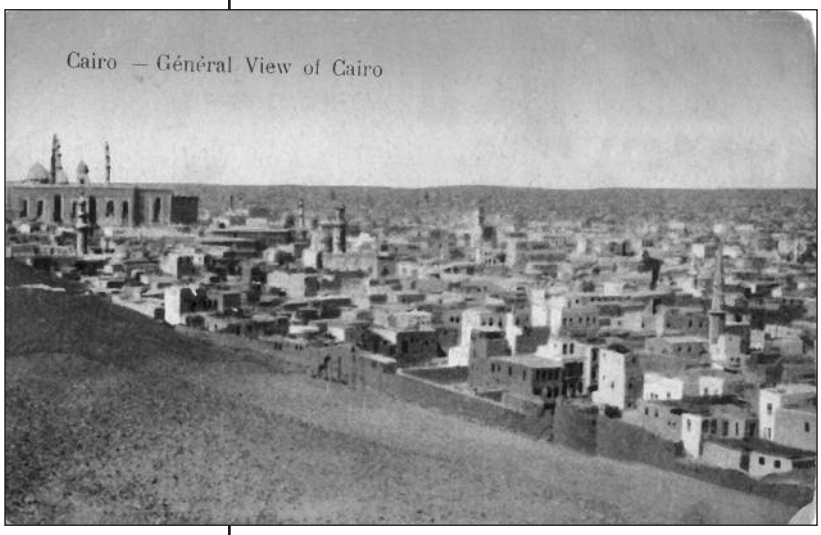
Ancient Land, Ancient Horrors

Keeper's Notes: Cairo

Chad Bowser, with Bret Kramer and Matthew Pook

Chapter Overview

Cairo serves as a hub around which much of *Masks of Nyarlathotep* turns; it is here that investigators face the Brotherhood of the Black Pharaoh on its home ground, potentially bearing witness to one or more of the cult's darkest rituals. If they are cautious and more than a bit lucky, the investigators can learn some of the secrets of the Carlyle Expedition, prevent the resurrection of an ancient evil, and perhaps even gain powerful tools against Nyarlathotep.



Getting Started

As ever, **review the Cairo chapter** in the campaign book and familiarize yourself with its contents. Read up a bit on Cairo and Egypt in the 1920s as you are able; see the bibliography section (page 239) for a few suggestions to that end.

Although it is unlikely that the investigators will jump immediately from New York City to Cairo, Fariz Najir's letter to Roger Carlyle, among other clues, might steer the investigators to Cairo. Be warned: Cairo is a deadly chapter for investigators even if they have gathered all of the clues to be found in New York and London. Because of this, consider **judiciously steering** the investigators towards London as their first port of call after New York, if at all possible. If nothing else, the simple fact of geography might provide enough of an incentive to draw the investigators away from Egypt, at least initially.

Once the investigators arrive in Egypt, be sure to **consider the impact of previous events**. Critically, the Brotherhood of the Black Pharaoh in Egypt is in close contact with its disciples in the United Kingdom. Barring some duplicity or confusion upon the part of Gavigan (or Tewfik)—see "Musings on the London branch of the Brotherhood of the Black Pharaoh" on page 179 for options here—Omar Shakti will know everything that the London branch of his cult knows, if not more. Unprepared investigators will very much be walking into the lions' den here, a situation made all the worse if someone has sent a telegram to the lions in advance.

Because of this and other factors, Cairo is an excellent place to play on investigator **paranoia and suspicion**. Cairo is a demonstrably *foreign* place, with a pervasively different environment, language, and culture to what most Americans or Britons are used to. They will likely feel out of place, even isolated. Compounding this natural sense of displacement is the real danger posed by enemies, visible and otherwise, who seek to do them harm. Give the investigators every reason to be suspicious of those people that they encounter, and every interview will be charged

with fear, making for memorable gaming. If things become too much of a challenge, the inner benevolence or malice of the various NPCs can be made all the more clear, but the experience will be a richer one if your players have to judge for themselves if Dr. Kafour is an ally or cultist, if they can really trust their guide, and whether or not Mr. Shakti is, in fact, "a very nice guy…"

Finally, remember that, for all of the information provided and useful leads that can be obtained in this chapter, the machinations of Nyarlathotep and the Brotherhood of the Black Pharaoh in Cairo are only indirectly tied into the *central* mystery of the Carlyle Expedition. Although Shakti and his plan to resurrect Nitocris presents a threat to the world, this danger is not as immediate as the pending opening of the Great Gate. If your players dive in and wish to explore all of Cairo's dangers, allow them to do as they wish; simultaneously however, do not force them to battle the cult and its forces if they are exhausted, crippled, or disinterested. Give them the choice in Cairo of what threats they want to take on. So long as they make the choice to fight Shakti, or the Brotherhood, they will enjoy the horrors rather than feel like they are playing out some cruel drama of your creation.

Keeper's Tips

The Keeper should have several goals in mind for running this chapter: to present Cairo as a character, and to introduce enemies and allies.

The first is to **make Cairo distinct**. Unless the investigators head to Shanghai first, Cairo will be the first truly "foreign" destination[1] the investigators visit. It should not seem that the investigators are just revisiting another version of London or Manhattan, but with camels and sand. While the Keeper can play the cultural differences however he wishes, he needs to consider the manner in which cultural and language differences can frustrate the investigators. For most investigators, language will be an issue and the hiring of a dragoman (see page 224) will be critical. If the party suffered fatalities recently, then the Keeper should consider allowing a player to create a dragoman as his new investigator (the pre-generated investigator, Asim "Sandow" the Ox is provided for this very purpose, see page 240) or at least an expat with some skill in *Arabic*. While *Credit Rating* might have aided them in New York City and possibly even London, *Bargain* and *Other Language (Arabic)* will be much more useful in Cairo than an investigator's ability to flaunt his social standing and family name. Finally, social mores and customs vary

greatly between Europe or America and Egypt. While Egyptian society is far from monolithic, the role of women is even more circumscribed here than in the West, though transgression of the many spoken and unspoken rules of conduct by foreign women is generally overlooked by locals. As ever, game-play should trump historicity.

Another important difference is the **climate**. Cairo is a dry, dusty, hot city that can be physically hostile to people who are unaccustomed to it, especially investigators arriving from colder climes. During the summer months (roughly May through September), the daily high temperatures average over 90° F (33° C) and can reach 110° F (43° C) or more, while low temperatures never dip below 50° F (10° C). The incessant heat is compounded by the great humidity generated by the Nile, forcing all but the most hidebound visitors to conduct their business during the early morning or in the evening. Also, great dust storms (*habub*) often

1. There are plenty of differences between the U.S.A. and the U.K. (as discussed on page 168), but the likelihood is that the similarities outweigh the differences. Invert that ratio in Cairo and make similarities the exception rather than the norm.

Omar Shakti (and Nitocris): The Question of their Spells

In the campaign, Shakti and Nitocris are granted whatever spells the Keeper wishes to give them. It is important that before the investigators reach Egypt, the Keeper should have already made the selections for the pair of them. An unwise choice will grant these two villains enough power to annihilate even the most over-powered group of investigators and thoroughly wreck a campaign. Some suggestions have already been made for Shakti in "The Magical Mishaps of *Masks*" on page 38, but the Keeper should examine the spell selection of other Brotherhood magicians such as Penhew and Tewfik and use this as the basis upon which to build.

If the Keeper owns *Delta Green: Eyes Only*, he might want to review the spells given to Emir Agdesh (page 50), Dennis Detwiller's take on a millennium-era Shakti, which includes a fetching portrait. It is best to select a short roster of spells that can be called upon at short notice by either of these mighty sorcerers so that if they are needed, the Keeper does not have to waste time deciding between magics or checking the precise casting details from the rulebook.

blow in from the surrounding desert, choking and blinding everyone who cannot escape indoors. The role-playing opportunities during these storms—for assassinations, street chases, thefts, or other mischief should be immediately apparent. Rainfall is negligible, save for the rare downpours that create short-term intense flooding.

The second goal is to present powerful, otherworldly enemies. **Omar Shakti** [2] and, potentially, Nitocris make their first appearance in the Cairo chapter. [3] It cannot be stressed too highly that Shakti is an intelligent and cunning villain. He has survived for millennia and is not going to slip up and reveal either his true nature or his plans like some stereotypical Bond villain. Instead he will make use of his numerous underlings willing to lay down their life for the Brotherhood, an opportunity he is happy to afford them. Nor does he have any need to even meet the investigators, let alone have them attempt to engage him in a stand-up fight. Instead, Shakti is best used as a behind-the-scenes danger rather than as a mustache stroking baddie. The cunning Keeper might even present him as the investigators' ostensible ally, making the moment that his villainy is uncovered all the more terrible, probably best done after the investigators have arrived for a banquet at his mansion…

Nitocris, in the form of Shefira Roash [4], on the other hand, is something of an enigma intended to be a threat for later adventures. This is not to say, however, that the Keeper cannot use "Shefira" to dog the investigators if they decide to stay in Cairo or return to the city at a later date. The danger here is more potential than actual. Shakti is likely to use her in a manner similar to Edward Gavigan (see page 40); either having her pursue the investigators or using her to replace one of the leaders of the Great Gate ritual if they should fall. Even so, she is very dangerous, more so even than Gavigan, and the Keeper should only use her against well-organized, thoughtful investigators, and certainly not against investigators whose players are barely scraping by. If she is encountered, remember that she is still new to the 20th century. Having her pause for a few moments of child-like wonder at the sight of a coffee percolator or a wireless set only accent the horror of her summoning up a cobra at a whim or casting *Wrack* on a foe.

The key element for both of these villains is that, in Cairo at least, they have greater concerns than the investigators and will not turn their full attention on them unless given very good reason to do so. Nitocris will be occupied in establishing herself in the modern world. Shakti, for all his devotion to Nyarlathotep, is not an active participant in the scheme to open

2. Mr. Shakti's name is not proper Arabic. Umar is an academic/literary transliteration whereas Omar is colloquial. Omar or Umar is the same in Arabic: عمر. Shakti not Arabic at all, and instead is the name given to the Hindu concept of the divine feminine. If this is likely to trouble you or your players, perhaps his name can be modified to Umar al-Shakti, with Shakti being a fictional village in the Nile Delta where the villain has his manor.
3. The astute Keeper will note that these villains are so well liked that they make appearances in other *Call of Cthulhu* books; Omar Shakti in "The Fate" chapter of *Delta Green: Eyes Only* and Nitocris in *Unseen Masters*.
4. This is not a particularly Egyptian name. "Shafaria" is common in eastern Islamic countries (Bengal, Indonesia, etc.). Roash is apparently derived from "Abu Rawash", the Old Kingdom pyramid site north of Giza, but it really is not a name. However this is a game....

the Great Gate and is busy working to resurrect Nitocris and maintain his cult empire. His concerns do not fully overlap with the former members of the Carlyle Expedition. This should all be used to the investigators' advantage.

Returning to the goals for this chapter, the third is to present potential allies. Cairo is full of people who have suffered at the hand of the Brotherhood, such as Faraz Najir, Nyiti, and Warren Besart. It is also home to those who have some grasp of the Brotherhood's machinations, such as Dr. Ali Kafour and Achmed Zehavi at the Mosque of Ibn Tulun. All, perhaps save poor Nyiti, have their own motivation for aiding the investigators beyond simple benevolence and this should color their reaction to the investigators' efforts. This serves three purposes. First, it provides the Keeper with a role-playing "hook." Secondly, the investigators will have to work for the clues that abound in Cairo and not just expect to have such clues handed over to them freely. Finally, it helps build on the aforementioned air of suspicion and mistrust. After all, if they have to keep handing over money to a shady antiquities dealer or share hashish with a drug-addled expatriate, can this source truly be trusted? The Keeper should strive to blur the line between obvious friend and foe.

Faraz Najir's knowledge only extends as far as the Carlyle Expedition, but he can provide a lead to the Ibn Tulun Mosque and the Girdle of Nitocris. He is a frightened, venal man who needs flattery and payment to secure his aid and this knowledge. Mention should be made of his hideous burns and any investigators who have played the scenario "The Burning Within" from this volume might be granted a *Cthulhu Mythos* roll to identify their cause. Najir should be played as an impoverished hustler, always looking to make his next score, an unscrupulous double-crosser who will sell them out at the first opportunity, or as a con man willing to spin profitable lies to gullible foreigners (or some combination of these) as befits the Keeper's campaign.

Warren Besart possesses far more useful information than Najir, but his secrets are harder to extract. His most important role in the campaign is to steer the investigators towards Nyiti al-Wasta, but he should also provide the Keeper with the chance to play the role of a borderline lunatic drug addict. While the handout of his speech is helpful, the Keeper should do not be rigidly confined to that script

The Black Cat

This side-scenario has a closer bearing on the campaign itself than those of London or Shanghai, as it allows the investigators to gain some useful information regarding the Clive Expedition. Their primary source will be the drunken Vanheuvelen, who can be used in a variety of ways. If time is of the essence, then he should be retained just as a hard-to-locate drunk, rather than someone who is also suffering under Bast's curse. That said, the information that he possesses about the Clive Expedition and particularly Clive's lies regarding their discoveries can be learned elsewhere, most likely from Agatha Broadmoor or James Gardner. As suggested in the campaign, the Dutchman might even be willing to betray the investigators to return to Clive's good graces. Nevertheless, Vanheuvelen and his feline curse can offer an interesting sidelight to the other horrors of Cairo.

If using this scenario, allow the build-up in the frequency and intensity of the feline stalking both Vanheuvelen and the investigators to occur naturally. If "The Black Cat" is to be run, then the presence of stray cats needs to be mentioned as soon as the investigators arrive in Cairo. The incidence of a single cat watching an investigator can be brushed off as an oddity at best, but when mobs of them start gathering and watching all of the investigators, it will be more of a shock.

Similarly, Neris needs to be portrayed as a mysterious figure with the suggestion that she has supernatural connections, which will help reinforce the fact that the Dutch archaeologist is in over his head. If the investigators manage to obtain a copy of *The Black Rites* (see page 246), they will find that it will find that contains some very useful knowledge about Nyarlathotep and the Black Pharaoh. Should Dr. Kafour be unavailable, then this tome can replace or supplement his help, although the Keeper should be cautious about allowing the investigators the use of some of the spells they contain.

This scenario can also be tied into "The Case of the Cat's Cradle" on page 469. Perhaps Vanheuvelen was Professor Delaflote's source regarding the temple of Bast and his stolen idol was taken from that place as well. Lastly, if the Keeper wants to expand upon the cult of Bast, he should refer to the article "The Sacred Flame of Bubastis" by Dan Harms in *Worlds of Cthulhu* #4.

Besart and the Eye of Light and Darkness

If the investigators decide to call upon him again, at the Keeper's discretion, Besart might have suffered a drug-induced, insanity-fueled insight into the purpose of the Eye of Light and Darkness (or some other Egyptological mysteries such as the Girdle of Nitocris or *The Black Rites*). Such an insight, perhaps gained from his proximity to Carlyle's dark ceremony, should be vague but nevertheless enough to both push wavering investigators in one direction or another and make clear the power and importance of the Eye. How he relays the details of this insight is up to the Keeper. Perhaps he begins muttering in some strange tongue—Shanghainese, an Aboriginal tongue such as Pidgin English or Kariera, a Mythos language like Tsath-yo, or he cries out a prayer in ancient Egyptian. Alternately, let him identify the symbol by its true name: "The Eye of Light and Darkness! Shattered! My dreams—my nightmares—all true!"

as he relates Besart's secrets to his investigators. Elaborations, digressions, even opium-fueled hallucinations are all fair game while playing Besart.

Newspaperman (and spy), **Nigel Wassif** serves a similar role to that played by Jonah Kensington and Mickey Mahoney in earlier chapters. In this way he can be used as a dispenser of information on the Carlyle Expedition as well as on Cairo itself. If the investigators turn to him for help with obtaining a guide, he might recommend Reggie Fortworthy, as he can be confident that the somewhat muddled chap will report everything that the investigators do back to him. One possible consequence of being alerted by Fortworthy is that he will be aware of the dangers faced by the investigators while they are in Cairo, and he might be able to get them out of a situation in which they otherwise face certain death. Once he has come to their rescue though, the players should not expect that sort of rescue to happen again.

With perhaps the exception of the suave Edward Gavigan, the dapper Anglo-Eygptian should strike a very different pose to that of

Ambush!

If the Brotherhood is trailing the investigators, any time spent aboard a train or steamer, or travelling through the desert by car, is the perfect moment to launch an attack. Disguised appropriately, perhaps as nomads or pilgrims, the Brotherhood's cultists will blend into any crowd to get as close to the investigators as possible before striking. If aboard a train or steamer, there will be guards or a crew who might be able to assist the investigators. Unfortunately for any investigators traveling by car, unless they thought to hire some guards for the trip, have only themselves to rely on.

When ambushing investigators travelling aboard a train or steamer, the Brotherhood will attack intelligently, attempting to disguise their true intentions as a simple robbery. They will not carry any obvious proof of their membership in the Brotherhood (and might even simply be criminal dupes hired by the Brotherhood), but might give some warning from the Brotherhood at the moment of their attack: "The Black Pharaoh Cannot Be Denied!" A "stranger" (yet another cultist) watching the attack might flash the Brotherhood's inverted ankh symbol to reveal the true source of the attack before disappearing into the crowd surrounding the battle. The attackers will use knives and small clubs, but not guns.

An attack on a car will consist of an open truck full of cultists and one or two sedans used to ram or corral the car or cars being driven by the investigators. While it makes tactical sense for the Brotherhood to attempt to stop the investigators before attacking them directly, there is nothing—especially in a "pulpier" game—to prevent one or more of the ardent cultists from throwing themselves onto the investigators' vehicle while it is still in motion. Knives will be the weapon of choice for most of the attacking cultists, but there might be a few armed with one of the cult's clubs or carrying several grenades. These will be No. 36M Mills Bombs obtained on the black market, and unless the cultist throwing them has been trained in their use, the grenades are likely to be as much a threat to his fellow cultists as they are to the investigators. In addition, one or two cultists might have pistols.

Lastly, it is quite possible that the Brotherhood's intention in any attack is to provide a distraction rather than actually kill one or more of the investigators. The commotion of battle is the perfect screen for the theft of a tome or artifact, or for the kidnapping of a single investigator or ally. Only after the dust settles will the investigators realize that someone has snatched the professor's journal, the satchel containing the Girdle of Nitocris, or poor Dr. Gardner…

other figures previously encountered in the campaign. Wassif is always at ease, always secure in any situation. No talk of deadly cults, inhuman monsters, or murderous savages should faze him. Let his cool consideration be a constant, such that when he does discuss in his ever quiet manner what he knows about the Brotherhood, the unmistakable hint of fear should demonstrate to the investigators the strength of their enemies. In addition, give him the bad habit of smoking a distinctive brand of cigarette—we humbly suggest Morley Exports, with a distinctive red and gold banded filter—so that when he rifles through the investigators' rooms or has been watching them discreetly from a nearby window, they will know that he was there by the smell and a stubbed butt.

As has already been mentioned, Wassif knows of Omar Shakti's connection to (though not his role in) the Brotherhood and will go so far as to point this connection out to the investigators if they are unaware of it. He can also highlight the inconsistencies in the cover stories for both the Carlyle and Clive Expeditions, and will even hint at Hypatia Masters' unusual pregnancy. His social connections and position as a journalist can smooth over any ruffled feathers with the Clive Expedition (at least publicly) as well as worthies like Dr. Kafour. If necessary, he might be able to track down any one of the more elusive NPCs in the Cairo chapter, such as Dr. Vanheuvelen or Warren Besart. Lastly, as discussed in the article "'Tent-Pole' NPCs," Wassif can function as an investigator patron even outside of Egypt if the investigators impress him enough.

Nyiti al-Wasta is the most difficult potential ally to locate. She lives in a one-room mud brick hut in El Wasta, a poor community three hours up the Nile. Despite the time and possible difficulties in getting to El Wasta, the investigators can acquire a useful artifact from Nyiti, as long as they speak Arabic or bring along a translator. Neither Nyiti nor her son, Unaba, can explain the purpose of the Eye of Light and Darkness, she due to her injuries, he due to his ignorance. Still, she is capable of conveying wordlessly the critical importance of the fragment. Unaba, while unaware of the exact nature of the secrets that his mother knows, trusts her utterly and will recognize the true fear in her eyes; if nothing else, allow him to convey her fears in words.

Compared to many of the NPCs that they will meet in Cairo and Egypt, the erudite and helpful **Dr. Ali Kafour** is closer in type to those that the investigators will have grown used to encountering in London and New York. He is an educated, urbane man whose love of antiquities is perhaps greater than his love of people. Despite this quirk, the Keeper should not present Kafour as some absent-minded professor. He is cagey and guards his information zealously, as he alone outside of the cult's higher echelons knows the power and the reach of the Brotherhood and will not trust his secrets to those who would expose him to their interest without very good reason. This scholar is also a potential patron for investigators; see page 37 for notes on using him in this role.

The final major ally the investigators can meet is **Achmed Zehavi** [5], Nazir of the Mosque of Ibn Tulun. Zehavi, who looks like an aged Bedouin, has dedicated his life to protecting the world from the Brotherhood. He is cognizant of the Mythos and believes (wrongly) that if he keeps the Girdle of Nitocris out of sight, the world will be safe. His stalwart refusal to give

5. This character has some rather Jewish roots which should be noted. Achmed is the *Ashkenazi* or European Jewish pronunciation of the Arabic name Ahmad. Zehavi is a Hebrew surname, not Arabic at all. It is usually translated into European languages as Goldberg, Goldman, etc. as it means golden-one in Hebrew. The Arabic equivalent would be *Dhahabi*, or better still, *al-Dhahabi* (a real name). If Arabicised, Achmed Zehavi becomes Ahmad al-Dhahabi.

Achmed's title is also slightly wrong. In Hebrew, a *nazir* or *nazirite* is a Jew who has taken a vow to be ritually pure—in Arabic this would be a *nādhir*, also someone who has taken a vow. However, a *nāzir* in Arabic is the administrator /caretaker of a mosque; this is not a religious role, but rather a more practical one, similar to trustee. Since Ibn Tulun's mosque is not functioning as a religious centre in the 1920s, he is not the imam, but he could be, for example, the mosque's caretaker for the *waqf* (the Islamic endowment council that maintains mosques and institutions), so the *nāzir al-waqf*.

Dr. Kafour and the Sword of Sneferu

The Sword of Sneferu (see *Worlds of Cthulhu #5 & #6*) is an organization devoted to combating Nyarlathotep and the Brotherhood. The battle has waged for centuries and the Brotherhood currently has the upper hand.

It is unlikely that the investigators will be inducted into the Sword, but they might be able to acquire some aid through Dr. Kafour. The good doctor and his ancestors have served the Sword of Sneferu for centuries and he is currently a *maqabid* in the organization. Although the organization will do what it can to aid anyone battling the Brotherhood, Dr. Kafour will not, under any circumstances, reveal the existence of the Sword. If the investigators ask pointed questions about Nitocris though, he will intimate that the investigators should seek out the Mosque at Ibn Tulun. Using the Doctor's name with Achmed Zehavi, they will quickly gain both the man's trust and a meeting.

the investigators the Girdle represents his way of thinking. After all, if something has worked in the past, there is no reason to take a new approach. When Omar Shakti first attempted to raid the mosque, he deliberately used an ill-prepared and poorly-led force. The villain wanted Zehavi to become over-confident, if only to make Shakti's later raid on and destruction of the compound more insulting to the Nazir and those who opposed Shakti and his dark god.

The campaign's dramatic imperative suggests that the investigators be present for at least one Brotherhood attempt to seize the Girdle. It could be as simple as a small group of armed thugs, perhaps holding hostage one of the boys who bring the men their meals, or it could be the Chthonian described in the campaign. If this beast seems like Mythos overkill, have the attackers be mundane cultists who have excavated their own passage into the old mosque or perhaps a coterie of ghouls working at the behest of the Brotherhood; Nitocris is said to have conducted rites with those beings after all. Perhaps there is some deeper connection. If the investigators are bold and fortunate, they might be able to protect the Girdle, for a time at least. The Brotherhood's assaults on its protector should continue until either Nitocris is destroyed, Shakti is dead, or the Girdle is known to have been destroyed or lost.

The Clive Expedition

This Penhew Foundation funded expedition can serve as doppelgangers for either the lost Carlyle Expedition or the investigators themselves, depending on the mood of the campaign. The leads to the Clive Expedition can even be laid down in New York, and certainly should be in place by the time the investigators have left London; the Penhew Foundation is sponsoring the dig so any visit to their headquarters should include mention of their latest project. It is a public project and well covered in the press; make sure that the investigators are aware of it. Gavigan, if interviewed might even brag about the many "unique discoveries being made" by the Clive Expedition.

Anyone making an *Archaeology* roll can determine that, while security is not a small matter for most archaeological sites, the level to which the Clive group has fortified itself is much greater than normal. It is also possible for any professional Egyptologists to have met one or more of the professional members of the expedition previously, particularly if they are of the same nationality. Clive and Winfield will be most surprised and more than suspicious if the pre-generated character Paul Maclean is with the party as they had assumed him long dead. For his part, Maclean is not aware of either

Giza or Memphis?

The discussion of the Clive Expedition in the campaign states that while the expedition is based in Memphis, the remains of Nitocris were located beneath the Pyramid of Menkaura – more commonly known as The Pyramid of Menkaure. Geographically, these places are many miles distant, potentially a problem when dealing with astute investigators.

The Keeper has a few options here. One is to relocate Clive and his team to the Giza Necropolis and have them working there. Nitocris was historically believed to be the daughter of Pepi II and sister of Merenre Nemtyemsaf II; and it was thought that her remains were most likely located in the pyramid of her mother Neith (at Saqqara).

Therefore another option would be to relocate her tomb to either one of the real pyramids there such as the Pyramid of Merenre or create a fictitious one for your purposes. This also helps to keep some distance between Clive and the rites beneath the Sphinx, allowing the investigators the chance to observe Clive and other members of his party coming and going from Giza, especially in the build up to the resurrection of Nitocris.

Alternatively, Sax Rohmer's pulp thriller *Brood of the Witch-Queen* places Nitocris' tomb in the "Broken Pyramid" of Meidum, which is far to the south of Memphis, but ties in nicely with Warren Besart's statement; the sarcophagus was presumably conveyed from the Broken Pyramid to the Giza plateau via the subterranean world inhabited by the Black Sphinx.

Ultimately the Giza vs. Memphis issue is not really that great. Egyptologists regularly refer to the entire region from Dahshur to Abu Rawash, including Giza and Saqqarah, as the "Memphite region," as it was the burial ground for the city of Memphis. Indeed, the original Egyptian of Greek "Memphis", "Men-nefer", was the name of the pyramid of Pepi I at South Saqqarah.

Meeting with a God

Cairo provides the investigators their best chance to actually encounter Nyarlathotep, at least in a form with which they can communicate. Before proceeding with this option, you need to carefully evaluate if a chat with Nyarlathotep will further your campaign. If it will not, by no means should you proceed. Have the Bent Pyramid contain no further secrets and move the investigators along.

If, instead, the event will add to the campaign, it needs to be prepared for with some care. Dr. Kafour is the best, but not the only lead pointing the investigators towards the Bent Pyramid. In addition, Besart's encounters at the Collapsed Pyramid hint towards it, Wassif might know some rumors of the Carlyle Expedition's visit there, and Brady explicitly describes it. The key to this confrontation is in *Life as a God* (see page 131) wherein the author describes his own encounter with the Black Pharaoh inside the Bent Pyramid. Any investigator who has read (or possibly even skimmed) that work should recall that passage at some point during his stay in Egypt, especially upon any visit to the Bent Pyramid at Dahshur. Once inside the pyramid, the investigators should find the alien chamber easily, for they are being guided by Nyarlathotep himself.

When playing out the confrontation with the Black Pharaoh, you should decide on Nyarlathotep's purpose in this conversation. He is a god, one of the most powerful beings in the Cthulhu Mythos. Upon meeting the investigators he may slay them instantly, unless it serves his purposes not to.[6] Several justifications for Nyarlathotep sparing the investigators are possible.

He may be using the investigators to punish his worshipers. They are divided and have placed their wishes above the worship of Nyarlathotep. How better to demonstrate their weakness (and his own might) than to have some puny mortals do them grievous harm?

They may serve some greater role in his schemes. The foiling of the opening of the Great Gate somehow aids him in future decades or even æons. Perhaps it is, for reasons even he cannot understand, the will of Azathoth itself. Who can know?

He may be bored. Nyarlathotep is not just immortal, he exists outside of time. We cannot begin to imagine how jaded and bored he is. Perhaps sparing the investigators provides him that rarest of treats, a fleeting moment of amusement. Alternately, this is his motivation for aiding his various cultists as well. Life then is a game and Nyarlathotep is playing both sides…

Knowing his objectives, consider how to portray him. Read Lovecraft's poem on page 2. If you have a copy of "The Dream-Quest of Unknown Kadath" examine Randolph Carter's meeting with Nyarlathotep therein. This seems to have been the literary inspiration for this encounter:

> *Then down the wide lane betwixt the two columns a lone figure strode; 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. Close up to Carter strode that regal figure; whose proud carriage and smart features had in them the fascination of a dark god or fallen archangel, and around whose eyes there lurked the languid sparkle of capricious humour. It spoke, and in its mellow tones there rippled the wild music of Lethean streams.*

Imagine how to represent Nyarlathotep, as you understand him, as well as his motivations. Consider how the dreams described in "Whispers for the Crawling Chaos" (see page 43) present him; these may even be used as a template for your own meeting, especially the dream of the Black Pharaoh. Consider how to best turn the investigator to Nyarlathotep's goals as you have decided them. You know your players and their investigators best. Use that knowledge freely; Nyarlathotep is the closest being in this game to omniscience, after all. This conversation should be a highlight of the campaign. Make it memorable and use it, like Nyarlathotep himself might, to steer things in the direction you want the remainder of your game to proceed. Do not squander this once-in-a-campaign opportunity with a scrambled bit of extemporaneous role-playing and low-grade villain maniacal laughter.

Nyarlathotep takes more pleasure in persuasion than intimidation; violence should only occur as a response to violence. Menace can be used as a deterrent—the semi-transparent hunting horror should slow most investigators from attacking. Even if one of the investigators does something rash, consider having Nyarlathotep doing something short of boiling him alive in a flash. Perhaps they are turned to stone (for a time) or find themselves suddenly alone in the desert miles from habitation. Do not allow a single intractable investigator (or player) to ruin the meeting for the entire group.

If, somehow, the investigators fail to take notice of Nyarlathotep's conveniently placed map showing the key points in the creation of the Great Gate, allow them to discover them by some other means. Warren Besart might sketch this in a trance, Broadmoor could have a vision, Kakakatak (in Australia) might share this with the investigators, Carlyle (if located in Hong Kong) could do the same, or even a passage in some Mythos text might describe it. The discovery of it in the Bent Pyramid is just one option of many.

6. Or if you are Brian Lumley.

man's involvement with the Brotherhood, but loathes Winfield and knows of his sadism.

Dr. Henry Clive will have little time for interviews, but will speak to anyone that he needs to in order to maintain his cover or his position. He relegates any tour of their dig site to either Winfield or Gardner as he always has more important work to perform. If questioned about his cover story regarding the missing remains, Clive will angrily rebut any attempt to cast doubt on his lies and will, if pressed, quickly move to have the investigators ejected from the site. If asked questions about his current work he will bluff and drone on a line of archaeological prattle; it can be recognized as bunk with a successful *Archaeology* roll or an EDU x 1 roll, whichever is higher. If an investigator asks him directly about this obfuscation, Clive will react as above regarding the cover story. He is a loyal cultist and a skilled archaeologist, but a mediocre liar.

The detestable **Martin Winfield** is part of the new breed of Brothers that Gavigan has been actively recruiting into the Cult. He idolizes Gavigan and would certainly seek to avenge his mentor's death or arrest at the hands of the investigators. (For his part Gavigan regards Winfield as a useful stooge, an arrogant murderer deluded into thinking that Gavigan owes him a shred of loyalty or thanks beyond his immediate usefulness.) Winfield is an arrogant misogynist (female investigators with an APP over 11 will catch him leering with a *Spot Hidden* roll; if ever treated in a manner that is not wholly deferential by a woman his malice will be obvious without any roll needed) and an arrogant racist (he is openly contemptuous of the Egyptians unless Clive is present). He enjoys demonstrating his superiority over lesser men and will be happy to resort to malicious pranks, such as showing Vanheuvelen the Bast shrine. If tasked by Clive to lead a short tour, he will likely seek out Gardner or Sprech and pawn the task off on one of them. Lastly, Winfield might take it upon himself to lure overly curious visitors (or those he feels slighted him) to their dooms by sending word that he wishes to meet with them only to have them ambushed by a summoned ghoul or byakhee.

The ill-omened medium **Agatha Broadmoor** is an innocent that the investigators should attempt to rescue. She will seek them out during any visit (perhaps being driven by a premonition) to give them some cryptic warning or message. Her occult powers can be hinted at during such an encounter, or this could be played for laughs or even menace. If she has the chance, Agatha will confide in the investigators her fears about the return of Nitocris, though she does not realize her role in these plans. If she meets with the pre-generated bogus psychic Steven Hughes, allow him to

A note regarding the Sphinx

Until 1925, the Great Sphinx of Giza (as it is known to distinguish it from similar, albeit smaller, monuments) was covered, to one degree or another, by the wind-driven sands of the desert. While some excavations had been conducted through the ages, the Sphinx was in part, or wholly submerged in the sand. Typically only the great head and portion of the back would be visible.

Beginning in 1925, Emile Baraize, at the behest of the Antiquities Department, conducted a systematic clearing of sand from the monument. While the whole of the Sphinx was uncovered by 1926, the work was slow-going and restoration work would continue for another decade. The Keeper can adjust the state of the Sphinx's excavation as needed, but any description of it should nevertheless include both scaffolding and mountains of sand. The stela entrance to the Brotherhood subterranean tunnels can be relocated as desired.

Masks of Nyarlathotep implies that this stela is the Dream Stela of Thutmose IV. This had been uncovered by Caviglia in 1816, well before Baraize's work. There were also excavations by Mariette in 1858 to reclear the area of the sphinx, and they did clear the stela once again.

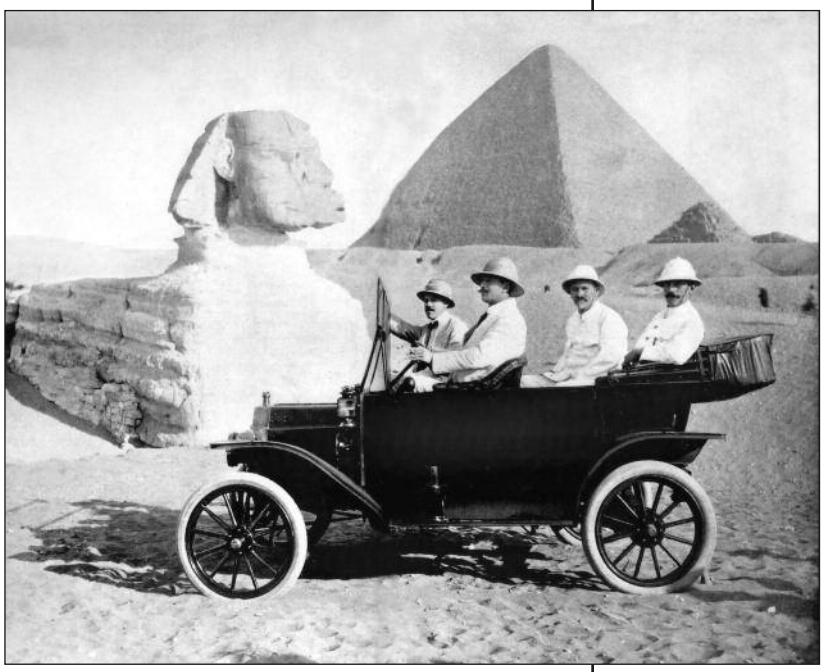
Rumors persist that several passages into or under the Sphinx were discovered during the restoration efforts. In 1925 the "psychic" Edgar Cayce first encountered theSphinx in his dreams. He soon after made several predictions about secret chambers being discovered within the Sphinx, each containing a store of ancient wisdom. Were his dream visions from the Black Pharaoh? If the Keeper seeds New York with articles about Cayce's nocturnal visions of the Sphinx, he might make for an interesting contact for the investigators if they go to him for help and advice… or he could steer them badly wrong…

make *Craft (Medium*) roll to recognize that she is the genuine article. At this point a *Sanity* roll of 1d2/1d4+1 upon his part is not out of the question. For more discussion on the possibility of Broadmoor being used to contact Jackson Elias, see page 60.

The Jungian archaeologist **James Gardner** (hopefully not to be confused with the similarly named actor, as my players did) is, like Broadmoor, an innocent, though one whose suspicions are very high. If he meets privately with investigators, while he cannot contradict Clive's claims about the mummy's disappearance, he will listen with interest to any theories of what actually happened. If his interest is piqued, he might also arrange a private meeting in Cairo a day or two in the future. Gardner can be persuaded without much difficulty that there is some sort of cover-up going on, but he is more reluctant to believe that Clive or the others (save perhaps Winfield) are involved in something criminal or even occult. Reluctance is not the same as unwillingness, however. Cunning investigators should be able to recruit him to their side if they present a strong case. He might also be used to spur recalcitrant investigators into stopping the resurrection of Nitocris, begging them for their help in rescuing Broadmoor after he has managed to escape from his captors. In a pinch, Gardner could also serve as a replacement investigator, though with a POW of 7, he probably is not a long-term option.

While **Johannes Sprech** is implied to be an unknowing servant of Nyarlathotep's plans, this does not mean that this German nationalist and cryptographer might not side with the investigators against Clive and the Brotherhood. While unlikely to be enlisted in the same way as Broadmoor or Gardner, he is not a member of the Brotherhood; he may baulk at subordinating the Volk under the rule of some Egyptian cult. His penchant for daily exercise gives him a reason for leaving the compound and it is during these periodic constitutionals that the investigators might have the opportunity to talk to him.

When the investigators finally go **beneath the Pyramids**, do not hold back. Allow the investigators to decide upon which entrance they wish to use. James Gardner, who theorizes that there are tunnels beneath the plateau, might be able to identify the three mundane entrances and potentially the concealed inscription on the stele at the Sphinx's base. The catacombs beneath the pyramids are a great place for the Keeper to up the horror level. Stress the narrowness of the tunnels, the eons of dust and emptiness that define them, the weight of the pyramids above them, and the flickering shadows that create monstrous shadows on the walls. When those shadows turn out to belong to Children of the Sphinx, the horror becomes that much more real. Rather than rolling for random encounters (that is so very 1984), select a few of the optional encounters and insert them as you wish.



The Great Sphinz and Pyramid at Giza (and tourists)

Do not overdo the dangers of the catacombs; there is no fun to be had if the investigators never reach the **Grand Chamber of Nyarlathotep**. This chamber, especially if visited during a Brotherhood ritual, is one of the entire campaign's great set-pieces. How many other single rooms in *Masks of Nyarlathotep* get a full-page description? First consider drawing yourself a larger version than the one provided in the campaign book; it can be hard to read. As a general rule, be careful about applying all of

Currency

Egypt uses its own currency for transactions. The standard units are the Egyptian Pound (£), the piaster (P.T.), and the millieme (mil.). There are 10 mil. to the P.T. and 100 P.T. to the £.

In the 1920s, an Egyptian pound was equal to 20s.6d Sterling or $5 American.

Temperatures

Egypt is hot and arid. Here are sample temperatures in degrees Fahrenheit and Celsius (day/night) divided by season.

Season	Day F	Night F	Day C	Night C
Winter	69°	51°	21°	11°
Spring	90°	51°	32°	11°
Summer	96°	68°	36°	20°
Autumn	89°	57°	32°	14°

Papers?

Documentation is how the world goes around. Without it, no one knows who anyone else is. If investigators lack the proper permits to import firearms they can attempt to forge them, or purchase forged copies. A successful *Craft (Forgery)* roll and six hours of time is sufficient to create a working fake. A failed roll or insufficient time also creates a forgery, but one that a customs inspector can spot with a *Spot Hidden* roll. Ideally this work will occur somewhere other than shipboard…

A false weapons permit can usually be purchased in either Alexandria or Port Said for £50.

Alternatively, a well placed bribe of at least £10 will convince a shady customs worker to look the other way. It is up to the Keeper to decide whether or not the customs worker is open to a bribe. At least one successful *Luck* roll to find a corrupt customs agent is needed, as are one or more *Bargain* rolls; the greater the criminal nature of a cargo, the larger the bribe will need to be.

Up or Down?

When discussing Egypt, it can be confusing what 'up' or 'down' Nile actually represents. Going *up* the Nile means traveling inland, south, toward the source of the Nile. Heading *down* the Nile takes a traveler north from the source of the river to the Mediterranean. This is why Upper Egypt is south of Memphis/Cairo and Lower Egypt is north.

the possible *Sanity* drains in the room at once; the investigators should instead have a few "warning" losses directing them away from any close study of the chamber and instead direct their attention to whatever villains might be present. Even when empty the chamber possesses several ways for investigators to perish, including the leech pit and the Stairs to the Underworld. The judicious Keeper should avoid letting these ruin his players' fun.

The campaign suggests that the investigators play witness to a ritual in the Grand Chamber, most likely the resurrection of Nitocris. This is a great time to pull out the stops, in a narrative sense, but do not feel obliged to do so if the investigators have already seen a major rite previously in the campaign. The same reservation applies if the investigators have, through dint of their efforts, kept the Girdle of Nitrocris from falling into the clutches of the Brotherhood. If the investigators do interrupt a cult ritual, be circumspect about the *Sanity* cost. The one suggested in the campaign book will likely incapacitate the majority of investigators and will spoil the fun. The size and poor illumination of the Grand Chamber might serve to justify a reduced *Sanity* cost.

One element to consider in such a pitched battle is the sheer number of opponents facing the investigators. The campaign suggests about 800 cultists and 100 children of the Sphinx, a mass of opponents that even a gug might take pause at. Consider several options to even the odds. First and foremost, you might supply the investigators with some help if they confront this horde head-on, be it the British Army or minions of the Sword of Sneferu. If nothing else, allow the investigators to get their hands on some heavy weapons, such as a Lewis Gun or a Hotchkiss Mark I (both weapons used throughout the British Commonwealth); and a box of grenades. The magic being invoked in the Chamber is rather delicate and if uncontrolled, the Black Sphinx could do much to thin out the ranks of the cultists if it is improperly summoned; likewise, spell-casting gone awry can always justify raging gouts of cultist-incinerating energy. Even something as simple as the leech pit—combined with the very slippery floor—evens the odds a bit more. The cultists feel safe in their haven, so a brazen

attack might lead to mass panic. The same cannot be said for Omar Shakti or the other Brotherhood priests, but they might at least be confused enough to overlook the investigators in the mad rush of fleeing cultists. Chaos, for once, is the investigators' ally.

Terrain, such as it is, is also on the side of the investigators. Allow an *Idea* roll to recognize the room's choke-points, the processional bridge in particular. The investigators might be able to enter the Grand Chamber in disguise and then rush the altar or throne area before beating a hasty retreat up and across the bridge. This method is by no means guaranteed, but it offers at least some chance of holding back the gathered mass of cultists. The Keeper might also wish to disregard the campaign's suggestions about how to destroy the various articles needed to resurrect Nitocris. After all, how many investigators have Space Mead at their disposal? The Keeper should allow for something a bit more mundane, if not easily performed or acquired, to work instead of the suggested Space Mead.

Should the ritual to resurrect Nitocris succeed and **the Black Sphinx** appear, it is a truly *Sanity* blasting moment for investigators. The Keeper should decide whether or not mentally broken investigators charge into the ritual room, and how the cultists react to the sudden intrusion. It is recommended that any investigator who wanders into the chamber not only attracts the attention of the cultists, but the Black Sphinx as well. The eyeless beast will gladly scoop up one or more insane investigators first and then turn its head in the direction of the still sane ones, buying them some precious time.

Quick reference

Getting There

The quickest and most efficient way to reach Egypt in 1925 is by boat. Trains, while an option, have to travel around the Mediterranean through Palestine instead of being able to follow a shipping route across the sea. Roads suitable for car travel are very rare in 1920s Palestine, so investigators looking to travel overland under their own power will have to rely on camel caravans. For the most adventurous of investigators, the Heliopolis aerodrome was available, but regularly scheduled flights do not begin until 1927. A dirigible flight from London to Cairo will take approximately 48 hours and include stopovers in Frankfurt, Germany and Budapest, Hungary and will be the front page story of every newspaper in the region. Once on the ground in Heliopolis it is only a brief trip on the Express Railway to Cairo at the cost of 20 P.T. The airship tickets, however, are expensive at £120 and the flights infrequent.

When the investigators first arrive in Egypt, they are typically going to make landfall in **Port Said**, which is on the east edge of the Nile Delta at the entrance to the Suez Canal. The first thing noticed is the heat, followed closely by the throngs of people crowding any new arrivals. The port is full of people trying to get their baggage, trying to hire guides, trying to be hired as a guide, or just trying to pick pockets. During the summer months of June to August the harbors also reek of dead and rotting fish as fishermen work to offload their cargoes.

Customs inspections in Port Said (as well as in Alexandria, if they arrive there) are rigorous and a passport is required of all entrants. They will also need to acquire a visa and register as aliens, ostensibly so that their consulate can provide assistance if needed. Investigators will be pleased to learn that not only firearms, but also explosives, are legal for import, if the investigator has the appropriate permit. Lacking the proper permits for weapons can result in time spent in a small, hot prison cell and copious physical punishment if the investigators press the issue.

Port Said itself is very different from Cairo. Built in 1859 to support the administration of the Suez Canal, it is laid out on a grid and lacks any ruins that archaeologically minded investigators would enjoy. There are, however, British and American consulates, should the investigators run into any issues with the law.

It is worth noting that passengers do not disembark from their ship straight onto the pier at Port Said. The shallow harbor renders it

necessary to have small boats ferry passengers from liners to the shore. It costs 4 P.T. per person and 1 P.T. per trunk to take advantage of this necessity.

The journey from Port Said or Alexandria to Cairo is usually made by steam-powered train. The British created an extensive network of rail lines when Egypt was part of the Empire, and the Egyptians maintain them. It takes 4 hours 15 minutes on the express from Port Said to Cairo; about 5 hours for the standard train. It is 135 P.T. for first class or 73 P.T. for second class to take the Express to Cairo. The standard train is 30 P.T. cheaper for both first and second class.

The tracks from Port Said follow the route of the Suez Canal, with its first major stop at Qantara. If any investigators decide to take the "Taurus Express" [7] instead, they enter the country at Qantara, not Port Said. At the 48-mile marker, the train turns inland and southwest to Ismailia, the home of a British garrison. After Ismailia the train follows a major canal through the Wadi Tumilat. There is lush irrigated farmland on either side. However, the arid desert is not far beyond this. The line again passes through fertile farmland when it joins with the train line from Alexandria and then terminates at the Cairo Central Railway Station.

Clearing The Streets

One aspect of life in Cairo that can throw Western investigators for a loop is Islam. If possible, five times a day, at regular times, Muslims journey to a mosque to pray. The prayer is called by muezzins from the minarets of the mosques. The call to prayer goes as thus:

"Allahu akbar (four times); ashhadu anna la ilaha illa'llah; ashadu anna Muhammadan rasulullah (twice); heiya ala s-salah (twice); heiya ala l-falah (twice); Allahu akbar (twice);la ilaha illa'llah"

The hours of prayer are:

Maghrib – a little after sunset

Isha – nightfall

Subh – daybreak

Duhr – midday

Asr – about three hours after midday.

Shops and many other businesses are closed from 11 AM to 3 PM on Friday to accommodate an additional sermon that follows Duhr. Investigators will find the streets clear, but not be able to conduct most facets of investigation because many of Cairo's residents will be in mosques praying.

Getting Around

Dragomen

Once in Cairo, getting around can be difficult, especially if the investigators do not know the language. Many of the points of interest in the scenario are in the Old City, a twisting maze of alleys and self-styled streets that can change when a vendor decides to put up a stall, blocking an alley, or a house burns down, opening a new street. The easiest method, as suggested in *Masks of Nyarlathotep*, is to hire a *dragoman*, or guide. These guides generally know English (or whatever European language the investigators prefer) and will work for negotiated rates, although most require 20 P.T. a day in Cairo. Although there is an official rate of 8 P.T./hour or 20 P.T./day mandated, many foreigners do not know this and the dragomen are not inclined to mention it in their negotiations.

The campaign includes two dragomen for the Keeper to choose from: the criminal Hakim or the boy Mahmud. Two additional guides are presented below to allow a Keeper to tailor his adventure further; one of the pre-generated characters, Asim, can also serve this role (see page 240.)

ZAKI, age 23, Brotherhood Assassin

STR 14	CON 14	SIZ 12	INT 15	POW 10
DEX 13	APP 12	EDU 10	SAN 5	HP 13

Damage Bonus: +1D4

Weapons: Club 55%, damage 1D8+db.

Skills: Cthulhu Mythos 3%, English 45%, Hide 75%, Listen 45%, Occult 45%, Sleight of Hand 65%, Sneak 70%

Zaki (or Zack as he writes in English) should only be used if the Brotherhood of the Black Pharaoh knows that the investigators are a threat and the Keeper wants to show the

7. The "Taurus Express" serves Cairo's Misr Station by way of the Balkans, Anatolia, Syria and Palestine. The "Taurus Express" provides a through-service between London, Paris and Cairo; after the English Channel the three principal changes are at: 1. Istanbul to cross the Bosporus; 2. Tripoli, Greater Lebanon to transfer by road to Haifa, Mandatory Palestine; and, 3. Kantara, Egypt to cross the Suez Canal.

investigators how dangerous the Brotherhood can be. This unassuming young man bears a few facial scars from years of fighting and self-flagellation. Originally a Coptic Christian, he accepted teachings of the Brotherhood after witnessing one of their rituals in Saqqara. He is very knowledgeable about both the old and new cities, and initially, will lead the investigators to wherever they want to go. After a day or so of leading the investigators around (and carefully reporting their movements), he will lead them into a trap set by the Brotherhood. If they survive and his duplicity is not recognized, he will keep up his pretense until either he is detected or the investigators are dead.

REGINALD FORTWORTHY III, age 62, continually lost in his mental museum

STR 10	CON 9	SIZ 11	INT 16	POW 15
DEX 12	APP 12	EDU 19	SAN 75	HP 10

Damage Bonus: +0

Weapons: Sword cane 65%, damage 1D6+db.

Languages: Arabic 65%, English (own) 95%, Read Hieroglyphs 20% (imagines it to be 50%).

Skills: Archaeology 45%, Anthropology 55%, Cairo Streets 15% (imagined to be 75%), Credit Rating 65%, Drone On Endlessly 95%, History (Ancient Egyptian) 60%.

Reginald Fortworthy III, or Reggie to his innumerable friends, is a British expatriate who fell in love with Egypt and her past. The man is not as knowledgeable about Cairo as he sells himself to be, but he speaks much better English than any of the other guides and can usually find the common tourist attractions and hotels. Almost any trip led by Reggie will involve the phrase "I was sure it was this way…" followed almost immediately by "No, no. It's this way, I'm sure of it!"

His real usefulness however, is in what he knows about ancient Egypt and who he knows in Egyptian society. If the investigators need to meet with a consul, he can get them an appointment to see the official. If the investigators need to get into a dig site, he can make 'arrangements' so that they can. If the investigators need to find a shop in the Old City… well… they are probably out of luck.

Reggie is not meant to be a replacement for Dr. Kafour. Despite all his knowledge, Reggie is oblivious with regards to the Mythos and its influence upon human history.

He is very jovial, unless scorned. If the investigators anger him in some way, possibly by rudely turning down his offers to guide them, then they have made an enemy for life. Their names and reputations will be besmirched in the British community in Cairo.

Reggie is never seen in anything other than the correct attire and no matter where he is, he always begins his day in a crisp, freshly laundered suit. In addition, he never goes anywhere without his sword cane.

Without a Guide

Brave investigators might wish to tour Cairo without a guide, especially if they know the language. They can acquire the 1904 Baedeker's Guide to Cairo for a P.T. or less at many second hand shops. 1908 and 1914 editions are also available. Unfortunately, the population of Cairo has doubled since 1904, reaching almost 850,000 residents. With that much growth comes a great deal of urban change. Streets shown on the 1904 Baedeker's map might be gone, and the street an investigator is standing on is absent from the map.

Asking for directions proves almost as useless as the dated Baedeker's Guide. Residents, especially in the Old City, will provide directions relative to what they know. An investigator asking for directions to "The Street of the Jackals" will receive directions that tell him to proceed "that way until you reach Ali's house, then turn right. Go past several alleys until you see the old fish monger. Ask him for more directions."

Trams in the Ezbekiya district

Tram Routes

The trams connect many regions of the city, running at intervals of 6 or 12 minutes depending on the route. Each tram is numbered and color coded to make finding the proper route as easy as possible for the literate and illiterate alike. Most hotels also have a tram guide available for free.

No. 1 (White Disk):	Past the Egyptian Museum and south along the Nile's east bank.
No. 2 (Green):	To the Ghezirah sporting club.
No. 3 (Red):	Ezbekiyah to Abbassiya via Central Station.
No. 4 (White & Red):	Circles the central city past the Arab Museum.
No. 5 (Orange):	Slaughterhouse to Shamra Palace.
No. 6 (Green & Orange):	Embaba via Gezirah to Citadel.
No. 7:	(There is no number 7 tram. Investigators should be wary of men who tell them to take the no. 7.)
No. 8 (Blue):	West city route.
No. 9 (White & Blue):	Shubra to Ezbekiya.
No. 10 (Red & White):	North Cairo via El-Zaher Mosque.
No. 11 (White & Green):	Central Station to Citadel.
No. 12 (White & Orange):	Central Station, Egyptian Museum, Kasr en Nil, Sayeda Zeneb Mosque.
No. 13 (Green &White):	Citadel, Ezbekiya to the Technical School in North Cairo.
No. 14 (Green & Red):	The Pyramids line. Ezbekiya, Gezireh, Giza, Zoological Gardens, to Mena House Hotel and pyramids. This route takes 1 hour to travel the distance, with cars running every half hour between 6A.M and 10 P.M. On Sundays and holidays, cars run every quarter hour; extra cars are added for nights with a full moon.
No. 15 (Green & Orange):	Nile circle, east and west banks, Museum, Gezireh, Zoological Gardens.
No. 16 (White & Green):	Ezbekiya to Technical School. This runs the same route as the No. 13, except it does not go to the Citadel.
No. 17 (Yellow & Red):	Central Station, Museum, Abdin Palace, American University.

While it is not impossible for determined investigators to find their way around Cairo on their own, it really is in their best interest to hire a dragoman.

Vehicular Travel

Cairo has numerous modern conveniences for investigators who do not want to push their way through crowds full of pick pockets, diseased beggars, and pushy vendors. On foot it can take 15 minutes to travel a kilometer on an open street and up to 45 minutes to move a kilometer in a crowded bazaar.

An open-air horse-drawn cab (known as a "Victoria" in English or a *hantur* or *kalesh* in Arabic), is the most common means of transportation in Cairo, can reduce the time spent on an open street to 8 minutes per kilometer. Unfortunately, many alleys are impassable to something as large as a horse and carriage, and crowds can force a carriage to a standstill. Closed cabs, called *landaus,* are available but must be booked in advance via a hotel or other reputable broker. In the mid-1920s, motor cabs are very rare and can travel down fewer streets than a horse-drawn cab, simply because of the winding, twisting nature of many streets. The typical fare is negotiated before the travel begins and will cost an investigator 3 P.T. for the first kilometer with a 1 P.T. charge for each additional 400 meters. Tips are only given for long journeys. It is worth mentioning that most cabbies are illiterate and rely on the passengers for instructions to the destination. If investigators are new to Cairo and trying to get somewhere fast, a cab ride can be an adventure unto itself.

Cairo is also home to a modern tramway. Construction began in the mid-nineteenth century and was completed by 1917. There are 17 tramlines that run along the main streets and connect investigators with most of the tourist destinations, including the pyramids. Prices average 12 mil. for first class and 6 mil. for second. The trams have separate compartments

for men and women, and female investigators insisting that they be allowed to ride in the main compartment will be the subject of ridicule, or worse, at the hands of the traditionalist men. Typically, both the men's and women's compartments are crowded, noisy affairs, especially second class.

The final mode of transportation common in Egypt is river travel. Given the time constraints that the investigators are under, it is unlikely they will set aside nearly a month for a tour of the Nile, but investigators can be surprising and a Keeper should be prepared.

Two companies, Thomas Cook & Son and The Anglo-American Nile & Tourist Company, both operate steamers that travel up the Nile from Cairo to Aswan and back. Both companies' itineraries are the same, and the complete journey takes approximately 20 days, accounting for stops at all the tourist spots. Steamers leave weekly, typically around 10AM.

Thomas Cook & Son operates seven steamers on the Nile and charges £70 for a single berth cabin and bath or £120 for a double berth with balcony. The price is inclusive of day trips to the sites, guides, and meals. Drinks are extra. Its steamers depart from the Kasr el-Nil bridge.

The Anglo-American Nile & Tourist Company operates five steamers at a rate of £70 for single berth and £200 for a deluxe stateroom. Like the Thomas Cook & Son tours, the prices are inclusive of everything except drinks. The Anglo-American Nile & Tourist Company however, offers the added benefit of a doctor and pharmacy on each steamer.

The slow and steady pace of a tourist steamer makes it ideal for Brotherhood assassins to target the investigators. An assassin could easily murder a guide or crew member and slip aboard at any of the scheduled stops. The investigators will then find themselves in a confined location with a crazy, blood-thirsty murderer bent on their destruction. (See box "Ambush!" on page 216 for more ideas of this sort.)

In addition to the steamers operating by the two companies, investigators have the option of hiring a native *felucca*. These shallow, lateen-rigged boats can carry up to ten passengers and are operated by a crew of three. A felucca can be hired from almost anywhere along the Nile, and the operators gladly accept 10 P.T. per passenger for intercity travel. To travel all the way to Aswan would cost £1. A felucca is the only way to travel through Cairo itself on the Nile without booking a tour through a company. Many captains will also provide native food and drink to travelers.

Very wealthy investigators may be interested in luxurious paddle steamers or sail barges known as *dhahabiyahs* (often in English as dahabiah, etc.). These can be chartered to travel between Cairo and Aswan. The crew and servants are supplied. A dahabiah can be chartered via Thomas Cook.

Since *feluccas* and *dhahabiyahs* put ashore every night on lengthy journeys, they provide another easy avenue of attack for determined Brotherhood cultists.

The Brotherhood's Qahwa

Since every organization tends to have a like-minded coffee shop, it is possible that the Brotherhood of the Black Pharaoh maintains one. This can be useful for a Keeper who wants to bring the Brotherhood more into play, either by giving them a central location to gather aside from Shakti's estate, or providing a more cohesive social network for the group. If the investigators are able to covertly follow a known member of the Brotherhood, they might be able to tail him to the cult's favorite qahwa, a small shop near the Carpet Bazaar. Only the bravest (or frankly, least-sane) investigators would attempt to visit the shop. Such a foolhardy confrontation would most likely result in the deaths of the participating investigators; a wiser course of action would be to determine who visits the shop, such as the Brotherhood assassin Siddiq or one of Shakti's agents.

If the Brotherhood does have a qahwa it will provide their agents in Cairo a peculiar advantage; due to the social nature of the establishment, missing Brothers will be immediately noticed and any insult or injury to one will be almost immediately shared by all. While the investigators may be convinced the Brotherhood is communicating their likenesses to wave after waves of killers by magic, it will be, instead, this social institution.

About Cairo

Cairo might be the very first non-western city the investigators visit, and it can and should be disorienting to them. The hustle and bustle of the natives and foreigners, the unmarked streets, the *muski* stocked with bizarre and tantalizing goods all combine to create a city that the investigators can get lost in, both metaphorically and physically. What follows is a brief guide that the Keeper can use to flesh out the investigators' stay in the city.

European life in Cairo is centered on the Ezbekiya, or New Quarter. The nicest hotels, theatres, and nightclubs are found in this quarter. Although the Ezbekiya hosts many fine restaurants, most dining occurs in hotel restaurants, where quality of service is directly proportional to the quality of the hotel. Lone investigators, or those in small groups, might find themselves seated with another party.

The Ezbekiya is crowded with bars and European cafes where investigators can enjoy fine wines and other spirits, expensive cigars and cigarettes, and gentlemanly conversation. Women are not allowed in the bars and European cafes.

East from the Ezbekiya down Sharia Muski is medieval Cairo. This section of the city was originally built in the Middle Ages and shares many common features with medieval European cities. The streets are narrow and winding, often overshadowed by jutting second floor tenements. Designed for camel and donkey traffic most are too narrow for cars or carriages.

The typical building in Medieval Cairo has a shop on the ground level and a crowded apartment on the upper levels. In some of the truly poor sections, such as the one that backs up against Shepheard's (c.f.), waste is still thrown from windows into the street below, creating a hazard for anyone walking down the street. A generous Keeper will permit a *Luck* or *Dodge* roll for the investigator to avoid being covered in filth.

Mosques stand on almost every corner. Beggars and vendors compete with the cries of the muezzin for listeners' attention. Storytellers regale passersby with tales of djinn and legendary heroes. *Qahwa* (coffee shops) are found on almost every street. They serve as a meeting place for Cairene men to conduct business and play games ranging from backgammon to cock-fighting. Although betting is not allowed under *Sharia* law, it does not stop most qahwa goers from placing wagers. Most qahwa have dedicated clientele with a similar background or interest. There will be

The Bazaar of the Bizarre

The bazaars are truly unique experiences. The booksellers' bazaar for instance, operates solely on negotiated prices. The books are piled haphazardly in stacks several feet high in an order that only the bookseller can discern. Inventories are kept on yard-long scrolls that the bookseller will gladly peruse for extended periods of time while trying to ascertain exactly which stack a given book is in. Most locally printed books are sold unbound and it is up to the investigator to have the book bound. If a bookseller deems a book particularly valuable, he will keep it in a special case in the shop.

The gunsmith bazaar is another destination that the investigators will likely want to visit. It is located in the deepest recesses of the Bazaar of Khan el-Khalili, next to the wall of Saladin. Guns are often sold as-is, having been repaired several times. Hand-loaded ammunition is common, as is heavy weaponry left over from the Great War. Weapons available might include those used by the British Army (Webley Mk VI and Colt New Service revolvers; Lee-Enfield, Lee-Metford, and Martini-Enfield rifles; and Vickers, Lewis Gun, and Hotchkiss Mark I machine guns) or the Ottoman Empire, which was supplied in part by Germany (FN Model 1903 and Mauser C96 pistols, Gewehr 88 and Mauser 98 rifles, Maxim Gun and Maschinengewehr 08 machine guns), or any weapon that someone might have brought into the country and been forced to sell. Buying a machine gun is likely to be more involved—and more expensive—than a simple sidearm which will be easier to carry and hide. Test fires are encouraged, so the sound of gun-fire is usually ignored. A permit is required to purchase a firearm only when the police are nearby.

At the Keeper's discretion, investigators might also stumble upon tiny bazaars that sell items of occult significance. However, if you do put an occult bazaar in the medieval Cairo, have it appear just once. When the investigators return to what they swear is the exact same spot, they find a carpet merchant whose family has allegedly run the same business in the same spot for ten generations. The nature of the shop and its wares are left to the Keeper.

Cairo and environs

coffee shops for intellectuals, market sellers, thieves, fascists, etc. The communities are usually close-knit, and an absence will be noted. Women are not allowed.

Medieval Cairo is also the location of the bazaar of Khan el-Khalili, a massive marketplace made up of numerous smaller bazaars that encompasses a maze of unmarked streets and alleys. Most shops are tiny on the inside and sell most of their wares on the streets, further crowding the already narrow passages. The shops closest to Ezbekiya sell tourist baubles and trinkets such as imitation scrolls and model pyramids. Further in, brave investigators will find bazaars dedicated to shoemakers, carpets, coppersmiths, goldsmiths, spices, silks, dried produce, tobacco, guns, tentmakers, a bazaar specifically set up for Christian merchants, and one for booksellers. It is very easy to get turned around and lost in the bazaars and thieves prey on lost-looking travelers.

South of the New Quarter is *al-Fustat* or Old Cairo. The Cairo docks are here, extending into the Nile, crowded with ships from dawn until dusk. Warehouses for everything from dried fish to opiates line the narrow streets. If investigators loiter near a warehouse used for the recently criminalized drug trade, they might attract the attention of their owners resulting in dangerous, perhaps even fatal, complications.

Old Cairo is also home to numerous Coptic churches, all located within the ruined remnants of the Roman fortress of Babylon, across the railway lines from the warehouses and docks. Further away from the rail lines, beyond the Coptic Churches, is the citadel of Fustat el-Kahira, built in the 7th century A.D. This region is still being actively excavated and curious onlookers can pay 5 P.T. to watch the digging.

What Lies Below

The hotel was built between 1849 and 1852 over a razed palace. Prior to Shepheard's, the site had been home to a palace and temple, the first iteration of which was built in 900 A.D. In the 1750s, Alfi Bey razed the original temple and palace and built a larger one. Bey's palace later served as Napoleon's headquarters and then Muhammed Ali's School of Languages. As a result, Shepheard's sits on a network of cellars and tunnels created by the ruins of the original temple, Bey's Palace, Napoleon's Headquarters, and even the school.

Exactly what happens in these tunnels is up to the Keeper. The Brotherhood could use them to launch a surprise attack on the investigators. The investigators could use the tunnels to smuggle antiquities out of the city. The possibilities are endless.

Hotels

With a thriving tourist industry, hotels are common-place in the city. This list details only some of the more famous.

Shepheard's Hotel is probably the most famous, not the least because the protagonists of "Imprisoned With the Pharaohs" stayed there before leaving the city.

Located at 8 Sharia Kamil, five minutes from the railway station, Shepheard's, a 350 room hotel, is the place to stay in Cairo and also the place to meet anyone of influence. Rooms cost 160 P.T. per night while suites run from £1 to £2 per night. It is also only open from November 1st to May 15th each year, closing during the summer months for redecoration and renovation. Investigators will find a restaurant, a grill, a bar, and post and telegraph offices in the hotel, all open twenty-four hours a day. A Chubb safe behind the front desk, rumored to be impenetrable, is at the disposal of all guests.

Physically, Shepheard's is impressive. It is four stories high, has a colonnaded foyer and portico at its entrance, and cupola towers at each corner. Most of Cairo is visible from the

Thief!

Shepheard's staff has a reputation for honesty and the investigators should feel safe entrusting any valuables to its employees. There was not one single reported theft by an employee of a guest's valuables during the 1920s. However, a small band of French jewel thieves worked the hotel for a brief period in1926. The Keeper should feel free to move the time of the jewelry thefts to coincide with the investigators' stay and increase the feeling of paranoia. Maybe the stolen gems are just a cover or opportunistic theft for robbers looking for something much more eldritch.

Shepheard's Hotel
8 Sharia Kamil, Cairo

"Sorry, sir. We Have No Suites..."

A persistent rumor of the 1920s was that the surviving members of the Russian Royal Family were staying in the suites atop the Semiramis, protected by armed guards who denied strangers access to the floor.

If the Keeper decides to include this legend, there are several ways it could play out. Investigators sympathetic to the Tsarist regime, or at least outwardly hostile to Bolshevism, could find allies among the Russians, provided that they speak the language. Count Kurosov, if he survived "The Mauretania" (from *The Asylum and Other Tales*) might also reappear here. Alternatively, heavily armed foreign guards could attract the interest of overly suspicious investigators resulting in a dangerous altercation that could attract the wrong sort of attention…

Continental-Savoy Hotel

upper floors. Unfortunately, the hotel backs up against one of the poorest districts of Cairo; investigators staying in the back rooms will be affronted by views of goats tethered to rooftops and the odors of daily life. Investigators who have rooms on the west side of the hotel will have a view of Cairo's thriving red light district.

Staying at the hotel can be a treat. There are nightly concerts on the hotel's terrace, a large garden with a raised dance floor, and a bulletin board in the lobby that announces social events all over the city. Investigators will find notices for rental boats, flats available for the season, upcoming social clubs, and even expeditions looking for workers or guests. The lobby is filled with foreigners in pith helmets setting out on all sorts of expeditions or at least talking about the expeditions they are financing. The terrace is also home to important announcements; Howard Carter announced his discovery of Tutankhamen's tomb on Shepheard's balcony in 1922.

Semiramis Hotel

Many of the tourist spots such as the Cairo Opera, most of the theatres, and night clubs are all within walking distance. Private meeting rooms, such as the lavish Isis Room, decorated in an Egyptian motif, are available for rent at £1 per event.

The **Semiramis Hotel** is not as famous as Shepheard's, but is just as luxurious, owned by the same company, and costs 190 P.T. per room per night. There are suites on the sixth floor available for £5 per night. This snow white, 200 room hotel, Cairo's first Nile-side hotel, is just south of the Kasr el-Nil bridge on the east bank of the Nile. Much like Shepheard's it offers a bar, a post office, a garden, a safe, and a roof terrace grill. In addition, the Semiramis offers central heating and a season running from December 1st to April 15th.

It is located very near the American University and the Egyptian Museum, but a cab is required to reach many of the city's amenities such as the night clubs, theatres, and Opera house from its steps. Most guests however, prefer this hotel over Shepheard's because of the purportedly better food and the relaxing view of the Nile, visible from all of the west facing rooms in the hotel.

The **Continental-Savoy** hotel is not quite on a par with either Shepheard's or the Semiramis, but is still a very nice hotel frequently used by European tourists and British businessmen. It is open all year round, with rooms costing 140 P.T. from December 1st to April 30th. Between May 1st and November 30th, rooms are 100 P.T. Suites are available for £1. This five-story, architecturally uninspiring hotel has 400 rooms available as well as a restaurant, a bar, a post office, and a safe.

It is located at 2 Sharia Kamel in the Opera Square, providing easy walking to the Opera House, theatres, and night clubs that comprise Cairo's nightlife. It was originally christened the "New Hotel" in the 1860 when Khedive Ismail converted one of his palaces into a hotel. It later was renamed the Continental-Savoy and became a rival to Shepheard's.

Players steeped in Egyptology will easily remember one of the Continental-Savoy's most famous residents. Lord Carnarvon, financier for Howard Carter's expedition died here in April 1923 of complications from mosquito bites. If

A Treat for Investigators (and Cultists)

Groppi's, built in 1909, is the premiere tea garden in Cairo. With one location at 11 Sharia Manakh and a second on Suliman Pasha Square, Groppi's is famous for its confections, its chocolates, and its pastries. Giacomo Groppi, a Swiss expatriate, is also famous for the deli he operates out of the same building. During the evening, guests are treated to the finest in French cuisine, as well as British food. A string quartet plays nightly at the Sharia Manakh location.

Groppi's became immensely popular with the British Army of Occupation during WWI and many British soldiers still frequent both restaurants. In 1922, Groppi added an ice and cold storage service to his business. At its height, it produced 2,400 blocks of ice per day. Investigators looking for soldierly assistance or ice to keep a body fresh can find them both at Groppi's.

Suliman Pasha Square - Groppi's is the second building from the right

the investigators believe in King Tut's Curse, the Continental-Savoy might be a hotel to avoid.

The **Victoria & New Khedival** at 2 Sharia Nubar Pasha has 120 rooms available for 100 P.T. per room per night. This hotel is open all year round at the same rate. The majority of The Victoria & New Khedival hotel's clientele are wealthy African and Asian travelers who enjoy the restaurant's local cuisine. In addition to tourists, this hotel frequently plays host to those involved in excavating for the Antiquities Department. Privately funded excavators stay at the nicer Shepheard's.

Cairo also contains many smaller establishments that provide a bed and sometimes breakfast for investigators trying to conserve money. Most also offer dinner, at negotiated prices. The quality of room, food, and often company cannot compare to the finer hotels previously mentioned, but they still provide respectable service.

The **Moderne** is located on Sharia Imad el-Din on the corner with Sharia el-Malika Nazli, about a quarter of a mile from the railway station. It offers 55 rooms at 30 P.T. The staff charges an extra 10 P.T. for breakfast.

The **Hotel du Nord** is also on Sharia Imad el-Din, immediately across the street from the railway station. Large, loud men stand outside the hotel proclaiming the hotel's low rates and excellent service. While the rates, at 20 P.T. for one of the hotel's 76 rooms are low, the service is debatable.

Not far from the Continental-Savoy is the **Hotel du Paris**, located at 10 Sharia el-Maghrabi. Investigators will not find the hotel on the

'City of the Sun'

Heliopolis, or *Masir al-Gadid*, ten miles north of Cairo, is a recent creation designed to be a place of rest and relaxation. Construction, under the Belgian industrialist Baron Empain, began in 1905 and was completed in 1907. As a city designed for luxury and leisure, it has all the amenities a foreigner in Egypt could hope to expect. There is electricity, running water, drainage, and wide colonnaded avenues. Hotels include the **Palace Hotel** and the **Heliopolis House**, both of which offer rates and amenities comparable to Shepheard's. Heliopolis is also home to Cairo Aerodrome.

Unlike other Cairene suburbs, the majority of the full-time residents are wealthy Egyptians. Europeans take the Express Railway or private transit to enjoy Heliopolis' racetrack, golf course, or even visit a Hindu palace styled after Angkor Wat (though made entirely of concrete). One of Heliopolis' claims to fame (though it has been shuttered for nearly a decade by 1925) is Africa's first amusement park, **Luna Park**, a member of the same chain of amusement parks that includes Coney Island. The park operated from 1911 to 1915. After the start of Gallipoli campaign, the grounds of the park were converted into an Australian Field Hospital. The park never reopened. The closed buildings would make an interesting spot for a clandestine meeting or ambush.

Modern Heliopolis should not be confused with ancient Heliopolis, which is located at Ayn Shams.

street, however. They have to proceed down Groppi alley to reach the entrance. The hotel's 30 rooms are available for between 34 and 54 P.T. per night with breakfast available for an additional 8 P.T. This hotel's biggest advantage is that it is near Groppi's (see box).

Truly cheap lodgings can be had for 10 P.T. per night at the **YMCA** and **YWCA**, both in Ezbekiya. As the names imply, the YMCA is for men only and the YWCA is for women only. Guests stay in open dormitories and are on their own for food.

The **Catholic Sisters of St. Charles Borromeo** at 8 Sharia el-Qasid offer rooms for 6 P.T. per night. They will offer assistance to wounded travelers without asking too many probing questions. Investigators discussing the occult while in the Sisters' care run the risk of drawing the nuns' ire.

A final option for investigators looking for longer-term residences are **guest houses**. These establishments are typically family homes with extra rooms or sometimes even suites for rent to travelers. Bathrooms and toilets are communal affairs and meals can usually be negotiated with the proprietor. The longer an investigator stays, the more a member of the family he becomes and therefore, the less privacy he can expect. However, the families do tend to take care of their guests should trouble arise. Guest houses range from 60-100 P.T. a night, or 12-15£ per month.

Museums

The **Coptic Museum**, located in the Church of el-Muallaga in Old Cairo contains a collection of religious items from the various Coptic Churches in Cairo. Its library contains two thousand scrolls in Coptic and Aramaic covering numerous religious topics.

Hours of Operation

May to October, Tuesday to Thursday: 8:30am to 1pm. Friday: 8:30am to 11:15am. Admission 1 P.T.

November to April, Tuesday and Wednesday, Saturday and Sunday: 9am to 4:30pm. Friday: 9am to 11:15am and 11:40am to 4pm.

Admission 10 P.T.

Admission is 5 P.T.; the museum is closed on Fridays and Sundays.

Just north of the Kasr el-Nil Bridge on the banks of the Nile is the massive two-story **Egyptian Museum**. Beyond a doubt, it contains the largest collection of Egyptian antiquities in the world. The hours and admission vary by season. A room on the second floor functions as a small library. Dozens of original copies of *The Book of the Dead* as well as numerous other funerary texts and spells are available for public viewing.

Photographing, sketching, and copying of any artifact except those from the recent Tutankhamen excavations is allowed. Permission to set up a tripod or easel is required.

The **Arab Museum** (Dar el-Alhar el Arabiya) is located near Cairo's Citadel, off the Square of Bab el-Khalq. Opening to the public from 1903, it houses Arabic literature from the 7th Century onward as well as anything of relevance excavated at Fustat. It has 23 rooms filled with papyri, scrolls, weapons, carpets, and wooden window screens. The interior walls of the museum are covered in tiles displaying Koranic passages. Gaston Wiet, a French expert of Islamic history and Arabic historical texts is appointed director of the museum in 1926. Keepers may want to bring his appointment forward for the purposes of running *Masks*.

Hours of Operation

November to April, Daily: 9am to 4:30pm

May to October, Tuesday and Wednesday, Saturday and Sunday: 9am to 2pm. Thursday: 9am to 11am. Friday: 1pm to 4:30pm.

Admission 10 P.T.

Hospitals

There are numerous hospitals in Cairo, each with its own level of care and cleanliness. In most cases, it is preferable to have a doctor make a house call to a hotel than spend any length of time in the hospital itself.

The primary hospital, **Kasr el-Aini**, is south of the Garden City and serves as the major

teaching hospital. While it is one of the better hospitals, it is run and staffed by Egyptians, and not recommended for foreigners.

The other moderately good hospital is the **Anglo-American Hospital** on the island of Gezira in the Nile. It is English-run and staffed. It has only 22 beds, divided among special, private, and general wards costing 100, 30, and 15 P.T. per day respectively. Two beds are available free of charge to those in need.

Abbas Hospital on Suliman Square is another run and staffed by Egyptians hospital not recommended for foreigners.

Deaconess' Hospital on Sharia Deir el-Banat is a Protestant hospital staffed and run by Germans.

St. Vincent de Paul on Abbassiya is staffed and run by French nationals affiliated with the Catholic Church.

Kitchener Memorial Hospital in Shubra specializes in women and children.

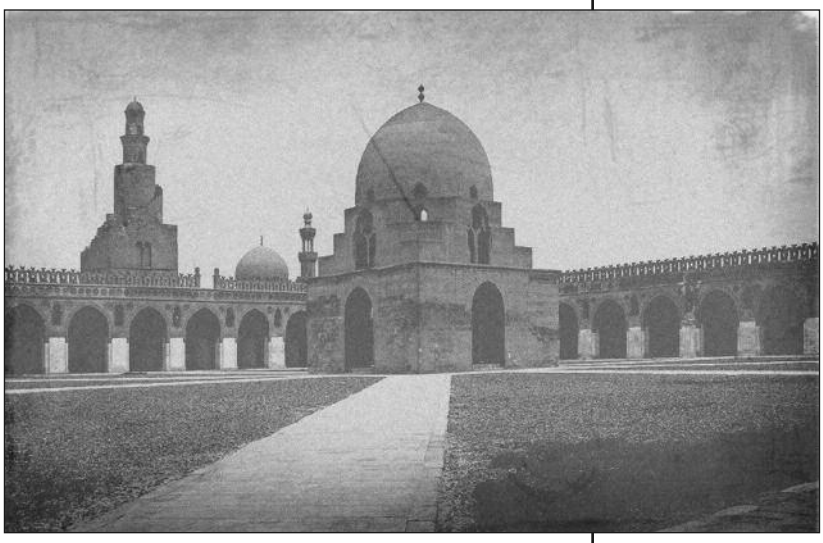
A **military hospital**, open only to British and Egyptian soldiers is in the Citadel.

Pharmaceutical drugs or medicine can be purchased without a prescription from any pharmacy. Most pharmacies in Cairo set up shop near a hotel. **Sinclair's English Pharmacy** is across the street from Shepheard's Hotel and **Anglo-American Pharmacy** is conveniently found on Opera Square. More daring investigators can purchase drugs and herbal remedies from merchants in the bazaar. The efficacy of these remedies is up the Keeper. The price is determined by negotiation.

Asylums

The **Mosque of Ibn Tulun**, which figures prominently in *Masks of Nyarlathotep* actually served another purpose in historical Egypt, one which can be combined with the fictionalized Mosque to create a truly memorable experience for investigators. When the investigators arrive as part of the campaign, the Mosque of Ibn Tulun is technically an insane asylum. This can create numerous opportunities for role-playing and make its inevitable destruction more poignant.

It is the second oldest mosque in Cairo, occupying a square off the Sharia Khodieri.



Mosque of Ibn Tulun

Between 1850 and 1927, the mosque was in a state of disrepair. Very little maintenance was performed and the building was not used as a mosque during those years. Instead, between 1920 and 1925, it served as an asylum for aged men. Their cries echoed off the walls, filling the surrounding streets with the screams of the mentally ill. It's Survival and Cure rates are irrelevant for *Masks*.

The stucco brick walls decorated with intricate wood carvings surround the colonnaded *sahn el-gami*, situated in which is a dome dating from the 13th century. The surrounding columns are all inscribed with verses from the Koran. The pyramids of Giza and Dahshur are visible to anyone willing to climb the 131' tall minaret.

Located at the east end of Sharia Abbas, the **Hospital for the Insane** is Cairo's primary asylum. The cramped, primitive structure houses an average of five thousand inmates at

South East Asia Comes to Cairo

During the 1920s, an average of 400-500 Muslim students, from Indonesia and the Malay Peninsula, study at the University of Al-Azhar per year. At the Keeper's discretion a few of these students could receive sendings from Cthulhu, or even be outright Cthulhu Cultists. While this has little bearing on *Masks of Nyarlathotep*, it can set the stage for a follow up campaign against Cthulhu himself.

any one time. Investigators who enter here might not return, at least not in the same condition they entered; assume a Survival Rate of 60% and a 0% Cure Rate. It does not pretend to be a reformative hospital; instead, it serves to keep the insane off the street.

Universities

Al-Azhar University is a couple hundred yards down Sharia al-Azhar from the silk merchant's bazaar. It is the oldest university in Cairo, founded by Caliph el-Aziz in 988 A.D. Women are not permitted to enter and non-Muslim men are only allowed in under escort. It has almost 250 teachers and 5,000 students. Fewer than 1,000 of those students are from outside Egypt. Students stay in *riwaqs* (a kind of partially enclosed arcade) within the school's impressive walls. Visitors are not allowed in a student's riwaq.

At the north end of the sahn el-gami, which occupies the center of the university, is the school's library, Madrasa el-Aqbughawiya with 52,000 volumes. The library is closed to everyone but students. Even a student must have the permission of a teacher before a volume will be made available to him. In a small, closed-off room are numerous papyri from Pharonic Egypt. This includes *The Book of the Dead* and numerous magical scrolls. The university vehemently denies that Saladin's copy of the *Al-Azif* is present; students asking after it tend to disappear.

American University

The **American University in Cairo** opened its doors in 1920 in the former palace of Khedive Ismail Pasha. Located on the Kasr al-Aini, it currently has fewer than 400 students. A full western education is offered for the princely sum of 16£ per year plus 13.5£ for compulsory mid-day meals. The AUC offers education to both male and female students, mainly children of wealthy European and American officials stationed in Egypt.

An ornate wrought-iron fence surrounds the three-story palace built in the French style. It strives to have the best laboratory equipment, but as a nascent university it is still growing and adding to its resources. If an investigator needs to use basic scientific equipment, he will find it at the American University in Cairo, particularly in exchange for the promise of a donation later... The AUC library is growing with new volumes arriving every day. Coverage of any given topic is spotty at best though.

The official state university is **The Egyptian University**, on the grounds of the former palace of Ez Zafaran at Abassiya. This university maintains three faculties. The medical faculty works at the Kasr el-Aini hospital at Abassiya. The arts and sciences faculty is at the Ez Zafaran palace. The law faculty is on the west bank of the Nile. The university has approximately 2,000 students, mostly Egyptian, and both Egyptian and Western faculty. The university is closely tied to Egyptian nationalist aspirations and has little of use to colonially-minded investigators.

Government and Law Enforcement

It is unlikely the investigators will get involved in Egyptian politics, but they might seek aid from their national consulates.

Egypt in the mid-1920s is struggling to enjoy its newfound freedom. Lord Allenby, British High Commissioner proclaimed Egypt's sovereignty in 1922, and continued to serve as British High Commissioner until 1925. Elections in 1923, 1925, and again in 1926 confirmed Saad Zaghlul Pasha as Prime Minister.

The average policeman is an Egyptian trained by the British. Led by Police Chief Sir Thomas Wentworth Russell, known as "Russell Pasha" (*pasha* is a title, not a name), there are approximately 300 policemen to patrol the city. In addition, Russell Pasha maintains a group of secret police that infiltrate any organization deemed antithetical to the state, "to keep an eye on it." The police do have the luxury of calling on the British garrison if needed, especially in the case of riots. Any complaints against the police should be addressed either to Russell Pasha, or the complainants' consul. However, complaints to Russell Pasha are likely to fall on deaf ears.

RUSSELL WASHBOURNE, age 42, American antiquities smuggler

STR 14 CON 14 SIZ 12 INT 13 POW 10
DEX 13 APP 12 EDU 10 SAN 49 HP 13

Damage Bonus: +1D4

Weapons: Ruby Pistol 55%, damage 1D8

Skills: Archaeology 65%, Bargain 65%, Craft (Forgery) 50%, Fast Talk 45%, Hide 75%, History 55%, Law 40%, Listen 45%, Navigate 55%, Other Language (French) 45%, Sneak 70%

Washbourne runs a small antiquities trading business on the Street of the Jackals. A man of adventure who previously served in the French Foreign Legion during World War I, he took up antiquities after the war and quickly established himself as a man who could get anything out of the country, for a price. He usually deals in early dynastic funerary items, or whatever the Bedouins bring in for sale. He is at his shop daily, and most nights find him spending large amounts of cash at the bar at Shepheard's Hotel.

Born to a middle class family in New York City, Washbourne loves the money and notoriety that he found in smuggling. For a nominal fee of £500, he will ensure that any antiquity smaller than a canopic jar will find its way safely out of the country. Prices increase exponentially from there. If the smuggled item is to be sold once outside of Egypt, Washbourne will accept payment later, but it must be at least 10% of the sale price.

Riots and marches occur every other month. Many are peaceful marches, often initiated by students. Police on horseback, armed with sabers and Webley service revolvers try to herd and contain peaceful demonstrators. In the event of a riot, the police, usually with the help of British troops, try to quell the riot as quickly as possible. In the event of a riot, foreign visitors are encouraged to stay in their hotels. If they must venture forth, the better hotels will assign armed guards for their protection.

Calling the Police

Cairo police have all but given up prosecuting the petty thieves that haunt the markets, and are disinclined to respond to a cry for help against a giant walking sphinx, regardless of the *Credit Rating* of the person making the request. If investigators want to get police on the scene quickly they should make accusations of antiquities theft. That crime will usually have police respond faster than most others; this can be thought of by a Cairo native or long-term visitor with an *Idea* roll.

Murder is another frequent occurrence, especially in Old Cairo. There is no estimate of how many Egyptians are killed, but at least one foreigner winds up dead every month. Murder, especially of foreigners and the wealthy, is taken seriously. The police investigate these crimes dutifully, and a suspect is usually arrested, even if this is just a poor Egyptian who cannot protest loudly enough. If investigators need to dump a body, it would be best to do so in the Old City.

Another crime that attracts full police attention is drug smuggling. Hashish, opium, and other addictive drugs were legal for sale and use until 1925. This created a massive user base of addicts, especially considering that some employers used to pay their employees in hashish. With the sudden cessation of the legal supply, Cairo saw an explosion of drug related crime. The price of heroin jumped from £100/kg to £300/kg practically overnight. Police reacted harshly. Anyone caught importing illegal drugs is executed. Anyone convicted of selling illegal drugs faces five years imprisonment and a £1000 fine. The enforcement of these laws is, however, imperfect.

Antiquities theft is a very serious crime, punishable by deportation, imprisonment, and for some, death. This is something investigators should be cognizant of when they try to leave the country, especially if they have the Girdle of Nitocris, the *Black Rites*, or perhaps even the mummy of Nitocris depending on how events transpire. At points of egress from the country, customs officials carefully search travelers and baggage for antiquities.

There are ways to move antiquities, though. An export license from the Egyptian Museum is the legal method. More dubious methods

involve the thriving black market. Investigators with the right connections and plenty of currency can move antiquities out of the country through these back channels.

Cairo's police are busy and make numerous arrests. People detained by the police find themselves in the Cairo Prison, at the south end of Saladin Square near the Citadel. It is an imposing fortified structure, the walls topped with metal spikes and coated in broken glass. Guards armed with Lee-Enfield rifles patrol the walls, making sure no one tries to escape from their tiny, cramped cells.

Investigators being who they are, a note on guns is necessary. Provided a foreigner has the proper permits, he can carry his weapon openly on the streets. Natives, however, are not so lucky and an Egyptian caught with a firearm faces confiscation of the weapon and imprisonment.

NPC Names

Most native Egyptians are named using the Arabic tradition, which differs in key ways from the western. This can often lead to confusion or unintentional insult on the part of investigators. Since the 19th century the Egyptian government has, unlike other Arab states, required all citizens go by at least a personal name (*ism*) and a family name (*nasab*) or other distinguishing name based on place of birth or occupation (*nisba*). Nasab are almost always masculine names (see the list below) nisba can be places or Arabic words for common professions.

Example: Men—Ali Musa Muhammad, Fuad Nasr. Women—Nafisa Sulayman, Zaynab Ali Muhammad

Sometimes individuals might be informally referred to by more traditional titles—the *kunya*, an honorific, usually identifying children, and the *laqab,* a description of a personal quality, often of a religious nature. Depending on one's relationship to the person and the circumstances, some or all of these elements might be used; etiquette generally has social equals or inferiors referring to someone by their nasab or nisba (if used) while those very familiar with someone might use their ism (typically close friends and parents).

Example: Nyiti el-Wasta, Hassan al-Hajj

To further complicate matters for non-Arabic speakers, commonly used elements in names are often mistaken for the actual names themselves; the most famous of these being "Abdul" (literally *abd al*) which means "the servant of" rather than a personal name (see below). Other elements mistaken as names include *abu* (father of), *umm* (mother of), *ibn* (son of), *bin* (son of), *bint* (daughter of), and *al* (the).

Example: Nyiti above might be called *Umm Unba* by villagers in El Wasta, which would distinguish her from other Nyitis in that place.

Men's Names

Ahmad, Ali, Asim, Bakr, Da'ud, Fadl, Faisal, Hamid, Hassan, Hisham, Ibrahim, Imran, Jabir, Kamil, Khalid, Mahmud, Malik, Marwan, Muhammad, Musa, Nasr, Rashid, Razin, Sa'id, Saleem, Saleh, Sayf, Shahin, Sulayman, Talib, Tamman, Ubayd, Umar, Umayyah, Wada, Yahya, Yusuf, Ziyad

Women's Names

Abashah, Aisha, Banah, Duqaq, Durra, Fatimah, Fawz, Ghadir, Hafsa, Hawwa, Ijiliah, Jamila, Khayra, Lubaba, Marajil, Maryam, Maysun, Nafisa, Naila, Qabul, Rabia, Rahil, Raziya, Safia, Sahla, Sanaa, Sawda, Suad, Umayma, Wallada, Zaynab

Finally, the addition of 'abd' (or 'amat' for women) to any of the 99 names of Allah, can be used as a name. This list can easily be obtained online, and includes constructions such as Abdullah.

These are of course primarily names used by Muslims. Copts tend to have different names derived from Greek or Coptic. Furthermore, in the 1920s, Turkish names, or Turkish versions of Arabic names, are not uncommon (e.g., Mehmet, Tevfik, Suleyman, etc.).

A Murder of Cultists

Omar Shakti will happily send waves of Brothers to attack the investigators. Here are a dozen more, for use as needed. They may also stand in for rioting fellahin, Cairene thieves, or stalwart Bedouins.

Cultists/fellahin/thieves/bedouins/etc

	STR	CON	SIZ	INT	POW	DEX	APP	HP	db
1.	10	12	09	11	10	14	10	11	+0
2.	12	14	15	09	13	11	13	15	+1d4
3.	11	09	11	10	07	11	10	12	+0
4.	12	13	10	12	10	12	09	12	+0
5.	13	11	13	13	12	13	10	12	+1d4
6.	17	13	16	07	09	10	09	15	+1d6
7.	14	15	11	14	10	11	10	13	+1d4
8.	09	10	08	12	11	12	12	09	+0
9.	15	15	13	10	07	13	10	14	+1d4
10.	11	12	12	13	10	15	12	12	+0
11.	12	11	15	11	11	13	10	13	+1d4
12.	10	14	13	11	13	16	15	14	+0

Weapons: Fist/Punch 50%, 1D3+db

*Cult Club 55%, damage 1d8+db ('impale' results mean the victim has been pierced by the club's spike as well for an additional 1d2 points of damage).

Kick 25%, 1D4+db

*Garrotte 20%, 1d3 points of choking per round, STR vs. STR to break free

Small Kilij (curved sword) 35%, 1d6+1+db

Skills: Arabic 55%, *†Archaeology 5%, Astronomy 5%, Conceal 15%, *Cthulhu Mythos 8%, Dodge DEX x 4, *Drive Automobile 10%, †English 5%, Fast Talk 35%, Hide 75%, Listen 55%, Occult 20%, Ride (Camel) 35%, Ride (Horse) 30%, Sneak 60%, Spot Hidden 45%

**Brotherhood of the Black Pharaoh only.*

†Perhaps for 1 in 3 cultists, varying for other groups. More likely among Brotherhood cultists working on the Clive Expedition.

Bibliography/Resources

The obvious go-to book for running this chapter is *The Cairo Guidebook* as it is the last word for Cairo when it comes to *Call of Cthulhu* gaming. The guidebook mentions the Brotherhood of the Black Pharaoh, but does little to incorporate the events of *Masks of Nyarlathotep* into its narrative. *The Cairo Guidebook*, coupled with the *1904 Baedeker's Guide to Cairo* and period newspaper articles, served as a foundation for this article, although most sections were greatly expanded and modified to fit the needs of this Companion. As the guidebook also drew upon the public domain Baedeker's guide, similarities and some duplication are bound to occur.

As far as fiction is concerned, Lovecraft's own "Imprisoned with the Pharaohs" is a good choice for seeing how Lovecraft imagined Egypt, or at least time spent under a pyramid. Another, non-Mythos source of inspiration is Elizabeth Peters' Amelia Peabody stories. The Peabody adventures range from the mid-1880s to the eve of World War II and can provide numerous background details for a Keeper to integrate into his game.

Also recommended is Sax Rohmer's *Brood of the Witch-Queen*, a supernatural murder mystery set in 1920s London and Egypt, which Lovecraft compared favourably to *Dracula*. It has some great sections about crawling through a pyramid in search of a supernatural enemy.

Finally, if you have not considered re-watching *Raiders of the Lost Ark* (or at least the 1999 version of *The Mummy*), you should. The later is more era appropriate, but the former no doubt has left an indelible mark on *Call of Cthulhu* gaming… Monterrey Jack, we are looking at you.

Pre-generated Characters

As with other chapters in the campaign, Cairo provides numerous opportunities to raise the body-count from among the investigators' numbers. Several NPCs have already been mentioned as possible replacement

investigators, including the various dragomen or Dr. Vanheuvelen. In addition to those listed and discussed elsewhere in this chapter, two pre-generated characters have been provided as sources of information or replacements as needed.

Asim "Sandow the Ox"—This skilled digger and driver has contacts with both the archaeological community in Egypt and the British garrison (being an ex-serviceman) and might know or be known to almost any of the NPCs to be found in the campaign (at the Keeper's discretion of course). At a pinch, he is available to hire on as a dragoman, or if the investigators hire a car or a truck, he might be the driver for that vehicle. Similarly, if the investigators get into trouble or difficulty on the streets of Cairo, he might come to their aid. Asim is ambitious and knows that making a good impression on visiting Europeans increases his chances of becoming a gang leader. With his prodigious strength, Asim is an imposing figure and a bigger than life figure, and if his player decides to play him a manner not dissimilar to a young Sallah Mohammed Faisel el-Kahir (or Sallah from *Raiders of the Lost Ark)*, his Keeper should not discourage him...

Husam al Din Ahmed bin Saleh Al-Fulani—This young man presents the chance to play an educated Egyptian, a young scholar being taught by Achmed Zehavi and Nessim Efti at the Mosque of Ibn Tulun to become an ulama. In addition to his knowledge of Islamic law, astronomy, archaeology, and mathematics, Husam has been taught a little of the nature of the universe and is aware of the Brotherhood's machinations. He is trained to be a warrior, though he has never been in a real fight. Besides this, this young man is a devout Muslim and loyal to teachers at the mosque. If the Brotherhood manages to steal the Girdle of Nitocris and kill Achmed Zehavi and Nessim Efti in the process, then Husam will swear vengeance.

Plug-in scenarios

Sometimes an additional scenario is needed. These scenarios are those that we feel are the most easily adapted to a *Masks of Nyarlathotep* campaign (or if a less-perfect fit, contain some very appealing elements worthy of inclusion) and worth considering in the event that your investigators need to tarry in Cairo just a little longer. Note: Books listed as OOP are Out of Print and only available from used book sellers or at auction; PDF indicates that a version is available for download at sites like rpgnow.com or drivethrurpg.com.

Title: **Thoth's Dagger and the City With No Name**

Type: Parallel Adventure (Boston/New York to Cairo to Irem)

Source: *Curse of the Chthonians* (OOP, PDF), *Cthulhu Casebook* (OOP)

Notes: In some ways, Thoth's Dagger is almost a version of *The Complete Masks of Nyarlathotep* in miniature, involving the investigators in the efforts of a cult devoted to the Outer God to obtain an important artifact. Possession of this artifact will drive the investigators to travel to Egypt through a series of increasingly debilitating visions inflicted upon one of their number. Once there they can encounter another of Nyarlathotep's aspects beneath the sands of Egypt and possibly dispel him, at least temporarily.

Although this scenario exposes the investigators to another cult devoted to the Crawling Chaos, the necessary haste required to get to Egypt requires the investigators to bypass London, or at least postpone a visit until a later date. One solution would be to run Thoth's Dagger before attempting *Masks of Nyarlathotep*, almost as a dress rehearsal for the campaign enabling the Keeper to hint at the threat to come. Another solution would be to relocate the beginning of the scenario, perhaps even combining it with the events of the

scenario "The Auction" in a European city. This would ameliorate the effects of the visions and if the investigators succeed they will have gained temporary victory, though not one that affects the campaign. The Keeper should provide some information about Coptic Christianity, as members of this faith form important allies in this scenario and its sequel, "The City Without A Name."

Title: **Horror on the Orient Express**
Type: Parallel Adventure
Source: *Horror on the Orient Express* (OOP)
Notes: At first glance, combining these two epic campaigns seems odd. However, if the investigators are traveling from London to Cairo, taking the Orient Express is an option. After finishing in Constantinople, the International Sleeping Car Company will transport paying customers via motor car to Haifa. Once there, they can board another train for Qantara, Egypt and terminate in Cairo.

This combination of adventures would make for a memorable experience. There will undoubtedly be a high death toll and a constant feeling of "why does this always happen to us?" Perhaps a single chapter, such as "Love and Death in Venice" might be extracted and used on its own instead.

Kitab al-Azif

كتاب العزيف

Bret Kramer

Physical Description

A series of eleven brittle parchment scrolls and scroll fragments, in a careful Arabic script; the hand can be dated to the 9th century by an expert. The scrolls average about nine inches across and are stored in fired ceramic cylinders; the cylinders are covered in faded Arabic with single repeating phrase; an *Arabic* roll identifies it as the testament of Muslim faith known as the *shahadah*—"There is no God but Allah and Muhammad is his prophet." They can be dated to the 11th century, possibly earlier. The parchment, despite its fragility and age, has a slightly oily or clammy feel, but this will only be noticed by truly incautious examiners and such poor handling of historical artifacts will incur the wrath of Dr. Kafour.

Skimming

These scrolls purport to be the writings of one Abd al-Azrad (probably a pseudonym as it means "the worshipper of the great devourer"), collecting this self-described poet-magician's knowledge of what he describes as the greatest of truths. The work begins with a tribute by the unnamed copyist to the author, described here as "the prophet of the Great Devourer" or "disciple of the Forsaker ('al-khadulu')." It then turns to al-Azrad's grisly text, which covers a dizzying array of unholy subjects; the Gods who once were, the rites of these beings, the various alien races who once (and in some cases *still*) dwell upon our world, various sorcerous and necromantic incantations, descriptions of pre-human cities and ruins wherein fell beings dwell, astronomical secrets, apocalyptic prophecies foretelling the destruction of mankind… there is almost too much to summarize, let alone for a sane mind to consider.

While there are several lacunae in the text where the original scroll has broken, it seems to be (for the most part) a complete version. Annotations to the text (in Arabic, though a dialectical later form) appear in an erratic hand in a few places, mostly identifying certain diagrams' connection to the text. The work seems to have originally been spread between four separate scrolls; now the first two scrolls are in two parts, the third in four pieces, and the last in three.

Research

Dr. Kafour is *the* best source of information about this particular edition of the *Necronomicon*; everything he reports can be confirmed in the records of the Egyptian Museum, but this would take a week of careful searching (not to mention several *Arabic* and *Library Use* rolls) as well as unfettered access to the collection. If he wishes to do so, Dr. Kafour can relate that the scrolls were obtained by the museum in 1894 as part of a lot of texts discovered in the Sinai port city of el-Arīsh. The texts, most of which were astrological in nature, dated from the 8th-11th century and had been concealed behind a false wall in an abandoned building's cellar at some point in the early 13th

century—Dr. Kafour suggests it was during the 5th Crusade. A fellow scholar at the museum asked Dr. Kafour for his assistance with the scrolls as the language they used was quite difficult. He soon recognized them for what they were and managed to conceal them from the rest of the staff. He then began a careful study of the work, arranging the fragments in order.

If asked about the el-Arīsh ruins in which they were recovered, Kafour is somewhat cagey, as the excavations discovered some collapsed tunnels leading out of the sealed chamber as well as what were thought to be human footprints in the dust. He suspects the presence of *ghuls*, but cannot confirm his suspicions. The site was destroyed by British bombing in 1917.

Two *Library Use* rolls (alternately an *Occult* roll and a *Library Use* roll or simply a successful *Cthulhu Mythos* roll) and a full day of research in a moderate or better library will confirm that this work is the fabled *Necronomicon*. The references do not give anything more than the most general discussion of contents (usually something along the lines of how wretched and blasphemous they are), but do name the work's author and Arabic title.

As for the *Necronomicon* itself, there is much that is rumored about the work, but very little hard information is known. Generally the book is thought to have been written by an author usually identified as Abd al-Azrad (sometimes incorrectly as Abdul Al-Hazred), a Yemeni Arab living in Damascus around 730 A.D. He is thought to have died (or perhaps been murdered) a few years after; sometimes the cause of his death is said to have been by some sort of spell or magical being. The work was translated into Greek in the 10th century, Latin in the 13th century, and a host of modern languages in the centuries thereafter (including English, French, Russian, and Italian, among others).

The contents are almost a catalog of every conceivable occult topic, including the details of numerous supposed elder beings who once held dominion over the Earth and who in some ways linger here still. The work has been banned multiple times, most famously by the Catholic Church's *Index*, and many subsequent editions have been suppressed and even destroyed. It is universally regarded as a terrible and awful work.

Further research into modern editions of the work is certainly possible, though outside the scope of this article. See Daniel Harms' excellent *Cthulhu Mythos Encyclopedia* whose chapter on the *Necronomicon* provides a compact yet comprehensive discussion. *The Keeper's Companion, Volume. 1* also gives the work a full treatment, as does the article on the book in the *Call of Cthulhu* rulebook ("The Necronomicon").

Thorough Reading

This is as vile a catalog of blasphemy and madness as has ever been recorded and it is difficult to adequately summarize its contents easily. While much of the text is straightforward, many passages are veiled in cryptic references and obscure allusion, giving additional bizarre layers of meaning to other passages in the work. The true history of the universe and of the Earth is outlined in a clarity that invites madness.

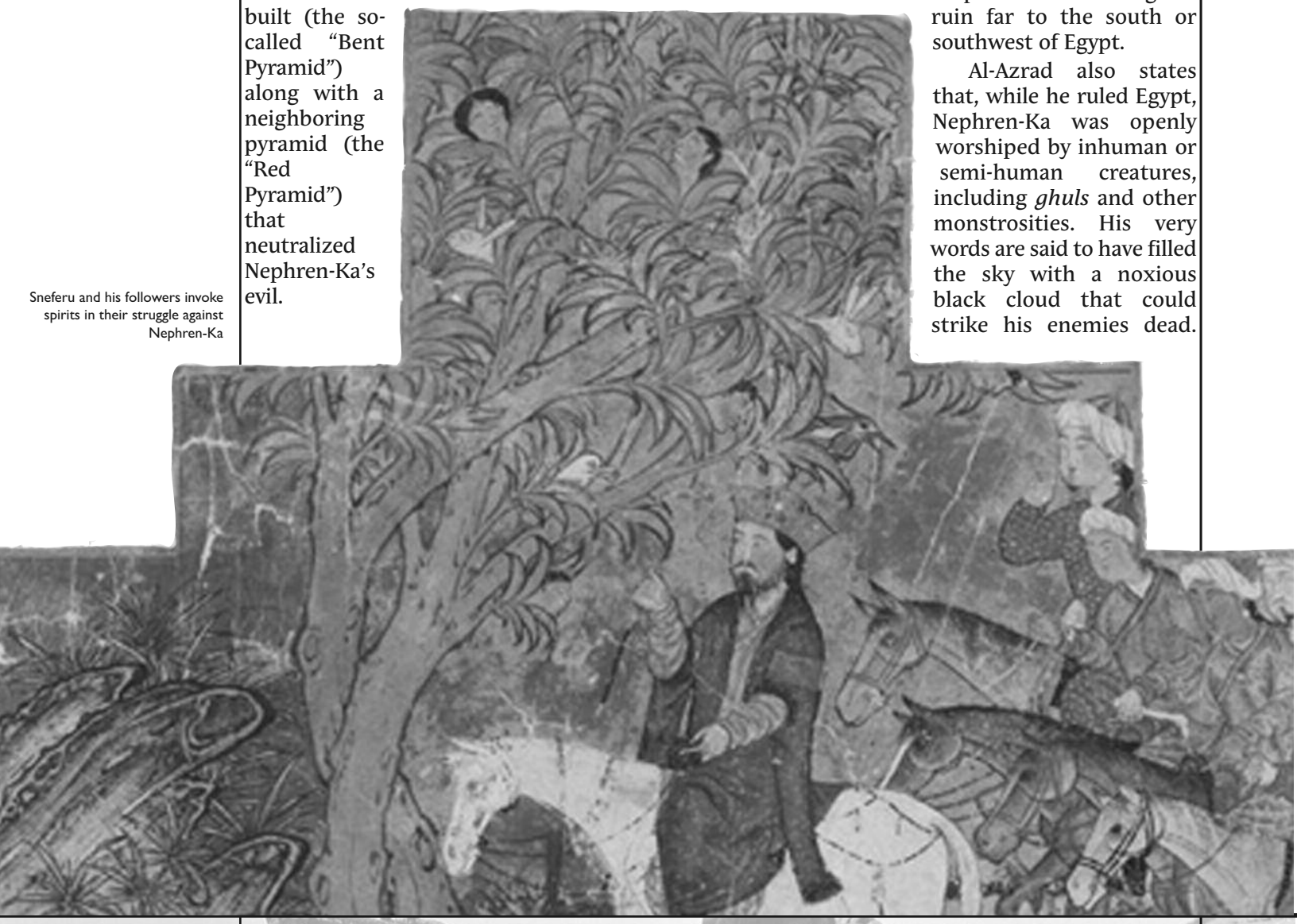
A few more practical topics covered include the named Rites of Ma'u, the Sign of al-Fouri, the chants of 'Ouidin and Fakfiraji, the Zhoan ritual, Ibn-Ghazi's formula to discern the unseen, and the formidable "Elder Sign;" unnamed formulae enabling the caster to possess the body of another, an exorcism rite that invokes the names of one-hundred spirits, summoning chants for *ghuls* and "walkers of the wastes," and myriad of curses; enchantments calling forth (or banishing) beings like Hiat-satah ("The All and Nothing"), al-Nah'iaqta ("The Vile One Who Waits Below"), Izzu Tahuiti ("The Demon Sultan"), al-'Astura ("The Bringer of Madness and Lord of Pale Countenance"), Umm al-Shahab al-Alf ("The Mother of Endless Accursed Things"), Niarlat Hotep ("He Who Waits at the Gate," "The Laughing Oblivion"), al-Kathaqa ("The Burning One"), and al-Khadulu ("the Great Devourer" or "the Sleeper Who Yet Hungers") as well as their servants; and spells drawing on these same beings for power or knowledge.

Presumably of the greatest interest to potential readers investigating the fate of the

Carlyle Expedition, much is said of Nephren-Ka, the Black Pharaoh, and Nyarlathotep. Nephren-Ka was a powerful sorcerer who ruled Egypt at the end of the 3rd Dynasty. He was rumored to have come from Irem (the same city that al-Azrad claims to have studied in) and brought with him the worship of the Black Pharaoh (sometimes called Nyarlathotep); he was associated so much with this god that sometimes he was referred to as the Black Pharaoh himself. He was eventually defeated by Sûris (better known as Sneferu) and his allies. With Nephren-Ka slain, his body was to be kept in a pyramid built to contain his still-malignant corpse; after the first attempt collapsed, a second was built (the so-called "Bent Pyramid") along with a neighboring pyramid (the "Red Pyramid") that neutralized Nephren-Ka's evil.

Sneferu ordered that all signs of the Black Pharaoh be removed from Egypt, and aside from an attempt to revive his worship under the reign of Nitocris, this program was successful. Al-Azrad hints that a small cult that paid the Black Pharaoh homage did survive and continued into his own day. They believe that, through various magical rites, that Nephren-Ka can be restored. Some of these followers were driven south into what is now the Anglo-Egyptian Sudan (and beyond) where they worshiped the Black Pharaoh openly in a different incarnation—that of a three-legged monster with a red horn in place of a head. Other rumors persist that some of his offspring were able to flee from Sneferu's troops and hid in a great ruin far to the south or southwest of Egypt.

Al-Azrad also states that, while he ruled Egypt, Nephren-Ka was openly worshiped by inhuman or semi-human creatures, including *ghuls* and other monstrosities. His very words are said to have filled the sky with a noxious black cloud that could strike his enemies dead.



Sneferu and his followers invoke spirits in their struggle against Nephren-Ka

Nephren-Ka is said have been served by a great leonine monster that was granted to him by his master and upon which the Sphinx was modeled. Nitocris, in her attempt to revive the Black Pharaoh's worship, used chambers beneath the Sphinx for these rites.

Quotes

That thing/one is not dead which has the ability to continue to exist eternally; and if abnormal times come, then such death may cease.

--(•)--

The Elder Beings will be known by their corruption. They will be within the limits of your homestead but they will be unknown to you, even as they are upon your threshold. 'Iat-satah is the entryway and the guardian and where the bridge between places lies. Princes and Sultans govern now where once They held sole rule; They again will rule in these places when Men have been swept away. The mastery of these places will change just as the seasons turn and cannot be resisted. These Ones are ever waiting and watching, for as the eras progress, so they will return without fail.

--(•)--

Such is the tongue of those men who dwelt in that kingdom, the signs of which are called al-Nahacala, is said to have been made from signs and imagines in the forms of the things known to men, in the style of the Egyptians but in signs unlike theirs. Those who dwell in the Pillared City tell me that some still know the signs and symbols of al-Nahacala and they dwell in cloudy kingdoms north of Ganghia River. Certain survivors of this kingdom are said to dwell on some islands beyond the Tang Kingdom and in lands further beyond that. One piece of that tongue was taught to me as a means to ward against the Million-Eyed one, sometimes called Baq-Shashari. I have copied the symbols here and give each the sound it gives forth.

[This is followed by a series of curious pictograms and a passage in gibberish Arabic.]

NET-A NET IKHUT KEMUT

(The Black Rites)

Z. N. Dillon

Keeper's Notes

The *Black Rites* may be obtained in the side scenario "The Black Cat" during the Cairo chapter. For a group with no knowledge of hieroglyphs or hieratic, the best options would likely be to ask Vanheuvelen or perhaps Dr. Kafour for assistance. Asking a member of the Clive Expedition is another possibility, but the investigator might be taking their life into their hands in doing so. As for Vanheuvelen's translation, mastery of Dutch is not absolutely necessary; a halved *German* roll might substitute for it at the Keeper's option. The Keeper might also consider incorporating this tome into the scenario "The Mystery of the Cat's Cradle," as given in this book, with the *Black Rites* having been stolen by Delaflote along with the Bast idol.

Note that the *Cthulhu Mythos* percentage gained given in the rulebook is +11% instead of +9% as stated in *Masks of Nyarlathotep*. Also, the reading time of 41 weeks the rulebook provides will likely take the reading process beyond the scope of campaign, so the Keeper might consider reducing this.

Physical description

Ten papyrus scrolls, ragged along the edges. An *Other Language* (*Egyptian Hieroglyphs)* roll with –30% penalty, or an *Other Language (Egyptian Hieratic)* roll will date the hieratic script (rather than hieroglyphs) to the Thirteenth Dynasty, circa 1782–1700 B.C. A subsequent *Archaeology* roll will suggest that the state of preservation is remarkable, perhaps even miraculous, considering the ravages typically inflicted upon such texts by both time and human abuse. (In truth, the magic of Bast has maintained the scroll over thousands of years, in hope that it will serve as the basis for a new cult someday.)

Vanheuvelen's typed copy is more mundane; just over two-hundred sheets of low-quality typewriter paper, typed on both sides, with frequent strike-outs and black ink corrections in a sloppy hand (also in Dutch) and hastily penciled numbering.

Skimming

This is a set of rituals dedicated to the goddess Bast, including a complete selection of temple rituals and hymns lauding the goddess' role as a champion of Ra. Other sections deal with the worship of other Egyptian gods, with emphasis placed on Isis, Sobek, and Set, as well as lesser known beings like the carrion-feasters of Anubis, the "Black Pharaoh," and something called the Faceless Master of the Sands.

Readers of the Dutch translation will, with an *Idea* roll, recognize an unfortunately large number of errors or contradictions in Vanheuvelen's text. Comparison to the original version confirms that there are pervasive translation errors throughout the Dutch text.

Research

A *Library Use* roll can uncover some information about Bast. Budge's *Gods of the Egyptians* states that Bast was a cat-headed god of Egypt. She was often connected with the heat of the sun and flame, with her primary worship being at the city of Bubastis. Lewis Spence's *Myths and Legends: Ancient Egypt* maintains that Bast is a cat-totem, a view that Budge rejects.

A successful *Archaeology* roll will recall that Edouard Naville excavated the temple of Bubastis (present-day Zagazig) from 1887–1889, publishing the results of his excavations in 1891. Aside from establishing the antiquity of the temple itself, nothing exists here that illuminates the *Black Rites*. A two and a half hour trip from Cairo to Zagazig finds nothing of note remaining, the temple having been razed long ago.

Little information exists on the *Black Rites* themselves. A flawed 1832 translation by Helmut Ablehnung-Schädigtmann—*Schwarzen Zeremonien du Bubastis* (In German; *Cthulhu Mythos* +5%, *Sanity* loss 1D3/1D6, 10 weeks to study; Spells: *Contact Bast*), taken from an therwise unknown Greek edition—might be found in large collections such as the British Museum, the Egyptian Museum, and Columbia University. It has only been mentioned in a few dismissive footnotes in archaeological journals, though a few occultists have independently identified its links to the Cthulhu Mythos. Investigators with an *Occult* skill over 25% and any points in *Cthulhu Mythos* may recognize this connection. A successful *Archaeology* roll (or halved *Occult* roll) can uncover a passing reference to the work, but locating a copy presents obvious difficulties.

Thorough Reading

The earlier scrolls deal with the inner rites of the cult of Bast, recorded by the high priest Rwbh-Karpf (misstated as "Luveh-Kerapht" by Ablehnung-Schädigtmann). These contain both temple rituals and techniques to be used for practical, everyday ends. An *Archaeology* roll (or a *History* roll, if the character specializes in Egyptology) establishes that Egyptian religion was intertwined with magic, with priests serving part-time in the temple and pursuing more pragmatic ends during their off months. Intensive rituals for contacting the goddess by performing a ritual on her statue called "The Opening of the Mouth" and summoning cats as her messengers are also provided.

The book also contains a number of anecdotes on the darker rites of Egypt. One section deals with the Golden Crocodile, a statuette of Sobek kept in the inner temple of the god at Memphis, to which virgins were sacrificed. It also touches upon the Faceless Master of the Sands, a faceless sphinx-like being wearing the double crown that dwells in the depths of the desert [1]. Another tale relates how a portal near the Sphinx opens on the full moon nearest to the spring equinox, leading to the tunnels beneath. (This gate is well-buried, but the Keeper can use this to spur further exploration.) The Carrion-Feasters of the Desert, horrid monsters connected with Anubis who devour the bodies of the sinful, are discussed, and rites to avert their wrath are provided.

1. The Keeper should note the similarities between this tale and that told by Warren Besart.

The section on the Black Pharaoh mirrors the information known to Dr. Kafour, though the name of Nyarlathotep is not mentioned.

Odd Effects

Reading the *Black Rites* may cause unusual magical effects upon some individuals. The Keeper should consider inflicting these upon investigators who particularly draw Bast's attentions, either positively or negatively, and to add some degree of menace to the work. Investigators who particularly offend the goddess might suffer the same sort of curse afflicting the unfortunate Mr. Vanheuvelen if desired. These curious events might fade once the investigator departs Egypt; any *Sanity* loss they cause should be very minor.

- At night, the reader hears the sound of a snarling, roaring big cat in the next room or just outside as she tries to sleep. Investigation reveals nothing, and any others present hear nothing.
- The reader hears frantic scratching at the door as if something wants to get in. If he investigates, the door will be scored with scratches from a small animal, possibly a domestic cat. No one else will hear the scratching or see the scratches on the door and they will disappear when the investigator looks again.
- The body of a freshly killed mouse or small rat will be found in the investigator's gear. While the creature is still warm, there is no blood or signs of a struggle.
- In a darkened room the investigator momentarily catches sight of the light reflecting off the eyes of a large cat. No cat can be found.

  Throughout the day, whenever a cat (domestic or otherwise) is encountered, the creature seems to be staring at the investigator. Only the subject of this observation notices this curious behavior.

Quotes

Stop!

Do not move!

Do not move, O perilous one!

Do not attack me, do not devour my flesh!

May I have to tell your name to the Raging One who sent you: Devourer is that name.

My countenance is toward the East. The heavens hold the sun, and your mouth encloses the power of magic. Your mouth is filled with knives, your scales are as stone.

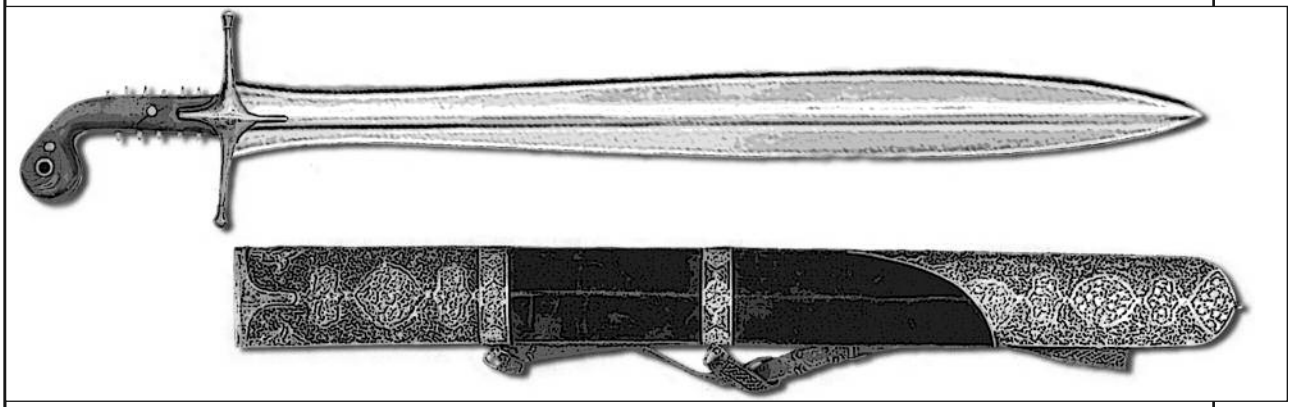
O thou who would work against this magic with your mouth, do not stop it. O crocodile, who lives on the flesh of the unrighteous.

THE SWORD OF AKMALLAH

(Saif ul-Quwah al-Hakim Abd'-Allah)

James Haughton

For one of the most powerful and useful artifacts in the game (assuming it is not swallowed by a Chthonian) this weapon has little attention paid to it in Masks*. We present this short article to rectify this omission.*



The saif's place of manufacture is unclear and difficult to date - although it is clearly ancient

Appearance

The Scimitar (*Saif* in Arabic) is about 4 feet long with a moderate curve. It is forged of *wootz* or watered "Damascus" steel, with a bronze hilt and ebony-covered grip. Unusually, spikes from the tang of the blade pierce through the grip, in such a way that it is impossible to grasp the sword firmly without cutting one's own hand (unless thick gloves or some similar method is used). When not wielded, the scimitar rests in an ebony-wood sheath which is lined with black silk. While the scabbard is a fine and well-preserved 16th century Ottoman work, the blade itself differs from normal Arabic (or Persian, Ottoman, etc.) styles and traditions enough to be impossible to identify the place or even era of manufacture. Judging from the wear upon the hilt however, it is undoubtedly many centuries old.

Etymology

'Akmallah' is not an Arabic word and is likely a corruption of Hakim (or Hebrew Akim) meaning "Wise" or "Judge" + Allah, "God", therefore being either "The Sword of Allah al-Hakim", "The sword of God the Wise" (or God the Judge,

depending on the spelling of Hakim). This suggests that the sword brings the judgment and wisdom of God to bear upon unnatural beings.

A hero from the Mosque of Ibn Tulun disembowels a ghoul with the sword of Akmallah

Readers of *The Book of Eibon* (or its derivatives) will note the mention a "Sword of Barzai", which was of great use against extra-dimensional beings and bears some resemblance to this blade. Readers making an *Idea* roll recall that the mighty sorcerer was traditionally called "Barzai the Wise" further strengthening this connection. An additional *Arabic* roll suggests that "Barzai" is a possible corruption of Bar-Azai, "The Son of Strength" or "The Man of Strength", in Hebrew or Aramaic. This is Arabicised as *ibn-Quwah*, while *Al-Hakim* "the Wise" is a traditional honorific, and *Abd'allah* or *Abdullah* means "Servant of God".

An Alternate Origin

A successful *Cthulhu Mythos* or *Dream Lore* roll (or a reading of the *Book of Eibon*) gives an alternate history. The Scimitar was forged by Barzai the Wise in Ulthar, to aid him in defeating any spectral guardians which might stand between him and his mad quest to confront the Gods on the peak of Hatheg-Kla. It was then retrieved by his disciple Atal and carried to the city of Sarnath, where it was lost in the doom that overtook that city. What became of it after this is unknown.

History

A successful *Arabic* or *Theology (Islamic)* roll (or asking the Nazir of Ibn Tulun or similar person) recalls that, according to Islamic tradition, the Sword is one of those captured by the forces of the Prophet during the Raid of Sa'd ibn Zaid al-Ashhali which destroyed the pagan temple of Manat and killed its "naked black priestess". It was blessed and awarded by the Prophet to a Jewish convert and former Rabbi, Abdullah ibn Quwah Al Hakim (formerly Al-Husayn Ben Azai), to whom the Prophet revealed the face of God; and who then went on to become one of the Companions and a mighty warrior and teacher, earning the sobriquet "Al Hakim" (the Wise).

A *Library Use* roll can discover some references to the Sword having apparently passed into the hands of the Ottoman Empire some time during the reign of Bayezid II (1481-1512) possibly during the Empire's many wars with the Persians in this period. Pietro Minotto, a Venetian mercenary taken captive by the Ottomans in 1522, described a swordsman he encountered in Istanbul who wielded a similar blade. He was told the man was "bound by blood" to use the sword (called "The Blade of Wisdom") whenever "spirits and monsters threatened the Sultan".

Readers of Justin Geoffrey's *People of the Monolith* will recognize it as the weapon used to slay the great Toad-Demon of Xuthltan in Hungary:

" 'twas slain with flame and ancient steel
blessed in old times by the Prophet of War
to Rhymes that were old when Arabia was young
bloodied, bronze clasping, the slayer cries 'On!' "

Characteristics

The Sword of Akmallah always does damage against supernatural beings, including those normally immune to mundane damage.

When wielded by a consecrated wielder (see below) who allows the sword's hilt-spikes to draw blood, damage is doubled against extra-dimensional beings—e.g. Dimensional Shamblers, Servitors of the Outer Gods, and manifestations of the Outer Gods (including Azathoth, Nyarlathotep, Yog-Sothoth and Daoloth). A consecrated wielder also doubles his POW for the purpose of casting spells of summoning, binding and dismissal over extra-dimensional entities, and pays 1 less POW when drawing an *Elder Sign*, *Eye of Light and Darkness*, or other such binding and dispelling sigils. As long as the sword is wielded, the wielder is immune to magics which attack the mind (such as *Mindblast*). These extra benefits are not gained if the wielder does not allow the hilt to draw blood.

The hilt's damage to the wielding hand causes a 20% penalty to delicate work with the hand until it heals. Combat using the bare sword hilt results in 1HP of blood loss to the wielder.

The sword does 1 point less damage for every whole day in which it is neither sheathed in black silk, nor draws its wielder's blood. This penalty is recovered at the same rate of 1 point per day sheathed.

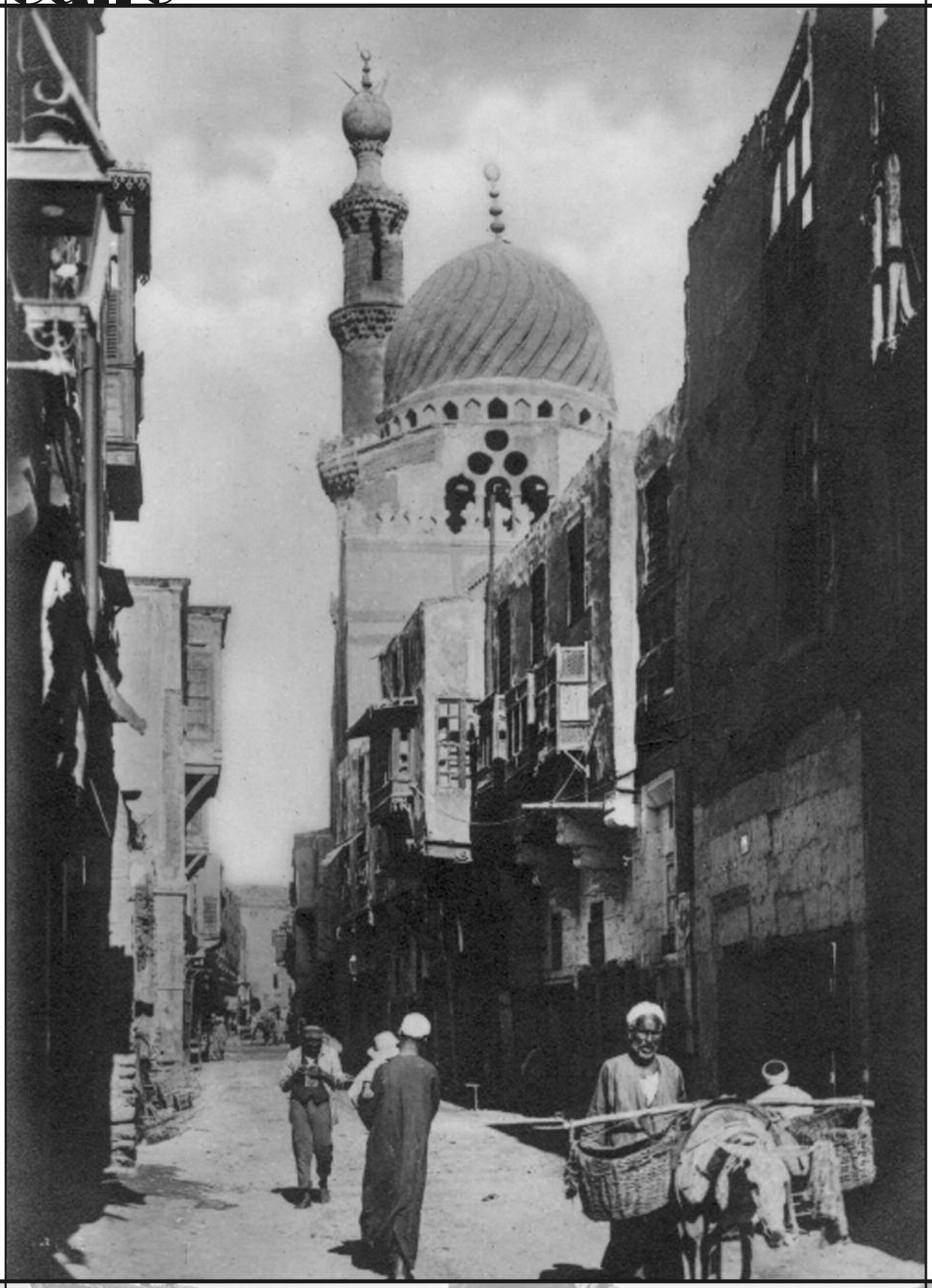
Below Left and Right:
Scenes from the lives of the previous wielders of the saif; and their valorous efforts against the forces of darkness

Consecration

The method by which the Sword can become a consecrated wielder is recorded in several Mythos tomes including *The Book of Eibon* as well as a footnote in the Dee *Necronomicon*. The hand which is to wield the weapon must be cut with the blade to produce 5 drops of blood. These must be caught in a silver bowl containing pure water blessed or taken from a sacred spring, which is then heated until steaming over a fire burning Laurel wood and "the incense of Zkauba". The bowl must then be cooled in dew, then poured over the head of the wielder-to-be by another consecrated wielder, who recites a blessing. At this time the Wielder sacrifices two POW points.

Whether any or all of the steps of this rite are in fact necessary is left to the Keeper. The Nazir and several others at the Mosque of Ibn Tulun know and can perform this rite. They have never done so for anyone other than a Muslim man of good faith; investigators wishing to become wielders will probably have to convert (or steal the Sword and hope the rite is unnecessary).

The back streets of Old Cairo



Kenya

Horror born in the Heart of Africa

Keeper's Notes: Kenya

Bret Kramer, with David Conyers and Matthew Pook

Chapter Overview

Kenya is the first chapter in which the investigators have a real opportunity to foil the plot to open the Great Gate. Unfortunately to do so they must trek into the African interior, face down a mountain full of foes, including the sorceress M'Weru and possibly Nyarlathotep's spawn itself. As a consequence, the potential for investigator fatalities is very high, especially towards the chapter's climax.

Kenya is most likely to be visited after London and Cairo though some investigators may be drawn immediately to the colony by the nature of the Bloody Tongue Cult murderers of Jackson Elias. A few may even visit the Crown Colony after a Pacific crossing to Shanghai. In any case, the Kenya chapter of the campaign is a complex and important one no matter how far along the investigators might be in their quest to thwart the Crawling Chaos.

Keeper's Tips

Language can be as much of an issue as is desired. Language is a great way of emphasizing the *foreignness* of the setting, assuming that the investigators are not natives, and is a constant reminder that they are far from home. If simplicity is paramount, the investigators are able to get by with their own (presumed) English with the help of a singular loyal and totally unobtrusive native translator who speaks any needed language. As there are over a hundred languages spoken in the Crown Colony, it is suggested that even if a Keeper wants his game to be more realistic, he or she should still make the situation easier for his players rather than adhere to absolute historicism. A happy middle ground is described in *Secrets of Kenya*, which arranges the native languages into three major groups: Bantu—which includes Swahili and Kikuyu, Hamitic (now called Cushitic)—Somali, and Nilotic-Masai. Due to linguistic overlap an individual with a skill in one of these language groups can speak the other languages within that group at ¼ of his skill value. Similarly, anyone with Arabic can speak Swahili at ¼ their skill in Arabic. Swahili served as a sort of *lingua franca* throughout Kenya and in almost all circumstances someone with a passable skill in that tongue can be located; even in the most remote part of the bush, assume investigators can encounter someone passable in Swahili with a *Luck* roll.

Investigators with only English (or otherwise lacking one of the various native languages, this being one of those rare occasions where Latin or ancient Greek is not helpful in *Call of Cthulhu*) can get by in the major European centers (and on the trains connecting them), but in the bush they will require at least one translator, preferably one who is proficient in several common local languages. As always, this helpful native can be an agent of the Bloody Tongue, a boundlessly loyal innocent, a venal mercenary, or a host of other possibilities. If the investigators have already been ill-used by their guide in Cairo, do not be quick to do the same here. Hopefully the investigators will rely on a trustworthy local (Johnstone Kenyatta for example) instead of hiring the first chap who offers his services… so what if he is wearing a weird headband and keeps sharpening that pranga-shaped thing, eh?

While it is almost certainly the first port of call for investigators arriving in the colony, the campaign assumes that investigators will spend little or no time investigating **Mombasa** and its unseemly importer Ahja Singh. Additional

Bloody Tongue or Small Crawler?

The text of the campaign provides some contradictory statements about which Mythos entity that Tandoor Singh worships. He is described as "an important agent for the Bloody Tongue," one trusted by M'Weru with the cover-up of the Carlyle "massacre" and as being in frequent communication with her. At the same time, in his secret room he makes sacrifices to the Small Crawler and has absolutely none of the usual regalia of the Bloody Tongue – he cannot even wield a pranga.

One solution is that Singh is member of the Cult of the Small Crawler (see page 277), and is engaged in that group's efforts to make contact with various other Nyarlathotep Cults around the world. Singh has been assigned by his master to assist the Cult of the Bloody Tongue and sees his close alliance with M'Weru as a means to promote himself onto his own Cult's ruling council, hence his diligence and zealous work on behalf of the Bloody Tongue. For her part, M'Weru sees Singh as a useful cut-out and potential fall-guy if the Nairobi branch of the Cult is ever detected by the authorities.

In light of his involvement in the Cult of the Small Crawler, the Keeper should consider giving Singh some leverage over local officials – perhaps he has been acting as a supplier of illegal narcotics or other types of contraband. This makes him a more dangerous opponent and can be used to thwart attempts to deal with him using the Colonial authorities.

information on the port city itself follows in this section; the Keeper should use it to expand on the events therein. If the investigators have been in recent legal trouble—particularly if in London or Cairo—there may be difficulties at customs. Bags may be searched, passports scrutinized, and there may be prolonged questioning by customs officers. These sorts of minor inconveniences can help remind investigators to avoid drawing attention from the authorities. Fortunately for investigators, no one will be too concerned if the investigators are carrying large caliber rifles…

While **Ahja Singh** may not be around, the Keeper should be ready if the investigators decide to examine **his operation in Mombasa**. Breaking into his warehouse can be a refreshing break after the terrors of Cairo or shipboard intrigues. Draw up a sketch-map beforehand if you think your investigators require one and jot down a list of Singh's business contacts for them to find. His ledger, like the others before it, is a good way to direct the attention of the investigators. In this way, Mombasa should point the way to future adventures.

One common erroneous assumption on the part of players is to assume that Ahja Singh is part of the Cult of the Bloody Tongue or part of the Cult of the Small Crawler. If a side-trip to India is desired, feel free to make him into Small Crawler cultist and include a number of suspicious Indian suppliers in his ledger. For more information on this group see "About the Cult of the Small Crawler" on page 277.

Turning to his brother, **Tandoor Singh**, there are several issues to consider. First of all, it should be decided how Singh has been alerted to the investigators' arrival in Mombasa. This will depend greatly on what has transpired before and how discreet the investigators have been. If nothing else, Singh could simply chance to be in Mombasa when the investigators arrive and learn of their interest in Ahja Singh, the Carlyle Expedition, or some such lead. More likely is some form of warning to M'Weru coming from Gavigan or Mukunga; one bit of luck for investigators who crossed Omar Shakti is that he is unlikely to pass along warnings to M'Weru and the Bloody Tongue cultists. Presumably any warning came via telegram; while Singh almost certainly destroyed the original, cagey investigators might be able to learn more from the Nairobi telegraph office. Even knowing who sent the message might demonstrate to players that incautious actions earlier have only complicated their efforts.

The next point to consider is whether or not the investigators take note that **they are being followed**. Investigators may be imperfect, but they hopefully could not help but notice a sinister looking Indian fellow, in full beard and dastar, skulking after them in the streets of Mombasa. Perhaps a better way of handling it is to simply allow an investigator an *Idea* roll while boarding the train to notice Tandoor Singh as someone they have seen a few times previously while in Mombasa. (And speaking of his appearance, from the headdress he is shown wearing in his illustration, Singh looks more

likely to be passing himself off as a Sikh rather than a Hindu as stated in the text. This would fit with his name and is a reasonable adjustment to make to this villain. It also gives him good reason to carry his dagger about publicly, as this is required of all faithful Sikh males.)

Tandoor Singh vs. Tandoori Chicken

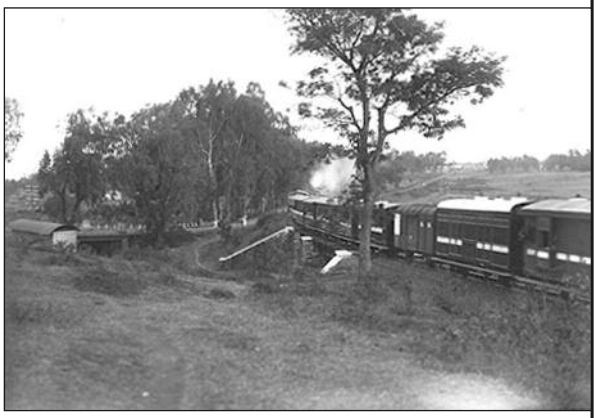
During the author's run of *Masks of Nyarlathotep*, my players were very amused by Mr. Singh's first name as it is the same as a type of Indian oven. As it can be hard to take a fellow seriously if you expect to crack him open and take out some roasted chicken or garlic naan, and many jokes were had at his expense. If the Keeper feels that Tandoor Singh's name distracts from play there are two easy options. One is to simply rename him – Thakur is a reasonable replacement. Alternately, consider Tandoor to be a nickname… he does like to *roast* things after all.

And another thing… as pointed out in "The Magical Mishaps of Masks," strict adherence to the magic rules in *Call of Cthulhu*, greatly impairs Mr. Singh's spell-casting abilities. Since the spell *Strike Blind* requires twenty magic points and poor Tandoor has but nineteen, the Keeper should either reduce the cost of the spell or give him, as suggested in that article, some MP-granting artifact along the lines of Mukunga's Scepter of Nyambe. The following trinket is offered as a likely candidate:

The Amulet of Atyanta Rahasya

This irregular pentagonal stone, about 1 inch across, is made up of an unusual smoky quartz with several prominent veins of a copper-colored metal. It is set on a modern silver chain. When examined under very bright lights occasional flashes resembling sparks can been seen within. When worn, this amulet grants 10 MP to the wearer, once per day. It also increases the chance of summoning and binding fire vampires by +25%

As for **the attack on the train**, it is a great means of reminding investigators of the serious stakes that they are playing for and the threat posed by their enemies. If events since Cairo have been be relatively placid, the sharp and sudden violence of the two fire vampires' attack can serve as a powerful shock to the players. Have the investigators interacting with a few NPCs on the train—this can be a good time to introduce either information about Kenya, side adventures, or even potential new allies—and suddenly interrupt the conversation with a casual mention that the wall of the compartment is suddenly on fire. Alternately a *Spot Hidden* roll will allow investigators engrossed in conversation to notice the weird lights outside their window. Let the attack be sudden and furious; the average damage of the things is 7 points per round each, probably calling for a CON x 5 roll versus shock. Remember that the purpose of the battle should not be to end the campaign—if more than an investigator or two are incapacitated, staff from the train should rally and drive off the creatures with several well-thrown buckets of sand. Another consideration in the investigators favor is that the fire vampires have been dispatched to kill someone matching the description of the investigators (as per Singh's binding) and might mistake some unfortunate soul for their quarry. The investigators should arrive in Nairobi chastened, wary, and a bit singed, not a collection of ashes with heavily stamped passports.



The Uganda Railway from Mombasa

The aftermath of Singh's attack should also be considered. A badly injured (or even maimed) investigator might require several weeks of hospitalization to recover—remember that injuries heal at a rate of 2d3 points per week in hospital, with a successful *Medicine* roll. If time is of the essence to your investigators you might need to have some replacement

characters at the ready; as always, see the pre-generated investigators for ideas. On the up-side, witnesses to the train attack make for potential new investigator recruits. Burn patients will need to be kept in a sterile environment and to limit their movement, something impossible en route to the Mountain of the Black Wind. Remember also there will almost certainly be problems in answering questions asked by the authorities regarding the attack, especially if one or more investigators (or potentially other passengers) end up at the Nairobi State Hospital (or worse, the morgue) Nairobi's CID can be used to complicate the situation, as desired.

While in Nairobi, the investigators will most likely be dogged by Tandoor Singh, who may make **further fire vampire attacks**. While the campaign offers one possibility (one made more difficult if the Keeper utilities a more historically accurate Nairobi), the Keeper should probably tailor Singh's actions to their own campaign. If the investigators show no interest in visiting the *Nairobi Star*, there is no good reason to have Singh burn it to the ground. A better option would be for Singh to stalk the investigators for a few days, perhaps with the aid of a few Bloody Tongue cultists (on loan from M'Weru), and then strike. His efforts will be stymied by the racial barriers of Kenya society (he can't very well wander about the various whites-only hotels). Likewise though, investigator attempts to pursue tailing cultists will be for naught if they cannot distinguish them from a sea of African faces…

A singular difficulty arises from Tandoor Singh's Hindi-language *Cthaat Aquadingen*. It is highly unlikely that the investigators have that particular language at their disposal. Assuming that the investigators do not simply burn the thing, it will take some effort to have it translated. Hindi readers in Nairobi are few and far between (even Mr. Singh has but a 35% in the language)[1]. The best bet in Nairobi would some associate of the Natural History Museum, as presumably the investigators lack any entrée to the Asian community in Nairobi (or Mombasa) and it would be imprudent to simply solicit the first fluent merchant encountered. Assume that a willing translator can be found with a skill of 40% and a *Sanity* of 50. As discussed in the discussion of the contents of that tome, Singh's interest is concentrated at certain points of the work; if the Keeper so wishes, the first portion translated will be the section containing the prophecy as given in campaign handout #35.

Researching **the Carlyle Expedition in Nairobi**, despite the suggestion in the text that it requires using the archives of a newspaper, should be a relatively easy thing. The expedition, particularly in light of the tragedy that befell it, was big news in this comparatively small town. The text on page 114 of the campaign provides a good summary. Astute investigators will realize that Hypatia Masters was visibly pregnant (suggesting she was at least five or six months with child) while in Nairobi, something she was most definitely not just two months previous. While this could be attributed to natural means, investigators aware of her supposed infertility should become gravely worried. (If an investigator is playing Hypatia's former lover Raoul Piñera, this shocking discovery might cost him as much as 1/1d2 points of *Sanity*.)

Oddball barrister **Neville Jermyn** and his quest for the City of the White Ape can be too strong a lure to uncertain or unfocused investigators. While he is a very useful NPC, especially helping to organize the investigators' expedition to the Mountain of the Black Wind, the Keeper should decide the value to their own campaign of the potential distraction of Jermyn's personal quest. If the campaign cannot sustain such a side-trek, consider replacing Mr. Jermyn with an identically skilled and stated individual with a different name and no interest in anything Congolese. (See also the "Plug-in scenarios" on page 272 for options in dealing with a side-trip to the Belgian Colony to the west.)

Regarding **Sam Mariga**, there are contradictions in the campaign's discussion of his knowledge of the Carlyle expedition; he "knows nothing of the Carlyle Expedition," but he is clearly more than some clueless bystander.

1. The only three individuals in the campaign who understand Hindi are Edward Gavigan, Omar Shakti, and Tandoor Singh. None are likely to be helpful to investigators.

It seems likely that his discovery of the massacre site was no accident—he is connected to Old Bundari and has a *Cthulhu Mythos* skill of 10%. Presumably he was assigned by that wise and aged shaman the task of investigating the strange occurrences near the Aberdare Forest. Mariga will almost certainly hold back on what he knows, even with investigators that he feels are trustworthy. Let him tersely recount the basic facts of the story as it is publicly known but offer little else.

After any interview with him, assume that Old Bundari is aware of the investigators' interest in the Carlyle Expedition; Mariga or another ally should then surreptitiously keep an eye on them to determine their motives. Presumably Bundari himself communes with the universe and discovers that he is meant to aid the investigators, leading to their interview with him and his giving them assistance. If Mariga joins the investigators on their expedition to the Mountain of the Black Wind, remember that he is a grandfather with many obligations to his family and he will err on the side of caution, only exposing himself to danger when the need is great and his ability to assist is indispensable. Due to his limitations, he would not make a good replacement player character in most circumstances.

If the Keeper chooses to use the side adventure, **The Game Lodge**, be aware that there is a good chance that the investigators could suffer a casualty or two; even if no investigators are killed, expect them to suffer a few injuries that may delay their trip to the Mountain of the Black Wind. Further, the investigators may also assume that the ghouls (small or otherwise) have some relation to the Bloody Tongue Cult and could waste some time in looking for it. If the investigators are successful, consider having Col. Endicott, assuming he survives, accompany the investigators into the bush, especially if their numbers or skills are lacking.

Hopefully the investigators will gain the aid of **Old Bundari**. The campaign, as written, assumes that the investigators will garner his assistance to some degree. Since his aid is predicated more on giving guidance from beyond than in providing anything of particular material worth to the investigators, assume that any sort of behavior short of murder and mayhem will be overlooked by this worthy; who is he to question the will of the gods? He is more interesting when he is kept as an enigma. Emphasize the mysteriousness of his request to meet with the investigators. If they arrive feeling apprehensive, it will add some tension to what is for the most part of bit of Keeper exposition and gift distribution. The shaman should appear wise and otherworldly with just a hint of supernatural power to him. Avoid any comic temptation during the role-playing of this meeting; the investigators are being sized up by one of the more powerful non-cultist magicians in Africa, not talking to a *Call of Cthulhu* Yoda surrogate. Remember that Bundari has an INT of 11, but a POW of 25… greater than nearly every other human encountered in the campaign, including most of the villains. One suggestion that will have him awe the investigators is to have him "speak" his introduction through Okomu through what appears to be telepathy (in reality he told his aide in advance how the investigators are to be greeted). When he finally speaks, it should be a surprise.

Regarding **his gifts**, Old Bundari's presentation of them is a great role-playing moment. Have him present each item in turn and explain how they work succinctly, if somewhat cryptically. Avoid any discussion of game mechanics and leave needed clarification to Okomu. It seems reasonable that Bundari would mention both properties of the fly whisk to investigators rather than just the ability to locate hidden evil. The whisk might also be recognized as a sign of Bundari's favor and natives friendly to the old man who see it will more inclined to aid the investigators. Who-Is-Not-What-She-Seems has more obvious uses, especially if the Keeper elects to have the Bloody Tongue ambush the investigators en route to the Mountain. Even if they forget to release her, have her cage break during an attack, preferably at a moment when the investigators are faring poorly, and unleash 'Who'. Another option is to have Old Bundari give each of the investigators some small token or fetish that he simply says will help protect them on their way to the Mountain. If the investigators are credulous and

respectful to the ancient shaman, the token might grant them a small bonus to *Luck* (+5% is reasonable) or let the Keeper adjust a single roll in the investigators' favor, otherwise the token proves of no use. A cruel Keeper might have Bundari hand out all sorts of totally mundane junk that he thinks might be of some mystical aid.

In most cases the investigators should suffer an **ambush** on their way to the Mountain. The form and strength of the ambush greatly depends on the route selected (see "To the Mountain of the Black Wind" later in this article for more detail). A party traveling overland on foot directly to the Mountain should be attacked at least once, most likely by a group of cultists (roughly 2 per investigator). The attack should occur at night just at the party is settling in, allowing for the group to be divided, with some foraging for fuel and perhaps water while the rest are distracted with tents and other mundane necessities. The cultists have been trailing them for some time (perhaps *Spot Hidden* rolls to notice in advance) and their goal is to capture or kill as many investigators as possible. The cultists may approach under some sort of ruse, claiming to be harmless villagers on their way to some nearby locale or they may simply come screaming out of the twilight, headbands on and prangas (or other weapons) at the ready. If more than half of their number are killed or incapacitated, the rest will flee. Captured cultists will offer nothing but angry threats, offers of retribution, and praise for the God of the Bloody Tongue.

If the investigators travel by automobile, or if the Keeper wishes to stage a second ambush, he should have a similar-sized bunch of cultists lying in wait at a ford crossing one of the region's periodic streams. The cultists may set a brushfire to obscure their movements and will more likely be armed with ranged weapons like spears and short bows than the earlier group. They may also attempt to ignite any fuel stores the investigators are carrying to damage or disable their vehicles.

Investigators taking the longer and less direct route through the Aberdare Forest should encounter a much smaller group of cultists, possibly a patrol dispatched by M'Weru to guard the Mountain's approaches. If the investigators are not expected, the patrol (1d6 cultists, or one per investigator, whatever is smaller) will send a runner back to alert M'Weru, and simply trail them—again *Spot Hidden* rolls to notice—and will not attack until they reach the first slopes of the Mountain, otherwise they attack as above. In any case, surviving ambushers will make haste back towards the Mountain to warn M'Weru (and most likely suffer and die for their failure to waylay the investigators).

The slopes of Black Wind Mountain

One last option is for M'Weru to deploy her vast array of spells in an effort to attack the party. Her power to bind a leopard might cause a leap (1d4+1) of the creatures to attack (*Secrets of Kenya*, page 102 for their stats or use mountain lions from the main rulebook); a *Biology* or *Natural History* roll will recognize their collective hunting, particularly of men, as most unusual. A merciful Keeper might allow the leopards to break off their attack after one or more of them is killed. Similarly, M'Weru might give her minions a bound and basketed green mamba or two to slip secretly into the investigators' camp during the night or their ambush.

Most dangerously, M'Weru might summon forth one of several types of Mythos beasts. Most likely she would summon a single Hunting Horror, as per the rule book, to attack the investigators' camp at night. Depending on her

interest, M'Weru may instruct the thing to attack and bring one of the investigators back alive, to smash their vehicles and depart, or to kill as many of them as possible. With its 9 points of armor and 1d6+12 INT, a Hunting Horror makes for a formidable foe for nearly any party. Another option would be to make use of a Dark Young of Shub-Niggurath. Looking more than a little like a boab tree, the Dark Young is almost entirely immune to bullets (among other things) and might make mincemeat out of most parties—though Who-Is-Not-What-She-Seems would be particularly effective against them, she will find the Dark Young very unpleasant tasting. M'Weru can also summon Byakhees, but they are less powerful than either earlier option; perhaps she employs them to conduct aerial reconnaissance over the Mountain. Finally, don't forget the Chakota. While it cannot move with any great speed, one could be used as a part of an ambush—see the section on Ndovu village bellow for one possibility.

Ndovu village

Particularly well prepared or heavily armed parties might encounter some combination of all the above. The goal here should be to frighten the party (possibly suggesting they move with more caution) and to inject some action into events, not to end the campaign with a slaughter before they reach the Mountain.

Ndovu village is an ideal staging point for the investigators before their actual visit to the Mountain of the Black Wind. The village is close enough to the center of Cult power that there is no need for Bloody Tongue members to masquerade as normal villagers, Cult members move abroad brazenly here and feel no need to blend into any human society, black or white. Indeed, there are no cultists in Ndovu itself, but there are more than enough villagers terrified or awed by the power of the Cult who will warn the Bloody Tongue of meddling westerners of their own volition. It is left up to the Keeper to determine how quickly M'Weru learns of the investigators' approach, if at all; if she is on the lookout for their party and the investigators are open about their intentions, the news should reach her in less than a day. If the Cult is aware of them, but the investigators are cautious and have a plausible cover story (missionaries, a lost safari) it might be three or four days. If the Cult is oblivious (or misdirected) and the investigators are wary, their visit to Ndovu might go unnoticed until they are long gone.

One particularly nasty option would be for M'Weru to use the village as a trap for the approaching investigators. It would a relatively simple matter for the Bloody Tongue to take over the village, putting loyal cultists in charge of things (a talented guide or good skill in *Anthropology* might notice the small cultural differences, otherwise use *Spot Hidden* rolls to suggest something is amiss). The head man will invite the investigators to a feast in their honor and to celebrate the new well just recently dug. Unfortunately the feast is a ruse and the new well holds a freshly made chakota (see page 40 of the campaign). A dangerous and close-fought battle should ensue… Of course, this is another good chance to make use of Who-Is-Not-What-She-Seems.

In any case, the village itself should have available any reasonable amount of provisions that the investigators require, but some goods like ammunition and those of Western manufacture will be at best very dear or even unavailable. Reward advanced planning, but do not totally prevent the investigators from correcting some critical oversight. Having the villagers mention a traveling minister or roaming physician is a good way to explain away

the sudden appearance of such an individual if the party returns to the village in dire need of aid. Likewise, if the investigators are sorely lacking in manpower, the pre-generated characters James MacTavish or Father Hendriks might be encountered in the village and elect to join the party. Alternately a brave local boy, his family long abused by the Cult or killed during their possible take-over, may throw his lot in with the investigators heedless of the dangers ahead (use the Tribal Hunter template or the rules for making an African investigator on page 48 of *Secrets of Kenya*.)

If the investigators decide to examine **the Corrupt Ground**, they will not gain any useful information, beyond confirming the descriptions that they already have of the site, but just because a location does not have new clues or evidence, does not mean that it is without merit for the Keeper. The examination of the site should be an occasion for building menace and tension into the upcoming encounter; stress the alien quality of the area, the foreboding, the unmistakable sign that something terrible and unspeakable happened here. If any of the investigators had a dream vision of the site, as per the article "Whispers from the Crawling Chaos," they might suffer a *Sanity* loss of 0/1 point, but if the proper mood can be established without some arbitrary loss of *Sanity*, all the better.

The final challenge of this chapter is **the Mountain of the Black Wind** itself and its numerous residents, human and otherwise. As written, the Cult of the Bloody Tongue seems lackadaisical in securing its mountain redoubt. Almost any cautious group of investigators will probably be able to sneak in, especially if they arrive during the Great Ceremony, though what they can safely do once inside is limited. Much of what transpires is dependent on the calendar and the Keeper's wishes; if a climatic battle is sought, arrange to have the investigators arrive in time for a major Cult ceremony. Be wary though of overplaying this option—if the investigators always arrive in the nick of time to see the ritual summoning of a host of inhuman monsters and the sacrifice of hundreds of pitiful victims, they may grow blasé to the whole thing. (In a game of a more "pulp" bent, a major ritual in every location may be a player expectation; as always, know your audience.) Nothing about the Mountain of the Black Wind should be "ho-hum."

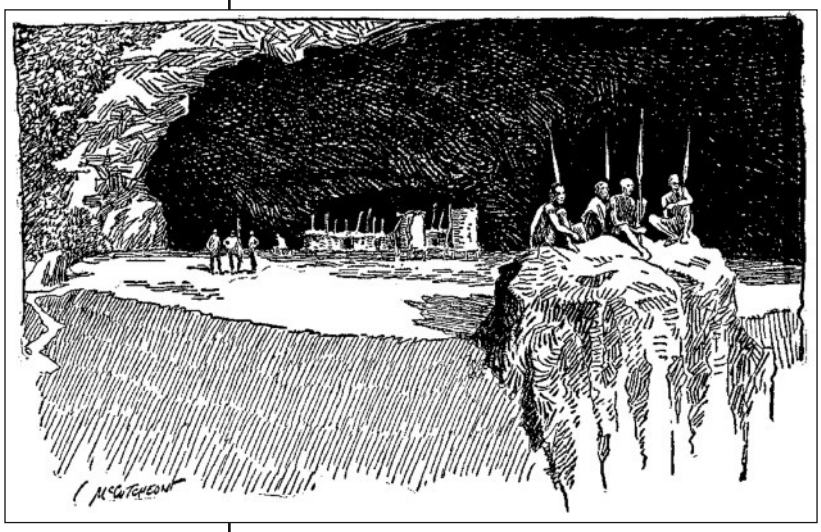
Since the Cult of the Bloody Tongue was organized by exiled Egyptian devotees of the Black Pharaoh, it seems sensible that certain hints of that be found at the Cult's central headquarters. While artistic motifs and stylings might not be high on most investigators' list of interests as they explore the accursed volcano, having some clear linkage between the two Nyarlathotep Cults goes a long way to answering player questions about the back story to the campaign and reinforces the universality of Nyarlathotep at the same time. Throw in a few Egyptian-inspired carvings, faded hieroglyphic inscriptions, or even a crypt full of the mummified remains of the Cult's ancient priests to make the connection obvious.

M'Weru's cavern is the more finished and human of the two in the Mountain. The Keeper might include a few touches to show that she still enjoys creature comforts after her time in

Ooops!

If M'Weru is killed or incapacitated while manipulating the energies of the altar stone, there may be a powerful localized eruption of its stored magic points. M'Weru would suddenly become an uncontrolled conduit, the magical energies of the stone surging through her in a nearly blinding display of lights. The stone too would rapidly move from a perceptible glow to a brilliant radiance. Give the investigators (and surviving cultists) a few rounds to flee. As for the explosion, perhaps inflict 20d6 points of damage for anything touching the stone, 10d6 for anyone still in the chamber itself, and 5d6 for anyone foolishly remaining in the nearest hallways. Anyone who flees immediately should suffer 2d6 from the released energies and the shock wave, half that if they can make a *Luck* or *Dodge* roll, half again if they state they throw themselves to the floor or seek out some other secure spot (a niche or other alcove, under another investigator, etc.) The point here should be to demonstrate the force of the blast with some incidental damage, not kill investigators. The survival of the Spawn is left to the Keeper; presumably poor Hypatia is utterly annihilated.

Manhattan. If any of the investigators were captured by the Cult or if anyone is playing a character that recently lost loved ones to its vile clutches, they may be found in the cage in this chamber. If Sam Mariga is still with the party, a kindly Keeper might have him offer to lead these pathetic souls to safety. One last item of note is the marine chronometer; presumably M'Weru is better attuned to the cosmic forces than Penhew. Damaging or adjusting the settings of this device might not impede her as much as tampering with the device on Grey Dragon Island. It is left up to the Keeper to decide how useful such tampering will be.



M'Weru's cavern

The Great Temple of Nyarlathotep should be presented as very different from the macabre, but ultimately human creation, that is M'Weru's cavern. It is an unnatural and accursed cyst inside the Mountain, the very reason that the Cult selected this location for their worship—perhaps the grotesque altar stone is a meteorite, once embedded within the rock that the earth itself shrank back from, forming the chamber. There is a palpable wrongness in the air here that no amount of rationalization or bravado can fully overcome. Hypatia Masters' grisly fate should underscore the fundamental awfulness of the scene and demonstrate the cosmic horror that Nyarlathotep embodies. A cruel Keeper might quietly recite her awful litany while dithering investigators examine the room and decide what to do next. If one of the investigators is playing Raoul Piñera, this is a moment full of role-playing potential—do not incapacitate him immediately with a high *Sanity* loss—impose it on him after he decides to kill her or not. Hypatia might have a moment of lucidity and beg him to release her; let the moment play out before M'Weru or her minions arrive. Remember also that the Spawn is not totally defenseless before birth and in dire straits it may act to preserve itself—the cruel Keeper might allow it to seize control of Hypatia and bargain with or taunt the investigators, or even call for help with her mouth.

There are any number of ways that your investigators might suffer the dreaded "Total Party Kill" on the Mountain; for the sake of everyone's enjoyment is best to **avoid a TPK**, at least outside of a grand confrontation with M'Weru or the Spawn. One way to ensure such a scene is to allow the investigators to reach the Great Temple of Nyarlathotep without significant opposition. Allow them a few minutes to decide how to deal with poor Hypatia Masters, and then have them be discovered. The battle will soon be joined by M'Weru—so be ready to make use of her effectively and remorselessly.

Turning to **M'Weru**, it is best, as with any spell-caster, to first review the article "The Magical Mishaps of Masks" on page 38. She is a powerful and supremely confident sorceress and she should be unhesitating in her displays of power, both magical and mundane. She has no compunction against sacrificing the lives of others, even of her most loyal devotees, if it furthers her plans. At the same time she is extremely overconfident in her abilities—let this potentially be her undoing. Remember that her POW is only 19: if a spell, such as the Dread Curse of Azathoth, calls for a resistance roll versus POW, some particularly willful investigators have a nearly even chance of besting her. She may even fall prey to the pulp villain vice of blithely chatting with your enemies before you destroy them. Remember though, that M'Weru, for all her confidence, is not stupid. If she is encountered away from the altar stone or otherwise in danger, she will retreat to the temple of Nyarlathotep; she has no interest in fighting to the death unless the Spawn is gravely threatened—she correctly

assumes that a failure on this point would greatly anger Nyarlathotep.

Kenyan-General Information

The Government

The Crown Colony of Kenya is subject to the United Kingdom and is governed in day to day matters by an appointed governor—Sir Robert Coryndon holds this office until his death in February of 1925; Edwin W. M. Grigg replaces him in October of the same year, serving until 1930. The governor is advised by a council drawn from the British (white) population of the colony, but this advisory body lacks any real authority. The governor in turn reports to the Colonial Office; as a protectorate, foreign relations and security matters are likewise controlled by the government back in London.

Security (outside of the cities) and all military concerns fall to the King's African Rifles, the colony's *de facto* army. This force is a colonial army—white officers commanding mostly African troops; these soldiers are usually called *askaris*. Kikuyu and Somali tribesmen are the most common in the KAR, but most of Kenya's tribes have some number of their members in the force, as does Kenya's Indian population; frequently the British government deploys troops from rival tribes to guarantee the loyalty of the force. The KAR is overseen by the Secretary of State for War back in London.

NPC Names

Names for European colonists can be derived from their country of origin. Likewise, names for Somalis and the Muslim peoples of the coast are similar to the list provided on page 238 of the Cairo chapter. Native Africans tended to go by a single name, adding a mention of their particular tribe in formal introductions. Europeans often simply ignored these names and assigned a nickname to the Africans they knew in day to day life, such as servants or employees—"Old Sally" in the market (to a colonist) might call herself "Nanta of the Kikuyu tribe" at home.

Here is an abbreviated version of the list that appears in *Secrets of Kenya* (page 48). Male names: Awaru, Chata, Dakari, Gamba, Jayvyn, Juma, Kamante, Kanyagga, Karanja, Mablevi, Malimu, Musei, Njoka, Omollo, Razi, Saidi, Semoi, Uba, Wamai, Zaid. Female names: Aissa, Catava, Esa, Fola, Hidi, Isoke, Kambo, Kapera, Jendayi, Mandisa, Mburu, Nanta, Nasha, Nyiva, Raziya, Salihah, Sibongile, Tineka, Waweru, Zina. For more information on Kenya's tribes, see **To the Mountain of the Black Wind** (page 269) in this chapter.

Travel

Unlike every other chapter, save Australia, the action in Kenya takes place over a much wider range of locations. Travel in Kenya combines the modern and the primitive for a curious and sometime surprising time for travelers. The Uganda Railroad offers rapid transportation from the coast to Nairobi (and points beyond), though its reliance upon wood for fuel might surprise investigators used to more modern European or American services. The accommodations are also not up to those standards, but compared to the 3rd Class Car (let alone the open flatcars) this is opulent. In the interior, depending upon terrain, automobiles are increasingly popular, especially for safaris.

Investigators with available cash should be able to hire a truck and a few cars in short order (and drivers if needed), though the Keeper should be prepared to inflict the usual sorts of inconveniences such as flat tires, bent axles, and the like, especially if the party attempt to move at any speed. Roads are generally nonexistent and of little use. Due to the prevalence

"There are no roads where we're going...."

of tsetse flies, animal mounts are generally impossible, but investigators who want to watch their horses die may bring them to Kenya.

Air travel is another increasingly popular method of traversing the colony. While there are no formal airfields, very well funded investigators may easily fly from Mombasa to Nairobi, though this will attract a great deal of attention, not all of it welcome. (In the event Tandoor Singh cannot attack on the train, he will most likely strike at the investigators' hotel. He may also use his fire vampires to destroy the investigators' aircraft, particularly if it seems they wish to use them to scout out the Mountain of the Black Wind.) Fuel and maintenance will be a constant concern for investigator aircraft and shipping either to Nairobi might take a considerable amount of time.

Most Kenyans get about on foot, though long-distance travel (aside by nomadic tribes) is uncommon. The Uganda Railway has spurred the rapid growth of some places (such as Nairobi) but most Kenyans spend most of their lives close to home. As needed, porters can be hired to carry equipment and the necessities of long-distance treks into the interior, but the investigators should face great difficulty in finding anyone willing to approach the Mountain of the Black Wind, particularly without the aid of some local figure (here is where Johnstone Kenyatta or Old Bundari are particularly helpful). Outfitting such an expedition should take a week at least, perhaps a few days less if a skilled aide is hired, perhaps twice that if the investigators are fumbling about on their own. As always there is a good chance the Cult of the Bloody Tongue will attempt to insert agents into the ranks of the investigators' porters, at best monitoring their progress and at worst plotting to kill them in their sleep.

The complete safari package from Tarlton, Whetham & Burman

Mombasa

Overview

Mombasa is the chief port city of the Kenya colony and in the mid 1920s vies with Nairobi for the status of the largest city in the whole of the colony. The city, lying primarily on Mombasa Island, dates to at least the 12th century and is a mix of African and Arabic culture, overlaid with Portuguese and British colonial trappings. British rule has brought the city increased wealth as the sea terminal of the Ugandan Railway and as the headquarters of the colony (until 1905). The city retains much of the physical appearance of an Arab city, with winding streets, ubiquitous markets, and numerous mosques, though the local trappings and materials reveal an undeniable African influence.

Getting Around

Mombasa is undeniably a port city and its orientation is towards the ocean. Numerous dhows ply the city's harbors and serve to ferry locals to the villages on surrounding shores. A causeway connects the island itself to the Uganda rail line. Cars are rarer here than in the interior, due to the winding and narrow streets of the old city. In Mombasa itself most transport is done on foot—a motor car might take investigators to their hotel but their baggage will be hauled by porters. Investigators who wire ahead to their hotel can be met at the Customs House by a team of reliable porters. Others will have to fend for themselves and risk finding help on their own.

Local Government and Police

Formerly the capital of the colony, Mombasa retains the infrastructure of that time, including large edifices like the **Lever Customs House** (still used for all arrivals) and the **Colonial Headquarters**, from which the local administrators govern the city. Local police are mostly native patrolmen (like soldiers in the KAR, they are often called "askaris") and white officers, including a small Criminal Investigations Department (CID). Most of the

city's police work is geared towards keeping the peace between sailors, merchants and locals. In the event of serious trouble, the KAR will be called in to restore order. Just off Treasury Square, the Portuguese-built **Fort Jesus** is now used as the Kenya colony's main prison. Conditions there are poor, but not as desperate as investigators might fear.

Hotels

Mombasa

Mombasa has several larger hotels that cater to European visitors. The **Castle Hotel** is the most luxurious and is a popular gathering spot for colonial parties, especially in the well-appointed restaurant. It does have an unfortunate reputation for female visitors however, as the manager Mr. Schwetafsky (nicknamed "Champagne Charlie," from the musical hall song about a flirtatious dandy) is known to take a quick shine to attractive visiting ladies (unattached or otherwise) and abuses his position in a clumsy rush of what he thinks of as seduction. Less assuming is the **Metropole Hotel**; with similar amenities, but further from the town center. The **Manor Hotel** is also reputable, clean, and affordable as well as newer and girded by well-kept gardens. Investigators of lesser means might avail themselves of the sailors' hotels common by the docksides, but such places are not known for their comfort or, in some cases, their security.

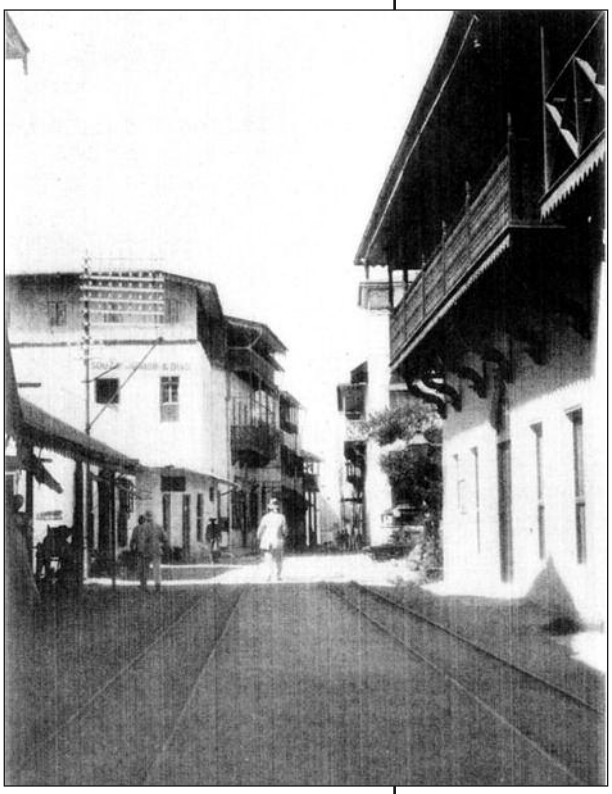
Libraries

Mombasa is a working city and, at least in 1925, does not have a public library or any private libraries of note. Back issues of newspapers might be kept on hand by individuals and some of the hotels might have a small lending collection, but anything beyond items from the occasional news story cannot be uncovered (unless the Keeper so desires).

Hospitals and Asylums

Mombasa's primary hospital is the **European Hospital**, formerly the English Hospital, near Treasury Square. Administered by the government, this small facility (about a dozen beds and as many full-time staff), tends to the needs of the European community in the city. While the facility has electricity and an operating room (from 1925 on), piped hot water is not available until 1935. Patients with more serious illnesses are transferred back to Europe, if possible. Aside from this facility, investigators must rely on charity hospices or the small number of private physicians.

The back streets of Mombasa



Newspapers

Mombasa has no indigenous newspaper, though the Nairobi-based *East African Standard* has a small office in the city and publishes an edition in Mombasa. (See the Nairobi entry for more information on the *East African Standard*.) European and Arabic newspapers are a common sight in the port city, though they are generally several days or weeks old depending on their country of origin.

Nairobi vs. "Nairobi"

As noted in the campaign, certain liberties were taken with the city as it was depicted compared to how the city actually was in 1925, not the least of which is the very layout of the town. The Keeper reading both the campaign and *Secrets of Kenya* will no doubt realize that the maps provided in each differ in many important ways. The fictive and historic Nairobi may be freely interchanged, as needed, though a Keeper running a more Lovecraftian game, rather than Pulp, will want to err on the side of history.

Nairobi

Overview

Nairobi is a conscious attempt to create a British city in an African setting. The settlement is not yet three decades old in 1925 (though the population is closer to 50,000 rather than the 8000 listed in the campaign). Perhaps 10% of the population is European (mainly British) with almost twice that being from India (this group is usually called "Asian" by the whites), and the remainder being natives.

Nairobi from a distance; the railway line can be seen curving towards it

Getting Around

Investigators hoping to use aircraft may avail themselves of the flat land in the vicinity; in 1931 regular flights begin to the city via *Imperial Airways*, landing at the aerodrome to the northeast of Nairobi. The Keeper should remember that a large group of foreigners arriving by airplane (or even more noticeably, a zeppelin) will almost certainly be the talk of the town and the subject of one or more stories in both the *Standard* and the *Star*. Wise investigators will wire ahead for supplies of aviation fuel to be on hand and bring their own mechanics, as both will almost certainly be in short supply. Otherwise, the best way to reach the city is by the Uganda Rail line.

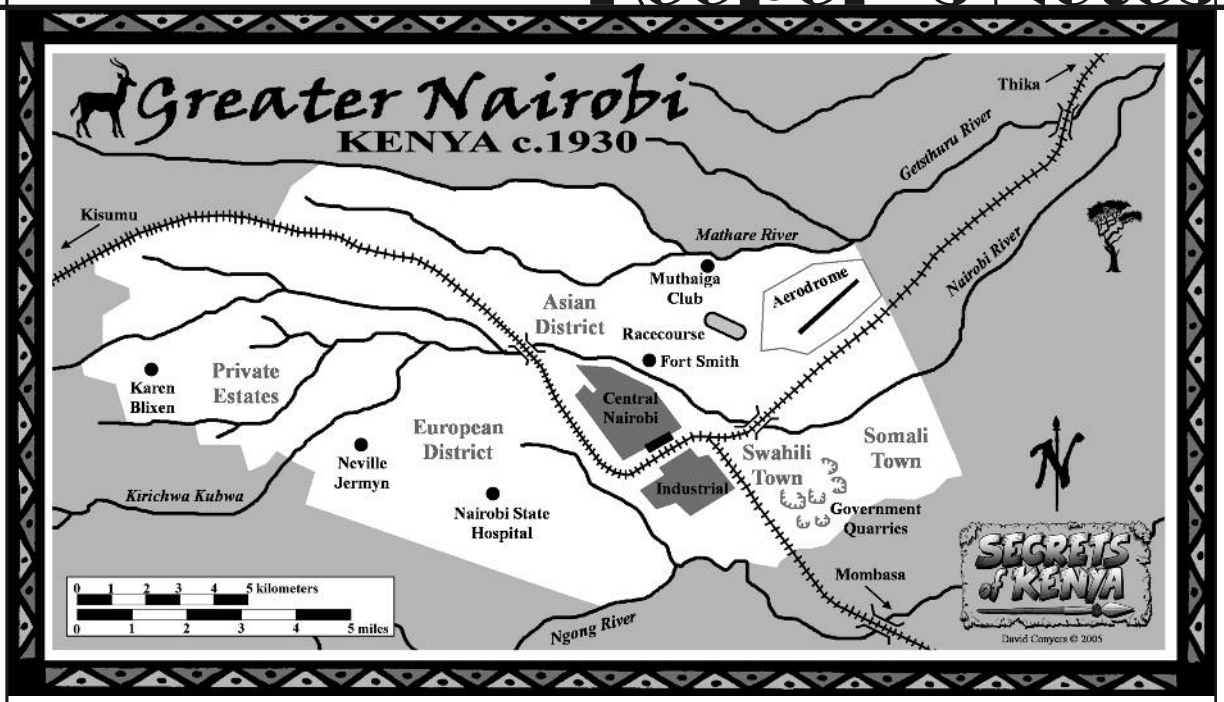
Local Government and Police

Like Mombasa, Nairobi itself is regularly policed by a large corps of African patrolmen overseen by a group of white officers. Patrols are frequent in white areas and at least regular in other parts of the city; the level and quality of the policing (and any evidence of racism) are left up to the Keeper to determine. Investigators who run afoul of the law will be taken to the **Central Police Station**, where they will be held for trial. Foreigners may be deported back to their country of origin instead of serving jail time if their home nation seeks it. The status of the prisoner will determine whether or not he is kept in segregated cells. Serious crimes are investigated by the Nairobi Criminal Investigations Department (CID), a relatively professional group utilizing modern investigative techniques. Also note—any human remains will be taken to the morgue in the same facility.

The Norfolk Hotel

Hotels

Unlike New York or London (or even Cairo), the selection of hotels is unsurprisingly more limited in Nairobi. The finest establishment is the **Norfolk Hotel**, which sits on the edge of town and commands an impressive view of the local countryside. The hotel's fine bar is a social hub for Nairobi's white community and is a good place to make helpful friends. The members of the Carlyle Expedition, as well as Erica Carlyle later, stayed at the Norfolk. The **New Stanley Hotel**, sitting in the center of town, is also well regarded though it lacks the society



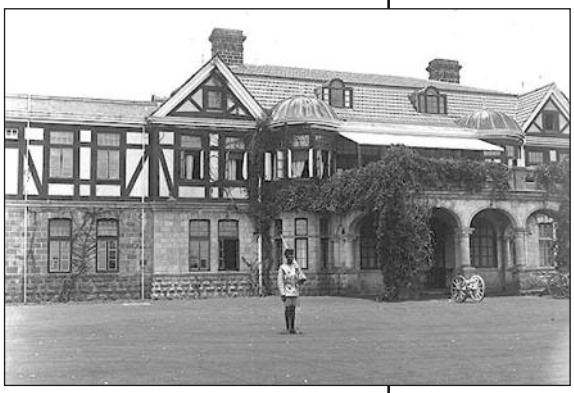
Nairobi and environs

cachet of the Norfolk. Investigators of humbler means might stay at the **Hampton House**, a small but homey establishment. The expanded version of Elias' Nairobi notes (see pages 592-7) indicates that he stayed at this hotel and the Keeper should consider what the proprietor Reggie Baines, a friendly social drinker, might be able to relate to any investigators staying there. If you need to place a clue that the players have missed or provide an extra lead, then this would be a good place to do it, perhaps as something that Elias accidentally left behind. Alternately, Tandoor Singh may have been seen asking after the intrepid journalist, providing a further lead to his spice shop.

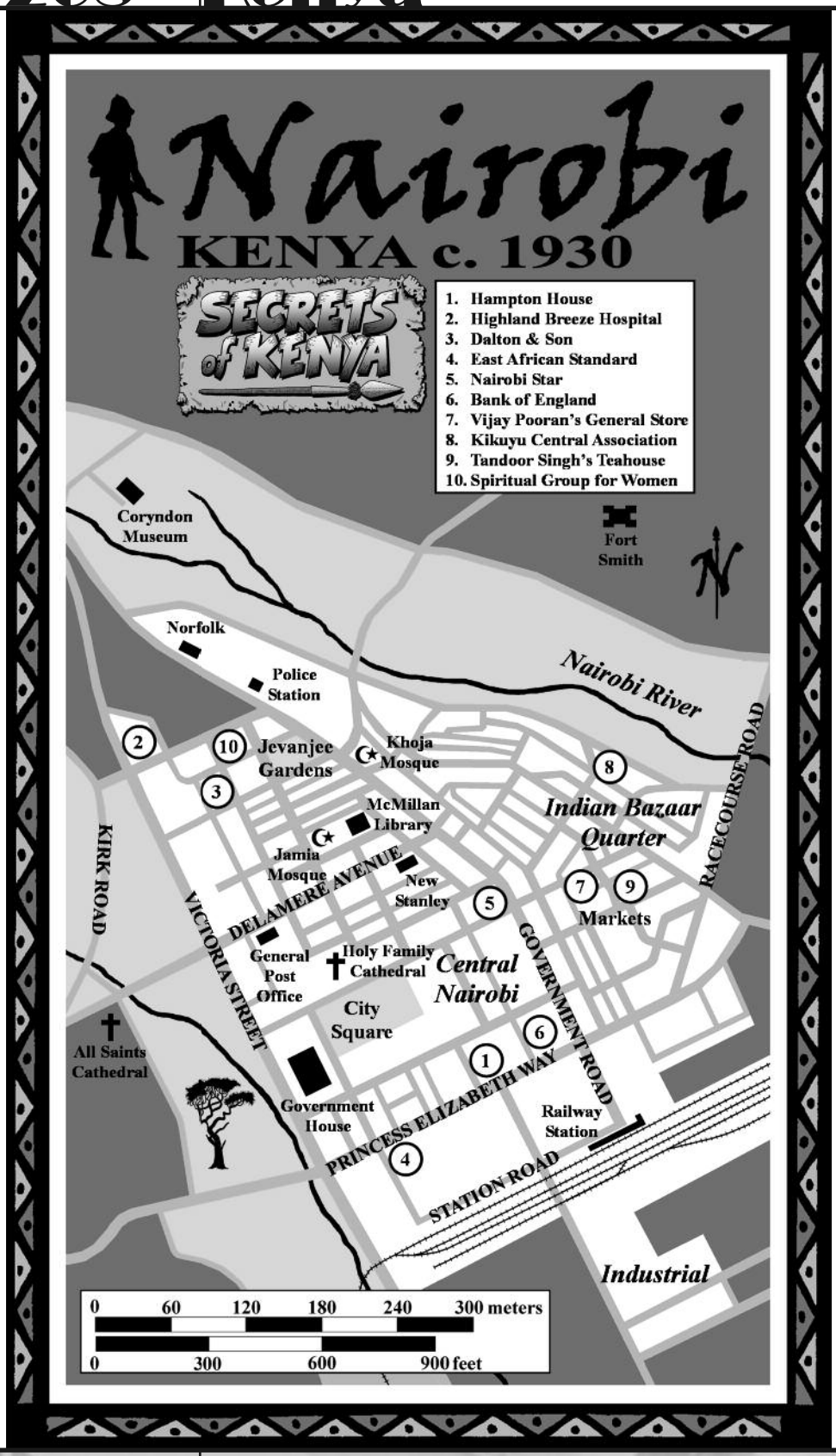
Alternately, investigators might be put up at the home of a local notable, if they are particularly famous or have some personal connection.

Libraries and Museums

Historically there are no public libraries in Nairobi until the establishment of the **McMillian Library** in 1931. To allow the investigators to be able to conduct some simple research, the Keeper may (as is suggested in *Secrets of Kenya*) revise this timeline slightly so that the facility is opened several years earlier than actually happened. The focus of the McMillian Library is sub-Saharan Africa (particularly East Africa), primarily catering to an English colonial audience; the facility was for whites only—upstanding, well-behaved ones at that (*Credit Rating* rolls may be called for). Titles available in the collection include a full range of African newspapers (including nearly complete runs of the *Nairobi Star* and the *East African Standard*) as well as select British titles—remember that a "current" issue of *The Times* might be as much as a month old, depending on circumstances. The library has a large collection of photographs of Africa as well as portions of private collections including diaries and journals, any of which may provide a clue pointing towards a host of side adventures or point towards the Mountain of the Black Wind. Additionally, if the Keeper thinks it helpful, the library may have a copy of a useful Mythos tome



Government House



(such as *Africa's Dark Sects*) on its shelves, though such works would almost certainly not be in general circulation.

Alternately, sticklers for historical accuracy may force investigators to resort to private collections or those held by institutions such as **Government House**, the morgue of the *Nairobi Star*, or the book room of one of the city's hotels.

The **Natural History Museum** (at the intersection of Government and Kirk Roads) is another potential stop for investigators. Like other public institutions the collection is closed to blacks, but is open to whites and Indians. The small museum holds a wide variety of tribal artifacts, plant samples, and animal specimens, including several artifacts depicting Mythos beings and deities, foremost among them a Nandi effigy of the God of the Bloody Tongue. There is also a small library dedicated to topics of interest to members and visiting scholars; a member must vouch for guests. In 1930 this institution will be renamed for the late Sir Robert Coryndon, a former member and governor of the colony until his death in February of 1925.

Hospitals and Asylums

The primary hospital in Nairobi is the **Nairobi State Hospital**. This relatively modern and well-equipped facility has wards for both white and black patients (though treatment of whites is unashamedly better than that of blacks and Indians). Treatment here will be on-par with that of smaller European hospitals; surgery and treatments (such as they were in the period) are available for most ailments, but they are several years behind the latest innovations. Notable physicians, particularly British ones, might be extended an invitation to lecture the faculty.

Several smaller **charity hospitals** also were in service in Nairobi in the period. These were usually run by religious organizations, such as the Anglican Church, and were intended as an outreach to the colonial peoples, though whites may be treated as well; as elsewhere, racial segregation is the norm. Investigators who have run afoul of the local authorities may be able to seek treatment at one of these establishments on the sly.

As is perhaps to be expected, there are no dedicated insane asylums in Nairobi. Treatment would be limited to sedation and confinement at a hospital (if wealthy), convalescence at home, or jail. The best hope for investigators who go mad in Kenya is a return to Europe. Individual local doctors may have some training in the nascent art of psychiatry, but such practices would be informal at best.

Government Road, Nairobi

Newspapers

Nairobi is home to two newspapers—*The East African Standard* and the (fictional) *Nairobi Star*. The former was founded in Mombasa in 1902, but relocated its offices to Nairobi in 1910. Published daily, it is the larger of the city's two papers and will reprint stories from European news agencies along with local pieces. The *Nairobi Star* and its publisher Natalie Smythe-Forbes are discussed in some detail in the campaign; it is also a daily publication, though consisting only of a single page. Both newspapers focus on the interest of colonial whites, though the *Standard* is both less parochial in focus and point of view. Local stories predominate in both; the fire on the Mombasa train will be front-page news in both. Of the two publications, the *Standard* is demonstrably larger (having a professional staff) and much more widely read, though the *Star* has a loyal readership particularly in Nairobi. If Tandoor Singh is successful in his magical destruction of the *Star*, the generous editor of the *Standard* will allow his rival use of his newspaper's presses for a weekly edition until such a time as new printing equipment can be obtained.

To the Mountain of the Black Wind

The culmination of this chapter lies not in the growing cities of the colony, but within the so-called Mountain of the Black Wind (or in Swahili *Eusi Upepo wa Mlima*). To reach it investigators must undertake an overland trip lasting several days. The degree of planning and preparation required is left up to the Keeper to decide. Assume that a skilled aide like Sam Mariga or Neville Jermyn can successfully organize the manpower and equipment needed for the trip, obviously barring any interference from the Cult of the Bloody Tongue or its agents. For the actions of the Cult, see the discussion on several ambush options earlier in this chapter. Make sure to emphasize the lush and vibrant plants and animals along the way, all the better to reinforce the lifeless horror that is the Corrupt Ground. Hints can also be given to the reach of the Bloody Tongue; protective charms and symbols may decorate an increasing number of villages the closer investigators are to the Mountain; *Spot Hidden* roll to notice, *Anthropology* to understand unless a native. An abandoned farm might be uncovered, perhaps belonging to James McTavish (see the pre-generated investigators below) the symbol of the Bloody Tongue painted (is it paint?) on an inside wall. Use these small signs to build menace.

There are two general routes to the Mountain, a direct one and a more circuitous one. The direct route across the plains begins by rail to Thika and then along the Rift Valley to

the northeast turning northwest into the pass between Mount Kenya and the Aberdare range. The land is generally open, dotted occasionally with white-owned plantations and native villages. The closer that the investigators get to the Mountain, the greater the chance that they will come under the watch of the Cult of the Bloody Tongue and that locals will be either members of the Cult or obedient to it out of simple fear. Without delays for weather or other impediments assuming that they move at a normal pace, investigators can reach the slopes of the Mountain in three and one half days of hiking. If automobiles are used, the time can be reduced to a mere two days, but require one *Mechanical Repair* and two *Drive* rolls per day to keep the vehicles moving at full speed.

To the Mountain by Air?

In an especially "pulp" run of the campaign, the investigators might have their own aircraft and seek to use it to reach the Mountain. This presents several problems. First of all, there are no even semi-plausible landing sites within less than a day's travel of the Mountain. Unless the investigators are very forward-thinking aviators, parachuting in is an impossibility; therefore some hiking will be required.

More dangerously, any aircraft will be immediately observed by the Cult and M'Weru will almost certainly dispatch either a Hunting Horror (at night) or Byakhee to investigate and most likely down the offending vehicle. There is little that the investigators can do at that point beyond strap themselves in for an, at best, controlled crash. The damage from such a catastrophe will most likely end most campaigns; allow investigators multiple *Idea* rolls to realize the folly of a flight to the Mountain in advance.

Remains of an elephant victim of a monstrous predator

The less direct route follows the slopes of the Aberdare range, first north towards Kiambu and then north-northeast towards the Mountain. Automobiles are of no use due to the rough terrain; on foot it will take at least five days to reach the mountain, perhaps more if the area's many small streams are flooding. Villages are fewer and farther between and white plantations almost non-existent after the first day's travel. The investigators are much less likely to be observed by agents of the Cult however.

Throughout the trip, and especially once the investigators reach Ndovu village, turn the focus of events into an increasingly ominous foreshadowing about the Mountain. Their first view of it should send a shudder down their spine—it simply *looks* wrong. If the investigators saw Miles Shipley's painting of it, remind them of it now. The Corrupt Ground, if visited, should be an unambiguous sign of the power and evil of the area. Likewise, the curious plant growth on the Mountain should hint at the dark contents within. Animal life should grow less frequent; even the buzzing of insects may vanish. Alternately, have those animals that remain act strangely—a leopard might openly trail the investigators party or insects might group in unnatural spiraling formations. The remains of an elephant or other large animal may be found, torn to shreds by some unknown, but clearly monstrous predator; a *Cthulhu Mythos* roll might identify which of M'Weru's servitors did the deed. Throughout these events the Mountain of the Black Wind should loom ever closer until it fills the horizon as well as the investigator's thoughts. With the proper preparation, it will be a place of dread long before the investigators foray into its nightmare passages.

A Horde of Cultists

Considering the potential for confrontation at the Mountain of the Black Wind, another score of cultists cannot hurt. Ambushing cultists will attack with ranged weapons (bows, spears, or throwing knives) first and then close for hand-to-hand combat. These stats may be also used for non-cultist tribal warriors; they are rather tough for everyday villagers.

	STR	CON	SIZ	INT	POW	DEX	APP*	HP	db
1	17	15	14	6	11	11	2	15	+1d4
2	12	14	15	8	13	14	6	15	+1d4
3	16	16	17	8	13	9	5	17	+1d6
4	10	13	14	7	8	12	7	14	–
5	10	14	9	9	8	17	6	12	–
6	12	14	17	10	12	12	7	16	+1d4
7	9	17	14	9	11	15	6	16	–
8	13	14	12	6	14	17	6	13	+1d4
9	12	15	17	12	15	11	3	16	+1d4
10	14	10	12	8	9	13	3	11	+1d4
11	16	18	18	11	12	12	4	18	+1d6
12	14	14	15	7	17	16	6	15	+1d4
13	13	17	14	10	12	15	5	16	+1d4
14	13	14	13	7	15	14	4	14	+1d4
15	15	15	13	8	12	11	7	14	+1d4
16	13	13	11	7	13	13	4	12	–
17	9	17	17	6	12	12	3	17	+1d4
18	11	16	15	8	13	12	2	16	+1d4
19	10	15	14	5	9	16	3	15	–
20	15	13	13	7	13	14	4	13	+1d4

*Presumably when not in full cult regalia assume a +6 to APP.

Attacks: Pranga 50%, 1d6+2+db; parry 30%;
Fist 60%, 1d3+db;
Short Spear 50%, 1d8+1+db
Range STR x 2; ROF 1;
Club 45%, 1d6+db;
Tiger Claws 35%, 1d4+db
(These should be very uncommon);
Throwing Knife 50%, 1d4+2+db
Range STR x 1.5; ROF 1;
Wooden Crossbow 40%, 1d6
Range 50; ROF 1/3; Malf. 00;
Hide Shield 35%, 1d4+db
(see also *Tools of the Bloody Tongue* on page 111 for a discussion of these weapons)

Skills: Art (Sing) 25%, †Bantu Languages 40%, Cthulhu Mythos 2d6+3%, †Hamitic-Somali Languages 40%, Hide 75%, Jump 65%, Listen 60%, †Nilotic-Masai Languages 40%, Sing 25%, Sneak 45%, Spot Hidden 60%, †Swahili 30%, Track 86%

† *Note on languages*: We have simplified the languages greatly, breaking them into the three major groupings. 75% of all Bloody Tongue cultists speak a Bantu language, 20% speak a Nilotic-Masai language, and 5% speak a Hamitic-Somali language. Some cultists might speak a language outside their grouping at half the skill of their native tongue. Swahili is used by the cultists as their *lingua franca* for the convenience of the Keeper.

Kikuyu warriors

Bibliography/Resources

The best *Call of Cthulhu* source for information on Kenya in this period is David Conyers' excellent *Secrets of Kenya*. Much of this chapter has been written with that kind author's help (though any errors are native to this work and not those of Mr. Conyers himself).

Kenya has been the setting for numerous films, a few of which are particular interest. *Out of Africa*, based on the writings of Karen Blixen, is set in Nairobi during the 1920s and 30s; the Oscar-winning movie focuses more on her

romances than does the book, but it is a good starting place. *The Ghost and the Darkness*, a romanticized take on the book *The Man-Eaters of Tsavo*, gives some idea of what life outside of the cities is like and features the construction of the Uganda Rail Line; be aware that the setting is the late 1890s and that, though set in Kenya, the movie was filmed in South Africa, so some of terrain and wildlife is inaccurate. Actually filmed (mostly) in Africa, *The African Queen* (another Oscar winner) may also be of interest, though it is set a decade previous and in German East Africa (now Tanzania and portions of Burundi and Rwanda). Finally, for a sense of the local flora and fauna, the BBC documentary *Wild Africa* is worthwhile.

If you wish to expand the campaign to include a side-visit to the City of the White Apes, aside from the aforementioned *Secrets of Kenya*, readers may also wish to review both Lovecraft's original short story "Facts Concerning the Late Arthur Jermyn and His Family" as well as portions of Dennis Detwiller's *Denied to the Enemy*, which includes that esteemed author's take on the fabled locale in question. A different, though instructive take on an curious ruin in the Congo can be found in the monograph *Secrets of the Congo* (see "Plug-in" scenarios below).

David Conyers' scenario "The Spiraling" (from *The Black Seal #3*; OOP) may be of similar interest to a Keeper wanting to make use of that Congolese Cult; the setting is the modern era and certain critical elements prevent the scenario from being simply reset to the twenties, but the background information on the Cult is of use in any era.

Useful NPCs from *Secrets of Kenya*

While it is no certain thing that readers of these notes own a copy of *Secrets of Kenya*, for those that do, there are two characters which might serve as replacement investigators in a pinch.

Peter Roxby - This big-game hunter and guide is unfamiliar with the Mountain of the Black Wind but has seen some evidence of the Cult of the Bloody Tongue and could accompany a party into the interior.

Louise Talbot - This reporter for the East African Standard might make investigators' lives difficult if she suspects they would make a good story… and the Carlyle Expedition is a *very* good story.

Pre-generated Characters

At this point in the campaign hopefully only a few replacement characters will be needed. Each man has their reasons for wanting to join the investigators; as ever, adjust the characters and their backgrounds as needed.

Johannes Henricus Gerardus Hendriks—This pious fellow might not seem a likely companion, but he is brave and stalwart and his medical skills may be of particular assistance. One option is to introduce him as a passenger on the Nairobi train and have him come to the aid of the party when the fire vampires attack. Alternately he might be a friendly acquaintance of Sam Mariga who attempts to tag along with the investigators as they head into the interior, again coming to their aid when ambushed by the Bloody Cult. Make certain that any player taking on Father Hendriks will be willing to play the role of a devout Catholic priest.

James McTavish—A farmer turned hunter, McTavish lingers in Nairobi, looking for any chance to revisit the Aberdare, perhaps to find answers to his own troubles. His contacts within both the hunting community and the KAR make him a likely recommendation if the investigators turn to the white community looking for a guide.

Plug-in Scenarios

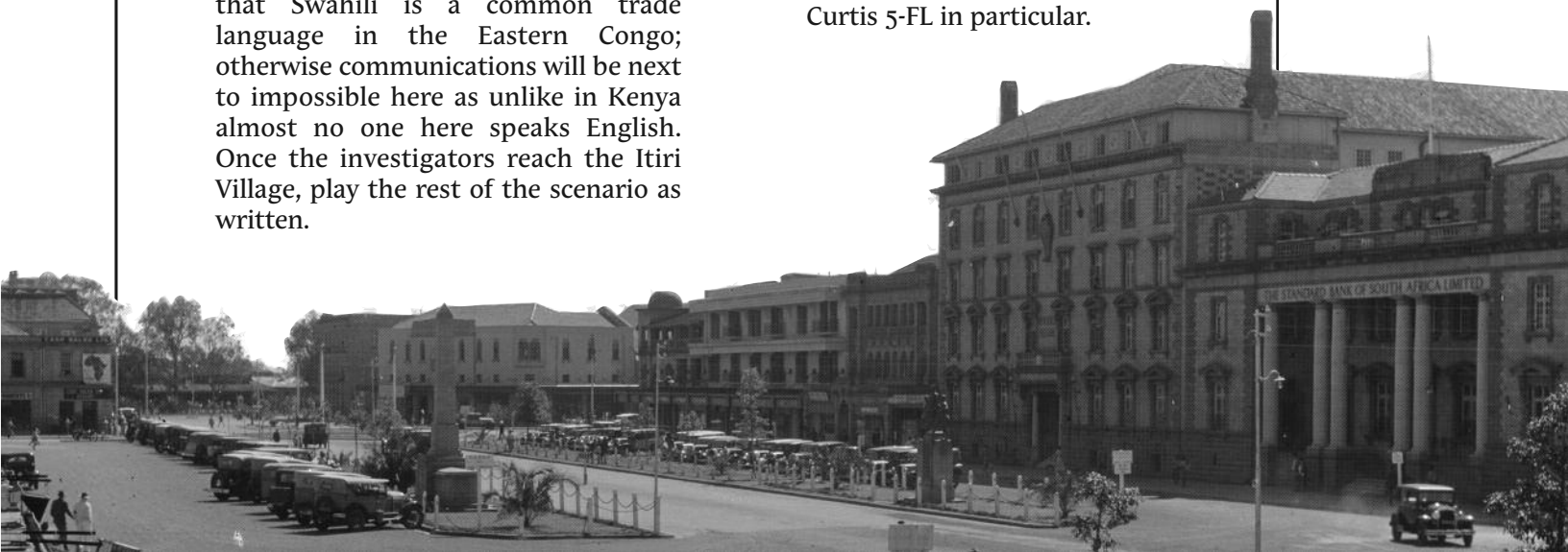
Title: **The Rescue**
Type: Sidetrek Adventure (Kenya/Australia)
Source: *Cthulhu Companion* (OOP, PDF)
Notes: The Rescue is an unusual scenario, being an action-orientated adventure that pits the investigators against a non-Mythos threat—a trio of werewolves. If the Keeper has already run "The Derbyshire Monster" from the campaign's London chapter, the investigators may be prepared to encounter such creatures again so it might be imprudent to have

two werewolf scenarios in a single campaign. It can easily be relocated to the edge of Australia's Outback or Kenya's wilderness, and neither Mythos tome found in the scenario has any bearing upon the campaign; the Keeper could easily slip a useful spell into one of the books or remove them altogether if desired.

Title: **Valley of the Four Shrines**
Type: Sidetrek Adventure (Kenya)
Source: *Fragments of Fear* (OOP, PDF)
Notes: This scenario from the early days of the game is quite deadly and unfortunately under-defined at several points, but it can serve as inspiration for any Keeper looking for a substantial detour in the campaign. The adventure commences as written, with the investigators discovering the German map and journal fragment inside the endpaper of *Unausprechlichen Kulten*, or another Mythos tome in their possession—*Africa's Dark Sects* or *The G'harne Fragments* are plausible alternatives. The investigators would then trek from Kenya across Uganda (no mean feat and taking at least a month plus planning time) to the Mountains of the Moon and their final destination. ("Boomerang" Bob Jones from "Valley of the Four Shrines" could be met and recruited in Uganda rather than in the Congo.) This territory is home to Spiraling Worm cultists and they, as well as Force Publique troops (see page 275 for that organization), should be added to the scenario's Encounter Table. Investigators will probably be thankful that Swahili is a common trade language in the Eastern Congo; otherwise communications will be next to impossible here as unlike in Kenya almost no one here speaks English. Once the investigators reach the Itiri Village, play the rest of the scenario as written.

Title: **Mister Corbitt**
Type: Sidetrek Adventure (Kenya)
Source: *Mansions of Madness*
Notes: The first scenario in the collection *Mansions of Madness* is designed so that it is not specific to any city, and thus is easily adapted to Nairobi or Mombasa. His business—Corbitt Importers of America—can now be an import/export operation, exporting tea, coffee and spices from both Kenya and India to the United States. India is easy to reach from Nairobi, less than a week by ocean liner, so Corbitt could take this trip regularly to conduct business in that country. Presumably Corbitt may ally himself with either of the Singh brothers, though it is unlikely that he would be welcomed by the Bloody Tongue cultists.

Title: **Secrets of the Congo**
Type: Sidetrek Adventure (Kenya)
Source: *Secrets of the Congo*
Notes: This monograph details an airborne expedition up the Congo river, seeking the lost city of Devapura. The campaign could be used whole as a prolonged side-trip (though this might be problematic as the ceremony to open the Great Gate draws close) as is. Otherwise individual portions ("In the Clutches of Mimi Wata" for example) might be used as encounters as part of a voyage in search of the City of the White ape; Devapura itself might stand in for that location (though see this article's bibliography for more options). As is discussed in "In Transit", the book also includes helpful information about seaplanes, the Curtis 5-FL in particular.



Delamere Avenue, Nairobi

Two New Character Templates for Africa

David Conyers

These two templates were created by David Conyers for Secrets of Kenya, *but were removed due to space limitations. We have included them in this chapter for the use of players in need of a replacement character during the Kenya section of the campaign. These two listings have previously appeared on-line.*

The French Foreign Legion

The infamous French Foreign Legion (*Régiments Étrangers*) is probably the best known military outfit operating in Africa. Formed in 1831, it recruited foreign sympathizers into its ranks predominately to help conquer and control Algeria. The Legion's early days were troubled by repeated wars against Arabs, but also by ill discipline and internal strife. To deal with this crisis, the French government sent the Legion to Spain to "honour" a promise of aid, knowing it was inevitable that only five hundred of the five thousand sent into battle would survive.

The "classic" image of the Legionnaire

A new Legion was formed in 1835 that went on to fight in North Africa, Crimea, Italy, Mexico, and the Franco-Prussian War, as well as in numerous colonial campaigns. The Legion was also heavily involved in the Great War (1914-1918) losing many men, but adding greatly to its reputation.

In 1884 the Legion was divided into four battalions, with a fifth added in 1891. It is not possible to transfer from the Foreign Legion into the French Army, and no Frenchman could serve in its ranks without forfeiting his nationality. Recruits sign on for five years, with the option of renewal for up to a maximum of twenty years service. Most soldiers were German or Russian, with Belgians, Swiss, Austrians and Frenchmen making up the numbers—Frenchmen entering the service typically signed up under the pretense of another identity and nationality.

Recruitment was undertaken only in France. A minimum age of 16 was required for entry, and criminal convictions do not bar membership. After many weeks of grueling training, the troops were shipped to the Legionnaire town of Bel-Abbès 60 miles (95km) south of Oran in Algeria.

Life was hard in the Foreign Legion. When they were not fighting bloody battles against Arabs (who had a reputation for torturing and murdering captured Legionnaires) the recruits undertook back-breaking tasks such as manufacturing mud bricks. This task was commonly assigned as a form of punishment. Other disciplinary measures included denial of food, the lashing of soldiers for hours so their bodies developed painful cramps, and serving officers all day while carrying a sack of rocks on their back. Desertion was common, but many who escaped were killed by Arabs. Others became lost in the desert and died there, or they were re-captured, court-marshaled and finally executed by their superiors.

Players might wish to play French Foreign Legion soldiers, although most investigators with this background will be deserters or former recruits who have completed one or more tours

of duty. See the excellent series "Save the Last Bullet for Yourself!" by Adam Crossingham in *The Whisperer*, (issues 3 and 5) for further background on the French Foreign Legion.

French Foreign Legionary

Earnings: Lower to Lower Middle Class

Contacts: Mercenary networks, illegal arms dealers, North African governments.

Skills (Legionnaire):

Bayonet, Natural History, Navigate, Other Language (French), Ride, Rifle, Desert Survival, plus one other skill representative of a former civilian trade.

Skills (Officer):

Credit Rating, History, Law, Navigate, Handgun, Psychology, Ride, Rifle.

Special: -2 to EDU. Add 50 bonus points to any combat or firearm skills. A Legionnaire is immune to the effects of some *Sanity* losses, but will probably suffer from a secret phobia gained during his rough experiences in the Legion.

Typical Weapons

Bayonet

(Base Chance 25%, damage 1d8+1+db, Range Touch, Hit Points 15) Functions as a Fighting Knife (damage 1d4+2+db) when not attached to a rifle

Saber (Base Chance 15%, damage 1d8+1+db, Range Touch, Hit Points 20)

Lebel 8mm Mle 1892 Revolver

(Base Chance 20%, damage 1d8, Range 15, Shots per Round 3, Ammo 6, Hit Points 10, Malfunction 00%)

Lebel 8mm Mle 1892 Carbine

(Base Chance 25%, damage 2d6+3, Range 100, Shots per Round 1/2, Ammo 3 or 5, Hit Points 11, Malfunction 99-00%)

Legionnaires and officers; Morocco 1920s

La Force Publique

The Belgian Congo's Force Publique (Congo Public Force or Colonial Army) is Congo's equivalent to the Kenya Crown Colony's King's African Rifles. The Force Publique was established in the 1880s by King Leopold II as an army to protect his fiefdom from the Arab-African slavers threatening the eastern Congo, and later to enforce Leopold's own cruel enslavement of the region.

Initially most of the recruiters were former protective escorts of European explorers such as the natives of Zanzibar or South Africa, but were soon replaced by locals. Most of these new foot soldier recruits were cannibals or fierce warriors who were relocated hundreds or if not thousands of miles from their tribal lands and then trained as soldiers. Cannibal soldiers were predominately Bangala tribesmen who struck a unique brand of fear across the country, killing and then eating those who resisted King Leopold II's rule. Hands were cut off victims (many while still alive) to account for the expenditure of bullets; later they were smoked to preserve them for later demonstration of their "success."

When the administration of the Congo Free State returned to the Belgian government and the colony became the Belgian Congo in 1908,

the Force Publique was part of that package. By this point officers were exclusively Belgians while the infantry were Congolese, many of whom went on to fight in Africa and Europe during the Great War.

Following the end of the Great War, the Congolese people started a campaign of dissent, but their rebellion was misunderstood by the colonists as isolated incidents, not as the general movement against their oppressor that it really was. Local violence brought little change in the administration of the country. The Belgian colonists continued to play one tribe off against another and used the Force Publique when this tactic did not work.

Most Belgians in the Force Publique did not like serving their country in the oppressive and dangerous Congo. They rightly considered the tropics an unhealthy land for white people and the jungle's many hazards often proved fatal, besides rebellious natives that could kill a man in this country, there was also disease, starvation, wild animals and accidents that caused plenty of deaths. In the 1920s and 1930s, the Force Publique consists of approximately 15,000 Congolese and 750 Belgians officers. Many cannibals still remain within the ranks, but their numbers are not as great as they once were.

Investigators are likely to encounter Force Publique soldiers if they enter the Congo. Unfortunately they are just as likely to kill investigators for their weapons, money, and food as they are to assist them. Alternatively an investigator might want to play a Force Publique soldier who has deserted and fled to East Africa.

Force Publique askaris in the post-WWI khaki uniform practicing with their Mauser 1889 rifles that were issued in addition to the Albini rifles

Force Publique Soldier

Earnings: Lower to Lower Middle Class

Contacts: Mercenary networks, illegal arms dealers, rubber traders.

Skills (Foot Soldier):
Hide, Jungle Survival, Listen, Other Language (French), Other Language (Africa languages only), Rifle, Sneak, Spot Hidden.

Skills (Officer):
Accounting, Bargain, Handgun, Interrogation, Jungle Survival, Navigate, Other Language (choose from Kikongo, Lingala, Pygmy, Swahili, Tshiluba or a local dialect), Psychology.

Special: -2 to EDU. Add 50 bonus points to any combat or firearm skills. Force Publique soldier is immune to the effects of some *Sanity* losses, but will probably suffer from a secret phobia gained during his rough experiences in the Force Publique.

Typical Weapons

Bayonet
(Base Chance 25%, damage 1d8+1+db, Range Touch, Hit Points 15)
Functions as a Fighting Knife (damage 1d4+2+db) when not attached to a rifle

FN-Browning Mle 1903 pistol
(Base Chance 20%, damage 1d10, Range 15, Shots per Round 2, Ammo 7, Hit Points 10, Malfunction 98-00%)

Albini-Braendlin .69 Rifle
(Base Chance 25%, damage 1d10+1d6, Range 50, Shots per Round 1/2, Ammo 1, Hit Points 10, Malfunction 96-00%)

About the Cult of the Small Crawler

Bret Kramer

Introduction

This discussion of the Cult of the Small Crawler is intended to provide the Keeper with an alternate group of opponents for the investigators to face, either during the campaign itself or in some future scenario. This group has been designed to run counter to certain general expectations about such groups that players may develop during the course of play—not every dangerous cultist charges headlong at you, screaming at the top of his lungs.

History

According to the Cult's own beliefs, worship of the Small Crawler (*Chhote Rengane Wala* in Hindi) existed at the very dawn of India's history, being one of many divinities honored in the nascent Vedic religion, though there is no reference to the cult in any of the surviving texts of the period. Whether this omission represents some purposeful obfuscation of the cult in the past or if it is simply a falsehood fostered by the Cult's earliest leaders to lend them legitimacy is unknown.

The earliest verifiable record of the Cult comes from the late 16th century Mughal Empire in India. During the reign of Akbar the Great, an unnamed scholar working in the library of the imperial court uncovered a series of *pothi* (sacred books) purporting to contain the teachings of a lost religion devoted to the worship of strange figure—the Small Crawler. The entity, described as a deformed four-armed dwarf with legs like a snake (or possibly an octopus) was said to be "He Who Awaits Before the Portal" and who would, at some distant date, herald the return of the 'True Gods' after their long exile. In this role he also was a guardian of the knowledge of magic—the very secrets of the gods themselves—and a patron of sorcerers. In this role he took on many forms, each with its own powers and secrets, "as a jewel bears many facets to shape the light." The price demanded for his knowledge was great, but the rewards promised seemed far greater.

Gathering a group of like-minded scholars, courtiers, and officials together, they formed a *samaj* or "Brotherhood." The unknown founder of the Cult—always referred to by the cult as the *Pratham* (पथभ, meaning "the First")—began to explore the secrets of the Small Crawler. Even in the religiously permissive environment of Akbar's reign, the Pratham and his followers soon ran afoul of the Emperor and his court. The samaj was broken up and most of the members were executed for crimes against the state[1]. The Cult was broken but not destroyed and its surviving members quietly continued their vile practices. From the fragments of the first samaj arose numerous small cult groups usually directed by a single charismatic leader. Numerous copies of the so-called *Sutra of the*

1. Surviving imperial records note that a group of minor nobles and courtiers were executed for unspecified reasons and their properties seized. Modern historians mistakenly believe them to have been caught up in the various plottings of Akbar's son, Jahangir, and their deaths are little noted.

Small Crawler were circulated privately among the membership of each local cult (possibly even preserved from memory by survivors as the original version was lost), so creating multiple—sometimes contradictory—versions of the text.

The decline of the Mughal Empire (and the weakness of other native states) combined with the rise of the British Empire in India fueled the growth of the Cults' various factions. To the East India Company, one "heathen" religion was no better than any other and a number of Cult centers flourished within the cities controlled by "John Company". The Cults' membership was drawn from among the educated elites who became functionaries of the Company, bringing significant prosperity to the Cult. Unfortunately for the Cult, these various centers were in competition with each other, as they practiced divergent rites and rituals, all claiming to be the "true" teachings. Feuds between the many branches of the Cult kept it in a weakened state, but by the early years of the 19th century some small part had even spread out into the greater British Empire.

The Rebellion of 1857 inadvertently gave rise to the modern incarnation of the Cult. The widespread destruction of the cities where the Cult was centered and the Cult's members' identification with the British resulted in numerous casualties among the Cult's ranks at the outset of the conflict, while the British repressions after the Rebellion was broken further decimated its membership. As each individual Cult of the Small Crawler was broken up, the few survivors turned to their former rivals in an attempt to survive. In 1863 a conclave was held in Calcutta at which time the scattered remnants of the Cult put aside their long-standing doctrinal

A cult idol of the Small Crawler

differences and reformed the Cult of the Small Crawler anew as a unified whole.

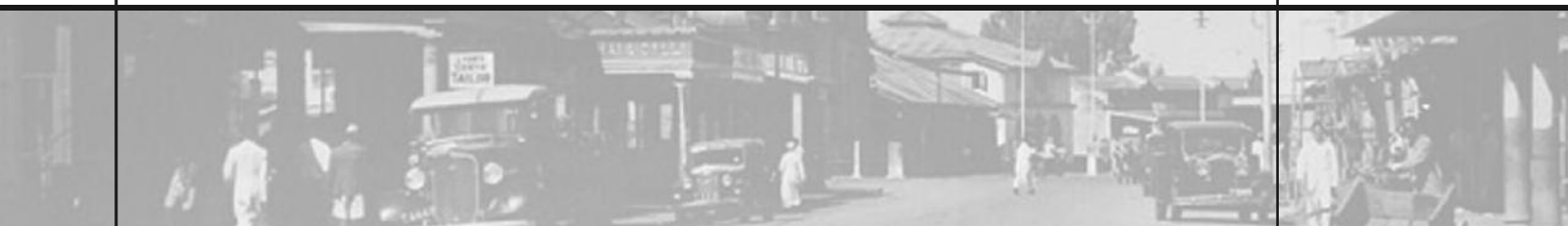
The reformed Cult had three fundamental goals: security of the Cult's membership, expansion of Cult, and the creation of an authoritative version of the *Sutra of the Small Crawler*. The structure of the old Cult tended to favor groupings of cultists led by a single leader, exacerbating the existing division between various sects. The new Cult was organized as a structured oligarchy, with the Cult directed collectively by a council of seven leading members. All major decisions were to be settled by a majority vote, save for expansion of the council, which required unanimity. Nominally the Cult was to be headquartered in Calcutta, as a number of the leading members were employed by the recently established University there, though out of concern over a repeat of the damage suffered by the cult in the 1857 Rebellion, the nascent council kept the organization of the Cult decentralized. Cult members were enjoined to gain mundane influence over local leaders, ingratiating themselves to the British colonial leadership as well as local native leaders, but not to act in any manner that would expose the cult to either group. When not engaged in Council meetings, the leadership of the Cult were free to pursue their own goals, so long as they did not counter to the greater interests of the whole.

It was at the University of Calcutta that the project of recreating the original text of the *Sutra of the Small Crawler* was undertaken, as the various versions preserved by the formerly diverse sects (as well as any other copies that could be located) were compared and analyzed in a scholarly manner. After nearly a decade of painstaking research, the Cult's scholars recreated, as best they were able, the Sutra as it was when discovered by the Pratham. In 1872, a new edition was printed covertly and distributed to the council members; the new text was a decided improvement on any of the individual members' versions and the project was considered to be a great success as the council members and their followers greatly expanded their magical knowledge.

As the Cult's knowledge of the Mythos grew, so did its power and influence; the membership of the council rose to nine by 1890 as various disciples of the original members grew in knowledge and power. New Council members were promoted from the ranks of the Cult if they were able to provide the Council with some great service, or more often, some previously unknown rite or text. Members were pledged to particular Councilors who in turn had the responsibility to enforce the rules of the Cult among their followers. The power of individual Councilors over members of the Cult was absolute and punishment for transgressions was severe. In this way strict discipline was enforced. In turn, the behavior of the Council members was policed by other members of the Council. Councilors who violated the Cult's rules were dealt with in an equally severe manner as they punished faithless subordinates. In the quest for power there was neither forgiveness nor leniency, only strict obedience.

In the early 1880s the Council initiated a new program; an organized attempt to investigate the mystical literature of other peoples and eras in an attempt to locate additional information on the Small Crawler and his many 'facets'. The Cult's disciples were dispatched to libraries and centers of learning throughout Asia, the Middle East, and Europe and a host of books, tomes, scrolls, and other sources were examined for the benefit of the Council (and in the hope of using these discoveries to buy admission to the ever-expanding council). From the information gleaned by this initiative, the Cult's membership came to realize the true nature of their god and to know some of Nyarlathotep's many forms. Some Councilors were driven mad at this discovery; those that retained their minds prospered.

In light of this discovery, the cult made discreet overtures to several other cults devoted to Nyarlathotep, hoping for some favorable exchange. More often than not, such emissaries were killed or simply vanished (the Brotherhood of the Black Pharaoh, for example, flayed the Small Crawler Cult's contact alive at Omar Shakti's behest), but in a few cases communication developed. Based on these experiences, the Cult tends to focus its "diplomatic" efforts on the less organized or weaker groups of Nyarlathotep worshipers, as the more organized and powerful groups view



the Cult of the Small Crawler as either a threat or a potential target for future exploitation.

The Cult Today

By the 1920s the cult has attained a global reach, although its current goals are to continue its research and collection programs rather than make any attempt at acquiring international power. The ruling Council has grown to eleven members, the Cult's leadership methods and outlook essentially unchanged; individual sorcerers devoted to the expansion of their own knowledge and power joined together out of what can only be described as enlightened self-interest. This continuing self-interest, though, is the source of increasing conflict within the Cult over its future direction and the group's long-term goals. While Calcutta remains the *de facto* center of the Cult, the decentralized nature of the Cult has only grown as the membership of the Council has expanded. The membership remains overwhelmingly Indian though this might change because of the Cult's growing connections to other Nyarlathotep cults and continued expansion outside of the subcontinent.

The Cult's leadership remains dedicated to a passive and careful approach to the outside world, reflecting those qualities in the Small Crawler itself. Decisions are made only after careful deliberation and much debate and it is unlikely that will change in the foreseeable future. Additionally, most of the Councilors have indirect but powerful ties to the British Colonial government as well as various native groups, and are usually well-regarded members of their respective communities (though a few have withdrawn from the greater society as their interests turn towards the ever more esoteric). Each Council member leads and directs his own segment of the cult according to his own desires and interests. Interaction between the various groupings is usually limited. Most Councilors are based in a single city and the number of their followers range from as few as less than a dozen to as many as forty or fifty cultists. The Cult probably has fewer than five hundred members world-wide.

The cult has also established itself in various parts of the British Empire, especially East Africa and in the United Kingdom itself. While racial prejudice has limited access to some British universities and their libraries, the Cult has had some success in establishing its members as domestic staff with those institutions, as well as infiltrating the British administration in several colonies. The Cult's project for acquiring materials referencing the Small Crawler and its myriad forms continues and contact has been made with several Cults devoted to Nyarlathotep, including the Bloody Tongue (Kenya), Aku-Shin Kage (Japan), and Black Tusk Tong (Singapore).

Texts, Rites, and Spells

The Cult has access to a variety of texts with useful Mythos content, gathered together for their collective gain. Only the leadership of the Cult has access to all of these tomes, but individual members of the Council might grant one or two of these tomes as a boon to a devoted acolyte. Hindi translations are available for all of these documents; whether or not these versions are in some way less useful is left up to the Keeper. Some spells available to the group are flawed, as indicated with *italics*.

Sutra of the Small Crawler, 1872 Edition

As discussed above, this is a recreation of the original texts of the cult, as discovered by the Pratham. This document tells the story of the Small Crawler and the establishment of his new world order, as well as detailing the magical secrets he grants to his human followers to further his cosmic plan.

Language: Hindi; +9% *Cthulhu Mythos*; 2d4/3d6 points of *Sanity*; 36 weeks to study.

Spells: Substance of Greatest Potency [Baneful Dust of Hermes Trismegistus], Imbue Tulwar [Bless Blade (Tulwar)], Draught of Astira [Brew Space Mead], Rite of Chhote Rengane Wala [Call/Dismiss the Small Crawler], Make Free [Cloud Memory], Prayer to the Dwellers Below [Contact Chthonian], Song of the Carcass [Contact Ghoul], Draw for the Wisdom of Chhote Rengane Wala [Contact Deity: Small Crawler], Mark of the Ocean Brother [Curse of the Stone], Invocation of The Power [Dread Curse of Azathoth], Mark of the Chhote Rengane Wala [Elder Sign], Imbue Scroll of Blood [Enchant Book], Imbue Tulwar of the Walker [Enchant Tulwar], The Strong Joining [Keenness of Two Alike], The Song of the True Gods [Pipes of Madness], Unstoppable Blow [Seek Heart], Soul Knife [Spectral Razor], Final Curse [Stop Heart], Veil of Darkness [Strike Blind], Call the Drinker [Summon/Bind Star Vampire], Prayer of Uvūr [Voorish Sign]

The "Small Sutras"

These texts were the fragments possessed by the fragments of the original cult. As such, they are incomplete and quite difficult to use. These might survive in some foreign collection or be granted to minor associates of the cult, but are not generally in use.

Language: Hindi; +1 to +4% *Cthulhu Mythos*; 1d2 to 1d6/ 1d4 to 2d5 points of *Sanity* (depending of version); 6 to 8 weeks per Cthulhu Mythos point to study.

Spells: at Keeper's discretion, drawn from above, though with some significant chance of corruption or error.

Cthaat Aquadingen

A translation made of the 14th century Middle English copy of this tome held by Oxford University by an agent of the cult (now a member of the leadership council). Considering the nature of the spells contained within, this work has proven fatal to several over-eager members.

Language: Hindi; +5% *Cthulhu Mythos*; 1d4/2d4 points of *Sanity*; 24 weeks to study.

Spells: Awaken Tireless Bukshash [Call Bugg-Shash], Quicken Yeb Tisal [Call/Dismiss Yibb-Tstl], Walk in the Shadow of Kthulhu [Contact Cthulhu], Prayer to Yeb Tisal [Contact Yibb-Tstl], Prayer of the Great Servant [Contact Dagon], Rise Up Child of the Sleeper [Contact Star Spawn of Cthulhu], Prayer to the Great Servant [Contact Hydra], Appease the Sea Spirit [Contact Deep Ones], Vile Ward of the Outer Ones [Elder Sign]

Fragments of the Tsan Scrolls

Recovered during the Third Anglo-Burmese War, this series of badly damaged silk scrolls contain portions of the sixth and seventh Cryptical Books of Hsan, supposedly copied directly from an original version held in Ulthar. These fragments discuss many of the secrets of the Dreamlands and outline a prophecy of how these realms will one day be destroyed by Nyarlathotep (here described as the Thing In the Yellow Mask). The scrolls were recovered from a ruined site which had been overrun by a primitive tribal people called the Chautcha, by British troops who did not realize their value.

Language: Archaic Burmese; +2% *Cthulhu Mythos*; 1d3/1d6 points of *Sanity*; 16 weeks to study.

Spells: Unweave the World [Gate of Oneirology], Chant of the Vacant Monastery [Contact Nyarlathotep (The Thing in the Yellow Mask)], the Writhing Circle [Concentric

Rings of the Worm*], Slay Foe [Eviscerator*], The Sleep of Fei-Han [Lassitude of Phein*], Undo the Mind [The Ravening Madness*], Cyclone of Tsutu [Spirals of Suth*], Gale of the Hwi ri dien [The Viridian Wind*], Sap Vital Spirit [Wither Limb*]

*Dreamlands spells

The Thiruvattar Inscriptions

A series of strange obsidian pillars were discovered buried in the Cardamom Hills, near to the village of Thiruvattar. These inscriptions were studied by the cult and transcribed. Apparently of Serpent Men origin, the surviving pillars described a rite to propitiate a mammoth and powerful being so that it would spare the Serpent People from its wrath. While not named, the being in question is the Twin Monstrosity Zhar, and is described at great length in the inscription. The original pillars have been removed from the site by one of the members of the Council.

Language: Aklo; +1 *Cthulhu Mythos*; 1d2/1d5 points of *Sanity*; 4 weeks to study.
Spell: Rites of the Dual Monstrosity [Contact Zhar]

The Analects of Abd al-Azrad

This curious 14th century text is an interpretation of portions of the *Al-Azif*, more commonly known as the *Necronomicon*, holding that al-Azrad was a divinely inspired teacher. This Sufic interpretation of al-Azrad is, needless to say, considered rather blasphemous. Because of the expansive discussion of Nyarlathotep (in the form of the Black Pharaoh, among others) the cult is currently seeking a more complete version of the *Al-Azif*.

Language: Arabic; +3 *Cthulhu Mythos*; 1d3/2d4 points of *Sanity*; 24 weeks to study
Spells: On calling forth the Ifrit [Summon/Bind Fire Vampire], On the Divinitory Powers of Animal Organs [Augury, requires live animal sacrifice], Prayer to the Lord of Misr [*Contact Nyarlathotep* (Black Pharaoh)], Prayer to the Mighty Aswad Asad [*Call*/Dismiss Nyarlathotep (the Black Lion)], Call the Black Wind [Bring Haboob]

A note about the leadership of the cult

Readers will note that the membership of the Cult of the Small Crawler lack any magics that grant immortality or otherwise extend life. Some members of the cult actively seek immortality and would likely grant membership to any sorcerer who would share such a secret with them. For the Keeper, the council's lack of life-prolonging magics can be used as a motivating factor for action by the cult or for conflict within its ranks.

क्ठाट अक्वडिगिन

(Cthaat Aquadingen)

Bret Kramer

Hindi assistance provided by Benedict Chapman

Caveat: *One of the problems presented by this particular book is that it is in a language that none of the investigators are likely to know. Hindi translators might also be at a premium in Nairobi; see the Keeper's notes for that chapter on page 266 as well as the discussion in* ***Reading on the Road*** *on page 458 for more about the general difficulties faced by investigators attempting to translate a tome.*

Additionally, though the campaign states that this version is identical to the Latin version presented in the rulebook, it seems more likely that it is in fact derived from the more common Middle English version. See the article "About the Cult of Small Crawler" for the statistics of that version. In any case the Keeper is cautioned to reduce the Cthulhu Mythos *skill gain from the work, since it is a translation.*

Physical description

This work is amateurishly printed and bound; approximately a sixteenmo; 5 ¼" wide by 6 ¾" high; unnumbered, but at least several hundred pages. The cover is a black painted wooden board and the paper is irregularly cut. The text (*Know* roll to identify as Hindi) is sometimes blurry and suggests the work was hastily printed and assembled. A title page informs readers that the work is called "Kt^{h}aat Akwidingen"[1] (क्ठाट अक्वडिगिन), a phrase that is clearly not Hindi. Also stamped in a brown ink onto the first page is an odd symbol: a circle with three curved lines extending from the bottom and two paired outward facing right angles on the top. There are no other illustrations. Pencil annotations (also in Hindi) are clustered at certain points in the text.

Skimming

This works claims to be a compilation of secrets revealed by a race of aquatic beings (the author describes them as spirits, but they seem to have material form) that have made their home in the depths of the ocean since time immemorial. Aside from discussion of the nature and habits of their race, the book relates all manner of

1. A note on "t^{h}": in Hindi there is a slight aspiration (breath) between these two sounds, giving it a pronunciation more like the 'th' in "cathouse", than in words like "this" or "those".

bizarre claims about other mystical beings, including a great octopoid lord of the sea-spirits, a hairy toad-god, a sentient black ooze (alternately described as being made of shadows) bearing many eyes and mouths, a many-breasted divinity served by bats, and various incantations. One particular section discusses a divine being known as the "Chhote Rengane Wala," or "Small Crawler" (छोटे रेंगने वाला) seems to have been of particular interest to the previous owner and is heavily annotated.

The contents of this work are awful and horrifying in the extreme. Each entry is more terrible than the last; this is a catalog of madness and blasphemy. Even a brief glimpse leaves most readers shaken.

Judging from the language and grammar used, this would appear to be a relatively recent translation and that the author had a good grasp of whatever tongue he was translating from. The occasional untranslatable word is glossed and given a phonetic rendering into Hindi; these suggest, with an *Idea* roll, that the source material was in Middle English (or Medieval Latin, if the Keeper prefers the campaign version).

Research

(This assumes the researcher is working in a library with substantial holdings, Keeper's discretion; otherwise no information can be uncovered.)

The source material for this unusual translation is an obscure Medieval occult text called the *Cthaat Aquadingen*. The first word is nonsensical (perhaps an archaic transliteration error) while the second is a conflation of the Latin *aqua*, "water," and the German (*d*)*ingen*, meaning "people of," that is "people of the water." It belongs to a class of grimoires—generally dismissed as hoaxes—collectively referred to as "Dagon Books," after the Biblical figure worshiped by the idolatrous Philistines. These works seems to have originated in Frisia or possibly coastal Holstein and most likely come from a single Gothic text, now lost. The works claim to have been written under the tutelage of certain oceanic spirits and contain the secrets of their enchantments as well as the rites of sunken human lands.

Kostermann reports (in his article "Der Ursprung des Mythos der 'Dagon Sammlung'"[2]) the earliest surviving mention of a "Dagon Book" comes from the fragmentary chronicles of an 8th century *Schottenkloster* in Cuxhaven, which says in part "Meiden sie die belehrungen der seedämonen und ihrer bücher."[3] The oldest known "Dagon Book" held in public collections is the so-called *Codex Spitalsk*[4], a Latin work thought to have been produced in the 11th century. It is held by the Uppsala University Library in Sweden. The *Aquadingen* versions, also in Medieval Latin and of which three are known by scholars, all reside in public or private collections in the United Kingdom. English translations, some as early at the 14th century, are rumored to be held privately. There is no record of the work being translated into Hindi.

Thorough Reading

This is an unsettling and shocking work. Unlike other medieval grimoires that claim to have been written at the instruction of some ancient magician or angelic being, this one presents a cohesive and detailed world-view that bears almost no connection to European Christianity… or any known human culture for that matter. The author claims that the sea demons who taught him what he has recorded are older than man and arrived on the Earth with a great god who they call Kthulhu (क्ठुल्हू) and that they dwell in great cities beneath the world's oceans awaiting an unspecified time when he will arise once more. The demons are described as toad-like but are often said to interbreed with humans for reasons left unclear.

2. Karl-Jacob Kostermann, "The Origins of the Myth of the Dagon Books," in *Deutsche mittelalterliche kirche studien*, no. 3, vol. 14 (July-August, 1906).

3. "Shun the teachings of the Sea Demons and their Books"; it was part of a sermon denouncing local pagan practices and traditions.

4. Old Danish for 'leprous' or 'leper'.

A catalog of their cities is given, demonstrating almost prescient knowledge of geography on the author's part. Kt^{h}ulhu's kingdom, for example, almost sounds as if it is located in the southern Pacific Ocean—a feat of knowledge impossible for a Dark Ages European author.

Aside from discussions of the sea demons and their rituals, a plethora of other monstrous alien entities are described. Many of these beings were worshipped in Atlantis as well as kingdoms even more ancient. These include the sleeping toad-god Satogwa and a destructive fertility goddess called only "Sadan Ki Mata" (सड़न कि माता, "the Mother of Corruption"). Also discussed is a pair of entities that the author was taught to call upon to destroy his foes. They are called Yeb Tisal (येब टसिल) and Bukshash (बुक्षश); the first being a grotesque humanoid with distended eyes and a host of breasts suckled at by bats, the other an amorphous entity made up of pure blackness with multiple mouths and eyes. Both beings can be manifested to attack one's enemies by means of incantations provided. The price the author paid to learn these magics is left unspecified but it is hinted to be terrible.

A host of ritual magics is discussed, including spells to contact the sea demons, as well as their titanic leaders and even dread Kthulhu itself. There are rites designed to call upon the power of the various deities discussed, including what is said to be a fragment of a prayer to Yubo Satla (युबो सटला), also called "Mahaprajanak" (महाप्रजनक, "the Great Progenitor"), as well as spells for calling for the essence of Ieb Tisal to slay one's foes and something called the "Karmina Nihargus" (कर्मनिा नहिर्गुस) which is supposed to neutralize necromancy. The penciled Hindi annotations are most common where particular magical rituals are described; judging from these, the writer was attempting somehow to replicate these enchantments but with very limited success.

A final section, which is the most heavily annotated, discusses an attempt by the author to contact Yeb Tisal to have that being grant him knowledge, as instructed by the sea spirits. The rite apparently was successful, as the horrid creature granted the author a vision of the end of Man. This vision is truly awful, depicting a great ritual performed by sorcerers in the service of a power so great that even one such as Yeb Tisal cannot behold it in its totality; instead seeing only one facet of the being, which it identifies as the "Chhote Rengane Wala. (the Small Crawler)" This incarnation is a humanoid being, with four arms and three tentacle-like legs which is said to be known to the peoples of India. The vision is interrupted when the "Chhote Rengane Wala" takes notice of the author and he is suddenly and forcibly awakened from his trance. The scene described is loathsome in the extreme.

Quotes

great is the power of kthulhu for his kingdom is older than the rock and the water and flows from his might and light does the sun. his house where he sleeps shall know the sun again, in times yet unmade, for it is his will and cannot be denied. the outer ones know this to be true for he brought them low, just as he will bring low all who claim what is rightfully his. all praise his glories, the dreamer and dream in one!

in sounds such as these will you call this one. it is without mind and seeks only to destroy what it has been set against. no walls can hold back bukshash nor can any sentry stand against him. he is a school of sharks, feasting on those who oppose our aims. prepare for his arrival with propitious spilling of blood and the songs that have been taught to you, for he demands much but gives much in return. whet his appetite for blood and know that it will be sated on those you direct it against. it is fury and terror and is a gift we give to you, our children. use it well and as we instruct and no harm will fall upon you.

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 forth. the sea shall swallow them and spit them up and the leopard shall eat of flesh along the high ranges in the spring.

[This is a longer footnote in Hindi referencing the description of Yeb Tisal.]

the priestess says that this one is known by peoples not to far distant from her temple. they call him tayuma and call him the father of the faceless bat and say he dwells in a great jungle in lands distant. i believe she is right and wish to learn more of this tayuma. she promises me that the secrets of these men can be found on certain scrolls-scrolls that she has promised me. with these, new powers will open to me and all will know me as their master.

Australia

Horror Beyond Time in the Outback

Keepers' Notes: Australia

Bret Kramer, with Dave Sokolowski

Chapter Overview

The Australian chapter of *Masks of Nyarlathotep* was omitted from earlier versions of the campaign and when compared with the cataclysmic encounters at the Mountain of the Black Wind or Gray Dragon Island, it can feel very much like an incidental side show. This need not be the case however, with some preparation on your part and careful consideration of how this chapter can be integrated into your campaign, the Australia chapter can become a memorable adventure… assuming that anyone survives its eons-old ruins, hungry flying polyps, a ravening band of cultists, and their lunatic master.

The stark and remote setting of this chapter presents, both above and below ground, a sharp contrast to the very human cities that form the centerpieces in each of the other chapters. There is a city here too, just one unlike any other seen before by human eyes. Use this to your advantage. As always, have a good idea of how the investigators' time in Australia will fit into your campaign as a whole. If this is as their first stop after New York, reduce the power and organization of the opponents; Huston's insane *Gods of Reality* should reveal the secrets of the Carlyle Expedition based largely on what the investigators already know. If Australia is the last stop for your investigators, do not be afraid to throw Sand Bat Cultists, zombified miners, flying polyps, and anything else left in your quiver at them… After all, they have earned it.

Getting Started

Regardless of where your party is in the campaign itself, you should **read Lovecraft's "The Shadow Out of Time."** The story not only sets the tone for this chapter via Lovecraft's adjective-rich prose, but as the original inspiration for so much of this episode in the campaign, reading it will help to give you some very helpful background on the Yithians and their City.

Beyond the original story, the more you **read about Western Australia**, the better. The setting is in stark contrast to the other stops in the campaign, save perhaps Kenya in certain aspects. Even reading something simple as a tourist website will begin to help make Western Australia a real and living place for both you and your players.

Keeper's Tips

The first question you should consider is **how hard it will be for the investigators to reach the City**. The difficulties of reaching the City of the Great Race can be greatly expanded if you want—outfitting an expedition into the interior is far from a casual affair—so long as you do not lose sight of the main plot. Consider your players' enjoyment and your own to aim for a happy balance between incidents and details

Whither Jackson Elias?

Australia is unique among the other potential stops in the campaign as the only one not visited by Jackson Elias during his global search for clues as to the fate of the Carlyle Expedition. This fact alone may be enough to keep the investigators away from Australia. The clues pointing to Australia, aside from the pamphlet for Dr. Cowles' lecture, come elsewhere in the campaign and should not be easily brushed aside by your players (unless that is your intent). There are two methods that can be used to pique the investigators' interest into what is happening in the Great Sandy Desert. The first is to emphasize questions that relate to the fate of Dr. Huston. It was the "good" doctor who first encouraged Roger Carlyle's dark fascination with his dreams of Nyarlathotep; surely he must play an important role in the mystery of the Carlyle Expedition. The other reason that the investigators should wish to seek out Dr. Huston is that he has been providing the curious technologies that are so important to the rocket being built on Gray Dragon Island. Unless the source of these mysteries is dealt with, the remnants of the cult or others might be able to build another rocket and open another gate. To thwart Nyarlathotep, Huston must be eliminated.

that demonstrate the remoteness of their destination. Depending upon your group you might want to jump immediately from Shanghai to the Great Sandy Desert or you might prefer to play out every stop along the journey as the tramp steamer sails between Cairo and Perth. The better you know your players, the more likely it is that you will find that balance.

Before reaching the city, the investigators might wish to visit other locations in Australia. Know in advance where they plan to go (and do not be afraid to steer them towards one city or another with the clues that you provide) and be ready to move clues and NPCs, or make any other needed adjustments so as to keep things moving. The hints, resources, and facilities of Sydney, Perth, or Melbourne should be considered as being interchangeable for the sake of the story. **Darwin** is the only location outside of the Pilbara that will be of particular benefit to investigators; clues from Gavigan, Shakti, and Ahja Singh, point to it and the corrupt Randolph Shipping Company. While the Cthulhu idol solely lends a bit of color (and might be awful enough to have a 0/1 point of *Sanity* cost to view), the same can not be said for the other weird item to be found in the Randolph warehouse…

The Device of Rods, Wheels, and Mirrors can be used to either draw the investigators towards the City or derail play by knocking a character out of the game indefinitely. The Yithian mind drawn into the affected investigator need not be either randomly selected or indefinitely confused. Instead, the mind-transferred Yithian might be aware in advance of what is to occur (it is a member of the Great Race, after all) and thus be one who has been previously acclimated to a similar era and will be aware of the circumstances it is about to discover[1]. Shorten the acclimation and investigation period to a day or two at most and confer with the player of the stricken investigator. Inform him as to what has happened and give him an idea of what the Yithian knows and hopes to accomplish—use your judgment of how much information is needed versus what will spoil that player's enjoyment of the game. Some role-playing notes might also be in order so as to help the player portray a Yithian mind aping human behavior. Also, establish a fixed point or objective for the Yithian; reward the player for reaching it with the return of their investigator's mind. Steering the party towards the pre-generated character Mrs. Hayes, an ex-Yithian agent, is one possible goal. Likewise, have some idea of what the lost investigator will have learned during his stay in the past; while specific instructions to rescue Kakakatak are *déclassé*, some rudimentary grasp of the Yithian written language is a helpful reward. In any case, encourage good role-playing and make the player feel that his investigator being possessed was a treat, rather than a punishment.

Port Hedland and **Cuncudgerie** should provide the investigators with their final push into the desert. Robert Mackenzie is an ideal

1. Of course, the Yithian concept of similar era differs greatly from our own. There are some players who might relish the chance to suddenly have a character speaking like a disco-era hustler, a Regency fop, or a Cold-War era Soviet technocrat; consider picking a slightly "off" decade as a perk to that sort of player.

Getting to Houston's Base without Complications?

Using the side adventure, **"Buckley's Ghost,"** can be an excellent method to stretch out the trek to Huston's base. The Keeper though, needs to evaluate this red herring's value to the overall story. If the players need a non-Mythos encounter to ground them, then facing a burning ghost in the middle of the night will provide a perfect evening or single session's worth of gaming. The Keeper needs to foreshadow this encounter with Buckley, while the investigators are still in Cuncudgerie, with rumors of a ghost seen near Dingo Falls. Investigators might also be ambushed by Wycroft and his minions while camping at Dingo Falls, only to see them be driven off by the burning specter. In any case, Vern Slattery and his sons should not be the end of your campaign; feel free to stack the odds against them if they come to blows with the investigators. If the players are many sessions into the campaign and have expressed any sense of dread or dismay at the prospect of tackling yet another sidetrack before discovering the fate of the Carlyle Expedition, then get them to the Death Camp without meeting Buckley.

person to help organize any trek to the City, especially if Doctors Dodge or Cowles are not accompanying the party. Use him to fill in any gaps in the investigators' knowledge (or rumors) about what they may find in the interior. Mortimer Wycroft can be a problem for investigators, either by overlooking him or underestimating the danger that he poses. If he has the opportunity, he could follow investigators into the desert, either to ambush them or recover his precious book. His copy of *Wondrous Intelligences* is a valuable resource for investigators while they are in the City, despite the mania of its author, and should prove useful to any who obtain it, providing critical information on the Great Race and their civilization.

Just like the huge cities of London and New York have their own personalities, so does **Western Australia**. Perched upon a high plateau of dry rock, with few hills to break up its skyline, the Great Sandy Desert is a remote, desolate area that can offer many challenges of its own. **Water is a necessity** and it is not easy to find outside of the stock routes. Poor planning will prove to be just deadly to the investigators as any monster or cultist, and the investigators should consider the risks posed by the environment as seriously as they do Huston and his minions. See the dehydration rules on this page and the notes on sunburn and heatstroke on page 296 for one method to handle this danger.

Regardless of where the campaign has taken the investigators to date, once they get 'Down Under', the Keeper should use the Western Australian landscape to build a sense of **isolation, despair, and longing** in the party. Not only are the investigators likely far from their homes and human society, here in the dry, dusty wilderness, they will find little to explore and investigate that will be familiar to them. There are no libraries in which to conduct research, no museum curators for them to *persuade* or *fast talk*, no local police chiefs to wrangle, and so on. Most of the party's regularly used skills will go unused as they find themselves in vast stretches of emptiness, both above and below the ground.

Furthermore, the **indigenous people** in Western Australia present an encounter far from most investigators' experience. Only a scholar

Dehydration rules

Humans require water to live. The investigator seeking, by necessity or choice, to test this fact of biology must make a CONx5 roll for every 12 hours that he goes without adequate water (6 hours in hot climates, 3 in extremely hot conditions or without proper cover). If this roll is failed, the investigator suffers a temporary loss of 1 point of CON. Subsequent rolls are made every 6 hours (halved or quartered depending on the climate); once the investigator's CON is half its normal value or lower, an *Idea* roll is required to maintain concentration, and 1 point of INT is temporarily lost as well as CON with each additional failed roll. Auditory or visual hallucinations are increasingly likely as the dehydration becomes more severe and can be created by the Keeper. If an investigator makes a successful *Survival: Desert* roll, then he can re-roll a failed CON roll, but the result of the second roll is final. Recovery takes half the duration of the dehydration; i.e. an investigator dehydrated for four days needs two days to fully recover. Lost CON & INT are restored pro-rata. It is possible to suffer the effects of dehydration, sunburn, and sunstroke (cf.) simultaneously.

who engaged in remote field work or a professional anthropologist will have spent any time with people so clearly untouched by the modern world and understand how to interact with them. And while the Aborigines[2] are somewhat assimilated (albeit forcibly) with the local white people, guests from either America or Europe will find any encounter with them a unique experience. Most people in the 1920s will have stayed extremely close to home, and investigators without extensive globetrotting experience will be baffled, fascinated, perhaps even frightened, by the naked brown people and their society. A little reading on Australia's original human inhabitants will help you to present them in a realistic and interesting way.

The encounter with Jeremy Grogan and the **Death Camp** will be an oddly peaceful moment for the investigators before they enter the City. This does not mean that the encounter cannot be suspenseful—Grogan and his dream-dingoes present a real threat to life and limb if handled incautiously. Preparing in advance a few notes detailing Grogan's story will help to make role-playing this lunatic's encounter with the players much easier, the aim being to use the Death Camp to highlight the dangers, human and otherwise, that the investigators soon will face. If the investigators manage to help return Grogan to human society, they might be due a small *Sanity* reward, though his well-being will in all likelihood be a low item on their immediate agenda.

Similarly, **the Ambush** outside the City needs to be tailored to the investigators. If they are disorganized or disheartened, reduce the ferocity and success of the attack. A large party, decently organized with several trucks and an excess of gear, should face a well-disciplined and prepared assault capable of cutting them down to size. Investigators low on food or water may be more inclined to push deeper into the City than those with a crew of hired drivers waiting above. Be sure to note what sort of transportation remains for investigators when they leave the City. You should also be prepared for your players to behave with shocking cruelty toward any captured prisoners; most people cannot torture another person without some damage to their psyche and most investigators should suffer some *Sanity* loss for engaging in torture, no matter their motives.

At **the entrance to the City**, be ready for a serious battle. As always, scale the opposition to your players' current status and abilities. If some of the ambushers escaped an investigator-led attack, Huston's men should be fully prepared for their arrival and ready to repel the intruders. Reckless investigators will suffer losses. If the situation goes poorly for investigators, the Flying Polyps can always act as an alien cavalry, after a fashion. Sustained gunfire can draw their attention, but if dynamite is deployed, they will definitely investigate the scene of the fight. Allow an investigator not directly engaged in combat to make a *Listen* roll to notice their weird piping sounds as they approach. Once they arrive the first attack by the Flying Polyps should be against the Sand Bat Cultists. In subsequent rounds they will attack anyone firing a rifle; an *Idea* roll might notice this critical detail. Once the fight ends, the Flying Polyps will depart back to their cave (see below), hopefully leaving more investigators alive than cultists. Present their attack in a dramatic fashion, inflicting *Sanity* losses only after you have described the amorphous beings

Screaming (from the) Mimi?[3]

The Mimi tend to polarize both Keepers and players. For some, they are an interesting inclusion drawn from Australian folklore, for others they are a confounding and out of place intrusion of silly-looking spirits at odds with the grim horror of the Mythos. While their role in the scenario is greatly reduced from the original version (see "Cities Beneath the Sand" on page 292 for more information), the Keeper needs to consider if they will add or detract from everyone's enjoyment of this chapter. If these willowy spirits will elicit laughs from the players, eliminate them. Conversely, if one wishes to expand or elaborate the role of the Mimi, the Australian author Patricia Wrightson's Young Adult book, *The Ice is Coming*, includes a Mimi as a character (among other elements of Australian legend) and makes a good starting point for such plans.

2. The campaign uses the term 'Koori' as a catch-all term for Australia's first peoples; unfortunately this name applies only to certain natives of Victoria and New South Wales and not those of Western Australia or the Pilbara Coast. For purposes of this chapter, Aborigine will be used instead.

3. Yes, we know this bit of slang originates from World War Two. There just are not many Mimi jokes out there.

The Flying Polyps and You

The combination of their resistance to mundane weapons, invisibility, and speed make even a single polyp a danger to all but the most hardened party of investigators. Do not use them as the main opposition for your players; rather, treat them like a force of nature that keeps the investigators moving towards their goals and out of the unexplored depths of the City. One or two encounters with the polyps should be more than enough to convince the players of their deadly potency and any hint of their insane piping should prove to be highly effective in steering the investigators in one direction or another. Although there is no need to keep throwing waves after waves of them against the investigators, the Flying Polyps can be used *en-masse* if the investigators have somehow managed to recover a sizeable stash of lightning guns and you want them to burn off a few charges.

If for some reason you do need to select a target for these amorphous monstrosities from among the investigators, consider keeping track of which player made the most jokes about "another shrimp on the barbie," "dingos ate my baby," or the merits of one knife versus another. Likewise, the investigator of any player who insists on adopting a bad *Crocodile Dundee* or Steve Irwin impersonation makes an excellent meal.

from nightmare and their deadly powers; consider how you will describe them in advance as descriptions of semi-invisible formless beings are rather tough to just make up on the spot.

So when the investigators finally get underground, it is important to continue to stress the contrast with the land above to deliver a clear picture of how vast and endless the underground city truly is. This ancient metropolis is something out of a dream, and yet here the investigators characters stand—surrounded by **a vast and alien space** that stretches in every direction. Highlight the strange and unusual atmosphere as the party spelunk through the darkness, carefully trying to avoid the evil to be found in every shadow. Remember, each day spent exploring the City costs each investigator a point of *Sanity*—make that loss believable!

Of course, even more strange and dangerous creatures await the party once they get underground. The **zombified miners** are just the first danger—moving slowly and in limited areas of the underworld, they are more of a mystery than a real threat, but the investigators should begin to understand what sort of powers are at play here. Huston has created a little army under the sand and whatever he plans to do with them cannot be good. Any investigators coming from Port Hedland or other parts of the Pilbara, such as the pre-generated investigators, Mrs. Hayes or Bruce "Jack" Baugh might recognize one or more of these unfortunates, so spurring them into rescuing some or all of the miners.

Be familiar with the general contents of each of **the City's "chambers."** A short list with the name and sentence summary should suffice, leaving you free to look up from the book long enough to weave descriptions of the limitless black spaces beneath the desert. Rearrange the various chambers as needed—the map provided in the book is just a sketch—especially to help move the investigators towards their encounter with Huston. The chambers and encounters may happen in any order that works best for the Keeper.

"Cities Beneath the Sand": *Masks of Nyarlathotep* versus *Terror Australis*

Keepers who read both this campaign and *Terror Australis* will no doubt notice that certain significant changes were made between the two versions of the scenario and the Yithian city in particular. On the surface *Terror Australis* has the helpful character "Power Boy", an enigmatic aboriginal child (?) who provides cryptic guidance and as well as the occasional magical spring (including Jeremy Grogan's). Below ground Huston's plans included tapping into the mental powers of the Titan Horror via "the transmogrifier", a device meant to corrupt the collective subconscious mind of humanity but, if ever activated, results in a backlash of collective POW that slays the Titan Horror and causes the catastrophic collapse of portions of the city. Other minor changes (Ewa's ethnicity, the names of Wycroft's henchmen, artwork, et cetera) abound. Keepers not fully satisfied with the version of the city presented in the 'Complete' version of the campaign may find use in consulting this alternate version either as a replacement on inspiration for their own version of the City.

Maybe they are just auditing?

Another sore point for some readers of this chapter is Huston's officious memoranda instructing his minions to practice their spell casting. The Keeper who shares a similar distaste should omit handout #37 or replace it with something more in fitting with his own ideas of how Huston and his minions are operating.

Wily investigators should be able to avoid **Huston's patrols** as long as they are willing to cut their own trail through the darkness—or even simply lay low when a patrol passes. Likewise, the Sand Bat cultists and thugs gathered here by Huston will be hard pressed to stop careful investigators from looting their stocks of food and other supplies, at least without making a greater effort to secure these goods than they currently have. Remember, unless the investigators are known to have entered the city, most of Huston's henchmen will be very lax in keeping an eye out for intruders other than Flying Polyps. After all, who could get by the bunkhouse…? Of course, once Huston or his aides discover that the investigators have entered into the City, it is likely he will dispatch ever larger parties to capture them. If he grows truly desperate he may take the lead himself.

The **Purple Dome Temple** can be particularly dangerous to the investigators, especially those who cannot bear to leave well enough alone. Make the weird nature of the statues clear to any observer. They, like the statue of Nyarlathotep, are not native to the City and have been brought here (though the precise mechanics of how this was done should give the investigators pause for thought). If a POW loss for simply touching a statue seems extreme, consider making it solely a loss Magic Points, or at least give fair warning about the weird electric charge that seems to surround them. Similarly, the three guardians can easily exterminate unprepared investigators, so it is probably best to keep them drowsy and docile

Plan B

What if the investigators have foiled Nyarlathotep's minions in Kenya and China? Does this mean that Huston will fruitlessly continue his toil in the City until he is finally done in by the Flying Polyps, a mutinous Kakakatak, his own arrogance, or some combination of the above? If Australia is to be the climax of your campaign, it may be useful to raise the stakes significantly by having Huston be in possession of a second radium bomb.

The bomb itself is substantially larger than the warhead installed in the missile on Gray Dragon Island (perhaps the size of a large automobile) and was a prototype for that weapon, built primarily to teach Huston the skills necessary for the later, more refined, design. Huston has retained the bomb with the notion that if his allies fail—which they are likely to do as they lack his genius-level intelligence and are not the favored of Nyarlathotep like he is—he may still be able to use it to open the Great Gate.

Delivery is a problem that still needs be overcome, but Huston is working to beat that challenge as well. Kakakatak is being cajoled into teaching Huston how to construct a portal (effectively a *Gate* spell utilizing Yithian technology rather than pure hyper-geometry) allowing Huston to simply push the bomb into the space where the rocket (which Huston now dismisses as having been "cumbersome and primitive") would otherwise deliver it. The bomb sits on a modified mine-car, a short line of rail leading into Kakakatak's unfinished apparatus.

Of course, Kakakatak has no interest in helping this annoying primate do anything of the sort. Instead it has been collecting tubes and wires hoping to make use of them to escape, if not in time at least in space or place. From there it would either seek out members of the human cult that aids the Great Race or make its own way to Darwin to seize the mind-transfer device there. The arrival of the investigators will provide it with the opportunity to active Huston's gate to make his escape. If they are in possession of the mind-transfer device, all the better.

In this variation, Kakakatak will teach the investigators how to detonate Huston's bomb in order to cover its escape and eliminate the lunatic psychiatrist. Hopefully the investigators will be savvy enough to make sure that the bomb is on a timer and that they can make their own escape before they and a non-trivial portion of the City are blasted out of existence. Where the gate takes them is left to the Keeper—remember that Huston's larger gate is to be attuned to a point high above the Indian Ocean. Anyone going through to that destination will plummet to their death in the waters below unless they have some means of flight. Presumably Kakakatak can make the necessary adjustments to alter the gate's exit point to somewhere safer.

Kakakatak in better Triassic days

or at least too lazy to leave the chamber in pursuit of prey. Likewise, avoid having the investigators devoured by the various horrors of **the Nursery**. That chamber should frighten, not kill. Further, the Titan Horror, despite its "throbbing veins and flaccid swellings," should almost certainly not cost viewers 1/1d20 points of *Sanity*... We assume that this is a typographical error and that a loss of 1/1d2 is more sensible.

Huston's Headquarters seems a likely place for a confrontation with that madman. If the investigators come loaded for bear, increase the number of cultists at hand and allow Huston to make use of his large stock of dynamite. Alternately all that gasoline and dynamite in a wooden house would make a lovely explosion—at least until half a dozen annoyed Flying Polyps arrive. However bringing things too rapidly to a conclusion will deprive the players of Huston's book and a means to rescue the miners. Be ready to play Huston, when your investigators finally track him down (or vice versa); the entry for *Gods of Reality* in this chapter provides a bit of the flavor of his lunatic genius. Remember to play both facets of the man—his undeniable intellect (INT 18) matched only by his megalomania. Perhaps more so than any other villain in the campaign, Huston is the sort who will reveal his plans to his enemies before destroying them forever. Practice an evil laugh if you desire.

Keeper Option: Kakakatak, writ small

Sometimes a little subtlety is in order, and a 20 foot-tall cone-shaped alien from the Triassic period is anything but… In which case, instead of having Huston yank the entirety of Kakakatak forward in time, have him yank solely that being's consciousness, forcing it into the body of one (or possibly more, see below) individual. This human proxy occupied by the Yithian could be anyone—an elderly miner, a young tribesman—but the more incongruous the intellect would be in the body presumably the more shocking it will be to investigators. Be fair though; wherever Kakakatak is imprisoned, be sure to clearly indicate that he (or she) is a most unusual prisoner. Perhaps the cell is covered from wall to ceiling in pencil sketches of bizarre machinery, or it has been reengineering simple machines our of folded paper—anything to give the players some warning against freeing the being without striking some sort of bargain. Make sure that Huston's security precautions seem wildly out of proportion to the captive as well—three dozen locks of various types will hint at both his madness and perhaps the prisoner's resourcefulness.

Considering the prodigious intellect of the prehistoric inhuman alien, it seems likely that a single human mind could not contain it. Another option is for Kakakatak's mind to have fragmented into several segments, each hosted by a separate human. Only in close proximity can the Yithian's natural telepathic abilities overcome the fragmentation, allowing Huston greater leverage over the creature by threatening to increase the distance between his parts. The number of "bits" Kakakatak might be divided into is limitless, but the Keeper should consider the logistical problem created by more than three of four pieces. Finally, there is nothing that says that all the parts need be human. A preternaturally smart dingo that helps guide the players to Kakakatak is one useful option.

(The pre-generated investigator Mrs. Hayes is potentially a long-distance piece of a fragmented Kakakatak. See page 539 for more information of that worthy.)

Finally, **Kakakatak** is almost as much trouble as he is a help, but rescuing this conic alien scientist is key to fully undoing all of what Huston has done. Make sure that the investigators realize that the creature is being held by the force field and that, at least for a moment, they can bargain with the being. The Yithian is coldly rational, but also very bored (he has only had Huston for company after all) and may be ever so slightly more inclined to helping these apes than he would be under normal circumstances. Still, with an INT of 26, he will consider them little better than helpful animals.

When speaking for Kakakatak, feel free to use strange or awkward turns of phrase and speak as bluntly and with as little regard for social nicety as possible. For example, have the Yithian describe each investigator in an unflattering way and use that physical description in place of a name. "Greetings obese and unhealthy male. Have the infertile female and the hairless male with a deformed leg gather wires…"

Quick reference

The population of Western Australia in 1925 was around 400,000, with most of that concentrated in the southwest of the state, in and around the capital city of Perth, which itself has around 150,000 inhabitants. European settlement of the region is barely a century old, in large part because of the unusually poor soil that is ill-suited for large scale farming without modern fertilizers. Substantial mineral discoveries in the past fifty years have greatly accelerated the growth of the region with many of the inhabitants outside of the Perth area being either miners or working in some affiliated industry. Few plan to make this arid region their permanent home.

Climate

As with the other locations visited in the campaign, the local climate can have a significant impact on play. While the investigators may have previously encountered deserts in Egypt and endured the rigors of a trek into alien territory in Kenya, the wilds of the Great Stony Desert and the Pilbara Coast present

The Stars are…wrong?

One easy way to emphasize the alien nature of Australia (for those coming from America or Europe) is to remind the players about the very foreign night sky above them. The truly cruel Keeper will require a successful *Idea* roll in conjunction with any skill dependent on the heavens, such as *Navigate* or *Astronomy*. Otherwise the first sight of the Southern Cross might be worth pointing out, though a *Sanity* roll is probably a little too much. If there is a spell-casters among the investigators, then remember that certain stars might not be visible—and it is hard to summon a Byakhee without Aldebaran in the sky.

unique challenges which the Keeper can elect to use.

An investigator wondering about the region's climate should consider the following fact: The world record for the longest period of daily temperatures over 100 degrees Fahrenheit is held by Marble Bar, Western Australia, set over 160 days during 1923 and 1924. In other words—it is *HOT*. The heat, especially in summer months, should be omnipresent and inescapable. This provides yet another stark contrast to the steady 57ºF (14º Celsius) chill of the City of the Great Race! Conversely, the desert cools quickly after nightfall, making for an uncomfortable situation (at best) for any investigator without proper clothing.

The constant sunlight and heat can inflict serious harm on the investigators. If they fail to protect themselves appropriately by avoiding movement during the hottest part of the day and by wearing hats and appropriate clothing (sun screen is not developed until the late 1930s), then they run the risk of sunburn and heatstroke.

In game terms, any investigator who spends more than an hour or two in bright sunlight runs the risk of **sunburn**; the investigator should make a *Luck* roll for every hour exposed (bonuses or penalties can be assigned based on the character's complexion) or suffer from mild burns. These will cause discomfort, but heal in 2d3 days. Once a roll is failed, for each additional hour there is a chance that the burns will become severe; roll versus the investigator's CON x 5. A failed roll indicates a severe burn is received; successive rolls are at a cumulative +10 penalty. Anyone suffering severe burns takes 1 Hit Point of damage (assuming normal clothing) and must make a CON x 5 roll when attempting physical tasks or suffer a -30% penalty.

Heatstroke is another danger. Any investigator who exerts himself—moving at more than a walking pace, engaging in combat, and so on—under hot conditions must make a contested roll of CON versus the POT of the heat—a good guide is 1 point for every 5 degrees Fahrenheit. If the investigator is dressed in appropriate gear, the POT of the heat should be reduced by 5. For anyone who is dressed inappropriately, such as in heavy clothing or whose face is already suffering from substantial burns, the POT of the heat should be increased by 1 or 2 points.

Sand and dust storms are not unknown in the region (particularly if the dreadful Flying Polyps are active) and can serve to complicate travel or even halt it altogether. Additionally, the region is also prone to flash-flooding, especially during the cyclone season (roughly November through April). Locals will know to seek high ground during a sudden downpour, as will anyone with a skill in *Survival: Desert* higher than 20% or who makes a halved *Idea* roll.

Local Government and Law Enforcement

Western Australia is part of the Commonwealth of Australia and subject to its government; the territorial capital is Perth. There is universal suffrage to those over the age of 21 save Aboriginal Australians who are prohibited from voting.

Western Australia is policed by the Western Australian Police, established in 1829 and tasked with keeping the peace in a territory of just over one million square miles. The officers of the WAP are generally well-trained and professional for the period. Away from the more settled area around Perth, police activity was focused on crimes involving gold miners, stockmen, and keeping the peace. There is even a "gold stealing division" set up to deal with the endemic illicit trade in metal. Riots were not uncommon, be they racial or economic in origin. Significant disturbances include those between Japanese and Malay pearl divers in Broome in 1914 and again in 1920, and in Fremantle (near Perth) in

1925, where the WAP forcibly broke a strike barricade in November of that year.

The WAP operates both foot and horse patrols, and is also equipped with automobiles, though car radios are not installed until the 1930s. In the interior, camel teams might be employed as those animals are better suited for the desert. Natives are often used as guides, especially away from the coast. While larger cities like Perth have their own dedicated police forces, smaller settlements like Port Hedland are limited to a dedicated constable and perhaps some officers attached to the customs authority, while a mining settlement like Cuncudgerie might only have periodic patrols passing through. Officers are usually armed in accordance with the dangers they are expected to confront while on duty.

Law-breakers will be detained by the police for serious crimes until they can be transferred to the nearest gaol to await trial. In remote places where there is no police station, like Marble Bar, a private home or business (such as a hotel) might serve to temporarily hold prisoners. The most likely destination for convicts in Western Australia is the Freemantle Prison in Perth. Execution (by hanging) is uncommon, but not unheard of in capital cases; otherwise terms of sentence can range from a few years to many decades. Foreigners convicted of crimes in Australia may be returned to their home country to be incarcerated if such a transfer is requested by the home country, but such requests are rare. Less serious crimes will simply result in deportation.

Communication

Communication can be an issue in Australia, particularly in the isolated interior of the Pilbara coast. Most major cities of the east are connected by telephone and telegraph lines; Perth is not connected to the rest of Australia by telephone until 1930. International calls are also not possible until 1930; for investigators the telegram is the only option. The postal system is well developed however, and even remote locales like Port Hedland have weekly airmail delivery.

Hotels

Esplanade Hotel

In Port Hedland, the Esplanade Hotel on Anderson Street is the city's largest and oldest. Its accommodations are reasonable enough, for the town, but do not compare favorably to those of London or New York. Those looking for somewhere more dangerous might try the Pier Hotel, the bar of which is frequented by rowdy sailors and dock workers; brawls are common.

Further inland, the corrugated iron-covered Ironclad Hotel in Marble Bar and its seven rooms are the best that can be hoped considering the area. Investigators are advised not to cause too much damage there, as the owner represents the region in the Western Australian parliament.

Libraries

There are no libraries, public or private, of note on the Pilbara coast or inland of Port Hedland, save of course for the antediluvian archives of the Great Race. Newspapers might be retained for use in the W.C. but beyond that, a researcher is directed to the facilities in Perth and other locations further afield.

Hospitals

Modern hospitals are few and far between in Western Australia, but several hospitals of quality can be found in and around the territorial capital of Perth, the largest of these being Perth Hospital. There are also facilities of various sizes in Kalgoorlie, Fremantle, Northam, and Wooroloo. Unfortunately even the closest of these is over 1100 miles from Port Hedland…

A small hospital, run by the state government, can be found in Port Hedland. The facilities are somewhat limited, though simple surgeries can be conducted in emergencies and routine care, such as setting broken limbs, is available. For the natives there is the very unpopular "Lock hospital," also located in Port Hedland, and so called because the patients are locked in overnight. The quality of care is substantially less than the Whites-only institution.

There is also a clinic operated by the Australian Inland Mission (part of the Australian Presbyterian Church) in Port Hedland. While the clinic was primarily intended for women and children, they do not turn away the injured. Critical cases and those needing surgery, presuming they that might survive the trip, will be moved to Perth or, if necessary, Sydney.

In game terms, assume the staff has a high *First Aid* skill, but a substantially lower *Medicine* skill (say 70% and 15%) and that patients cared for here will only heal 1d3+1 hit points per week, rather than the usual 2d3 for hospitalization. (The Keeper is encouraged to imagine how the pious staff might take to lunatic ravings about Elder Gods or monsters from the dawn of time and the complications that might ensue.)

Asylums

There are only psychiatric facilities in and around Perth, the foremost of which is the Claremont Hospital for the Mentally Insane (94% survival, 4% cure), which opened in 1903. In total, there are only four asylums, public or private, for all of Western Australia. In the area closest to Port Hedland and the City of the Great Race, there is no specialized care for the insane, unless one considered the Great Sandy Desert itself. Ranting and raving individuals might temporarily be cared for at the hospital in Port Hedland, but only to ascertain the physical condition of the patient and until suitable arrangement can be made to move them elsewhere.

Newspapers

There are no local newspapers being published on the Pilbara Coast in 1925, although the *Pilbarra Goldfield News* was published in Port Hedland until March of 1923, so it is possible that some item of import about the activities of Dr. Huston might be discovered in back issues. Otherwise, several newspapers are published in Perth, including *The Daily News*, *The Western Australian*, *The Western Mail*, and *The Sunday Times* (Sundays only). The only other newspaper in the region is Kalgoorlie's *Kalgoorlie Miner*. All of these will delivered anything up to a week late in Port Hedland via weekly airmail delivery, and then a day or two after that in Cuncudgerie.

NPC Names

Australian personal names are generally consistent with those of Great Britain (see page 168 for a listing) though nicknames and diminutives are more common, particularly in the outback where monikers sometimes replaced family names—'Two Camel' Dave instead of David Baldwin or Big Billy instead of William Humphries Senior. Naming conventions vary significantly from one native group to another so that any general guideline is beyond the scope of this article. European-descended Australians often call indigenous Australians by European nicknames—Wycroft's "boys"—"Lynn," "Charlie," and "Bill," for example, rather than by the names they use themselves.

Travel

As discussed in the campaign book, Australia can only be reached normally by sailing, but once there, travel by plane, train, and automobile are all available. Rail lines connect the major cities (Sydney, Melbourne, Brisbane, and Adelaide) of the east; the Trans-Australia railway connected the east of Australia to Perth in 1917. The lack of standard gauge remains a frustration for travelers who sometimes are forced to change trains when two lines of differing gauge connect; those going from Sydney to Perth must make this change twice, for example. In the major cities trolley cars are common and a strong network of regional trains connect the major cities to their suburbs and to each other.

The Pilbara Coast is usually reached via the sea, though this is not a location often visited by regular liners. Passage is most effectively booked on a need-to-travel basis with the captain of a freighter scheduled on take on a load of ore from the mines of the region. Investigators coming from Southeast Asia (and to a lesser extent Africa or India) should be able

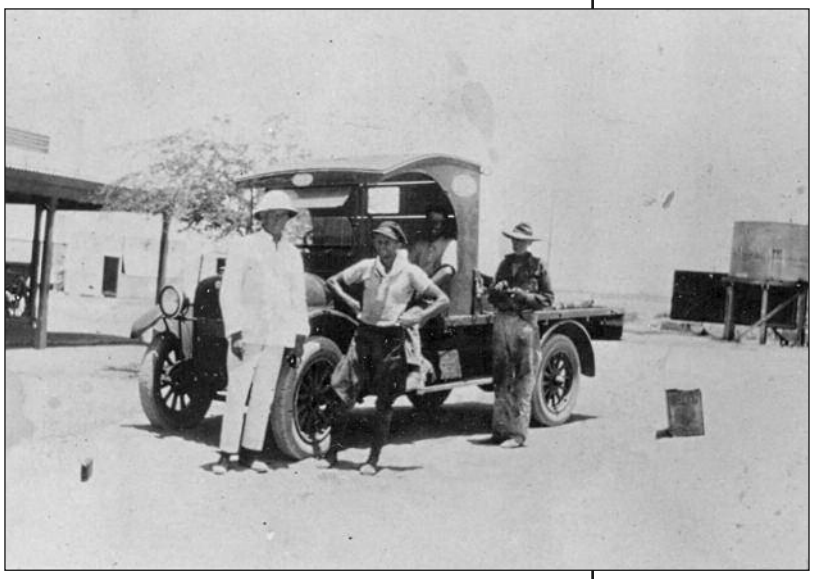
to find an appropriate vessel with little difficulty, though it may take some time to reach their final destination. Those seeking rapid travel would be best advised to take a direct liner to Australia and hire a local boat once there.

For investigators in a hurry, note that Australia has rapidly and enthusiastically adopted air travel. Regular flights between the cities of the east coast were up and running by 1925; flights to Perth can be charted, but regular service will not begin until 1929.

An informal airfield, most often used by the weekly mail service, exists in Port Hedland. While there are potential difficulties from the weather (a sandstorm greatly complicates or even prevents landing), investigators with access to a private plane—there is no regular service—or willing to charter a flight, can reach Port Hedland with comparative ease. Likewise, seaplanes are an increasingly common sight at the Port Hedland waterfront. (The Keeper should remember however that investigators arriving by air will definitely be noticed by Mortimer Wycroft or his allies as such a flight will be the talk of the town for at least a little while.)

Automobiles are also disproportionately popular as a means of transport in Australia and investigators on the Pilbara coast can easily make use of automobile transport to get to the City of the Great Race. While cars and trucks will make substantially better time than more traditional means of transport, difficulties in terrain will force frequent detours and cause periodic stops to make repairs. Outside of the city, the usual difficulties of road condition and repair are compounded by the challenges posed by the climate, with damage done to tires and blown radiators being very common. In the Outback, where there are no roads, the chances of a vehicle suffering a similar breakdown is greatly increased, and a driver is advised to make regular checks on his vehicle's condition. Like air travel, automobiles trekking off into the interior are much more likely to be noticed by Huston's agents and their allies.

Finally, for investigators seeking a lower tech approach, various animal mounts are available. While horses are generally less effective due to the heat and their water requirements, they can be used along the cattle routes where there are frequent wells. Mules and camels represent the slowest option, but they are better suited to the more remote parts of the desert and are very reliable. They are also unlikely to attract much attention unless part of a large group. Travel by foot is possible, but highly dangerous, since individual travelers will have difficulty carrying the requisite supply of water with them.



Transport on the streets of Port Hedland

Bibliography/Resources

The primary source for Australia in *Call of Cthulhu* remains *Terror Australis*, currently available as a PDF. Unfortunately that sourcebook is over two decades old, and while the scenarios inside are of good quality, aside from a discussion about Aboriginal society and mythology, it lacks detail about Australian society and culture during the 1920s. More recently *Beyond the Mountains of Madness* includes a short interlude in Melbourne, though it is unlikely investigators heading to the Pilbara Coast will have as much use for pemmican as those onboard the S.S. Gabrielle.

Beyond those sources listed above, a modern guidebook to the continent nation is a good place to start for more information. Additionally, the National Library of Australia

hosts a large collection of period images at http://www.nla.gov.au/pictures/finding.

Altenately, Baz Luhrmann's sprawling (nearly 3 hour) film *Australia*, while being set in 1939 and beyond and certainly not to everyone's taste, is easily rented for quick inspiration. The film *Rabbit-Proof Fence*, (Dir. Philip Noyce), set in 1931 provides great insight into white culture's treatment of Aborigines, especially children.

Pre-generated Characters

Bruce "Jack" Baugh—An American prospector and poet, Baugh has come to Western Australia for the climate, his health, and gold. The ex-doughboy will be pleased to meet anyone from the USA or Europe, and will happily relate what rumors he knows about the area. He can be encountered in Cuncudgerie or in even in the Outback, and will sign on to any expedition for a decent wage.

Mrs. Hayes—Ostensibly a boarding house owner in Cuncudgerie, her establishment providing a cleaner and more respectable place to stay in the mining town, this Victorian widow is something of an enigma.

Aboriginals

Outwardly genteel and upstanding, she takes a quiet, but intense interest in local events, especially strange events that take place in the Outback. This is for reasons that she herself does not understand, just as she does not understand why she wants to accompany the investigators to the City of the Great Race and will not take no for an answer when she offers to accompany them. Mrs. Hayes does not understand these reasons because she is an amnesiac.

The reason why Mrs. Hayes is an amnesiac is because she is an ex-Yithian agent being drawn back to the City. The closer she gets to the City, the more her lost memories and the skills with them will resurface, resulting in her being both surprisinlg knowledgeable and capable. The Keeper should inform Mrs. Hayes' player of these skills as and when they re-emerge. The true values are represented on a second investigator sheet, which is kept secret by the Keeper until they come into play.

When offering a player the role of Mrs. Hayes make sure that he is capable and willing to play something a little different.

Plug-in scenarios

Title: **The Rescue**
Type: Sidetrek Adventure
Source: *The Cthulhu Companion* (PDF), 4th Edition rulebook (OOP)
Notes: See the notes on this scenario for the Kenya Chapter on page 272.

Title: **Old Fellow, That Bunyip**
Type: Sidetrek Adventure
Source: *Terror Australis* (PDF)
Notes: If the Keeper wishes to expand the activity of the Cult of the Sand Bat, one option is to have them be responsible for awakening the Bunyip in this scenario, adding a layer of difficulty for investigators to resolve. Alternately Australian investigators might be drawn into the great actions of the Sand Bat cult (and this campaign) by such a re-tooled scenario.

Wondrous Intelligences

Neil Shaw and Bret Kramer

Physical Description

A battered octavo (5" x 7½"). This small book was originally bound in fine red leather but, presumably due to the poor conditions in which it has been kept, the color has faded leaving it a light brown. Only a hint of the ornate cover bearing a traditional diamond-shaped design along its side is still visible. The top of the still-intact spine is flat, and bears the faded title of the book and its author, though both are faint and hard to read in poor light. The edges of the pages show signs of wear, while some newer damage to the exterior suggests more recent abuse. Multiple ink-stained finger prints and brown mud-like stains appear in the margins. The print is blocky and the numerous wood-cut illustrations are of a low quality. While no publication date is given, the book's style suggests the late 17th century.

Skimming

This book purports to be the testimony of one James Woodville, a Suffolk gentleman, collecting his dream visions and prophecies. The bulk of the work is focused on Woodville's torture at the hands of peculiar conic demons. Shown almost as frequently are crude woodcuts depicting a bewildering array of sexual practices that the author prescribes as a divinely-inspired method of protecting oneself from demonic assault and restoring man to the sinless state before the Fall. Many of the images are pornographic by modern standards, even moreso when the book was written. The text concludes with a lengthy prophecy outlining the divine destruction of the conic devils in the time before the creation of Man by shapeless (often invisible) and terrible angelic beings, as well as a future apocalypse, in which a sinful humanity is swept away. Woodville's prose is frantic, obsessive, lewd, and clearly the product of a deranged mind.

Research

A *Library Use* roll in a large library can uncover the following information. This book is one of the very few known copies of James Woodville's 1675 work. Woodville (1631?–1683) was a notorious English lunatic and heretical preacher who, after an apparent stroke in 1656, began preaching a radical utopian form of Christianity combining a fiery apocalypticism with pan-sexual communalism. Woodville spent his family fortune promoting his views, eventually being imprisoned by the crown in 1678. He died in a madhouse in 1683. The book itself is thought to have been published clandestinely in London by Woodville himself, apparently purchasing his own press and hiring printers from the continent who were unable to speak English. He is believed to have illustrated the work himself. Approximately one hundred copies were printed and distributed to Woodville's followers and other interested parties. There are no other known editions.

Woodville is infrequently remembered, even by historians, who usually lump him with the religious radicalism of the Civil War period. Several suggest his mental illness was brought on by syphilis. One Victorian author describes him thusly:

> "Licentiousness ran riot during the Restoration period, though even Charles' court had its limits. A case in point is the lunatic utopian James Woodville who

preached that not only should all goods be held commonly, but so should even the most tender affections. Claiming that only in acts of congress could the soul be shielded from demonic assault (his demons being plant-men with pitchforks for hands!), Woodville ran afoul of the Crown after exhausting his credit and subsequently languished first in prison, then later a pox-house where he died, ranting to the last."

Another *Library Use* roll, if made in Australia, will show that until 1911 a copy of the work was held by the University of Melbourne, when it was stolen along with a few other less valuable titles. The description of the book given matches this copy. It could be sold for as much as £500 to a collector.

Thorough Reading

The author claims to have undergone a bizarre possession by a demonic spirit while he was in his early twenties. Unlike other instances of possession, Woodville's spirit was taken to another plane, possibly Hell or Earth before the creation of man. His soul, now in the body of a demon, was interrogated about his life and his sins. At the same time back on the Earth Woodville's body was possessed by a diabolic being. It initially feigned to be Woodville, but later became involved with occultists and other nefarious characters. It also traveled widely, visiting much of Europe as well as parts of Asia and possibly the New World.

This Seems Familiar…

An investigator who reads this book and makes a successful *Biology*, *Natural History*, or *Geology* roll will recognize some of the plants and animals of the demons' kingdom as described by Woodville as actual terrestrial life from the early Triassic period (roughly 230 million years ago), albeit in distorted form. Unless the reader can make an *Idea* roll and rationalize this realization away, he will lose another 1d4 points of *Sanity* up to the book's maximum cost of 4 SAN points.

Woodville describes the demons and their society at great length. Their physical form is strange, bordering on the ridiculous – great cones twice the height of a man, with two arms terminating in a crab's claws and another pair of arms, one bearing enormous eyes, the other trumpet-shaped tubes. They communicated directly somehow, without speaking, and seemed intent that their victims (Woodville was one among many) make full confessions of their sins, recording all they said in great triangular metal books. They lived in vast stone cities surrounded by all sorts of strange flora and fauna and considered themselves the masters of the world. They ruled over this world using many magical items and talismans, including fearsome weapons. Only one thing frightened them – the angels they had trapped in great basalt towers or under vast iron doors when they had been cast down to Hell many years before. These angels are variously described as invisible or without shape and always singing unearthly music. The demons informed him that before the time of Eden, the angels would awake from their imprisonment and sweep aside their devilish dominion.

Woodville could not recall any of these events when he returned to his senses several years after his "possession." Finding himself without memory, but very wealthy, he embarked on an extended debauch across the continent (he awoke in Italy, where he was told he had been speaking fluent Italian). During one of these orgiastic extravagances, he had a sudden flash of recollection, brought on by opium and sexual ecstasy. He then began a systematic "program" of erotic research to restore his recollection, followed by a return to England where he began to preach his gospel of repentance and pleasure. One of his chief claims was that, when in the throes of ecstasy, the human soul could not be drawn from the body by demons or other evil spirits and his various orgies were intended to shield humanity.

The book concludes with an ecstatic prophecy of the Apocalypse, when the Beast would arise in the West in his kingdom of "Reliah" and, joined by a host of obscure allegorical demons and other beings, would bring about the downfall of a sinful and abominable humanity. Profuse, almost child-

like, woodcut illustrations give form to Woodville's many vague or contradictory descriptions.

Despite the quality of the writing and illustrations the book is an unsettling and discomforting read, not the least of which for the graphic sexual content, but also for the unquestionable alien qualities of demons and their kingdom. It may be demented, rambling, and obscene, but it is also disturbingly cohesive.

Quotes

I didst see that ye One before me, Born of ye Pit of Flame, had

ye Forme of a Grate Cone, as high as a horse head, at ye Utmost Part were four limbes like unto a snake. Two limbes had claws at their end, like a crabe whilst another had many trumpets, and ye final head had giant eyes, Red like blud and with many small fibres. I set out my Arm against ye Devil only then to learn that what I saw before me was but my Owne Reflection in a Vast Mirror, for you see reader, that as the Demon's Spirit had taken my Forme and Countenance, I had been affix'd with his.

My devotion knew no limits and I gave my self fully to ye task of freeing my gift of Prophecy from ye Tomb within my Dreams. Taking much wine, I knew a ruddy Catalan girl in the French Manner - most satisfactorily - thence an Italian, likewise an older servant of my Hostess. I taught her Much to Warde her against ye Demonick Spirits, though I knew Not her Tongue, and she likewise shared Much

Knowledge with me. As Lot's seed was carried forth in a sullied vessel yet remained Clean, so may Man, by laying like Beasts, drive forth ye Demonic Inquisitors as Smoke drives off Bees.

Know you well that when ye Time of Judgment is at hand, and Lord God returns, there will be many Signs. Ye Moon will be as

Blud and bear ye mark of red-tongued Satan. The Beast will awaken in the West and his City shall rise up from ye waves. Reliah is the name of his Kingdom, and its coming will be on the lips of every man, be he heathen Musselman, Hindoo, or Pious Christian. When ye Beast strides forth from his City the Moon shall be torn asunder by the Whore of Babylon, Mother to Blasphemy and Corruption, and Angels will appear in many places, to carry forth ye Souls of the Righteous in silver chalices to ye Throne of Almighty God on high...

Gods of Reality

Bret Kramer and Sam Friedman

Dr. Huston's monumental tribute to his lunatic arrogance is different from the other tomes that the investigators might obtain during the course of the campaign; it is filled with the secrets at the heart of the Carlyle Expedition mystery, but contains nothing to expand reader's knowledge of the Cthulhu Mythos. We have adjusted the layout of this book's write-up as a response to this—the quotes section has been greatly expanded to include all the major topics the book addresses, especially those of interest to investigators. If needed, Huston's book may provide answers to outstanding questions about specific mysteries relating to the Carlyle Expedition.

Physical Description

A thick (over six hundred pages) manuscript; it bears the title *Gods of Reality* on the first page. Dr. Robert Huston is named as the author. The bulk of the work is on standard-sized "letter paper" (8 ½" by 11") of good quality, in a fluid, if compact, hand; the quality of the paper declines in the final third and appears to have come from several different sources, mostly Foolscap Folio and Large Post Quarto-sized (8 by 13" and 8 by 10" respectively), likely from Australia. The pages are individually numbered and some of the early portions of the book appear to be dated (starting in February of 1920), though this ceases after the first hundred pages. Sometimes small, frequently unexplained, diagrams of unusual looking devices have been drawn into the margins.

Skimming

According to the cover, this book contains the philosophical wisdom of Dr. Robert Huston. He claims that he has achieved wisdom greater than has ever been possessed in the history of man through the aid of a mystical being he refers to as the "Universal (or sometimes 'Cosmic' or 'Divine') Syzygy". Huston's claims are hard to substantiate as the work is disorganized, convoluted, and cryptic. This might be caused by the fact that, as Huston suggests, readers who have not transcended primitive modes of thought cannot begin to understand the truth he claims to reveal; it might also be due to the fact that the author is a raving, bombastic, megalomaniacal lunatic. Readers making a *Psychoanalysis* roll might gain explicit insights into Huston's way of thinking if the Keeper wishes, allowing some anticipation of his future actions. In some of his digressions, Huston discusses something called "the Master Plan" and his activities in "the Great and Ancient City" towards those somewhat murky ends.

Thorough Reading

This work represents the collected "wisdom" of Dr. Robert Huston, late of New York. His ostensible goal in writing this work is to explain to his readers the truth of reality; that all human understanding is not just hopelessly wrong, but inevitably so, due to our fundamentally flawed human mindset. It is only through transcending our primitive human way of thinking that individuals may, as Huston repeatedly claims he has, begin to understand the fundamental and universal truths that underpin reality. In doing

so, we perceive reality as the gods do and thus become like them.

Huston claims he came to his trans-human genius through the guidance of a being he refers to as the Universal Syzygy, the embodiment of the self-aware facets of the universe, a limitlessly wise and powerful god whose greatness cannot be understood by primitive thinkers. Throughout human history this being has been recognized in a partial and incomplete fashion as a god in almost every human culture; he specifically names the Black Pharaoh (alternately called Nephren-Ka, more rarely, Nyarlathotep), the "great horned god of the Kenyan savages," the "ravenous Mother/Lover of the Chinese," even "the primitive Aboriginals' 'Father-of-all-Bats'." Huston proclaims himself to be the first human granted transcendence by this being as well as the herald of a new world order, with Huston as its temporal master.

Unfortunately the text is nearly incomprehensible in its arguments and buries the presented proof of Huston's claims under an avalanche of self-aggrandizement, biographical trivia, weird scientific minutia, and nearly endless digressions where Huston examines some facet of human culture or history and, bringing to bear his "unique" genius, dissects it. While the relative merits of his thoughts might be debated, these countless asides do nothing to further his fundamental claims which they only support indirectly.

Scattered throughout the text are asides and comments musing on the great task that Huston, in conjunction with a few rarely mentioned allies (all formerly part of the Carlyle Expedition, though Ho Fong is referenced a few times and Omar Shakti once), are engaged in. As far as can be discerned, certain collective ritual actions combined with various astronomical alignments, including a solar eclipse, will alter the very fabric of the world at a particular location in the central Indian Ocean. This changed place, Huston calls it "the Great Gate," will allow the Universal Syzygy to enter fully into this world in a physical form and begin its rule over all things. Huston's primary assignments (despite his claims at sole importance, he is clearly working at the behest of his allies) are two-fold. The first is to procure technological information[1] from a magically bound being, a being supposedly from the ancient, apparently pre-human, past. Huston clearly relishes his domination of the creature, whom he decries as being arrogant and willful. The second assignment is to ritually prepare, via certain enchantments and numerous human sacrifices, certain statues before the opening of the "Great Gate." The date for the ritual is given as January 14th, 1926.

The text ends abruptly and the book is still apparently being composed, though little purpose can be seen in that task.

The minor Mythos Tome variant

Since so much of what Huston discusses reveals secrets of the Mythos, the Keeper may elect to treat *Gods of Reality* as a minor Mythos tome. In that case, the following statistics are presented:

Sanity Loss 1d3/1d8; Cthulhu Mythos +2%; average 2 weeks to study and comprehend. Spells: Contact Nyarlathotep, Dominate, Time Trap

None of the spells are specifically identified or named, though the ritual elements of each are obvious to readers.

1. A character making a *Physics* roll will realize the information collected as being something to do with the construction of a gigantic rocket.

Quotes

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.

Human Perception, dreams

The repose of the masses shall soon be disturbed. Their dream-filled wakeful sleep will end. I shall open their eyes to the truth and the power and rule by my great wisdom. Their cave is dark and they see nothing. They believe themselves safe, hidden from the light of a new dawn. But the truth reaches them still. They bury themselves deeper and still the water seeps down to them, carrying whispers of truth.

~~‡~~

In sleep the woman came to me speaking tongues I do not know. Yet I easily understood her as she led me deeper into dream. I crawled with her under a vast flat rock to escape the heat of the sun. There she opened a door emblazoned with gold-painted etchings and phosphorescent symbols in a myriad of colors. It was then that I knew her. As she opened the door any fear or trepidation vanished, for now I was to know the truth, for my Master wished it to be so. Peering beyond the door, my mind reeled as a bird through the sky. All the laws of physics had no use for me here. Direction was meaningless, as was form. And yet I descended to a series of platforms. Not because of any external force. No. It was because I willed it.

I awoke in a sweat with a servant standing over me. He held up a cloth damp with blood and it was then that I felt its warm wetness dripping from my ears.

It is by the sheer power of our collective consciousness that we form the world to our understanding. The men of science do not work to understand, they work to force their feeble will on the universe, to make it conform to their petty comprehension. How foolish they are! They do not see that the will of the Cosmic Syzygy is infinitely stronger and beyond His will there are Truths yet stronger, though I dare not yet speak of them.

~~‡~~

... and yet is it not the case that the dreamer who, in waking, fully believes the world to be ordered and structured, finds his conceptions of reality thrown into challenge? The sleeper, now faced with irrefutable proof that his notions of reality are flawed, lacking, fights and exerts himself until he sees that he can not win. It is then that he screams himself awake. This they call nightmare. This I call vision. This I call wisdom.

Gray Dragon Island & Mountain of the Black Wind

Sweet bride Hypatia—our Master's. Her honor is the highest—to birth the Child of God! On her throne at the Mountain of the Black Wind she wails in Truth's Light. Her pain is the Child's sustenance and surely he feeds well.

~~‡~~

Three points in the Mark. The Great City, the Mountain, and the Island. All shall unite in singing His song at the appointed time. His music, performed in rituals of blood and flesh, will be a fanfare of enlightenment to herald in His reign, My dominion, and the End to all ignorance.

JANUARY 14, 1926

The day of the eclipse shall arrive and together we bring out of Darkness a new Light. Penhew insists that we use chronometers to ensure proper timing, but we will know the time. His limitations mark his ignorance—he still insists on calling the fourteenth day of January, nineteen-hundred twenty-six. It is propitious though, this Gate formed in the month of Janus, God of Doorways... Only I see this connection, not that puffed-up lover of ancient stones, that drinker of the polluted Nile. Let him worry over his precious vessel. While the Wielders of the Club send the livestock screaming into madness, the Stone Gods shall release their energy to the Dome. The Gate will open. By MY will, Truth will be born!

PURPLE TEMPLE, STATUES

Long before we unearthed it I had visited the place in dreams and visions sent by The Cosmic One's messengers. Now I have seen it and its power. I would be a fool to let such a power store go to waste. The statues will be as reservoirs; the dome is beyond mortal comprehension but I know it well.

MIND DEVICE

It is so simple, a crown of copper webbing surrounding the crystal spheroid. Though energized by electricity it seems this is not the source of the machine's greater power. Too perfect! Science defied by such a simple trick! I see the change behind their eyes when I awaken him. He bled from the ears. I stopped that with gauze but some defect of his brain soon killed him. There are others to test.

Lightning Gun

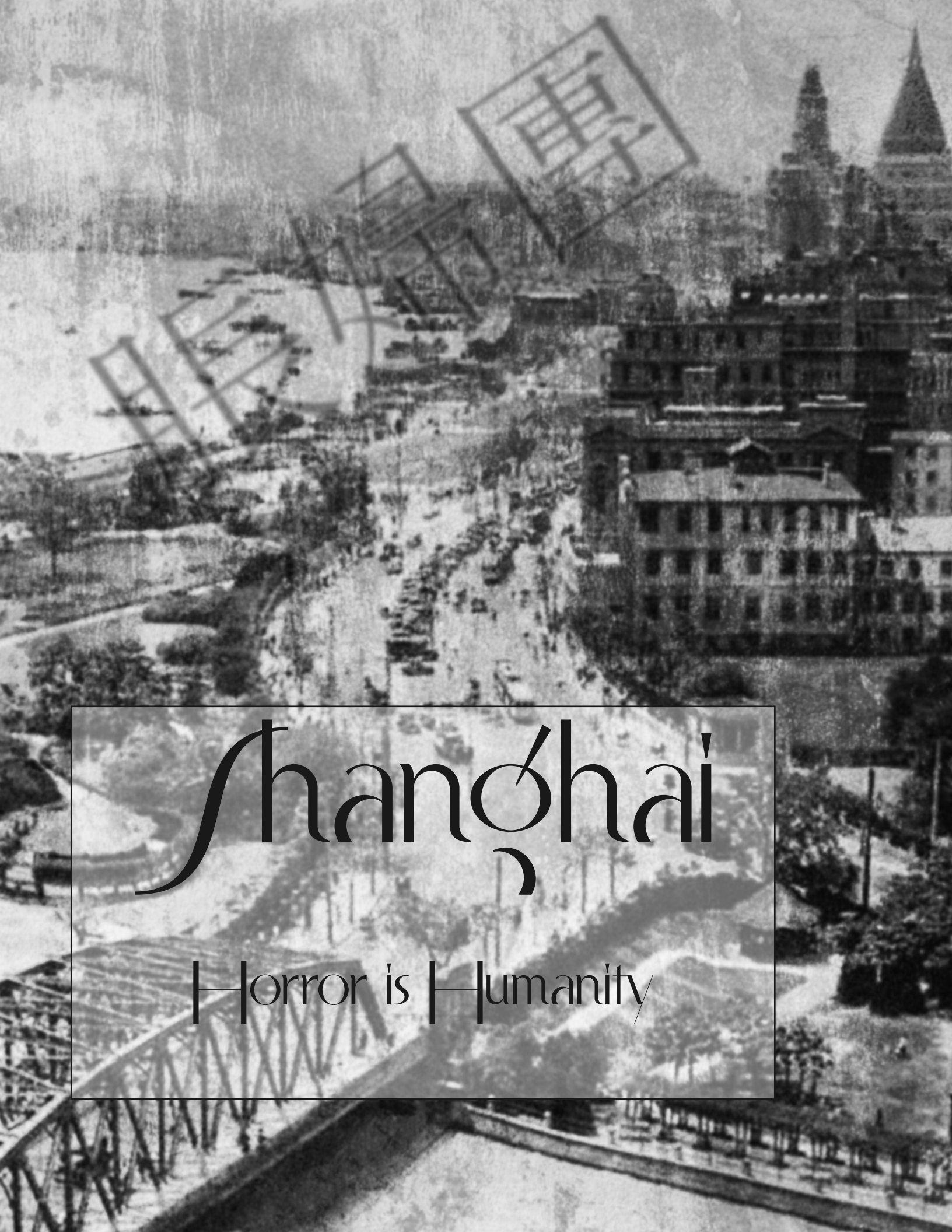
More force was needed, but he showed me the device and its function. None but I, prepared by the visions in my dreams, believed such a device could exist. I knew it to be a mighty weapon and I was right! The apparatus holds the most powerful force of nature. Thunder and lightning bow to my will and smite my opponents, like Zeus! I ventured to the great chamber to test its efficacy in dealing with humans. They roasted quickly, and with a minimum of struggle, just as I saw in my vision.

After some more work, the arrogant creature showed me the schematic and I shall build one myself. The design is complex, but this is no obstacle. The others have brought all the materials and I shall have the honor of assembling the device. Ha! Even the most "gifted" men of science could never imagine such a thing... glory! ...to control such elemental forces!

He tells me the piping ones that he so fears flee from the device. I dispatched a party to seek one out and test it, teaching Sullivan how to draw them forth from the darkness. How they burn! The survivors report that multiple applications are needed but the devices are most efficacious. I examined the remains and knew that once armed and equipped my army will suffer no opposition. I will conquer all, even those feared by the City's Builders. I must make further tests.

The Yithian

I have made the fourth sacrifice to The Timeless and Universal Syzygy and called upon him in his name of Nyarlathotep. Tonight my dreams shall be of the void and I will feel its pull again. In sleep I see them and reach for them, pulling them ever nearer. He has told me my success is near. I shall pluck one from the dark of past eons and bend it to my will. I shall conquer time just as I will hold dominion over space. The Builder shall return to its City as my slave.



Shanghai

Horror is Humanity

Keeper's Notes: Shanghai

Anthony Warren

(with Chinese translations by Susan Zhang)

Chapter Overview

Shanghai is frequently the conclusion to an arduous international adventure: old friends and brothers-in-arms have fallen, and the weaker in sanity or prowess have been culled. Villains have been defeated and cults stamped out. For many, this bustling slice of China should be an exotic and novel experience, all the more memorable for its role as finale.

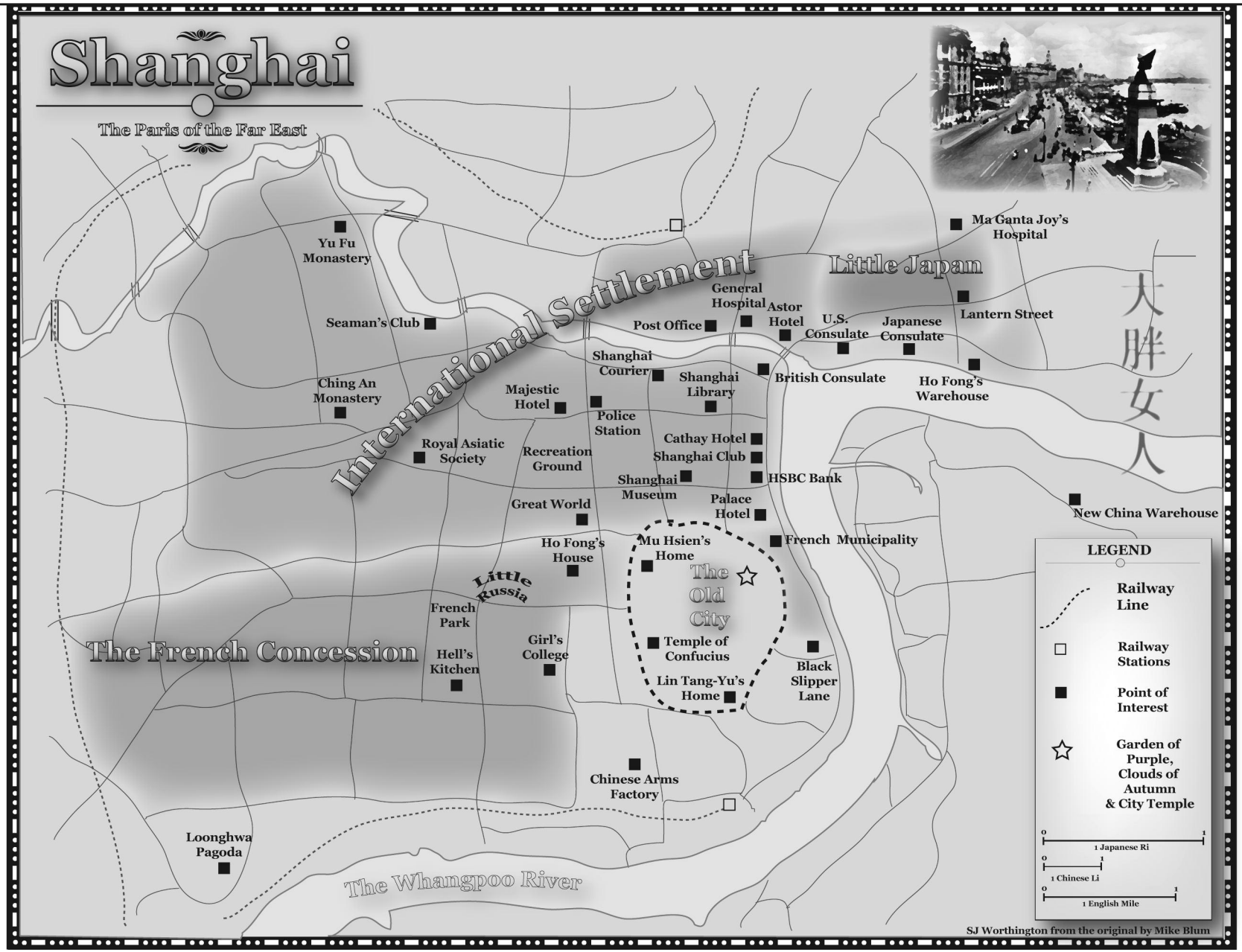
Getting Started

The first consideration for the Keeper is **where Shanghai fits into his campaign** and, at the same time, **how the city will be portrayed**. Is it a painted backdrop: all opium-smoking *triad* bosses, gentle martial-artist "coolies"[1], painted dragon-ladies, and sighing singsong girls? Or is it gritty film-noir horror: neon-lit casinos, cognac-sipping Old China Hands, foreigners running from their pasts, and seedy *dim sum* street-vendors who know all the wrong people? There is a fine line though, between caricature and outright racism, so know your audience. This chapter assumes a "mythic-realistic" Shanghai: rouge-cheeked, a little preened, but still recognisable to those who knew her, so to speak. Seeking out **a pre-1940s map of Shanghai and some photographs** (both available on line) will prove helpful. While the updated map included with this section should hopefully remedy some of the errors of the original Shanghai chapter of *Masks of Nyarlathotep*, a map with the old road names would certainly help locate those streets mentioned throughout this chapter.

Nevertheless, **backdrop comes second to the people that populate it**, and unless the Keeper or his players have knowledge of Chinese culture it might all seem a bit daunting. Hundreds of books on Chinese culture are available for livening up interaction between the investigators and the peoples of Shanghai, but do not forget that certain darker aspects—the foibles and stereotypes of the era—can also serve as a means of toying with investigators' preconceptions. If there is the need to gloss anything over, the Keeper should feel free to do it with a shrug and a vague answer. Even most Chinese find it difficult to explain "face" (respect) or cultural nuances to foreigners, and investigators asking what is that strange procession that they are seeing, with its dances and firecrackers and golden-statues, will probably be met by the translator's answer "respecting the gods" or "it's very old; it's just how it is," or the ever popular "you wouldn't understand." Similarly, most westerners had little to no experience of Chinese life, and fewer bothered to take any heed of it; even seasoned China Hands, many of whom had spent 30 or more years "up-country," still did not speak a word of Mandarin or Cantonese, had never met one aside from a servant, and yet assumed to know everything about the "Chink"[1] and "Chinaman"[1] as they regarded them.

The Keeper needs to take care if he is to **retain player focus on the "Big Picture."**

1. We use this term with reservation; it is historically appropriate but, particularly in the modern era, has become inexorably bound into colonial and racist stereotypes of native people.



Shanghai and environs

Shanghai is complex, and tying together its threads is possibly the most overwhelming task of all the locations in the campaign, especially if the players spin off on unplanned avenues and away from dealing with the Mythos threats in the city. As ever, it pays dividends to read *Masks'* Shanghai chapter with care. Hopefully the investigators will recognize that here the **threat is two-pronged: Ho Fong and Sir Aubrey Penhew**. While this does not mean dumping information on the investigators as soon as they have set foot on the Bund, it does mean that the Keeper is free to hand out the abundant clues with no little largesse. If investigators arrive in Shanghai at the beginning of the campaign, however—coming direct from New York and bypassing other chapters—it will be necessary to provide clues elsewhere; alternatively, a softening of Ho Fong's assaults can solve both problems.

Making Friends and Influencing People

News travelled fast in Shanghai, and unless the investigators smuggle themselves in under cover of darkness (and even then that is no guarantee!), interested parties will get in touch with them almost immediately. Usually this involves finding a selection of invitations or personal-cards left at the hotel reception within a day or two of arrival (and after the locals have worked out what "type of people" the investigators are; after all, no one wants to get chummy with a criminal… unless they are *our* type of criminal). These invitations or personal-cards will probably cater to the nature of the arriving party: anyone with a high *Credit Rating* will be sent an invitation to the opulent Shanghai Club, a well-to-do American to the American Club, a Frenchman to the French Club, and so on. Occultists, journalists, and lawmen will receive invitations to likeminded circles. It is considered *very* rude to turn down an invitation without good reason or to fail to send a reply.

Both Chinese and expatriates survived on this sort of networking. Investigators quickly find that unless they are incredibly resourceful, membership in one of these circles can decide survival or failure. Failing to abide by the unwritten rules of Shanghai society will also be detrimental to the investigators' progress, in particular hanging around the Chinese too much (or the westerners, if the investigators are Chinese). Investigators needing favours or assistance should not be shy about making friends; in Shanghai, as they say, "we're all in it together."

Perhaps the biggest problem for the Keeper stems from **the sheer number of organisations and factions that the investigators can interact with** during this chapter. At a conservative estimate these number five—the Order of the Bloated Woman, Lin Tang-yu's thugs, New China, the police, and the Japanese military—and that is not including many of the minor "linking" NPCs. If a Keeper uses every character and every group from both *Masks of Nyarlathotep* and this *Companion*, he is liable to have a dozen semi-affiliated groups to keep tabs on alongside the investigators! If that feels too broad a focus and too arduous a task, the Keeper should instead concentrate on the Order of the Bloated Woman and New China, moving the others on and off stage as desired—after all, there is no reason to force Lin Tang-yu or Taro Isoge into the campaign if the Keeper does not feel comfortable with them.

Nor should a Keeper worry if things make cinematic rather than logical sense: in mythic Shanghai, a man coming through the door with a revolver is an occupational hazard, and no one is shy about spying on or kidnapping anyone else. No matter how many informants "jump" from the suicide-spot atop the Great World building or if the party manages to get arrested for a shoot-out in a *triad*-owned nightclub, it is best to keep the events moving. The Keeper just needs to smile and improvise. To horribly misquote *Chinatown*: "Forget it, Jake; it's Shanghai!"

Keeper's Tips

Before we begin, it is probably best to say that **a reader will not find meaningful comments on Chinese culture**, the tenets of Buddhism, or complex descriptions of "face" here, since other books do it far better. (Although devoted to *Call of Cthulhu's* "modern" era, Chaosium's *Secrets of Japan* does overlap with the Shanghai of the 1920s; it provides quick and dirty rules for Chinese-style uses of *Credit Rating*, the Cthulhu Mythos' influence on Buddhism, and the various "alchemical" elements of Taoism—but your mileage may vary.) Similarly, it is a good idea to

point out that in real-life, **Shanghai was NOT the Wild West**. It was a bustling, vibrant metropolis with a serious crime problem that its various police forces tried very hard to keep abreast of. Any investigator assuming that he can do things here that are frowned upon elsewhere is in for a rude awakening, and in a realistic campaign Shanghai would likely be comparable to modern-day Los Angeles or Chicago; yes, they have their gangs, drugs, and police—but the vast majority of Shanghai lives, white or Chinese, are barely touched by crime any more than they are today. Of course, in a pulp-noir Shanghai, everyone is crooked, double-dealing, and probably packing heat...

Travelling by sea into Shanghai usually follows this course: upon arriving at the mouth of the Yangtze River, ships were boarded by pilots who guided the craft the fourteen miles upriver to Shanghai. During this five-hour journey passengers filled out customs forms and watched the scenery: the riverbanks—pocked with farms, hamlets and fishing camps—blended into billboards and factories closer to the city. Dirty brown and alive with ships and patrols of every flag and size (at night their prows glowed with lamps and they made as much noise as possible to warn other ships), the river finally curved before reaching the city proper; to the right was Hongkew, with its wharves and shanties, ahead was the eight mile stretch of impressive western frontage, high promenade and docksides known as the Bund. The first sight that the investigators are likely to have of Shanghai, therefore, is not of the "Orient," but of something like waterfronts of a tropical Liverpool or Southampton. Before landing, small boats swarmed around the arriving ship, disgorging insurance-brokers, luggage touts, and hotel salespeople. Investigators are recommended to sign with a registered luggage company, as vagrants picked through luggage left untended on the dockside (of course, signing for a handler was no guarantee either—characters might have a bag or two stolen anyway). The foreign-run External Customs will search the baggage of the arriving travellers, seizing non-prescription drugs, opium, and salt (the latter due to heavy taxation), while a tax is due on tobacco if the amount carried is deemed to be more than necessary for personal use.

Steamships arriving at the Bund

Firearms will be confiscated (though returned on outbound trips) unless a license can be presented on disembarkation. Smugglers must take their chances.

The date of the investigators' arrival in Shanghai is important as the 'Living with the Clampdown' sidebar (see page 328) explains, for the city is beset by numerous emergencies and holidays. But whatever the case, Shanghai should be a novel setting: a collision of East and West. Few players ever complain about going overboard when it comes to describing Shanghai—its sights (wondrous), smells (often

pretty horrific), sounds (loud, except at night when it is *very* loud), or its mix of color and people, all of which enrapture the senses in one moment and disgust them in the next. Describe the bustle and crush, the banners and bunting that seems to adorn every shop-front and overhang every street, the street-vendors that sell everything from tea to pornography. Rickshaws and pedestrians dart between cars without looking, while coolies carrying poles laden with goods sway and swing under the weight of it all. The Shanghai of the 1920s is neither truly Eastern nor truly Western, and whether the investigators are foreign or native born, it is hard to tell *exactly* what is going on at any one time.

Although the book's NPCs assume that a skill in Mandarin or Cantonese as being all that is necessary to get by on the streets of Shanghai, the real China was a hodgepodge of languages and dialects numbering in the hundreds and almost entirely unintelligible with one another. Shanghai was no different, the three largest language groups being *Mandarin*, language of the courts, the intelligentsia, and central China; *Cantonese*, spoken in Hong Kong and the south, and sometimes a business dialect; and the local dialect (*Wu* or 'Shanghainese') which was the city and surrounding area's *de facto* language. The Keeper should assign some NPCs skill in *Other Language: Shanghainese* roughly equal to their highest Chinese dialect. The written Chinese language however, comprising around some 8,000 characters, is the same across all dialects, although literacy rates are low. Aside from English and Pidgin (see page 344), other major foreign languages spoken in the city include Japanese, Russian, and French along with Portuguese, Dutch, Spanish, and Latin (the latter particularly spoken by educated Chinese Roman Catholics). Even the Chinese natives relied on translators in Shanghai.

Speaking of translators, there is no reason why the investigators should be limited to just **Li Wen-cheng**. While the campaign says that McChum recommends him, he could be met anywhere: perhaps at the investigators' hotel, as an assistant to Mu Hsien, or even rescuing the

Sun Yat-sen and the May 30th Movement

Sun Yat-sen—father of modern China—helped bring down the Qing Empire, founded the Nationalist (*Kuomintang*, KMT) Party, and strove for a unified China. In February 1925 he was invited to Peking [*Beijing*] to negotiate an end to the civil war. Investigators might spot him on his brief stop in Shanghai where he visited his wife's family (the all-powerful Soong dynasty) and drummed up support. But on March 12th just outside Peking and before the meeting had started, he suddenly died of cancer. The national outpouring of grief thrust the KMT into an internecine struggle (won by future generalissimo Chiang Kai-shek in mid-1926), and saw a surge in strikes and protests, particularly against foreign companies and concessions. Shanghai bore the heavy brunt of this anger.

On May 15th a protest at a Shanghai cotton mill ended with a striker shot dead by its Japanese foremen. Demonstrations escalated, and on the morning of May 30th students marched into the International Settlement to express their anger. Some of the ringleaders were swiftly arrested and held at Louza Police Station, around which a sizeable crowd gathered to demand their release. Being a race day, only a skeleton staff were on duty at the police station and the road was soon choked with thousands of Chinese. Sikh and Chinese SMP officers formed a picket on the station steps, but this only incited the crowd. When it began to chant, "Kill the foreigners!" and scuffles broke out, a police inspector responded by demanding that the crowd disperse. Seconds later, at 3:37pm, the picket (only two of whom were white) opened fire—four Chinese died right there and four more died later of their wounds. Other protests, meanwhile, were passing off relatively peacefully across the city.

Word of the shooting spread like wildfire, and that night the city's Chinese council called for a city-wide strike and boycott of all foreign businesses. In response the foreign Settlements declared a State of Emergency (see the sidebar "Living with the Clampdown" on page 328). Shops and department stores closed, coal became scarce, and the docks went on strike. Once again the West, recently something to aspire to, was China's villain—and the strikes spread to every foreign concession in China. By August, with power cut off by the Settlement-owned electricity company, Shanghai's businesses were forced back to work. In Hong Kong the strikes continued well into 1926…

party from an embarrassing public *faux pas*. A naïve Methodist is a far cry from the usual cut-throats that the investigators seem to accumulate around themselves; Li Wen-Cheng can be a memorable character. His growing difficulty adhering to both Christian piety and his Chinese upbringing, all while aiding the investigators' increasingly unruly and dangerous mission, can be played for laughs or pathos, as desired. In a campaign leaning heavily towards the tropes of Chinese cinema, Li *must* die, but not before the investigators have looked him in the eye and sworn vengeance upon his killers…

Turning from Shanghai's Chinese majority, another important facet of the metropolis is the city's **foreign population**. Tens of thousands of émigrés from every country in the world had been flooding into Shanghai for decades, becoming policemen, storekeepers, harbour pilots, accountants, foremen, barmen, undertakers, dancers, exiles, singers, soldiers, mercenaries, thieves, lawyers, dilettantes, prostitutes, bodyguards, civil servants, architects, diplomats, and everything in-between. Many of the period's greatest eccentrics were drawn to the city like moths to flame and the Keeper should feel free to exercise every creative whim in designing NPCs to populate Shanghai, from Japanese jazz-singers and Italian arms-brokers to Indian princesses and Russian physicists, or crippled millionaire architects and Dutch drug-smugglers. As NPCs, most will need little more definition than a *Credit Rating* score and a few key occupational skills, but if a player shows an interest in using one of them as a replacement investigator, then the new character will need fleshing out. See "On Replacing Characters" on page 496 for further advice on this process.

The Stumbling Tiger Bar is likely to be the first port of call for the investigators after they arrive in Shanghai and find themselves a hotel. After all, one of the first clues to be found at the start of the campaign is a match box for the bar, and it is an obvious lead. When the investigators pay their first visit to the "puzzle-bar," they are likely to latch onto its owner, Fergus McChum.

McChum is actually a double-edged device, as to properly utilize the bar owner a Keeper needs to master the art of knowing how *not* to use him. Once they realise that he is hiding something, the investigators are likely to cling to him like a rash—whereupon he or they will wind up dead in the Whangpoo. In real life the "puzzle-bars" pride themselves on always telling the truth, so the trick lies—as in reality—in cryptic hints, sly asides, winks, nods, and tips of the hat, and should not be above pointing in a more circuitous route—maybe Hell's Kitchen nightclub (see page 376) or a contact at the *Shanghai Courier*. Still, the closer it is to the Gate Opening, the more helpful (or at least honest) McChum should be, since sending players to Nicaragua two days before the ceremony begins is generally considered "bad form." A Keeper might also be interested to know that Lantern Street is on the cusp of the Japanese quarter great for throwing the odd geisha and tea-house at players. ("Wait, I thought this was Shanghai… where are we?!")

The Keeper also needs to be aware of what the **various police agencies in Shanghai know or believe about the investigators** and how each reacts to the party's shenanigans. Perhaps the simplest picture of the French and the Settlement police is to suggest that they mixed the best elements of Western policing (modern techniques, tactics, and forensics) with the worst of Kenyan or Egyptian policing (torture, racism, corruption). Besides the possible danger and consequences of their committing a criminal act while in Shanghai, the next greatest worry for investigators are their personal politics. Left-wing tourists and celebrities are sure to be tailed by an undercover detective or four, since both the SMP's Intelligence Office and the French *Sûreté* tried to stay on top of any disturbance or scandal. Investigators who have been mentioned in one of Nigel Wassif's memos are also liable to be watched, though hopefully for better reasons. As such, the three separate police forces can serve as one or more complications for the investigators, or as potential assets—but it should be remembered that the officers of one agency cannot legally enter the jurisdiction of another, unless hot on the heels of a suspect. The wily investigator (or cultist) wanting to escape the long arm of the law should race for one of these borders as soon as possible and then sneak back later.

So, what threat does **Ho Fong** and the **Order of the Bloated Woman** pose to investigators? While not necessary for Nyarlathotep's long-term goals (he is not key to the Gate Opening ritual, after all), Ho obviously has not been ignored by his deity. His assets include cadres of tattooed[2] cultists, local expertise and connections, relatively modern technology, and the ability to pass as one of the faceless many in the crowd. If the Keeper has Ho Fong marshal his assets to best effect, the Order could prove to be a very tough customer for the investigators. If they have come to Shanghai at the end of the campaign, then the cult definitely should be ready—sickles and all. On the other hand, if Shanghai is the first stepping-stone on the investigators' journey after New York, then the nature of the Order should be the opposite—old and entrenched, and slow to act.

The Order's methods depend primarily on what is most pertinent to the campaign, but such methods should also be fun. If the events of previous chapters have tended towards subtlety, the cultists in previously visited nations having worked from the shadows, then those employed by the Order might be screaming lunatics, ambushing investigators from dark alleys, bundling them into the backs of waiting cars, or carrying out suicide missions with no regard for bystanders. Naturally, when fended off or arrested they disembowel themselves or bite off their own tongues. Conversely, if the cultists encountered in previous chapters were bloodthirsty maniacs, then those of the Order of the Bloated Woman will be more subtle. They make kidnap attempts disguised as bellhops or Buddhist monks, extend charming invitations to poisoned dinners, or do the trite-but-fun "huge poisonous millipede in the bed" trick. While hotels, libraries, and foreign clubs—the sort of places that investigators seem to spend most of their time—are hardly bastions of racial equality, this should not stop them ransacking the investigators' bedrooms if given half a chance, or disguising themselves as rickshaw-coolies, beggars, or waiters to catch investigators unawares. After all, such institutions will probably employ locals as staff rather than foreigners. Stepping outside the foreign concession borders and into the Old City or further afield is another matter entirely—here the cult can act with certain impunity. The cult's ties with pirates, the sea-trade, and Deep Ones should also give knowledgeable investigators (and the dastardly Keeper) pause for thought.

As Ho Fong is unlikely to be forewarned of the party's arrival, the investigators should have ample time while in Shanghai to deduce his involvement, or at least to acquire one or two clues that hint at his true nature before they meet him—spotting the *Ivory Wind* offloading crates at his warehouse is a blunt but effective hint. Of course, those investigators who fail to tread lightly should suffer accordingly. Certain locations from the scenario "Bloody Botany" (page 407) might prove that the elusive Mister Ho is not all that he appears. As a magician, his powers are not exactly formidable—he has not even bothered to learn the spells from his copies of *Libre d'Ivon* and *True Magick*—so a Keeper might want to give him a few extra spells like *Wither Limb*, *Deflect Harm*, *Create Gate*, or (this author's favorite) *Summon/Bind Star Vampire* to round him out.

Similarly, his reliance on poisons is either a wonderful reminder for investigators to beware at all times or a nuisance against which no one can defend—so the Keeper needs to take his players' feelings into account before lacing their characters' food with drugs. Alongside the usual suspects, like poison or knock-out potions—described under the Nefarious Henchmen statistics on page 187 of the main sourcebook, others could induce memory loss (all the better for interrogating investigators and sending them back none the wiser) or psychoses ("As you can see, Inspector Dreyfus, the man is quite mad. First he accuses me of being the head of a murderous cult, and now he's hallucinating the carpet has become a dragon!").[3]

The likelihood is that the investigators will find that breaking into **Ho's warehouse** a far from difficult task (if they do, it can be made

2. For the record, the actual symbols 脹婦團 should read—"Bloated Woman Order/Society"—rather than those provided in the campaign book.

3. Case in point: in 1932, a banquet held by Du Yuesheng killed four of the French Concession's *major-domos*, and nearly killed its police chief, after a "mistake" involving poisonous mushrooms.

easier by limiting the guards' abilities or by making them ordinary warehouse guards rather than members of the cult), and even if Ho discovers the break in, which he will if his money is stolen[4] or his property is damaged, he is unlikely to inform either the police or the authorities of the break-in. Nevertheless, such a shameful loss of face surely means death for the interlopers. This will be especially the case if the burglars uncovered Ho's secret storeroom or his various maps and ledgers.

Even if investigators fumble the mission elsewhere, the loss of the **rocket parts** in Ho Fong's special storeroom might be enough to impede Penhew's work. Consider the date of their loss in relation to the planned launch of the rocket to determine how much damage the sabotage, theft, or seizure of the parts will have in slowing or halting its construction. These parts also may prove instrumental in obtaining military assistance with the cult base on Gray Dragon Island (see "Send in the Marines!" on page 388 for more information). If your investigators are as of yet unaware of the rocket's construction, be sure to describe the parts as ambiguously as possible so that the reveal of the rocket retains its shocking impact.

Ho's yacht, ***The Luxuriant Goddess***, can be used by the Keeper for a variety of tricks. Once out of sight of the coast, it is an obvious location for any captured investigator to undergo interrogation at the hands of the cult, as it is not only quiet, but it is also easy for the interrogators to dispose of the investigator afterwards. The obvious means of which is simply to dump the body over the side, but the cultists could just as easily hand the still-alive but bruised and battered investigator to their Deep One allies. Ho Fong could also take the yacht out (with sacrifices) for communing with his Deep One brethren or travel down to Hong Kong. That it sails under the British flag does not make it impervious to foreign searches—merely less likely to be subject to them. While it usually is free of any questionable cargo (Mythos-related or not), the Keeper can decide otherwise. Alternatively, clever investigators, perhaps aided by the New China movement, might be able to commandeer it for a "Trojan Horse" raid on Gray Dragon Island.

Ho Fong's warehouse

Whether guests by choice or by force, **Ho Fong's Mansion** is an important location in Shanghai. *Masks of Nyarlathotep* describes it as being "near the Old City" and "beyond the aegis of the ... Settlement police," but the map actually puts it right in the middle of Frenchtown (see page 336) and therefore under French jurisdiction.

Ho Fong's Mansion

Despite their traditionally *laissez-faire* attitude towards crime, Ho Fong has more than enough pull with the French

Heading off the Beaten Path

References are made to both Japan and various South American countries in the Shanghai chapter, though most, if not all, are red herrings. Investigators with time on their hands might end up on a wild goose chase if the Keeper does not reel them back in quickly.

Dennis Detwiller's scenario "Mysteria Matris Oblitae" (available at his website: http://dl.dropbox.com/u/7001919/MysteriaMatrisOblitae.pdf) or the short campaign "Pits of Bendal-Dolum" from *Terror from the Stars* / *Cthulhu Classics* can easily be set in Nicaragua or Guatemala, as both scenarios take place in American jungles. Similarly, Pagan Publishing's *Mysteries of Mesoamerica* includes some background on Central America during the 1920s, although the archaeological bent of its scenarios make them less useful. Scenarios set in Japan—in English at least[5]—are harder to find, as that nation's social and political complexities make it difficult to convert adventures for. Perhaps some enterprising author might correct this deficiency? Hint *hint*.

4. Ho may be rich, but his floor-safe is a little overstocked. A better amount might be: 1D6x100 Chinese *tael*, 1D6x50 British five-pound notes, two negotiable drafts for a total of 1500 *yen*, and 1d6x100 U.S. dollars.

5. There are Japanese language books available, including a player's guide to Japan of the 1920 and 1930s, but at the time of publication, they unfortunately remain untranslated.

"[O]nly with guns can the whole world be transformed."[6]

Most everyone in a *Call of Cthulhu* game loves the Tommy Gun, but perhaps some benefit might be gained by including in Ho Fong's arsenal (or elsewhere in lawless Shanghai) a little variety. Some under-utilized (but period appropriate and equally deadly) firearms include the MP18/I, the C-96, and the BAR.

Bergmann MP18/I

One of (if not *the*) earliest submachine guns, this weapon was designed specifically for the needs of trench warfare, where rate of fire trumped range and accuracy. They proved to be of great use in close combat, including urban fighting. Originally produced by Germany, they were widely copied during the inter-war period, including in China. While lacking the Thompson's iconic profile, this sturdy and innovative weapon is no less a killing machine. The MP18/I is 52" long and weighs around 12 lbs unloaded.

Mauser C96

This widely copied semi-automatic pistol was nicknamed the 'Broom handle'. With a long barrel (5½") and using 7.63x25mm ammunition, the C96 combined improved range as well as penetration compared to similar pistols (note the Base Range). A detachable shoulder stock allowed it to be used as either a pistol or a carbine (see note on range). Without a stock, the pistol is about 12" long and weighs 2½ lbs.

BAR (Browning Automatic Rifle)

Made famous in the next decade by bank robber Clyde Barrow, the Browning Automatic Rifle (better known as the BAR) is a rifle that frequently doubled as a light machine gun; built-in bipods become a standard modification in the late 1930s. Their usefulness in this role is somewhat hampered by their comparatively small magazine. Those in Ho Fong's possession would most likely come (illegally) from American forces stationed in China or (legally) from one of the several 'export' models sold abroad. These weapons are about four feet long and unloaded weigh 19 lbs.

Weapon	Calibre	Dmg.	Rate	Action	Shots	Range	Malf
Bergmann MP18/I	9×19mm	1D10	15	Auto	32/20*	40	98
Mauser C96†	7.63×25mm	1D8+1	2	Semi	10	20††	98
BAR (M1918)	.30-06	2D6+4	1 or 20	Selective	20	110	98

* The standard drum during the Great War held 32 rounds. German models after the War were limited to 20 rounds as they were restricted to "police" use.

† Other versions abound. A 9mm version (the 'Red 9'; damage of 1D10) was developed for the Great War German Army to make use of abundant 9mm Parabellum ammunition, but is extremely rare in China. After the War, the C96 M1921 (nicknamed 'Bolo') was produced for the Soviet Union; it had a shorter (4") barrel (Base range 15), making it somewhat more easily concealable. Players may be disappointed to learn that a Chinese manufactured version chambering .45 ammunition (the Shansi Type 17; damage 1D10+2, Base Range 15) is not available until 1929.

†† Double, if using the shoulder stock; attack is made with the *Rifle* skill instead.

authorities to guarantee an actual investigation into any troubles at his mansion. Skulking investigators are more than likely to be rousted by French Police. Any investigator with any skill in *Chinese* or *Architecture* can make a *Know* roll to recall that many houses like Ho Fong's have vents beneath them, into which ice could be poured or hot air ventilated as a crude form of central heating. A wiry (say a SIZ 8 or skilled contortionist) investigator might be able to break in through these ducts—if Ho Fong has not blocked them, let poisonous creatures loose in them, or worse… Pity the poor street urchin hired to climb around down there "just to have a look".

With just a couple of official bodyguards, Ho appears to possess little in the way of personal security. Yet if the fact that even his lowly chambermaid is a fanatical member of the Order of the Bloated Woman (and will willingly and capably wield the cult's signature weapon—the sickle—in defence of her diabolical master) is taken into account, Ho Fong actually needs relatively little in the way of personal security. If the investigators lack the skills to handle this

security as described, it can be made lesser—perhaps Ho goes out during the evening[7] (he does have to keep up the legitimate side of his business after all) and takes his best bodyguards with him?

Upon first sight Ho's garden can appear exotic, but it can also be creepy given its diversity of flora that might include Barbados nut, curare, hemlock, jimsonweed, oleander, foxglove, crab's eyes, and azaleas. The aquatic fauna of the garden's ponds is likely to be as equally exotic, and might include blue-ringed octopi, sea anemones, and geography cones. Investigators making a *Biology* roll will recognize these all as potentially quite toxic. Anyone foolishly examining the contents of the ponds should find out how dangerous these creatures truly are, as should any cultist who gets thrown into the pond.

The **Secret Shrine behind the Buddha** might be overlooked, but is not difficult to get into (the *Crawling Ceiling* defence is far more devastating on paper than in actual game-play, in fact, for what self-respecting investigator stares at an obviously magical ceiling?). While the side-room labelled "poisons" is self-explanatory, it can only be assumed that the "guns" room contains illegal firearms for cult action or home-defence; 1D6+1 rifles, pistols for everyone, and maybe a Thompson Gun or two might be found inside, reserved for the direst of situations. Of course, what use are guns when you have Carl Stanford?

Love him or loathe him, the Keeper must decide whether the presence of the infamous sorcerer, **Carl Stanford**, really fits within the Shanghai chapter, and if he does how much he is prepared to assist Ho Fong. This author assumes both men have something that the other needs (beyond that given in the *Masks of Nyarlathotep* campaign), a book, a spell, or a person—and that they are currently going about this transaction as rival businessmen are wont to do: with civility-laced distaste. There is no honor among thieves or cultists, after all. Stanford's skills and magic make him a truly formidable foe, not least because he can get to places in Shanghai that the Order cannot normally reach, enabling him to strike at the investigators when they least expect it with any spell at his command. His description in *Masks of Nyarlathotep* states that he knows any spell from the *Call of Cthulhu* core rules, with *Shrivelling*, *Steal Life,* and *Mindblast* being his old favorites. Unless the player characters have a fighting chance or are given time to run, it is probably a good idea to provide fair warning or have him pull his punches on their first encounter with the formidable sorcerer. In terms of his character, *Shadows of Yog-Sothoth* describes Stanford as being the sort of charismatic charmer who keeps a low profile while going about his nefarious schemes.

In the event that the investigators have met Stanford before, perhaps due to their having uncovered the true nature of the Hermetic Order of Silver Twilight as described in *Shadows of Yog-Sothoth* (which is nominally set in 1924 and thus prior to the events of *Masks of Nyarlathotep*), then they will at least have some idea as to what he is capable of. If they have not yet met him, a Keeper might instead prefer to replace him with another western sorcerer more befitting the player characters' abilities, or replace him with his chauffeur-bodyguard, Max Reed. The point is that the presence of Carl Stanford is a "thermonuclear 'Easter Egg'" capable of derailing the campaign, and if this is to be avoided, the Keeper might prefer to omit him.

Returning to Ho's abode, while the Shanghai chapter states that none of his Mythos tomes are kept in the library, it also states that there is a 20% chance that he might leave a book on his desk there. Leaving a specific Mythos book out in the **Library** is handy if the Keeper wants to impart some specific information to his player characters rather than leaving it to chance.

As written, Ho's daughter **Tzu-hsi** is unlikely to serve as little more than psychotic garnish, her purpose little more than as a creepy encounter further reinforcing the fundamental awfulness of Ho Fong. Alternately the Keeper might have her sound the alarm, attack investigators, or—if very, *very* cruel—make her

6. According to one fellow at the Shanghai Museum, at least… though historically Mr. Mao is not in Shanghai in 1925.

7. By car, naturally, seeing as he has garage enough for two. Assume both vehicles have Max speed: 5, Hit points: 45 (from the armor-plating), and Handling: -5%, with capacity for a driver and four passengers.

some sort of avatar which the Bloated Woman can see through or manifest from.

When and if **Choi Mei-Ling** is discovered being held captive within the "Seven Gates to Heaven" in the Shrine to the Bloated Woman, it is up to the Keeper to decide the importance of her role at this stage of the campaign. It can be made as major or minor as necessary, depending upon how much information the Keeper needs to impart to his players. For example, does she know Brady by his real name or solely by his "John Smith" alias? Is she a member of New China as well as the ex-marine's lover, or an unwitting cat's-paw? Simple questions like these can change her from an innocent abroad to a tough cookie caught unawares, with the Keeper giving her the skills and statistics befitting the qualities he has chosen for her. She might even make a suitable, if slightly suicidal, replacement player character.

While the countdown to Choi's death at Ho Fong's hands officially begins two days before the party's arrival in the city, it would do better to have it occur whenever is dramatically appropriate—the sidebar *"Rearranging Shanghai"* gives some means of handling this if it proves to be vital. Alternatively, the Shanghai chapter could begin with her not being held captive by the cult, but with her still hiding out in the city, waiting for Brady or New China to act. Unfortunately for Choi, being Brady's girlfriend makes her an obvious target for practically everyone in Shanghai's occult underworld, so if the investigators are to find her in time, they would need to move fast. Of course, there is no guarantee that she will trust her safety to them, let alone tell them anything about Brady. This would be a good set-up though, with the investigators actually witnessing Choi being kidnapped by cultists and so giving them sufficient incentive to go to her rescue.

In any case, once Brady hears about her rescue (and Mei-ling tells him that the investigators are benevolent or opposed to the Mythos), it would be a good time for him to make his first appearance in the campaign. Considering the nature of what the investigators will have encountered inside Ho's house, they probably deserve such a big break in the campaign.

That triumvirate of **Jack Brady**, **Mu Hsien** and **New China** are not so much vital to the ongoing plot as helpful prompts for its continuance, and all is not lost if the investigators ignore them, upset them or otherwise lose their patronage. To gloriously confuse the campaign further, even if one or two of the three believe the players would make helpful assets, Keepers might have the others disagree, creating further squabbling…

Further information on the aging historian **Mu Hsien** is included in the section *Notes on the Order of the Bloated Woman* (page 378), but once he is found he should be a worthwhile fount of knowledge. In most campaigns, Mu duly slots into one of two roles: either as a background character, shuffling on-stage to dispense sage wisdom or scholarly assistance, or as the unfortunate victim of kidnap, robbery, or murder (often switching between both roles as necessary). While his household only includes him, his aging cook, and a hidden Jack Brady, more staff or apprentices can be added as necessary (such students might serve as guides, translators, or even as replacements if Mu himself is lost). If Mu is attacked, it is safe to assume that without assistance the scholar will lose the *Seven Cryptical Books of Hsan* (and perhaps his life), which could serve as a suitable prompt for the investigators to get their hands dirty if they have otherwise been staying clear of Ho or Lin Tang-yu's estates.

Unlike Mu Hsien, the appearance of **Jack Brady** is more likely to come near the end as part of the big reveal—the denouement before the final act, as it were—thereby bringing all of the pieces of the puzzle together. If his appearance comes early on in the campaign, the Keeper has the choice of where exactly he crawls out of the woodwork. He could well be hiding anywhere (perhaps he really *is* in Nicaragua!) and if upon their first encounter with him, the investigators do little more than simply demonstrate their knowledge of Nyarlathotep, his reaction is unlikely to be a positive one. Whether he is portrayed as a reforming penitent or a hard-eyed mercenary (he does spend his free time training New China's troop to kill, after

all), Brady remains little more than a killer with a low grip on his sanity and a propensity for violence. Woe betides the investigators who really annoy him—they might well find this out the hard way.

As noted above, Brady does not need to go to ground in Mu Hsien's house, instead he could be found lingering elsewhere with both cultists and crooks hot on his heels. This lets investigators see (or get involved in) the attack on the Seaman's Club or the fire on Ching-lang Road, and makes for a 'livelier' time for investigators while in Shanghai. Brady might even be captured by Lin Tang-yu, Ho Fong, the police, or someone else, forcing the investigators to rescue him. Instead of finding Choi Mei-ling imprisoned in the "Seven Gates to Heaven" in Ho Fong's shrine, they might find a tortured Brady! If Brady *is* kidnapped, it might be Choi asking the investigators for help in rescuing him instead of the other way around, following a recommendation from Mu Hsien or McChum.

How Brady discovered the importance the *Seven Cryptical Books of Hsan* and stole it from Lin is a mystery. Perhaps a seemingly loyal member of Lin's Monkey School triad is affiliated with the New China organization?[8] The investigators will probably lay their hands on its spells once the scholar Mu Hsien has had time to translate it (completed 1D8+4 days after they meet Brady), as it is unlikely that any one of their number has the time, skill, or inclination to decipher it themselves. However, Mu Hsien is unable to provide the promised translation, then the spells from *Seven Cryptical Books of Hsan* and "The Eye of Light and Darkness" in particular, could be found from other sources.

The occultist Mr. Lung is one such potential source, as is Lin Tang-yu, although the latter is a rather less likely source, and depends upon his being used as a dangerous ally rather than a foe. Even Ho Fong might translate it from complicated Old Chinese into "simple" Modern Chinese (for some trusted disciple or his own use as he is far from a scholar) or English at Nyarlathotep's behest (for Penhew). Nonetheless, even if the scroll's spell is never discovered, all is not lost—so long as the ritual on Gray Dragon Island is physically stopped, the investigators can at least put Nyarlathotep's plans off for *this* year.

As an aside, some players might decide to test the **Eye of Light and Darkness** in Shanghai or elsewhere. Though costly in terms of both POW and MP, its success might seem like a campaign-breaker: after all, it severely curtails the abilities of nearby cults (not to mention the abilities of investigators learned in the ways of magic) and foils Mythos creatures at a stroke. Whether it lethally affects human servants of the Mythos is up to the Keeper to decide, but it is unlikely to harm Ho Fong or his cultists (though people as tied to their gods as Carl Stanford or Aubrey Penhew might be drained to a husk like any other monster). As such, if the spell is successfully cast in Shanghai, Ho Fong pulls out all the stops to find the party and gain possession of the scroll and its counter spell, but not necessarily before serving the investigators' arms to his goddess.

New China revolutionaires

If this situation arises, help can come from the most unlikely quarter—**New China**. As the antithesis to the Order of the Bloated Woman, this private army of xenophobic revolutionaries sounds like perfect bedfellows for investigators—on first glace, at least. In some campaigns perhaps they are—but if the Keeper wishes to muddy the waters (especially in a less 'pulp' game), it is better to demonstrate just how much of a double-edged sword such 'friends' can be. For this reason, New China is best introduced early in the Shanghai chapter, be it with a vocal and barely constrained demonstration or with an assassin putting a bullet into the head of a "national traitor." They should appear as just one facet of the roiling sea of Chinese unrest (political and otherwise) until such a time as they take center stage as Brady's allies. If the proper groundwork is laid, investigators might think twice about allying themselves with such a dangerous bunch; make

8. *Unseen Masters* says Brady stole and sold other works from Lin Tang-yu's collection, including a Latin copy of *Ye Naked Truths*. This might prove an interesting side-plot…

the decision to support New China be a weighty one, and not solely as a ready supply of disposable 'red-shirt' toughs.

Lin Tang-yu, his fortress, and the fairer sex...

The Keeper should judge whether players of attractive female characters are likely to be offended by being kidnapped and turned into the mute plaything of a Sax Rohmer stereotype. In the chapter's defence, it presents the possibility of an escape plan, even if the subject is not discussed. Lin's palace is in *Kweichow* and his older brother (which considering that Lin Tang-yu himself is 83, the Keeper might want make Lin's brother younger) is a Nationalist warlord in *Kwangsi*. Once at either location, there will be ample chance for a getaway attempt to be made. This can either be though the kidnapee's own efforts or at the intervention of rival warlords, bandits, pirates, or European forces. The Keeper should also not forget that in a historically accurate game, Lin would likely have to ship his captured victim by boat or by overland means, rather than by plane as the campaign suggests.

Kweichow Province itself is a rugged and rural place in the south-west of the country, coloured by dozens of minority ethnic groups and prominent western mountain ranges. Kwangsi Province—just to the south of Kweichow—is a coastal region, mostly mountains cut through with beautiful rivers and lakes, and home to some of China's most iconic scenery. The most famous fortress in Kwangsi is Jingjiang Princes' City, a walled "inner palace" once used by royalty—but which in 1925 serves as the headquarters for the Kuomintang military. Many KMT warlords are likely to be here, including Lin Tang-yu's brother; while both Sun Yat-sen and his successor Chiang Kai-shek were conscious of appearing "civilised," their grip over their generals was tenuous. Investigators who masquerade as reporters or foreign supporters should be able to gain entry into Jingjiang Princes' City, but nevertheless might have their work cut out attempting to extricate a lost lady from her fate...

Two events are liable to bring the investigators to Chu Min and New China's attention: first, after the player characters have met Mu Hsien or have otherwise shown a willingness to take on the Order of the Bloated Woman. Second, the investigators decide to probe the faction based on other leads or simple hearsay about a dangerous band of anarchist bomb-throwers. Although the investigators could try and initiate the contact, having **New China introduce itself to them is an easier method** for the Keeper, as it allows him to determine the time and place of the first meeting and to dole out information about the organisation at his own pace.

Naturally, if Chu Min's organisation finds investigators stumbling around in its plans, it will probably do what any right-thinking terrorist organisation is likely to do: kidnap, torture, and then kill the characters and anyone affiliated with them (which makes the moment when everyone realises they are all on the same side all the more delicious). Becoming friendly with New China should not simply be a case of their laying out the sad story of Jackson Elias and getting an honorary membership badge in return; in a realistic campaign, investigators should have to undergo some form of initiation rite. This could be as simple as using their foreign status to move someone or something, or as convoluted and dangerous as being the getaway driver in a kidnapping or assassination (or being the trigger-man in an assassination, if the investigators' skills are suitable).

Depending on the type of game being run, the investigators' reliance on New China can be as beneficial or detrimental as needed. In a 'Pulp' style game, where the faction is on the side of the "good guys," New China should probably be able to remain one step ahead of the police and be able to launch raids on the Order (and especially Gray Dragon Island) with some chance of success. In fact, in such a 'Pulp' game, there are few reasons why together the investigators and New China agents cannot launch a decisive strike against the cult and its hideouts including Ho's mansion. Otherwise, the members of New China are well-trained, but passionate and impetuous; having mostly rational (and worse yet, foreign!) investigators among them should put the cat among the pigeons, and there is no guarantee that everything will go as planned. Any number of spanners can be thrown into the works, whether by one of Shanghai's various police agencies, the Japanese, or the Order of the Bloated Woman. If the investigators do want a safe house or two, weapons and gear, or information, New China might be able to help, but always at a price. The Keeper needs to consider what both he and his players wants or expects from these dubious revolutionary 'allies' before introducing them into the campaign.

Naturally, **Lin Tang-yu** wants his book back, while the investigators want answers, and neither is necessarily coy about telling people so, meaning that Lin might crop up at any point in the chapter. If the party is under attack from all quarters and have no one that they can trust, Lin might just be their ace-in-the-hole. Although the campaign generally assumes that he and Ho Fong might join forces there is no reason they cannot be diametrically opposed—after all, why would a blatant hedonist like Lin want to see the end of the world? By downplaying his double-crossing nature investigators might find Lin a knowledgeable, if unsettlingly inhuman, neutral party. Of course, getting him on your side would involve selling out Brady, but if you dance with the devil… On the other hand, Lin might serve as a generous strawman: what he lacks in magic, he makes up with his small army of *kung fu* thugs and his albino gorilla bodyguards, either of which he is prepared to hurl at the party until one group or the other is dead. Investigators who have succeeded in earlier chapters and built up a few magical skills often find him a pushover, in which case he makes a better sponsor than enemy.

The Keeper should try to gauge his players' reaction to Lin's **white ape "pets"** before using them, as 400-pound apes breaking into an investigator's rooms at night might raise screams of the wrong caliber. Of course, it is harder to laugh when said ape is beating you to death... If the players are amused rather than frightened, the following should prove less hilarious: once he has mellowed during a meeting, or wishing to show his power, Mr. Lin calls forth his pets. The brutes shamble forth in oversized Chinese ceremonial robes, proceeding to pour drinks and display feats of strength for the guests in a parody of a chimp's tea-party. At night, or if anyone breaks into Lin Tang-yu's house, the human guards lock themselves away while the white-haired primates run loose within the grounds, killing anyone or anything that strays within their territory.

The final figure in this affair is **Isoge Taro**, and his role greatly depends on the style of campaign being played. The usefulness of a nationalist pan-Asian spy [9] is only certain at the end of the chapter, and even then he is hardly the type to offer assistance out of hand. Even if he has discovered evidence of cults and monsters during his time in Shanghai, he is unlikely to actually care, unless such evidence pointed towards finding that elusive rocket. Similarly, Isoge is very likely to show an interest if he realises—or if it is suggested to him—that these Mythos creatures and magics could be controlled for the glory of the Empire...

In a proactive scenario, if Isoge has discovered that the investigators have learned about the Communist "secret weapon" on Gray Dragon Island or are at least affiliated with Brady, he is likely to have his agents shadow them. Which given the various leads that the investigators have to follow up in Shanghai, this might well mean that such agents are led a merry chase in and out of the International Settlement. In which case, if any group—including New China—were to find Isoge or his men skulking about or digging into their affairs, the "imperialist dog" Isoge would surely turn up dead... perhaps serving as an instructive lesson to incautious investigators.

In the end though, when the chips are down and everything seems to have gone to hell, if Isoge had been held back in the shadows, he can be unveiled as the ultimate *deus ex machina*. He should arrive at the party's hotel, toss compromising photographs showing them meeting known criminals onto the table, and then offer them assistance and protection if they tell him *everything* that he wants to know…

Barely used in the campaign itself, the ***Shanghai Courier*** or other suitable newspaper is a handy tool for investigators to keep abreast of Shanghai's news—both mundane and the occult—and tap into the chapter's various subplots. If players do not think to check the newspaper morgue or if the game has otherwise slowed, having one of the newspaper's events occur while they are in the city usually serves to galvanize the investigators into action. A reporter from the *Courier* could also serve as a

9. The *Kochisha* ("Activist Society," more commonly known as the *Gyochisha* or "The Society to Realise Heaven on Earth") was a major proponent of international anti-Westernism alongside ardent nationalism and Japanese superiority. Non-white investigators should find it a refreshing change that Isoge is more inclined to help Chinese, Black, and Indian characters over whites.

useful replacement if casualties become heavy; See "On Replacing Characters" on page 496 for further advice and suggestions.

With its somewhat silly monster and dark-comedy style, the **Demon Cabinet of Mr. Lung** also needs careful consideration by the Keeper, for if the setting so far has been "no gods, but the Mythos," the appearance of a Chinese demon cat can prove confusing. A Keeper wanting to tie it into the greater mystery might remove the cat entirely—it is all in Mr. Lung's head!—or instead link it to Ho Fong or another individual that Lung has displeased (Omar Shakti has a devilish feline, for one). Assuming that he survives, Lung would make for a handy resource; his knowledge of the occult and numerous Chinese languages is good enough that he might play a versatile role in the campaign. Certainly his skills are high enough that he could translate the *Seven Cryptical Books* for the investigators, or simply serve as a stand-in for Mu Hsien. He might even serve as an interesting player character if his skills were expanded.

Last but not least, and perhaps not seen in Shanghai proper, is **Penhew and *The Dark Mistress***. The earlier in the campaign the investigators arrive in the city, the more plausible it is that Penhew lands in Shanghai to meet Ho Fong, collect equipment, and generally enjoy himself. How willing he is to show his face where he might be recognised is up to the Keeper to decide—Brady did spot him on the deck of the *Dark Mistress*, after all. If the investigators realize Penhew drops into Shanghai on a regular basis, the Keeper should also beware that some canny players might decide to take the initiative and preemptively kill him—a difficult, but not impossible task. This is not a problem unless the Keeper has anticipated him being needed for the finale, so the Keeper needs to beware of this danger. If he does die, the logical move would be to replace him with Ho Fong, who finally gets promoted; or Edward Gavigan, which will probably upset Ho greatly.

Ideally the end of Shanghai chapter should see the investigators launching their assault against Gray Dragon Island, but if that is not the case—particularly if the Keeper feels that it is too early in the campaign to go with such a bang—Shanghai's ending is likely to come either when the investigators tire of it (because of a lack of clues) or when the major enemies present in the city have been destroyed. If the Order of the Bloated Woman is destroyed, then it becomes all the harder for Penhew to finish his rocket and necessitates a new link in the chain between the various other locations and Shanghai. If Lin Tang-yu or any of the other groups have been removed (including New China or Isoge Taro if they were a danger) then investigators can breathe a little easier, but must still return to stop the Gate Opening…

Gray Dragon Island

The finale to the chapter, and likely the entire campaign, is this fearsome island—*Hui-lung tao* in Chinese. Naturally when and how the investigators arrive will depend on the climax, but it is a good idea to ascertain player

"That's no rocket, that's a…?"

Even after having discovering rocket parts, the word "rocket" is unlikely to have been uttered unless one of the investigators or their associates is an expert on the subject. Upon the investigators' entrance into the Chamber of the Bloated Woman at the heart of the volcano, it is therefore not a good idea for the Keeper to begin his description with: "There's a hundred-foot rocket hanging over some lava." Only the most scholarly of investigators, or the investigator who has already professed a love of Science Fiction, will have an inkling of what a rocket might look like—and even then consider the combined influence of Nyarlathotep, Sir Aubrey Penhew, Doctor Huston, and even Kakakatak in the device's development. Since the rocket needs only the most rudimentary of aerodynamics—and there is not even any surety of that due to the baffling alien science of the Mythos—it could look *very* odd indeed. Also, with the volcano's cap still on, numerous struts holding the machine up, and all of those cables snaking about it, the "device" should appear *very* permanent. Thus the Keeper should feel free to lead investigators to various conclusions regarding its possible use, particularly if the only thing they know about it is that it is a "super-weapon" of some kind…

expectations. If they have been slow and methodical, it is probably safe to assume they will not be launching a two-fisted blitzkrieg on the place. Yet at the same time, the players should not be penalized for their curiosity; if they arrive on the island as part of a well-planned reconnaissance mission, fail some die rolls, get captured, and thereby miss out on the naval assault they had been hoping for, the likelihood is that they will blame the Keeper. Whatever happens, the investigators should be given some fleeting chance to escape—though not necessarily lightly, or with their health or sanity intact.

Finding a way to get to the island is the first step towards foiling the Gate Opening. If the only ships for such jaunts are fishing or cargo *junks*, Occidental yachts or trawlers, or—at a pinch—light freighters like the *Ivory Wind*, then suitable crews are few and far between, and at the very least, any captain would surely question the sanity of any group that wanted to pay the island a visit. Crews not predisposed to blame the area's hazards on the occult will certainly believe in pirates, storms, and uncharted coral outcroppings, meaning only the most brave, insane, or unscrupulous would ever accept a mission to Gray Dragon Island. Expert assistance—such as from New China or similar—would help, but the more people in the know the more chance that word of the proposed trip to the island is leaked to Ho Fong or any one of the other parties interested in the investigators.

If it feels lucky, a party could **buy, borrow or steal a ship** of their own, in which case they are going to need a crew or sufficient skill in *Navigate* and *Pilot: (Craft)*. Hot air balloons are not impossible means of transport there (particularly if done from the mouth of the Yangtze, Japanese Formosa or the city of Nagasaki), and if any one nation's military is willing to offer a ship or crew, then all the better for the investigators. Travel to the island by aeroplane might sound a good idea, but assuming there is space enough to land, pilots must worry about the lack of fuel, wet sand (good for crash-landings; liable to ruin an undercarriage otherwise), trees, and—even if one has a floatplane—the obligatory angry cultists. With prevailing winds, sailboats could make the atoll in three or four days, while diesel or coal-engines could do it in a day and a half if the crew pushes it. Trips from Formosa cut the time by half, but would mean dealing with both the native Formosans, whose vessels are not built to go so far out to sea, and their colonial Japanese masters.

Storms and squalls are possible en-route encounters, typhoons less so, but even the purely mundane can be nerve-wracking if played right. A sudden stillness of the sea for no reason, pernickety ship equipment, a crewman with "fishy" looks, or an investigator spotting flotsam or jetsam from a presumably lost ship; all are simple terrors. Of course, if the cult has heard of their little adventure there is chance of an **ambush** by pirates or Deep Ones, or even a traitor in their midst. The Keeper should use such events sparingly.

Those first glimpses of the profane atoll should be ominous. By day, plumes of venting gases, visible at a few miles, should serve to guide—or ward away—ships, volcanic smoke seeming to coil into unnatural and ambiguously sentient shapes. At night, the vents' twinkling should gutter obscenely. A cruel Keeper might surround the island with similarly smoky, but uninhabited, reefs—which unscrupulous or inexpert guides or poor map-reading could misinterpret. Such surroundings might also give investigators a bit of protection too; by "leap-frogging" their way from islet to islet they might be able to advance on Gray Dragon Island surreptitiously, or of course, the islets could simply be used as a place to hide or conduct reconnaissance from.

The article "Send in the Marines!" on page 388 should help with running any landing, but the main thrust of Gray Dragon Island lies within its steaming, ash-sputtering peak. What the party finds inside should be permanently etched into their memories—both for characters and players! The Keeper needs to have a general idea of what **the "rooms" inside the volcano** hold and how they might affect investigators, for while the rooms are not numerous, their uses are. By expanding the interior into a convoluted network of rooms and tunnels, a Keeper can provide a James Bond-like lair sufficient for any party (and their red-shirt

allies) to fight their way into the volcano's rocket centre-piece.

The Gate Opening Ceremony itself should be reserved as one of the campaign's great *pièces de résistance*. How many cultists are present is up to the Keeper to decide, but the more there are, the easier it should be for the investigators to dress up and slide into the massed throng of acolytes. In such an international campaign, there is no reason that Indians, Anglos, Chinese, Pacific Islanders, East Coast Americans, Australians, and even Russians and Japanese, cannot be found in the Chamber of the Bloated Woman preparing for the great awakening. If that seems a bit too much, the ceremony should be made into more of an elite affair.

Quick reference

China—General Information

China's Balkanization into warlord-run fiefdoms began in 1915, but the official "Beiyang government" in Peking was too well entrenched to be removed though it had little authority beyond its city walls. To keep foreigners from moving to its assistance, the warlords paid lip-service by sending the "Beiyang government" the taxes that it was owed and upholding the government's overseas treaties. By the time investigators arrive in China the latest civil war has just ended, crystallising the frontlines until late-1926 when the *Kuomintang* marches north to unify the country.

Bureaucratic, conceited and often corrupt, the Qing Empire was beginning to introduce modern police and amenities when it collapsed. This often petty officialdom continued to exist during the new Republic; and all those civil-servants, records, regulations and apparatus of state still turned under the warlords—it was just fragmented and more open to abuse. Major warlords rarely had total control over their territory since they doled fiefdoms out to local commanders in exchange for loyalty. These minor warlords ranged from iron-fisted bureaucrats to powerful bandit-chiefs and their alliances were transitory and assassination was rife. For Westerners the greatest marvel was at how *amateurish* the warlords' battles were: flamboyant (often Russian) mercenaries and slovenly conscripts enacted set-piece clashes using tactics from the manuals of the Napoleonic Wars. During lulls in combat, battlefields mushroomed with brightly-hued parasols, soldiers lazing beneath.

Outside of China's towns and cities, the majority of the population lived in gated villages of around a dozen families. By day the women lived at home and the men worked the fields. Market-towns and large settlements kept these small villages alive, serving as pivots of community, religion, and trade for miles around. True power lay in China's cities, which were densely populated and well-guarded by local police and warlord troops. Governance—for the

Living with the Clampdown

Shanghai's biggest curfew ran from June 1st, 1925 to early November, a response to the protests carried out by the May 30th Movement. Students and workers protested foreign imperialism in their thousands, while patriotic flags, banners, and signs adorned the city. In Shanghai alone, 150,000 workers downed tools, forcing shoddy replacements and dangerous shortages in essential services like waterworks, trams, electricity, telegraphs, mail, and docks. Every so often a riot broke out, with foreigners attacked, trams set ablaze, and the police fired upon. Outside of the Settlements, warlords used the chaos as an excuse to crush their enemies. Overall, some 30 people were killed inside Shanghai's foreign Settlements, while countless thousands of Chinese died outside the Settlements' borders.

During the Emergency, the two Concessions united as one. Meetings and protests were banned, with warrants served on criminals and "trouble-makers." Sandbag and machinegun emplacements sprang up, while barbed-wire and gates blocked intersections and bridges along the borders of the Chinese districts. The militia—the Shanghai Volunteer Corps, which was divided into separate "foreign," "Eurasian," and "trusted Chinese led by foreigners" units—supported by troops and armoured cars brought in from all the major countries in Shanghai, patrolled the streets and guarded city-works. The issuing of firearm permits and gun-sales skyrocketed. All police leaves were cancelled, and from 10pm until 4am the streets were placed under

most part—was rigid, often heavy-handed, but not necessarily inhuman; effective taxation and conscription was hard to enforce on the dead. Aside from the tax-collector or a unit of warlord troops come to force sons and husbands into the army or demand supplies, the greatest fear stemmed from the scourge of bandits: *tufei* were brigands who swooped on towns and trains to loot, rape and kidnap; *chang-doh* were farmers who robbed neighbouring areas when times were hard. During war unscrupulous warlords rolled them into their armies—during peace they were hunted like dogs.

Only three cliques are liable to have major impact on the investigators' journey, either because Shanghai spent time under their control or they were party to their conspiracies. To the north and controlling all of Manchuria was the **Fengtian Clique** under ex-bandit Chang Tso-lin. Modern, imperialist, and powerful, the Fengtian Clique's economy and military was strong enough to give even the Japanese pause; they funded and supported Chang's governance. To the south and west of Shanghai was the professional, republican-federalist **Zhili Clique**, led by Wu Pufei, gentleman-scholar, general, and devotee of George Washington. In Canton and around Hong Kong was the **Kuomintang** (KMT, Nationalists), which wanted a united socialist China. The Kuomintang's widespread popularity among Chinese was not shared by foreigners living in China, who viewed the Kuomintang's alliance with Russia's Communists as dangerous. The wild-card **Communists** (CCP) had been founded in Shanghai in 1921 and joined the KMT soon thereafter, but were split over the opinions of a minor protégé called Mao Zedong who argued rural, rather than industrial, folk should form the basis of revolution. Bolshevik Russian advisors courted the KMT with arms and advice rather than help the unreliable CCP.

Shanghai—General Information

Shanghai was the fifth largest city in the world and East Asia's busiest port, but it was split between three separate governments: the International Settlement, the French Concession, and the Chinese-controlled areas. Each eyed the others warily, for borders were porous and ill-defined, and crime and jurisdiction spilled over easily from one area to another. In the western parts, for example, the International Settlement often overstepped its boundaries, building new roads and homes and causing no end of trouble with the Chinese over who should police or tax these expanded areas. The refugee population undulated as wars or disasters struck the countryside, and in the International Settlement and the French Concession foreigners (known as **Shanghailanders**) were outnumbered near 25 to 1, yet ranked socially much higher than native Chinese.

curfew. At night the city became a lurid, neon-swept ghost-town with only the tramp of soldiers' boots and the clatter of armoured cars. Rumours from outside of the city spoke of murdered foreigners, riots, and sensational frenzy. For some however, it all meant wilder excess; with customers being barred from leaving casinos and nightclubs during curfew hours, the owners of such establishments saw profits soar. Curfew-dodgers were marched to their beds, spent a night in a cell, or faced criminal charges, depending on reasons or social standing—beggars and homeless were forced out of the Settlements in mass clearances. Investigators and cultists will find it hard to move about during these dark hours, but by late-August the strikes and boycotts were over—and the curfew ended soon after.

Other curfews were smaller and more sporadic. One ran from September 1924 to early-February 1925 in response to the advancing, and rival, northern and southern armies that squashed Shanghai's then Chinese ruler, Chi Shi-yan, between them. After patchy fighting, Chi's soldiers surrendered to the Concessions rather than die in a two-front battle—their leader had fled days earlier. The Settlements interned the surrendered troops under guard in public parks until mid-March. A further sudden alert occurred in mid-October 1925, when the city changed hands yet again, but this was over so quickly that there was no need for serious defence. Both of these emergencies saw minor riots, half-hearted violence, and often serious looting in the Chinese areas, along with difficulties in travel—warlord troops seized the railway stations and harassed or delayed travellers.

Shanghailanders—The Population

Shanghailander existence had much in common with Kipling's colonial maxim: "There ain't no Ten Commandments, and a man can raise a thirst." A class structure existed among the foreign community: rich, lineal "China hands" at the top, with "colonists" or "low-whites" who dealt with Chinese face-to-face strictly at the bottom. For the latter, "decadent Shanghai" was usually their problem rather than their entertainment, but morale was buoyed knowing others were far worse off; mainly the Chinese and the "White" Russians. The latter, without money or country, were objects of both sympathy and revulsion. Jobless Russian men—the largest body of foreigners, were predominantly exiled nobles, students, or military officers, and they depended on female members of their family for support—unintentionally forcing many into prostitution.

Chinese existed in separate spheres; from richest *Tai-pan* to lowliest beggar. Some rare few were considered "honorary whites," particularly if Hong Kong-born and British- or American-educated, but most westerners never saw a Chinese aside from their servants or through the thick glass of car windows. Indians and Africans were treated with varying levels of suspicion—the Chinese particularly disliked Sikhs, and Eurasians were almost universally detested, no matter how far they managed to raise themselves. A semi-voluntary and technically unofficial apartheid kept Shanghai's communities apart, with hotels, parks, clubs, shops, and elevators often featuring signs reading "For Rate-Payer Use" or "Foreigners Only." Petty violence against Chinese was commonplace; Sikh police officers beat coolies for the most minor infractions while a Chinese could be slapped or kicked by a foreigner, but would have little official recourse.

If the Keeper wants to show this disparity between race and power, he should consider halving a character's *Credit Rating* when he is dealing outside his own race. For example: Ho Fong's *Credit Rating* of 95% is only 48% when dealing with non-Chinese. Similarly, an investigator with a *Credit Rating* of 40% finds that it is only worth 20% when trying to get help from the Chinese. Eurasians only get a *third* of their *Credit Rating*, except when dealing with other Eurasians. Of course, some tolerant people will ignore these rules; but such enlightened souls are sadly few and far between.

Climate

Shanghai's hot, humid summers are broken by freak thunderstorms and early-morning mists, while heatstroke is a danger to those deceived by the region's cool winds. Brisk winters dust the streets with snow for a few days in November and December, but it rarely settled for long. The typhoon season runs through spring and summer, and while no complete data exists for 1925, there were some 13 individual typhoons recorded—reason enough for the Keeper to throw one at his players. While a typhoon normally inflicts minor physical damage, the flooding that came in its wake will spread deadly illnesses.

For that reason, Shanghai's water should always be boiled before use—even if from a tap. The city is also subject to annual swarms of mosquitoes, and anyone who hangs about the city's waterways, swamplands (popular for their game birds), or shanty-towns is liable to catch cholera, dysentery, or tetanus, or even be bitten by leeches. It is common practice for the Chinese to spit as they believe that it removes bad energy from the body, and during the flu season—which occurs usually during the months of late autumn and early winter—the streets are spattered with expectorate of all kinds. Although spittoons have been provided for this purpose, they have never caught on, and consequently, tuberculosis has ravaged millions of the native population.

Getting There

Travel by Passenger Ship

There were three main routes into Shanghai: from the south, normally via Hong Kong or Formosa; from the east via Nagasaki or Yokohama; or from the north via Vladivostok or Tsingtao (the former German colony famed for its beer). Regular daily ferry voyages depart from the Bund and run up and down the

Chinese coast. A description of the journey upriver to Shanghai, and what passengers are expected to do in the interim, is included on page 315.

The Shanghai Express

Travel by Railway

The only direct rail routes from Shanghai are to Peking and Manchuria; the line to Hong Kong is yet to be built. If a Soviet visa can be obtained, it is possible to travel from Europe to the Chinese border via the trans-Siberian railway, a relatively inexpensive journey at approximately £60 for the trip from Moscow to Manchuria. From there a traveller will have to hop between trains until Nanking from a direct train can be taken to Shanghai, the combined train journeys shaving weeks off a similar sea-voyage. In reality visas are rather few and far between, and any American will need to apply through a European embassy.

Perhaps with some irony, travel aboard the Trans-Siberian Express is a rather luxurious affair; trains are of pre-Revolutionary stock (all mahogany and lush red upholstery), and the food, the drink, and the company will prove to be copious, of high-quality, and cheap. Unfortunately, besides all of that luxury and companionship, not to say the cold and the spies, there is still that black mark against one's character: "entry via Bolshevik Russian border…"

During the 1920s, China's railways are in a sorely depleted state. Flattops and unroofed boxcars mingled with European carriages, while expensive trains—reserved just for the rich and foreigners, but barely better than second-class by European standards—are protected by warlord troops, a response to the derailment of the "Blue Express" in 1923 by some thousand bandits. With nearly 300 passengers kidnapped—around 30 of them foreigners—and an American killed, the warlords feared similar incidents might end in foreign seizures of railways or even in the invasion of China. As a consequence, night travel on the railways has since been restricted solely to military-only trains (not always successfully), and the busiest tracks are patrolled at all hours by anti-bandit squads. While these measures have served to alleviate foreign worries about derailment, robbery, and kidnapping, the threat remains a reality, particularly on cheaper "unguarded" trains. Nevertheless, the investigators can expect to meet all manner of passengers—foreign or Chinese, including warlord troops, during any railway trip.

Chinese Train Guard

Travel by Land

In general, automobiles have made little impact on China, although Shanghai has more gas stations than the rest of the nation combined. Anyone travelling by car has little reason to worry about violent attacks against himself or his passengers; as with the railways, previous attacks on foreigners caused international outrage, and such incidents were something that the warlords spent great time and effort stamping out. Nonetheless it still occurred: in 1923 French bishops needed the French Police of Shanghai to negotiate their rescue, and in 1924 Swiss adventurer Elly Widler was kidnapped by bandits until his Consulate paid up.

Travel by packhorse—the native species being much smaller than European and Arabian types, or by yak or camel is better suited to China's varied environments, while the *Jiao* (palanquin) remained a sign of wealth and bearing. Visitors should note that China (and all Foreign Concessions) officially drives on the left.

Travel by River

A complex network of locks and rivers connect most of China and these have proved to be far more popular, and much faster, than going by land. Boatmen are often only too happy to ferry people to the nearest town for a few cents, but if travellers want to make a longer journey by river, they can hire a *sampan* and six crewmen (which can include women as the crewmen will

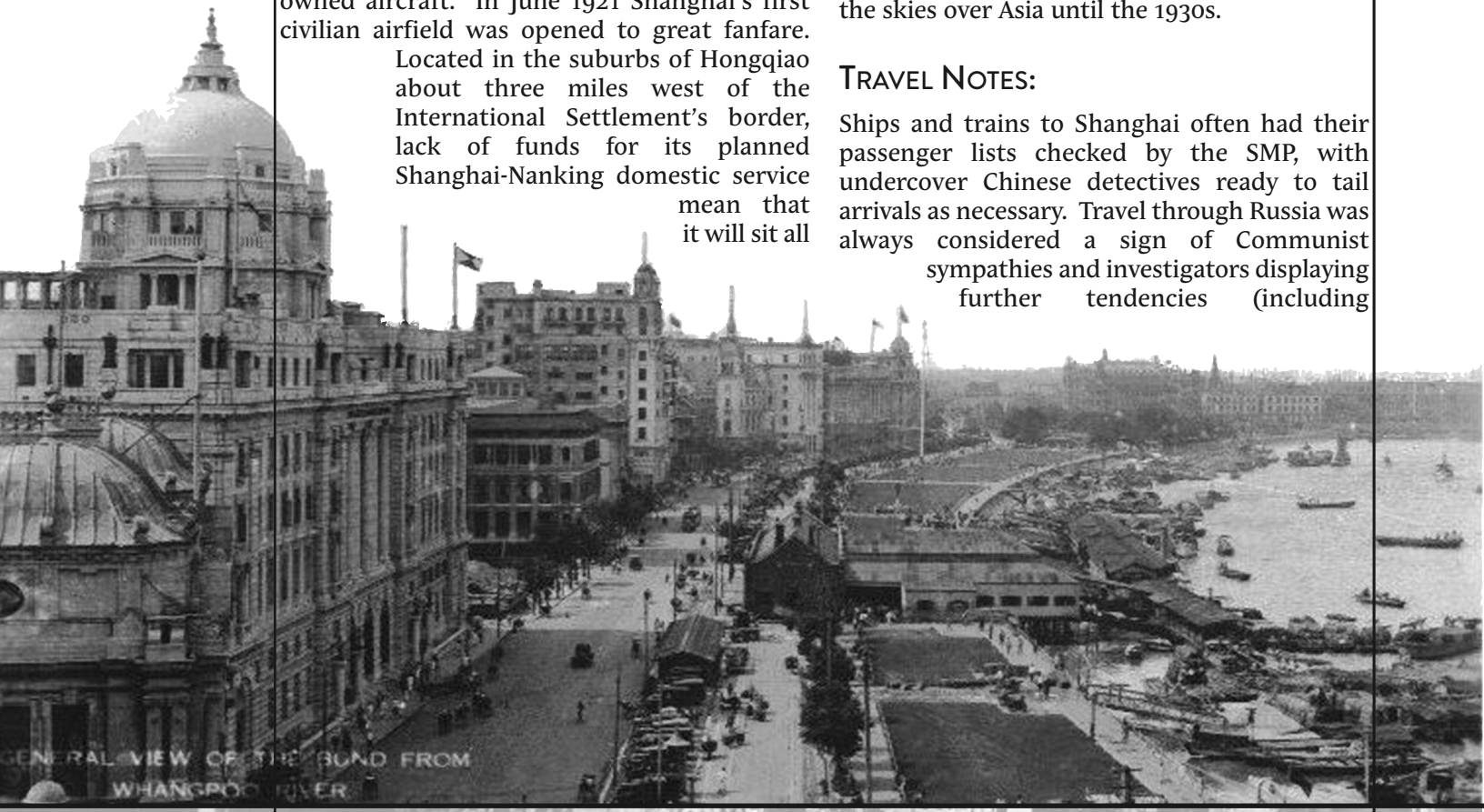
often bring their wives as cooks) for SH$40 a month. The price includes the Chinese food for the trip. Alternatively, travellers can sail with one of the numerous Western ships which ply China's river trade-routes, as the ships' captains are willing to take on passengers—*unofficially*, of course.

Travel by Air

Most warlords accept that air travel should not be limited by their squabbles, but the embargo on air freighted imports and general corruption have meant that those few attempts to create true air routes have folded before they even began. Experiments in airmail have taken place—particularly in Fengtian Manchuria, and irregular private jaunts are possible if booked ahead (ten and a half hours with a refuelling stop halfway, Hong Kong to Shanghai), but are rare. Shanghai's first aerodrome was built in the village of Lunghwa in 1907, but remained almost solely for Chinese military use until the 1930s; in 1922 it was known to field some eight warlord-owned aircraft. In June 1921 Shanghai's first civilian airfield was opened to great fanfare. Located in the suburbs of Hongqiao about three miles west of the International Settlement's border, lack of funds for its planned Shanghai-Nanking domestic service mean that it will sit all but idle until 1929. The single-track dirt road leading to it was licensed for all drivers, but the land surrounding it is officially Chinese, meaning that anyone driving off-road is liable for arrest and a fine if lacking the necessary Chinese-permit. It is therefore hardly surprising that most people have ignored either aerodrome, often to spectacular results. For example, during the Paris-Tokyo race of 1924, when Frenchman Pelletier d'Oisy decided to attempt a landing in Shanghai, it was on the city's Kiangwan golf course and not at either of its aerodromes. The French aviator failed though, destroying his plane after flipping it into a sand bunker. Fortunately for d'Oisy, the French government in Indochina shipped him a new one. Other race participants landed elsewhere across the city. The arrival of any aircraft in Shanghai before 1927 will be national news, and airborne guests will be mobbed with adulation and invitations. Although hot air balloons are not unknown in China, they are dangerously open to pot-shots by bored soldiers or bandits, while zeppelins will not be seen in the skies over Asia until the 1930s.

Travel Notes:

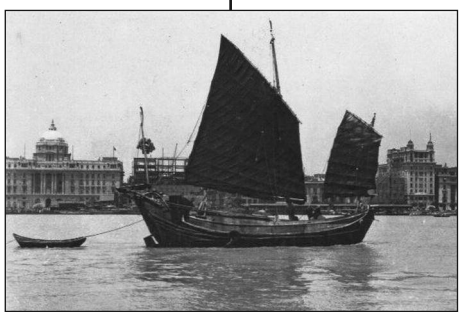
Ships and trains to Shanghai often had their passenger lists checked by the SMP, with undercover Chinese detectives ready to tail arrivals as necessary. Travel through Russia was always considered a sign of Communist sympathies and investigators displaying further tendencies (including



The Bund of 1925/26
The Customs House is being built to the right of the HSBC building (the domed building below)

Carts, cars, trams and rickshaws on Nanking Road

Sampans on Soochow Creek



A Junk on the Whangpoo River

meeting with known criminals) will remain on the SMP's "subversive" catalogue for good.

Locations

The International Settlement

Not just the financial core of Shanghai, but a city unto itself, social Shanghai centres on the Settlement's cinemas, clubs, hotels, and dance-halls, as well as its strictly regulated (but not so well policed) brothels, gambling-joints, and opium-dens. Big business and banks are headquartered in massive, elegant European buildings along the Bund, but the hard work is done in Hongkew's oppressive factories, wharfs, and mills or along the shopping districts of Bubbling Well and Nanking Roads, with their plush department stores and popular restaurants. Further west and south the less dirty, seedy and crowded the Settlement became. The furthest western suburbs (on roads whose control was debatable) are home to the rich, with country houses, swimming pools, and servants. Some 70% of the population—nearly all Chinese—lived in alleyway houses (called *lilung fangtzu*) off the Settlement's main roads. The only foreigners who enter the alleyways are likely to be policemen, curious tourists, or those looking for something in particular.

Getting Around

Street-cars and trams on the main roads link much of the International Settlement and the French Concession, with typical journeys costing no more than a few cents. Chauffeured cars and taxis are cheap; less than a couple of US dollars a day rental, though a gratuity will be expected by the driver, and it will be necessary for the hirer to find out which territories the driver is licensed to travel within. Since the driving ability of these chauffeurs and taxi cab drivers, as well as those most Chinese drivers, are often abominable (the Keeper should consider giving them a *Drive (Automobile)* skill under base), traffic accidents, even lethal ones, are the rule rather than the exception.

The ubiquitous rickshaw will appear to be worthwhile means of getting around Shanghai, but few drivers will speak English and nearly all of them are unlicensed outside of the Settlement. At a cent or two a minute, the drivers make most of their money on kickbacks from dragging young men to brothels. And a note to the wise: some rickshaws are privately owned by doctors, police officers, or rich citizens, who naturally will not take kindly to tourists jumping into them and shouting, "Follow that cultist!" Less common are the small Mongolian horses which pull pony-traps, while the larger Arabian horses are usually reserved for the mounted Sikh police.

The Bund's promenade and beautiful buildings are not solely tourist sites. Ships are loaded and offloaded at all hours while gaily-painted Chinese *sampans* and motor-launches ferry passengers and cargo for a dozen cents or so. Even here there is a strict hierarchy, with the higher-ranking *sampans* unloading passengers and cargo from ships while the less-prestigious boats pick at the dregs. Larger *junks* also serve as fishing vessels and long-distance ferries, but any form of boat can be seen plying its trade on

Fictional Shanghai vs. Real Shanghai

Many of the locations in *Masks of Nyarlathotep*'s map do not yet exist in 1925. These include: the **Canidrome**, the **Race Track**, the **Cathay Hotel**, the **Capitol Cinema**, the **Court House**, the **Heng Shan Hotel**, the **Shanghai Courier** and the **Customs House**. The **General Hospital** is sited on the map miles from its true location. Since a true **Shanghai Museum** does not exist in the 1920s, the Keeper might wish to provide information via the **Royal Asiatic Museum** or the **Private Fudan University Library**, located in north-east Hongkew. Private Fudan University is a very prestigious Anglo-Chinese university with grounds reminiscent of the Ancient British colleges. Meanwhile, a discerning Keeper should note that the **Seamen's Club** actually replaced the famous Shanghai Club in 1956. If a Keeper still wants to retain the fictional Seamen's Club in his campaign, it is suggested that it be located elsewhere along Soochow Creek or the Whangpoo...

the Whangpoo or up the Yangtze if one watches long enough.

Local Government and Police

See the article "Law in Shanghai and the Shanghai Municipal Police" (page 366) for further information on the Shanghai Municipal Police (SMP) and other police organizations in Shanghai.

The ruling Municipal Council is comprised of international community rate-payers (but no Chinese) and is dominated by the British. Laws are almost solely for the benefit of the moneyed, and even the police commissioner can be removed on the say-so of any number of rich foreigners. (In fact, he was after the May 30th curfews were lifted.) The current Chairman is **Sterling Fessenden**, a 50 year old New England Anglophile suffering from failing eyesight.

Hotels

The International Settlement is the place where most westerners bed down. Alongside smaller venues and dives the city's larger hotels are:

Astor House Hotel

- **Astor House:** on Whangpoo Road (near the American Consulate). Favored by dignitaries and famed for its nautical theme, the hotel has a strict dress code, though a revamp the year before means that Chinese are finally allowed further into the hotel than just the foyer. The weekly "tea" dances are famous for their use of whiskey rather than tea, and tales are told of famous guests getting roaring drunk and falling into the dance-hall's fountain.

- **Palace Hotel:** (No.19, The Bund) on the south corner of Nanking Road and The Bund, the Palace Hotel is a six-storey resort in the Renaissance style with 125 guest rooms, and two elevators. Investigators hankering after western cuisine are well served here, and the cognacs are exemplary. Rumors insist that the penthouse suite has gold-plated bathroom faucets.
- **Majestic Hotel:** (Bubbling Well Road) set back from the road by a neat grass garden, the Majestic Hotel is a thirty-two bedroom mansion in the Neo-classical style. In 1927 it will be site of the marriage of Generalissimo Chiang Kai-shek and Madame Chiang Soong May-ling.
- **Shanghai Pacific Hotel:** (Nanking Road) built in 1920, this 183 room hotel is considered relatively respectable, though its location in the heart of Shanghai's bustling business district mean that it is noisy and that its windows often overlook Chinese apartments. This hotel is a respectable choice for those whose *Credit Rating* is decent, but not high.
- **Pension de Montigny:** (Brenan Road, near Jessfield Park) is a dilapidated fleabag of a hostel. Those wanting to hide from the law or triads might try here. More information on the hotel can be found in the scenario "Shanghai Bullets" from *Stunning Eldritch Tales*, where it first appears.

Foreigners in Shanghai also love their houseboats. About 15 feet long, these houseboats find a mooring on available stretches of water, and have enough room to suit

a couple (or a trio, if a little snug). Since every male living in Shanghai was expected to have experience or interest in boating (or at least feign it), houseboats are immensely popular as holiday homes and out of season, their owners will rent them out to tourists. Larger yachts are popular among the rich for jaunts upriver or along the coast.

Libraries & Museums

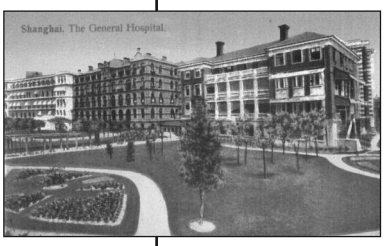
The largest and best library in the Settlement is the **Shanghai Public Library**, run by the Municipal Council, on the top floor of City Hall (22 Nanking Road). Membership means that you can borrow from the library, but use of the reading room is free. Both the **Shanghai Club** (No.3, The Bund) and the **Royal Asiatic Society** (20 Museum Street) also maintained libraries with thou-sands of books each. Chinese texts are available at both, but not catalogued—*Library Use* rolls should be at least halved if an investigator wants to conduct any research. Both were open 7 days a week to respectable visitors, but the Shanghai Club demands that non-members telephone ahead. Private collections (including a very fine library on the 6th floor of the *China Weekly Review*) also existed. Bookstores in the Settlement's backstreets overflow with tomes from every quarter of the world. **Foochow Road** off the Bund was infamous for its bookstores and brothels; sometimes catering to both vices at once. The Settlement's few museums, including the Royal Asiatic Society's Museum (cf.) were little more than specialist libraries and private collections run by Europeans.

The Royal Asiatic Society's premises

Hospitals and Asylums

Shanghai's medical care is predominantly private, charitable, or eastern holistic in nature, but western (and western-trained) doctors are common enough in the city. Some major hospitals include:

- **General Hospital:** (190 North Soochow Road) set amongst gently wooded grounds; this is one of the oldest, largest, and best hospitals in Shanghai. Although open to all-comers, it is segregated. Many of its nurses are sisters from local churches.
- **Shanghai Seaman's Hospital:** (north-central Hongkew) officially open only to merchantmen and other sailors, this British-run hospital sometimes carries out emergency and non-life-threatening care if it does not take up one of its precious beds. All donations are accepted.
- **Shandong Road Hospital:** (Shandong Road) also called the Renji Health Care House; it is a 100 bed, Western-style facility. Historically it caters solely to the Chinese, but westerners are treated here also if they do not mind the "natives."
- **Municipal Isolation Hospital:** (41 Range Road) the quarantine hospital for foreigners, it includes a small ward for holding dangerous psychotic patients until they can be moved to secure accommodation.



The General Hospital

Japanese hospitals (like the **Fumin** and **Neishan Hospitals**) in Hongkew serve their own nationals. Foreigners are accepted in emergencies—usually for a steep fee.

A dearth of trained psychiatrists and only one true mental hospital (the "John G. Kerr Hospital for the Insane" in Canton) make China a bad place to go mad. Larger hospitals (like the General Hospital) and **St. Joseph's Hospice** have "psychopathic wards," but this often means little more than locking the afflicted away. Insane foreigners are usually deported to Hong Kong or wherever "humane" treatment can be found.

Newspapers

Shanghai has a bewildering array of papers, journals, and amateur-press works. The most powerful and oft-read English daily in China is the British-owned ***North-China Daily News*** (No.17, The Bund, one of the tallest buildings in Shanghai, Chinese must use the stairs). Copies are delivered internationally. Its main rivals, the ***China Weekly Review*** and the ***China Press***

The North-China Daily News building

Ambulances and Body Collection

Hundreds die weekly on Shanghai's streets; mostly the homeless or abandoned infants. Both the Municipal Council and the French Concession collect these bodies, assisted by charitable organisations and mass-produced coffins. In what is predominantly a Buddhist nation, weekly mass-funerals occur on the outskirts of the city, presided over by monks and collection-officials. If the body appears to have died violently it is left as it is and will be reported to the police, but some murder victims do slip through the net. There is no formal system of death certificates, except among rate-payers who are expected to report deaths to the authorities.

By 1925 most ambulances are motorized and run by hospitals, churches, or other religious groups. Both the International Settlement's fire-service and the Shanghai Municipal Police have ambulances to cater to the public, as does the French Concession's establishments. These services are often free; paid for through rates and donations.

(corner of Canton and Kiangse Roads) are American owned. In reality, the campaign's preferred newspaper, the ***Shanghai Courier*** went out of print about a decade before the investigators arrive, so the Keeper who prefers his campaign to be more realistic can shift its clippings to either of the aforementioned papers. Notably, none of the foreign newspapers have a permanent staff of native Chinese translators; instead most use the SMP's daily reports. The result is a mishmash of half-truths and expediency with little relation to reality.

Avenue Joffre, French Concession

The French Concession ("Frenchtown")

The French refused to roll their concession into the International Settlement when it was created, instead preferring to retain control as a separate colony. Its Parisian-style roads—wide avenues with tree-lined boulevards—and European flavor soon made it the foreign community's "residential" quarter. If its charm made it a popular home, its leniency gave it its uncountable brothels, casinos, and opium-dens. Little Russia around *Avenue Foch* is like a cross between the student quarter of Paris and the heart of a Tsarist Jewish ghetto; Eastern Orthodox churches, large Cyrillic signs, all-night cafes, violinists, shabby clothes, and existentialist patois. The American district—with its famous American School—is also in Frenchtown, after its old patch in Hongkew was inundated by Japanese immigrants.

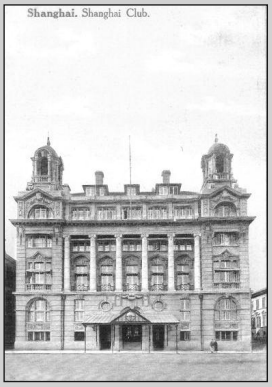
Getting Around

Cars, rickshaws, and trams are available, though walking the leafy streets is a pastime more favoured here than north of Avenue Edward VII. The *Quai de France* (the French section of the Bund) is more raucous than further north, and caters to sailors and industry rather than banking and travel. The streets just behind it are replete with bars, massage-parlours, Turkish baths, brothels, warehouses, catfights, and drunken sailors, catering to the city's darkest elements—sometimes making even cosmopolitan Shanghai seem rustic by comparison!

Local Government and Police

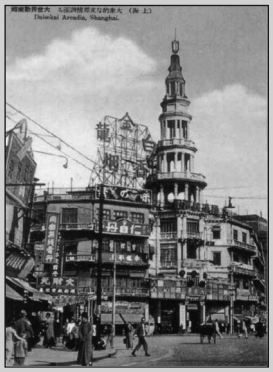
Ambassador Jacques Meyrier, the Consul-General, runs Frenchtown. With the laws being less strict than in the International Settlement, gambling and brothels are both legal and commonplace. Corruption might as well be legal too; it runs rampant with mob-boss **Du "Big Ears" Yuesheng** pouring gold into **Police Chief Etienne Fiori**'s pockets. Du heads the Concession's chapter of the Green Gang (see "Crime & Punishment" on page 344) and to maintain a criminal free reign he makes sure that crime is kept on a tight leash. Out of fear of

Two Very Different Locales:
The Shanghai Club



Almost as if lifted from London and dropped into Shanghai, the club is the most exclusive in the city, the oldest social establishment on the Bund and hub of (principally British) Shanghailander life. Exclusively for whiter-than-white males, predominantly British, and narrow-mindedly arrogant and sedate, the inside features a Grand Hall measuring ninety by thirty-nine feet, billiards rooms, a newspaper morgue and library on the second floor, plus a grand dining hall. Forty guest bedrooms occupy the second and third storeys. The Long Bar, the longest in the world at over one-hundred feet and shaped like an "L," is internationally renowned. On busy evenings members line it sometimes three deep, and drinkers position themselves along it according to rank – seniors by the high windows overlooking the Whangpoo and "griffins" (new arrivals to Shanghai) in the gloomy interior. Its Chinese staff – in dress-whites – serves the members ceaselessly and silently.

The Great World



A grand two-storey western-style building on the border of the French and International Settlements, the Great World is a wonderland-carnival-market, replete with endless theatrical plays, diviners, stand-up comics, flirty sing-song girls, acrobat shows, conjurers, amusement rides and games stalls, special exhibitions, halls-of-mirrors and cheap food and snacks, twenty-four hours a day, seven days a week. A striking open-air circular stage is positioned inside the building, and can be viewed from the majority of walkways, over-bridges, and stairways that make up the Great World labyrinth. The roof, with its market-stalls and binocular-points, is even said to lack a railing on one side so that burnt-out spendthrifts can fling themselves from it. Still, in 1925, the Great World is mostly a family affair or a long weekend out; in 1931 (by which time it had gained a wedding-cake like extra two floors) it fell under the ownership of the Green Gang and was turned into a crazy Mardi Gras of freak-shows, vice, and sleazy sideshows. Around five thousand people visited the Great World daily in the 1920s, and while westerners are not unwelcome, most ignored it as a Chinese activity. As such it would make a good locale for a meeting, a ritual, or a gunfight...

losing control of their profitable colony, the French rely on criminal compradors; crimes are only solved when the Chinese criminals themselves assist the 'police'.

Otherwise, the average policeman in the French Concession Police (FCP)—headquartered in Lokwai District near the French prison (on *rue Chevalier*)—is only of fair quality. Foot patrols are split between French and Chinese divisions, 250 men in the former and 1800 in the latter, all titled *Garde Municipale*. The French detectives (*Sûreté*) were desegregated, with 50 Chinese and native French altogether—but since white detectives were rotated between mainland-France and Shanghai every two years they rarely had much experience in China. A special riot force (*Police Spéciale Française*) of 250 tall and heavily-armed Chinese is available for emergencies. A thousand Annamite (*Vietnamese*) colonial troops are reserved for defence, but the sturdiest of them are actually posted to the sailors' paradise and city hellhole of **Blood Alley**—politely known as *rue Chu Pao-san*—just off the *Quai de France*, where they can crack skulls with impunity.

Hotels

The Concession has more Western-style residences and flashy casinos than the Settlement, but surprisingly few good hotels. Aside from renting an apartment, visitors to the Concession can always stay in one of the various cheap bed & breakfast establishments, or in one of the many brothels or casino "bedrooms" (the latter charging by the hour).

- **Cercle Sportif Français:** Newly opened in 1925, this palatial mansion is the club-house for the "French Club," though its indoor swimming pool and tennis courts came second to its position as a social hub. The

most liberal club in Shanghai, and greatly distrusted by class-conscious Britons, it allowed entry to both women (though only 40 at a time) and Chinese. A number of bedrooms are available for members and their guests.

- **Hotel des Colonies** (*rue Montauban*) with an exterior like a cross between a French-Indochinese apartment-complex and a wild-west saloon, prices are relatively cheap and the food is of a good standard (which meant "excellent standard" compared to what non-French expect).

Libraries

The French Consulate has a library open to applicants, but unless fluent in French, investigators will do better north of Edward VII Avenue. Private libraries will yield better results, but getting access to them is another matter entirely.

Hospitals and Asylums

The Concession relies as much on charity as the rest of Shanghai, though it jointly pays for (and uses) the **General Hospital**. Other large hospitals in the Concession include **St. Mary's**—sometimes known as Ruijin Hospital—on *Rue du Père Robert*. The Franco-Chinese tuberculosis sanatorium, complete with extensive laboratories, is on the southern outskirts of the French Concession. Chinese called it **Hungjao Hospital**. Investigators needing scientific facilities might get secure laboratory access there.

Newspapers

The most famous and most influential French paper is ***L'Echo de Chine***, a broadsheet covering China and Indochina alongside local Shanghai news. Multilingual French are often found with copies of the *Shanghai Mercury* or *North China Daily*. Three popular Russian language papers (***Russian Echo***, ***Shanghai Dawn***, and ***The Word***) are printed in Frenchtown and are all staunchly anti-Bolshevik.

Pudong

The Chinese Areas: The Old City, Pudong, Chapai, & Nandao

The four Chinese areas surrounding Shanghai are rarely entered by westerners, being considered to be either dens of vice or mediæval throwbacks. Although their architecture varied, much of these areas comprised of narrow roads, expansive markets, strange shops, too-large temples, and the standard alley-way houses. The Chinese Bund is mainly made up of jetties and wood-slats in front of warehouses, far removed from the elegant, tramlined promenades of the Settlement and French Bunds. Across the river from the Bund is Pudong, its banks lined with factories, foundries, warehouses, and docksides. The only way to get there from the western bank of the Whangpoo is by boat.

Getting Around

Served by rickshaws, a few motorised-taxis and (in Chapei and Nandao) clattering old tramways,

Dongmen Street or *East Gate*, Old City

the Old City remains almost impassable to vehicles, even after having lost most of its historic defensive walls in 1912 to widen the roads. Even more of its walls are torn down in 1925. Technically only cars licensed for the Chinese areas are entitled to drive here but extraterritoriality mean that the Chinese police often pull over unlicensed (and usually drunk) westerners who claim ignorance. The same problem is found on the waterways, which are *all* under Chinese jurisdiction, even those which flow through the foreign settlements (like Soochow Creek). While having jurisdiction, the Chinese rarely bother to collect bodies and leave that duty to the foreign police. One further means of transport westerners might spot is the *jiao* (cf.). Some of these are reserved for religious leaders, others are used as hearses for Chinese funerals, while many will be seen moving about with their covers closed providing travel in privacy for the conservative woman or bride-to-be, who are traditionally to be kept hidden from sight.

Local Government and Police

There is no central government for China during this period, and between early 1925 and mid-1927, Shanghai's Chinese areas went through a number of warlord-led governments:

- **Mid-January 1925:** Chang Tsung-chang (a behemoth known as the "Shantung Monster" or "Dogmeat General") of the Fengtian Clique and Sun Chang-fang (aka "the Nanking Warlord") of the Zhili Clique push Chi Shi-yan's army out of Shanghai and begin joint rule. Sun is left in *de jure* control of the police and the amenities, but Chang is friendly with the criminal Green Gang.
- **Mid-October 1925:** After brief fighting, Sun Chang-fang pushes Chang Tsung-chang's forces out of Shanghai, taking control of the city for himself. He courts the west with progressive, liberal ideas and a western-educated mayor for the city. Besides that, however, his troops still rule the Chinese areas as a warlord fiefdom.
- **3 March 1927:** Sun Chang-fang is overthrown by a local uprising as Chiang Kai-Shek takes over Shanghai and goes on to massacre the city's communists.

A City Council controls the Chinese districts, but its influence is kept in check by the warlords. As such the police are run by this Council and number some several thousand men, including riot police, river police, a detective branch, and the political "garrison police." Both the warlords and the Council tried to keep things as neutral as possible, but warlord *gendarmes* (or as they might be termed now: "death-squads") and soldiers did patrol the streets too. Chang's sword-wielding private police performed street executions at will, hanging severed heads from lampposts or street signs. Sun's men gave pretences of legitimacy; a kangaroo court on the street corner followed by a bullet to the head. In some areas police are notorious for getting away with murder, rape, extortion, and torture, while in provincial towns policing depends on the goodwill of local watchmen or warlord troops.

Longhwa Pagoda, popular day trip destination and execution spot

Chinese arrested and tried in the Concessions are often, though not always, turned over to the police outside the settlements for imprisonment or execution. Unrecognized foreigners normally spend their sentence in Ward Gaol. If sentenced to death, prisoners (tied to flat wooden boards listing their crimes) are paraded through the streets on backs of trucks and then driven outside the city grounds for execution, usually to Longhwa, near the famed pagoda. Traditionally, kidnappers and armed robbers are shot and murderers garrotted, though the warlords do not always follow such formalities. Photographs of executions are sold to tourists.

Hotels

With vacations unknown to all but the richest Chinese, even fewer places cater to westerners. The **Jin Jiang Guest House** (Black Slipper Lane, near the Chinese Bund) is one of few indigenous hotels catering to both native and foreign travellers—including the late Jackson Elias. Most Chinese will lodge with friends or family, but outside of cities they will use coaching inns,

brothels, and temples. Classic garden- or courtyard-style hotels are also common (use the layout of Ho Fong's house as a base).

Libraries

Chinese writing before the 20th century was mainly on scrolls or bamboo, books being a relatively modern concept. Shanghai's few public libraries include the **Hsu Chia-hui Jesuit Library** and the **Shanghai East Library**. Manuscripts are predominantly in Chinese, but some collections came from as far afield as India and Europe. Without a translator, the libraries in the Chinese districts are mostly void of useful text for western investigators.

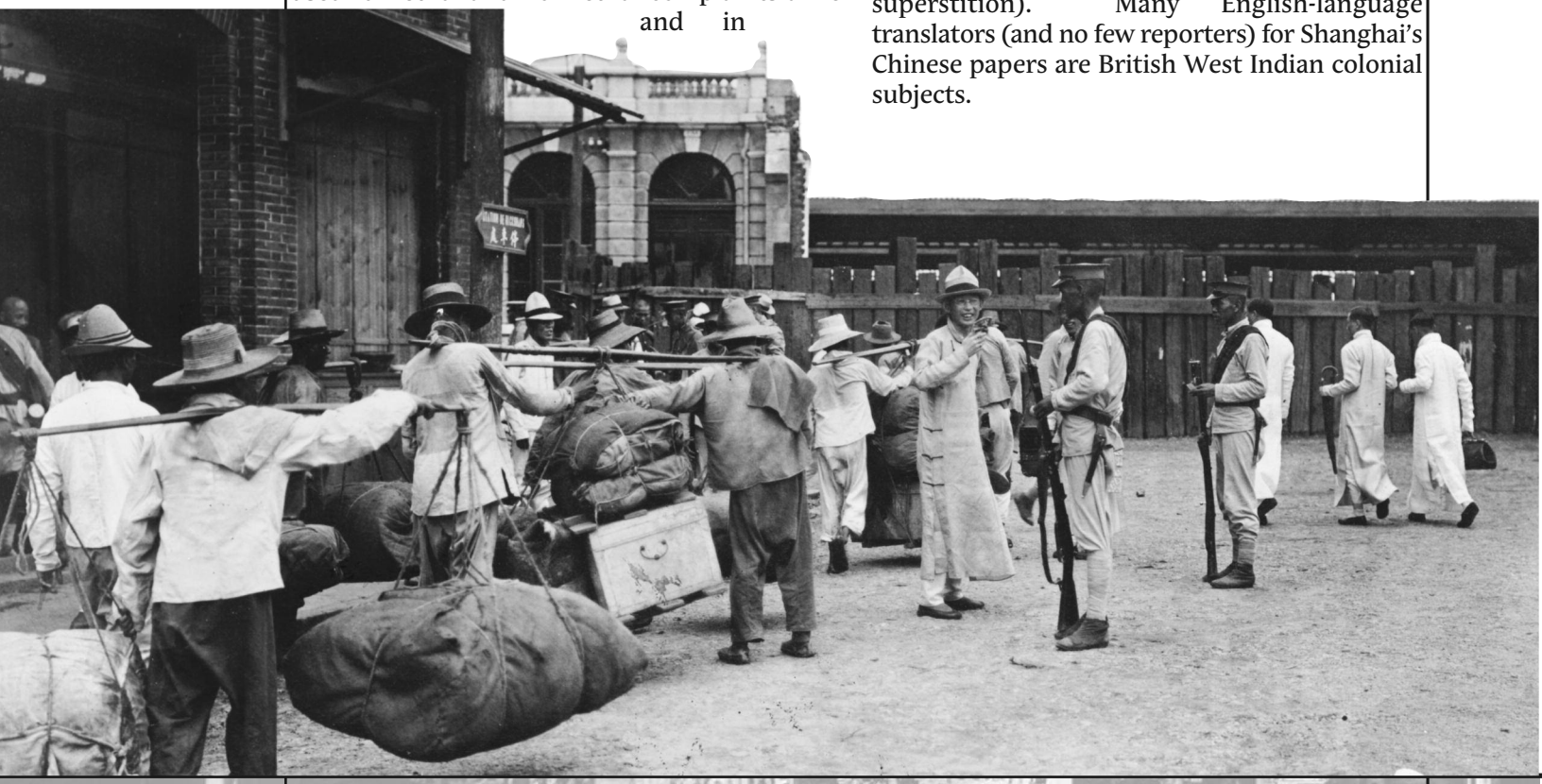
Hospitals and Asylums

Doctors trained in eastern and western medicine are available across China. A number of dockside hospitals—subsidized by shipping companies—tend to injuries resulting from work, while charities and missionary hospitals serve the rest of the Chinese community. Acupuncture, herbs, and Eastern holism are used for lethal and non-lethal complaints alike and in pulpier games such esoteric cures and arts might be as good as (if not better than) western expertise. China's mentally ill are often assumed to be possessed by evil spirits and are either cared for by family or sent to prison; many simply died on the streets.

Newspapers

Chinese newspapers have good circulation for a market that is predominantly illiterate. The leading "classic-style" newspaper is the formal ***Shenbao***, admired by old and young alike. Merchants prefer the ***Xinwenbao***, which focuses on business news. The ***Shihbao*** is a tabloid with supplements, and has the greatest information on local goings-on in any language (and often weeks before western papers picked it up). Alongside political news and warlord movements, newspapers juggle superstition (tales of ghosts, hauntings, misfortune caused by the accidental killing of minor gods, malicious fox spirits committing arson on local shops, etc.) and "evolution" (the slogan for scientific rationality and the casting aside of superstition). Many English-language translators (and no few reporters) for Shanghai's Chinese papers are British West Indian colonial subjects.

Traders on the way to market confronted by warlords' troops



The Shanghai Special

Though the Shanghai Chapter of *Masks of Nyarlathotep* says that New China uses silenced .45 Colt automatics, there was in fact no suppressor available for them at this time (unless they decide to hold pillows or similar muffling device over the muzzle, giving -5% penalty to *Listen* rolls). In truth, few assassinations in Shanghai were carried out with suppressed firearms anyway.

In the early 1920s however, the Soviet Union (and some ex-Tsarists needing cash) began selling crates of Nagant R-1895s to the many Chinese factions, particularly their favored Nationalists. These seven-shot revolvers could quite adequately fit a suppressor with minor effort from a semi-competent gunsmith (an integrally suppressed version was developed in 1931). Alongside the usual Colts, Smith & Wessons, Webleys, and numerous knock-offs, the Nagant is liable to seen in the holsters or pockets of Russian émigrés, Bolshevik spies, and Chinese dissidents.

NAGANT R-1895 revolver: Shots Per Round: 3/2(2); Damage: 1d8, HP: 10, Bullets: 7, Range: 15yds, Malf: 00

Embassies and Consulates

The following might be of use to investigators in Shanghai (particularly as consulates are where trials are often held):

- **Brazilian Consulate**: It is unlikely that the investigators will have the need to visit the Brazilian Consulate, located at 359 Route Cohen in the French Concession, but they might want to visit the German-born Consul's other business. He is the owner of Hugo Reiss & Co, an importer of various items of hardware, which includes guns and ammunition with the company also being the local agent for Webley & Scott.
- **British Consulate:** N°.33 The Bund; across the road from the Public Garden. The latter was famously and erroneously said to feature a sign reading "No Dogs and Chinese allowed" at its entrances, though it did bar Chinese until 1927.
- **French Consulate:** at 2 Rue du Consulat, just off the French *Quai*.
- **French Municipality:** located on *rue du Consulat*, sandwiched between *rue de la Porte* and *Shantung Road*. Large, chateau-like, and with a grand fountain in its forecourt, this is where the day-to-day running of Frenchtown is done.
- **Italian Consulate:** at 555 Bubbling Well Road, next to the Shanghai Country Club and about ten minutes walk from the Embassy Theatre.
- **Japanese Consulate:** 25A Whangpoo Road, across the road from the American Consulate, and overlooking the Whangpoo River from Hongkew.
- **Soviet Consulate:** 1 Whangpoo Road, near the American Consulate. Baroque-towered and heavily reinforced with firing slits, it is often surrounded by barbed wire and defensible positions. It is not uncommon for White Russian protestors to attack it with projectiles.
- **Swiss Consulate:** on Bubbling Well Road, opposite the Public Recreation Ground.
- **United States Consulate:** opposite the Japanese Consulate at 248-250 Kiangse Road.

Firearms and Weapons

In 1919 the international community introduced an arms embargo (including an embargo on rifles and aeroplanes) to thwart China's warlords. Most countries circumvented or ignored the embargo altogether, and while visitors' firearms are seized on entry, guns in China are common. Guidelines for International Settlement firearm ownership are similar to other British colonies; rate-payers have to request permission to purchase a license to own shotguns or handguns. The license needed has to be carried at all times, as police perform random searches on public-transport and in the street. The French Concession has similar laws. Men in the Volunteer Corps (some 20,000), and foreign SMP detectives, are allowed to keep

service pistols at home. Uniformed police officers return their weapons to the armory when off-duty.

Chinese copies of the Mauser C96 automatic pistol (cf.) are the underworld's weapon of choice, while unlicensed Thompson submachine guns (produced for anti-bandit duty) were manufactured in a very choppy form from 1923. The only thing limiting the widespread use of these Tommy Guns is the lack of .45ACP ammunition. Punch-daggers, hatchets, *dao* swords, and Chinese cleavers (repurposed from kitchen duty) are often twinned with *kung-fu* or other martial arts. While the laws on *carrying* blades and coshes are pretty lenient, the police catching people *using* them are not always so forgiving...

Mass Media, News and Post

In 1924 the American **radio station** "KRC" began broadcasting in Shanghai, playing western jazz and popular music, along with opera (both Chinese and western), advertisements, lectures, and evening news broadcasts. The station featured the ability to receive telephone-calls from the public (though whether these were played "on air" is unclear). An embargo on imported radio headphones limited listeners for a time until it became known that the Settlement had no authority to control receivership. The number of self-made and shop-bought wireless-sets soared thereafter.

Telegrams can only be sent via one of Shanghai's three oligarchies: the *Great Northern Telegraph Co.*, *Eastern Extension Australia*, or *China Telegraphic Co.* All are located in a single building on the corner of *Szechuen Road* and *Canton Road*, behind the Shell Petroleum Company Building (at No.1, The Bund). Hotels will relay messages to the telegraph office for a fee. In 1922, the foreign **postal services** in Shanghai closed their doors and turned control over to the Chinese Republic and the Shanghai Municipal Post. Letters for within the concessions are posted at mailboxes, but post going to foreign climes needs to be registered at a local post-office (the General Post Office is the largest and located north of Soochow River's Garden Road Bridge). Most foreign visitors prefer to collect their mail from their consulate, giving added protection against theft or loss. The gangster Du Yuesheng had a monopoly on the telegram stations, meaning that his agents kept tabs on major incoming and outgoing messages.

General Post Office

There are no public **telephones** in Shanghai, but the majority of hotels, police stations, department stores, casinos, etc. had some available. Queues for connections are more common than in London but less common than in New York, with long-distance calls either impossible or massively expensive. Even by mid-1925 there are no direct telephone links between the various police forces of the Concessions or the Chinese districts and while the modern "telex" had been introduced to some police-stations and businesses, for most communication runners were faster and cheaper.

Culture Shock: A Keeper Tool-Kit

Homeless people are illegal in both foreign Settlements and their police are expected to chase them into the Chinese-run districts. This is practically impossible, however, and most are professional vagrants: scabrous, leprous, and entertaining every trick and form of fake or self-inflicted deformity to elicit sympathy. Uncountable thousands live on the streets, but most Chinese considered it a transitory period between jobs. Such displays of poverty are completely at odds to the *compradores*, the middle-men in Sino-Western relations. Often savvy, but low-class, these Chinese raised their status by becoming "western," and as a *compradore* served as both guide and concierge to bridge social gaps and get you what you need. McChum would be a *compradore* for crime, for

example, while Wang Ting would be a *compradore* for high-society. Meanwhile, China's culinary customs and habits caught many unawares. An *Idea* roll should let an investigator grasp his chopsticks and ignore the fact everyone spits on the floor, the table or anywhere else, but as for the food—perhaps a *Sanity* check (0/1) might be in order for the squeamish? It would be a lie to say that grubs, mealworms, snakes, and wriggling things are uncommon, but Chinese "chow" (pidgin for "food") includes poultry, duck, and pig as much as it does cat, dog, or rat. Shanghai is also famous for its breakfast dumplings, seafood, and sweet Russian cakes. For those who might consider Chinese food unseemly, western food is available and in quality only matched by Shanghai's clothing, for fashion flaunted social standing. Both sexes of the lower-classes wore the same earth-hued baggy pants and top, but only the truly poor failed to own at least one brightly-coloured ceremonial dress. The body-hugging ladies' *cheongsam* (in Shanghainese: *zansae*; in Mandarin: *chi'pao*), split to mid-thigh and with diamond-cut décolleté, and male Chungshan suit (known today in the west as the Mao suit) are recent trends. Gentlemen wear western suits or traditional Chinese robes of silk or cotton. Fashionable triads wear suits to hide their weapons, or robes with knuckles showing (most ungentlemanly!). Considering the city's general poverty, shopping is a surprisingly popular pastime, and by 1925 the two biggest department stores (both on Nanking Road) are Chinese owned and run: *Sincere* (opened 1917) and *Wing On* (1918, with its roof garden). Due to casual racism both stores hired separate white and Chinese staff, so customers will not be served by a "wrong colored" salesperson. Most Chinese stick with their neighbourhood stores; converted homes with the owners living upstairs and customers purchasing goods through the window next to the front door.

Investigators are liable to encounter at least one major **celebration** during their time in Shanghai. It is suggested that the Keeper should read up on the intricacies of these holidays for themselves where possible. The following lunar dates are for the year 1925:

- *Chinese New Year* lasted nearly two weeks but culminated on 24 January, complete with fire-crackers, dances, and much finery and merriment.
- The *Lantern Festival*, where celebrants hung lit lanterns, is on 7 February.
- *May 4th* is a day of mass student and political protest in memory of China's mistreatment in the Treaty of Versailles. The police will be out in force for this festival.
- A Chinese version of Valentine's Day called *Qi Xi*, with various ceremonies relating to fertility and marriage divination, occurs on 25th August.
- The day when deceased relatives walk the earth and the living are expected to remember them: *Qingming* is on 2nd September.
- The final major holiday of the year is the *Mid-Autumn Festival* of 2nd October; with dragon dances, sky-lanterns, incense burning, and other reveries.
- The next *Chinese New Year* is on 13th January, 1926.

"Big Ears" Du: Shanghai's Al Capone

Whip-thin, jug-eared, yellowed teeth and eyes half-closed in a dreamy gaze – in 1925, aged 37, with four wives (each relegated to a wing or floor of his sprawling French Concession mansion), an addiction to illegal narcotics, and a penchant for outrageous gestures, Du "Big Ears" Yuesheng could be found at any up-market gambling den or nightclub in Shanghai, a bevy of sing-song girls or tittering female admirers draped on both arms – and over a dozen bodyguards (Russian and Chinese) one step behind. Westerners respected him; police looked the other way; and rival gang-bosses feared him. Those who upset him died horribly: at least one was buried alive.

Very superstitious, Du always had at least one dried monkey head resting in the small of his back. Told from an early age this would save him from violent death and bring him luck, his inhuman providence was long attributed to this unlikely magic and Big Ears continued to see clairvoyants of various stripes throughout his life. Under Chiang Kai-Shek's rule Du grew stronger, but war and the Communists cost him dearly. He fled to Hong Kong in 1949, dying penniless there in 1952.

Pidgin: Language of Commerce

By the mid-1920s this mixed Creole was dying out (*compradores* limited the number of Chinese westerners spoke to anyway), but its use is still widespread among beggars, coolies, public servants, *amahs*, and shop staff. Native English speakers found pidgin hard to master; in a realistic campaign, it needs a week of acclimatization to speak fluently. Nevertheless, words like "pidgin" (work), "joss house" (church or temple), "chow" (food), "godown" (warehouse), "boy" (servant), "tiffin" (meal), and "amah" (nurse or chaperone) are still used by all classes and cultures.

Crime & Punishment

Crime is widespread. Opium is the drug of choice, but heroin comes a close second (and is often marketed as an "opium cure") and prostitution is such that at one count nearly a third of women in the French Concession were involved in the sex trade. From the lowest opium-dazed '*flower smoke girl*' to the geisha-like courtesans known as *shuyu*, they were joined by exiled "White" Russians who taught French or music by day and sold themselves by night. Concubines, mistresses, and polygamy are universal and expected.

Technically gambling is illegal in the Settlement (except in licensed areas, like the racetrack at the Recreation Grounds), but temples of sin were built in Frenchtown and the Chinese quarters as gaudy as today's Las Vegas. Westerners and Japanese played cards or roulette, Chinese preferring *mah-jong*, *fan-tan* or dice.

An opium den

At dusk main roads, borders, and tourist areas become cabarets of smoky neon and nightclubs,

A game of fan-tan

while along the river rum is run, salt is smuggled, and arms are dealt. Kidnappings are so common, be they for money or ideology, and the police so rarely informed that cases run to eight or more a day across all three territories.

The **Green Gang** (*Ch'ing pang*) is the largest triad-gang in Shanghai. National, but really a loose association under a common flag, Shanghai's dozen or so Green Gang leaders included two of history's most famous: **"Pockmarked" Huang Jinrong** and his "subordinate" **Du "Big Ears" Yuesheng**. Fat and scarred by smallpox, Huang led a double life as head of the French police's Chinese Detective Bureau until he retired in early 1925 (having lost respect after a beating and also because his criminal activities had become too obvious). Subsequently he held court at his tea-house, the "Cornucopia," or at his well-defended French Concession mansion. His old student Du Yuesheng stepped into his shoes. The worst fates for those crossing the *triads* were either being "trunked"' (which involved dismemberment of the body, with the parts left in a travel trunk somewhere public) or having every tendon cut with a fruit-knife and being dumped at the side of the road. (See page 371 for more information.)

The China Seas are hotbeds of **pirate activity**, from individual sloops and *junks* to flotillas in the hundreds. This was the decade of Lai Choi San, the mysterious "dragon lady," who acted like a Chinese Robin Hood. While piracy of larger ships was unusual, it was not unknown; on Jan 13th 1925, the *S.S. Hong Wa* was boarded by pirates disguised as passengers and staff.

They hijacked the boat, stole nearly HK$54,000, and escaped to a waiting junk. Britain's Royal Navy is one of the few fleets actively policing the Pacific, and capturing pirates was one of its specialities.

Extraterritoriality meant criminals from fourteen "favoured nations" (USA, Belgium, Brazil, British Empire, Denmark, France, Italy, Japan, The Netherlands, Norway, Portugal, Spain, Sweden, and Switzerland) were tried under their own legal system. Chinese citizens and "unrecognised foreigners" (anyone not a citizen of the fourteen "Settlement Powers") were tried under Chinese law in a Chinese court (in the International Settlement this was the Municipal Police-run Mixed Court, which had a good reputation for justice and normally refused to extradite any, but the most despicable criminals to the Chinese districts). The largest prison in the world was the joint Settlement-Chinese ***Ward Road Prison*** at 147 Howard Road (with segregated "Chinese" and "foreign" wings). Both people awaiting trial and convicted prisoners were held there. Outside the Settlements "unrecognised citizens" and Chinese were liable to vanish within the warlords' legal systems, especially if suspected of Bolshevism. "Cruel" punishments like dismemberment had been officially abolished since 1905; this was usually adhered to by warlords.

The British in Shanghai were tried at **H.B.M. Supreme Court** and Americans were handled by the **United States Court for China (Shanghai Division)**. Other "favoured nations" were tried in their own consulates. Americans sentenced to prison usually spent their time in Manila or on mainland USA; Britons in Ward Road Prison or Hong Kong; and the French in their Concession jail or in Indochina. Other nationals went to their nearest colony.

Currency

Specific information on Shanghai's complex currency can be found on page 453. Alongside use of foreign currencies, large companies sometimes paid workers with "chits." These were signed and the store-owner redeemed them for physical money.

Most goods in Shanghai were cheap enough for the saying: "no man starves in Shanghai" to be oft-repeated (ignoring the fact thousands of Chinese did each year). Yet the number of foreigners reduced to begging the Municipal Council for third-class tickets back home to Europe seemed to say otherwise. The problem lay in that as even *appearing* poorer than a Chinese was anathema to racial superiority, foreigners lived far beyond their means. Sailors and tourists, with no worry about saving face, found Shanghai one of the cheapest cities on earth. Those insisting on high-class department stores paid prices between 25% and 250% higher than in New York or London!

NPC Names

Naturally Chinese names were most prominent in Shanghai, but Russian, Japanese, Anglo-American, French, and Indian names were also common.

With so few surnames in common usage (85% of people shared the 100 most common surnames), westerners joked that Chinese used nicknames for variety: businessmen and Christians took western names ("Harry Chung", "Lucy Yuen"), while soldiers, gamblers and crooks had nicknames symbolic of their skills or character ("'Lucky' Tsou," "'No Fingers' Chang," "Yu 'Ox-Blood'"). Prostitutes—and unmarried young women—can be called by the translation of their name (for example "Eastern Laughter," "Icy Heart," "Lotus Blossom"), and women usually kept their surname on marriage. A Keeper can also mix the individual syllables of first names from the list below to create further names ("Hen-pang," "Yu-kai," etc.).

Male First Name: Cheng-chie, Chia-tso, Chi-chian, Chou-pang, Chou-tsu, Chung, En-lai, Fa-shi, Fa-wang, Feng, Hai-wang, Hen-yueh, He-tsi, Hsien, Hsien-tsi, Hsi-lu, Hsin, Hsin-chia, Huan, Hui, Hui-ying, Jen, Jen-shan, Je-tsou, Jin-shui, Kai-chie, Kan-ker, Ku-fanji, Kui-tsue, Kui-yu, Kung-po, Kuo-leng, Lian-ta, Lu-shan, Men, Ming-

ma, Pai-lu, Pang, Pang-jen, Pang-tuo, Pan-pijiu, Pao, Paoi-cheng, Pao-tsue, Pi, Shan, Sha-pi, Shi-kai, Sung-men, Tao-tsi, Ta-tsui, Tien-fa, Tsi-lu, Tsu-tuo, Tung, Wang, Wang-feng, Wu-fengfu, Wu-tao, Yao-leng, Yueh-chang, Yu-ying

Female First Name: Ah-chou, Ai-chang, Ai-ling, Ai-te, Chang-hsin, Cheng-kung, Chian-chih, Chian-pai, Chie, Chou, Chou-hsiao, Chou-kan, Feng, Fengfu, Hei-hsiao, Hsiao-pao, Hung-hsin, Hung-yu, Keng-ku, Ker-huar, Lian, Ling-ling, Lu-erji, Mei-lian, Mei-wan, Ming-tsue, Nan-jin, Pao-pao, Pao-yu, Peipian-hsin, Shan-lian, Shu, Shu-shan, Ta-hsiao, Tifang, Ti-nan, Tsao-lian, Tsui-feng, Wan-huar, Wu-pan, Yetsu-ku, Ying, Yu-fengfu

Family Name/Surname: An, Au, Cao, Cha, Chang, Chao, Chin, Chai, Chu, Chung, Eng, Fan, Feng, Fok, Fung, Han, Ho, Hsaio, Hsu, Hui, Hung, Jang, Jao, Jen, Jia, Jue, Jung, Kai, Kan, Kao, Kao, Kim, Ko, Kung, Kuo, Lao, Li, Lian, Ling, Lung, Ma, Mak, Mao, Ming, Moy, Nan, Nei, Nu, Pai, Pan, Pao, Pei, Peng, Shang, Shen, Shih, Shu, So, Sung, Szu, Ta, Tai, Tang, Tao, Ting, Tsai, Tsang, Tzu, Wang, Wei, Wen, Wu, Yang, Yao, Yi, Yuen, Yun

A Murder of Cultists

Shanghai is a dangerous city, and with all of those gangs, cults, and unaffiliated thugs running about, a Keeper might need some pre-generated NPCs to give investigators a hearty Shanghai greeting…

	STR	CON	SIZ	INT	POW	DEX	APP	HP
#01	09	13	10	17	13	13	08	12
#02	13	10	12	13	13	07	11	11
#03	12	14	16	12	08	06	11	15
#04	10	05	11	08	14	14	16	08
#05	13	10	10	15	11	12	06	10
#06	11	17	11	13	09	15	14	14
#07	13	10	10	14	10	18	12	10
#08	15	09	10	07	12	11	17	10
#09	11	10	13	15	10	07	11	12
#10	07	11	09	13	05	13	09	10
#11	12	09	08	11	12	12	08	09
#12	16	13	12	09	17	10	13	13

Weapons: Fist/Punch 50%, 1D3+db
Cult Sickle 50%, damage 1D4+3+db*
Kick 50%, 1D4+db
Grapple 40%, damage special
Dagger 45%, 1D4+db
Hatchet/Cleaver 40%, 1D6+1+db
Mauser C-96 45%, 1d10

Skills: Bargain 25%, Cthulhu Mythos 08%*, Dodge 12-36%, Drive 15%, Pidgin/English 12%, Fast Talk 25%, Hide 35%, Listen 50%, Locksmith 10%, Chinese Dialect or Two 45%, Martial Arts 25%, Occult 25%, Shiphandling 30%, Sneak 40%, Swim 45%

**Cultists of the Order of the Bloated Woman only*

Bibliography/Resources

There are thousands of books available on interwar Shanghai, but for the Keeper on a budget the best two are Stella Dong's *"Shanghai:*

The Rise and Fall of a Decadent City" and Harriet Sergeant's "*Shanghai*"—both informative social histories of the city and its people. If the Keeper thinks that his players are going to spend a lot of time traipsing the countryside, wrong-footing warlords, or getting caught up in Shanghai's historical events, then Adam William's superb fictional novel "*The Emperor's Bones*," is worth reading. It is the epic of two young women—a British survivor of the Russian Revolution, and a Chinese communist—in China during its turbulent warlord-era.

Of the many films about Shanghai (going right back to 1941's excellent *The Shanghai Gesture*), most are better for the *look* of the city than any accuracy about it. The most visually useful include; comedy/martial-arts caper *Kung Fu Hustle* (2004); Chow Yun-Fat drama *Shanghai Grand* (1996) which has everything in this chapter *plus* a man-eating snake!; and Alexi Tan's *triad*-flick *Blood Brothers* (2007), which has hideously inaccurate weapons, but does show French Annamese police—even if they do die within a minute of meeting them. Though set in 1947 and far pulpier than the average *Masks of Nyarlathotep* campaign, *The Mummy: Tomb of the Dragon Emperor* (2008) features an explosive car-chase through Shanghai on New Year's Day, jack-booted warlord cultists, and what could be a Himalayan entrance to the Dreamlands. Finally, for a story without guns or occult shenanigans, *The Painted Veil* (2006), a drama about an English doctor and his wife treating cholera in the village outside Shanghai in 1925, is worthy viewing.

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Pre-generated Characters

Alongside such NPCs as Li Wen-cheng and Choi Mei-ling who can be used as replacement investigators, two pre-generated characters for this chapter have been provided as sources of information or replacements if the body-count rises...

Moussa "Jean-Paul" Coulibaly—Franco-Sudanese soldier-of-fortune and veteran of the Great War, "Jean-Paul" is an acquaintance of Fergus McChum, and when not working as a bodyguard or muscle for hire, can be found at the Stumbling Tiger bar. If the investigators want to employ somebody to protect them, McChum will point the Black African out (the color of his skin will make him stand out and the investigators are bound to have spotted him shortly after their entering the bar) and recommend him as a good man with a gun. The investigators can hire him for their protection, meaning that he can be used as an NPC in the event that one of their numbers is incapacitated and he becomes a replacement player character. In addition, Jean-Paul has been in the city a few more months than the investigators and in a pinch, can act as a guide.

Horst von Schroeter—German-born ex-U-Boat commander and League of Nations diplomat, Shroeter has been posted to Shanghai to monitor the trafficking of both narcotics and slaves through the city. This involves him asking questions throughout the city, and while he might not get the answers that he wants, he has made plenty of contacts. Both these and his diplomatic credentials might provide the investigators with a foot in the door at certain places, and if he learns that he and the investigators share an interest in Gray Dragon Island, he might ask to join them. Once the investigators secure transport, the good Fregattenkapitän can help navigate his way there.

Plug-in Scenarios

These scenarios are either designed for Shanghai or may be twisted into something resembling a Shanghai scenario with some effort from the Keeper. By replacing NPC names with those provided from the selection of Chinese ones above, it is surprising how many scenarios can be relocated to the 'Whore of the Orient'…

Title: **Shanghai Bullets**
Type: Sidetrek Adventure (Shanghai)
Source: Stunning Eldritch Tales (*designed for Trail of Cthulhu rules*)
Notes: Even if the Keeper has no plans to run Shanghai Bullets, the scenario's opening scenes are worth reading as they provide atmosphere and flavor aplenty that will be of great help when it comes to the Keeper presenting to his players their investigators' arrival in Shanghai by boat. A missing priest leads every low-life, spy, and clique in Shanghai to play hot-potato with a very lethal bit of Mythos apparatus—and the investigators are caught in the middle. If the Keeper wants to use this scenario he has his work cut out for him; designed for *Trail of Cthulhu*'s more streamlined rules system and set in 1937, a lot of rewriting is needed to fit it into *Masks of Nyarlathotep*. Nonetheless, having Ho Fong and Lin Tang-yu racing around after "Big Ears" Du and the Black Dragon Society can liven up any campaign. Involving the party is not too troublesome: if Fr. de Briac is introduced to the party early on—perhaps as a guide, or it simply becomes common knowledge that exsanguinated corpses have been turning up in the Concessions, the investigators can step into this ready-made scenario with ease.

Title: **Tatterdemalion**
Type: Sidetrek Adventure (Shanghai)
Source: Fatal Experiments (OOP)
Notes: Originally set in New York, *Tatterdemalion*'s fancy-dress party turned ritual opening to Carcossa and the King in Yellow is easily relocated to the trendy Settlement suburbs west of Shanghai or in the French Concession (all those elitist snobs and wannabes fit in perfectly). Any investigator who has ingratiated himself into Shanghai's high-society is guaranteed an invitation. A Keeper not wanting Hastur to overshadow Nyarlythotep's mission or think that the sanity loss quotient is a bit

Nanking Road, looking towards the Bund

heavy can remove the side-trip to Carcosa and simply try to have the investigators stop the play here on Earth.

Title: **Dead Man Stomp**
Type: Sidetrek Adventure (Shanghai)
Source: Call of Cthulhu Main Rulesbook
Notes: Shanghai's colour-code has much in common with 1920s middle-America, and by replacing the African-Americans with Chinese (and making Leroy Turner a Eurasian; Li-Chou Tuner perhaps?) this scenario peeks at Shanghai's racist underbelly. The Louis Armstrong link can be kept (and is even more incongruous when the investigators realise that Mr. Armstrong never went to Shanghai in the 1920s) and if the zombies do get raised, the police will probably put it down to a riot by particularly unsavoury and pox-ridden beggars…

Title: **One In Darkness**
Type: Sidetrek Adventure (Shanghai)
Source: The Great Old Ones (OOP)
Notes: Another scenario set elsewhere but tailor-made for Shanghai. By replacing the NPC names with Chinese, the hunt for a Boston gangster becomes the SMP's blood-soaked revenge on a minor Chinese crime-lord. The introduction to the scenario through Miskatonic newspaper connections is better replaced by checking up on the *Shanghai Courier* or getting involved directly. Shanghai's sewers being nonexistent, the Keeper should consider putting the Demon's hiding place in the semi-flooded rookeries and shanty-towns of one of the three territories. If the Black Demon's stats are too high make them more befitting the player character's abilities; certainly consider making it <u>not</u> an avatar of Nyarlathotep… it just doesn't compare to those seen previously.

Keeper's Notes – Hong Kong

Hal Eccles
with Jean-Philippe Chapleau

Chapter Overview

Despite being referenced a number of times in the body of the campaign, almost no details are given about the British enclave of Hong Kong. These Keeper's Notes provide the option to expand the Hong Kong section of the campaign should the investigators elect to visit the Fragrant Harbor. Unless the investigators have spoken with Brady, it is a fact that they have virtually no way of knowing that this is where the ex-marine has hidden Roger Carlyle. However, if the investigators do make it to Hong Kong, it would make a wholly unsatisfactory conclusion to Roger's sorry story if – as the campaign suggests – they learn nothing from Carlyle.

This section seeks to add some drama to an otherwise anticlimactic moment by providing a number of clues for the investigators to discover in Hong Kong, including further details about the *Dark Mistress* and Elias' activities in China, so that their visit is not entirely wasted. If nothing else, a stopover in Hong Kong is an excellent opportunity for the investigators to rest and perhaps lay low if they have stirred up too much trouble elsewhere.

Getting Started

While Hong Kong is, at most, a sideline to the main campaign, several clues might lead the investigators to the streets of the Colonial free port.

Brady spotted in Hong Kong in 1923

Jack Brady, fleeing with the increasingly mad Roger Carlyle, arrived in Hong Kong in September of 1919. Unable to continue any further with his employer, Brady was forced to hide Roger in the Tung Wah Hospital under the alias of "Randolph Carter."[1] Since leaving him in Hong Kong, presumably Brady has visited his friend and former employer and in 1923 had Carlyle moved to the new Yeung Wo Nursing Home, a purpose built Sanitarium. It was during one of these trips that Brady encountered "Nails" Nelson in the Yellow Lily Bar, on Wan Shing Street, near Causeway bay.

1. It is left up to the Keeper to decide if Brady selected this name at random (perhaps to match Roger Carlyle's initials) or if he had previously made the acquaintance of the Arkham area explorer of the outré.

The Order of the Bloated Woman in Hong Kong

The Order of the Bloated Woman only maintains a small presence in Hong Kong; the British authorities monitor the city too closely for the Cult to operate freely here. Apart from minor illicit activities, such as burglary, street crime, and the sale of potions and narcotics, the Cult has, to date, managed to conceal its true nature and purpose from the local police. The British would be most displeased to learn that this vile group is operating in the city. The primary focus of the Order's local membership is the manipulation of Hong Kong's disgruntled populace, sowing dissent, and subtly instigating attacks on the colonial authorities; the local branch has more in common with the pro-Boxer faction of a generation past than Ho Fong's vision for the Order (see "The Rise of Ho Fung", page 381). For an example of Cult spawned violence, see the scene "A Riot on Yen Chow Street" on page 356.

The Order has also managed to blackmail a small number of Hong Kong's colonial officials and British nationals, including several members of the police force and the Scientific Officer at the Royal Observatory (see page 363 for his sad story). These pawns are generally used to facilitate smuggling performed by the Order and to conceal the existence of the Order from authorities.

Unless the investigators have previously stirred up trouble with the Order of the Bloated Woman or are known to be en route to Hong Kong, the local branch of the Order will not be watching for them. If they become aware that enemies of Ho Fong have entered their territory, the local leadership will view this as an opportunity to gain their leader's good graces and will tirelessly devote its resources to inflicting harm upon the investigators. These resources are limited though, and if the leadership of the local Order thinks that there is a good chance that it can kill or capture the investigators, Jack Brady, the *Seven Cryptical Books of Hsan*, etc., the leadership might request that extra muscle be brought in from Shanghai to support its efforts.

Elias wired Jonah Kensington for money from Hong Kong, September 1924

Jackson Elias, arrived in Hong Kong on the 17th September, 1924 looking for Brady. After a futile few days, Elias wired Jonah Kensington for further funds so that he could continue his search elsewhere. When he received the advance from Kensington, Elias followed the trail onto Shanghai where he finally caught up with the elusive Jack Brady.

Keeper's Tips

Hong Kong is, at best, a sideshow to the main campaign. While any investigators who desire to see poor Roger Carlyle themselves will have the satisfaction of finding him here, for the most part there is nothing critical that needs to be done or learned in Hong Kong in order for the investigators to stop the terrible plotting of Carlyle's former companions. The Keeper should not force his investigators to visit the city. Instead he should leave it as an interesting, but wholly optional, addition to the campaign.

Elias in Hong Kong

Jackson Elias' hunt for Brady in Hong Kong lead him to briskly explore Hong Kong Island and Kowloon, making the Peak Hotel his base during his time in the colony. Jonah Kensington wired him money at this hotel and can relay this information to investigators. It is possible that staff at this past-its-prime hotel might recognize a photograph of Elias or otherwise remember him. He was noticeably anxious and complaints were made by other residents of the hotel about Elias' shabby appearance and his nightly pacing of the hotel corridors disrupting their sleep. Small bribes combined with a successful *Fast Talk* or *Persuade* roll will convince a member of the staff to let the investigators look at the room where Elias stayed. Like the rest of the hotel, the room is careworn and reflects the genteel decline of the establishment. A search reveals nothing; the room has been rented and cleaned many times since Elias was there. If the Keeper wishes, the hotel manager will stop any departing investigators and hand them two items that belong to Elias and which could not be passed on since the author failed to leave a forwarding address. The first item is a letter for Elias that arrived a few days after his departure, while the second is a scrap of paper that he left on his desk – Elias never checked out – after he

Hong Kong Lead #1: Letter to Jackson Elias from Charles Godfrey

Charles Godfrey Esq.
Antiquities and Classics
Department
Hong Kong University,
Hong Kong.

24th September 1924.

Mister J. Elias,
Peak Hotel,
Victoria Bay,
Hong Kong.

Dear Mister Elias,

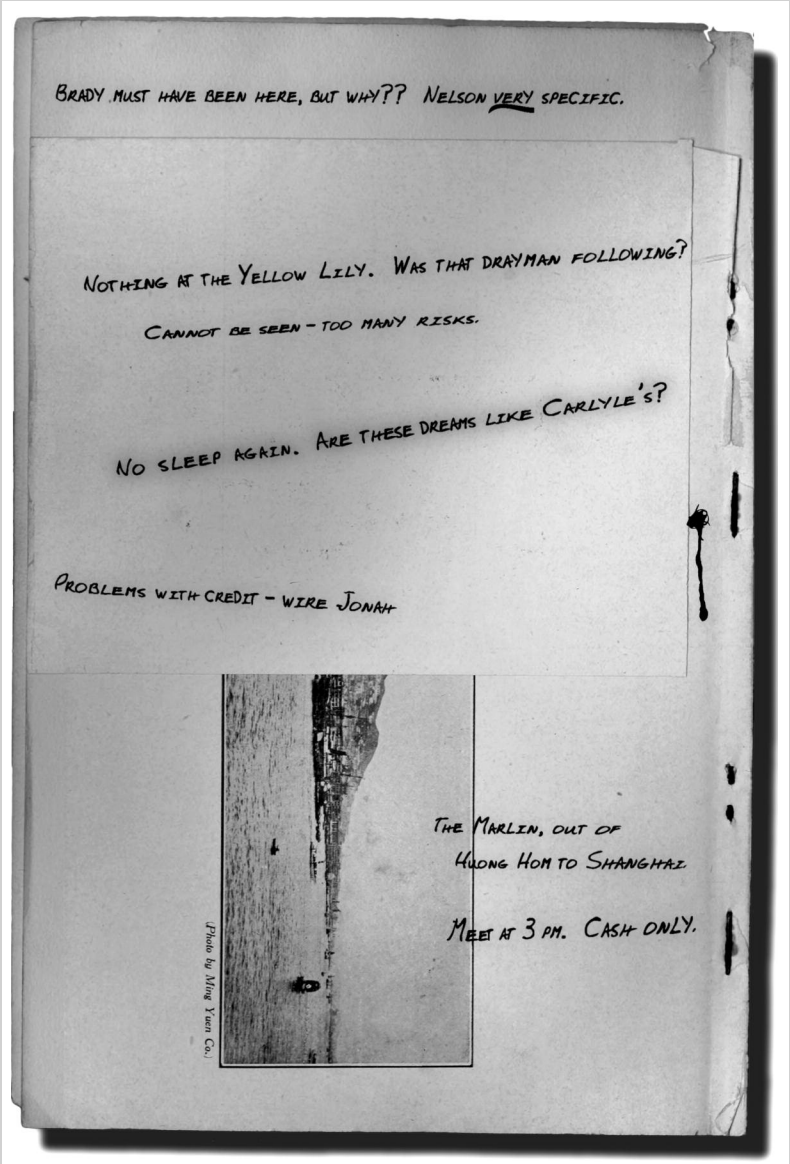
Firstly let me apologise for the tardiness of my response to the enquiry that you left with my junior at the University. I have not been well of late and have been unable to maintain all of my correspondence. I hope this letter still finds you Island side, but I have instructed the Hotel to forward the letter to you if you have already departed.

With regard to the inquiries you made I can confirm that I have conducted research into the poem "Prayers of the Black Fan" and the associated 'Bloated Woman' Tong. If you wish to discuss particulars about either of these topics for your book – please excuse me if I am unfamiliar with your previous works – then please feel free to call on me at the University at your convenience. If you have already set forth on the next leg of your journey then I would be happy to send you notes through the post if you are able to supply me with the specifics of the information that you require.

Your servant,
Charles Godfrey Esq.

departed and was kept in case of his return. Either or both of these leads may be omitted at the Keeper's discretion; they are intended to provide aid to lost investigators or additional leads to those who have come straight away from New York.

Hong Kong Lead #2: Notes of Jackson Elias



The Yellow Lily Bar

Like Jackson Elias, many investigators will begin their exploration of Hong Kong here. Unfortunately the staff of this seedy dockside bar sees an enormous amount of passing trade thanks to the crews from the various ships moored around Hong Kong Island. Consequently they will be of little help in tracking either Elias's or Brady's movements in Hong Kong. Even with a successful *Luck* roll and the purchase of a few drinks, the most that can be learned here is that both men have been seen here, Brady not for some time, Elias more recently.

Roger Carlyle, at last

As previously noted, the campaign deals with the possibility of Carlyle's discovery only in the briefest manner. If the Keeper wants to expand upon this encounter – particularly if Erica Carlyle or Bradley Grey have been serving as the investigators' patron – the following section elaborates on such a meeting.

For the most part Roger shuffles around the grounds of the Yeung Wo Nursing Home in an amiable medicated stupor. When the investigators arrive on any given day Roger's mental state will in one of three conditions: passive, aggressive, or lucid. The investigators can find out any of the information below from Carlyle's doctors providing that they can supply a credible reason for wanting to know; *Fast Talk* or *Persuade* rolls as appropriate – investigators with a medical background will probably be at a significant advantage. Brady has been careful about what information he has passed onto the doctors and he has ensured through substantial payments that Carlyle's records – as Randolph Carter – are kept firmly under lock and key. For their part, those members of the staff that speak English collectively assume that Mr. Carter's claims to be the product of a deranged mind. Despite Brady's precautions, the investigators should be able to gain limited access to Roger with a successful *Persuade* roll and a reasonable justification; if they upset the patient or create a scene these privileges will be immediately revoked.

Most days Roger Carlyle is in a passive state, heavily medicated and wandering the hospital grounds, corridors, and dayrooms under constant supervision by orderlies. Anyone that knew him before he left New York in 1919, will suffer a *Sanity* loss of 1/1d2 points upon seeing his current state. On a bad day, the medical staff will have constrained him in a straitjacket, this in addition to his usual medication. While he is quite clean because of regular baths, Carlyle's hair is wild and unkempt though kept trimmed to a reasonable length, and because he is only shaved on a weekly basis, he will probably have a few days worth of stubble. He is always dressed in hospital issued clothing.

Whenever someone attempts to pass Carlyle in the corridor he will bar the way and demand the password from them; after a moment he will hiss a password ("Hotep" or "Anastasia" are options) if one is not given in response. His eyes constantly shift to the corners of the rooms or garden seeking something that is not there. He will have flecks of spittle around his mouth and occasionally his mouth will sag and drool, depending on how severely he has been medicated this day.

Even his passive moments are punctuated by aggressive and shocking outbursts, ranging from hysterical laughter to violent cursing and sobbing. These episodes are triggered by seemingly innocuous things; there is no pattern to these or any sense that can be made of them. Roger will openly recoil from people of North African or Arabic descent or any Egyptian symbols or hieroglyphics. He is also terrified of the dark, especially the night sky. If Roger is cornered he might attempt to physically attack sources of discomfort. Any form of physical contact with other people will distress him severely and even brushing past Carlyle might trigger an outburst. If he does react in this manner, orderlies will be quickly on hand to control and restrain Carlyle with a straitjacket and additional medication, ending any interview.

The occasions when Carlyle is lucid enough to notice things going on around him and even possibly answer questions are rare. It is left up to the Keeper to determine when and for how long such an occasion lasts. Some options include a *Luck* roll by the investigator with the lowest POW, a successful *Psychology* roll, a set number of visits, clever role-playing, or referencing certain information – Erica Carlyle's name, for example. Even while lucid, Carlyle's mind is very fragile and unless the investigators handle him gently he is liable to lapse back into his passive state, or if stressed he may even become aggressive. He will often mention his real name, his background and family, and will repeatedly ask why he is being held. Occasionally he will talk of his time in Egypt, but will mingle his mundane modern visit with his paranormal voyage to the Dynastic era. He will ask after Anastasia (as he knew M'Weru), Brady, and his other companions and seems genuinely unaware of what has happened in the years since he left New York. Very rarely will he discuss his dreams – never of anything other than Nyarlathotep – but these will rapidly inspire an aggressive outburst.

Through gentle interviews with Roger the investigators are able to tease out some loose facts from Carlyle (see below for suggestions).

The Testimony of Roger Carlyle

In his lucid moments, Carlyle can be conversed with… Consider these as a model for possible comments of your own creation.

Egypt yes, how could I forget? It is burned into my very soul and haunts my dreams, it is too much for one man to bear… I removed the eye, what was I thinking? It was too much, too much for any man…

—<•>—

We were there; I am sure no matter what these doctors here say! We were in the Egypt of the pharaohs. Patty, Penhew, Robert, all of us – we walked amongst the ancients. They were building the pyramids for God's sake…the pyramids. He showed us so much, seduced us with promises and power… I see his burning eye…

—<•>—

Now he talks to me, my Master. He is still my Master. He whispers in through my dreams, that man of Blackness. He is not done with me just yet, I think I am still his chosen and I don't have a choice in the matter. I see now what we have done. Oh god, the door. We have unlocked the door. He approaches!

Use Roger to confirm what the investigators already know rather than to reveal the secrets of the campaign; Brady serves that role better. If any investigator is suffering from nightmares inspired by Nyarlathotep, Roger might confide in a conspiratorial whisper his own nightmares to someone he recognizes as a kindred sufferer; a small *Sanity* cost may be imposed on those who see this broken man as their future.

If the investigators manage to break in to the Nursing Home and steal Roger Carlyle's records they may be able to learn some of these facts. Additionally, his records show details of substantial cash payments made to the hospital by an unnamed patron (Brady) for the care of "Mr. Carter."

However much information the investigators are able to wrest from him, it should be made clear to them that for Roger there is no recovery and he will be spending the rest of his days in a sanitarium, either here or in New York if the investigators let Erica Carlyle know the whereabouts of her brother. It may be the case that once Brady learns that the investigators have found Roger, he will move him again for his safety. There is also the slight chance that in finding Carlyle, his location will be revealed to the various Cults that seek to complete their plans. If the investigators inform Erica Carlyle or manage to spirit Roger away from the Sanitarium and back to her in New York, they will have gained her eternal gratitude (as well as a substantial reward; survivors might see a *Credit Rating* increase of 1d5+5% at the very least). If they return him to his sister without Brady's consent this may greatly upset someone who would otherwise have a potential ally.

Scene: A Riot on Yen Chow Street

This short encounter can be added to Hong Kong to provide a contrast with the investigator's slow and potentially fruitless search of the city. While the investigators are crossing Kowloon, they find the road blocked by a large group of rowdy men. The group seems to comprise of low-paid Chinese workers of all ages. Standing on an overturned crate in the centre of the crowd, a young man is agitating the crowd into frenzy. Any investigators who can *Other Language Cantonese* (alternately ½ skill in another Chinese dialect) will hear the man ranting about the poor working conditions, low wages, and lack of respect that the British tyrants show the people of Hong Kong. If the investigators decide to hang around they find that the mob is quickly galvanized into action by the man on the crate as he lights and then throws a cheap kerosene lantern against the wall of a nearby British owned warehouse. He then jumps down from the crate and begins to lead the mob to the police station on Yen Chow Street.

The riot has been orchestrated by the Order of the Bloated Woman in order to retrieve evidence against a member and an idol of the goddess. The young militant is Hui Ai-Lan, a 24 year old, low ranking cultist who has been tasked with retrieving the idol because of his intelligence and good public speaking skills. He will direct the mob to storm the police station, a small building that at most only contains around 15 officers. Hui uses the riot as a diversion (knowing it will take at least fifteen minutes for reinforcements to arrive) to allow him to slip into the station and retrieve the evidence. The mob is angry enough to commit murder, especially with Hui inciting them, but as long as the officers are distracted then the consequences of the riot matters little to him, it is simply a tool to be used.

The mob catches the officers in the station by surprise and unless the investigators intervene at least two Chinese police officers will be killed before the mob can be beaten back. In the confusion Hui Ai-Lan will burn the evidence (the nature of which is left to the Keeper), then make good his escape through the back streets and alleys of Kowloon having gained possession of the idol.

The Keeper can also use Hui to organize additional riots to frustrate the investigators or even attempt to do them harm. If captured, this low-level member of the Order will provide little information beyond his name and his passion to die in the service of the Bloated Woman, whom

he repeatedly and graphically exclaims his devotions to.

"That Dratted Department!"

If the investigators decide to follow up on the letter left for Elias at the Peak Hotel by Charles Godfrey (Esq.) (see page 353) they will find themselves at the door of Department of Antiquities and Classics of the University of Hong Kong. Godfrey is the head of the Department through family influence and wealth rather than academic prowess and the Keeper should take this opportunity to have a bit of fun with this venerable and doddering academic. It is unlikely that the investigators will be prepared to devote the amount of time necessary to learn anything useful from the department, but a generous Keeper might decide that its modest collection of Chinese occult tomes (no Mythos content) might serve persistent investigators some purpose. More importantly however, and despite the blustering façade, Godfrey has stumbled onto some of the history of the Order of the Bloated Woman.

The Department is on the first floor of the well-appointed main building of the University of Hong Kong. With the Colonial influence evident in the style of its wood paneled halls and European fixtures and fittings, the University does not feel like a place of hallowed learning in the same way that Oxford, Harvard or even Miskatonic do. As a newly established center of learning, many its faculty members are not on a par with their peers in Europe or America; finding academics willing to relocate to Hong Kong has produced a body of sometimes second-rate scholars.

Charles Godfrey is one such academic mediocrity, but nevertheless he is the head of his Department. The investigators will need to make an appointment with one of his juniors or

Sampans in Hong Kong harbour

with the over-worked departmental secretary to see Godfrey and when they do finally meet him, it likely that their initial reaction will be disappointment. Godfrey is approaching 80 years old, painfully thin, and very frail. Having a conversation with the man is very hard going; he clearly likes the sound of his own voice and often talks over people showing off his knowledge of ancient Chinese history. He personifies the most negative stereotypes of the self-satisfied academic and is a frightful bore.

If the investigators can put up with the faux airs and graces that the Squire Godfrey affects then there is a chance that they can turn the conversation to the Order of the Bloated Woman with enough flattery. No *Persuade* or *Fast Talk* rolls are necessary, just an exorbitant amount of patience. It is up to the Keeper to decide just how much that Godfrey knows about the Order; he is utterly convinced that it has been extinct since the 18th century however. Base his knowledge on the history of the cult, as given on page 378. He will readily be able to identify the Order's distinctive tattoo and ritual tools. He will also, though at great length, be able to describe the important texts of the Order, though he will misidentify their titles and has never seen a copy of any of these tomes. Like Carlyle earlier, use Dr. Godfrey to confirm what the investigators already know or to fill in small gaps in their knowledge, rather than to lay out the secrets of this section of the campaign.

If presented with definitive proof that the Order has survived into modern times or if he is asked to translate any Mythos tomes, the likelihood is that this puffed-up academic will either suffer a significant loss of *Sanity* or dismiss this information as a hoax. Considering his failing health, only the most callous (or desperate) of investigators will attempt to make extensive use of this aged academic. As ever, it is up to the Keeper's judgment to determine whether or not Godfrey should prove to be of assistance to the investigators, or perish immediately of a heart attack.

The Dark Mistress in Hong Kong

If the investigators make enquiries around the docks of Hong Kong Island and Kowloon, it will quickly become apparent that the *Dark Mistress* has been active in and around Victoria Bay for some time. The ship primarily ties up at the dilapidated Northern wharves of the bay at Kowloon. The harbormaster office has the ship on file as a British registered ninety-foot yacht. The *Dark Mistress* makes semi-regular visits to the port to collect items for Penhew, usually sent by Huston but sometimes coming from foreign parts suppliers. It is not difficult for investigators to track down dockhands or other waterfront workers who can identify the ship and its usual return destination of Shanghai. Boarding the ship will be another matter. As Penhew is a British subject, he is unlikely to be aboard the vessel, let alone be seen on the top deck.

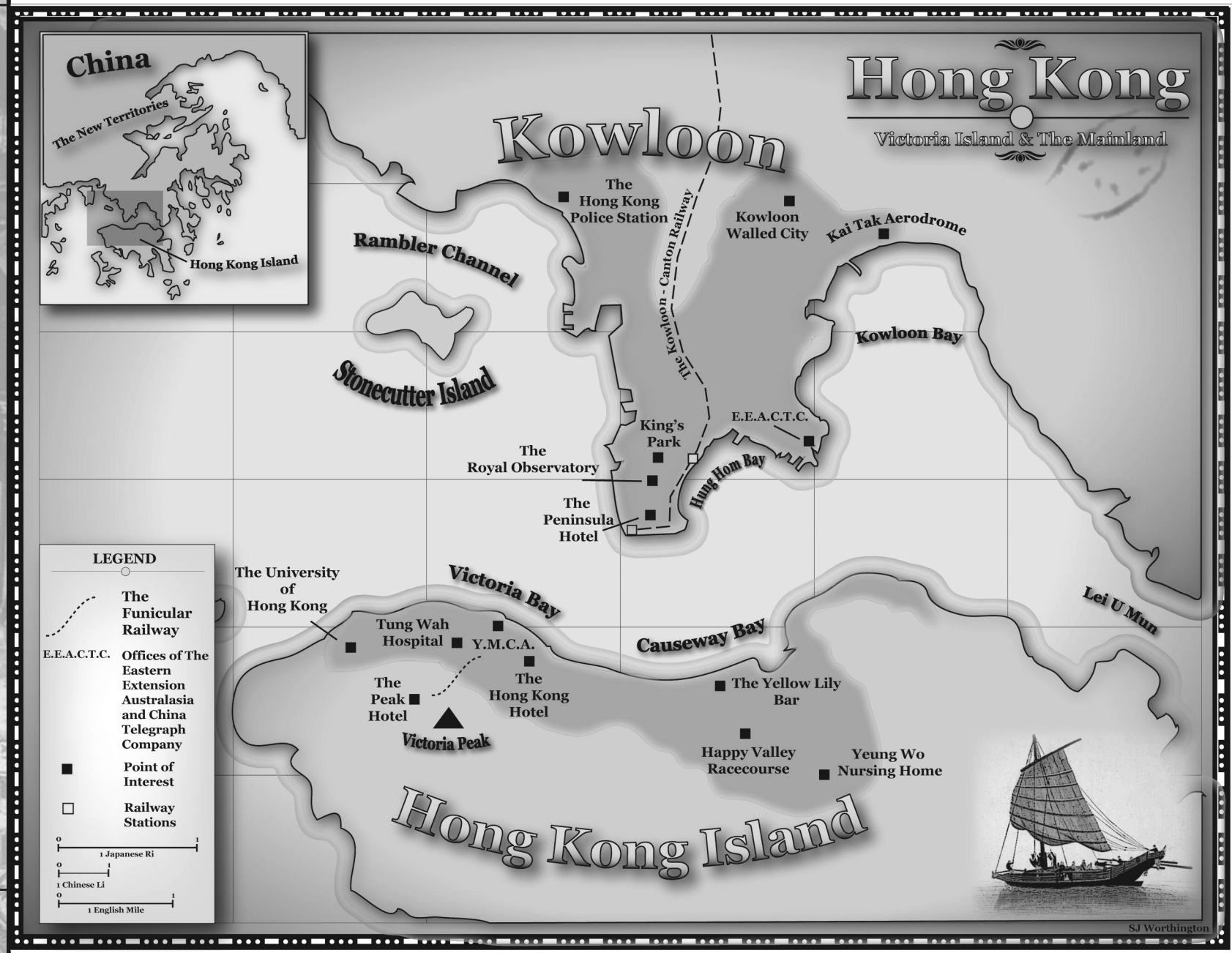
Alternately Ho Fong's ship the *Luxuriant Goddess* may make a rare visit to Hong Kong, most likely transporting some important cargo, be it an artifact or a leader of the Order. It will soon return to Shanghai, most likely loaded with valuable illegal goods or bound and drugged slaves; unfortunate investigators might end up as part of that cargo.

Quick reference

Hong Kong – General information

Hong Kong is a Chinese city with an unmistakable British imprint. As mix of both cultures there are elements present that leave the European and Chinese visitor alike feeling somewhat out of place. There are many similarities between Shanghai and Hong Kong, but with a bit of preparation upon the part of the Keeper, the differences between the two can be highlighted in a way that will lead to many memorable gaming sessions.

The greatest factor contributing to Hong Kong's cultural divide from the rest of China is the strong link that the city historically had with


China
The New Territories
Hong Kong Island
Hong Kong
Victoria Island & The Mainland
Kowloon
The Hong Kong Police Station
Kowloon Walled City
Kai Tak Aerodrome
Rambler Channel
The Kowloon - Canton Railway
Kowloon Bay
Stonecutter Island
King's Park
E.E.A.C.T.C.
The Royal Observatory
Hung Hom Bay
The Peninsula Hotel
LEGEND
The Funicular Railway
E.E.A.C.T.C. Offices of The Eastern Extension Australasia and China Telegraph Company
Point of Interest
Railway Stations
1 Japanese Ri
1 Chinese Li
1 English Mile
The University of Hong Kong
Victoria Bay
Lei U Mun
Tung Wah Hospital
Y.M.C.A.
Causeway Bay
The Peak Hotel
The Hong Kong Hotel
The Yellow Lily Bar
Victoria Peak
Happy Valley Racecourse
Yeung Wo Nursing Home
Hong Kong Island
SJ Worthington

the West, in particular with the British Empire. Western influence began in China in the late 15th and early 16th centuries, with merchants using Hong Kong's natural harbors to establish trade routes into the East. The British and Portuguese (based in Macau) invested significant resources in the region and although Imperial China enacted laws restricting their activity, these laws neglected to control the opium trade. Throughout the 17th and 18th centuries British traders smuggled opium into mainland China via Hong Kong. This proved to be an extremely profitable venture, but during the mid-19th century would be cause of two wars after trade embargos were placed on British goods. Defeated in both wars, China ceded Hong Kong to Queen Victoria and recognized Great Britain as a "favored trading partner."

With British involvement and investment, Hong Kong prospered and many British citizens moved to colonize the new territory. The governor in 1925 (until November 1st at least) is Sir Reginald Stubbs. During his tenure workers' strikes and other unrest is common. In November of 1925, Sir Reginald's successor, Sir Cecil Clementi, takes over as governor, but the situation does not significantly improve.

Hong Kong – Districts

- **Hong Kong Island:** The southern island of Hong Kong is heavily populated on its northern shores. The main deep water bay in Hong Kong, Victoria Bay lies to the north of Hong Kong Island. The north of the island forms the core urban area of Hong Kong along with Kowloon and has several famous sights such as "The Peak" and Ocean Park. The island is often referred to locally as "Hong Kong side" or "Island side."

- **Kowloon:** Kowloon is located north of Hong Kong Island and south of the mainland part of the New Territories. Like Hong Kong Island it is fairly urbanized, especially in the south overlooking Victoria Harbor. Kai Tak Airport is located in Kowloon, but in the mid 1920s amounts to little more than a grass strip used by the RAF and various flying clubs. In the south of the district surrounded by the King's Park is the Royal Observatory, Hong Kong.
- **Kowloon Walled City:** Not included in the territory ceded to the British, the walled city was a tiny Chinese enclave that was located in the middle of British Hong Kong for decades. More a tourist attraction than an actual city, it will be finally demolished in

Hong Kong harbour

1993, though its wall is razed by the Japanese during the Second World War.

- **New Territories:** The New Territories comprise of rural areas in the north of Hong Kong Island and the Kowloon Peninsula. They were leased by the British in 1898 and comprise much of the territory now considered part of Hong Kong.

Getting There

Since the rail lines connecting the interior of China to Hong Kong were only completed in 1933, the investigators are left with only two options if they want to travel to Hong Kong. The first is by ship, a hop of 650 nautical miles (around two day's journey) from Shanghai, arriving in Victoria Bay. By far, this is the most common means of reaching the city.

Travel by air and landing at the grass airstrip in Kowloon operated by Great Britain's Royal Air Force is the second option for getting to Hong Kong. No large-scale airline – such as they are in 1925 – services the city, but a number of small-time operators are willing to bring in the investigators from "popular" destinations like India, Burma, Shanghai or Singapore… for a price, of course. If the investigators decide that it will easier to reach the city by going overland, the Keeper should remind his players that they only have a few months to save the world and, unless they want to spend that time fighting bandits, warlords, and muddy roads, they should consider other options.

Geography and Climate

While a map of Hong Kong is by no means necessary, it will be worthwhile for the Keeper to familiarize himself with the general layout of the various districts and islands that make up the Port. The official population in 1925 is about 750,000, but this does not tell the whole story as there is also a large visiting population made up of Chinese workers coming into the city from the New Territories supplemented by the international crews of the vast fleet of ships visiting the port to trade. The streets of Hong Kong, especially in Kowloon and the dockland areas around Victoria bay, bustle with activity by day and night as street traders hawk their various wares. Meanwhile bars and less savory establishments attract sailors and merchants looking to relax after long stints at sea. Despite the majority Chinese population and locale, there is a certain British feel to Hong Kong, particularly in the grand Victorian architecture of the government buildings on Hong Kong Island.

The climate of Hong Kong and its location on the coast is another factor that a Keeper can use to mark the differences between the city and other major locations in the campaign. There is a stark contrast between the pleasant breezes and comfortable sunshine between December and March – considered the best months in Hong Kong – and the heat and the humidity between May and November, when temperatures regularly exceed 90º F and the region is subject to frequent tropical storms and typhoon strength winds. These tropical storms are one way in which a Keeper can highlight the differences between Hong Kong and the still humid but more placid Shanghai. Heavy rainfall will last for days in between the tropical cyclones and any subsequent landslides or flooding will cause considerably more damage than the winds.

Getting Around

During this period, there are no taxi cabs available in Hong Kong, limiting the options for travelling around the city. The most obvious one for small groups of investigators is to travel by rickshaw, hand drawn carts that can carry one or two passengers. Very popular in 1920s Hong Kong, their numbers peaked at over 3,000 in this period. Obviously this method of transport will not be practical for larger groups of investigators, but it is a method that has a certain charm and lends atmosphere to the location. Plus for investigators wishing to curb their expenses, it is an excellent form of budget travel. Rickshaws may be hired by trip, but are often hired out on a day to day basis.

A similar method of transport for just the one person is the sedan chair or *jiao*. Carried by two men, in 1920, there were 1,215 registered sedan chairs on the streets of Hong Kong. Like rickshaws, sedan chairs can be found at all hotels, wharves, and major crossroads. Prices

are posted on the side of the chairs, but even the longest of journeys will rarely cost more than a handful of cents. That these vehicles might be operated by the triads, or worse, by a cult such as the Order of the Bloated Woman, could give the more imaginative – or the more paranoid – investigator pause for thought.

Apart from rickshaws and sedan chairs, buses and bicycles are an obvious means of getting around Hong Kong, and are available pretty much everywhere. Trams have been running in the city since 1903, the system being currently operated by Hong Kong Tramway Limited (HKT), which provides a reliable and fairly cheap service. Another option for investigators headed to the top of Victoria Peak (and the Peak Hotel) is to use its funicular railway, which provides a great view of the city. The Kowloon-Canton Railway (KCR) operates a rail service into China, but this does not extend much farther north than the city of Canton (Guangzhou), less than 100 miles away.

The Peak Hotel

Local Government and Law Enforcement

By the time the investigators arrive, the Hong Kong of the mid-1920s has consigned its "Wild West" image firmly to the past. The Victorian morals that its nineteenth century British masters imposed led to a strict and uncompromising authority that took a dim view on the lawlessness of the original colony. By the 1920s, British policing methods are employed throughout Hong Kong and any investigator who constantly strays into criminality will find himself dealt with in a similar fashion to lawbreakers back in Great Britain. Despite its outward stability, the 1920s and the 1930s saw Hong Kong's general peace punctuated by bouts of civil unrest. Labor disputes are the main cause of friction between workers and the government. The Order of the Bloated Woman, as previously noted, has been striving to stir up further trouble in the British colony. For seafarers, piracy along the coast is a major problem during this period and will remain so until the 1960s.

Hotels

For the investigator who wants to stay longer than a day in Hong Kong, there are a number of different options available. These range from the opulent luxury in the style of Europe's five star hotels to rooms above bars or the YMCA:

- **Hong Kong Hotel (**Waterfront, Victoria Bay, Hong Kong Island) Modeled after the sumptuous hotels of London, the Hong Kong Hotel occupies an entire block, with entrances on Pedder Street, Queen's Road, and Praya Central. Like the London hotels it emulates, the Hong Kong Hotel is luxurious and offers the finest amenities that money can buy.
- **Peninsula Hotel** (Salisbury Road, Kowloon) The Five Star Peninsula Hong Kong Hotel was and still is the heart of Kowloon, in Tsim Sha Tsui overlooking Victoria Harbor and just off Nathan Road, one of Hong Kong's busiest shopping streets.
- **Peak Hotel** (Victoria Gap, Hong Kong Island) Owned by the Hong Kong Hotel, the Peak Hotel has four stories and a three-story annex, though its poor construction saw it gradually deteriorating through the 1920s. The hotel commands a magnificent view of the city and the harbor in one direction, and of Pok Fu Lam facing Lamma Island in the other.
- **Chinese YMCA of Hong Kong** (Bridges Street, Sheung Wan, Hong Kong Island) An option for the investigators if they are on a budget, this hostel was established in 1913.

Five years later, in 1918, the first YMCA Centre was built on Bridges Street, opposite the hostel. The building contains a gymnasium, an indoor swimming pool, and a restaurant for hostel guests.

Libraries and Museums

There are no public libraries or museums within the city but several large private libraries exist.

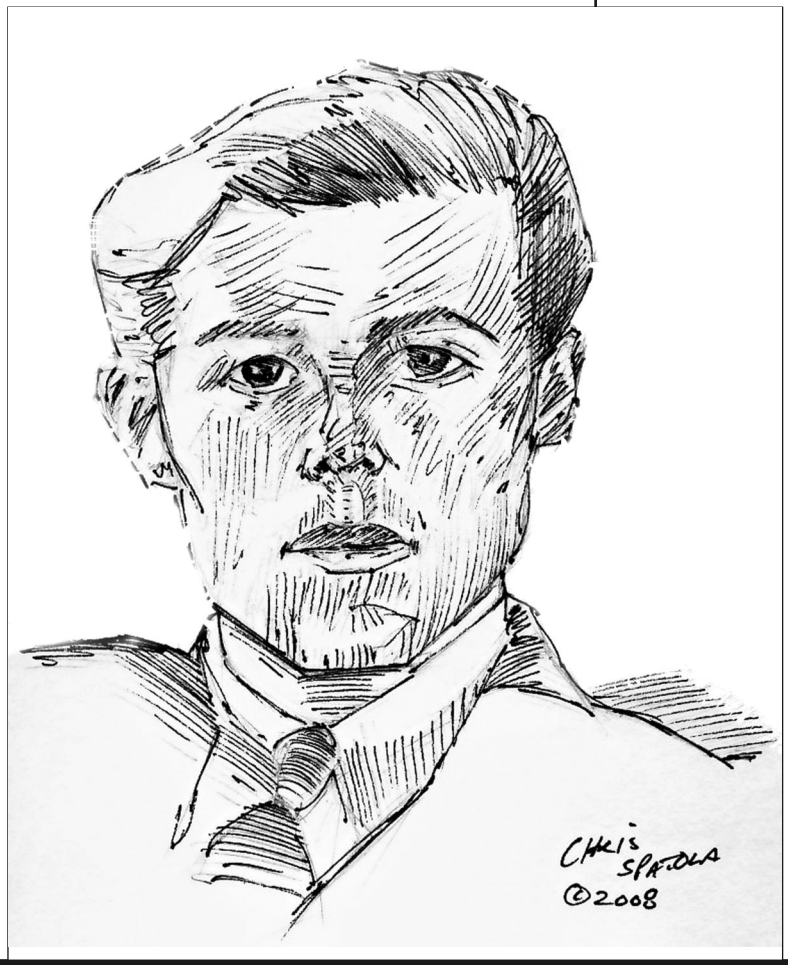
Founded in 1911, the **University of Hong Kong** will probably be the easiest for the investigators to gain access to. The university buildings during the 1920s are comprised of two courtyards in the post-renaissance style built with red brick and granite. The main building, embellished by four turrets with a central clock tower, is a point of pride to students and staff. Of most use to the investigators the Antiquities and Classics Department is on the first floor of the main building and has a small library of occult tomes, mainly concerned with Chinese antiquity and mythology. More information about the staff of the department can be found on page 357.

Also of note is **the Royal Observatory Hong Kong** in King's Park, Kowloon. Standing on a banyan-covered hill above Tsim Sha Tsui district, this white stone building is a handsome two-story structure with arched windows and long verandas. Its main function is to monitor the weather patterns in and around Hong Kong. A casual visitor will find the staff, a mix of European scholars with a bias towards the British, pleasant and helpful. They operate at a leisurely pace and are always available to chat, especially to an investigator with a scientific background, though most are overly excited about the recent results of a study of the local fog patterns. The Observatory has a small library, but this is primarily devoted to academic works on meteorology and astronomy.

Although the Observatory appears innocent enough; the residing Scientific Officer is in thrall of the Order of the Bloated Woman. A senior member of staff, Reginald Herring, has been the Scientific Officer for three years after being forced out of Greenwich due to rumors of a homosexual affair. This scandal was neatly swept under the carpet due to the influence of his family, but only on the condition that he left London and agreed to take the Hong Kong position. Herring's sexual orientation drew him into a relationship with a prostitute under the control of the Order and he was promptly blackmailed. While not a believer in the teachings of the Order, in the years that he has been under the Order's influence, Herring has seen some horrific things and he has taken up opium smoking to ease his mind. Herring is dependent on the Order to supply more opium, keep his secrets, and to keep safe his lover Jin-shui Nu.

For several years Herring has been charting the movements of the heavens and sending the information relating to eclipses and other strange astronomical phenomena onto his superiors in Shanghai. It is likely that he will immediately pass on the fact that the investigators are snooping around should they ask about anything obviously related to the Mythos or the activities of the Order.

Reginald Herring



Herring may come to the attention of investigators in several ways. He may be forced to spy on them by the Order as his ethnicity and class permit him entry into any establishment on the island. Sadly he is a poor spy and will most likely be noticed in short order. Alternately, his astronomical reports to Ho Fong might be uncovered either on the *Luxuriant Goddess* or Ho's mansion in Shanghai. Finally, if investigators tamper with Penhew's chronometer on Gray Dragon Island and time permits, it is possible that it will be sent to Herring to guarantee that it has been properly reset.

Herring will reveal all he knows about the Order in Hong Kong under two conditions: the investigators can guarantee his safety as well as the safety of Jin-shui and that they will not reveal his sexuality or his addiction. Getting both men out of Hong Kong may be an adventure of its own and there is no guarantee that Herring's lover will not betray him to the Order or is not actually a member himself.

Reginald Herring- Blackmailed astronomer

STR 13*	INT 16	CON 11*	DEX 11	APP 12
SIZ 10	POW 13	EDU 22	SAN 39**	HP 12

Attacks: Fist 50%, 1d3

Skills: Astronomy 67%, (Cantonese) Chinese 34%, Credit Rating 61%, Cthulhu Mythos 2%, Dodge 22%, Electrical Repair 33%, English 99%, Fast Talk 22%, Hide 31%, Listen 45%, Mechanical Repair 47%, Persuade 35%, Physics 51%, Sneak 13%, Spot Hidden 25%

* His opium habit has left him weakened.

** If he suffers any loss of *Sanity*, Herring will seek to smoke opium at the earliest possible opportunity.

Hospitals & Asylums

As is to be expected of a modern and well developed British colony the health care available in Hong Kong is of good quality. Key medical facilities include:

- **Tung Wah Hospital** is the main hospital in Hong Kong and is located on Sheung Wan in the North of Hong Kong Island. Established in the 1870s, it was the first hospital in Colonial Hong Kong to serve the general public.
- **Yeung Wo Nursing Home** is a private hospital established in 1922 in Happy Valley which is a mostly residential suburb of Hong Kong, located in the north of Hong Kong Island. From 1926 it is reorganized under the new name of the "Hong Kong Sanatorium and Hospital." (In 1926, a landslide forces the closure of the hospital for six months, an incident that a Keeper can connect with Carlyle's stay at this facility.)
- **Tsan Yuk Hospital** is a specialist maternity hospital that was set up in 1922 by the London Missionary Society. Hopefully the

Vicoria Peak

investigators will have no need of its services.

News & Mass Media

All of the major British newspapers have offices in Hong Kong, each with to worldwide newswires that can provide the most up to date news. Locally, *Wah Kiu Yat Pao* is a leading Chinese newspaper created and printed within Hong Kong that takes many of its leading stories from the main newswires but also reports local events in more detail.

Firearms

Gone are the days of firearms restrictions being virtually non-existent in Hong Kong. Investigators will find Customs officials as efficient in the colony as they are in Britain and the laws governing firearms are almost identical to those presented in the Keeper's Notes for London.

Currency

During the 1920s there is no unified currency in Hong Kong and foreign currencies circulate alongside various local currencies, the majority of which were sub-standard. As a replacement for the local dollar coins, silver trade dollars from the USA, Japan, and Britain were used until 1937. Investigators should have no particular difficulties in using either US or British currency within Hong Kong or with having other currencies exchanged into either nation's money.

NPC Names

Regional differences aside, the NPC names in the Shanghai Keeper's notes may be considered to be interchangeable with the Chinese population of Hong Kong. Similarly the London Keeper's notes will provide details of British names for government officials and other colonials. See pages 345 and 168 respectively.

British Silver TradeDollars
Face: Britiannia
Reverse: Chinese symbol for longevity in the center; denomination in Chinese and Jawi Malay

Pre-generated Character

In case a replacement investigator is needed in Hong Kong, one is provided. Alternately Inspector Lai might serve as an NPC contract for investigators in the Colony.

David Lai—Hailing from in the interior, Probationary Inspector Lai is an exemplary lawman and potential recruit against the forces of the Order of the Bloated Woman. Often assigned to monitor the plotting of various union organization and other potentially seditious groups, he might be encountered working undercover at the site of a disturbance, such as the potential riot on Yen Chow Street. Alternately Lai has an interest in astronomy and might be introduced as a fellow visitor at the Hong Kong Royal Observatory. Handy in a fight and able to move into both the European and Chinese communities, Lai can greatly assist any investigations.

Law in Shanghai and The Shanghai Municipal Police

Hans-Christian Vortisch

Note: A version of this article originally appeared in 2004 in Steve Jackson Games' online magazine ***Pyramid***.
It has been revised by the author.

Shanghai Municipal Police

The Shanghai Municipal Police (SMP) was the law enforcement agency responsible for policing the mainly British-run International Settlement. Founded in 1854, it enforced the law in that part of the city until 1943. Throughout that time, its strength rose to a peak of almost 6,000 active officers during the 1930s, many of them Westerners with either a bent for adventure or problems at home – Americans, Irishmen, Central European Jews, and "White" Russians were prominent among the expatriates in the city. The SMP was headquartered at the Central Police Station at 239 Hankow Road, but maintained smaller posts throughout the International Settlement and also dispatched patrols on foot and on motorcycle.

In no way was the SMP's composition representative of the Settlement's citizens, but it was a very international force; among its ranks were Chinese, Englishmen, Irishmen, Japanese, Russians, Scotsmen, Sikhs, and a sprinkling of Americans, Australians, Austrians, Germans, Swedes, and others. However, the majority of the upper ranks were British, and most of the foot constables were Chinese.

"Omnia Juncta In Uno (All joined in one)" – Motto of the SMP

In an interesting twist, there was no single "law" for the SMP to uphold; treaty agreements between China and the 14 "favored nations" assured a judicial system known as "extra-territoriality." That is, an accused citizen of a favored nation (Belgium, Brazil, Great Britain, Denmark, France, Italy, Japan, the Netherlands, Norway, Portugal, Spain, Sweden, Switzerland, and the U.S.) had to be brought before a consular judge of his own nation. Chinese as well as all foreigners without extra-territorial rights (Russians, Germans, etc.) were brought before a Chinese court.

Due to the unique composition and locale of Shanghai, the city was thriving with criminals of all sorts and descriptions (also see "The Green Gang", see below and page 371). Some of these criminals were petty, many of them dangerous – kidnapping, murder, and espionage covert operations were commonplace. Violent clashes between police and criminals were frequent; in 1933, the SMP suffered one dead and eight wounded officers, while killing 11 criminals and wounding 13. That was a "quiet" year…

Inspector William Fairbairn

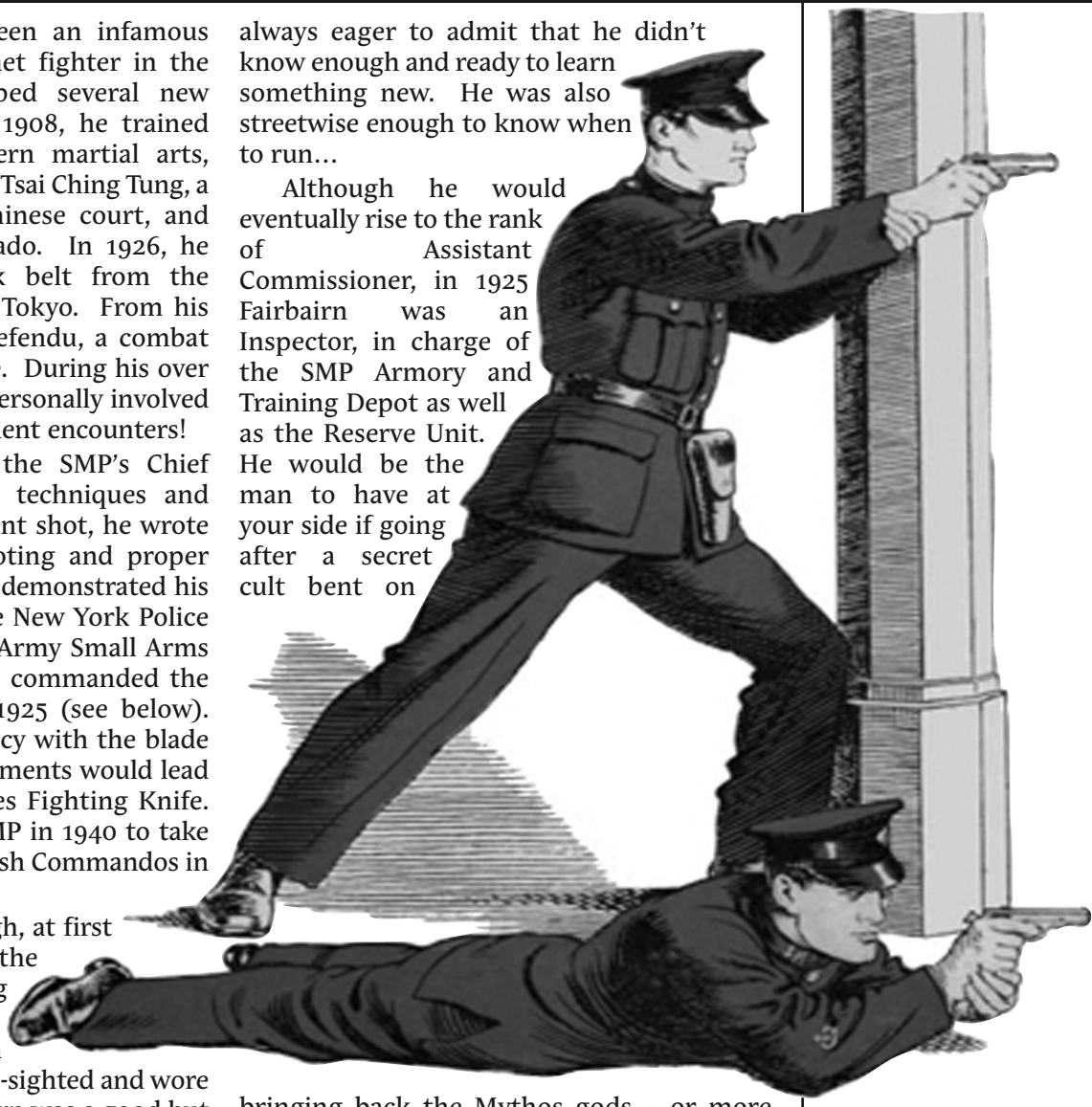
William Ewart Fairbairn was born on February 28, 1885 in Rickmansworth, England. He joined the Royal Marines at age 15, and after serving six years with them, partly in Korea, joined the SMP in 1907. During one of his foot patrols, the young constable was severely beaten up and left for dead by a Chinese gang. This led to his decision to whole-heartedly study close combat techniques.

Fairbairn had already been an infamous barroom brawler and bayonet fighter in the Marines, where he developed several new bayonet techniques. From 1908, he trained extensively in various Eastern martial arts, including Pakua Chuan under Tsai Ching Tung, a former instructor at the Chinese court, and Jujutsu under Professor Okado. In 1926, he received a 1st-degree black belt from the Kodokan Judo University in Tokyo. From his experiences he developed Defendu, a combat style optimized for police use. During his over 30 years in the SMP, he was personally involved in more than six hundred violent encounters!

Fairbairn soon became the SMP's Chief Instructor in close combat techniques and firearms training. An excellent shot, he wrote manuals on instinctive shooting and proper pistol technique. In 1920, he demonstrated his "instinctive shooting" for the New York Police Department and the British Army Small Arms School. He also formed and commanded the Reserve Unit in November 1925 (see below). From the 1930s, his proficiency with the blade was legendary, and his experiments would lead to the famous Fairbairn-Sykes Fighting Knife. Fairbairn retired from the SMP in 1940 to take up the instruction of the British Commandos in 1940.

Although strong and tough, at first sight Fairbairn gave the somewhat misleading impression of being a schoolmaster, especially when in civilian dress. He was short-sighted and wore horn-rimmed glasses. Fairbairn was a good but hard trainer, expecting no less than perfection from the students of his combat courses. However, he was a moderate man himself, always eager to admit that he didn't know enough and ready to learn something new. He was also streetwise enough to know when to run…

Although he would eventually rise to the rank of Assistant Commissioner, in 1925 Fairbairn was an Inspector, in charge of the SMP Armory and Training Depot as well as the Reserve Unit. He would be the man to have at your side if going after a secret cult bent on bringing back the Mythos gods – or more mundanely, a simple robbery or a medium-sized attack by Japanese naval infantry . . .



Defendu

"This system is not to be confounded with Jiu-jitsu or any other known method of defence, and although some of the holds, trips, etc., are a combination of several methods, the majority are entirely original."

Fairbairn, William. *Defendu – The Official Text Book for the Shanghai Municipal Police, Hong Kong Police and Singapore Police* (1926)

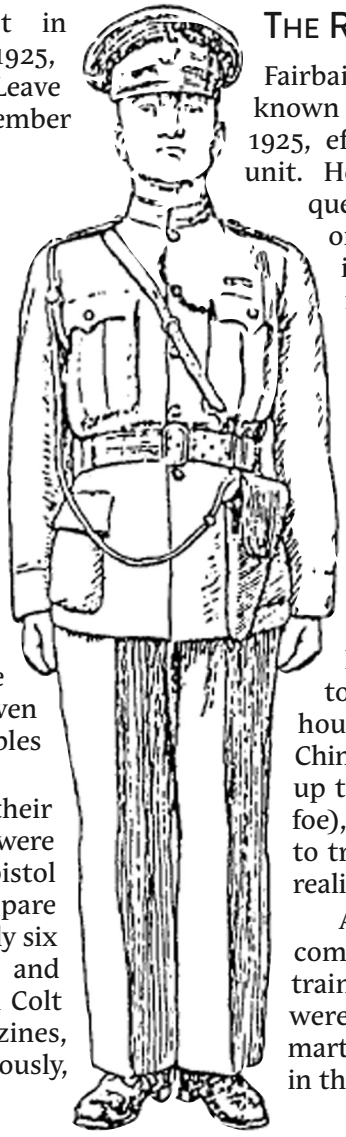
Defendu was developed in the mid-1920s by Fairbairn on basis of his extensive martial arts training, incorporating elements of Jiu-jitsu, Judo, Gatka (the Sikh stick-fighting art), Pakua Chuan, and time-tested street brawling. Defendu was mainly intended for arrest, restraint, and self-defense. All SMP officers were trained in Defendu, and thus should be proficient in the *Martial Arts* and *Small Club* skills. Indian Sikh officers would have *Large Club* instead, for use with their *lathi* sticks.

Note that Fairbairn wasn't in Shanghai for much of the year 1925, being on his mandatory Long Leave between March 7th, 1925, and November 5th 1925.

Patrol Officers and Detectives

In 1925, most of the almost 4,000 SMP members were uniformed offi-cers, walking the beat in the International Settlement. About 10% were Foreigners (that is, white men), 3% Japanese, 20% Indian Sikhs, and the rest Chinese. The Chinese dominated both the uniform and detective branches, while the Sikhs were mainly used in the traffic and gaol departments. Foreigners were invariably in charge of "Asiatics," even if only low-ranking constables themselves.

They differed slightly in their equipment: Foreign patrol officers were issued a Colt .45 Government pistol (adopted in 1919) with one spare magazine, both blocked to take only six rounds. From 1925, the Chinese and Japanese constables were issued a Colt .380 Pocket pistol with two magazines, blocked to take six rounds; previously, the Chinese had normally not been trusted with a handgun. All were issued a baton.



Chinese Patrolman

In the Traffic Department, most officers were Indian Sikhs, who received a .455 Webley Mk IV revolver with 12 loose rounds and usually also carried a traditional *lathi* fighting stick. They were also trained to use the Lee-Enfield Mk I bolt-action carbine.

The detectives of the Criminal Investigation Department (CID) were plain-clothes officers and the only policemen allowed to carry their service pistol (a Colt .380 Pocket model) at all times.

The Reserve Unit

Fairbairn formed the Reserve Unit (also known as the Riot Squad) in November 1925, effectively the world's first SWAT unit. Held in reserve, it was intended to quell riots and uprisings, but was also on call to attend special problems, including kidnappings, armed robberies, and barricaded criminals. In addition, its officers guarded high risk cargoes, VIPs, and courthouses when the situation demanded it.

In the 1920s, the RU had between 48 and 78 members, 20% of these from the Foreign Branch, 15% from the Sikh Branch, and the rest from the Chinese Branch.

The unit trained in "Mystery House," the original forerunner of today's CQB (Close Quarter Battle) houses. This was modeled after a Chinese apartment and came with pop-up targets (depicting both friend and foe), audio distractions, etc., intended to train the officers in instinctive and realistic close-combat shooting.

All received thorough unarmed combat training. Most had been trained in Defendu, but quite a few were masters in one or more other martial arts styles as well. For example, in the 1930s, one of the most proficient was an Irish Detective Sergeant named Dermot O'Neill, who was an expert in Hsing Yi, Pakua, and T'ai Chi Chuan, and held a 5th-degree black belt in Jujutsu . . . he later trained the American 1st Special Service Force in World War II.

In 1925, the men in Reserve Unit were armed with Colt .45 Government pistols, Auto-Ordnance Model 1921 Thompson submachine guns (a total of eight acquired in 1924, used only with box magazines, never with drums), and .303 Lee-Enfield Mk I bolt-action carbines. For riot control the Thompsons were sometimes loaded with a birdshot round that, although still dangerous at close range, generated only superficial wounds at longer distances. It could only be used in a special 18-round magazine.

SMP Vehicles

The vehicle park of the SMP included Indian Big Chief motorcycles with sidecars and pintle-mounted Auto-Ordnance Model 1921 Thompson submachine guns, troop vans, and armored cars. The vans bringing the police to emergencies were painted red, hence their being called "Red Marias." The one used by the Reserve Unit from 1927, also called the "Bloody Mary," was lightly armored against stray shots and pistol bullets (Armor 10). It was converted from a commercial Guy truck and had doors in the left side and rear, as well as a hatch in the roof with a pintle mount for an Auto-Ordnance Model 1921 Thompson submachine gun. A bell (instead of a siren) and additional headlights (some of them moveable by hand) were also provided.

If the Keeper uses the optional *Automobile Chase* rules in his game, the following stats apply:

Vehicle	Speed	Max Points	Hit Handling	Driver + Passengers	Accel/ Decel
Indian Big Chief	9	10	+5%	1+2	4×
Red Maria	5	90	-20%	1+47	1×

Other Law Enforcement Agencies in Shanghai

The SMP was only responsible for the International Settlement; there were not only several other agencies responsible for other parts of Shanghai, but the extra-territoriality of the International Settlement meant that law enforcement agencies of the "favored nations" could also exercise certain police functions, if only over their own nationals. However, there was little to no co-operation between the agencies; for much of the 1920s, there was not even a single telephone line between the SMP and the French Concession Police!

Garde Municipale de la Concession Française (French Concession Police)

The French Concession had its own police force, consisting of 250 French officers, several dozen French and Chinese detectives, 1,800 Chinese policemen, 1,200 Vietnamese guardsmen, and a heavily armed auxiliary unit composed of 500 Russian mercenaries. Patrol officers and detectives were armed with a .380 FN-Browning Mle 1910/22 pistol.

Their *Brigade Spéciale* (Special Brigade) was the anti-riot unit and consisted of 250 tall Northern Chinese armed with riot staffs, 9×20mm SR FN-Browning Mle 1903 pistols, .45 Auto-Ordnance Mle 1921 submachine guns, and 7.92×57mm Mauser Mle 1898 rifles. They also had armored buses similar to the SMP's "Red Maria."

Nihon Ryoji Keisatsu (Japanese Consular Police)

The Japanese consulate had a large police force (250 men, all expert martial artists) to protect Japan's interests. While they did not interfere with the SMP in general, they did on occasion arrest their own nationals on warrants issued by the Japanese authorities, without consulting with the SMP. Japanese officers like Isoge Taro were armed with the Kyū Guntō, a saber-style sword (not a katana) and an 8×21mm Nambu Taishō 4 Shiki Kenjū pistol.

U.S. Marshal

A U.S. Marshal (and several deputies) was attached to the U.S. Court for China. He served warrants to arrest American citizens, without needing to consult with the SMP.

Thanks

Thanks to Mike Hornbostel, Chiaki Hosomi-Ruf, and the Hellions for various checks and suggestions, as well as Achmed Helal, Juri Ruf, and Heiko Wenthin for braving Nyarlathotep back in the days.

Colt .45 Government

Colt .380 Pocket

.455 Webley Mk IV

FN-Browning Mle 1910/22

FN-Browning Mle 1903

Nambu Taisho 4 Shiki Kenju

Selected Gear

The following weapons were in use with police forces in Shanghai.

Name	*Base %*	*Dam*	*RoF*	*Type*	*Shots*	*BR*	*Malf*
Handguns							
Colt .45 Government	20%	1D10+2	1	Semi	6*	15	99
Colt .380 Pocket	20%	1D8+1	2	Semi	6*	10	98
.455 Webley Mk IV	20%	1D10+2	1	Rev	6	15	99
.380 FN-Browning Mle 1910/22	20%	1D8+1	2	Semi	8	10	98
9×20mmSR FN-Browning Mle 1903	20%	1D10	2	Semi	7	15	98
8×21mm Nambu Taishō 4 Shiki Kenjū	20%	1D8+1	2	Semi	8	15	98
Rifles							
.303 Lee-Enfield Mk I Carbine	25%	2D6+3	1	Bolt	6	70	99
7.92×57mm Mauser Mle 1898	25%	2D6+4	½	Bolt	5	110	99
Submachine Guns							
Auto-Ordnance Model 1921 Thompson	15%	1D10+2	1 or 20	Selective	20	40	98
with birdshot ammo	25%	1D5/1D2/1D2	1 or 18	Selective	18	10/20/40	98
Melee Weapons							
Baton	25%	1D6+db					
Lahti	25%	1D8+db					
Kyū Guntō	25%	1D8+1+db					

* This weapon was modified to reduce ammunition capacity.

Mauser Mle 1898

Lee-Enfield Mk I Carbine

Model 1921 Thompson

Kyu Gunto

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Fairbairn, William and Sykes, Eric. *Shooting to Live with the One-Hand Gun* (Paladin, 1987). Reprint of the pistol-shooting manual written in 1939 (and published in 1942), drawing from both men's experience in the SMP.

Peters, Ernest. *Shanghai Policeman* (Rich and Cowen, 1937). Sergeant Peters was with the SMP in 1929-1935. For a time, he was driver of the "Red Maria." This is an embellished account of his time in Shanghai after his scandalous dismissal.

Robbins, Peter with Tyler, Nicolas and Child, Paul (ed.). *Gentleman & Warrior. The Legend of W.E. Fairbairn – The Shanghai Years* (CQB Publications, 2005). Biography of Assistant Commissioner Fairbairn, concentrating on his teachings in shooting and self-defense, as well as details of the Reserve Unit.

Schønning, Haakon. *Razziaer i Shanghai* (Aschehoug, 1929). Sub-Inspector Schønning of the Oslo police, Norway, sat in on with the SMP in 1928 for six months. "Raids in Shanghai" features excellent detail on service with the SMP, but is only available in Norwegian.

Springfield, Maurice. *Hunting Opium and other Scents* (Norfolk and Suffolk Publicity, 1966). The often meandering memoirs of Assistant Commissioner Springfield, with the SMP in 1905-1933.

University Press. *All About Shanghai and Environs* (The University Press, 1934). A vintage guidebook, re-published on the web. Excellent day-to-day information, including on courts and legal system, money and banks, and night life.

Vortisch, Hans-Christian. *GURPS Martial Arts: Fairbairn Close Combat Systems* (Steve Jackson Games, 2008). While primarily intended as game support for GURPS, this e23 book contains numerous details on Fairbairn, the SMP, Defendu, etc.

Wakeman, Frederic. *Policing Shanghai 1927-1937* (University of California Press, 1995). This book is *not* concerned with the SMP, but rather with the Chinese police in the Chinese-controlled parts of Shanghai. It nevertheless offers many insights.

Shanghai in Images. A website featuring hundreds of vintage photographs, including police stations, individual officers, etc. A treasure trove of campaign ideas!

Shanghai Municipal Police Directory. An (incomplete) online directory of British, Russian, and some Chinese and Japanese members of the SMP.

The Green Gang

The *Ch'ing Pang* (Green Gang) secret society was a huge criminal organization comparable in many respects to the Sicilian mafia. It was the true power in Shanghai, its various factions controlling practically all aspects of criminal life, including the vast profits of the illegal opium trade, the gambling rackets, prostitution, weapon smuggling, extortion, kidnapping, murder, etc. The *Pai Hsiang Jen* (gangster-playboys) leading the numerous factions were wealthy, powerful individuals at the time often compared to the gangster bosses in Chicago. They saw themselves in the tradition of Chinese legendary warrior heroes, with a rigid code of honor and elaborate society structure and rules.

For much of the first half of the 20th century, they held Shanghai totally in their grip, only occasionally bothered by local police. Many Chinese police officers in all three parts of the city were members, and the French Concession actually had a secret deal with the gangs, which offered protection against the warlords outside of Shanghai in exchange for non-prosecution. For example, the chief of the SMP's Chinese detective squad was also the leader of the *Ta Pa Ku Tang* (Big Eight Mob), a powerful organization within the Green Gang, until removed in 1923. There was even a secret society made up solely of Chinese detectives working both in the French Concession and the International Settlement, the *Chi Pai Ling Pa Chiang* (108 Warriors). This, too, was part of the Green Gang. In short, corruption among the police corps was widespread and rampant.

Scene: The Jin Jiang Guest House

Anthony Warren

Keeper's Note

This brief scene is intended as a bridge between Elias and the Order of the Bloated Woman or as a source of clues if the investigators travelled directly from New York. It is a colorful and potentially useful location; it can be expanded, condensed, or omitted as necessary.

Keeper Information

Jackson Elias was far from circumspect during his time in Shanghai. Hunting leads and clues he drew the attention of all manner of unsavory types – not least the Order of the Bloated Woman. Discovering Elias was searching for the elusive Jack Brady, Ho Fong began having the author followed. Unfortunately, Elias led them straight to Brady. With the Order hot on his heels and Brady none-too-pleased, Elias booked travel to Cairo and caught the next boat out. In his haste, however, he may have left a few clues at his hotel…

The Hook

If the investigators probe Elias' activities in Shanghai, they will discover that he stayed at the Jin Jiang Guest House in the Chinese quarter. The American Consulate and Shanghai customs office both have record of him staying there (he asked about Jack Brady at the former, and the forms he signed upon entry to the city name his place of stay). Various foreigners remember Elias, his questions, and his lodging at the Guest House; the curiosity of a westerner staying in a Chinese hotel is enough to burn the fact into memory.

The Hotel

The Guest House is a cheap six-room hostel converted from an apartment building located on Black Slipper Lane, one of many alleys in the Nantao (South Market) district south of the Chinese Bund. The neighborhood throngs with market squares, shipping offices, and beautiful temples, bunched together into an area far too small for them all. Westerners are few but not unwelcome. Black Slipper Lane itself is only a few feet wide, cool, quiet, and well shaded by the brick apartment buildings on either side. The hotel entrance is a heavy wooden door set into a stone arch and all windows are tall, thin (barely a few inches wide) and barred. A small plaque set next to the door advertises the hotel in both English and Chinese (all signs within are bilingual). The door is unlocked.

There is no desk, bell, or staff in the hall on the other side, but the proprietress lives in one of the two ground floor apartments (a small Chinese kitchen is located at the rear). A sign on its door reads "Manager." Inside is Wang Ting, widow and owner. In her mid-thirties, chain-smoking with one hand and cooling herself with a colorful fan in the other, she exhibits an attractive aloofness. Investigators

will note her delicate steps and teetering walk; she has bound feet, which limits her mobility. News of Elias' passing saddens her; he was a good customer and a gentleman. He even paid up front for a month, though he only stayed for a fortnight. Ting is quite willing to let investigators see his room as while it has been cleaned by the maid after Elias left, no one else has stayed there since. "Wrong time of year," she admits enigmatically.

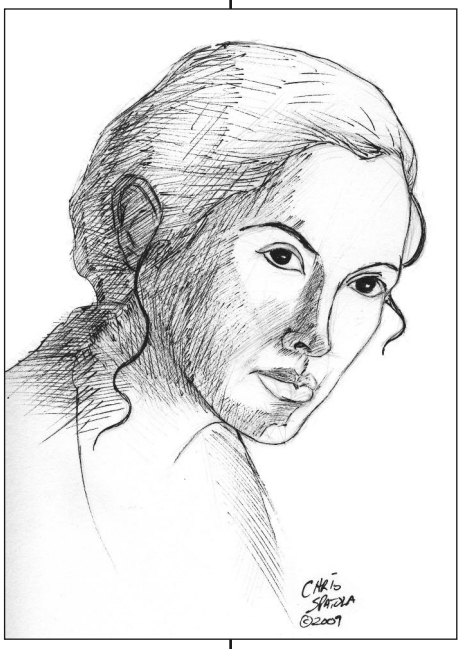
Elias' room is one of the pair on the top floor (and therefore unable to be reached by Ting without great effort) and is quintessentially Chinese; hard four-poster bed, ornate lacquered screen, and very low writing desk complete with stool to kneel or sit upon. The electric light is shaded with a frosted glass frame. There are no ablutions; instead a chamber pot rests in the corner alongside a spittoon. Baths are performed in a barrel under an awning in the courtyard to the rear of the building. Hot water is piped to taps in the corridors. Ting's staff lives off-site and consists of a maid and a short-order cook, the latter only working mornings unless specifically asked to cook evening meals.

The Clues

What the investigators discover in Elias' lodgings depends heavily on what the Keeper wants them to find out or where he thinks that they should go. If they have not already foiled Nyarlathotep's plans elsewhere and thereby have clues leading to Ho Fong, or have reached an impasse, then the Keeper should provide his players with one or two of the clues listed below.

Clue #1

A scribbled note on the Order of the Bloated Woman (*Handout #1*). Elias had heard vague rumors of the Order before arriving in Shanghai and noted down what he knew for future reference. There are two places where this note can be found, it being up to the Keeper to decide where. The first is crumpled up amongst the soggy dregs of the room's spittoon (Elias assumed that the ornate and wide-brimmed cask was a trashcan). The other is finding it scratched into the soft wooden top of the desk. Designed for delicate brush strokes, Elias's pencil etched his writing into the counter – examining the desk plus a *Spot Hidden* roll notices this. Careful paper rubbing creates a rough facsimile. If the investigators check with Jonah Kensington, the editor has no knowledge of Elias collecting notes for a new book other than his work on the Carlyle Expedition, though it will not surprise him.



Wang Ting

Clue #2

If the investigators are well-mannered or include an attractive (APP 14 or higher) male, Wang Ting invites them inside her plush, and overly flamboyant, apartment to drink and talk about Elias. An old-school social-climber with more money and friends than she first appears, her husband's death by emphysema a few years ago combined with the movement restrictions caused by her bound-feet has led her (rather ironically) to feel isolated and lonely. But if Fergus McChum is a wealth of information on crime and politics, then Ting is a living library on social matters: she knows the finest clubs, the nicest bars and all the best people – and frequents high-society events two or three times a week. Wang can act as a *compradore* or translator if the investigators offer either money or companionship. Some of what she knows is tied to the investigators' mission; she herself is unlikely realize this fact:

- Elias frequented the Stumbling Tiger Bar and Hell's Kitchen (see page 376) once or twice, though she recommended better establishments.
- He was looking for someone named "Blade" who he thought was in Shanghai (this is Wang's Chinese interpretation of the name "Brady").

- She recognizes the *Dark Mistress* as a frequent visitor to the city's harbor, but knows nothing else about it ("no one famous own it, lah!"). She can identify it by name from Elias' photograph.
- She considers Ho Fong a very good and pious man, whose wife – Wei Ching-lai – turned out to be a cheat and a whore. (See "Bloody Botany" on page 407 for more information on Wei and leads Wang may provide in investigating her.)
- She changes the subject if the Order of the Bloated Woman is raised, but if pressed will admit she told Elias that they were bad news. She knows nothing of their composition, location, or actions, but if the investigators think that it is important she points them towards Hell's Kitchen. Someone there will probably talk.

It is possible that Ho Fong's men are still observing Wang Ting's hotel, but Jack Brady is his paramount concern. If Ho Fong thinks that Wang Ting knows something of use to him, or is under the mistaken impression Jack Brady still hides at her hotel, he will not hesitate to attack.

Statistics

WANG TING, age 34 – hotelier and social climber

STR 06	INT 12	CON 09	DEX 07	APP 16
SIZ 07	POW 11	EDU 09	HP 08	SAN 55

Attacks: Terrified shriek: 95%

Skills: Accounting 45%, Bargain 41%, Cantonese Chinese 44%, Credit Rating 68%, Dodge 10%, English 35%, Fast Talk 58%, Listen 45%, Occult 10%, Mandarin Chinese 60%, Persuade 55%, Psychology 20%, Russian 14%, Shanghainese 73%, Spot Hidden 25%

*Due to her bound feet, Wang Ting's Move is reduced to 1.

Handout #1: Elias's Notes on a Chinese Cult

These notes are typical Elias work, cryptic, but tantalizing. They seem to be a rough outline of a short book or long article. If the investigators have already discovered the notes he left in Hong Kong, this should doubly prove his interest in the cult.

These notes hazard bare-bones information on a long-dead Chinese cult, historically from the Yangtze basin, called the Order of the Bloated Woman. Alongside the usual blood-rites, black magic, and Triad activities, the Order are reputed to have worshiped a "beautiful woman with a fan," seemingly at odds to the "bloated" epithet. (A few scribbled lines remind Elias to investigate whether this is a mistranslation between Chinese dialects.) Notably absent from western study, the cult is thought to have died out during the mid-to-late Qing Dynasty. Much of the outline is incomplete; it is obvious that Elias was toying with a few scraps of info he had overheard or read in passing.

TITLE - ~~House of Shadows~~
SHADOW PAVILIONS

-Goddesses and cult worship, unique slant.
Ask Jonah. Advance possible.

Yangtze cult, banned by Emperor in 16th century, but supposedly much older
"Order of the Bloated Woman" also called "Black Fan Goddess Tong"
Opposed to dynasty - very anti-eunuch - program of assassinations, poisonings

Worshiped beautiful woman carrying fan; very bad reaction when I asked around about this.
Note - check Chinese characters here, is 'bloated' right word?

Allied with coastal pirates "wakoo" (spelling?), expanded reach and influence
Running slaves and guns, smuggling of all kinds

"Sermon of Kwan"? in this period.
Human sacrifice, torture - VERY DARK RITES
Fortunes fell when pirate states toppled by govt.

New phase - anti-Manchu triad, more nationalistic
Ongoing kidnapping, piracy, blood-letting, Opium smugglers
Supposedly last remnants swept up after Taiping Rebellion (1850s)

Ritual blood-letting with sickle; hands broken, arms removed, tongue cut out
Ceremonies on Dark of the Moon. Again? What is the connection?

Boxer group - "Black Fan Gang" in Shanghai, elsewhere 1900

Rumors "Bloated Woman" gang active again under new, strong leader
"The Dragon Breathes Smoke Again?"
Shanghai - likely HQ; Hong Kong, Singapore, elsewhere

Conflict with the Green Gang? May 4 killings, warehouse fires
Quiet since
Deal with Treaty Power? More than one?

Check harbor; smuggling, white slave rumors. Japanese interest?
Talk with League of Nations Agents - slavery?

Outline - History / Modern Cult and Crime / Role in Current Politics / Methods of Control
- FEAR / Old Goals, New Methods / Conclusion?

Hell's Kitchen

Anthony Warren

Introduction

Hell's Kitchen is a (fictional) French Concession nightclub, providing a place to interact with less-than-honest NPCs other than the Stumbling Tiger Bar. The Keeper can easily replace it with a club of his own choosing or creation (the Black Lotus club featured in the scenario "Shanghai Bullets" from *Stunning Eldritch Tales* for *Trail of Cthulhu* is one option).

Club Hell's Kitchen

Located on the edge of the French Concession, Steven Chin bought Hell's Kitchen from Yao Shiji about six years ago when the club was then known as The Eight Coin Club. Yao had run it into the ground, and his son's fingers were being lined up for removal by some very angry debtors. After renovations, Hell's Kitchen was a great hit. Chin, an unabashed fan of all things American, created Shanghai's only shrine to Prohibition-era U.S.A. That he knows about the U.S. from *Life* magazine articles and newsreels only adds to its charm, though investigators coming from the U.S. will be more than a little disturbed by this fun-house mirror reflection of their home. Hell's Kitchen is smoky, loud, and carefree – staff are predominantly white, the clientele mixed, and even the gangs enjoy it enough not to muscle in or cause trouble. The nightly cabaret, usually comprised of local Chinese performers with the token white house-band, is considered one of the best in the city.

Hell's Kitchen Dancefloor

The Hook

Hell's Kitchen is where anyone who is anyone in Shanghai spends a few hours shooting dice or taking in a show. For the investigators this provides them with a convenient public place to make contact with potential sources, depending on what they are looking for. Contacts in Shanghai (such as Fergus McChum; Li Wen Cheng knows of the place, but thoroughly disapproves) will direct investigators to Hell's Kitchen to meet with one or more of the individuals listed below or an informant of the Keeper's own creation. Alternatively, Jack Brady might arrange one of his New China allies to interview the investigators there while he watches discreetly from a distance. (For investigators who have played through the scenario "God of Mitnal," arms smuggler Patrick Devlin can be replaced by Walter Kimble, as ever using an assumed name.)

Dramatis Personae

The following characters are designed to be slotted in as clue-dispensers. No stats have been provided, although an enterprising Keeper can surely draw some up.

"Fast Eddy" Lao

Handsome and seemingly poured into his Hong Kong tailored two-piece suit, Fast Eddy is one of the Green Gang's most enterprising lieutenants; a low-level thug playing for the big-time. He handles "Big Ears" Du's opium imports through the Japanese rat-lines (i.e. smuggled in from Formosa) and has so far managed to gain surprising clout inside the Green Gang's ranks. When Eddy speaks, Du listens. Investigators in need of help from organized crime, perhaps in investigating the Order of the Bloated Woman or Gray Dragon Island, or have something that the Green Gang might want, should see Fast Eddy. He is a dangerous man, however, and those who make a fool of him by not showing proper respect or who displease his boss will face an impeccably well-dressed foe capable of dealing out any number of harsh punishments.

Jang Jin-shui

A quiet, cherub-faced waiter, Jang is one of Chu Min's many spies. His links to Firm Action are an open secret as he is often found handing out propaganda leaflets or hurling slogans at New China protests. But his links with the underworld, especially in the slave and prostitution trade, have made him invaluable to many of Shanghai's seedier organizations. Whatever his dealings, his heart and soul lay with Firm Action; he would never betray Chu Min or the cause. Nevertheless, Chu Min wisely compartmentalizes information from "public" members of Firm Action, so the spy knows nothing of Jack Brady. Nevertheless, his extensive underworld contacts have led Jang to believe that Ho Fong acts as a broker or *comprador* between the Order of the Bloated Woman and their Green Gang rivals. He readily shares this belief with investigators for a healthy donation to the Firm Action cause. Those needing to contact Chu Min or New China might be able to use Jang as a proxy.

Patrick Devlin

Sparkling-eyed, elfin, yet foul-mouthed, young Pat Devlin served with Britain's Royal Flying Corps during the Great War then sold arms to the IRA during the Irish War of Independence. Devlin has traded arms and info to anyone and everyone ever since. He is a scrupulous sort of dealer; he tries not to betray his customers, but he is far from infallible, especially if his life is threatened. Currently he shares a luxury apartment in the International Settlement with a live-in bevy of prostitutes; he is also arming half-a-dozen often competing Chinese factions using weapons frequently appropriated from the Western militaries in the region. From a pair of warehouses on the Whangpoo used to store his illegal arms, he is quite willing to sell small arms and explosives to whoever needs them and has the cold hard cash. Devlin is also able to move things other than arms in or out of China. He knows nothing of the Mythos, but deals irregularly with the Green Gang and has sold guns to the Firm Action faction through a number of cut-outs.

Dr. Hong Gildong

"Hong Gildong" is a generic Korean name, like John Doe or John Smith in English. A lined and weathered figure, Hong is a Korean occultist, hand acupuncture specialist, and sleazy huckster. The title of doctor is as bogus as his name, while his past is superfluous, shifting, and never told the same way twice. By night the good doctor gambles and cheats at Japanese flower cards (*hanafuda*); between 10am and 5pm he runs a small bric-a-brac store and acupuncture clinic on North Sichuan Road. He quite happily sells investigators all manner of occult-related knickknacks and Taoist/Buddhist "secret knowledge," from "authentic" Chōsen shaman totems to "genuine" Old Manchu scrolls loaded with alchemical gobbledygook. He buys some of his material wholesale from an agent of Ho Fong (the Order needs to unload his worthless items somewhere, after all) and will recommend Ho as another cultivated expert on occult matters. A *Luck* roll might turn up a mostly worthless Mythos trinket buried among the store's overcrowded cabinets. Hong knows nothing about the Mythos (or much about the occult, frankly), but he is a passable acupuncturist.

Behind the Fan:
Notes on the Order of the Bloated Woman

Anthony Warren

When examining the Order of the Bloated Woman, as it relates to Chinese history, there are two important facts to remember: first, it is the history of secret societies and those who draw at their strings. Secondly, it is a history mostly lost to modern scholarship, as when one dynasty replaced another, each was happy to follow the policy set by the first emperor, Qin Shi Huang: "burn the books and bury the scholars."

The history of the Order of the Bloated Woman provided here is not much more than a selection of facts woven into a patchwork of best-guesses and half-truths. The only people that fully know the history of the Order would be the Order itself. Maybe even they do not know the truth. Either way, they are not telling...

History

Though his poem *Goddess of the Black Fan* establishes the creation of and defines the Order of the Bloated Woman, many of her worshippers ardently believe that Liu Chan-fang was merely the most recent prophet in a long history of the goddess' manifestations. The semi-mythological Daji, the beautiful and cruel concubine to king Ti Hsin of Shang (c. 1040BC), who lured the royal court into the most grotesque of vices and brought about the revolution that plunged China into feudalism, is lovingly equated with the Black Fan Goddess. So are other semi-historical women, including the creation goddess Molichitian, the blood-drenched Empress Wu Zetian, and warriors such as Princess Pingyang and Shen Yunying. Their names are used synonymously for the Black Fan Goddess herself, particularly when uttering her true name would draw attention.

Whatever its primal origins, the cult's modern form seems to have found root as a response to the increasing dominance of the Imperial Court's eunuchs and it should come as no surprise that the worship of a powerful, sexual and – most importantly – *female* figure would appeal to those scholar-officials who detested the castrati clique's grip on the throne. Unlike the circle of eunuchs that acted as advisors for the imperial household however, the doctrines of the Black Fan Goddess made mockery of the Mandate of Heaven. In 1542 the wicked and capricious Em-

Ti Hsin and Daji

Synonyms of the Bloated Woman -
Left: Wu Zetian
Middle: Shen Yunying

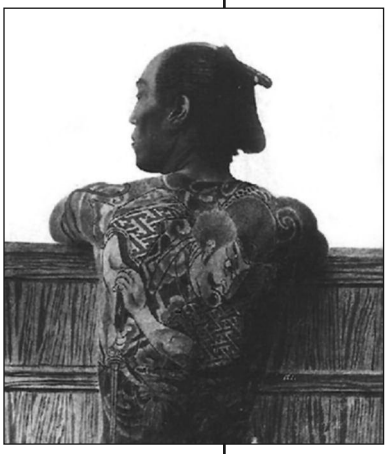
Architect of the First Great Disaster -
Right: Emperor Chia-Ching

peror Chia-Ching (in one of his few bold moves) brought about a purge of the Goddess' cultists – nominally at the eunuchs' instigation. This would be known as The First Great Disaster.

While the purge did not destroy the cult entirely, its highest ranks were wiped out at a stroke. Survivors were put to flight, hiding in the backwater regions of the empire. The faithful diffused along the Yangtze and Yellow Rivers, arching down the eastern coastline as far south as modern Fujian province. From here, alongside ranks of local government officials, the cult recruited merchants, landlords, and philosophers. By hiding in the relative lawlessness of these coastal regions it could grow and hold its rituals safely and fearlessly. In some ways this retreat from civilization worked too well. Alliances and trade with the Sino-Japanese pirates (*wokou*) that set up pirate fiefdoms deep inland from the coast did help spread the Black Fan Goddess to Japan and beyond, but also served to promote personal wealth over cult good. By the 1550s these pirate "nations" had become the only form of government in some areas and the cult sided with them openly. It was during this period that the worshippers of the Black Fan Goddess seem to have begun forming alliances with *wokou* who worshipped the 'Great Sleeping One', an aquatic deity whose watery consorts aided devotees. Over time the Chinese government advanced into these lawless territories, uncovering tales of horror and debauchery as they went. Those members of the cult who had faltered and turned to reaping personal riches were caught unawares and many were executed. It is during this period the *Tale of the Priest Kwan* is believed to have surfaced, a response to the destruction wrought as the government reasserted its control. The Black Fan Goddess cult again went to ground. This was the Second Great Disaster.

Having bought time by leaving both the faithful and innocent alike to the merciless hands of the government, the survivors licked their wounds and renamed and reinvented themselves as the Order of the Bloated Woman. Unlike previous incarnations, founded on academic pursuits and scholarly intelligence, the new Order marketed itself as a triad and secret society, recruiting from the peasant folk who resented the imperial bureaucracy. In the 17th century those secret societies that had helped found the ruling Ming dynasty suddenly turned on it. The Order picked at the fringes. With the decline of the Ming came the northern Manchu peoples who swept south to seize the throne. The new Manchu elite separated itself from the native Chinese through a system of apartheid and repression, and resentment among the lower classes grew. The Order tapped into this racial and cultural xenophobia to gain new members and foment paranoia.

Over time, however, the Manchu overlords assimilated themselves to the native Chinese culture as much as they forced them to assimilate their own. The Order and other anti-Manchu societies continued to stir up petty dissent, but by the turn of the 19th century had again lapsed into a search for personal riches. Then the 'white ghosts' arrived from the west, and began demanding exclusive trading rights and power. This presented a welcome opportunity for the Order. Drawing strength from piracy and intolerance, they funded agents in all quarters – from brigands to bureaucrats –

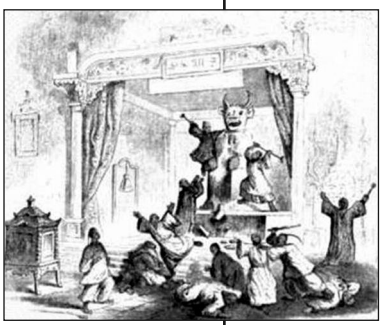


Wokou pirate

harassing both government and foreigners at every turn. A particular favourite of theirs was the insatiable pirate-lord Ts'ai Ch'ien. With a fleet of more than a thousand ships and twenty-five thousand men, Ts'ai Ch'ien purchased European weapons even as he robbed from them, killed Chinese officials even as he swore they were his kinsmen – and the Order was there to make sure he did the right thing at the right time. Caring little for either the Manchu empire or the European barbarians, the Order reveled in the opium and slave-trade, while its use of modern firearms gave them financial and military clout. It was a clout that they would lose all too soon. Many branches became embroiled in supporting the failed Taiping Rebellion of 1851. This was the Third Great Disaster, and it destroyed any serious Order activity south of the Yangtze for the next half century. The Taiping Rebels advocated a pseudo-socialist Utopian blend of Daoism and Christianity; the Order viewed them as a means to a future dominated by their goddess' malignant power. European-supported Manchu troops finally seized Nanking from the rebels and destroyed them once and for all in 1854.

The cost of their misguided support for the Rebellion was the gutting of the Order. Once again it retreated, leaving outlying pockets without guidance or protection. This time it quartered itself in European-dominated Shanghai, where the hated barbarians rarely looked as far as their own noses and easily mistook Order activity for any other type of "foreign deviltry." Wars with Japan and France at the end of the century, burdened with earlier anti-Western hatred, soon split the Order into two camps: one that believed it necessary to reform China under a nationalist banner – a nation where the Bloated Woman held sway – while the other held that any dilution of the core message would destroy the bonds that tied the Order to its goddess.

Destruction of the Kanyang Idol during the Taiping Rebellion; the Order suffered similar losses outside of Shanghai



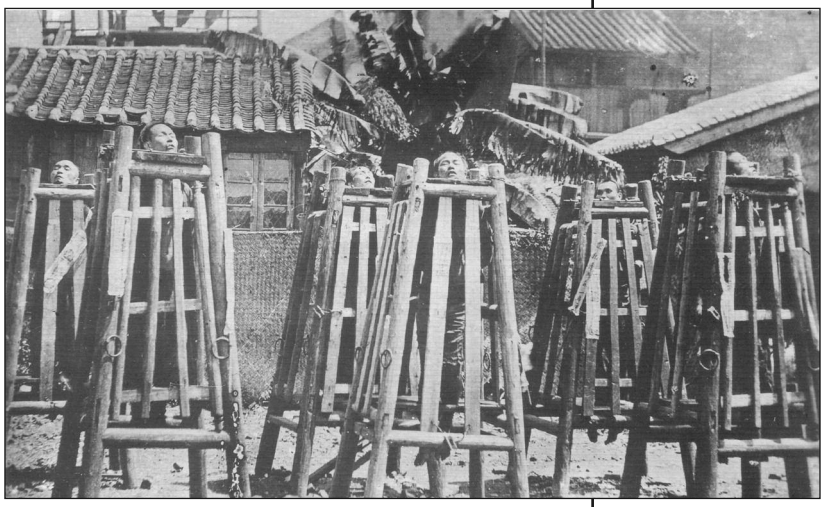
By the turn of the 20th century, the divided cult was a pale shadow of its former self. Government repression and internecine battles had weakened the Order in all parts of the country, particularly in the south, and membership had fallen to a historical low. In a desperate effort for power, the nationalist elements of the Order backed the Boxer Rebellion. It would be their last great mistake. Supported by the Manchu's Empress-Dowager, the Society of Righteous Fists (known as "Boxers" in western circles) was a league of mystics and reactionaries whose main goals were killing foreigners and loving the Empire. For a time it seemed as though the Boxers might even force the Europeans from China; in an orgy of violence, Europeans, Chinese Christians, and any who refused to join were massacred, or tortured to death. Those Europeans who could escape these rampaging mobs barricaded themselves in their legations, under siege from a militia that engaged in some of the most brutal and shocking acts of depravity that recent history had recorded. The Western World quickly united in an invasion that liberated the besieged foreign holdings, but in turn resigned itself to ransacking China's palaces and cultural storehouses, and lording over the crushing and humiliating defeat it had enacted upon the Boxers and their Manchu backers.

As firecrackers ushered in the Chinese New Year of 1902 and the last of the Boxers were executed at foreign behest, the survivors of the Order of the Bloated Woman – many of whom had watched in disgust and amazement that their flock could forget their divine purpose for petty jingoism – met in Shanghai to talk of their future. With pockets of Order disciples scattered, the Order was divided between the "old hands," intent on turning back the clock to a time before the recent catastrophe, and a blustering clique of radical young-bloods, many of whom were little more than sickle-wielding hooligans and untested idealists. Outnumbering and outfighting the old leadership, the murderous clique of young radicals came to power, setting in motion the rise of a new leader.

The Rise of Ho Fong

In 1904, already aged thirty-six, Ho Fong had not been groomed for the position of High Priest of the Order of the Bloated Woman. He had kept himself away from the Boxer Rebellion and remained ambivalent to the growing Republicanism that threatened the Qing dynasty's crumbling regime. By day he worked odd-jobs at Western hotels; at night he was an enforcer and expert on poisons. Growing up penniless and alone on the waterfront slums, he was quick witted, but ill-educated, what little schooling he had acquired having been gained from French missionaries. Unable to gain a college education and (by his own admission) with no future except with the Order, life for Ho looked bleak. Yet in late 1904, his slavish devotion to doctrine and pious zeal brought him to the Crawling Chaos' attention. In Ho, Nyarlathotep saw the burning desire to serve mingled with a lust for power that so often creates the perfect acolyte. But Nyarlathotep also knew that even the darkest of hearts can have human loves; alongside his dutiful worship, Ho pined for the affections of one of Shanghai's most public artistes. She was Wei Ching-lai, an attractive, Western-educated and politically-minded actress, a poster-child for the coming revolution. She often used her fame to champion opposition to the corrupt Qing Dynasty. Nyarlathotep offered Ho both Wei's affection and leadership of the Order in exchange for total and unswerving loyalty. All Ho had to do was to obey without question.

With Nyarlathotep's blessing and his own acumen Ho founded a trading business and rapidly rose in Shanghai's elite circles. A blooming romance saw Ho and Wei marry in 1911 (just months before the collapse of the Qing Dynasty), with their daughter Tzu-hsi following a year later. Ho's new-found money swelled the Order's coffers, and with it the cult grew dramatically. Ho soon became a popular attendee at Shanghai's swank high society functions along with his lovely wife. Wei had known nothing of her husband's true religion before marriage and had assumed him a devout Christian. Now, with the Qing Dynasty collapsed and the republic more interested in cementing its future than hunting down death cults, the Order could breathe easier. Ho's facade began to crack. When Wei began to learn the truth – why he vanished for days on end, the reasons his hand-picked staff were so dutiful, and how he seemed so different from the man she married, and finally of his membership in the Order, she was devastated. She came to despise him for it and sought escape.

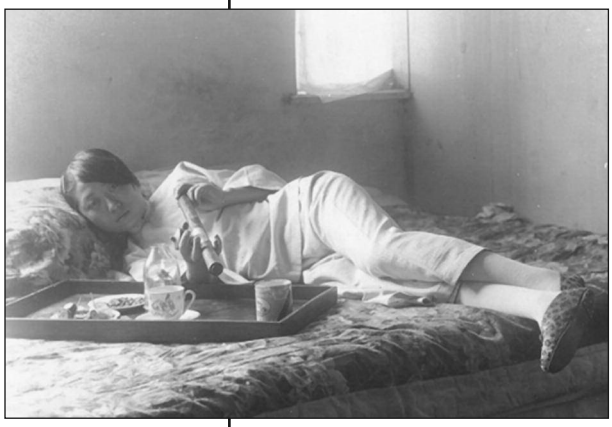


Execution of boxers after the rebellion

Her slip into drug abuse and public tantrums began well before discovering Ho's secrets, but by 1919 it had reached a point where it could no longer be blamed on her being a foreign-taught, theatrical diva. For Ho, who had assumed together he and his wife would rule the Order, this 'betrayal' of his trust drove him to despair. Increasingly distanced from each other, and fearing Wei might speak openly of the Order, Ho leaked false rumors of his wife having extramarital affairs. In China's conservative culture the effect was electric – within a few months she was a social pariah. Offers of work dried up, and Wei's old circles closed their doors. Soon even those few friends Ho allowed her to see abandoned her. By 1920 Wei had became a drug addict and virtual recluse, rarely leaving her home except for long retreats to Ho's summer houses in the countryside, and even then always under the Order's watchful eye. Ho's hopes that she would join in his worship of his dark goddess came to naught.

During this period of self-exile Wei came to fall in love with her personal driver, a non-cultist called Pao Wu-kung. Their affair was furtive but reciprocal, and slowly he convinced her to abandon her husband and flee China. On the

morning of December 31st 1923, while Pao waited on the Bund with two tickets for Japan, Wei Ching-lai packed money and clothes and left her husband's estate to meet her lover. She did not make it far.



Addicted: Wei Ching-lai

That night, before an assembly of cultists in Ho Fong's dining hall, Wei was used in some of the most obscene and inhuman rituals available to the Order. As she lay dying, Ho summoned the Bloated Woman herself to take his wife as a gift. Tzu-hsi, Ho's daughter, unwittingly stumbled upon this final blasphemy; locked in her room for her own protection, she had snuck out to view her father's 'party' for herself. The sight was too much and she lapsed into total madness. Ho removed his daughter from school, blaming her condition on "the unpleasantness" of her mother's death.

Today the high priest of the Order takes pride in his surety of faith, recognizing that he can only trust in the worship and clammy embrace of his goddess. Ho does not realize that Nyarlathotep had planned this from the beginning. For nothing else proves absolute obedience like destroying the things you love…

Membership

A shrewd businessman, what Ho Fong lacks in formal schooling he makes up in animal cunning and long-term planning. He has ushered the Order into the 20th century, reopening communication between the various branches left isolated after the Taiping Rebellion and rebuilding the group's ranks throughout China (and even to some degree in neighboring lands). He has made sure the Order no longer recruits its lieutenants from the poor and the degenerate: instead a new wave of bright but disillusioned youth (including women) is the Order's future. Currently all Order leaders are Chinese, though there are a handful of non-Chinese among the uninitiated hangers-on; all are Korean, Burmese, Filipino, Thai, or similarly East Asian.

As of 1925, the cult numbers somewhere between eight and ten thousand nationally, of which about two-thirds are found in Shanghai. Most are non-initiates who assist the Order as messengers, spies, drivers, and similar. These people – those who have actually been told the cult's true name – are under the impression it is a secret society, a reactionary political order, or a religious fraternity. Sometimes the Order recruits from the ranks of these disposable fools, but few make it very far up its ranks. Others end up as sacrificial lambs, either literally or to the police. The next step up the ladder are the dyed-in-the-wool, blind-to-anything-but-the-Goddess and perfectly-willing-to-kill-or-die-in-her-name cultists who do the real work of the Order and comprise about four to five thousand people overall. The initiation ritual involves all the bombast and symbolism of a normal triad entrance, with blood-drinking and oaths of undying love for the Black Fan Goddess. The initiate is then tattooed as a true and trusted member, and presented with the ritual sickle, a potent symbol of servitude to both cult and the Bloated Woman. These sickles are part of the rites and methodologies needed to tie cultist to the Goddess, and leaving a non-initiated to spill the blood of an enemy (or a full-cultist failing to complete such blood-letting after vowing it) would be an unforgivable sin; one only resolved by ritual self-disembowelment.

The Order's hierarchy remains based on the anti-Manchu triad model: a stratified, eight-layer pyramid with Ho at the top. By only going up, never sideways, each cultist answers solely to those above him. Though association or entrance into other societies or groups is not against the cult's rules, it is rarely recommended. Ho firmly believes history repeats itself and considers outside entanglements reason for the Third Great Disaster. However, by recruiting from student bodies and the politically motivated, the Order has left itself open to a mingling of communists and nationalists, realists, and romantics. So far

this has not affected morale, but Ho and his lieutenants remain watchful for signs of dissent or factionalism. Any threat of a split within the Order will be rectified completely without mercy.

Ho and the Order mirror each other: both are large, unwieldy, cunning, and practice methods honed by years of experience and innate skill. The Order seeks succor from Ho's success just as he does from it and if he were to die, the Order of the Bloated Woman would be severely weakened. While he is the hub around which the entire cult turns, Ho has not bothered to create contingencies or delegate responsibilities for what to do in the event of his death. At the least, it is likely the Order would fragment into a number of petty, squabbling factions. A strong disciple or lieutenant with a narrow range of magic – *Contact Bloated Woman* and maybe *Grasp of Cthulhu* – might be able to cling to power; maybe enough even to keep the core cadre of membership, but such disaster would take many years to endure and overcome; something that the Order's enemies will not allow willingly.

Operations

Ho keeps tight leash over cult activity outside Shanghai, but as the stars become right and Penhew prepares to launch his rocket, the priest's mind lingers on other things. Because of this, the Order has become somewhat sloppy: low-level lieutenants make pre-emptive strikes without consent, cultists have not been tidying up after themselves (hence the preponderance of dismembered bodies), and Ho has taken to second-guessing both himself and his enemies.

Ho Fong's Shipping Business

While the company dabbles with various shady dealings, Ho prefers to maintain the veneer of respectability. He tries to keep the legal and illegal sides of the Order separate but Penhew and his need for materiel to open the Gate has left him no choice but to use the shipping business.

The Bloated Woman and the Land of the Rising Sun

The Order of the Bloated Woman has a small, but growing presence in Japan. First introduced in the 16th century, the Order has remained limited to a few individual families. Japan's isolation from the world in the intervening centuries served to greatly diminish any potential for its growth as foreign religions were suppressed by the state. Those few followers of the Bloated Woman that remained were extremely wary.

With the forced opening of Japan in the 19th century, some attempt was made to reintegrate the Japanese branches of the cult, such as they were, back into the main body of the faith. Due to the fragmentation and disruption of the cult in China itself, such efforts met with limited success until the rise of Ho Fong. Using the newly invigorated Order and under the cover of his growing business empire, Ho Fong asserted his control over the Japanese followers of the Bloated Woman, by force when necessary.

Today the Japanese branch of the Order has perhaps one hundred adherents divided between several of the larger port cities. The Order in Japan is directed by Chou Hao, a young and overly ambitious (in Ho Fong's opinion) lieutenant. His assignment to Japan has served to slow his rise in the Order, something that Chou greatly resents. Operating out of the Kanda district in Tokyo, the Order's criminal activities are severely curtailed in Japan, though arrangements have been made with the local criminal elements for some highly profitable smuggling and human trafficking. The leadership of the Order in Japan remains wholly Chinese, and little is done in the way of recruiting Japanese members.

Outside of the main body of the Order, a few individual families have escaped the notice of Ho Fong and continue to practice their faith as they have for centuries. Their understanding of the Bloated Woman differs in certain important doctrinal concept, such as equating the Bloated Woman with the goddess Izanami. It is possible this indigenous version of the Order might grow in coming years, but at the time of the campaign, it is at best a footnote.

Theft, Purchase and Sale of Esoteric Trinkets and Drugs

As seen in his home, Ho has something of the magpie about him. Aside from legitimate import/export, he also deals in esoteric gewgaws and Mythos artifacts internationally. Items with no inherent Mythos bent are sold to collectors; occasionally a minor Mythos item is overlooked and sold as well. Theft from archaeological sites, shrines, and private libraries are rare unless they will expand the

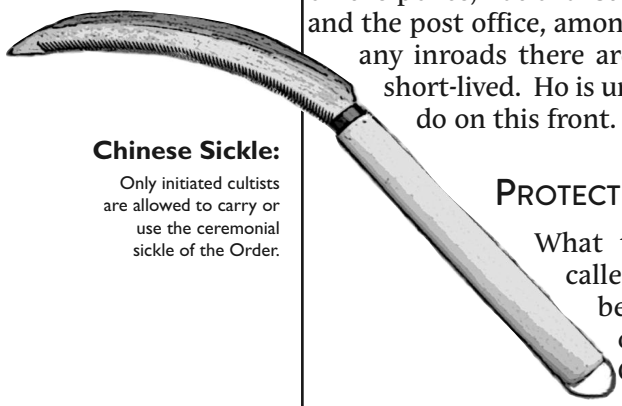
Order's occult knowledge. The Order also trades in and manufactures drugs and potions. Most of these are legal if unsavory to westerners, including the usual ground rhino's horns and tigers' heart pills so valued by ailing Chinese. Others are far less legal, and alongside lethal poisons the cult also makes drugs from human bodies, fetuses, bizarre plants, and alien creatures.

International Expansion

Traditionally the Order's membership has divided between adoration of the Black Fan Goddess and hating foreigners. Ho's leadership has moved away from this by allying with Nyarlathotep's wider body of followers. While not always popular among the older cultists, Ho has demonstrated that only through joint work can the Order show its true use to their goddess. While not all meetings have gone well, recent communications with the sorcerer Carl Stanford have borne fruit. If this continues, the Order might begin recruiting non-Chinese; a daunting if intriguing prospect. Ho has also begun to restore the Order's connection to several groups worshiping Cthulhu and his Deep One minions, including, but not limited to, the group assisting with the work on Gray Dragon Island.

Infiltration

Ho has reaffirmed this as a major aim, and in some ways it has worked rather well. Universities have been prime recruitment ground, along with street gangs, indecisive political cliques, and certain governing bureaus. On the other hand, the Green Gang's tight-leash on the police, nationalist factions, waterworks, and the post office, amongst others, has meant any inroads there are either miniscule or short-lived. Ho is undecided as to what to do on this front.



Chinese Sickle:
Only initiated cultists are allowed to carry or use the ceremonial sickle of the Order.

Protection Money

What the Order laughably called "protection" has been rolled back as part of the Order/Green Gang Agreement, though this has not stopped the Order putting the squeeze on certain select businesses. Most of these shake-downs are done via uninitiated thugs kept a cut-out or two away from their Bloated Woman masters. Some of those people who do not pay end up as sacrificial victims.

Kidnapping

One of the most lucrative schemes in Shanghai, abductions carried out by the Bloated Woman's cultists are often done in broad daylight and sometimes as regularly as once a fortnight. The methods are nearly always the same: five or six armed men appear, drag a Chinese or foreigner into a waiting car or down an alley, and vanish to a nearby safe-house. Unlike most kidnappings, the majority of victims rarely come out of the ordeal alive unless the payment is substantial. Order snatch-squads are well practiced, and greatly enjoy whisking away people for torture, interrogation, and ritual sacrifice. A small side business in selling women into sexual slavery has grown increasingly profitable.

Piracy and War-Profiteering

The cult has been financing and sharing in the benefits of piracy since the Fukien Pirates of the 16th century and today is no different. Using their knowledge of the shipping trade, the Bloated Woman's faithful regularly tracks and infiltrates larger ships – sometimes stealing cargo from under the very noses of the crew. In addition whole ships have vanished forever, their cargoes appearing in Ho's various warehouses. Ho works to seize part of the city's lucrative arms market, selling arms to all sides in the rapidly escalating arms race between China's various political factions. While the Order is far from a major player in this trade, it has been aggressively eliminating smaller rivals.

Research

Academic

The campaign recommends the (fictional) Shanghai Museum as the best source of

information on the Order of the Bloated Woman. Of the six scholars who will be of use, the following are provided for use by the Keeper:

- Dr Wu Kuan-an, a publicly lecturing emeritus professor of the University of Hong Kong; expert in early to modern Chinese folklore.
- Chen Lao, a Buddhist monk (or *bonze* to use the 1920s term) currently serving a six month vow of silence (he communicates only with paper and ink), alms-collection and meditation in the courtyard of Jing'an Temple's Hall of Heavenly Kings.
- Takashima Shosuke, a freelance Japanese translator and expert on the Fukien pirates, with some knowledge of the vagaries of the history of the Bloated Woman's cult.
- Roland Birken, a young British lawyer and disciple of Aleister Crowley working for the Hong Kong and Shanghai Banking Company while researching magical sects of the Orient.
- Anna Yin Li-hua, a Catholic convert and religious sister at the Church of St. Cecilia in the French Concession, Anna knows of the history of the Bloated Woman from a theological and very Christian outlook.
- Mu Hsien, a scholar and expert on traditional lore and more.

Investigators quizzing the first five will find them helpful, even though their knowledge has been tinted by the lenses through which they see the world. All deny that the Order still exists. Whether any of the other scholars that the investigators might meet have been compromised by the Order of the Bloated Woman is up to the Keeper to decide.

The Green Gang versus the Black Fan Goddess' Faithful

The greatest threat to the Order of the Bloated Woman (beside the investigators) is the Green Gang – Shanghai's preeminent criminal fraternity. Their rivalry is long-lived and convoluted, but can be boiled down to three basic points: nationalism, territory, and profits. Both groups were formed in their modern guise at the turn of the century; both fed off the same nationalist sentiment; and both recruited from the same circles. It was only a matter of time before things would come to a head. The fact that the Order had historically allied itself with Japanese pirates did not help.

In 1919, as Ho expanded the Order, this simmering distrust and violence spilled into open conflict. Under the cover of the May Fourth riots and the subsequent protests sweeping China, each group moved against the other. Hatchet and gun met sickle and spell. Gangsters and cultists died or disappeared, safe houses were burned, and business ground to a halt. Unfortunately for Ho Fong, a war of attrition favored the Green Gang. The Order had the magical muscle, but for every triad gangster killed another two took his place. Ho Fong, not yet known to the Green Gang as head of the Order, quickly stepped forward to act as "broker" between the two societies. A compromise was reached: the Order would roll back its expansion into the drug trade and accept Green Gang superiority. In exchange, the Green Gang would let the Order continue with its own sordid activities.

As of 1925 the truce continues to hold – mostly. The Green Gang's bosses know that Ho knows more than he is letting on, but remain uninvolved as long as he keeps his end of the bargain. Every so often some low-level gangster or cultist, hoping for either power or prestige, will break the truce. Rarely is he seen again, and never whole.

Nevertheless, the Green Gang remains dead-set on removing the Order of the Bloated Woman once and for all from Shanghai – and vice versa. Ho is increasingly irritated that his magical attacks against Big Ears Du fail – perhaps proof that the "magical" monkey-heads the gangster wears at all times are genuine. If Du were to be given proof of Ho's duplicity he would happily aid anyone striking out against the Order, preferably by bankrolling them with money and intelligence, though he might offer men at a pinch. If Ho were eliminated, the Green Gang would make the Order pay for its previous offenses.

What Other Groups Know

Unsurprisingly, the Order has kept itself secret from China's fractured law enforcement for a long time. The Western-dominated police forces in Canton, Shanghai, and Hong Kong generally ignore the Order as just more evidence of triad cruelty. Even when presented with evidence, they are unlikely to change their tune; secret societies and cults are a dime a dozen (or two a penny, depending on who is asked) in China.

The Shanghai Municipal Police and French Concession Police

Neither of Shanghai's foreign constabularies knows much, if anything, about the Order of the Bloated Woman. That is not to say neither have

heard of them; they are simply inclined to think of it as just another faction.

The SMP is aware of dozens of murders over the last few years in which the victims have had their arms severed in a seemingly ritualistic manner. Most victims have been homeless or unknown, with a smattering of small-time crooks and law-abiding citizens thrown in. Friends and families of those so killed have subsequently been unwilling to talk to police. The SMP has brushed the killings aside as the unfortunate reality of Shanghai's gangland culture. The poverty of most victims and a lack of clues put the cases on the "low priority" slush pile. In the French Concession, the authorities have recovered similarly mutilated bodies (fewer though, and none from anywhere near Ho Fong's Concession-based estate). Neither agency has communicated on the subject. The French – with their contacts inside the Green Gang – have come to the conclusion that a turf war between a previously unknown group or secret society and Shanghai's "legitimate" gang is to blame. This is all officially off-the-record, if the police even bother to talk to investigators in the first place. It is a Green Gang matter, after all.

A few among the SMP and FCP Chinese patrolmen have an inkling that an old cult, the Order of the Bloated Woman, might be behind some of these beastly murders. As each knows only too well that people who delve deep into Shanghai's underbelly rarely resurface, the Chinese of Shanghai's Finest are quite happy to keep quiet on the matter.

The Chinese Police

Compared with the various Western police forces in Shanghai, the Chinese know far more than their western counterparts. Unfortunately, they are even less inclined to do anything about it; some among their ranks are on Ho's payroll, or worse, inked initiates in the Order itself. Some believe that the Order is a criminal gang with brutal rituals and beliefs, while others think it is an ancient secret society. None are willing or able to oppose it.

Criminals

Much like the Chinese police, Shanghai's underworld tries to keep itself clear of anything linked to the Order of the Bloated Woman. Investigators asking around are likely to be met with silence – or violence – rather than facts. Those that do talk know little more of the Order than it being a particularly repellent society or fraternity, and that it takes a particularly vicious pleasure in its killings. One "commonly" known fact is that only the lowest and most stupid muscle work for the Order.

League of Nations

Oddly enough, the League of Nations is one of the few groups to have uncovered the existence of the Order of the Bloated Woman. Due to the cult's support of piracy, the League and the International Criminal Police Commission (ICPC, a forerunner to Interpol) have pooled their information on this hitherto unknown criminal organization. Some pirates and white slavers captured in the China seas have been found with Order tattoos, and a few have been willing to admit under interrogation that the group is both a criminal *and* a religious fraternity. Unfortunately for investigators, the sheer bureaucracy and red-tape of the League and ICPC means that this information is buried to all, but the most zealous librarians with the League of Nations or suitably diplomatic credentials. The pre-generated character Fregattenkapitän Horst von Schroeter is an agent of this organization conducting an investigation of rumors about opium smuggling and Gray Dragon Island and may come into contact with investigators in this way.

Cultist NPCs

Uninitiated Muscle or Initiated Cultist

STR 8-13 CON 9-13 SIZ 9-13 INT 9-13 POW 9-13
DEX 11-15 APP 6-12 EDU 2-6 SAN 0** HP 9-14

Weapons: Fist 60%, 1d3+db
Fighting Knife 25%, 1d4+2
Cult Sickle* 45%, 1d6+2+db
Grapple 30%, special

Languages: Mandarin 15%, Shanghainese 45%; ½ know a Concession language at 2d5%

Skills: Climb 40%, Cthulhu Mythos 2d4% (cultist only), Drive Auto 20%, Hide 45%, Listen 50%, Locksmith 25%, Martial Arts 35%, Occult 20%, Pilot: Boat 25%, Sneak 60%, Spot Hidden 40%, Swim 45%

* Only initiated cultists are allowed to carry or use the ceremonial sickle.

** Non-cult muscle has a Sanity of between 20 and 40; lower if they are trying to join properly

Bloated Woman Enforcer (Lieutenant)

STR 10-16 CON 10-14 SIZ 10-15 INT 11-15 POW 12-15
DEX 10-16 APP 9-15 EDU 11-15 SAN 0 HP 10-15

Weapons: Fist 60%, 1d3+db
Cult Sickle 45%, 1d6+2+db
Kick 35%, special
.38 pistol 30%, 1d10*
Mauser C96 45%, 2D6

Languages: Cantonese or Mandarin 3d10%, Shanghainese 55%, English or French 15%

Skills: Climb 40%, Conceal 35%, Cthulhu Mythos 3d4%, Drive Auto 35%, Hide 45%, Listen 50%, Locksmith 30%, Martial Arts 35%, Pilot: Boat 25%, Sneak 50%, Spot Hidden 45%, Swim 45%

* Though the cult disfavours firearms, individual lieutenants are sometimes so armed.

The Night View of Shanghai. 景夜の海上 (海上)

Send in the Marines!

Some Notes on securing Military Help in Shanghai, and any Potential Attack on Gray Dragon Island

Anthony Warren, with Bret Kramer

The Concession Powers in Shanghai

While Shanghai is effectively controlled by foreign powers, it is important to remember that even with an approximate population of over 50,000 Westerners and Japanese, the Chinese outnumber aliens at least 45 to 1 (probably more if outlying villages, civilian refugees, and the many thousands that disappeared into the city's slums and never came out are included). The greatest population of non-Chinese is probably comprised of exiled or émigré White Russians, who have no recognized government and are often forced to resort to begging, prostitution, or theft if they are to survive; unfortunately records for these people are few and far between and official census data usually puts these Russian exiles officially as the third largest group of non-Chinese in the city. The largest group of foreigners in the city listed on the census are the Japanese, having surpassed the previous largest group in 1925 – those holding British imperial, dominion or colonial passports or citizenship. Trailing the Russians in decreasing order are the Americans, the Portuguese, the Germans, the French, and so-on.

The Japanese are obviously a special case; in *Masks of Nyarlathotep* it is assumed that they will be the most likely government to assist the investigators via their agent Isoge Taro. The reality of the matter is somewhat different, however.

Japan in 1925 is undergoing a phase of foreign and internal instability: progressive Japanese politicians attempt to emulate the British, progressive young Japanese men and women attempt to emulate the United States, and Japanese nationalists attempt to bring back the Samurai ethic and morality of a century before. For the first time in its history, Japan has a vast and far-reaching empire, encompassing millions of Koreans, Formosans, Pacific Islanders, and Russo-Asiatics. A fear of the USSR, and a Soviet-controlled China, alongside the new prosperity from modern industry, drives Japan's lust to invest in and dominate northern China. (And if it says anything about Japan during this era; 1926, the year the Japanese government introduced the expression and offence of "thought-crime," was the same year that the average Japanese woman was introduced to the idea and purchase of Western underwear.)

The military of the interwar period was also beset by cliquishness and factionalism; Isoge Taro's prejudices reflect this. Nevertheless, much of the Imperial Japanese Navy remembers the British as an old ally while still considering the Americans as an old enemy. While the section on Gray Dragon Island in *Masks of*

Nyarlathotep offers the solution to the investigators' problems as an amphibious assault or naval bombardment, it is unlikely to come from the Japanese without particular skill on the investigators' part...

Getting Them on Your Side

While Isoge might be inclined to aid the investigators for the greater glory of the Emperor (and perhaps the greater benefit of humanity) some investigators might prefer to take their evidence to someone who is not a right-wing nationalist or a skilled killer and professional liar, or perhaps someone who has these skills but shares their nationality. Investigators assuming that the other nations running Shanghai will be inclined to help them deal with the threat on Gray Dragon Island will be in for a shock. While they may believe that there is something hideously eldritch and inhuman (or at least highly criminal) taking place on the island, convincing whichever authorities they contact of both these facts *and* that the best solution is military in nature is no small task.

There is no real right or wrong for the investigators to go about this. Most *Call of Cthulhu* scenarios directly recommend having the heroes ignored or laughed out of the office of anyone in authority that they bring their evidence to; in *Masks of Nyarlathotep* it is all but assumed that the investigators will need some form of assistance. As with other situations during the campaign, the Keeper's task will be to play this contradiction by ear. The campaign itself does not provide guidelines in this task, so it is up to the Keeper to listen to the case made by the players. Consider this task more a role-playing and less a series of boxes to check; evaluate it based on the circumstance, not a die roll.

The following notes outline some of the more common bits of evidence that can be presented to the various intelligence and military agencies that police Shanghai. Odd sanity-draining statues, photographs of weird fauna, and written extracts from blasphemous tomes or diaries are not included for the simple fact that they do not actually prove anything; any rational person will easily debunk them as either forgeries, modern art, the ravings of madmen, or similar. Offering the bodies (or tattoos) of deceased or arrested Bloated Woman acolytes has not been included either because membership in strange secret societies or running around trying to kill people is a police matter, and rather pro-forma in Shanghai. Further, Ho Fong has had years of experience in keeping the Order out of the newspapers and probably has yet more tricks up his voluminous sleeves to keep it that way...

Jack Brady

More than any sane man alive, Jack Brady knows something approaching the truth of the danger facing humanity. As an eye-witness to the machinations of Nyarlathotep's cults he is second to none, but his low sanity and history of violence and criminality will limit his usefulness. Unless corroborating evidence is presented alongside his testimony, Brady might well be held (or even charged) over the Carlyle Expedition's disappearance or the crimes he has committed since then.

Sir Aubrey Penhew

Proving that Sir Aubrey Penhew and Sir Alfred Penhurst are one and the same will lend great credence to the investigator's case. Providing this evidence should not be too hard – any investigator comparing Penhurst to Penhew's photograph should be able to note the resemblance, and checking up in *Debrett*'s or *Burke*'s catalogue of peerages (any British library will definitely have a copy) will provide quick proof of the existence – or not – of 'Lord Penhurst'. Convincing the authorities to undertake an assault on a remote island based solely on this fact is unlikely, but it might do much to prove that the official reports describing the fate of the Carlyle Expedition are wrong. (Unfortunately this truth may be particularly embarrassing to British authorities and may inspire a further cover-up…)

Credit Rating

Naturally a higher *Credit Rating* is going to get investigators further into the good graces of Shanghai's governments than a low one, but this does not necessarily indicate a willingness to take what they are saying at face value.

Nationality

Isoge's help is likely to be more forthcoming for a Japanese investigator than an American, while a Briton will gain more assistance from the Royal Navy than an Italian national. Consider the table of the cooperativeness between navies on page 396 as a guideline.

Government Background

A solid military or diplomatic background (or some other connection to officialdom) will lend far greater credence to any warnings given about the Order of the Bloated Woman. Certainly such a background will guarantee a more respectful reception than would be granted to some dilettante who walks in off the street, babbling about dark Egyptian prophecies and unholy sacrificial rites.

Scientific Wonders

Technological wonders decades (or more) in advance of the science of the time appear throughout the campaign, and if the investigators can present evidence of such wonders when putting forth their case, their claims of despicable doings on Gray Dragon Island (or elsewhere) might prove to be highly persuasive. In fact, presenting evidence of any one of these devices will probably be the best means of getting help that the investigators can find.

Foremost amongst the many and varied items of advanced technology are components of Penhew's rocket. Rocketry is a rarefied scientific field in the 1920s – Robert Goddard will not make his first launch until March of 1926 – but evidence of "secret weapons" will at least be accepted as a plausible, if unlikely, threat. If the *Dark Mistress*, with its supernatural drive system intact, were somehow to be turned over to a governmental agency, the agency and its master would almost certainly take a great interest. Likewise, the curious items of electrical equipment, the vacuum tubes, pieces of alien metal, and other devices not obviously intended for the rocket, but of custom build and advanced (at a minimum) design might generate similar interest if presented in significant quantity. The weird technology of the Yithians might serve the same purpose, though its thoroughly alien nature may make it work against the investigators, as any piece of Yithian equipment is likely to be so far beyond human understanding as to provoke disbelief. Worse, the device or rods and wheels might also accidentally be activated, possibly putting a very unhappy Yithian on the trail of the person unlucky enough to have activated it.

Of course, even with physical evidence of some sort, the investigators should not just assume that they will be given a flotilla of destroyers and a by-your-leave; nor should they presume that these technological wonders will ever be returned to them. Just ask poor Dr. Jones…

Piracy & Slavery

Piracy and the slave trade are both big business in the Far East, and are particularly frowned upon by the Dutch and the British. Both of these nations actively conduct campaigns against criminal activity on the high seas (the Royal Navy carried out a number of very public raids, both on land and at sea, between 1924 and 1928). Talk of villainous pirates, threats to free-market economies, or the ubiquitous "White Slave Trade," is sure to pique some interest.

Occult Demonstration

If serious proof of the Mythos could be verified (without anybody going indefinitely or temporarily insane) there might be a case for military involvement. Unfortunately, any attempt to present demonstrable proof of the Mythos is likely to end with the investigators or their contact in a padded cell. The Keeper should very carefully gauge how such a demonstration will be regarded by witnesses – if the investigators' report is dismissed as

insanity, it would likely do no good. Similarly, if in proving one alien horror is afoot the investigators unleash another (say, summoning Cthugha in central Tokyo), they will face far greater dangers than just the cultists against them now.

Guarantors

If the investigators lack credentials or credit rating, they might be able to find a guarantor. Isoge Taro is the obvious candidate, though others (Detective Barrington's superiors, Nigel Wassif's intelligence communiqués, or Erica Carlyle's formidable *Credit Rating* and social connections) might lend their support, depending on the circumstances of the campaign.

The Silent Services of Shanghai

Most of the fourteen "favored nations" maintain a naval presence in Shanghai's port; the Americans, the British, and the Japanese in particular run numerous patrols along the Yangtze River to both protect their vested interests and to provide a show of force. During the "State of Emergency" and the curfews that run between May and November 1925, there were some twenty-two international military ships sitting on the Whangpoo River, and newspapers reported ceaselessly (and threateningly) of the exact locations of dozens more, alongside special units sent from as far afield as India and Hawaii to keep the peace. Assuming that the investigators can get assistance from any one nation's maritime forces, for the sake of simplicity the types of vessel available have divided into two categories, "heavy" and "reconnaissance." This is not an exact science; a complete listing of every ship in China in 1925 and 1926 would be at least a book in length, but an attempt has been made to name the major (known) vessels showing the flag during this period. The Keeper should feel free to make up his own Imperial Japanese cruiser or Royal Navy ships as necessary. Where possible, historical figures have been presented as potential intelligence liaisons from whom the investigators can hope to gain assistance; where this has not been possible, fictional NPCs have been provided.

At a pinch, a "heavy" ship can reach Gray Dragon Island in approximately 3 days (including minimal preparation time) and carries between 300 and 2000 crew. Any vessel marked with an asterisk (*) is capable of bombarding the volcano as described in the Shanghai chapter. "Reconnaissance" vessels are smaller, in the range of 650 tons, with a crew of about 50 – all of whom can be expected to fight if boarded or when landing on hostile shores. A "Reconnaissance" vessel can travel to Gray Dragon Island and return in 3 days, but its crew will only have time to make the most cursory examination once there, roughly about an hour of poking around the village or talking with the natives. The Japanese Navy can also launch ships from Formosa, which cuts a ship's travel time by half.

Only ships that could make it to Gray Dragon Island by their own power have been included in the following list:

Great Britain

Thousands of members of Britain's military arms rub shoulders in the Paris of the East. Members of the army and navy are commonly seen on the streets of Shanghai, but while the RAF stations its aircraft elsewhere, it can rapidly move to the city to bolster the British garrison. Of course, with its famed nightlife, Shanghai is a popular posting for all members of the British military. After 1927 – and perhaps earlier – the combined forces stationed in Shanghai are known as *SHAFORCE*, and includes small detachments of MI5 and SIS agents who keep tabs on the subversives and communists that might threaten the greater extent of the King's empire. The Shanghai Municipal Police's Intelligence Office (later renamed Special Branch), is primarily used as a political tool to spy upon and sniff out enemies of the state, both foreign and domestic.

Investigators hoping to gain the assistance of His Majesty's Royal Navy will probably work through the **Naval Intelligence Division (NID)** serving under China Station's commanding

officer, Admiral-Superintendent Sir Edwin Sinclair Alexander-Sinclair, a stern-faced and taciturn Scot of particular aptitude, but less than spectacular social skills. Alexander-Sinclair's flagship is HMS *Hawkins*; it can be found in waters anywhere between Hong Kong and Weihaiwei (also known as Port Edward). Technically NID is the highest and lowest of the intelligence services; understaffed and underfunded, it is grossly overworked; yet no Royal Navy action can be taken without its say-so.

Also operating in Shanghai are agents of the **Government Code & Cypher School (GC&CS)**, which works with both the navy and the army to crack foreign military messages. Before July 1925 there is no dedicated cryptographic intercept of Japanese messages, but from July 1925 until the following year, two of the empire's best Japanese linguists are put on the task.

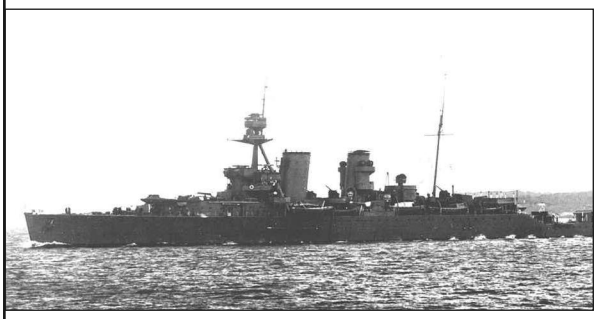
After June 1925, any investigator who has connections with, or who brings evidence of clothing, and known across the entirety of the Orient as Britain's "man in China" – a fact he never denied.

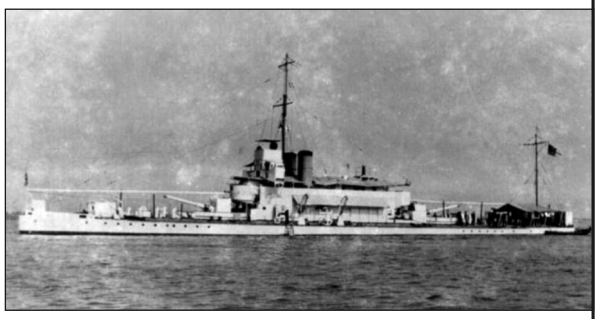
Heavy Ships: HMS *Hawkins* (Crew: 700)*
HMS *Cairo* (Crew: 350)
HMS *Concord* (Crew: 380)

Reconnaissance Ships: (crew: 50, with light arms and mounted cannon): *Aphis*, *Bee*, *Cicala*, *Cockchafer*, *Cricket*, *Gnat*, *Ladybird*, *Mantis*, *Moth*, *Scarab*, *Tarantula*

Aircraft: While the RAF (and its ship-borne Fleet Air Arm) has some aircraft stationed in South and South-East Asia (primarily in Singapore and Hong Kong) this is unlikely to be much help when it comes to fighting Nyarlathotep's cults. Only in the 'pulpiest' of games should the RAF be able to bring planes into the fray via the Admiralty's aircraft carriers, HMS *Hermes* and HMS *Eagle*, (both launching Fairey Flycatcher and Blackburn Dart torpedo bombers).

Left: HMS *Hawkins*
Right: HMS *Aphis*

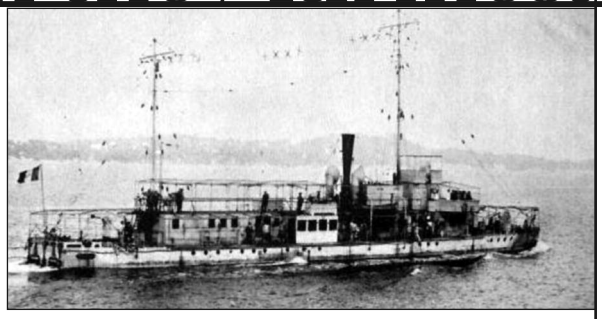




interest to the attention of either the Admiralty or the Settlement's British paymasters, will probably be invited to meet (the factual) **Lieutenant Eric Nave**, a 26 year old Australian and the smarter half of the British Empire's Japanese interception unit in Shanghai. Nave himself is a mostly self-taught but nevertheless fluent Japanese linguist with experience of cryptography. One of his duties is to send any intercepted transmissions back to London via a diplomatic pouch. This is necessary once every few days. He is likely to be aware of Isoge Taro, if not his actual mission in Shanghai. The head of the British Secret Intelligence Service in Shanghai is **Harry Steptoe**, a colourful figure (considered a "mental case" by many of his co-workers) always dressed in the most foppish

France

With the French running their Concession in Shanghai as an extension of their colonies in Indochina, their military (particularly colonial troops) can be found in all parts of the Foreign Quarter. Annamese and African soldiers are used as shock-troops and riot-police, patrolling the maze of seedy streets that wind behind the main quay; white troops are more likely to be held back as a last line of defence. Much like the British, the French pay careful attention to the Yangtze River, and regularly run small gunboats deep inland; unlike those of the Royal Navy, French gunboats are rarely capable of travel on open seas or far from a coastline. Few French



Left: French cruiser *Victor Hugo*
Right: *Vigilante*

warships will be able to conduct reconnaissance mission to Gray Dragon Island.

As a rule, the French intelligence services are more interested in counter-espionage than specifically targeting foreign powers. The Second Bureau – *Deuxième Bureau* – as it is commonly known is really made up of a series of interconnected agencies that serve to protect the French Third Republic. Until the 1930s, it is far more interested in keeping tabs on nationalist elements than the actions of its own citizens, though it does sometimes dabble in particularly malicious slander campaigns.

Chubby, but well-groomed and charming, **Jean-Frederic Dubois** of "Section de Renseignements" – *Intelligence Section*, SR – is the liaison between the *Gendarmerie* and the political intelligence department in the French Consulate. His rakish and sensually languid persona belies a servile personality, kowtowing to the whims of his superiors. Oddly, this deference might play to an investigator's favour, for the French Consular government often submits to the whims of the Green Gang, which has no love for the Order of the Bloated Woman. If the Green Gang's triad bosses believe that attacking Gray Dragon Island will relieve them of the burden the Order imposed on them, they would quite definitely urge military assistance.

Heavy Ships: Naval forces in French-Indochina feature half-a-dozen super-destroyers (nimble light cruiser sized ships with fewer, but more powerful, arms than those of their foes). To simplify the rules somewhat, all French "heavy" ships have the ability to bombard Gray Dragon Island with ease.

Reconnaissance Ships: *Vigilante* (The French navy does not use ship prefixes)

Italy

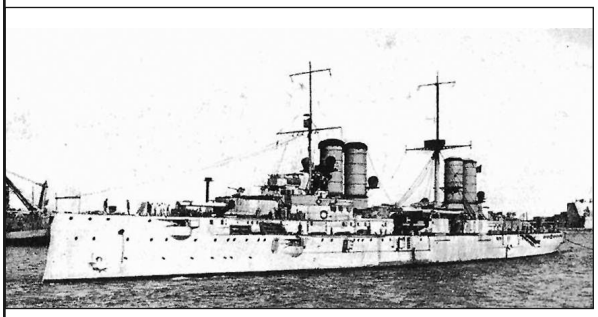
Of the nations benefiting from the "Open-Door Policy" in China, Fascist Italy has the smallest of stakes, but one of the largest of military presences. The Royal Italian Navy and Italian army have the third largest permanent presence in Shanghai, behind the British and the Americans. In March 1925, the frigates RN *San Georgia* and RN *Ermanno Carlotto* arrived with a three hundred man contingent of the elite *Battaglione Italiano in Cina*. Italian ships and troops are scattered around China, with a major presence in the international city of Tsientsin; all can be recalled to Shanghai in short order.

The Italian intelligence agency at the beginning of 1925 is the *Servizio I dello Stato Maggiore Generale* – SIDSMG or Service of the General Staff. However in October, it is replaced by the *Servizio Informazioni Militare* – SIM or Military Information Service, which answers directly to the highest echelons of Italian government (and Mussolini) rather than to the General Staff. Neither agency can be considered world-class even by the low standards of the 1920s, but the Italian intelligence services have been known to score a few coups back in the motherland, particularly black-bag jobs that involve telephone wiretaps or breaking into people's safes while the owners are asleep.

A sophisticated gentleman, the **Marquis Gillo Frizzini** of the *Servizio I dello Stato Maggiore Generale* barely manages to hide his greying hair and rapidly fraying sense of calm. As a staunch Royalist the changeover to the *SIM* in early 1926 will see him replaced by one of Mussolini's fascist lackeys and a painful relocation from beautiful Shanghai to the Italian Somaliland; he rightly views his future with dread. His lame-duck status has left him weary of sticking his neck out too far. Unless the

investigators can guarantee that, in rendering them the services of the Italian military, he will not only keep his job but also be worthy of a promotion, Frizzini will regretfully explain that the Royal Italian Navy is unable to help them in this matter.

Italian Navy: Frigate RN *San Georgio*
Capital ship RN *Ermanno Carlotto**
(as a rule, Italian ships were light, but speedy; unfortunately the fastest are held back in the Mediterranean.)



Right: Frigate RN *San Georgio*

Japan

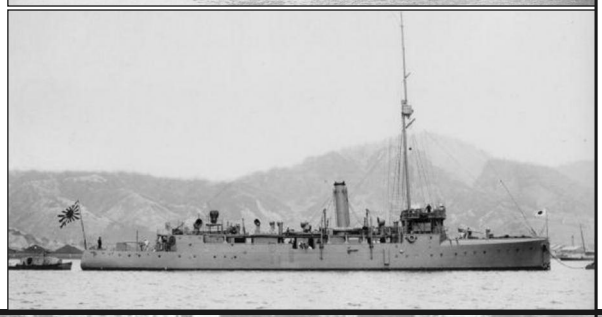
The Japanese were one of the latest entrants into the Fourteen Favored Nations, having won their place after the war against China in 1895. Their appearance in Shanghai is an unwelcome one; since 1900 much of the area around north-east Hongkew and around North Sichuan Road is practically a 'Little Japan', replete with stores, tea-houses, schools, geisha-houses, and markets that cater almost solely to Japanese tastes. A fair percentage of the printing and paper works and factories along both banks of the river are owned and run by Japanese companies.

The Imperial Japanese Navy is possibly the most oft seen navy on the Whangpoo, using its proximity to Formosa and Port Arthur to "show the flag." Unlike most European or American nations, however, Japan rarely uses Shanghai as much more than a refuelling stop. Nevertheless, ships come and go with an astonishing regularity; dropping and weighing anchor in a matter of days with most such stops occurring in the docks in Hangkew or along the northernmost parts of the Settlement. The Japanese Army, with whom the navy shares a rivalry, rarely lands troops in Shanghai as this does little more than inflame the tempers of local populace.

The Japanese Empire's intelligence services include separate Army and Naval Intelligence groups, with the IJN's closest intelligence headquarters being located in Taihoku on the island of Formosa (now Taipei and Taiwan respectively). **Haraguchi Sanada** of Naval Intelligence is Isoge Taro's direct superior. A distinguished officer, he has spent so many years in the West that he practically breathes European manners; he even sports a well-earned Oxford University tie. Unlike Isoge, Haraguchi views the various secret societies that pervade Japanese politics as blight upon democracy, but is loathe to admit this to anyone.

Heavy Ships: Practically any ship from the Combined Fleet or stationed in Formosa or Port Arthur would be available. An entire listing would be impossible, but any pre-1926 ship could logically be involved in a military operation against the island if ordered by the Japanese high command.

Reconnaissance Ships: HIJMS *Uji*
HIJMS *Ataka*
and any number of ships stationed in Formosa



Far Right Top: HIJMS *Hiei*
FarRight Bottom: HIJMS *Uji*

Aircraft: Mitsubishi 2MR (sometimes known as CM1); 2 crew/0 passengers, 3½ hour endurance, 127mph speed, armed with 2 MGs and 3 30kg bombs. They served onboard Japan's four serving aircraft carriers. Sopwith Camels and other foreign-designed aircraft made on license could be launched from Formosa. See the section "Aerial Reconnaissance" on page 398 for more information on an aerial assault.

United States

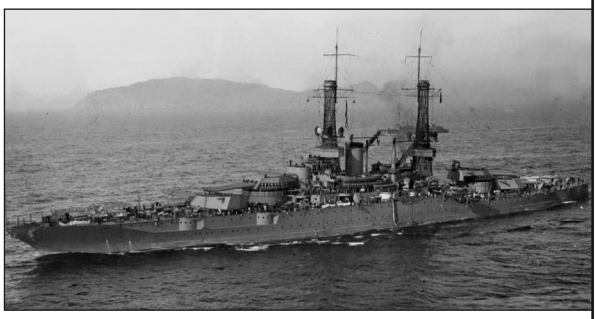
With most of the European nations having carved the south and east of China into spheres of influence, the United States places a greater emphasis on the inland areas than anyone else. For the most part it ignores Shanghai, leaving it the British to administer the city. Instead the US treats Shanghai as the gate through which its citizens must pass to reach the jewels of Nanking, Peking, and Tientsin.

US ground troops are limited by a number of treaties that are adhered to as necessary; their numbers fluctuate wildly during the period. The greatest increases will not be seen until marines from the 4th Marine Regiment – known as the China Marines – are sent to Shanghai in 1927 as a response to the Kuomintang's aggressive northward advances. Instead, in 1925-1926, the largest concentrations of Americans can be found around Peking in support of the Beiyang government, as the US places a great emphasis on both monitoring and protecting China's "national" government. The reasons behind these efforts are complex, but boil down to a general distrust of the Soviet-supported KMT and the various regional warlords that threaten US investments in the region.

Having managed to nip most of Europe's expansionist naval policies in the bud with the Washington Naval Treaty of 1921, the US has entered a period of increasing and debilitating isolationism. In line with this policy, the US Navy has little interest in demonstrating its nautical might as often as the Japanese or Italians; small American gunboats of similar styles to those used by the French patrol the inland tributaries of the Yangtze River, while larger ships dock in Shanghai regularly, but less commonly than everyone else. The USS *Stewart*, a Clemson-class destroyer, can be found regularly docked at Shanghai between 1924 and 1928, bringing marines to Shanghai in January, 1925 in response to anti-foreign disturbances. Unfortunately for the investigators, the US's isolationist stance means that only the most pressing or exacting reasons for action will be listened to. Even then, aid is rather unlikely without the approval of some higher authority.

Young Delawarean **Marcus Bexter** (Office of Naval Intelligence) is a recent and somewhat naïve inductee into the ONI having joined as part of the Naval Intelligence Volunteer Service. Though fluent in Mandarin Chinese, Bexter feels unpleasantly out of his depth among the spies and squalor of Shanghai, and has taken to kicking even the most asinine request or query up to his superiors rather than seize the initiative. This has led to increasingly long waits for replies, a clear sign of annoyance on the part of his superiors that he has so far failed to recognize. In his heart, he knows being removed from the post is more or less what he is hoping for, and whether this desire to do so makes him more disposed to listen to (and pass on) the player characters' wilder theories is left open for the Keeper to decide. The recent and mysterious death of ONI agent Major Earl Ellis in the Japanese-Mandated Islands (as well as the curious nervous breakdown of the officer sent to recover his remains) lingers in Bexter's mind, and in the minds of his superiors, and as such neither are particularly inclined or willing to assist in any joint venture with the Japanese.

Heavy Ships: USS *New Mexico**
USS *Stewart*
USS *Paul Jones*

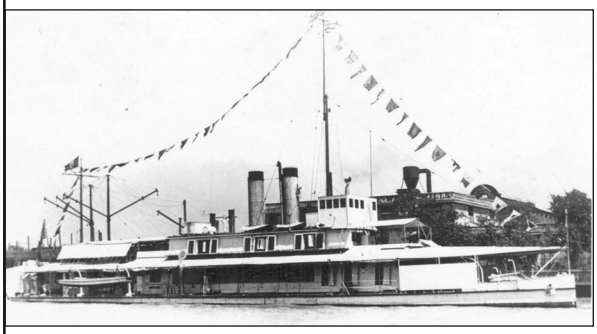


Left: USS New Mexico

Reconnaissance Ships: USS *Monocacy*

USS *Palos*
USS *Oahu*
USS *Panay*

Right: USS Monocacy



The following table attempts to rationalize which of the five main nations in Shanghai agree with one another or would agree with each other as part of a joint operation to stop Penhew and his allies in the Order. Only those countries with navies able to reach Gray Dragon Island have been included while the Dutch, Portuguese and similar smaller nations have also been omitted on the grounds that they are relatively incapable of engaging the cult. Nor have the Chinese governments been included, and the investigators will have to enlist the help of either the New China Faction or some other group, none of whom will be readily accepted by the "legitimate" nations of the International Settlement…

	JAPANESE	BRITISH	ITALY/ FRANCE	AMERICAN
JAPANESE	-	☺	😐	☹
BRITISH	☺	-	😐	☺
ITALY/ FRANCE	😐	😐	-	😐
AMERICAN	☹	☺	😐	-

☺ = POSSIBLE AGREEMENT/ALLIANCE

😐 = UNLIKELY TO AGREE

☹ = REFUSES ENTIRELY

Launching an Assault

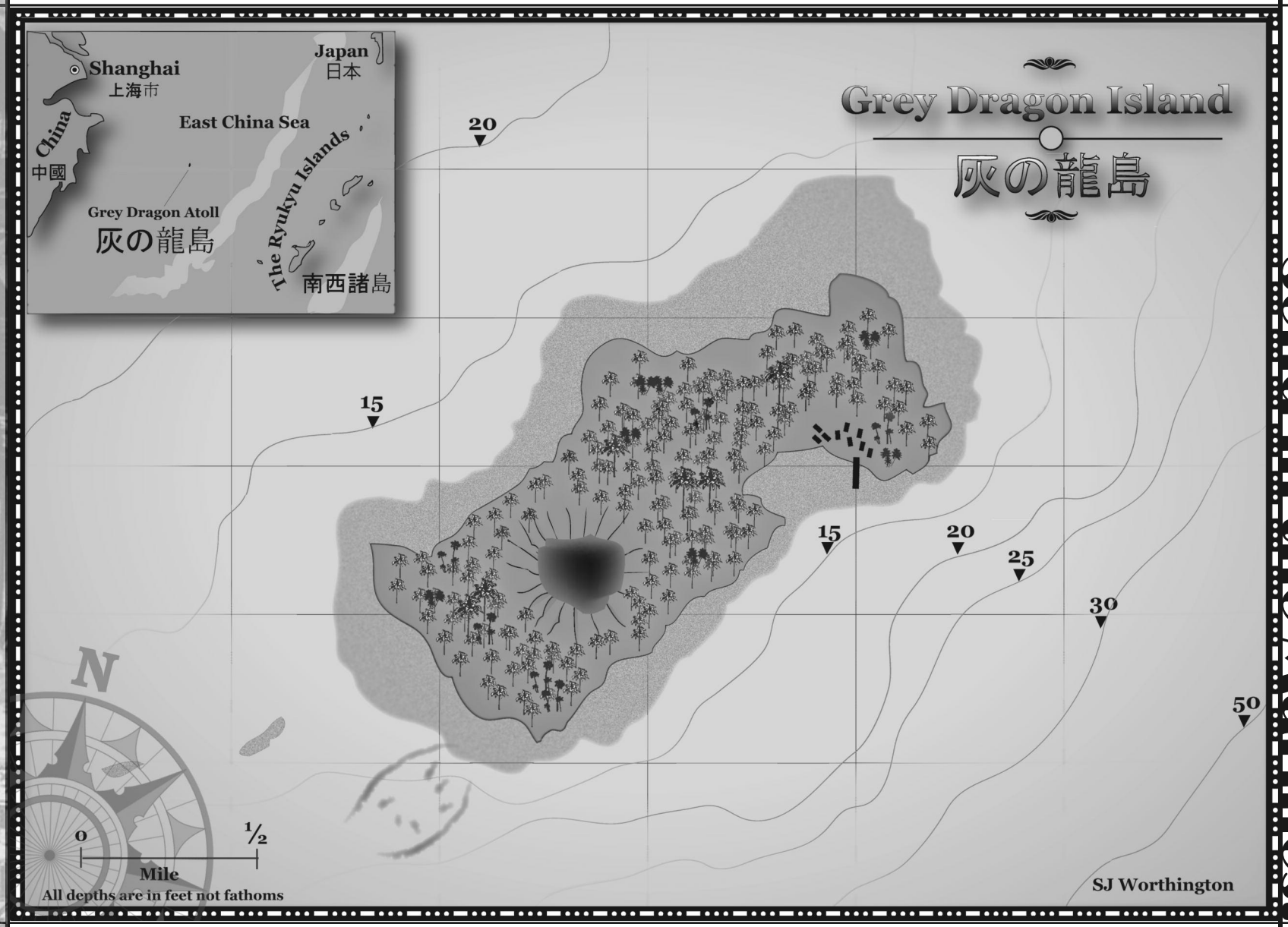
Even if the investigators can get a navy to assist them it does not mean that they will be invited aboard a frigate, weigh anchor, and be off wrestling in Penhew's *James Bond*-esque villain's lair within a few hours. It takes time, effort, preparation, and planning to even begin to think about launching a military operation, particularly one as clandestine or as costly as that offered in the Gray Dragon Island battle. In the end the investigators might find the event more trouble than it is worth!

Preparation

There is almost no chance that an attack on Gray Dragon Island can be arranged and carried out in the space of a day or two. Even with the most pressing information (and this would be hard to provide unless something exceptionally convincing can be shown to the assembled naval staff) it would take at least a few hours to fill in the forms and paperwork. Further, sailors on shore leave need to be recalled back to their ship, making it rare for a ship to leave port at night, because, after all, it will be a hassle to get all of those drunken sailors out of the city's innumerable bars or brothels. The likelihood is that it will take a week's wait before any serious operation can be mounted, unless it is VITALLY important or a rescue is in order, perhaps following the mysterious loss of a reconnaissance ship off a little known island...

Reconnaissance

Before any operation is carried out, the military will want to find out as much as it can about the goings-on at Gray Dragon Island – particularly if said military is still unsure of the veracity of the investigators' story. The military's most likely course of action at this point will be to either ask a civilian ship travelling nearby to make a short pass and report back, or to send a small seaworthy gunboat to investigate.


Shanghai
上海市
Japan
日本
China
中國
East China Sea
Grey Dragon Atoll
灰の龍島
The Ryukyu Islands
南西諸島
Grey Dragon Island
灰の龍島
20
15
15
20
25
30
50
N
0
½
Mile
All depths are in feet not fathoms
SJ Worthington

Civilian Pass

The Japanese and US Navy will be more inclined to ask a civilian ship to make a cursory examination than waste time sending out a warship. The Order is probably more likely to sink or capture a civilian craft than a military ship, which may demonstrate to the government back in Shanghai that something is amiss. Of course, if the Order and their allies take the crew of the ship prisoner, it will quickly learn why the ship was instructed to approach the island. With the knowledge that it is now under some form of investigation, the Order will quickly prepare a response should anyone else come calling, either laying some form of trap or concealing its actions.

Military Pass

If a military vessel approaches Gray Dragon Island, the Order is less likely to attack the ship and dispose of its crew, unless the countdown to the rocket launch is drawing near. There is no reason for a military ship to send a landing party ashore and poke around the island. If a landing party does come ashore, Sir Aubrey could masquerade as the owner of the island (somewhat unlikely), as an anthropologist, or missionary living among the natives. Of course, if someone notices that he is actually that famed missing British Egyptologist it may force the Order to carry out drastic – and violent – measures. If the investigators have accompanied the military of their choice and gone ashore, their presence is more likely to tip Penhew's hand. A landing party will usually be comprised of a dozen or so men under the command of the first-mate, going ashore in a long boat, although some navies will send one of the recently introduced motorboats instead. Depending on how the campaign's style of play, the Hybrids and Order members might be evidently weird and "cultish" or seem almost normal, hiding their cult daggers and clothing, and putting on a hearty welcome for their guests. They will surely not, however, allow anyone to go near the volcano and its damning secrets...

Aerial Reconnaissance

The delicacy of aerial reconnaissance during the 1920s had much to do with the lack of technical quality. The Japanese, British, French, and Americans can all launch reconnaissance flights from airbases in nearby colonies – but this will only leave any such aircraft with just enough fuel time to overfly the site for five minutes or so, and any photographs will be taken by the co-pilot using a hand-camera. Whether anything of interest will be noted is debatable anyway. (Those familiar with *Walker in the Wastes* may consider including Kenji Takahashi as an NPC

US marines land from 'Beetle'-style lighters during exercises in 1924.

The lighters were inspired by British examples used at Gallipoli in 1915.

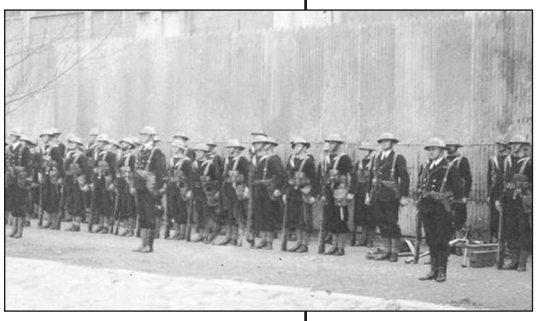
Japanese Naval pilot). Remember also that combat parachuting will not be feasible for at least another decade and Gray Dragon Island is a poor target for any number of reasons.

Landing

In a serious game there is no guarantee that the investigators will be allowed to join an attempted landing/invasion of Gray Dragon Island. Although the players might find this disappointing, it might serve to extend the campaign if the assault occurs earlier than expected, giving time for the Keeper to set up another 'grande finale'. If the investigators are left kicking their heels in Shanghai while the military makes its assault, they should either hear of it having been carried out, or simply be thanked for their assistance in the matter. Of course, rumors or the sight of all those wounded and shell-shock cases being shipped back to Hong Kong/Manila/Saigon, etc. babbling about tentacles and fish-men should give pause them for thought – (if not some form of *Sanity* loss-1/1d2 at a minimum, higher for similar nationals or veterans). In such a case, the rocket might be taken apart and shipped elsewhere – perhaps the parts are recovered months or years later by a new group of cultists bent on completing what Penhew *et al* failed to do… Art Deco rockets are always fun, no matter what the era.

Britain

The Royal Marines had developed the basic principles of the amphibious landing in 1923, but were under the impression that it could NEVER be done against an enemy-held location. These trained landing units were attached to particular ships – as all Royal Navy warships carried a contingent of Royal Marines for defence and against mutiny – and were called "X-Units." Flat-bottomed landing craft with bow-ramps that can be easily raised and lowered were available from 1920, and are not only used in regular annual exercises, but are also capable carrying and deploying medium sized tanks. Two of these craft were stationed in Hong Kong during 1925 and could, possibly, be transferred to Shanghai if necessary – though this is highly unlikely. Landing against a prepared enemy position was considered highly unorthodox, and the Royal Marines were pretty poorly trained when it came to land-based combat (though in a surgical strike against 'pirates' they might fare better). Royal Marines were also still armed with sabres, which suited the close quarters of shipboard combat, their last use in anger will be during the Second World War. The Royal Marines were tenacious, aggressive fighters with small arms and some light artillery, but were ill-trained and unprepared for a rapid deployment by light craft.



British sailors forming a Royal Navy landing party

United States

The US Marine Corps Expeditionary Force had been conducting joint operations with the US Navy for several years before 1925, and were considered better prepared in theory than the British and perhaps better experienced. The USMC had troops in both China and the Philippines, though the ability for them to launch an actual landing operation is perhaps a little overambitious; particularly so close to both Chinese and Japanese waters (and without maps). Even though Jack Brady is a former Marine and might be able to get some assistance from an old service buddy, even the friendliest of quartermasters is unlikely to let him take a few landing craft out for a spin.

Japan

During the 1920s the Japanese did not have a true "marine" force, or a specifically-trained landing unit. Instead, all sailors aboard Japanese ships were given basic combat training and armed with an assortment of weaponry, ranging from swords to clubs to pistols to rifles. These temporary Naval Landing Forces – *Kaigun Rikusentai* – were not necessarily expendable, but were used to bolster land-forces in the area. In the event that the Japanese know they need to land an actual invasion force on Gray Dragon

Island, most of the troops will be made up of Japanese soldiers mixed with these temporary naval units.

Flat-Bottomed Landing Craft

The three countries listed above all had LCs or landing craft of some form or another, though of varying quality and in differing numbers. British and American designs were of metal construction, while the Japanese were of wood with armor plate. Considering the short notice of a week or so, the Japanese could probably get any number of landing craft to launch an attack, if they so wanted; the British just two; and the Americans maybe half a dozen. British and American LCs are capable of carrying fifteen or so fully equipped men, while the Japanese design can only carry ten. If the number of troops carried is dropped to just five, the British version is also capable of carrying an armored car or a medium sized tank if no troops are carried. How useful an armored-car or a tank would prove on Gray Dragon Island is highly debatable, but for the Keeper running a Pulp style game, statistics for the Armored Car, Rolls-Royce Type A can be found in the Keeper's Notes of the London chapter.

France

Although France has some landing craft in the region, it is likely that they will need to be brought to Shanghai from Indochina, causing significant delays. While some French troops have been trained to conduct amphibious attacks, most of them will be still be engaged in the Rif War in Morocco and unavailable to attack Gray Dragon Island.

Others

Every other country with a presence in Shanghai has some naval or land-based troops at its disposal, but they make do with soldiers packed into longboats or life rafts: an unhealthy combination, especially with Deep Ones lurking about. British and Dominion veterans, especially those who were at Gallipoli, will no doubt argue against such an attack.

New China Faction

The resources and plans of this militant group are discussed more fully on page 323.

The Opposition

The level of resistance and the effectiveness of Gray Dragon Island's defenders depend primarily on two factors. First, how advanced are the preparations for the launch of the rocket and second, to what degree does the Order anticipate trouble.

A good rule of thumb is that the closer the date is to the rocket's launch, the greater the number of cultists and their allies on the island. While these numbers will ebb and flow depending on the various rituals being conducted on the island – as well as the comings and goings of the *Dark Mistress*, the *Ivory Wind*, and the *Luxuriant Goddess* – the need for additional help will greatly increase in the weeks and months running up to the gate opening ceremony. Beyond simple security concerns, presumably the Order's need for new sacrifices will guarantee that more of its thugs will be in and around Gray Dragon Island at that time. Most of these reinforcements will come in the form of Order of the Bloated Woman thugs and pirates, though it is possible more Deep One hybrids (or even another shoggoth) may arrive in the days immediately preceding the launch.

Depending on the actions of the investigators and their allies, the precautions and actions taken by the cultists on Gray Dragon Island will vary significantly. The degree to which they anticipate interlopers or an attack of some kind can be roughly broken into three different states: Surprised, Wary, and Alert.

Surprised

Very cautious investigators might reach the island without alerting the Order, presumably either by making use of one of the ships that usually call there (either by stowing away or after seizing them) or by approaching surreptitiously (probably at night or in poor weather). The lookouts in the watchtower will

spot most ships several miles out to sea (a *Spot Hidden* roll for each guard perhaps, halved or worse in bad weather) unless these precautions are taken. Remember that most vessels of the era produce distinctive smoke plumes and a flotilla of Japanese ships looks rather different than a lone tramp freighter. Alternately, if a larger vessel stops while still far out to sea and lowers one or more small boats, these can be used to reach the island with little chance of being spotted. So long as the investigators are careful when making their final approach – only an impaled *Spot Hidden* roll will notice it – they will probably reach the shore without being detected.

If the investigators make it ashore with the Order and their allies unaware of their presence, then no preparation will have been made for a battle. There will be no patrols, weapons will not have been distributed effectively, and the guards in the watchtower will be inattentive. Until an alert of some sort is sounded, hybrids and cultists may be encountered about the island, all in small groups with few of them armed. Any hybrid capable of casting *Summon Deep One* will not have its tablet at the ready, nor will anyone have organised any groups to facilitate the casting of *Wave of Oblivion*. Any ship docked in the harbor (or in the bay, if more than one is nearby) will post a cursory watch at best – only sailors aboard the *Luxuriant Goddess* can be considered as anything approaching professional competence, while Torvald and Savoyard and their crews are barely fit to man a vessel. Similarly, no ships docked at or anchored off Gray Dragon Island will have her boiler up to steam, that is, the ships are not going anywhere for at least an hour. The exception is the *Dark Mistress*, which with her supernatural engine only needs five or so minutes to weigh anchor and get under way.

Within the volcano, Penhew and his allies will be hard at work, spending nearly all hours of the day assembling, modifying, and adjusting the rocket. When not at work Penhew will be found resting in his sarcophagus, leading a ceremony, jotting *bon mot* into his journal, or torturing prisoners. Both Penhew and his allies will remain completely unaware of any problems unless alerted to them by their compatriots outside (or alternately by a helpful Deep One, cf.). No one will have any weapons to hand, unless you count the *mapulo*…

Wary

This is the most likely condition that the cultists and their allies will be encountered in. In most cases the alert will come from the guards in the watchtower after spotting a ship, or its smoke plume, on the horizon. It is even more likely that something like a short reconnaissance mission conducted by one of the Settlement Powers will be enough to put the cultists on edge. A successful party *Luck* roll will negate this if the passing ship attempted no landing, with a +25% bonus if the ship was not a military vessel. If an aeroplane passes over the island or a landing attempt has been made before, the cultists will remain wary at a bare minimum for several weeks to come.

What About the Deep Ones?

One significant and variable factor in the fight for Gray Dragon Island is the degree to which the Deep Ones are willing to assist Penhew and his Order of the Bloated Woman allies. This Companion works under the assumption that the various fragments of the Mythos have no natural inclination to ally with each other and that the aid of the Deep Ones has been purchased by Ho Fong in exchange for his immaculate version of the *R'lyeh Text Commentary*. The Deep One colony off-shore is but temporary and not a full city like Y'ha-nthlei or Ahu-Y'hloa. The number of Deep Ones at the Order's disposal is therefore limited. Depending upon the relationship between Penhew and his ichthyic allies, the Deep Ones and the hybrids may simply attempt to flee from an attack on the island, those that can take to the sea doing so. The Keeper desiring a bloody climax to the campaign may elect to have the Deep Ones fully committed to the goals of Nyarlathotep's cultists and have them directly attack the ships of any raiding party *en masse*, aided by a shoggoth or two, or perhaps a very large Deep One, perhaps half the size of Father Dagon or Mother Hydra – enough to capsize a launch, but not so large as to dwarf a ship. Most campaigns will probably fall somewhere in between, with only limited Deep One aid; this is not their fight after all…

If the inhabitants of Gray Dragon Island are at a wary state, they will post irregular patrols of cultists or hybrids that will look for signs of intruders. The number of guards on the watchtower will be increased and they will be on the look-out for any unexpected ships – even those merely passing nearby might be intercepted by a cult vessel if Penhew so orders it. Arms will be distributed to everyone on the island and general defensive orders will be given. Any ships in the harbor, while not at full steam, will be at least partially prepared to weigh anchor at a moment's notice – 15 minutes – save for the *Dark Mistress*. She of course, will be able to get under way immediately.

Sand Pebbles: US Navy landing party in summer dress

Runners at both the watchtower and in the village will be at the ready to notify Penhew of an attack. If time allows, the Deep One colony off shore will be alerted and additional aid requested.

In the event of a small landing, the islanders will have been instructed to feign innocence and claim to be a leper colony. If this is not enough to convince the interlopers to return to their boats, their instructions are to draw them into the trees where a mass ambush will have been prepared. A larger group will be met by almost immediate hostility, especially if it is seen to be armed.

A store of arms might be readied at the entrance to the volcano and several cultists will be specifically assigned to guard that point with their very lives. Anyone inside the volcano complex will have weapons to hand, while Penhew will react by securing the more valuable items in his workshop rather than leaving them lying about.

Alert

This status will be only reserved for circumstance where an attack is thought to be imminent – a mass of ships spotted on the horizon, for example – or in the hours immediately preceding the launch of the rocket. All cultists and hybrids will be armed and on watch, with specific groups assigned to particular tasks, such as attacking landing parties, summoning Deep Ones, or assisting in the casing of *Wave of Oblivion*. Caches of weaponry will be placed at various points on the island to be used as needed. A sniper – a Bloated Woman cultist with a rifle skill of 65% and Mauser Kar98b (Damage 2d6+4; RoF ½; Range 110' Malf. 99) – will be assigned to the watchtower to harass any landing party; fortunately most of his shots will still be at extreme range (1/4 skill). Any ship anchored off shore will be up to steam and will depart immediately unless there is some reason they cannot flee. If the situation looks desperate, one

An Example of an Attack

The investigators, backed by New China forces (traveling aboard the stolen *Ivory Wind*) and a small contingent of French ships, are dispatched to the island, the French navy concerned after the capture of a French-flagged freighter in the area several weeks before. Since it is several months until the rocket launch and only limited (and undetected) surveillance of the island was undertaken, the forces on the island are mostly unprepared. The party is divided between four groups – those on the *Ivory Wind*, those coming ashore with the New China troops (landing at the village), one player leading a small French raiding part ashore on the eastern tip of the island, and several players in a seaplane that plans to land at the village once it is secure.

Each group is comprised of one investigator and several NPCs that the other players can use to stay part of the action. The first group, the New China landing party, goes first. It lands without opposition and is greeted by the village headman, who tells them that a council awaits them just outside the village… Meanwhile, thanks to a lurking shoggoth, the French landing craft is suddenly flipped over several hundred yards off-shore. Several *Swim* rolls and a mass panic ensue. Back aboard the Ivory Wind, the crew is surprised and nearly overwhelmed by a Deep One boarding party. In the meantime, the seaplane successfully lands at the dock, only to find the New China troops frantically fighting sudden swarms of vengeful cultists and hybrids, leaving the French ships frantically trying to reach their capsized boat…

or more captains are under orders to ram any vessel conducting a shore bombardment of the island. It is more likely that a ship will be under orders to flee with important cult leaders and the critical elements of the rocket aboard – in the case of the *Dark Mistress*, or in the case of the *Ivory Wind*, to take station off the island where she can be used as a floating platform from which to cast *Wave of Oblivion*.

Cultists working within the volcano complex will probably aid Penhew in transporting sensitive gear and notes to the waiting *Dark Mistress* in preparation to rebuild the rocket elsewhere (especially early in the campaign). Otherwise they will join in the defence of the cavern. Do not forget the wicked effectiveness of their welding torches as short-range weapons. The Deep Ones (cf.) will either flee into the bubbling pool with their shoggoth in tow, or join in the defence as well. If a second shoggoth has been called forth it will probably be used to attack the landing craft or the ships attacking the island instead.

If the rocket launch in imminent, the cultists ashore will fight to the death in order to prevent the attackers from reaching the volcano – the cruel Keeper might have a raving cultist charge headlong into the invaders while carrying dynamite sticks in both hands – anything to guarantee the launch of the rocket. In a pinch the shoggoth could pull down the roof at the entrance of the cave and seal the chambers within indefinitely. The Keeper should always remember that until the cone of the volcano is blown off – either by the investigators or by the cultists – there is no way for the rocket to launch without striking the interior of the volcano, causing a massive explosion.

Tactics of the Cult

One advantage that any attackers will have over the cultists is in terms of long ranged weaponry. The defenders lack ranged weapons beyond scattered pistols and perhaps a rifle or two. The greatest danger to landing craft are lurking Deep Ones or a second shoggoth, while only the latter poses much of a threat to a fast-moving metal-hulled vessel. On the island the cultists will make use of cover as best they are able with small bands rushing out of huts or from behind trees to engage with the invaders at close range. Communication between the defenders is primitive but efficient – runners and signal drums, probably coordinated from the watchtower with regular updates to Penhew in the volcano. If they are fully committed to the defence of the island, sorties of Deep Ones can be sent to board larger vessels offshore, but they will be more effectively used against poorly guarded landing boats.

If outnumbered, the cultists will make use of hit and run tactics in an attempt to delay and disrupt their attackers. If they are forced to retreat into the volcano complex, the fleeing cultists' numbers will probably be augmented with Deep Ones coming from the bubbling pool, welding-torch wielding cultists, or even the shoggoth, if necessary.

Other Considerations

The final factor that the Keeper needs to consider is the needs of his campaign. If Shanghai is the first stop, by all means allow the dastardly Penhew to flee to some new base to plot the launch of his rocket – anywhere within a few thousand miles of the central Indian Ocean is acceptable. If this is the end-point of your campaign, pull out all the stops and have Penhew reinforced by not just Ho Fong, but whatever villains have survived up to this point, backed by waves of cultists and Deep Ones. Tailor the size and skill of the opposition to match player expectations – a couple of sickle wielding lunatics will be no match for a division of Royal Marines. Similarly, the Keeper's expectations should match those of the players – if a Keeper is hoping for a careful cat and mouse game ashore and down into the volcano while the players want to re-enact the end of *You Only Live Twice*, disappointment is likely.

Running the Attack

The attack on Gray Dragon Island can be as vast in scope as desired. Some Keepers may decide to present it purely in narrative terms, describing the actions of the attackers, the responsive of

Dropping the Bomb

It is possible that Penhew's radium bomb detonates while still inside the volcano. In the event that this comes to pass, the Keeper should refrain from simply saying, "A huge explosion destroys the island and everyone is dead." This moment should instead be made as memorable as possible – it is not every day that classic era *Call of Cthulhu* investigators get to see an atomic blast, after all. *Sanity* rolls are of course in order – 1d3/2d5 is reasonable for a blast of the size generated by Penhew's radium bomb.

First of all, the Keeper needs to determine how big a "boom" the device will create – the campaign simply says it will "[blow] up the island and [leave] the area radioactive until the 1970s." This allows a certain leeway with the magnitude of the weapon. At a minimum it should vaporize everything within the volcano and trigger a series of cataclysmic eruptions. Outside of the volcano a powerful jolt will be felt across the island, followed by a significant trembling of the earth as the volcano roars to life. Even after the detonation, investigators outside of the volcano complex might be able to escape from the island in time, provided that they have a fast enough transport – The *Dark Mistress* might do in a pinch, but an airplane of some kind would be preferable. As the volcano collapses, huge plumes of lava will rapidly engulf the island, destroying everything in their path. The cinematically inclined Keeper might have red-hot lava bombs landing periodically in the area around the island – obviously these should not land on the investigators! Otherwise, hot cinders will ignite the scrub jungle and the village, followed by any ships moored to the dock. Eventually great clouds of ash and waves of lava will cauterize the whole of the island, killing anyone foolish enough to remain.

If a larger explosion is desired, the bomb's detonation will immediately vaporize most of the volcano itself (again triggering an eruption). A *Luck* roll will ensure the investigator was not looking directly at the volcano when the bomb detonated and will only be blinded for a few rounds; otherwise, depending on his distance from the explosion, the investigator will be blinded indefinitely, possibly for life. Portions of the volcano itself will fragment and hurtle outwards as a terrifying mushroom cloud, crackling with green and purple tendrils of light, will roll skyward… Perhaps for a fleeting moment a weird rift in the very fabric of space – what is that lurking within? – can be seen before it is engulfed and vanishes. Anyone within a one-mile radius of the island is killed automatically, including most of the inhabitants of the Deep One colony. The explosion will also set off an tsunami which washes out from the island and towards the surrounding atoll, which serves to slightly dampen the effect of the wave. Any ship within the atoll will capsize unless the pilot impales his *Pilot: Boat* roll. Otherwise, anyone in a small boat will suffer 1d6 hit points of damage as he is thrown into the water (2d6 hit points of damage if the *Pilot: Boat* roll was failed). Anyone aboard larger vessels will take 1d3/1d6 as their ship is tossed by the mighty wave and will still need to abandon ship promptly. Aircraft in the same area can remain aloft with a successful *Pilot: Aircraft* roll, though passengers take 1d2 points of damage from buffeting. Failure indicates the plane has been forced down; another *Pilot: Aircraft* roll can allow for a controlled crash (2d6 points of damage), otherwise those onboard suffer 4d6 points of damage and are still at risk of drowning when the aircraft ditches in the sea.

Fortunately for the Settlement Powers, the nature of the atoll prevents vessels as large as capital ships from entering the lagoon itself (assume any ship capable of bombarding the volcano has too deep a draft to enter the lagoon, a smaller ship can approach closer if it moves cautiously). Even then they will be rocked by the explosion – those observing the bomb's detonation will be blinded 2d10 rounds – followed by significant waves that cause the vessel to list away from the point of detonation. Barring the total detonation of the island in a Krakatoa-style explosion, larger ships will sustain minimal damage, though crewmen may be in a panic from what they have just witnessed. Their respective captains will bring the ships around to move away from the island to what they judge to be a safe distance, especially if lava bombs are falling or the ash cloud produced causes a threat to navigation. Neither the ship's crew nor the marines aboard a ship will take any precautions against the radioactive fallout from the bomb's detonation unless the investigators suggest it; even then a *Persuade* roll will be needed to convince naval personnel that there is something potentially toxic in the air.

the defenders, and periodically seeking input from the players as to the actions of their players. Other Keepers may view it as a chance to live out their dreams of plotting out a WWII-style island assault (albeit an anachronistic one complete with fish-men and giant amoeba-things) and show the position of each landing boat or raider.

As ever, the Keeper needs to know what both he or she and their players want. Do they want to be a small cog in a giant battle, larger than life heroes in the thick of combat, or cunning academics winding their way into the volcano leaving their foes none the wiser? If the Keeper just wants to describe the course of events, or role-play out a limited raid consisting of the party and a few New China allies, the task is relatively simple. Determine what opposition the investigators might face and how they might face it, making allowances for bad luck on either side. Back-ups should be prepared for either side, enabling the Keeper to shape events in one direction or another.

The best model with which to compare this elaborate set-piece battle is the epic conclusion of *Escape from Innsmouth*. In that book, the players control not only their investigators as normal, but are also assigned the roles of numerous "red shirt" NPCs, freeing each players to play a part in the raid even if his aged professor has no idea how to hold a rifle, let alone fire one. To follow that model the Keeper should divide the assaulting forces into easily managed groups and assign the player characters to wherever they may best serve, even if it is back in Shanghai. Each group needs to be filled out with a variety of appropriate NPCs that can be used as proxies by the players. When running the assault the Keeper should alternate between these groups as is dramatically appropriate, making sure to give each group something to do to keep them in the thick of the action. Play out to the climax and ensure that it is a memorable event.

Aftermath

If the assault is successful and the island is secured, there is little doubt that the surviving officers of any Settlement Force will contact their superiors to inform them of the events that have transpired. The battle for Gray Dragon Island will have exceeded any reasonable expectation and if nothing else, the number of casualties needs to be reported. The likelihood is that the Settlement Force will be shouting for help between pitiful screams about monsters – aquatic and otherwise. If the rocket has been captured intact, any Settlement power will want to secure it while waiting for further instructions. Brady, assuming that he lives, will want to destroy it to prevent it from being used; this situation could prove to be very dangerous. He will also begin preparation for the casting of the *Eye of Light and Darkness* somewhere atop the volcanic cone, though finding an innocent in these circumstances might be difficult. Any surviving cultist will want to fight to the death, while any remaining Deep One or hybrid will attempt to flee in the face of the overwhelming assault force. Nevertheless, not every cultist will die and some will be captured, which some players (and even some officers in the assault force) might see as an opportunity to interrogate the enemy. Unless the cultist under interrogation is a leading figure in the cult, the questioning investigators or officers are unlikely to learn very much, and even then, it should be remembered that any answers forthcoming are the utterances of a mad man!

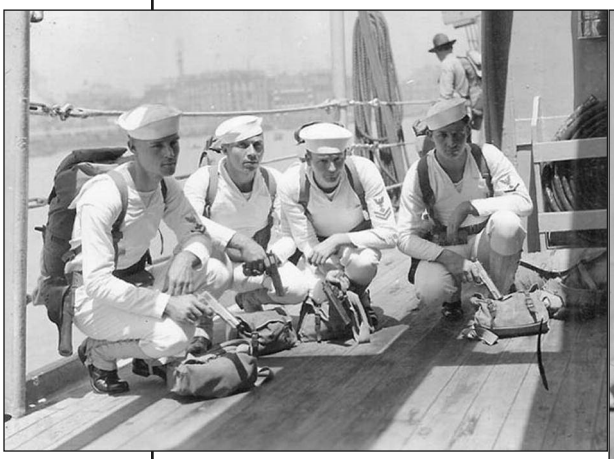
Japanese Kaigun Rikusentai, or Naval Landing Force

The investigators, especially if they have misled their allies, will still be in some danger. Their knowledge of the

things on the island will be considered of particular interest to their erstwhile allies, especially if some portion of the rocket is recovered or a supernatural entity is observed. Given all that can be found on the island prior to the assault, this is very likely. A rapid flight from the island might be needed in some circumstances, unless the players wish for their characters to spend the rest of the decade held in a secure but anonymous prison somewhere.

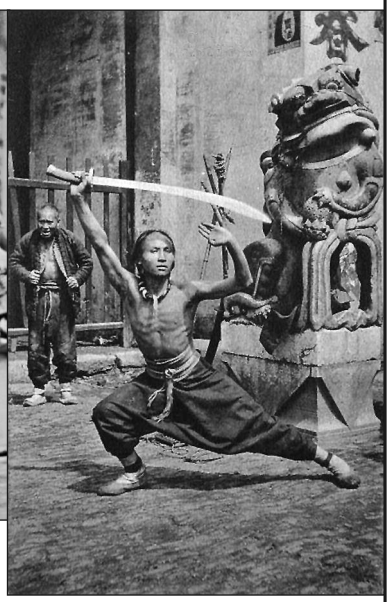
Even if the island has been captured, neither the investigators nor the soldiery will be quite safe. Depending on the nature of the alliance between the cult and the Deep Ones, the batrachian horrors might be prepared to assault the island from below in an attempt to retake the base, particularly if a quick strike might bring immediate aid and a strengthening of the Deep One role in the alliance.

If events on the island take a turn for the worse, even the most dogged Settlement navy will withdraw and return in larger numbers. It is unlikely that the investigators will be invited for such a second try. If somehow the warhead is detonated, it should be assumed that anything on the island is vaporized and anything with the circle of the atoll will be badly smashed by high winds or overturned by massive waves. This will definitely arouse the ire and pique the interest of whatever nation was involved, but it is unlikely that investigators in the area will be in a position to care anymore.



US Navy landing party

Japanese Kaigun Rikusenta



Chinese cultists

Bloody Botany

Anthony Warren

"And the universe appears to me like an immense, inexorable torture-garden.
Blood everywhere and, where there is most life, horrible tormentors who dig your flesh,
saw your bones, and retract your skin with sinister, joyful faces."
~ The Torture Garden; Octave Mirbeau

Introduction

Those meddling in the affairs of the Order of the Bloated Woman rarely live long. Some disappear quickly while others… linger and those that come to Ho Fong's 'Body Orchard' linger the longest and with the greatest of suffering. The investigators might uncover this nightmarish plantation while investigating Ho Fong or his late wife Wei Ching-lai. If the investigators are unfortunate enough to fall foul of the cultists, they might discover it in the worst way possible – as prisoners of the Order.

Keeper's Information

After sacrificing his wife to his Goddess of the Black Fan (see below), Ho Fong also fully dedicated his wife's former retreat to the worship of the Goddess. The mansion now hosts a gruesome garden of noxious and otherworldly plants which, tended by zealous devotees of the Order, have grown fat on the remains of the Order's enemies and those damned souls who fall into its clutches.

Careful investigators probing at the cracks in Ho Fong's carefully constructed façade, especially those taking notice of the tragic final days of his wife Wei Ching-lai, may find of hints of this estate, one used very differently by husband and (late) wife. For the Keeper, in the event of some great calamity, the estate can also serve as Ho Fong's retreat while he plots his revenge. Exposing the secrets of the Body Orchard will in all likelihood do much to weaken the Order, but bringing the true horror of the putrid plantation to the attention of the authorities will be no easy task.

Ho Fong and the Death of Wei Ching-lai

No matter what his wealth, his *Credit Rating*, fluency in English, or the fact that he can hire a private stall for the horse-races at Jessfield Park, Ho Fong will only ever be Chinese, from a poor family at that. The facts of his birth barred him from Shanghai's high society. This means that he is known only to other Chinese and those few Westerners who deal with him or his business. Even then, most only know him as a shrewd but sometimes guileless *tai-pan*; impeccably honest, scrupulous, and well-meaning – by Shanghai standards at least. Everyone bribes, double-deals, and undercuts, after all, but Ho was

Wei Ching-lai's gardens in better days

never *vindictive*. Through his marriage to Wei Ching-lai he secured his admission into Shanghai's elite. Her infidelity and subsequent drop to the rank of social pariah damaged his "face." To this day, even after her death, this damage persists.

Wei herself died last year under unfortunate circumstances (a *Library Use* roll uncovers handout #1, found in any major newspaper) and their daughter disappeared from sight soon thereafter. Any investigators sniffing around rich men like Ho Fong for gossip will find strong opinions – good and bad, and few are prepared to talk of it with outsiders. *Persuade*, *Credit Rating*, or *Luck* rolls elicit discussion, but talk nearly always strays to a single topic: Wei Ching-lai's death. Rumoured affairs and addictions compounded a faltering career, which together left her *persona non grata* in Shanghai society. After her death Ho launched a libel suit against *Chinese Whispers*, a local scandal rag that aired many of the most sordid stories about her fall. The paper closed before the case reached trial, and anyone wanting to know about Wei and Ho Fong's marriage will be pointed toward its morgue.

Rumours, Scurrilous and Otherwise

Chinese Whispers was an attempt at a gossip magazine that catered to foreigners and natives alike. Owned and edited by American Hale Talbot, it was raucous and utterly uncompromising, filled with all the news unfit for print elsewhere, and proved wildly popular for its perceptive social journalism. Naturally Talbot made many enemies. A *Library Use* roll and a half day's work will uncover a few articles in the later issues about the Ho family's troubles. One interesting clipping (Handout #2) stands out; the "fan wielding beauty" mentioned is the Bloated Woman herself, though investigators may not yet realize it. The paper's offices, located in a dilapidated courtyard off Nanking Road, are now empty. Supposedly Talbot reputedly fled to America to escape the trial, but no proof can be found; most likely he became fodder for the *Body Orchard*.

(Alternately, Wang Ting, proprietess of the Jin Jiang Guest House might pass on these rumours -or back issues of *Whispers* - to favored investigators. See "The Jin Jiang Guest House", page 372)

Tzu-hsi went to the (fictional) ***St. Amaro's Girls College***; an elegant establishment on the French Concession's fashionable *Rue Madagascar*, where it is protected by the French Concession Police. Its 500 students are the daughters of wealthy Catholic Chinese, all of whom are carefully watched by their families, and will be unable to meet investigators. Walking into the school and demanding

Wei Ching-Lai (1886-1923/24)

Investigators can uncover the following, synopsised or otherwise, via casual research:

Born in Canton, but raised in San Francisco, Wei returned to China in 1901. An outspoken democratic revolutionary, she used her beauty and flair for theatre (officially banned to female actors) and song to bring her message to the people. She was a member of Sun Yat-sen's revolutionary General League and served as a poster-child of the movement for activist women and smitten young men. Twice arrested for sedition, she moved to liberal Shanghai where she met Ho Fong, a rising star in the export business. In 1911, just before the Manchu were swept from power, the pair married. Their daughter, Tzu-hsi, was born in late 1912.

The marriage apparently soured around 1917 and Wei's reputation was stained with rumours of addiction and love affairs. By 1920 her estrangement from Ho Fong was an open secret and she had retired to live at her family's summer home outside Shanghai, only appearing in the city for the occasional quiet revue. By 1922 she was not even acting anymore. Her death was mourned only by revolutionaries, feminists, and actors who thought it better to remember her gift to art than her muddled private life.

By the time that the investigators arrive in Shanghai, Wei's name has become a warning given by mothers to wayward daughters *and* a rallying cry for students and liberal social-reformists. Phonograph recordings of her songs echo across Shanghai's rooftops on protest nights (particularly popular are *1912 Draft* and her personally penned *Await our Unified Strength*) and her face adorns numerous revolutionary posters. When asked, most westerners remember her only as an upstart "coolie-hero," an actress and whore who spoke perfect English.

information will prove to be an unwise course of action, with anyone doing so being forcibly evicted (and Ho Fong informed if his family was mentioned). A more subtle approach, such as feigning interest in enrolling a child, will gain an investigator an appointment and a guided tour by theology/biology teacher **Sister Margaret Defavrais**, a middle-aged Catholic nun.

By luck or fate, Tzu-hsi was one of Margaret's pupils and it was she who found the girl in the school-gardens, cramming songbirds into her mouth. Both the school and Ho Fong stonewalled Sister Margaret's questions about the girl's madness. If the investigators gain her trust (French nationals, practicing Catholics, etc.) the nun will usher them into an empty classroom where she will share with them what she has managed to learn. She firmly believes Ho Fong to be tied into Shanghai's criminal underbelly and suspects that Tzu-hsi's insanity is rooted in the murder of her mother, most likely at the hands of a rival gang. She can be convinced, for Tzu-hsi's sake, to supply her files to the investigators.

Less honest investigators might simply try to steal these same files. A pair of Russian watchmen patrols the school nightly, while half a dozen vagrants are allowed to sleep in the porches in exchange for chasing away thieves. Locating the school records is not difficult, but *Locksmith* is needed to break into the filing cabinet. From these records, the family's home address, the location of the summer house at Red Fox Village, Ho Fong's business card, and the name of Tzu-hsi's regular driver – Pao Wu-kung, can be learned.

Talking to Wei's **old friends and acquaintances** is a dead end. The investigators will quickly find that doors will be shut in the faces and telephones hung up on them. Keeping this up loses them face and *Credit Rating* among Shanghai's Chinese society.

Discreet investigators can learn the names of Wei's old **private staff**: hair-stylist (Mao Shu-chuan, 34), handmaid (An Li, 17), message-runner and oddjobber (Chan Yu-fang, 23), and chauffeur (Pao Wu-kung, 28). Only Pao Wu-kung cannot be reached, but the others continue to serve some of Shanghai's most prestigious families. If found, all say that they were not at the house when Wei died, having been given the night off, and were only informed of her passing the following day. Large severance packets and Ho Fong's aid in finding their current employment stays their tongues, save for a few hints:

- Ho and Wei had their own servants and Ho refused access to certain rooms. Once, Chan Yu-fang stopped to pray at the large statue of Buddha which Ho kept in his home and Ho Fong was unusually angry about this, claiming that the statue was a family relic.
- Wei spent time at the family's holiday home at Red Fox Village, a small town up river. The servants will dismiss claims that she was avoiding Ho as being an idle rumor.
- Wei was very close to her driver, Pao. No one is sure what happened to him, though he was given the same money and references as everyone else. All the former staff indicate he knew her best.
- *(Only with a critical Persuade or Fast Talk roll)* Neither Wei nor Ho seemed to get along and what there was of a relationship was icy. Whatever troubled her, Wei never spoke of it, instead finding solace in a bottle or a pipe, but it was obvious that Pao's influence cheered her immeasurably.

As the wife of a French Concession rate-payer, **Wei's death certificate** was signed by Dr. Hubert Massenet, a Québécois physician. Hubert runs a small, modern, and expensive clinic off *Rue Joffre*. If the investigators have the right connections, they will also learn that his side business is in discreet abortions and prescription narcotics. With a plausible bribe, he will explain that the woman he believes was Wei died after choking on her own vomit following a night of heavy drinking; he was called out, checked the body, signed the certificate, and left. No actual autopsy occurred. With nothing more to add, and since his "autopsy" fulfilled the letter of the law, he asks that investigators leave. Copies of Wei's death certificate can be purchased from the French Municipality, if desired, but reveal nothing more.

Pao Wu-kung, Wei's driver and more

Despite his being certain that Ho murdered Wei, Pao could not go to the police, for Wei had told him that her husband was linked to the evil Order of the Bloated Woman. When he let the majority of her staff go following her death, Ho Fong gloatingly extended his wife's lover the same gratitude and thanks as the rest of her staff. Pao took the hint and fled, but his attempt to get as far as possible from Shanghai was to no avail.

Without underworld or police contacts, the investigators will find very little about Pao's current whereabouts. Either source will relate that about a month after Wei's death, a dispirited shell of a man matching Pao's description was arrested near the Bubbling Well Road Police Station for vagrancy. Wailing and screaming that the "Black Woman" was the cause of his downfall, and that this "Black Woman" was following him, he created such a scene that both the SMP Chinese constables and those criminals in the cells demanded that he be evicted from the Settlement immediately (this is the only reason that it is remembered by the foreign police, who are not used to such emotional outbursts). Turned over to the Chapei police, Pao vanished into the Chinese prison system and has not been seen since.

The Body Orchard

After Wei's death, Ho turned her retreat into a garden of poisons and esoteric drugs as a shrine to his truest love: the Goddess. Ho transferred ownership to a proxy (see below) in order to shield himself if the activities there were ever discovered. To further protect his secrets, he made the village a layover for his shipping business, co-opting it into the legitimate side of his company and buying the loyalty of the local villagers.

The Current Owners: Eightfold Truths Benevolent Society

Ownership of the house passed through half a dozen front companies. Each may be traced with some dedication, but visits to the addresses listed for any of these reveals them to be false: a public bathhouse in the Chinese Quarter, a storefront in Pudong, a demolished building in Hongkew, and so on.

Eightfold Paths Benevolent Society, the current owner of the house, can only be reached via an intermediary law firm (*Croker, Croker, & Somerset* in the International Settlement) which acts for its public affairs. Publicly the Society is a sect believing that Empress Wu Zetian (A.D. 625 – 705; she was a rather unpopular leader with a reputation for persecuting her enemies) was a Buddha incarnate. It is in fact one of many fronts for the Order of the Bloated Woman. It owns a handful of temples (all Order strongholds) scattered across China and Japan. The law firm knows nothing of the truth about the Society.

An *Accounting* or ½ *Idea* roll will discover that all of the businesses involved save *Eightfold Paths* have the same co-signatory: Tang "Takahara" Leng-fa. From a seedy office above a Japanese noodle-bar in the "Little Tokyo" district of Hongkew, Tang runs a network of front-companies. His receptionist, a surly young Japanese woman, punches away on a massive *Nippon* typewriter (with its 2,400 character-grid and sliding punch) and pretends that Tang is not in – though the shadows on the door's shaded glass partition hint otherwise. A slick fellow, Tang claims Japanese citizenship (true, since he is from Formosa) and makes his money setting up fictitious companies for money-laundering and illegal ventures. The investigators can discover that Ho Fong's continued ownership of the summer house through him or his (Japanese language) files, though Tang is unlikely to offer either unless threatened with arrest or violence. Isoge Taro has managed to connect Tang and a number of his front companies to Ho Fong. If he betrays the Order, Tang will most likely be the next armless body floating in the Whangpoo.

On To Red Fox Village

Red Fox Village (*Tan hu-li ts'un*) lies west of Shanghai on the banks of one of the Yangtze River's many tributaries. Through flat countryside dotted with trees, rice-paddies, fading farms, ornate temples, and run-down hamlets, travel by car takes eight hours; a motor launch takes five. Since there are few automobile mechanics available this far outside of Shanghai (there are no 'gas stations') travel by boat is the safer option. This is Fengtian territory and the off-white-uniforms of its soldiers can be spotted, though less often this far from Shanghai. They mostly ignore foreigners. After a few hours travel, the investigators might as well have gone four centuries back in time.

Cut with small canals and stone bridges, the village is backed by bamboo forests and rising hills. In summer the air is thick with heat and bugs; in fall it is refreshing and sunny with regular cold snaps. Ho's high-walled Russian-styled dacha sits just a half-mile from the village and is visible from the approaching road. Originally belonging to a Tsarist tea baron, its owner sold it to Ho Fong when he returned to fight in the Great War. Since foreigners do not normally visit the village, investigators can expect to be sources of interest for children and rural-folk alike. Only *Wu* or *Mandarin* is spoken in the town, though a few Christians might know *Dutch* or *English*. There are no telephones in Red Fox, but there is a telegraph-machine linked to Peking and Shanghai at the post-office, which was built in 1917 and is the most modern building in town.

Ho's shipping business has swelled Red Fox Village into a bustling market-town; *junks* and *sampans* regularly load and offload cargo. For most though, life has changed little and conditions are uniformly primitive. Most buildings are simple timber with red-tiled roofs flanking open-guttered dirt roads. The only edifice taller than two storeys is the Buddhist pagoda on the far side of town. Folk are superstitious, shying from anything resembling weaponry – including cameras – but the more educated, including its Western-trained doctor, can recommend a trustworthy hotelier and somewhere to leave a car without it being taken apart for souvenirs. Petrol or parts can be ordered from Shanghai, with delivery taking a day or two. The Order does not exercise day-to-day control of the village, leaving the people to worry over their own affairs.

If the investigators ask about the house, they will find people a little reticent. Bribes or *Persuade* rolls get a potted history of how revolutionary martyr Wei Ching-lai once lived there and when she died it was sold on to some monks who use it as a private garden. Since Wei's death the dacha has been shunned. People cutting through the nearby forest have vanished, and a boy playing nearby said that he was chased by a wheezing creature with a fly's head (actually a gas mask-wearing gardener). As the monks do not seem to have any problems with the place, they must be either incredibly lucky or incredibly pious. Since locals do not know whether the disappearances are due to ghosts or bandits, they are not inclined to find out.

Order (though not law) is maintained by six uniformed Fengtian *gendarmes* and some civilian watchmen. They have no interest in the dacha or its ghosts (which they believe in, but officially blame on bandits or wild animals). Criminals (including anyone "being a nuisance") are held in a squalid jail for a day or two then shipped to Shanghai's courts. Anyone not protected by Extraterritoriality will most certainly be treated roughly; even nationals from one of the Concession Powers are not immune from some degree of intimidation.

The House and Garden

Anyone arriving in town immediately spots the house peeking out over its intimidating (thirteen foot high) brick wall. Encasing the grounds on three sides, the rear of the house backs onto expansive bamboo forested hills. The investigators can negotiate the forest for surreptitious entry into the house, but doing so quickly or while chased needs multiple *Climb* and *Jump* rolls not to sustain any injury. The estate's front gate is large and strong, held shut by an ornate Chinese lock shaped like a snarling tiger. A smaller door is set into it, with a similarly provisioned lock (this one shaped like a howling dog) and a spy-hole. A small gong

The Wrong Way to Visit the Torture Garden

Order kidnappings are typically conducted using a stolen automobile, a surprise assault, and overwhelming force. Bodyguards or companions are often shot without regards. Rarely is a target grabbed from his home. Once at an Order safe-house the victim is tortured, trussed up, gagged and heavily sedated. Bundled into a heavy tea-chest, they are packed with other crates and taken upriver on an Order *sampan*. Regular bribes to Inland Customs protect these trips from the scrutiny of the authorities.

Red Fox Village's position as a waypoint along the Whangpoo means Order cargos go unnoticed in the everyday bustle. On landing, a crewmember informs the Body Orchard's staff, with normal crates disgorged at the dock while the special tea-chests are set aside ready for collection by the gardeners. Since the amount of Order activity has increased in preparation for the gate opening, the deliveries of "fertilizer" has recently doubled to three or four a month. If a bulk delivery is made the tea-chests are dropped further upriver and the gardeners collect them with the coal-powered truck. Symbols scratched into the chests padlocks foretell the fate awaiting those inside, with processing usually within an hour of arrival. The chests are large enough to hold about 24 hours worth of oxygen, but sometimes guests do die before they removed from the chests...

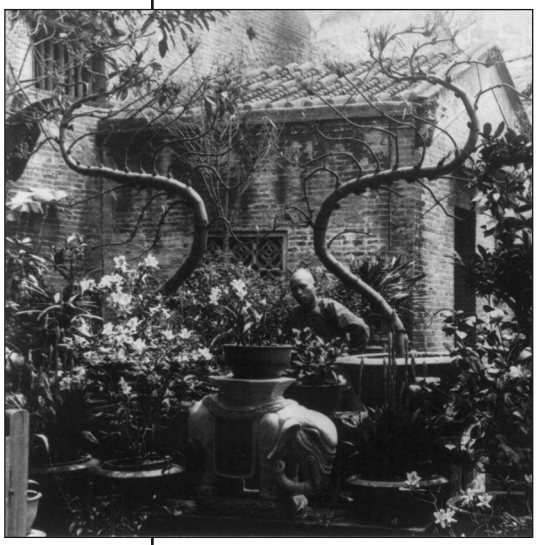
Even when not ferrying prisoners, Order vessels regularly stop at Red Fox Village to collect the unusual drugs and poisons that the Garden produces. Such goods are packed into the same tea-chests use to deliver victims.

next to the gate can be rung for assistance, but the gardeners never allow entry to outsiders.

The Front Grounds: Beyond the main gate, a gravel driveway flanked by neat grass and regimented flowerbeds leads the thirty yards to the house. Off to one side is a stables-cum-garage. Now a fully fitted workroom, it contains parts and tools, a steam-driven truck, healthy supplies of wood and coal (for the truck), and a half-dozen unlabelled drums containing gasoline for the generator. From the outside, the house appears well kept.

Ground Floor: The downstairs rooms are grubby and dark, its once elegant furniture defaced. Electrical wires web the floor, running between rooms and through holes hacked into the wainscoting. Much of the wiring is faulty and everything smells of damp and musk. Rubbish and trash are everywhere. A door under the stairs leads to the basement, though it is locked with two heavy padlocks. Five gas masks hang from pegs next to it. Inside the house the steady, quiet throb of an electric generator can be heard.

The greenhouse



Everything in the ***lounge*** has been shoved to the edges of the room; carpets pulled up to reveal the floorboards. Most of the space is taken by a dozen large tea-chests. Whether there are any victims currently inside these chests is up to the Keeper. For more information on these chests, see the sidebar "*The Wrong Way to Visit the Torture Garden*."

The gardeners spend most of their free time in the now filthy ***dining room***. A back door here leads to the dacha's ***greenhouse***, which runs the length of the building's rear. Hot and sticky, its glass is misted with condensation. Flowerbeds line the floor, great fronds and shrubs blossoming in the heat. *Biology* or *Natural History* rolls note these as examples of exotic tropical species, most quite poisonous (POT 4 and up). Vines and creepers, some as thick as wrists, crisscross the floor and clutch at glass panes. Standing against the dacha's wall are cages containing assorted arachnids and insects; *Zoology* or *Natural History* rolls identify them as particularly venomous (POT 6 and up). Both flora and fauna are fed a regular diet of ground humans; the soil is ripe with recognisable bone fragments and teeth (0/1 point *Sanity* loss).

The ***kitchen*** is an unhygienic shambles, the expensive Western amenities left to rust. The largest storeroom, with its heavy door, has been turned over to the generator; its thrumming re-

verberates through the house as its cables and exhaust vents snake out through holes cut into the ceiling and walls. The meat-pantry is located down some steps and in a mezzanine. Marble-lined and chilly, blood and hair cake the floor alongside meat cleavers, saws, and scissors. A grisly clothes-mangle sits at the far end of the room. Here the gardeners dissect and grind up food for the plants; examining this area costs up to 1/1D3+1 points of *Sanity* if fully laden with viscera. A door at the rear of the kitchen leads to the Back Garden.

Second Floor: Since the gardeners actually sleep downstairs, these rooms are more untidy than dirty. They are littered with cult paraphernalia, incense, statuettes and personal belongings, and the once fine wallpaper is ready to peel away from the damp walls in chunks. The largest bedroom, once Wei Ching-lai's, has been ransacked, her clothes and makeup strewn about. The gardeners sometimes play dress-up with them while drunk or boisterous. Other knick-knacks, photographs of her and her family, and private possessions scatter the floor.

The Basement: The door under the stairs leads to the basement and is locked at all times, gardeners always wearing gasmasks when going down there. The keys are rotated daily between designated doormen. Suspended behind the door is an oilcloth tarpaulin, which is needed to stop spores and fungi from getting upstairs (especially important as the door is left open when gardeners go down). A single bulb lights the stairs, casting deep shadows into room the below.

Once a wine-cellar, electric lighting and rudimentary hydroponics now overhang troughs and raised flowerbeds. Inside are human victims, their skin flayed and their flesh decaying and liquefying, melding into vile mulch. Alien-looking mushrooms and molds blossom from their rotting flesh. The sight is worth 1d2/1d4+1 points *Sanity* loss. Examination reveals many of the "bodies" as being not yet dead; their eyes follow the investigators around the underground room and some still gurgle past tongues thick with green-grey fur (this raises the room's total cost to 1d2+1/2d4 of *Sanity*). The gardeners can keep these poor souls alive indefinitely, feeding and watering them and their parasitic flora two or three times a day. Each week, the most impressive plant specimens are picked, dried, packaged and transported into town for dispatch to Ho Fong in Shanghai.

Anyone entering the basement without a gas mask is open to POT 18 infection from fungal spores, though covering the face with a dry handkerchief or something similar halves this to POT 09. Allow an *Idea* roll to remind investigators of the curious presence of the gas masks if they do not consider the situation dangerous. If the spores take hold in an investigator's lungs, the first indication he has that something is wrong is a feeling of light-headed nausea. Over the following 1d3-1 days (1 minimum), the fungus spreads inside the victim's lungs and mucous membranes. He loses 1HP each day, his body soon overwhelmed with fungi just like those poor victims currently mulching in the basement. Anyone in close contact with the victim must also beware of inhaling the fungal spores. A successful *Medicine* roll can arrest the spread of the infestation, but recovery is agonizing and slow (1 HP per week at most) and requires hospitalization. Otherwise, death is painful and graphic.

The horrors of the Back Garden

The Back Garden: The gardeners spend most of their time here; nurturing, pruning, and feeding the numerous plants with water, blood, and fertilizer. Lush trees, swollen flowers, and decorative stone statues of minor deities and the Buddha form intricate mazes intercut with paved paths. Ornamental ponds, gaily painted wooden bridges arching over them, are awash with lilies. Peonies, crucianella, roses, saxatiles, prickwoods, foxgloves, posies and orchids bloom. Golden pheasants and peacocks strut noiselessly (they have been muted), and at night

Saving the Village by Burning It: A Deus Ex Machina

While its distance from the town and its surrounding woodland makes the dacha relatively secluded, an extended or heavy fire-fight, a massive conflagration, or earth-shaking explosion will not go unnoticed. If such an event occurs, 2d6+3 of the Fengtian gendarmes and some of the braver townsfolk come up to the dacha, armed and ready to investigate after no less than an hour of preparation and steeling of nerves.

The gardeners will attempt to forestall any entry into the dacha, and try to downplay whatever aroused their interest, perhaps claiming it was the result of a bandit attack. If they fail, and the gruesome contents of garden or basement are uncovered by the townspeople, chaos will reign. Within twenty-four hours a detachment of Fengtian soldiers will march into the village and place it under martial law. Any remaining investigators will be arrested, held for several days, and interrogated harshly about their reasons for coming to the dacha, before being released with the proviso that they must never return to Red Fox Village. Meanwhile, the dacha will be levelled, its grounds burnt and salted, and the entire area buried. If the investigators do return to the village, they will find a ghost town; its buildings emptied, families executed, and its stores looted. If the investigators manage to find any survivors, they will only be able to relate how they were driven from the village by Fengtian soldiers. Within a few months, the village dries up and blows away like leaves on the wind.

A few tales of a bandit-raid or anti-bandit operation near a little village upriver do filter back to Shanghai, though no one notices or cares. The Order of the Bloated Woman, enraged, swears revenge but must bide its time until its power rivals that of the local warlords. Unless badly damaged by the investigators, that day might be soon at hand…

stone lanterns illuminate the walkways in delicate hues.

Intermixed with these glorious displays are horrific displays of the Order's limitless sadism. The unluckier Order victims are used to create this "artwork." These include (with *Sanity* loss):

- A pair of large, beautiful florets blooms to reveal swollen gray-red interiors. Closer examination reveals them to be the heads of men buried up to their necks – their scalps peeled back to form heavy petals. (0/1)
- A flayed body strapped to a gibbet, with creepers and vines intertwining the strips of flesh and muscle to create a beautiful tableau. (1/1d3)
- Human flowerpots. The victims are bound in a kneeling position, faces upturned. Throats packed with mud, flowers bloom from their mouths. (1/1d3)
- At the centre of the garden is a squat raised pagoda. Within it is an effigy of the Bloated Woman sitting lotus-style; a young woman's rotting face – shorn from her body – has been affixed to the statue's own. (1d2)

Hidden behind a copse of flowering bushes is Ho Fong's secret hideaway; the investigators will most likely stumble across it accidentally than find it normally – though the dacha's upstairs rear windows overlook it. This was a small shelter where Wei Ching-lai took evening tea and stole occasional moments with Pao Wu-kung. Now it is partitioned into two bedrooms and a study. If desired, one or more of Ho's Mythos tomes may be found here or some other clue or artefact overlooked by investigators. While Ho Fong's visits to the estate are rare, if the cult was seriously threatened (and escape to Hong Kong or Gray Dragon Island proved impractical) this would be his haven. In a dire enough situation, Ho and a handpicked group of loyal bodyguards would make the journey to Red Fox Village and plan for the Order's next resurrection.

The Grey Gardeners

The Order has about a dozen shaven-headed "gardeners" at the dacha; all experts in martial arts, torture, and botany – they serve as the Order's assassins and bodyguards. Each is an orphan raised by, and indoctrinated into, the Order solely to kill and are augmented by various rare (and addictive) drugs such that collectively the 'Grey Gardeners' have formed an almost psychic bond with each other. This gives them two qualities: firstly they immediately know if one of their number suffers an injury. Secondly, though sado-masochists, they do not feel pain in the same way sane men do; they are relentless and seemingly inexhaustible. In game terms, a Grey Gardner does not need to make resistance rolls if he loses over half his Hit Points

from damage, cannot be knocked unconscious, and can act normally until reduced to 0 Hit Points. It costs 1/1d3 *Sanity* the first time that anyone sees these skills being demonstrated. And additional *Sanity* loss is possible due to further displays of their inhumanly high pain-thresholds.

Five gardeners are rotated between the Body Orchard and Shanghai every few months. In the city, they serve as interrogators and chefs; and in the latter capacity one can usually be found in Ho Fong's kitchen. In Red Fox Village, they live in near total isolation, though there is a 10% chance when the investigators first arrive (increasing by 10% cumulative each day thereafter) that a gardener will be in town buying supplies. Feigning innocence, their voluminous black Buddhist robes and conical hats hide any hint of Bloated Woman worship, and harassing them only brings the ire of the local populace. In the event that they determine that the investigators are a threat, the Grey Gardeners will seek to attack by night and kill them as surreptitiously as possible. By day they meditate, work the garden, or practise martial arts. At night they enjoy themselves with gambling, drunken debauchery, and sadistic games (a favourite game includes dressing up a fresh victim in Wei Ching-lai's clothes and makeup, and then hunting him or her around the grounds).

Their ability to know if one of them is injured means that once one of them has been attacked they *all* will suddenly be ready for battle, prepared to defend the garden. Knowing that their speed, durability, and willingness to suffer physical injury is likely to be intimidating, the Grey Gardeners prefer to get up close and disarm their enemies before finishing them at leisure. If this is impossible, they do not mind suffering relatively minor (but visually nasty) injuries in order to get close – leaping through windows or blocking bladed weaponry with their fists, for example.

Handouts

Handout #1:

until the eighties. It is now the property removed to the custody of the constabulary.

NOTED ACTRESS, SOCIALITE WEI CHING-LAI CREMATED

Wei Ching-lai, former actress, socialite, and activist, was laid to rest yesterday. Discovered dead at her home three days ago, doctors announced only that she had been suffering from a long illness. A public ceremony in the Buddhist manner was held early in the day, though husband, the shipping magnate Ho Fong, retired with the coffin and priest to a private Christian cremation later. The couple's daughter, Tzu-hsi, was not present, Mr Ho saying only that she was recovering from the "terrible shock" afforded the family. Rumours that she was removed from the prestigious St Amaro's Girls College due to nervous strain remain unproven.

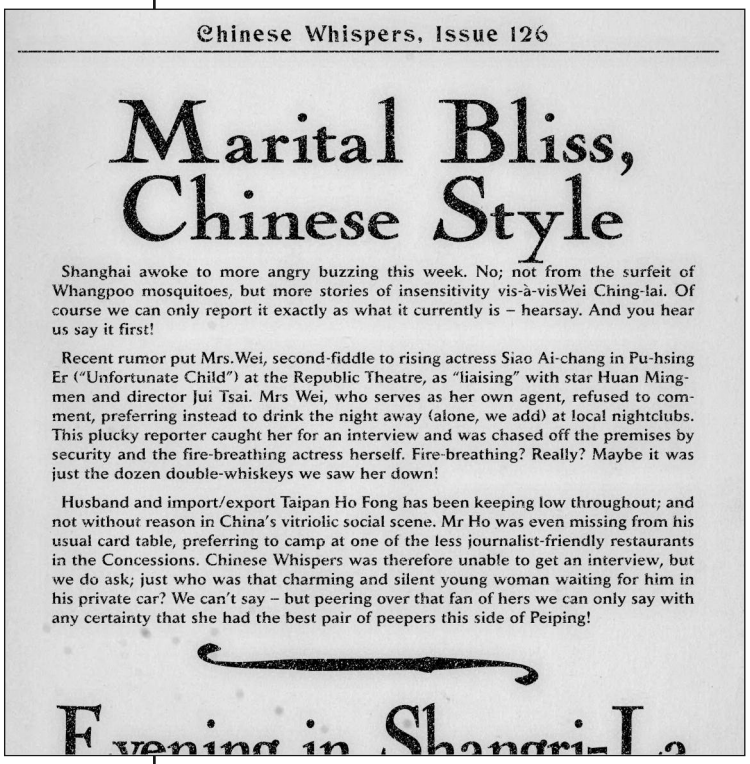
Public and revolutionary figures paid respects to this once luminary star. Controversially forced out of the theatrical life she gave so much to, Wei Ching-lai's death still brought together many who had previously denounced her in the wake of controversial, and unproven, rumours into her private life.

d by the Shanghai Mercury, Nanking Road. To be reprinted in next issue of Celestial Empire, th

Noted Actress, Socialite Wei Ching-lai Cremated
Dated: 03 Jan 1924

Handout #2:

Marital Bliss, Chinese Style
(*Chinese Whispers*, 1922)



Chinese Whispers, Issue 126

Marital Bliss, Chinese Style

Shanghai awoke to more angry buzzing this week. No; not from the surfeit of Whangpoo mosquitoes, but more stories of insensitivity vis-à-visWei Ching-lai. Of course we can only report it exactly as what it currently is – hearsay. And you hear us say it first!

Recent rumor put Mrs.Wei, second-fiddle to rising actress Siao Ai-chang in Pu-hsing Er ("Unfortunate Child") at the Republic Theatre, as "liaising" with star Huan Ming-men and director Jui Tsai. Mrs Wei, who serves as her own agent, refused to comment, preferring instead to drink the night away (alone, we add) at local nightclubs. This plucky reporter caught her for an interview and was chased off the premises by security and the fire-breathing actress herself. Fire-breathing? Really? Maybe it was just the dozen double-whiskeys we saw her down!

Husband and import/export Taipan Ho Fong has been keeping low throughout; and not without reason in China's vitriolic social scene. Mr Ho was even missing from his usual card table, preferring to camp at one of the less journalist-friendly restaurants in the Concessions. Chinese Whispers was therefore unable to get an interview, but we do ask; just who was that charming and silent young woman waiting for him in his private car? We can't say – but peering over that fan of hers we can only say with any certainty that she had the best pair of peepers this side of Peiping!

Evening in Shangri-La

Statistics

SISTER MARGARET DEFAVRAIS, Teacher and Nun, age 44

STR 10	CON 10	SIZ 11	INT 15	POW 13
DEX 12	APP 12	EDU 16	SAN 65	HP 11

Damage Bonus: +0

Weapons: Fist/Slap 65%, damage 1D3+db
Wrestle (Grapple) 45%, damage special
Eye Gouge 45%, 1D3 + Blindness

Languages: English 49%, French 83%, Latin 58%, Mandarin 23%, Pidgin 17%, Read Chinese 20%, Russian 11%, Shanghainese 21%.

Skills: Accounting 33%, Anthropology 12%, Assume the Worst 63%, Biology 72%, Botany 38%, Catholic Doctrine 67%, Credit Rating 45%, Drive 20%, First Aid 45%, Hide 46%, Library Use 54%, Listen 61%, Medicine 32%, Sneak 45%, Spot Hidden 42%.

Notes: Due to her vows, if Defavrais kills someone (or allow someone killed) she loses 1D10/1D100 *Sanity*. This includes her acting in self-defence and against cultists, but not the killing of Mythos creatures.

Sister Margaret Defavrais

CULTIST GARDENERS, Botanist Torturers for the Bloated Woman

	STR	CON	SIZ	INT	POW	DEX	APP	db	HP
01	14	14	13	14	14	14	12	1D4	14
02	14	15	15	16	13	15	11	1D4	15
03	17	12	13	14	14	13	13	1D4	13
04	16	15	14	14	13	16	09	1D4	15
05	17	14	16	15	16	15	12	1D6	15

Weapons: Fist/Punch 70%, damage 1D3+db
Cult Sickle 45%, damage 1D8+1+db*
Kick 60%, damage 1D4+db
Grapple 55%, damage special
Impromptu Gardening Implement 45%, damage 1D4+db

Languages: Chinese Dialect or Two 55%, Pidgin English 14%.

Skills: Bargain 30%, Botany 60%, Buddhist Theology 5%, Climb 56%, Conceal 42%, Cthulhu Mythos 24%, Disguise 53%, Dodge 45%, Drive 20%, Fast Talk 40%, Hide 53%, Jump 65%, Listen 60%, Locksmith 20%, Martial Arts 55%, Occult 45%, Pilot: Boat 42%, Poison 60%, Sneak 60%, Swim 46%, Torture 55%.

Sanity Loss: The gardeners' gasmasks can be shocking if unexpected; jumpy investigators (or those seeing them in the dark) may incur 0/1 or 0/1d2 *Sanity* loss. Seeing gardeners survive injuries that should drop a normal man costs 1/1d3 *Sanity*.

黑扇神女
(The Goddess of the Black Fan)

Bret Kramer and Scott Slemmons, with Chinese translations and addenda by Anthony Warren and Susan Zhang

Physical Description

More a concertina-like scroll than a book, the beginning and the end of this long stretch of paper are attached to two thin black-lacquered wooden panels using thread tied through a pair of holes in each block (4" by 10 ½"). Unfurled, the paper runs to approximately 50 pages of text. Folded, accordion-like, it is held shut with a ribbon of coarse black material (a *Medicine* roll recognizes it as finely woven human hair mixed with silk). Several Chinese characters ("黑扇神女", *heishan shen nü* which literally reads as *Black Fan Goddess* in English) have been inlaid on the opening wooden panel in gold leaf. The contents are in Classical Chinese. Native Chinese readers will note that the characters used for "Goddess" (*shen nü*) are also a euphemism for "prostitute," giving the title a particularly curious dual-meaning for those unversed in its contents.

Anyone with some familiarity with Asian book binding techniques (or who can make an INTx1 roll) will recognize this binding method as pleated-leaf binding (an Indian technique used for religious sutras, later adopted by the Chinese who call it *Fan chia chuang*), a fashion usually associated with Buddhist religious writings. This style was popular after the 1st century AD, though an expert can determine with little effort that the work was produced sometime in the mid-16th century due to the materials used. Experts in Chinese history will consider the fact it was written in the middle of the Ming dynasty, but used Classical text and Han-era binding techniques as being oddly anachronistic, if not deliberately archaic.

Skimming

The book is a long poem dedicated to a being referred to as the "Goddess of the Black Fan," and describes the author's murderous devotion to her. Over the course of many gruesome and terrible verses the author tells how he engaged in acts of kidnapping, murder, cannibalism, and what can only be described as bestiality, if not something far worse, all in the name of devotion to this Goddess. The poetic styling marks the author as a person of good education and, if the subject matter was not abhorrent to the extreme, a reader might go so far as to call it beautiful. Even a fleeting skim gives rise to feelings of disgust and self-loathing that will leave the average reader feeling physically ill.

Research

As mentioned before, there is little information available in Western sources about this tome (see below for the singular exception). If consulted, only the most learned of Chinese experts (and the Keeper should consider if these sources have been compromised by, or are vulnerable to the Order of the Bloated Woman) will be able to inform the investigators that this book is the holy text for a cult of degenerate

murderers called the Order of the Bloated Woman. Less learned experts will only be able to relate the general background information (publicly known rumors only) about the cult as provided in the campaign book.

As to *The Goddess of the Black Fan* itself, there is scant information available on the book, and what is available, is fragmentary in nature. It is thought to have been written in the 16th century by Liu Chan-fang, of whom little more is known other than the fact that he was a retired minor official of the Imperial Court. The original copy was supposed to have been written in the author's own blood at the end of a lengthy series of kidnapping and murders. Somehow the poem became central to an illegal cult of court officials who practiced human sacrifice to the titular goddess, leading to repeated attempts by the central authorities to ban the book and its affiliated cult, none of which were successful. During the reign of the K'anghsi Emperor, for example, the book was particularly repressed, and after the Revolt of the Three Feudatories (the fourth of many such bans) simple possession of the scripture was punishable by death not only for the individual in question but his entire family and their servants. Technically this edict was never overturned, but since the end of the Qing dynasty and the rise of republicanism, it has not been enforced and has probably generally been forgotten.

Any copies seized by the authorities were supposed to have been destroyed, but the work's survival – despite the best efforts of the Imperial authorities – suggests that this was not always the case. It is rumored to have been translated into Japanese (a flawed facsimile known as the *Kuroi Sensu no Hon* or "Book of the Black Fan" was published during the late-Tokugawa era) and Korean, while persistent rumors suggest that some attempt was made to smuggle the work into the growing Russian empire. Most people only know of it by legend, while popular belief – such as it is – suggests the book is cursed.

One specific reference that does emerge from Western sources is in regard to the noted British scholar and Sinologist, Roderick Rutherford Blain, Professor of Oriental Literature at Oxford (1836-1879). A footnote in the (admittedly rather rare) biography of Blain written a few years after his death mentions he told colleagues he was working on a translation of an otherwise unknown Buddhist text, titled the "Black Fan Goddess sutra" before his tragic death. Further research or a halved *Know* roll reminds investigators that Blain was killed in a mysterious house fire that was ruled accidental, though not before a dispute arose at his inquest when the coroner suggested both arms had been severed before the body was burned.

Thorough Reading

Written in skillful poetry (which an expert can identify as the style of the mid-16th century), the work recounts the growing madness of its author and his ever increasing devotion to a mysterious woman, a clearly supernatural being (and, it is hinted, perhaps a god), who conceals her face behind a black fan. The author, a former government official grown despondent after the death of his wife and only child, retreats first to a Buddhist monastery but finds no relief, instead turning to drink. In a drunken stupor he stumbles upon a ruined temple, wherein he finds a strange woman clad in black and yellow silk to whom he is instantly smitten. To demonstrate his devotion, he fulfills her request for a child; when a peasant child is kidnapped and brought to her he quickly learns that she wants the child in order to eat its brain. The author hesitates only briefly before he again swoons at the woman's flirtations; soon he is kidnapping other children (including the children of his brother) to sacrifice to the woman.

Eventually his many offerings are rewarded by the being, now openly called a goddess. The author, who is finally named as one Liu Chan-fang, and the woman couple, in a prolonged scene that is all the more gruesome for the author's nonchalant reaction during their lovemaking to his realization the goddess is a six-limbed, many-mouthed monstrosity over seven feet tall and not a lithe beauty as she had previously appeared. Afterwards, in a moment of clarity, the author flees from the ruined

temple to the burned wreck of his old home, where he pens, in his own blood, this poem, a panegyric to the woman and her greater glory.

The entire piece is a catalog of degradation, sadism, sexual deviancy, and madness which leaves truly disturbing imagery in the mind of the reader long after he has finished. Most demeaning are the erotic aspects of the work; even for those otherwise unaffected mentally, feelings of being polluted or corrupted linger uncomfortably.

Quotes

She stands alone in her temple
Alone atop a bejeweled dais
Her beauty would blast the heavens
Her eyes are dark green pools

A silken tunic she wears
Yellow and black in color, like a wasp
And in her belt she has tucked her sting
Six sickles, sharp as a dragon's tooth

Her face she hides behind a fan
Black metal, as black as darkness
My lady, remove your fan
I would feast upon your beauty

The fan flutters but does not fall
She simpers behind the fan and says
"You would make such requests of Me?"
Her voice is like iron shredding velvet

• • • • •

Why should Aisien have children when I have lost mine?
He has never been an honorable man
If there were justice, he would have lost his children
But thanks to the Goddess, there can be justice again

Aisien's house was quiet, and even the servants and dogs slept
None heard me enter, none heard me leave
A dozing child in my arms, a baby in my sack
All glory and praise to the Goddess of the Black Fan!

• • • • •

Her eyes remained the same, so green and deep
So rich and lovely, still could they put me in a trance
Her eyes remained the same, yet when the black fan fell
Everything else about her changed

I have focused on her fan and her eyes, but now I finally see her
Before my eyes, she expands, now a bloated slug, immense and howling
Her sweet mouth sprouts into five fang-filled maws

Her arms become venomous snakes, thirsty for blood

The dragon-toothed feaster towering above me, her own temple too small

Her mouths open and five voices giggle girlishly, licking the air

"Tell your Goddess that you love her, Liu Chan-Fang" she taunts

I love her, I love her, I love her, I love her, I love her

• • • • •

Thus have I taken the sickle of the Goddess and opened my belly

My quill is dipped into my own reservoir and my own red ink

As my heart has bled for the glory of my Goddess

Now let my heart bleed to commemorate her horrors

With these words, my poem is completed

With these words, I die

All praise and worship to my Goddess

My Goddess of the Black Fan

Notes for the Keeper

The dark reputation of *The Goddess of the Black Fan* can be something more than just superstition. If the Keeper wishes, anyone reading this work must match their *POW versus the POW* of the piece on the resistance table – POW 10 for a skim, 15 for a close reading. Failure results in a series of ever-growing nightmares about the Goddess of the Black Fan and her cult. Each night the reader must make a new *POW* roll versus 15, with unsuccessful rolls resulting in a terrifying dream that saps 0/1d2 points of *Sanity*. Oppressive and murky, the nightmares show fleeting glimpses of ruined pagodas and strange, semi-Oriental landscapes; half-seen rituals, and inky black shapes that swell and slither. Sometimes they are lucid; at other times the sufferer is forced to act them out, knowing full well that he or she cannot stop. Near the end of each hallucination the afflicted blindly follows the girlish tittering laugh of the Goddess until they find Her. Half-cowled in shadow, hidden behind her black fan, she coaxes him into her embrace in silent and alluring flirtation; and just as he is absolutely ready to seize her – the fan slips, and the dreamer awakens, screaming and drenched in sweat, unable to remember exactly what they saw, but knowing innately that it was not merely a phantasm of thought. Female investigators otherwise not otherwise inclined towards lesbianism might find such visions all the more disturbing. These dreams persist until the reader succeeds in a *POW* contest at which point the reader is assumed to have escaped the book's grasp. Drugs and alcohol may repress this dreaming of the Goddess, but the dreams resume once the stupefying agent is discontinued. A fumbled roll means that the reader has a full-fledged encounter with a dream vision of the Goddess of the Black Fan. This should be role-played out by the Keeper and could take the form of a waking nightmare. Nyarlathotep might take this occasion to convey some threat or promise to the investigator or otherwise act to sow chaos and destruction. The dream vision of the goddess costs 1/1d10 points of *Sanity*. Phobias and indefinite insanities caused by the book should reflect their origins - cannibalistic urges, destructive sexual desires, gynophobia, misogyny or the urge to self-mutilate are all possibilities. Anyone driven to permanent insanity by the work will either become a cultist worshiping the Bloated Woman or will seek to take their own life.

Livre d'Ivon

Bret Kramer

Physical Description

A red-leather bound royal octavo (10" high x 6¼" wide). The cover is stamped with the title (*Le Livre d'Ivon*) in faded gold leaf. The title page bears the title and author (Ivon le Grande, Sorcier de Hyperborée) and translator (Gaspard du Nord). "M. Villebonais et Frère" is given as publisher with a publication date of 1594. The text, printed on good quality paper, is in French (a *French* roll recognizes it as coming from the 16th century); the cover appears to be more modern, perhaps the 18th century; a *Luck* roll (or any amount of study) will note a short Italian motto[1] in badly faded ink in the book's rear; antiquarians will, after much research, identify it as belonging to Alessandro Castaigne, a wealthy early 19th century Italian occultist. The text is intact and contains a small selection of illustration plates depicting a wide array of very unusual subjects. The book itself is in good condition, save for a set of long parallel scratches or gouges running from middle left to bottom right of the cover. Microscopic examination shows the damage is quite recent. Curiously, the scratches faintly bear the odor of ammonia.

Skimming

This book claims to be a grimoire penned by the sorcerer Ivon of Hyperborea. The main part of the work details his training (under "Xilac du Muthulain"), his travels with his companion Tsalguise, and his pact with the mighty Sathojuè, a great squat being (alternately described as toad-like or furry and mammalian) with god-like powers and given to strange emotional outbursts. His alliance with this being cements Ivon's reputation as a great wizard and grants him access to a vast arsenal of incantations and enchantments, many of which are discussed in the text.

There are chapters that seem unrelated to the main biographical narrative of the book; a whole chapter is devoted to the destructive attacks of a vast white serpent ("Relim Sha'coeur") that laid waste to vast portions of ancient Hyperborea. Another chapter presents a weird discussion mixing mundane astrology with shocking details about the other worlds in our solar system (and beyond).

The illustrations in the work, aside from some graphic capitals, often represent the various entities discussed, including the aforementioned Relim Sha'coeur, Sathojuè itself, and his amoeboid servants, to name a few. They are done in a somewhat irregular style, suggesting the artist was self-taught at best.

The work concludes with a chapter allegedly written by Syron of Varand, a disciple of Ivon, who claims to have compiled the work from documents granted to him by his former master after he departed Earth to escape persecution by the priests of the elk-goddess Yhoundé.

While presented in a matter of fact tone, the sorts of topics discussed and the unsettling suggestions made within leave readers disturbed.

Research

Investigators seeking information on this particular edition of the *Book of Eibon* will find little of use. No other copies have ever surfaced

1. "…io fei gibetto a me de le mie case…" [Of my own house I made myself a gibbet].

in public collections or at auction; a Maximilien Villebonais is mentioned by several French histories for being one of the few people executed (in 1598) for heresy in the years following the liberalizing Edict of Nantes, in his case for "the continual and repeated printing of works antithetical to Christian thought and teachings" and for his public false repentance the previous year..

Alessandro Castaigne (1773-1871) passed his estate and collection on to his numerous reclusive heirs. While the family maintains their ancestral castle and (if rumors are to be believed) continues to expand their father/grandfather's collection, none of the modern Castaignes will reply to either letters or telegrams. Occultists and other investigators with connections to those circles can confirm these rumors with a little effort; they will also hear several additional rumors of some of the family's rather unsavory private habits and that at least one of Castaigne's grandchildren (Michél) was forcibly institutionalized after his violent attacks (as well as at least one murder) on several scholars in Rome during 1911 and 1912.

General information about the Book of Eibon is presented in the article "General Notes on the Book of Eibon" on page 144.

Thorough Reading

This book is a compilation of the works of Ivon, a sorcerer in a vastly prehistoric kingdom referred to as Hyperborea. After a prolonged period of study under the wizard Xilac in his black tower in the realm of Muthulaine, Xilac was killed in some mysterious accident. Ivon (sometimes called Ibon or Eibon in the text) then traveled widely in search of new learning in occult topics. Sometime accompanied by one Tsalguise, he spent many years wandering the Earth and worlds beyond – including the curious world of Shagai and the weird Vallée du Pnathe. At one point he enters into a pact with the strange god Sathojuè, a weird hirsute (yet toad-like) being of vast knowledge and vaster appetites. For his service to the being, Ivon was taught many powerful enchantments by Sathojuè.

Returning to his former master's tower, Ivon established his reputation as the greatest wizard of his age. One passage relates his attempt to avert a distant catastrophe in which the Earth itself will be destroyed by some vast cosmic body (or being) through the use of an epic and awesome enchantment. A lengthy digression relates this destruction wrought upon Hyperborea by Relim Sha'coeur, a great white serpent, and its allies; instructions on how the worm was brought forth and how it might be driven away are given. The work concludes with a section purportedly by Syron of Varand, a pupil of Ivon, who claims to have compiled this work from notes by his master after Ivon was driven from Hyperborea by the religious persecution of the priests of the goddess Yhoundé. Syrond cryptically hints that Ivon, having made his escape via a weird metal portal, might still live on some distant world.

Much of the text is taken up with various formulae and instructions by Ivon for casting spells, some of which he learned from Xilac, many others from Sathojuè, and even a few he created himself. The first type include spells to fly, ward against spirits, raise up a fog, ritually prepare a magical blade, maim (or lame) an enemy, to contact one known as "The Terrible and Mighty Priest of Dreams" (Ivon describes this spell as particularly dangerous), and contact something known as "The All and Nothing" or "The Lord of the Silver Key," a being of great magical power. Enchantments learned from Sathojuè include a prayer to that being, a rite that will call forth his shapeless minions, a technique to enchant a flame to see distant places, a spell to kill a foe via rotting,[2] a formula to turn an opponent to stone, a way of guarding against mundane attacks as well as a more potent protection, and finally a method to call forth "the Fire That Rules All" (again, Ivon warns of the dangers of this enchantment). Ivon himself – though he suggests he was inspired by his furry master – developed the means to

2. A marginal note, in Italian, here (one of the very few in the work) asks "This may be of some use against those 'kissed' by Glaqui."

transport himself via a magical portal to distant places, even other worlds. He also provides a method to shield oneself (and perhaps a few companions) from the servants of "The Many-Faced Voice of the Mad Ones" (a dangerous being also referred to as "The Masked King of Darkness" or "He Who Keeps Vigil at the Gate").

Quotes

The blade, thus purified, need be then washed in waters over which the Rite of Mnomatis has been spoken. It is now a tool a great use, for it can cut those who dwell outside as well as those who come on wings and dance atop the hills. Such blades are best used by allies, for such beings, though they now may be slain, still bear terrible weapons. The subtle wizard will keep such tools to give as gifts ever knowing that he himself may still ward their attack by means of the enchantment discussed previously.

—«•»—

Know this of Apauth, the Eternal Father of Corruption and Foulness. It bears great wisdom but will serve no man. Sacquieus teaches that Apauth is a child of the one who dwells in Yqua and that those who bargain with in speak to a servant of the Master of Ancient Tablets. Xilac taught that She Who Couples in Many Ways, She Who Seeks to be Joined and Yet Hungers, was born of the same Father; his wisdom was clouded by his many flaws. Fear one such as these, even if as well taught as I.

—«•»—

I record here the final fate of my master, the learned Eibon, so that men of future times might know his greatness and strength. In such a time as had past one-hundred and thirty years, he fell out of favor with the priests of the false god called Yhoundé, She of the Elk's Head. Many conflicts passed between my Master and these worthless ones, may Sathojuè feast upon their bones ever more, and in each he proved their betters. My Master was ever wise and knew that the growth of their madness could not be checked by his own wisdom or might and would only fail in ages hence, when his name was known to the cunning while their goddess would be as dust, and so he constructed a means to fly from their troublesome lands to a world far distant – far Cyranotte.

拉萊耶記

(La Lai Yeh Chi; Records of R'lyeh)

Bret Kramer

With translations and addenda
by Anthony Warren & Susan Zhang

Physical Description

A collection of bamboo strips (each about 11" long) laid out and bound together with thread to form a continuous sheet that can be folded like a modern-day pamphlet. The primary language written upon the piece can be identified as a particularly sinuous and stylized form of Chinese with a *Know* roll; a *Chinese* roll recognizes it as Classical Chinese (*Gǔwén*), most likely from the Zhou dynasty (c. 1100 B.C. to c. 200 B.C.), though this does not explain its oddly serpentine characteristics. Intermixed with the Chinese character are symbols from another language; these are R'lyeh glyphs, as a successful *Cthulhu Mythos* roll can attest. The fibrous binding is curious, strong yet pliable despite its apparent age, and appears to be from a plant of some kind (*Biology* or *Botany* rolls are inconclusive; it may be some sort of seaweed) and the bamboo is fragile. Some pieces have broken over time and a few strips appear to have been replaced, giving it a patchwork appearance at a distance.

The entire piece is held inside a finely-made hinged jade box (12" x 8" x 5"), affixed with gaudy pearl and gold inlay. The style is curious and its exterior artwork features a stylized aquatic theme of frogs and octopi, including a central ghastly humanoid figure with a cephalopod head (0/1 points *Sanity* loss if studied closely). Initially the art appears to be Chinese in origins (an expert can place it as being from sometime during the Spring and Autumn period, 722-481 B.C.), but there are certain inconsistencies that suggest the influence of an unknown culture or artistic bent. The gold itself is also unusual; though it appears to be white gold, it is far more durable than that alloy is typically. Understandably, the box itself is quite heavy.

Skimming

This is a collection of instructions for the worship of a being called *k'e t'u lu* (恪舍甪), a titanic dragon or god dwelling in a great submarine city in the Pacific (called *la lai yeh* or 拉萊耶) as well as the history of its arrival on our world from distant stars. Parts of the original work equate the being with *Shang Ti*, the Above Emperor, and Heaven worship as being part of its veneration. As such, the organism is apparently resting until certain propitious astrological events occur; until then it reaches out to individuals via dream-visions and its many offspring or servants (the work is unclear), including a race of amphibious humanoids and colossal squid-like beings made in its own image. The rites detailed for both worship and contact are cruel, gruesome things, and make frequent use of human sacrifice.

The main text is frequently appended with comments, seemingly from the scribe copying the original work. These comments have been inserted into the text quite subtly, offering clarification on obscure and oblique passages as well as sometimes translating some portions of the text in the non-Chinese script, which it refers to as the "*Chou hsian* tongue," (侷穸暗) being the place of *k'e t'u lu's* origin.

Anyone skimming the work who makes a successful *Psychology* roll will suspect that the authors of both works were at best sociopaths and at worst inhuman; the secondary author seems at pains to emphasize the might and benevolence of the dweller of *la lai yeh* despite the text's emphasis of humankind's insignificance. The descriptions are ageless, cynical, and oppressively nihilistic; the reader cannot help but feel revolted and withdrawn.

Research

The scroll appears to be a particularly ancient copy of what is more commonly known among esoteric scholars in the West as the *R'lyeh Text*, as far as can be determined by a day's use of a major library accompanied by successful *Library Use* and *Occult* rolls. Translations are said to have been made of the original text into Latin, English, and German; research into each requires its own *Library Use* roll.

Legend says that the Latin version is derived from a work of stone or clay tablets seized from the Greeks during the Pyrrhic War (280-75 B.C.); a fragment attributed to Quintus Fabius Pictor references that "certain scrolls taken from the Epiriot camp were brought back to Rome, including… the *Book of Urrilia*, a writing sacred to the cult of Poseidon of Kythnos and dedicated to his son *Cythulus…*" The work must have survived until the time of at least Valentinian I (364-375) when an imperial edict banned the "rites and scrolls of Rulean (also called Urrilean Oracles)" and imposed a punishment of beheading upon anyone holding these texts. No modern copies in either Greek or Latin are known to exist.

An English version of the work, said to have been translated from a now-lost Latin version, is rumored to have been produced by or, more likely, at the behest of John Wilmot, the notorious second Earl of Rochester (1657-1680). Never published, a number of holographic copies in the Earl's hand are said to have circulated at the court of Charles II under the title "The Book of Rileah." This led to an ill-explained scandal in 1676 involving the Earl and a number of courtiers, described by one biographer as:

> "… a riotous party on the beach at the Isle of Sheppey (near the mouth of the Thames), in which the Earl is said to have donned an elaborate headdress and chanted in an unknown tongue, perhaps aping the rites of Hindus. When nothing came of his mystical performance he engaged in yet another round of heavy drinking and rutting, eventually starting a substantial bonfire that rapidly grew out of control and attracted the attention of the night watch. His public excesses resulted in another petition of complaint to the king, this time on behalf of three local parishes. Two days later he began an affray in Epsom with the city watch, which resulted in the death of his friend Downes. Little reason is given for this uncharacteristic violence, though his flight was short-lived. He returned to court from hiding barely a month later."

The Earl of Rochester died of syphilis or a similar disease in 1680, his legitimate son Charles following him to the grave the following year. No copies of his 'original' English version are known to be held in any public collection, but a hoax edition was auctioned by Sotheby's in London in 1911, to some minor bibliophilic interest, until an examination revealed it a modern fabrication. Copies of this forgery still occasionally circulate as the genuine article.

While none of Wilmot's original copies are available for public study, it is likely that reproductions of varying quality exist. Serious researchers will uncover evidence of at least one

copy having been transported to the Americas, where it formed the basis for Doctor Laban Shrewsbury's An *Investigation Into the Myth-Patterns of Latter-Day Primitives, with Especial Reference to the R'lyeh Text*. Published by Miskatonic University Press in 1913, this work did great damage to the reputation of Dr. Shrewsbury. It is rumored his disappearance, likely a suicide, in 1915 was driven in part by criticism over this work. Another scholar who has cited the *R'lyeh Text*, Harold Hadley Copeland, late of the Sandbourne Institute of Pacific Antiquities, also suffered professional censure. Apparently driven mad by a disastrous Tibetan expedition in 1913, Copeland is currently confined in a California asylum.

The only other version known to have existed in Europe is a German edition believed to have been published around 1735 in Munich or Hameln (Hamlin) under the bizarre title *Die Liyuhh*. Coming from a very limited print run, several hundred at most, the anonymous translator's output is said to be a recension of a Latin version together with a previously unknown Chinese edition. Some occultists have linked the print to Hektor Osterloh, a Hameln printer known to turn out illegal esoteric tracts alongside his lawful trade in Bibles. Unfortunately much of what is known about this very obscure German copy comes (secondhand) from Gottfried Mülder, confidante and publisher of the thoroughly disreputable occultist Friedrich Wilhelm von Junzt. In several letters (dated between 1842 and 1846 and published in the journal *Der geheimnisvolle Spiegel*), Mülder defends himself against charges of immorality and public corruption (for which he was later driven from Leipzig by the authorities) while describing *Die Liyuhh* in some detail (connecting it to something called *The Dhol Chants*). He even goes so far as to cite it as an example of the sort of work that he would never publish due to it being too vile.

As for this Chinese version, an expert examining the bamboo strips can definitively place the book's creation as being towards the end of the Zhou dynasty, most likely during the Warring States Period (c. 223 B.C.) and almost certainly in the city of Luoyi (now Luoyang), the Zhou capital of the time. The origins of the case accompanying the book are harder to interpret, though the style suggests a coastal site, perhaps from the Chiang-su province during the same period.

It is left up to the Keeper to provide information on such items as R'lyeh and Cthulhu, as the abundance of available useful sources would make any discussion of them here relatively superfluous. William Hamblin's article "In Rerum Supernatura" (pages 108-113 of the Call of Cthulhu *rulebook) and Daniel Harms' excellent* Encyclopedia of the Cthulhu Mythos *are both very helpful places to begin.*

Thorough Reading

This work contains the rituals and rites of the followers of *k'e t'u lu*, a humanoid yet octopoidal alien of tremendous power being now trapped in the sunken realm of *la lai yeh*. While China is one of the few cultures to have no "creation myth" of the history of the universe, the original scholar and later copier-commentator of this text provide a complex history of this extraterrestrial creator. Both describe it as sleeping or dreaming, yet at other times as being dead or in a state of dying. Various rites and invocation are detailed, including numerous uses of animal and human sacrifice. The cosmology of *k'e t'u lu* is related to a contemporarily unknown Taoist scripture called *T'ai I Shengshui* (Great One Birthing Water)[1]: he comes to Earth from a distant star called *Chou hsian* with his many spawn (smaller versions of itself) as well as created servitors (a sort of humanoid amphibian led by giant versions of that species, and able to interbreed with, or perhaps even originally formed from the precursors of, men); the many wars between the *Chou hsian* race and several other weird beings

1. The *T'ai I Shengshui* was not uncovered until 1993, but was written circa. 4th Century BC. It includes such choice phrases as, "Therefore the Great One [*T'ai I*] is stored in water and travels through the seasons. Circulating again [missing characters] the mother of all countless things. At times diminishing, sometimes flourishing, it takes itself as designer of those countless things it sends forth." The text also considers the cults of various gods and spirits (*shen ming*) aligned with the *T'ai I* who received earthly human worship during the period.

(based in the southern hemisphere, mainly); and a menagerie of *k'e t'u lu*'s offspring, mostly tentacular horrors similarly trapped at various ill-defined locations around the globe. Much of this is written with the trappings of a debased Confucian mind; for example, *k'e t'u lu* is equated as having the literal Mandate of Heaven, a father figure to look up to and be obedient to at all times, while the amphibious races are described as living in perfect societies, with pure loyalty and artistic cultivation.

While the main author speaks authoritatively about specific rites and practices, much of the text is peppered with commentary meant to clarify what is being discussed, presumably to an audience wider than the original author intended. Some of what is said by the main author is undermined by the secondary one, usually in a manner that suggests that the secondary author either misunderstands the nature of *k'e t'u lu* and its minions, is willfully misrepresenting them, or perhaps the capricious nature of this "god" has changed over the millennia. The clearest discrepancy is the status of human adherents following the rise of *la lai yeh*: this event is clearly apocalyptic (in both the Greek and English language sense) featuring the Earth "swept free of all lesser beings" in a wave of immeasurable horror and destruction; yet the secondary author actively promotes the notion that devotion to the *Chou hsian* race grants worldly understanding and greatness, allowing one to survive the coming conflagration. Another point of contention is in the supposed rising of *la lai yeh*. In the text, a detailed description is given of *la lai yeh* in the hopes that human followers might land there and awaken its inhabitants, yet the work also explicitly states that *k'e t'u lu* cannot rise until an uncertain future date and that no force or power can undo his slumber.

Specific rituals are given that allow the "devout" to call upon the power of *k'e t'u lu*. One enchantment is said to crush foes in his invisible grasp (something the commentary writer takes great pains to describe in lurid detail), while another allows a caster to draw upon the Great One's influence and swamp enemies in waves "as tall and powerful as their hymns." Prayers for intercession by *k'e t'u lu*, his spawn, and some of his "offspring" (known as *yang kuei tzu*, or ocean devils[2]) are provided, along with the necessary secondary rituals (such as crafting a stone tablet to summon his amphibious allies). The commentary adds a veneer of ritual and filial piety to the ceremonies that are not in the original work.

It almost goes without saying that the entire work is upsetting in the extreme. The casual discussion of the destruction of humanity, the pervasive praise of inhuman and abjectly cruel beings, the total lack of grounding in even the most basic human values, and the persistent viewpoint – no matter how glossed over by the commentary author – of the worthlessness, weakness, and utter futility of all humanity saps the psyche of even the most resolute reader.

Quotes

Sophistry and cleverness are but an aid to ignorance of the truth; only through rites and music can the symptoms of rapacity and licentiousness be sworn against; kindness and benevolence are but the foster-mother of transgressions; employment and promotion of that which is just are mere opportunities of thought against the edicts of the Sleeping Master. For even though drowned and dead, the Lord That Sings in Sleep sends forth his dreams and premonitions,

2. The term *yang kuei tzu* was historically used by the Ming dynasty as a term for European foreigners; the name itself seems to predate the 1510s, perhaps comparing the stereotype of the looting, piratical, uncaring attitude of Westerners to the characteristics of this aquatic race.

and neither man nor false god can entrust such proof of their existence as the call of *k'e t'u lu*...

...Our Master Who Waits is a righteous father, alone in understanding, but he is not alone; other dreams are dreamed and other songs are sung. Others still dwell; behold beneath what was once Great Mu! For in that lofty peak remains the terrible child, watchful and dreadful to behold; as to look upon its face is to meet the death that cannot come but is greatly desired. Many are the priests of Mu who in their folly turned against him to suffer yet for their impudence, forever screaming. And so goes the eighth lesson of the *Tao of la lai yeh* ...

—«•»—

When called upon by the brothers who slip from water to land, you must offer up on unto them that which they desire, be it your cattle or your wives or your children. From their wisdom and age you are subject to them, and are made fortunate by their guidance. A tale is told of a young man with a wife who was beautiful; and though she had not consented, he was most faithful and allowed and helped the *yang kuei tzu* to mount her each night until a child was born. In exchange for his faith he was bequeathed with many women, snatched from the shores and rivers of the coast, which he used as he willed; for to surrender one small cherished thing is to gain much. That is the Tenth Lesson of the *Tao of la lai yeh*...

—«•»—

... having marked and cast the stones into the ocean, the spawn of *Chou hsian*, prophets and priests of *k'e t'u lu*, shall appear. Their visage is terrible and powerful; for their faces are as the Sleeping Master in his glory. Many non-believers have been brought to his worship by casting eyes upon the sea-dragon. And many believers have cast themselves headlong into its tentacle-filled mouth. As sturdy and tall as a house, it wades from the depths, if it so condescends itself to the mere mewling of manfolk. Oh *k'e t'u lu*! I have seen you! And I fall at your feet to grovel in the waves before you, before your child, before all you deign to send us! *Ia! Ia! Fei'nakeilui ma'keilu wei'nafa k'ef'ulu La-lai-yeh weika'nukalu hsi'ilukun!* ..."

鉉子七奧書
(土七賾書)

The Seven Cryptical Books of Hsan (The Seven Cryptical Books of the Earth)

Anthony Warren and Scott Slemmons
with Chinese by Susan Zhang

Physical Description

A yellowing silk-paper scroll (11 ¾" inches high and many yards in length) bearing a dense assortment of Chinese characters, symbols and astrological diagrams. *Chinese* rolls recognize the text as not only especially ancient Old Chinese but also inclusive of early glyphs and symbols, while an *Idea* roll suggests its oddly carved ivory rollers, which wind the scroll, might be human ribs, though their flexibility, strength and the difficulty in marring or scratching them, quickly discounts this hypothesis. *Biology* rolls confirm the rollers as some sort of animal bone, but this knowledge costs a point of Sanity as the source animal is clearly preternatural (anyone with knowledge of Chinese folklore might believe them to be ribs from a dragon, often said to have such qualities). Their age cannot be conclusively deduced. A *Cthulhu Mythos* roll determines these bones belong to a nightgaunt. When rolled, the scroll is kept inside a red lacquered wooden tube (12"×2.5"). Once ornate, the paint and varnish have blotched and cracked badly (in poor light the surface looks like scales). A tarnished tree-branch design (*Cthulhu Mythos* identifies it as one representation of the Elder Sign) is inlaid with silver paint into the tube's stopper and bottom. The tube is much more recent in construction than the scroll; a specialist places it around the turn of the century, though it looks older than its two decades.

If touched, the scroll feels slightly cooler than ambient temperature. The scroll is obviously very old and finely made; an expert could date it to at least 200 B.C. The appearance of certain extremely ancient and obscure symbols, unknown to all but a handful of linguists, suggest it was copied directly from an even older source. These include (via a halved *Chinese* or *Anthropology* roll, or a halved *Know* roll by a expert in East Asian history/linguistics) oracle bone script, *Ta-chuan*, *Moso*, and *Old Tibetan* with phonetic annotations for

pronunciation written in sub-Indian *Brāhmī* (an unusual but not unknown addition for Old Chinese texts when complex or foreign pronunciation is necessary). At no point is the title of the scroll actually given. There are no illustrations, aside from a great assortment of spidery astrological wheels and charts.

Skimming

Keeper's Note: Only someone with at least 25% skill in Chinese can skim the text.

Anyone able to skim this easily who makes a halved *Know* roll recognizes it as the *Seven Cryptical Books of Hsan* (*Hsüan tzu ch'i ao shu*), a much referenced but never seen book of Chinese occult lore. Any initial impression reveals this to be a work of esoteric lore, with some parallels to traditional Chinese lore dealing with alchemy and astrology but with significant differences.

Unfortunately for readers despite some superficial similarities with traditional esoteric works, this is no mere catalog of star charts and mystic formulae. There is no apparent theme or structure. The densely packed symbols give no clue where to begin. Often multiple – even conflicting – meanings are possible depending on the direction the text is read. With time and study, however, it becomes apparent this is more of a puzzle than a text. By ignoring or adjusting rules of structure, and by picking apart twists of language and symbol, endless variations can be uncovered. Some are as simple as endlessly branching sentences, creating crossword-like effects. Further intercuts unveil ever more links, spinning further and further from the original theme and into more and more convoluted tangents. Others are more subtle, using long-dead homophones and polysemes, clever allusions and subtle mesostics. Even the charts and astrological diagrams often serve multiple purposes, showing different things depending on the context of what is currently being read.

By all regards, this is less a piece of literature as it is a piece of art – and it is mind-bending in its complexity. Any educated reader quickly concludes the text must surely be infinite, or if not infinite at least so close as to be effectively such. Repeated reading will only unveil continuing drifts and tangents, retell tales in new and unique ways or expose further knowledge in ever tessellating patterns. No recital could ever be the same twice; and anyone realizing this is struck by the most terrible and gnawing existential angst. (The *Sanity* loss for Skimming reflects this realization.)

At its most basic, the text could be compared to the dread Necronomicon, though it also deals with extraordinarily diverse subjects unrelated to the usual Mythos tomes; including a history of a place called Leng and its surroundings, myriad curious pantheons of Gods, various sorceries and rituals, methods of divination, precognition and resurrection, elaborations on magic, descriptions of strange beasts, tantric, sexual and meditative positions (many of them humanly impossible), the sexagenary cycle (and a further hexagenary cycle), alchemical studies, *koans*, astrological phenomena and a bewildering array of metaphysical theory.

Research

Successful *Occult*, *Library Use* or *Chinese* rolls acquaint researchers with the *Seven Cryptical Books of Hsan* (sometimes known as the *Seven Books Written in Darkness*); a semi-mythical Chinese text often found in truncated and expurgated form. Supposedly translated around 220 A.D. by the philosopher-priest Hsan the Greater, about which little is known, a number of classical texts are variously and probably inaccurately ascribed to him – mainly in the fields of alchemy, morals and poetry.

A *Library Use* or *Occult* roll uncovers the following English-language account of his life, from the works of 'Mohammed abd-Shaytan' (nee Martin 'Piper' Frank), Jamaican theosophist and self-described convert to Yazidism, in his 1922 monograph *Occultus Orientalis* [sic]:

> "… and one of the proudest figures of Oriental cross-pollination with the Far East is Hsan the Greater. Though his life is now lost in modern China, it is

available in certain articles of the Coptic demotic,[1] where he is described as 'dark of skin' and 'charmless in Courtly tradition' but 'displaying great aptitude for language and philosophy'. His retinue numbered some dozens, though only his favourite is described: of indeterminate sex, face hidden behind a yellow silk mask, this mute served as Hsan's personal scribe. The philosopher-poet spent his days as translator for such works as The Romance of the Saffron King and the Trigrams of Cho Fo-Yue, alongside writing the Seven Cryptical Books. Truly it is obvious that 'Hsan the Greater' is a corruption of Hanan the Great, a Semitic Kabbalist of Byzantium who fled before its disastrous fall to the Roman sword.[2]"

Those interested in abd-Shaytan discover he was last seen in London in late 1923, attempting to raise funds for an expedition in search of the lost city of Irem; he will turn up in February of 1926, apparently having drunk this way through the funds raised for his abandoned search.

The earliest English translation- the *Cryptic Books of Hsang*- dates to 1729. Anonymously published, it contains a feeble rendition of pseudo-Oriental mysticism and garbled translation of the *I-Ching*; it shares nothing more than the title with the original. A more accurate, if out-of-print and hard-to-come by, English translation published in the late-19th and early 20th centuries remains the best available.[3] It was – in the words of its publishers – 'smuggled' out of China, something numerous fictional accounts have embellished. However, Neville Gallimore, grandson of the translator recounted in *The Oxford University Journal of Sino-British Relations* (Vol. IV, No.2; April 1906):

"… Not a year goes by when I do not receive some letter enquiring about the 'smuggling matter' and giving rise to numerous and wildly inflated accounts of how 'certain death was escaped' &c. In truth, the offending articles (a C.17th collection of Hsan's works) were tokens for services rendered. Some have contended that my grandfather's translation is butchery to the original; but one should note Hsan's Chinese 'original' is as much butchery as the one now in English. In old Cathay it is readily acknowledged that Hsan the Great [sic] stole, plagiarised, edited, transliterated and rewrote great portions of what is now named the Seven Cryptical Books of Hsan from a far older and far more potent source…"

A French-Russian (on facing pages) edition was published in 1919. Though claiming to be printed in London, it has the same presswork as an anonymous run of monarchist and anti-Semitic pamphlets traced to Shanghai's White Russian quarter. None appear to have been sold outside northern China. Investigators in Shanghai might be able to find a copy in one of the many bookshops or markets in the French Concession's 'Little Russia' district.[4] It appears to be a fragmentary translation of a single book at most.

That is all that can be discovered in European sources. Consulting an expert or sifting through dozens of books in Chinese (requiring both *Library Use* and *Chinese* rolls) additional information on Hsan the Greater and *The Seven Cryptical Books*' precursor can be found.

The earliest records of Hsan (or *Hsüan* in Chinese) come from about 218 A.D. and describe him as a polyglot, sorcerer, and visitor from a far-off empire (some scholars believe it to have

1. A further *Library Use* roll uncovers the source of these allegations as a 13th century treatise on alchemy, written in Coptic, and stitched into the back of a copy of the *Beatus Methodivo* at the University of Athens. Its authenticity is generally disputed. None of Piper's quotes can be found verbatim, and appear to be instead taken from the description of Ali al-'Asyn, an alchemist in the Abbasid court.

2. This claim is spurious at best; a *Know* roll or grounding in Asian history finds substantial flaws in this theory. No reference to "Hanan the Great" can be found.

3. *The Seven Secret Books of Earth*, two Volumes (1897, 1901); Trans. N. Gallimore. In English. 28 weeks to read and comprehend; +3 Occult, +1 Cthulhu Mythos (at the Keeper's Option), 0/1d2 points of Sanity.

4. The *Sept Livres de Hsan/*Семь Книгъ Шана, In French and Russian; 8 weeks to read and comprehend. +1 to Occult.

been the Pyao city-states of central and northern Burma, explaining his non-Chinese name and knowledge of Tibeto-Burman languages). There are numerous apocryphal stories and biographies of his travels, but the best is collected in Tan Kuo-tsung's thirteen-book Chinese-language series: *Translation in the Era of Emperor Wu of Wei* (Hong Kong, 1913). This include all the usual tales of communion with spirits and demons, control of the weather, enticement of dragons from the oceans, alchemical research into the elixir of life and ever more sordid and fanciful events. Within a few years, Hsan was invited by Emperor Tsao Tsao of the Kingdom of Wei to translate from his 'forbidden archive.' Hsan translated and edited half the emperor's library before the ruler's death a year later and the usurping heir Tsao P'i forced Hsan from the palace. Hsan is rumored to have traveled China for another few years before disappearing, allegedly to the vassal city of Sung-p'ing (modern-day Hanoi).

It is in Tsao Tsao's library that Hsan reputedly found what academics call the *Seven Cryptical Books of the Earth* (*T'u ch'i tse shu*), and which he used as a basis for his own text. The history of this precursor is piecemeal. Known to have been translated into Chinese extraordinarily early (perhaps 4000 B.C.), its original language was almost certainly an obscure foreign dialect. Most scholars believe it was transmitted via Tibet or Burma, particularly with its repeated references to a nation or land known as 'Leng;' a Chinese word meaning 'cold' and perhaps related to the mythological Tibetan 'Kingdom of Ling.' Reputedly the history and travelogue of a strange and fantastical borderland, with tales from the legendary Plateau of Tsung, the scrolls were said to include magical treatises and predictions of future-events. Some have argued they might be an example of an original Chinese 'creation story;' one not borrowed from other Indian or South Asian religions.

In 213 B.C., however, the first emperor, Shih Huang-ti, banned the Confucian religion and ordered all scholars and books which did not defer to his new empire be burnt or buried. This included the *Seven Cryptical Books of the Earth*, and all such early copies were presumed lost.

Around 200 B.C. attempts were made to recollect the knowledge lost to the bonfires. Fragments of books were reintroduced from abroad, while scholars exiled during the purges were enticed back to replace – from memory – swathes of lost text. In the end, however, the task was too great; no authentic pre-213 B.C. text could be found nor could any copies of the *Seven Cryptical Books of the Earth*. Today, all Chinese texts of the *Seven Cryptical Books of the Earth* are facsimiles resurrected from singed scraps and the memories of old sages. The *Seven Cryptical Books of the Earth* fell out of favor, and by 100 A.D. it was no longer listed in imperial libraries. All but extinct when Hsan began his reinterpretation into modern Chinese, the old version was believed lost.

The *Seven Cryptical Books of the Earth* is considered a lost text, on par with the hypothetical Biblical 'Q Document' or Eratosthenes' *On the Measurement of the Earth*. Some complete copies are said to exist in Tibet, but as the monasteries refuse to confirm this or allow entry to see them, the point is moot. A few fragments have appeared at auction (Bonhams of London sold one to a private collector in 1921, and another was purchased at the request of Prof. H. H. Copeland by the Manuscripts Collection of the Sanbourne Institute, California, in 1924), though they are presumed to be forgeries; and since they rarely match each other in style or content, debate rages as to their veracity.

An intact, legible (and apparently limitless) version such as this one is priceless and apparently unique.

Thorough Reading

Keeper's Note: With this work's fractal nature, it is safe to say that those with the skill and knowledge to decipher this progressively alien text could possibly discover all manner of esoteric knowledge. Thankfully, it is unlikely investigators will read this tome themselves – and therefore only a summary of what Mu Hsien or a translator uncovers is likely needed to

suffice. Further study by others may uncover an effectively limitless fount of terrible knowledge.

One reader might start at Leng, delving into its past, present, and future, before spending particular length on the race called Yueh-chih,[5] *who lived (or live?) in Leh-Lah-leng, a city at the base of the plateau. Further stories tell of how they came from the darkest Abyss beneath the doomed city of Tsakoumah and regressed into degeneracy through vile practices, including cannibalism, ritual sacrifice and the worship to the Twin Obscenities that 'spiral beyond and below.' Another reader, however, might start at Leng and sidestep into magical theorem; of how to resurrect the dead with the Blossoms of Lamentation, or follow the story of Bhan-Du the Dreamer, who wished to bring wealth to his village and family but merely plunged them all into madness and death. Even repeated reading sees subtle shifts and further digressions; constantly causing the reader to reinterpret what they thought they'd already thought as truths. The effect is deeply unsettling, not least because two readers will never be able to agree on what it is they have read...*

The scroll opens with tribute to the scholar Lao Ch'ihao Yuan for returning from Tibet to assist the scroll's writers (he was supposedly three hundred years old at the time). This section was obviously not part of the original *Cryptical Books* and is written in plain Old Chinese.

The opening volume (*Chronicles of the Kingdom of Leng*) encompasses the first two books, with the first containing Leng's history and geography, much knowledge of the *yueh-chih* people including how to create "The Feast of Feasts" – a rite allowing one to prepare an infant's body that it may adequately feed a village. The second book is predominantly related to instructions on safe travel through the region surrounding Leng, though it unfortunately assumes previous familiarity with Leng making it mostly worthless; a second enchantment is included: "To Dream of Dragons" – a ritual allowing one to inflict images of terrible creatures upon another's dreams.

The second volume (*Lamentation Blossoms*) comprises the middle three books of the scroll, and revolves heavily around magical rituals and metaphysics. (It is these spells and descriptions that are heavily quoted in Hsan's rendition, and of all the text this is perhaps the least elaborate and most esoteric in nature.) It is also the first to mention recognizable known locations, including China, Tibet (heavy commentary is made about the *mi-kou*, creatures that 'dig down even as they ascend' and are apparently 'guardians' or 'owners' of an entrance to Leng in the highest peaks of the Himalayas), a place that is presumably Japan or Formosa, and the watery citadel of the Sleeping One, Dread *Hsiehshen*. The Sign of Signs, which allows limited power of life and death and is a ward against other magics, is described (looking remarkably like the symbol inscribed on the scroll's case), along with the two more rituals. These are: "The Eater of Eyes" – which inflicts blindness on an enemy, "the Blood of the Dead" – which allows the preparation of a body for magical resurrection by converting it to base elements.

It is within the fifth book that the rite sought by Jack Brady (as well as the investigators, hopefully) can be located. The chapter is shorter and comparatively (at first glance) straightforward when compared with the others on the scroll. It describes something it terms the *Restless Gate* – a being known by countless other names – that serves as messenger for the chaotic *Tao* at the center of the universe. Careful examination, however, recognizes it as a massive and complex cipher, whereby reading diagonally or backwards or by shuffling the characters into new configurations, one can uncover hundreds, if not thousands, of lines of hidden text. With enough time every mask of the Crawling Chaos could be discovered and presumably long before then the reader's sanity would be broken. Each description is cryptic, yet evocative; *Brāhmī* annotations give relatively accurate pronunciation of their 'true' names. Two spells are included – the first being the *Eye of Light and Darkness*, which is described as a salve

5. *Library Use* or *Anthropology* rolls recognises a culture known by this name existed in modern-day Burma for thousands of years before being scattered by migration and war. A successful roll in a *Chinese* translates *yueh-chih* as an old way of saying 'people of the meat.' *Cthulhu Mythos* rolls remember another name for the *Yueh-chih*: the dreaded tcho-tcho.

against the *Restless Gate* and those that serve its will, while the other is entitled *the Black Fox Dances*. No description of its effects is given, but if cast it summons Nyarlathotep in a guise most befitting the circumstances.

A third volume (*On Things That Have Been and Are Yet to Be*) contains two sections (books six and seven) that discuss various methods of prophecy and divination. The first section details communication with the dead as a means to gain knowledge, including the spirits said to haunt charnel places- these spirits possess corporeal bodies and consume the dead to gain their knowledge. They are said to teach the so-called "Whispering of Rags", which allows one to view the past using the clothing of the deceased. The second portion recounts various magical and alchemical techniques for viewing other places and other times, including the use of the Ebon Blossom, divinations with tossed bones and ritually marked sticks, and the ritual application of the "Jaded Glass" – an enchantment that grants the caster visions of future times; these visions are considered highly dangerous. Interspersed with these methods of divination are actual prophecies of (then) future events as well as curious notations on the past, including civilizations – even species – unknown to modern science.

Optional Rules: Unlocking the Path to Madness

Considering the otherworldly nature of this text and the effectively limitless knowledge it contains, it should come as no surprise that the temptations it presents have the power to destroy most men. While for the sake of the campaign it is assumed that Mu Hsien is unbroken (if not unscarred) by his study of the *Seven Cryptical Books of Hsan*, the same can not be said for all who may study it.

When a student of the work "completes" their reading (when the last point of *Cthulhu Mythos* skill is gained) they must roll a resistance roll of their POW versus their INT. If the roll is failed, the temptation to gain more knowledge is too great and they continue to study the work (secretly if need be), beginning the process over anew, with new Sanity rolls as if they had not studied the work before (see below). At this point the work is considered to have taken a hold of their mind; they cannot cease studying it without making a second resistance roll of the POW versus their INT plus ½ of the Cthulhu Mythos knowledge gained in their study of the work (cumulative). Those who fail their roll with a result of 96-100 will study the book feverishly (see page XX) until dead.

(A Keeper in need of some method to save a party from the machinations of Ho Fong or some other cultist enemy in the campaign may have the villain obtain the *Seven Cryptical Books of Hsan* and suffer from this side effect. Ho Fong may have 0 Sanity, but that doesn't mean he is immune from this sort of mania.)

Curiouser and Curiouser: Unlocking the Seven Cryptical Books of Hsan

As a feature of the otherworldly nature of this tome, anyone studying the *Seven Cryptical Books of Hsan* may do so an unlimited number of times, allowing the tome's skill checks, including *Cthulhu Mythos*, to be gained repeatedly. The same is true of the work's *Sanity* costs. Clearly a few repeat readings of this work will destroy even the heartiest and sanest of scholars.

This tome can be used as a reference, as per the *Call of Cthulhu* rules, by someone who has previously studied the tome. Unlike those rules, in which the tome's *Cthulhu Mythos* bonus is added to the reader's own *Cthulhu Mythos* skill, those using the *Seven Cryptical Books* as a resource must make an *Idea* roll for each hour spent studying; success indicating that some sort of answer is discovered (how useful the answer is being left to the Keeper). The scholar must also make a POW×5 roll to stop studying the book (if that is their wish), otherwise they continue. Further attempts to stop may be made each hour at POW×4 (for the second hour), POW×3 (for the third) and so on until a POW×1 roll is failed. The scholar is then assumed to be engrossed and must make a POW versus INT roll as above, with the same results as discussed there.

Additionally, it is also said that there is a lost book (and '*Eighth Cryptical Book*') contained within the tome. This is said either to be a complex algorithm counting down to the end of the world or a spell to summon the Blind Atomic God, Azathoth. If the Keeper desires, those studying this work (particularly those obsessed with it) may unlock this final secret of the text, unleashing, unknowingly or willfully, the full power of the 'Tao' upon the world.

Quotes

Benders of chi have voices for instruction, but no corporeal form. Amidst cloud and winds, atop the celestial Mountain of Ka-Tai Guo Xua, Old Gods hold sway, hidden from man: their names are many, and this tale was told long ago, before the Age of the Ten and Seven Kingdoms...

—«•»—

Mei-lu-huan-ta (untranslatable), the Devouring Gate:
Of many forms, it Lives,
For every ten, each ten a hundred,
Each hundred, a thousand,
And each thousand, ten thousand,
The Lion that sees through eyeless,
The Black One who sings with no mouth,
The Lord of the Flooded Plain,
The Hungry Bleeding Dancer,
But fifteen years plus one day from the fall of the Final Emperor,
The Sky Darkens, the Celestial Signs Align,
The four and one dream to piece the Veil.
The Unbidden Lord moves through the Swollen One,
Her demon eyes shine as stars,
Her mouth to kiss, to feed, to weep for,
Her body transformed at will,
His voice, as clear as bells,
Sweet-faced, thin-lipped, her fan hides all,
Behind it, her disciples to become Sages Equaling Heaven
And be no more.

—«•»—

Even such might may be held fast, for such is the will of the Tao, and a void of his might may grow as a hollow in a rock. The might of the Tao may be drawn by the Eye of Light and Darkness. Once opened, the Eye holds the will of the Restless Gate at bay until such a time when the Eye is closed. Such an act is of the greatest nature and cannot be done without much effort. The Celestial Omens to open the eye are such that it must be before the fullness of the Moon. When the Moon is born, the blood of an innocent must fill the pupil of the Eye until all returns to Darkness. Words of Power awaken the Eye. They are Sa Ma Sa Ma Teio Sa Ma. When again is born the Moon, the Eye will arise with it, and the Will of That Which is One and Many will be set aside. The song requires many singers, and many voices or it shall fail.

關教士記
(Tale of Priest Kwan)

Sam Friedman and Anthony Warren,
with addenda and translations by Anthony Warren
and Susan Zhang

Physical Description

A neat black-lacquered wooden case (6 ½"×5 ¾"×1 ½") enveloped in green silk holds this wrapped back bound work,[1] each page printed on heavy linen paper. The cover to which the pages are adhered is made of the same thick linen and left untitled. A *Know* roll for those otherwise unversed in Asian languages identifies it as being Chinese; an expert (with a *Chinese* roll) can recognize the style of writing as "cursive," a complex form which is here written in hurried, sloppy strokes and joins that is often incomprehensible even to readers of 'standard' Chinese. Linguists can tell that it was written in the period between 1610 and 1630, the twilight years of the Ming dynasty. Quality of print and general manufacture are both surprisingly high for a book of its age and includes multiple colors of ink; the clarity and blemish-free nature of the work suggests a small print run. Its title (關教士記, *kuan chiao shi ji*, translating into English as the *Tale /Record of Priest Kwan*) has been brushed onto a yellow silk ribbon and tied around the book. A *Spot Hidden* roll notices a very subtle pattern of what appear to be sickles worked into the green covering cloth.

Skimming

A casual glance tells that the book is some sort of religious instructional associated with an obscure and secretive Chinese society. Dedicating itself to the worship of an entity known as the Goddess of the Black Fan (here her title is written as 黑扇女神 throughout; those who have seen the *Goddess of the Black Fan* – see page XX – will note it lacks the dual-meaning with "prostitute"), the book recounts the acts of an early hero of the cult, a former Buddhist monk who took it upon himself to defend members from the persecution carried out by a powerful noble who aimed to root out the sect. The book is divided into several sections. In the first, the author decries the weakness and disloyalty of the cult's membership before their persecution. The next section records the coming of the monk, who is praised for his 'holy' virtues, and his initial confrontations with the noble. The penultimate chapter reports the monk's triumph over the noble and, at last, the noble's grisly acknowledgment and self-sacrifice to the Goddess of the Black Fan. A concluding section provides a series of homilies on furthering the worship of the Goddess, including descriptions of many rites and rituals.

Such a dry summary cannot convey the gleefully murderous tenor of the piece. The

1. Wrapped back binding is a modified form of butterfly binding, in which the pages are folded in such a way that that blank side of each sheet is concealed by folding. In traditional butterfly binding the pages are sew together at the crease; in wrapped back, the creased part forms the edge of each "page" while the edge of the original sheet are sewn. These sewn edges are then wrapped with cloth or paper, forming the book's cover.

entire work is a heartfelt catalogue of violence, malice, cruelty, perversion, and abject horror masked behind the most beautiful of Literary Chinese verse, and its anonymous author is undoubtedly a sadist, but one of education and erudition. Even a cursory examination highlights the book's poetic horror which only the most fevered of imaginations, or a terrible reality, could produce.

Research

Owing to the fact that *Tale of Priest Kwan* has been the subject of repeated prohibition attempts by both Chinese and other authorities over the last few hundred years, few references to the book's existence are available outside of the Order of the Bloated Woman's own membership.

Western sources on *Tale of Priest Kwan* rarely amount to more than brief footnotes, with only the most scholarly of works even mentioning it as anything other than a 'lost sutra.' The only explicit mention appears in the French-language *Journal de la société des études orientales* (Vol.3 No.7, Spring, 1913, pp.78-91) in an article discussing the Buddhist theological holdings of the Bibliothèque Nationale in Paris. Amongst a collection of texts obtained from monasteries in Tonkin (Northern French Indochina) after the Franco-Siamese War of 1893, several heretical works are mentioned as having been recovered, including "the vile 'Reminiscences of the Monk Quan (*La réminiscence du prêtre Quan*)' in a complete and modern Annamese[2] translation, alongside fragments of the Chinese original, all probably dating from the late-18th century by virtue of their literary style and binding." Unfortunately both the Annamese copy and Chinese fragments were lost some time after the journal's article was written, a fact that the library staff can attest. No further description of the work is given, but anyone corresponding with the library (or visiting it) will be put in touch with Doctor Claude D'Havernas, a retired scholar who wrote the article in question and worked with some of the items in the collection.

Doctor D'Havernas, a diplomatics[3] specialist, briefly examined all of the works collected from the Tonkin-area, including the referenced volume. He can personally relate a few scant details; that the Chinese original was well made, but had only survived in poorly preserved and partially burned fragments, while the locally produced translation was shoddy and hastily composed. He verifies the ages of each, with the Chinese fragments dating from the late-17th century and the Vietnamese translation middle-18th century.

As a final note, he briefly recalls a colleague that studied the contents of both documents more extensively: one Professor Anatole Mauriac, a specialist in the study of Buddhism and other Asian religions. Though he has not thought about him in many years, Doctor D'Havernas recommends that investigators get in touch with this old acquaintance. Further research uncovers, however, that the unfortunate Professor Mauriac took his own life in 1915 while traveling in East Asia, pushing a pair of ornate silver-plated Korean chopsticks through his eyes and into his brain. He had been complaining of severe insomnia and some emotional disturbance in the months preceding. Anyone with a knowledge of Korean culture, or who succeeds at a halved *Library Use* roll after considering why the scholar might do such a thing, will discover that Koreans historically used silver chopsticks, considering silver a "pure" metal that tarnished if it came into contact with poison. Some also believed that silver served to draw poison from the afflicted substance.

A Chinese scholar such as Mu Hsien can relate some details about the cult described within as given in his description in the campaign book; most importantly he can explicitly connect the Goddess of the Black Fan with the Bloated Woman.

2. Known in modern times as Vietnamese.
3. The study of written works to ascertain their provenance.

Thorough Reading

The entire book is a religious screed devoted to the Goddess of the Black Fan, a malevolent entity that appears as a beautiful Chinese woman who conceals her face (and almost undoubtedly other terrible things as well) behind an ornate and beautiful black fan. The majority of the book recounts the persecution of a group of the Goddess' followers and their liberation by the titular Priest Kwan.

The initial chapter outlines the early victories of the unnamed nobleman, who arrives in Fukien at the emperor's behest and begins a drive against the devotees of the Goddess of the Black Fan. Many of the cult's membership in Fukien province are captured, and under the duress of torture, a few of the cultists reveal the secrets of the group, enabling the authorities to locate the sect's worship centers and secret refuges. Scarce few of the faithful survive the resulting round of executions, which the *Tale of Priest Kwan* reports in grisly detail. These descriptions end with a diatribe that extols the virtues of secrecy and pronounces a curse on those who have or might betray the Order and offers a clear and gruesome outline of their eventual fate.

In the second chapter, Kwan arrives to defend the cultists from the nobleman and his imperial troops. Kwan is a mystic who frequently communes with the spirit world, most often the Goddess of the Black Fan, but also with something called The Great Faceless Lion[4], a gigantic being with the body of a Chinese lion and the head of a featureless man. The entity reminds Kwan that the glory of the Goddess is vast, and that she could put on many guises, renewing his zeal to defend his fellow believers. With the help of several powerful enchantments, Kwan orchestrates a plan to destroy the nobleman, keeping one step ahead of both him and his entourage.

The third, and longest, section is a lengthy and hideous description of Kwan and his followers' victory over the nobleman with an account of some of the rituals performed by the cultists to enable their triumph. Four enchantments are told fully. The first, "Binding of the Great Sleeper" holds its victims fast, pinning them like a butterfly on a needle so that cultists may use their implements of worship to bleed the apostate free of his heresy. Another enchantment, "Kiss of the Goddess," affects the afflicted as if he was being broiled, steam and vapor rising from this blackening flesh as he begs for mercy. A more powerful spell, "Embrace of the Goddess" actually saps the very life from its victim, stripping him of his essence completely and reducing him to hideous flaky, desiccated husks while imbuing the caster with the stolen vitality; a curse used to great effect on the nobleman's loyal lieutenant. A final enchantment, "the Mantra of Vital Endowment," allows willing cultists of the Goddess to imbue Kwan with their own *chi* or magical essences, and similarly allow him to tear the *chi* from an unwitting victim, so that he can better use his sorcery. The work's concluding round of sacrifices, including the nobleman himself, is unspeakably vile and during it Kwan and many of his cohorts (by now including some of the nobleman's own family, which Kwan has recruited into the Goddess' service) make extensive use of these dark magics.

The last chapter is an addendum; a collection of rituals and devotional rites for the worship of the Goddess of the Black Fan. Equally as awful as the earlier parts of the work, the discussions are as rich in graphic detail as the previous entries with some of the most gut-wrenching descriptions of rape, torture, and mutilation ever to grace a page. Amongst these putrescent narratives are woven times of day or lunar periods propitious to perform the rites and rituals described earlier in the *Tale of Priest Kwan*, including complex astrological charts. One such chart plots numerous dates of specific importance to the Goddess. Though the logic behind it cannot be ascertained (it remains as fractal and alien of thought as when written), a Chinese astrologer can determine that the next date of importance is January 14th, 1926.

4. A *Know* roll will allow investigators to recall that lions are generally associated with protection in Chinese culture. Statues of them are used outside of temples, for example.

Quotes

In days long past there came a period of great strife, when the Chosen members of our Order were troubled unjustly by the will of men. Not from the power of the men themselves, for they are as dust upon the wind, but from the will of the Goddess who wished to test the true faith of the devoted, much as from suffering blossoms enlightenment... and so she smashed the Chosen asunder with the unchained dogs of a worm that postured as a god, and at the helm of this fiendish cause stood the nobleman, a warrior-scholar quick of mind and low of ideas, a craven servant who bent his knee to man rather than true power overwhelming. Yet, for his ignorance, the nobleman had been fashioned in flesh that could be twisted and molded to understand and recant, by the lips and embrace and truths of our Mistress...

—«•»—

...the *chin-ts'an* drug lapsed the priest, the monk, the apostle Kwan's body and mind into reverence, and before him appeared a vision he had not seen before, the mighty messenger, the Great Faceless Lion, and it bore upon itself the body of a lion nine *zhang* high (approx. 9m) with the countenance of a man wearing foreign crowns, but there was not nose nor eyes nor lips nor any feature as one might expect upon the face of a man, and instead upon that smoothness was a void, from which the faces of all men can be known and their lives discerned. In a great voice the Mighty One commanded Kwan to know the great truth of the Goddess of the Black Fan – that she is the will of the true gods and that her night-black fan conceals many faces and that in her bosom he would grow mighty and select, with his enemies falling before him as grain falls before the reaping sickle. And so Kwan, reminded of this glory, marked himself in her praise and her blessings and anointed and wetted his body with the blood of a child...

—«•»—

...and crying out in agony the nobleman begged Kwan for his life, even as he saw the wrinkles grow upon his flesh and his blood leak from the army of cuts upon his flesh, white bone glinting upon red sickles. And Kwan paused for a moment in his work, and then asked "would you serve the Goddess?" Without hesitation the nobleman responded, "O yes!" And Kwan smiled at the nobleman and asked another question, "And would you kill for her?" Again the nobleman cried out that he would, he would. "And would you defile unbelievers for her?" The nobleman again agreed, his eyes stinging and bloody from his weeping and wailing through now lidless eyes. Then Kwan called over one of the nobleman's children, a clear-faced girl named Hsiuhsiu who had Chosen the Path of the Goddess when offered it and who had watched the display in pious reverence, and he offered her to the nobleman to rape and despoil and sacrifice to the glory and insurmountable beauty of the Goddess. And when the nobleman hesitated, Kwan took the child and slit her throat before turning her over to the waiting Chosen, who did as had been asked of the nobleman without hesitation, even as the girl's ebbing lifeblood spilled upon the cold, hard ground. And so Kwan took up his sickle and continued on with his holy toil, paying not one whit to the feeble mewling, for he took the nobleman's tongue in the grip of one virtuous hand and wrenched and cut its lying root free...

True Magick

Bret Kramer

Physical Description

A handsomely bound narrow royal quarto (13" by 9 ½") with the title imprinted on the cover in cracked black ink and gold-leaf; about 250 pages long. The book is bound in white leather and is in nearly pristine condition. The author is given as "Ye Learn^{ed}s PhiloſOpher Theophilus Wenn," but no publisher is listed. An expert can establish that the book was printed some time between 1590 and 1610 in the Dutch Republic, probably in Rotterdam. The text is in English (a *Know* roll will identify it as coming from the late 16th or early 17th century); there are a handful of annotations on loose sheets of rice paper with notes and diagrams, in Chinese, inserted into various parts of the book. The book is not illustrated but does include a scattering of diagrams, obscure symbols, and some sort of runes.

Skimming

This work claims to be a series of magical instructions by the "famed philosopher Theophilus Wenn," a purported sorcerer and expert on occult matters. The central focus of the text is a series of seven enchantments used in the summoning and the control of various supernatural entities, but the discussion often veers off into a range of other topics, including lycanthropes, vampirism, anthropophagy, the efficacy of select minor charms, notable sorcerers in history, sacrificial rites, and lists of demonic beings. The author assumes a high degree of occult erudition on the part of the reader and often makes ambiguous or cryptic allusions. The scattered Chinese notes inserted in the book appear to be explanations of some of the more abstruse passages.

The author's matter-of-fact description of human sacrifice, self mutilation, torture, and other dark rites shocks the conscience and will make it clear that Wenn viewed his fellow humans at most as useful tools in his quest for power. The work is unpleasant at best; at worst, and more often, horrifying.

Research

Despite the book's claims that its author was "famed," very little information can be gathered on the history of this book or its author. A full day of searching (and two *Library Use* rolls) can find only scattered references to it, dating as far back as the late 17th century. These are divided between the occasional mention of solely the title and those mentioning the book in conjunction with the author. One exception is found, after the second *Library Use* roll, in *Witchcraft in Cornwall, Wales, and the Cottswolds* (1884). The following description of the book is given in a passage about the notorious (and probably insane) disciple of Matthew Hopkins, Bezelel Thompkins:

> "Thompkins then produced a satchel of books he claimed to have taken from the Reverend's private library. In addition to acceptable authors like Foxe there was a Bible in the vulgate and a book of Jesuit teachings. Worse yet were several books of alchemy, like Paracelcus' Opus Chiurgicum, and Theophilus Wenn's True Magick. Thompkins read several passages from the Wenn volume aloud; the casual discussion of witchcraft

and enchantment shocked those gathered. Many took particular affright at a spell to call the Devil himself, called by Wenn "the Great Black Dweller in Caves Deep". This was enough to put the superstitious crowd into a frenzy and the unfortunate clergyman was hanged until dead by the mob. Soon after Reverend Campbell's cottage was burned by a throng led by Thompkins himself."

Professional occultists and parapsychologists (as well as investigators making an *Occult* roll) will recall reading of a minor controversy from perhaps half a century back involving a book entitled *True Magic*. Research into various occultist publications can find references to the 1872 publication of a book with that title by Oakley Press, an otherwise unknown publisher from Philadelphia, Pennsylvania. The book was roundly condemned in the Spiritualist publications of the day. A representative critique in the magazine *The Boston Spirit-Clarion* (1873) reads:

"Some readers have contacted the editor regarding a newly published an much rumored work entitled True Magic, alleged to be an account of spirit mediumship from the Medieval Age, taken from the work of Dr. Theophilius Wynn. It is without hesitation that the Spirit-Clarion denounces this work as a dangerous fraud; true mediums and spirit guides have no truck with unclean spirits and daemonic beings as are oft mentioned in Dr. Wynn's work. We urge our readers to reject works such as these that damage the reputation of our movement and endanger the souls of the unwary."

Unfortunately no copies of this edition of the book can be located in either public or private collections.

Investigators who can read Spanish can, with a *Library Use* roll discover a reference to a surviving copy of the original tome at the University of Salamanca; the book is mentioned in passing as part of the holdings of the former theology faculty there. The article, from 1886, includes it in a list of texts demonstrating the superstition and backwardness of the school. If contacted, the library can confirm that it has the book, but that it is currently undergoing preservation due to its age and poor condition. The description the staff can provide of their copy does not match the one held by Ho Fong, the university's copy being an undated manuscript dating from the mid-17th century.

Thorough Reading

True Magick is a grimoire, along the lines of classical works by Agrippa or Paracelsus, but unlike those authors, Wenn (a name hinted to be a pseudonym in some passages) proclaims that he has gained access to real and practical magics that do not require any prolonged hermetic study. Despite Wenn's insistence on the clarity of his writing, his book is exceptionally densely written and will prove to be a challenge for most readers. It does not help that the author is given to frequent, though often insightful, digressions into various occult topics – lycanthropy, vampirism, cannibalism, et cetera. The author's quest for magical knowledge is an obvious overriding mania and he has clearly abandoned any pretense to piety as is common in books of this type. Instead, the book is a dispassionate catalog of those things necessary to obtain power, no mater how cruel, vile, or immoral. In all aspects this is a disturbing work to study.

The book's core is a set of seven magic rituals for summoning or contacting various entities. The first pair of rituals are used to summon and command a being called "the Unseen One" or "the Laughing Drinker." These require the creation of a ritual tome or scroll bearing certain ritual phrases and can only be called "in the nights black shadowe." The reader is carefully enjoined not to be without a sacrifice "in blud" for the thing. The second pair of enchantments are of a similar nature, this time calling on a being called "the Childe of al-Debaran," some sort of winged demon. Again the being can only be summoned at night,

though only when certain stars (Aldebaran among them) are in alignment and visible. Instructions for the crafting of a bone whistle used in the spell are included; where and by what means the summoner procures a fresh human femur needed is not described.

These beings are apparently much less powerful than the final two discussed. The fifth ritual is said to open the mind of the caster to a being called, among other titles "the Dweller Belowe" and "the Blackness Unbound." After prolonged chanting, meditation, and the imbibing of a potion, the caster can commune with the being, said to be a subterranean lake of utter darkness. Bargains can be struck with the being, such as for magical knowledge or earthly power, but the unspecified price is hinted to be very steep.

The final two rituals involve a creature called "The Greate Daemon" an inhuman being of vast power who can be summoned at supreme risk. A flute must be constructed according to very specific instruction and ritualistically prepared over a prolonged period. The being may then be summoned at any place or time, though specific dates (Walpurgis Night, All Hallow's Eve, and Gule August to name but a few) are considered more propitious. A substantial animal sacrifice is suggested, but not required, "if the summoner is Strong of Will and willing to risk all," but the binding ritual is critical. The being is not clearly described but its coming will be harbingered by piping music and an electric sensation, "as on land afore a mighty storm." A scrap of rice paper in this section compares this being to something called "Lyh-huh, the Speaker of Doom" (盧赫禍預告, *lu he huo yü k'ao*) though no further description is given

Quotes

And fail not the reader to heed the weight of my wordes; Those who would delve into secrets notte meant for Man must be prepared to paye the toll.

—«•»—

Of these black prayers and incantations there be Seven, three for ordinarie charmes and aides, and the like number for the unholie and compleat destruction of alle enemies. But of the seventh the curious in alle these partes are warned. Let not the last incantation be recited, lest ye desire the sight of moste aweful daemon. Although it be said the daemon shews not unlesse the wordes be spake by the bloodie altar of the Olde Ones, yet it were well to beware.

—«•»—

Then a Grate Black Shade rose up before Alle, and Alle present were struck Dumb, save one, who sayd, 'Who is this before Us, in this Night Cloak?' But the Shade did not deign to Reply, and was indifferent to all Entreatys.

Then another spake, and commanded the Shade to do what she bade, and made the Sign of Voor, all with the greatest impertinunce. But the Shade would brook no Mortals, and forward It came, and Pityfull were the manie Screams that rent the Air for it was the Dweller Belowe. Only one escapt, and this Feat was accomplished only by Recitation of the Incantation of VACH-VIRASH in a manner most timelie.

Transit

Getting from Horror to Hell

On The Road Again:

Travel in *Masks of Nyarlathotep*

Bret Kramer, with Anthony Warren and Matthew Pook

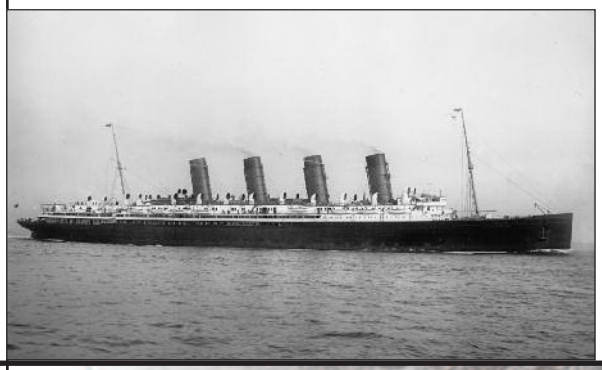
In a campaign as globe-spanning as *Masks of Nyarlathotep*, with six chapters set across five continents, even the distances between the various important locales combine to become a chapter of their own. It is for this reason that we present this article about the details of travel in 1925, by means both mundane and fantastic. Of course, there is nothing to stop the Keeper from hand-waving away the time spent travelling between the campaign's cities and localities, but it is our opinion that more is lost in ignoring these moments than is gained by having the players and their investigators plunging straight back into the main story without a break. As ever, it is up to the Keeper to determine what best fits the needs of their individual campaigns and adjust as required.

Methods of Travel

Ship

It is highly unlikely that the investigators in this campaign will be able to avoid a long sea voyage. Some discussion of oceanic travel is provided on page 11 of *The Complete Masks of Nyarlathotep*; likewise options for shipboard activity are provided on page 208. The Keeper should be prepared for the likely questions that his players will have about their voyage, including the length of the trip, the name of the vessel, the events on board, and the opportunities for study or rest. Whole sessions of play can be given over to a long sea trip or the voyage can be handled by a few descriptive comments and dice rolls, as desired. This chapter contains the scenario "Case of the Cat's Cradle" as one potentially memorable voyage (nominally transporting the investigators from Port Said to Mombasa, but

Ocean Liner or Tramp Steamer? Speed, budget or discretion?



this can be adjusted), while "The Mauretania" from *The Asylum & Other Tales* is one of several published scenarios that can be run while the investigators are travelling by ship. See the **Scenario Suggestions** at the end of the chapter for a fuller discussion of these scenarios as well as several others.

Passenger Ships

Passenger shipping routes run between the major ports of the world while small locations are reached via local lines. First Class passengers will travel in luxury equal to the finest hotels, while those traveling in the lower classes will receive commensurately less refined treatment, though only on the meanest of vessels will paying passengers be treated roughly. Large ships provide a host of potential encounters with colorful passengers, dangerous opponents, and potential new investigators (two pre-generated characters are provided for that purpose). While the conspiracies behind the Carlyle Expedition lack the reach of the dreaded Cult of Cthulhu, investigators killed and dropped overboard mid-ocean are far less likely to trouble Aubrey Penhew or Omar Shakti ever again. The schedules of the larger passenger liners are more likely to be adhered to than those of lesser carriers, but delays of all sorts are possible, even for the greatest vessels.

Commercial Ships

Investigators seeking less-visited places, such as Port Hedland, or those hoping to avoid detection might book passage on a freighter, as discussed in the campaign. As ever, the myriad complications possible here should be carefully weighed by the Keeper. Certainly not every unscrupulous captain should be in the employ of the Order of the Bloated Woman, but there should always be a chance of danger when sailing with lawless sailors. Travel times will in all likelihood be greatly increased, as many older coal-fired ships were in poor repair or for reasons of economy took longer routes. If the investigators manage to gain possession of the *Ivory Wind* or the *Dark Mistress*, consideration must be given to what sort of problems they will face, legal or otherwise, but the Keeper should not feel obliged to strip them of their prize. After all, investigators with their own ship greatly simplify a Keeper's future planning for the investigators' arrival in other locations of the campaign. Just be sure to, at a minimum, consider how the vessel is being crewed.

Other ships

Investigators might take after Jack Brady and make use of less traditional forms of shipping, employing an obsolete sailing ship, hijacking a junk, or commandeering a coastal packet boat. The Keeper should reward ingenuity here, but she should not let her players bully her into accepting anything that they want. The investigators must have the appropriate skills—usually *Pilot (Boat*)—to direct these vessels on their own or at least have a crew who can do so. Otherwise improvisation will usually cover most eventualities. The Keeper must also consider the possible risks a vessel might be prone to as well as the advantages she offers; a fishing junk bought on the cheap in Shanghai will probably serve the investigators well if they use it to reconnoiter Grey Dragon Island, but equally prove to be unsuitable for voyaging on the high seas or versus a squad of angry deep ones, for example.

As enticing a proposition as it sounds for the players, the investigators should have no reasonable chance to obtain a submarine. There is just no reason sufficient enough for a submersible to be in the campaign, let alone for the investigators to gain control of it.

Tickets Please!

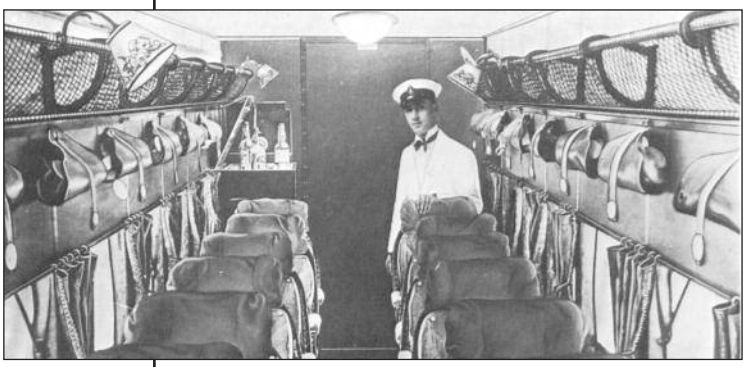
Rail

Trains are of great use in moving between certain locations in the campaign. As these are fixed, the major rail routes taken by investigators (for example, between Mombasa and Nairobi) are discussed in some detail. There are no direct rail connections between the campaign's major cities, though in some circumstances the investigators can combine rail

and ship travel to greatly expedite their journey. Rail travel will be the norm in places like the United States or Great Britain and relatively simple in their colonies, though the routes available are fewer in number and limited in their scope. The Keeper needs to consider the logistics of any train taken by the investigators—are they traveling first class? Will a sleeping car be required and, if so, who is sharing which cabin? How much luggage is needed?

(If the Keeper has access to *Horror on the Orient Express* or *Fearful Passages*, a good amount of details about the particulars of rail travel can be located within these works, including some very nice rail-car plans in the former.)

More civilised than Ryan Air: Air Travel in the 1920s



Aircraft

Commercial Carriers and Private Aircraft

Air travel was only in its infancy in the mid-1920s. Only a select few locations have regular routes connecting them but, fortunately for the investigators, these might be useful when they want to get to one of these locations in a hurry. The Keeper's Notes for each chapter detail the availability of air transport; as a rule, trips of under a few hundred miles are comparatively common for the era, but longer flights are rarer, and are usually specifically chartered. Trans-oceanic flights during this era are practically impossible, save for by sea-planes (cf.).

As for specific aircraft, consider that 1926 saw the introduction of the famed Ford Trimotor, known as the "Tin Goose," a very modern craft for the era. It had a capacity for about ten passengers, a range of just over five-hundred miles, and a top speed of 150 miles per hour. Most passenger planes of the time have been converted from designs built for other purposes, often as bombers. Passenger comfort is a luxury of the future and cabins are neither pressurized nor heated. Here is the advice given to travelers flying from London to Paris in 1924 (from *Baedeker's Paris*, p. 427):

> *No more precautions are needed than go to an ordinary sea trip, including gloves and a warm light coat, in case extra heights are necessary to avoid clouds. Cotton-wool is distributed to lessen the roar of the engines and propeller, and there are other provisions for the passenger's comfort. Delicate persons will have to grow used to the slight dip or oscillations, and those ordinarily subject to sea-sickness may possibly find themselves troubled by air-sickness. Luncheon baskets may be obtained at the aerodrome restaurant, but for an initial trip it is wiser to depend upon a few dry biscuits and a little fruit.*

That being said, there is no reason that the savvy investigators need confine themselves to the rail and sea. For example, an investigator, after recuperating from some injury in London, might reasonably catch-up to his associates in Cairo via a series of chartered flights in only a few days—flying via Paris, Marseilles, Rome, and Tunis. Travel times over long distances will be only marginally better than by sea in many cases, as travel can only safely occur during daylight hours and in good weather. In some locations—Australia in particular—air travel was adopted much more readily than in places where large railroad lines or well-developed sea lanes existed.

If investigators are wealthy enough (or have an especially generous patron) it is not inconceivable that they might own their own aircraft. The Keeper should do some basic research into historical aircraft of the period and select an appropriate vehicle and note the crafts' top speed, maximum range, and passenger capacity and use that as a yardstick to gauge travel time. Most libraries have a range of books

Seaplanes and Flying Boats

While they are of limited use in the interiors of Kenya or (especially) Australia, most of the locations visited during this campaign are accessible by the sea. Seaplanes and flying boats (the former using floats for buoyancy while the later uses its fuselage) were increasingly popular during the period and bar a passenger ship, will be the most likely mode of transport used in long distance voyages. It is therefore not unreasonable for the investigators to want to use them during the campaign, though most of the same caveats regarding aircraft above apply; research regarding details of specific craft again pays dividends. Be ready for clever players to deploy them in unexpected ways, be it scouting Gray Dragon Island or as a quick get-away from Misr House. It worked for Indiana Jones, after all…

The monograph *Mysteries of the Congo* contains more information on seaplanes, particularly the Curtiss/Felixtowe F5L.

on the topic, and internet sources abound. When in doubt, be generous and use the statistics given for the Ford Trimotor above.

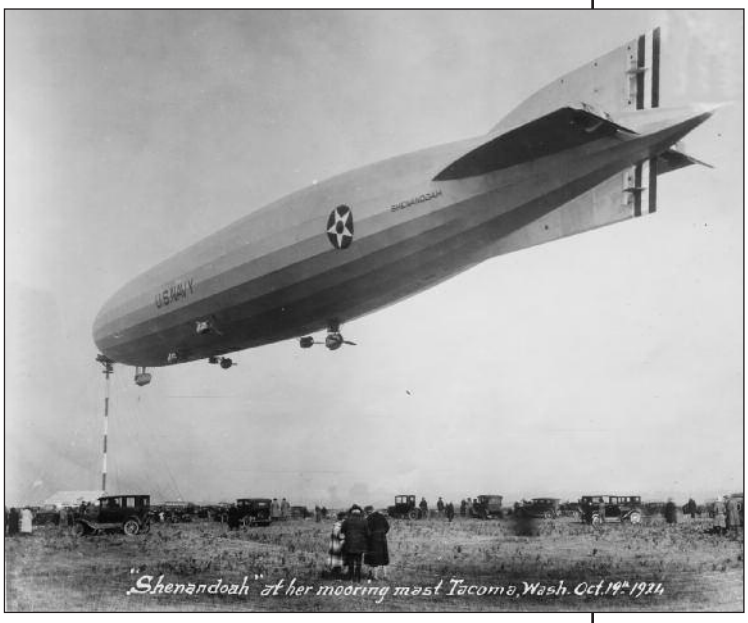
One additional complication for an investigator-owned craft is the necessity of having at least a pilot and a mechanic. The Keeper should assume a competent professional will have at least 60% in the relevant skill—*Pilot (Aircraft)* and *Mechanic Repair* respectively—but levels in these skills will vary wildly (and may provide some good role-playing opportunities for the Keeper). Most aircraft professionals will have received their training while serving in one of the national air forces during the Great War, so most will be veterans. Additional details about these professionals are left up to the Keeper to decide; just remember to treat these individuals as such, they are just as likely to suffer from the risks of the campaign as players—it is not just the passengers who will need to make a *Sanity* roll after their Sikorksy S-29 is attacked by a Flying Polyp, after all—and the pilot is more likely to see the attacking monster than the passengers. Conversely, these individuals may also serve as a possible source of replacement investigators should the need arise.

Lighter-than-Air

In particularly "pulpy" versions of the campaign, investigators might desire to make use of an airship of some sort, be it a semi-rigid (and relatively smaller) ship like the *Italia* or something more mammoth and rigid like the *USS Los Angeles*. While having a zeppelin at your command might intrigue investigators, there are some inherent difficulties that make them at best unwieldy in any game with some element of realism.

While the range of these aircraft is significantly higher than anything else during the period, the cost, when compared to large commercial aircraft make them prohibitive, even to someone with the financial wherewithal of someone like Erica Carlyle. Generally only nations (and only the wealthiest) could afford to operate a zeppelin; this sort of wealth should be beyond anything held by any group of investigators.

Additionally, issues of crewing and maintaining these craft must be addressed. Usually only specially trained crews had the skill to moor a craft once it reached its destination and usually they were stored in titanic hangars specially built for that purpose. Such facilities would only exist in New York and London in this period (and are under the control of these nations' respective militaries) so even if investigators fly to Port Hedland or Nairobi,



The *Shenandoah* in 1924

Automobile travel:
Easy to use
Easy to go wrong

there were be no one who can help land or provide maintenance for their craft.

Even while airborne, the disadvantages of airships for investigators are severe. Consider the amount of damage a single Hunting Horror or Byakhee could inflict on a zeppelin, let alone more potent beings. Ordinary bad weather wrecked the *Shenandoah* (a sister ship to the *Los Angeles*) in September of 1925; investigators hoping to thwart the machinations of Nyarlathotep do not have the luxury of waiting for sunny skies. Remember also that a five-hundred foot silver cigar floating through the air is the antithesis of stealth. Even blind idiot gods might notice one coming, eliminating any chance of surprise.

This does not mean that no lighter-than-air craft can ever have a place in this campaign. While the investigators are unlikely to gain passage on the *Los Angeles* during its observation of the January 1925 eclipse in New York, the majestic passage of the craft over Manhattan can play into the narrative. Of course, if it fits your pulp-inspired game to have your investigators grappling with Gavigan in the cabin of an airship high over the Indian Ocean, so be it…

Automobile

Automobiles and other motorized wheeled vehicles are only of limited use during the campaign. Roads of the era are poor, even in the more developed nations. In most cases, places that need to be reached on land can be more effectively reached by rail. Long journeys will require having good weather, a mechanic on hand, and a bit of luck. Nevertheless, travel into the interior of Kenya and Australia by automobile is a good option, and is discussed in the Keeper's Notes for each of those chapters.

Of course, in the major cities of the campaign, save perhaps Cairo, automobiles are both ubiquitous and of great utility. The Keeper should make use of the inherent drama of the car chase—one of my favorite memories of this campaign is the investigators' late-night escape from a Hunting Horror in a Packard Straight Eight. Likewise, the Keeper must not assume that only the investigators have access to cars and trucks. Truckloads of cultists can be unloaded to attack investigators or a waiting car can spirit a kidnapped comrade into the clutches of their enemies. If an investigator elects to have a high *Drive Auto* skill, he or she is just begging to get involved in a good car chase.

Animal

On Foot

Most likely, investigators will only travel on foot (outside of civilized areas) out of necessity. When this happens, a few factors should be considered. The first of these are the risks posed by any hostile terrain or environment. In this campaign, the most likely danger will be posed by heat or thirst, a discussion of exposure and dehydration is given in the Keeper's Notes for Australia. These can be used for the Egyptian desert or in a modified form for the wilds of Kenya. The second factor is risk posed by both the local population and the local wildlife. While it would be pointless to lose an

investigator to snakebite or a hungry lion, unprepared amateurs will be at great risk in the wilderness. The final factor is that of equipment. While *Call of Cthulhu* is not the sort of game to concern itself with the minutia of encumbrance, the Keeper needs to ensure that what the investigators decide to carry is at least vaguely plausible.

Pack animals or human porters can be hired to carry the investigators' excess encumbrance, but should not be forgotten when the investigators encounter a dangerous situation. Crossing a flooded river calls for more than just a *Swim* roll from investigators—the mules and the porters need to get across too, and with their burdens intact.

Mounted

There are few instances in the campaign where mounted travel is required, but there do exist situations where it is possible. The greatest chances for this arise in Egypt and Australia but, it is only in Kenya, owing to its peculiarities of biology and geography (cf.), that investigators have no chance to end up on horseback or astride a camel.

A rider will need a minimal skill if he is to keep control of his mount, otherwise an inexperienced rider will probably suffer from accident or injury. For each day spent astride a mount, a rider should be allowed an *Idea* roll to gain the bare minimum skill necessary; perhaps half the rider's DEX. Even an experienced rider will be tested to keep his mount under control when confronted by danger. Any attack on a mount should call for the appropriate *Ride* skill to be checked if the rider is to keep it under control. If the danger comes from a Mythos entity, then the check against the *Ride* skill should be at significant penalties, as while animals do not have *Sanity* scores per se, even the best rider will be hard-pressed to keep his horse from bucking when attacked by a formless being whose very shadow is madness. Mounts, like any vehicle, require fuel and water and some minimal degree of daily care. Anyone with more than 20% in the appropriate *Ride* skill should be assumed to be able to provide this basic care. In certain cases, such as injury or illness, a specialist (like a veterinarian or trainer) is required.

Above: Camel riders in Egypt

Far Left: Have Porters, Luggage Will Travel

Customs, Immigration, and the Law

Each of the locations visited in the campaign (setting aside those places en route) has its own laws governing the importation of goods and people. These laws can be used as a complication for investigators or ignored for the sake of the story, as desired. For anyone seeking a level of historical accuracy, the Keeper should bear in mind the following notes; however, considering the apparent ease that various cults throughout the campaign have had in violating these laws, do not allow this bit of historical color to seriously impede prudent investigators.

United States

The primary agencies responsible for controlling immigration and the entry of goods into the United States are the Division of Customs and the Bureau of Immigration. Agents for both (some undercover in the case of Customs) sought to regulate and control the flow of people and goods, to varying degrees of success. Alcohol, thanks to Prohibition, is restricted and the interdiction of liquor occupies much of the Division's resources, but narcotics, firearms, and human trafficking are all regulated. Generally

investigators carrying legitimate drugs or guns (hunting weapons or professionally manufactured medication) will have no problem importing them, but anyone importing items of an obvious criminal nature (sawed-off shotguns, concealed blocks of opium) will be in trouble. The appropriate credentials, combined with *Credit Rating* and *Law* (or in the case of drugs and alcohol, *Medicine*) rolls will persuade a customs agent to let all but the most obviously illicit goods into the country. The investigator seeking to import certain banned books (printed ones only—customs inspectors are unlikely to be able to read manuscript Latin after all), such as *The King in Yellow*, may find them confiscated as well.

A Landing Stage Baggage Hall

Foreigners are required to obtain a visa before entering the USA. Investigators from Western Europe, especially those with a reasonable grasp of English, should have no trouble gaining a visa, but anyone coming from elsewhere will also find the process relatively simple. A *Credit Rating* check might be enough for anyone travelling from Eastern Europe or South America, while entry into the USA for non-Europeans from Africa or Asia is severely restricted. These restrictions are tied to a number of laws, including the Immigration Act of 1924, which sought to staunch the flow of immigrants from "undesirable" nations, particularly those in Eastern Europe, and the Chinese Exclusion Acts of 1882, which prohibited Asian immigration. Investigators from the Far East or Eastern Europe, even those with a valid visa, might be extensively questioned as to the object of their stay in the US by agents suspicious that they intend to stay. No matter what his stripe, an investigator who has been convicted of a serious crime or who has outstanding warrants in another country might be barred at the border or even detained and deported.

United Kingdom

While the UK lacks Prohibition, firearms are more tightly regulated there, including their import. The importation of firearms requires a specific visa and unlicensed weapons will be confiscated upon entry. The bringing of handguns into the UK is generally prohibited, though they may be legally shipped through to another destination. Narcotics, cocaine and opium derivatives in particular, are illegal and well-known thanks to recent national anti-drug crazes. Physicians, however, have wide latitude in possessing and prescribing all manner of drugs, including morphine.

Egypt and the Kenya Colony

Both these territories operate under British Customs control. Immigration limitations and laws are only rarely observed, though individuals with outstanding warrants in any part of the Empire (or on watch-lists for subversives) are likely to be arrested. In Egypt, alcohol is prohibited by law and social custom, but it is rare for either to be effectively enforced, particularly among the foreign and expatriate communities. Firearms, though technically under similar restrictions as in Britain, will only arouse suspicion if they are of sufficiently large caliber or are imported in large number. It does not do to arm the natives after all. Anyone not carrying large rifles into Kenya might be considered more suspicious by local customs agents, unless they are journalists or clergymen.

China

Outside of the areas directly controlled by the Treaty Powers, China is effectively lawless. While the Chinese government has laws restricting

immigration and certain goods, those seeking to circumvent these laws need only avail themselves of the tool of bribery to have their desired items overlooked. *Bargain* rolls are the only ones that apply; investigators who for their own reasons attempt to adhere to the laws as written face substantial delays, the loss of legal goods, and most likely will be forced to pay a fine equal or greater to the bribes their less scrupulous friends paid to begin with. Legal restrictions are observed within the various Concessions, but these laws are usually observed in their breach (i.e. charging wrong-doers) rather than as a basis for interdiction. No doubt this lawlessness will come to aid of players seeking crates of dynamite and tripod-mounted machine guns in preparation for a raid on Gray Dragon Island…

Australia

Like the rest of the British Empire, the Commonwealth of Australia imposes limits on firearms, narcotics, and people seeking to enter the country. The usual roster of illegal drugs is also banned here, and as with the United Kingdom handgun ownership significantly restricted. Any investigator who claims their .450 Nitro Express rifle (or other large bore rifle) is necessary to hunt kangaroo will receive short shrift from the non-nonsense customs officials. Under the "White Australia" policy, Australia also significantly limits the migration of non-Whites into the Commonwealth and non-European immigrants are banned outright. Visitors should be able to gain entry presuming their paperwork is in order, but will almost certainly be heavily scrutinized.

Money and Banks

Whether the investigators are independently wealthy or backed by interested parties, money and getting it to the places where it is needed will play a significant role in any *Masks of Nyarlathotep* campaign. To sum up the following, investigators wanting to get the most out of their money should use British banks as much as possible and sink their money into a healthy mix of US dollars and pounds sterling...

New York

US One Dollar Note

The national currency of the United States is the dollar ($), which is divided into 100 cents (¢). With the 1913 creation of the Federal Reserve, it became easier for banks to trade amongst one another, protect their customers' interests, and insure against fraud and other monetary loss. Nevertheless, anyone limited to withdrawing money from a bank in the United States will find themselves with some financial difficulties. With small, local banks preferable to the large city banks used for commercial enterprises, transfer fees can be exorbitant; a request for $500 to be wired to England might only result in $250 being available in London. The bank will charge wiring fees, state taxes, as well as holding and routing fees for a large trans-Atlantic bank to actually send it, and then a receiving fee from the London bank itself! As a rule, investigators might find between a quarter (¼) and a half (½) shaved off the original requested amount.

London

British Five Pound Note

The national currency of Great Britain is pounds sterling (£), which is divided into 20 shillings (s), or 240 pennies (d), with 12 pennies making 1 shilling. Britain's banks have historically been large, their numbers reined in by the government and their own informal network of moneyed men. With the advent of the Great War, banking flourished, leading to a series of acquisitions and mergers that created the so-called "Big Five." Most large banks also have branches in the Dominions and the colonies, allowing the low- or zero-charge transfer of money between the United Kingdom and her Empire; for example, wiring money to Kenya or

A rough guide to exchange

The following shows basic exchange rates 1925/1926, using £ sterling:

£1: $5 US
£1: £1 Egyptian or Australian
£1: 20 East African Shillings
£1: 10 *yuan*

Useful terms:

Credit Union: Offers checking and savings account in addition to loans, usually at a lower rate than banks. Membership is usually restricted to people in a certain locality or profession.

Savings and Loan (US)/**Building Society** (UK)**:** Similar to a credit union with membership limitations, but with a particular focus on savings accounts and mortgages.

Australia is unlikely to cost between more than a few shillings and a couple of pounds, depending on the amount being sent—even wires to Shanghai should prove inexpensive. Building societies and small credit unions are more popular outside of the main cities in towns and villages, though the investigators are unlikely to see much need for them during the course of their visit.

Egypt

Egyptian Five Pound Note

The currency of Egypt is the Egyptian pound (LE), further divided into 100 piastre (p) or 1000 millieme (m). Banking and Islam, though possessing a long history, generally do not go together in the modern sense as the rules laid down in the *Koran* are not often compatible with 20th century economics. For that reason, banking is the purview of the richest and most international elements of Egypt during the 1920s. Foreign, particularly British banks can be found in Cairo and Alexandria. Banque Misr, created in 1920, is the first serious foray into creating a non-national bank in Egypt, but remains limited to supporting the more affluent nationals, albeit with a nod towards *Sharia* law. Most Muslims prefer to use a process called *hawala*, whereby money is transferred by a network of brokers. Money does not change hands between the brokers, merely orders of disposition. In this way, sums of money can be transferred, ignoring exchange rates and without any record of who sent the money or who received it. This system can be very useful for cults and investigators alike—if they can get a broker to agree to help them.

Kenya

Far Right: Kenyan Twenty Shilling Note

The currency of the colony of Kenya is the East African shilling (EAS), divided into 100 cents (¢). Pegged at 1 East African shilling to 1 UK shilling, the idea was to limit transfers and replace the now devalued rupee. International travelers will find that most whites are quite willing to accept British sterling, whereas blacks prefer the EAS or the US dollar. American currency is a secondary currency across sub-Saharan Africa, freely changing hands between British East Africa, Italian Somaliland and French West Africa. Most banks are colonial branches of British ones, but a few local banks serve the populations of out-of-the-way towns or cater specifically to the black inhabitants. Muslim Kenyans prefer *hawala* (see the preceding entry for Egypt), though the chances that an investigator will use this system are slim.

Australia

Far Right: Australian One Pound Note

The national currency of Australia is the Australian pound (£) consisting of 20

shillings (s), or 240 (d), with 12 pennies to the shilling. Banking in Australia is tightly controlled, even more so than in Britain, and so credit unions and building societies are far, far more common. In the Outback, banks are all-but unknown and their services are provided by post offices (though they will only have a finite amount of foreign currency to exchange, if any). Systems of bartering are not unknown, especially when amongst the Aboriginal peoples who have little need for hard currency. Both Australian and British currency is noticeably different in looks; and though roughly equal in spending power, neither country accepts the other's as legal tender.

Shanghai

China's on-going civil war means that the financial system is as complex as its politics. The official currency is the *yuan* (C¥), divided into 10 *jiao*, or 100 *fen*, with notes below 1 *yuan* being uncommon. As various local and national mints and presses print money, there are both "national" and "local" currencies—the former supposedly usable anywhere, the latter limited to specific areas. Both are technically redeemable for other currencies at the correct foreign exchange rate. Using the Chinese banks of this era is not a good idea for the traveling Westerner, being open to all manner of fraud and transfer problems. Most are little more than a printing press for the warlord that controls them. Instead, British and American controlled banks both allied against the threat of Chinese or Japanese take-over, and can be found in Treaty Ports the length and breadth of the country. Costs to wire money are low, mainly due to their dominance over the economies of the Far East, though American wires can still find anything up to a quarter lost off the top before collection from the counter. While the *yuan* is the preferred local currency, others are popular. Both British sterling and US dollars remain acceptable, and Japanese *yen* do well in the Japanese area of Hongkew or among British ex-pats, as the *yen* is pegged to the pound.

Chinese 'Local' One Yuan Note

Far Left:
Chinese 'National' One Yuan Note

Major Banks

These banks are the largest or most reputable during the 1920s. Readers will note that the number of American banks is limited; this is because before the 1970s, large, trans-national banks were spectacularly rare. Local town and city banks, supplemented by credit unions and savings and loans, made up the majority of America's money-lenders.

USA: Mellon Bank, Bank of New York

UK: Lloyds Bank, Barclays Bank, Standard Chartered

Shanghai: The Hong Kong and Shanghai Banking Corporation Limited (HSBC), Bank of China

Egypt: Bank Misr, National Bank of Egypt, Hawali

Australia: English, Scottish & Australian Bank (ES&A), Commonwealth Bank of Australia, National Bank of Australasia, Bank of New South Wales

Pre-generated Characters

These individuals might be encountered anywhere that investigators go during the campaign.

R. Donald Brewer—An engineer and chemist by trade, Brewer is seeking his fortune in the colonies after the failure of the family business. He can therefore be found aboard any vessel travelling from London to Egypt, Kenya, or Australia. His wartime experiences and knowledge of explosives will ensure him a place in any party of investigators. Of course, obtaining the actual explosives is a problem all in itself.

Kumaran Azhikode—The crews of many of the British Empire's ships were comprised of Lascars—a generic term describing any Asian seaman. Where a Lascar worked aboard the ship depended upon his origins. Lascars from Goa join the Purser's Department, those from Pakistan and the North-West work the engine room, while Indians worked the deck. Kumaran is a senior deckhand, and one of the many people whom Jackson Elias made friends with over the course of his travels. Besides being a mechanic, Kumaran is one of the few investigators to possess a martial arts skill that is not boxing. If the Keeper allows his martial arts skill to apply to his weaponry, then Kumaran could prove to be very useful and interesting in a fight. At the very least, his player should keep Kumaran's Kalaripayattu skills and his use of the Urimi a secret until needed. He should then take great delight in his fellow player's looks of amazement when he literally pulls his belt off and strikes with deadly effect.

Scenario Suggestions

Title: **The Mauretania**
Type: Travel Adventure (New York to London)
Source: *The Asylum & other tales* (OOP)
Notes: When extra scenarios are considered for *Masks of Nyarlathotep*, The Mauretania is always mentioned. It enables the investigators to make the first leg of the campaign's long journey in style, aboard a transatlantic liner. Several passengers aboard the ship possess Mythos knowledge (though perhaps *too* much so) and could prove useful to the investigators. The encounter with Professor Paterson provides the Keeper the opportunity to hint at the immensity of the task before them, and if a replacement investigator is required in London, then Maurice Paterson, the Professor's next of kin, is a worthy addition. Maurice has been written up in the London section for use as either a non-player or a player character.

The Keeper should consider removing one or more of the side plots, as desired, and reuse them on other trips or omit them altogether, to simplify things for themselves and their players.

Title: **The Viceroy of India**
Type: Travel Adventure
Source: *Tatters of the King*
Notes: While some work is necessary to extricate this segment from its wonderful source campaign and adjust certain details of place, the Keeper will be rewarded by a well-described sea voyage complete with interesting NPCs and a good summary of the experience of sea travel in the period. As a bonus, the difficulties met here are free of Mythos elements, making it a welcome respite for weary investigators.

Planet Earth
The Prize of Dark Gods
The Asiatic Hempishere
The African Hemisphere
The Oceanian Hemisphere
The Atlantic Hemisphere
The Indian Ocean
The Pacific Ocean
The Atlantic Ocean
The Antarctic Ocean
The Plateau of Leng
Shanghai
Grey Dragon Island
Hong Kong
Iyem
Alexandria
Cairo
The Mountain of the Black Wind
Nairobi
London
Liverpool
Arkham
New York
Campeche
Cairo
Alexandria
R'lyeh
City of the Great Race
Port Hedland
Hong Kong
LEGEND
Campaign Trail
Stops
Point of Interest
Campaign Locations
Mythos Sites
SJ Worthington

Title: **The Shadow on the Sea**
Type: Travel Adventure (New York to London)
Source: Different Worlds #47 (OOP)
Notes: Nominally set aboard the Mauretania, this scenario can be set aboard any vessel. It casts the ship, its crew and passengers as sacrifices in a cultist's summoning of Father Dagon. Run as written the investigators are set adrift in a lifeboat in the middle of the Atlantic, an event which could end the campaign. The scenario suggests that it be run as a dream sequence whilst aboard, perhaps suggesting that a date of great import is approaching and the forces of the Mythos, not just those devoted to Nyarlathotep, are aware of its importance, and are moving towards it.

Title: **The Secret of Marseilles**
Type: Sidetrek Adventure (Any Port/Marseilles)
Source: *The King of Chicago*
Notes: A short encounter in any port will be enough to pique the investigators' interest, the strange statuette that falls into their hands at the Keeper's discretion being reminiscent of their encounters with the batrachian fish men in Mouthbreathers and The Beast in the Abbey. To find out more, the investigators will have to immerse themselves in a gang war in the back streets of the Mediterranean port of Marseilles.

The initial encounter can take place at any time during the New York and London chapters, with the bulk of the scenario best run between the London and Egypt chapters, Marseilles becoming one more extended stop along the way. Although violent, the scenario should also provide a ready supply of replacement investigators, either the missing chanteuse Papillion, or one of the port's many gangsters.

Title: **Checked Baggage**
Type: Travel Encounter
Source: Yog-sothoth.com
Notes: Luggage is an oft-overlooked problem for travelers (and by personal experience sometimes overlooked by those providing travel as well). This scenario injects a minor Mythos artifact into an investigator's possession, giving rise to a host of dangerous complications. Both the thief who did this and his cultist pursuers might be replaced by the villains of the campaign if desired. A Keeper who makes use of the side scenario "The Burning Within" from the London chapter will note immediate parallels between the Mythos item here and the accursed obelisk from that piece; they may be connected if the Keeper so wishes. Both pieces and this chapter were, in part, written by this author, so his opinion on each may reflect some bias.

Title: **Fear of Flying**
Type: Travel Adventure (Europe)
Source: *Fearful Passages* (OOP), White Dwarf #72
Notes: Fear of Flying is an ideal quick adventure that gets the investigators from one major capital to another across Europe, perhaps even to attend the auction described in the scenario, "The Auction." If the investigators are flying from London, and have earlier encountered the Serpent person Ssathasaa in the red-herring "A Serpent in Soho," it would be fitting to replace the Serpent person Ssilith in Fear of Flying with Ssathasaa and have him wreak his revenge upon the investigators. The Private Investigator assigned to shadow the investigators can either be dropped as a complication or have been hired by Erica Carlyle (see the character Finley Paterson if the detective is a player character as this is a good method of introducing him), Edward Gavigan, or Tewfik al-Sayed. Finally, if the actress

Dawn Peachtree survives, she will make a useful contact for the Australia chapter, and even a replacement investigator.

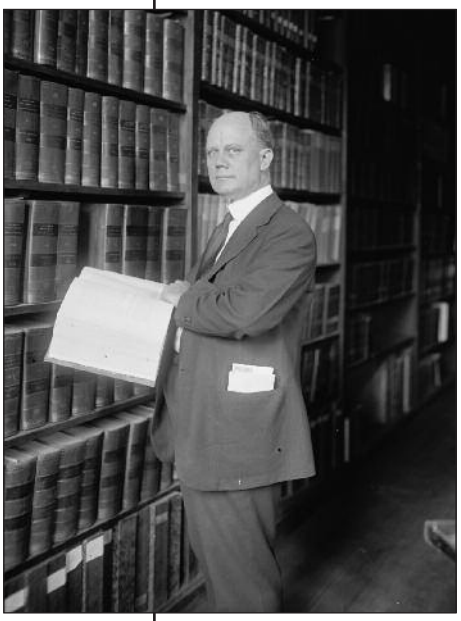
Title: **Fear of Falling**
Type: Travel Encounter (Europe)
Source: Yog-sothoth.com
Notes: Fear of Falling is an ideal quick adventure designed to do nothing more than scare a single investigator and remove a few points of *Sanity*. It specifically targets the one investigator with an encounter with a Star Vampire aboard a passenger aeroplane to deadly effect. Although the encounter turns out to have been nothing more than a very nasty dream, the other investigators should be played as normal for maximum effect, one of the surviving investigators within the dream actually being the one to wake up and discover that he had been asleep. Ideally it should be run after "Fear of Flying," the investigators hopefully having been lulled into thinking that the Keeper would never run the same kind of adventure again. Run this way though, and this simple encounter with a Star Vampire aboard another passenger aeroplane should enforce the investigators' fear of flight (alternatively given as Aviophobia, Aviatophobia, or Pteromerhanophobia).

Title: **The Scuttling**
Type: Travel Adventure
Source: *Sacraments of Evil* (OOP/PDF)
Notes: The Scuttling offers a change of pace—a haunted house/monster hunt style of scenario *a la* the classic Science Fiction/Horror film, *Alien*. The scenario requires modification to make it suitable for both the campaign and the 20th century, but in doing so a Keeper can adjust the sea voyage at its heart to get the investigators across the Atlantic to Europe, from Egypt or Kenya across the Indian Ocean to Australia or Shanghai. It can even be made to fit a journey across the Pacific if the investigators decide to travel West from New York to San Francisco and from there to the Orient rather than follow the campaign's natural Eastward drive. The first thing that the Keeper must do is drop or fold the events of the initial leg across the Atlantic into the return trip. The second is to drop the plot about the statue of Lady Jane Grey, although if the Keeper sets the journey after the events of the Egypt and Kenya chapters, the statue could be replaced with something more ominous, perhaps a statue of the gods Set or Sobek, or even of Nyarlathotep himself. The Keeper must decide if the *Christabel* should remain a sailing vessel or be modernised with a steam or coal driven engine, and if the crew remains totally occidental. If the *Christabel* sails from Egypt or Kenya, the greater the likelihood of her being crewed by Oriental sailors, or Lascars. As with other scenarios, The Scuttling is a ready source of allies and replacement investigators, such as two fellows discussed in this article, are suitable for this purpose.

Reading on the Road: Handling Tomes in *Masks of Nyarlathotep*

Bret Kramer

One of the difficulties facing investigators pursuing the mystery of the Carlyle Expedition is the fact that while they may uncover over a dozen "Mythos" tomes, the ever approaching deadline of the Great Ceremony leaves little time for them to study this growing library. The average study time for a number of the tomes available for discovery during the course of the campaign stretches out into many months, the result being that some will not be finished until well after the Great Gate has been opened! Unlike campaigns with a more compressed time frame or the possibility for periods of prolonged study between adventures, investigators in *Masks of Nyarlathotep* are engaged in a globe-spanning expedition with a definite deadline. The challenges posed by this deadline are further compounded by issues of language, the legibility and sturdiness of the studied tome, and the conditions under which their study is undertaken. It seems reasonable that some special consideration be taken regarding tomes in the campaign.



Too many books. Too little time.

Partial reading benefits

As presented in the rulebook, each tome takes a period of time (usually given in weeks) to read. A tome may be skimmed at a rate of two hours per week of study required. In Skimming, a reduced amount of Sanity is lost and no *Cthulhu Mythos* skill is gained, but the general contents of the book can be determined. Once a tome has been studied for the full time required (and after the appropriate language skill check is made), the reader suffers an additional loss of *Sanity* and but then gains a fixed number of points in his *Cthulhu Mythos* skill.

In a lengthy campaign, this all-or-nothing approach is impractical. Why should an investigator have learned nothing from a tome after several months of study, only to suddenly gain the benefits and penalties after a certain date? In circumstances such as those of *Masks of Nyarlathotep*, it seems reasonable that periodic progress can be made. A reasonable approach is to grant single points of *Cthulhu Mythos* skill at a rate determined by the overall reading time for a work, as shown on the chart to the right.

Tome name	Spell Mult.	Read Time	CM bonus	Days per point
Africa's Dark Sects	x2	1 week	+6	1.2
The Black Rites	x3	41 weeks	+9	31.9
The Book of Dzyan	x1	14 weeks	+9	10.9
Cthaat Aquadingen	x3	46/29 weeks*	+13/+5*	4.8/40.6*
G'harne Fragments	x2	12 weeks	+10	8.4
Goddess of the Black Fan	x5	12 weeks	+5	16.8
*Gods of Reality***	x1	2 weeks	+2	7
Kitab Al Azif	x5	68 weeks	+18	26.4
Liber Ivonis	x2	36 weeks	+13	19.4
Life as a God	n/a	2 weeks	+4	3.5
Livre d'Ivon	x2	36 weeks	+12	21
People of the Monolith	n/a	1 week	+3	2.3
The Pnakotic Manuscripts	x2	45 weeks	+10	31.5
R'lyeh text commentary	x4	54 weeks	+15	25.2
Selections from the Livre d'Ivon	x2	36 weeks	+6	42
Seven Cryptical Books of Hsan	x4	52 weeks	+11	33.1
Tale of Priest Kwan	x3	12 weeks	+5	16.8
True Magick	x2	24 weeks	+6	28
Wondrous Intelligences	n/a	15 weeks	+3	35

* Middle English version

** If the alternate version given on page 306 is used.

Fractions of days may rounded up or down, as desired, though to the nearest whole number is equitable.

For each segment read the investigator needs to make a check against the appropriate language skill. A success means that the portion of the book has been successfully read and a single point of *Cthulhu Mythos* is gained. (Effectively, each fraction of a tome worth a single point of *Cthulhu Mythos* skill is treated as an individual 'tome'.)

If the option of allowing additional skill checks to be granted for reading a tome (as presented in the *Keeper's Companion Volume 1*), it is up to the Keeper when and how such checks should be granted. Most likely these will only be given after finishing the whole of the book. Additionally, any points of *Cthulhu Mythos* skill that were not gained while reading a portion of a tome due to a failed language skill check might be granted once the tome is completely read. Alternately, the investigator might be granted a re-roll for each portion failed that he failed to read as an added benefit for finishing a work.

There are several options for inflicting *Sanity* loss (less the points lost via skimming) if an incremental reading is allowed. The simplest method is to impose the whole *Sanity* cost for reading the book immediately after the first point of *Cthulhu Mythos* skill is gained, though for some tomes this is a rather severe option. Another option is to roll the total *Sanity* loss for reading a tome and to divide it into portions across the book, inflicting these losses upon the investigator over the course of his reading the work. If the rules for progressive *Sanity* loss are used (see above), the Keeper should keep track of lost *Sanity* points as they accrue and impose the total if and when the character should suffer the loss of a *Sanity* segment.

Ex: J.C. Beaushaw, P.I., reads *Life as a God* en route to, and while in, London. He makes a *Read English* roll every 4 days (the Keeper elects to round up). With each success he gains 1 point to his *Cthulhu Mythos* skill. As his *Sanity* loss from the tome is but 2 points, his Keeper decides that he loses the first point after

Other Reading Rules

Over the years, several optional rules regarding the reading and study of Mythos tomes have been presented. We offer a summary of them here for the convenience of the Keeper:

Research Modifier (*Call of Cthulhu*, p. 141)

Talented and better equipped readers may study tomes are faster rates than less able scholars. Total the following for the researcher:

- One point for each point of INT above 14
- One point for each point of EDU above 14
- Total of skill in Tome's language, minus 20, then divided by ten. If skill is under 20, divide difference from 20 by 10. If simply working with a dictionary (i.e. skill of 0%), -100.
- *Cthulhu Mythos* divided by 5 or *Occult* divided by 20, whichever is higher.
- The 'library rating'. Large or well-staffed institutions (such as the British Museum) would have a rating 20, smaller institutions lower, individual collections a 1 or 2.

The total value of all these factors is subtracted from 100; the resulting number is the percentage of the normal reading time this particular investigator's study of a tome will take.

> **Example:** Rev. Mathias Poëk (INT 15, EDU 18, English 51%, Occult 82%) reads the *Wondrous Intelligences* at his small Dutch University, for a value of 1 + 4 + 3 + 4 + 13 = 25. 100 – 25 = 74, so it will take him only about eleven weeks to thoroughly read the tome rather than the usual fifteen.

Note that investigators on board ship or at many of the more remote locations in the campaign will have no access to a library beyond what books they carry with them. Some passenger liners might have a small library (value of 1 at most), but tramp steamers and the like most certainly will not.

Feverish Study (*Keeper's Companion Vol. 1*, p. 37)

Investigator studies a tome for sixteen hours per day devoting their every moment to their work; nothing may interrupt them. In turn, reading time is reduced to ¼ normal. From the second day and on, a POW x 3 roll is needed. Success indicates no negative effect. Failure results in a daily *Sanity* check, with a cost of 1/1d3 points of *Sanity*. Once 5 or more points of Sanity are lost, character becomes obsessive and the investigator must roll under their CON x 3 or lose 1d3-1 HP due to exhaustion and neglect. Obsessed investigators must be physically restrained from study or they will continue until the tome is completed or they are dead. Sanity loss might be capped at the tome's normal cost as or might be allowed to accumulate to reflect a serious mania on the investigator's part. Those suffering a significant loss in this way might be stricken with an appropriate phobia after the tome is completed as well.

> **Example:** Dr. Andre Meunier (POW 13, CON 8) pours through a copy of the *Livre d'Ivon*. Each day after the first he must roll 39 or under (his POW x 3) or begin to suffer a *Sanity* loss. He fails this roll on the third day and becomes obsessed. Each day thereafter he must make a *Sanity* roll and loses 1 or 1d3 points of *Sanity*. Over three days he loses six points of Sanity (1 point, 3 points, 2 points). Thereafter he must roll 24 or lower or lose 1d3-1 Hit Points. While it may only take the good doctor nine weeks (instead of the usual 36, though this might be modified as above) to read the *Livre*, it is unlikely he'll survive the process.

Progressive Sanity Loss (*Keeper's Companion Vol. 1*, p. 204)

Each Mythos tome is assigned a base *Sanity* cost equal to the *Cthulhu Mythos* skill bonus divided by 10 (rounded to the nearest whole number). Readers lose this value immediately upon reading (presumably while skimming). The Keeper makes any *Sanity* loss rolls for reading a tome and keeps track of the total. After subtracting the base score from this total, the remaining *Sanity* loss is divided by 5, rounding down. This number is the value of the 'Sanity Segment' cost for the book. Additional Sanity Segments are lost whenever one of the following occurs:

- The investigator's *Cthulhu Mythos* score is raised above the *Cthulhu Mythos* skill gain of the tome.
- The investigator makes a successful *Know* roll; this roll is made immediately after finishing the book and then only when EDU is raised. Only one segment can be lost in this manner.
- If the investigator makes a successful roll against one of the skills granted a bonus from reading the tome or an appropriate skill at the Keeper's discretion. This check should be made immediately upon finishing the tome and then whenever the skill increases to the next multiple of 10 (i.e. current skill goes from 29% to 32%).
- If the character encounters clear evidence validating topics or entities described by the tome (i.e. reading the *R'lyeh Text* then later encountering a Star Spawn of Cthulhu), they will automatically and immediately lose all remaining points for the tome in addition to the Sanity cost for the offending information or being.
- Once the total *Sanity* point cost of a tome is reached, no further rolls for Sanity Segments are made.
- It is also suggested that certain "toxic texts" should always have an immediate Sanity loss as per the original rules. In *Masks of Nyarlathotep*, the vile *Goddess of the Black Fan* may be a text of this sort.

Ex: Harold Church, an Anthropologist, reads the *G'harne Fragments*. Initially he loses one point of *Sanity* (due to the work's *Cthulhu Mythos* bonus of +10); he makes his *Sanity* roll for the work but the Keeper rolls his total *Sanity* loss to be 5 points. Since he has already lost 1 point of Sanity due to the inherent damage caused by the work, there remain up to four more points of Sanity than can be lost. He would roll against both his *Know* and *Anthropology* skills immediately upon completing the tome (and again should he increase either his EDU or *Anthropology* skill), with a success indicating a 1 point loss for each. Additionally, should his *Cthulhu Mythos* skill increase he will automatically lose a point. Finally should view photographs of G'harne, samples of Elder Thing script, see a Chthonian, etc., he will immediately lose the remainder of his 4 points.

The Keeper is also reminded that these rules are also presented together on pages 233-8 of *Miskatonic University*.

A long voyage can be good for the mind... as long as you don't overdo the reading

the first success and the other after completing the book. If the progressive *Sanity* loss rules are used, he might instead lose the second point of *Sanity* after seeing a Brotherhood cultist charging him wielding the cult's spiked club, as he recognizes the weapon from the book.

A Simpler Option

If this system is perhaps too complex, another option is to allow the investigator 'complete' their reading of a tome after the period listed in the above chart for a single point of *Cthulhu Mythos* skill. At this time, the investigator can be said to have 'read' the work and will gain a knowledge of the book's contents as per the descriptions of the tomes given in this Companion. They may continue to study the work in order to gain additional points to their *Cthulhu Mythos* skill up to the book's listed value or to learn a spell, the mechanics of the latter being left to the Keeper's discretion. In this way tome may be studied quickly but the material benefits of reading them remain unavailable without long-term study.

Reading times can be adjusted depending on either the ability and resources of the reader (as above) or the pace at which he attempts to study the tome. Normal attempts are assumed to occupy at least 8 hours per day. While an investigator undertaking "feverish study" has already been covered, it is probable that an investigator might wish to only plumb the mysteries of the Mythos whilst engaged in other activities, either working or actually conducting more material inquiries. Such a reading regime, which we will refer to as "casual" allows an investigator to be engaged in more of the adventure while continuing to study a desired work. The effect on the time taken to read a work depends on what portion of the day an investigator dedicates to his researches, and ranges anywhere from x2 to x4 (roughly between one to four hours per day); any time less than an hour per day spent studying a book precludes any benefit being gained from it. In conjunction with the Research Modifier rules, this option allows a particularly skilled academic to read as effectively in his spare time as an amateur would in hours of devoted study.

Some Mythos tomes cannot be studied in such a lackadaisical manner, however. Any tome that will cost the reader five of more points of *Sanity* during its study (roll when the attempt is begun) is simply too unspeakably awful and requires a concentrated effort to complete. It must therefore be read at either a normal or feverish pace. If the loss from skimming a tome meets this threshold, no attempt can be made to read at a slow pace, even if the eventual loss is now less than five, due to the awful first impression on the reader.

Denial: Not just a river in Egypt

An optional approach to the progressive *Sanity* loss rules can be used for the investigator who actively denies the truth of the Mythos tomes he reads. In these cases test the *Cthulhu Mythos* bonus granted by the book against the investigator's POW. The total POW should be modified by the difference between the investigator's POW and INT, so that an investigator with an INT higher than his POW is penalized. Additional bonus to POW may be granted if the investigator possesses professional skills over 60 (perhaps 1 point per 10 over 60), reflecting the effect of their self-esteem; a member of the clergy or an investigator who closely adheres to a religious or philosophical system may also receive a bonus at the Keeper's discretion. The investigator's current *Cthulhu Mythos* skill is also subtracted from his POW. If the investigator wins, his ability to hold on tight to his placid island of ignorance trumps (for now) the horrible truth of what he has read. The *Cthulhu Mythos* skill points gained from reading the Mythos tome are still gained and the *Sanity* cost of skimming is still imposed, but no additional *Sanity* is lost. A failed roll results in a normal *Sanity* loss, as per the rules.

An investigator who succeeds in denying the truth of what he has read is at risk in the future of suffering a more severe mental shock. Whenever the investigator gains any points in *Cthulhu Mythos*, he must re-roll against the denied book; failure results in an immediate reduction of *Sanity* equal to the loss originally determined for the work. Multiple successful denials of books will result in additional future tests and possible *Sanity* losses.

Ex: Agatha Dumbarton, dilettante adventuress, wants to occasionally review *Azathoth and Others* during her voyage to Shanghai. She decides to spend roughly two hours per day in the reading, which results in an increased reading time from 1 week to 3 weeks. It also means that she will only be about half way through the book when she arrives at the mouth of the Whangpoo.

Later, Miss Dumbarton attempts to read the late Professor Vanderkrogt's translations of the *Parchments of Pnom* while tending to the convalescing scholar, giving her roughly 4 hours per day for her work. Unfortunately, Agatha's *Sanity* loss from reading this work will be 8 points – after spending a few days intermittently reading the *Parchment*, she must decide between continuing to read the tome full-time (and ignoring the poor professor) or giving up on the work until she can devote herself to it fully.

The Keeper does not need to reveal the eventual *Sanity* cost for a Mythos tome at the outset and may require an investigator to spend a day or two starting a work before they are informed that the work is simply too difficult or traumatizing to read casually.

Learning Spells

Spells are one of the most sought pieces of information contained in any tome. If the Keeper permits it, spells can be learned from a tome that has not been fully studied. At a minimum, the tome must be skimmed by the reader, though longer periods of study might be required if a tome is particularly esoteric, disorganized, or poorly written (as most Mythos texts are). The ratio of *Cthulhu Mythos* points per days read on page 459 can be used as a rough guide to the text's clarity. The time to learn a spell is left up to the Keeper to determine. It should also depend upon the circumstances under which the investigator is trying to learn the spell- are they in a safe place, do they have any needed materials, are they in good health, et cetera- though at least a few

Spell tomes can be found in esoteric locations

If the partial reading rules discussed in this article are used, a separate roll for each portion of a completed book can be made, with a failure being the point in reading when the investigator's ability to deny the truth of the Mythos finally collapses. The investigator would then suffer the full *Sanity* cost of reading that section of the work.

Of course, it is up to the Keeper to determine if a Mythos tome is of such potent inhumanity and dread veracity that no amount of fortitude or delusion can deny its awful truths. One commonly feared tome of this sort is *The King in Yellow* and any attempt to deny its potency, or that of a similarly fulsome work, will result in an automatic failure.

Example: Doctor Theodore Goodwin, devout Anglican anthropologist, reads the *Liber Ivonis*. His POW is 15, his INT is 16, and his Anthropology skill is 78. His effective POW is 16 (-1 due to INT, +1 from his professional skill, +1 from his faith) versus the tome's bonus to *Cthulhu Mythos*, resulting in a 65% chance for the academic to dismiss what he has read as the work of a diseased mind. He still loses 1d4 points of *Sanity* from skimming the book however and his *Cthulhu Mythos* skill is increased to 13.

Later, Doctor Goodwin is forced by necessity to study *Feery's Notes on the Necronomicon*. The Doctor's effective POW is now only 3, due to what he has learned previously (his modified POW of 16 – the tome's effective POW of 13). Having now encountered more evidence of the Mythos his will is shaken and he must again roll against the *Liber Ivonis*, this time at an effective POW of 3 as well. Since this is an automatic failure it costs him 2d4 points of *Sanity*.

hours should be required unless otherwise required by the narrative. The time taken to skim the tome is a good benchmark for an investigator not in an urgent need to dismiss some transdimensional beast.

In earlier editions of the *Call of Cthulhu* rules Mythos tomes were assigned "spell multipliers." These allowed the Keeper to determine the likelihood of an investigator to learn the spells contained within a tome's pages, the percentile being the investigator's INT multiplied by the spell multiplier. This system is still an option in the current edition and the values provided are a good guideline to how clearly spells are presented in a particular tome. If something more complex is desired, increase the investigator's INT by his *Occult* skill divided by 10 or his *Cthulhu Mythos* skill.

Practice Makes Perfect

For the Keeper desiring a further complication for the investigator seeking to make use of Mythos magic, each spell may be considered as a special type of 'skill' in its own right. The base skill level of the spell is the investigator's INT + POW + *Cthulhu Mythos* skill. Each time the spell is successfully cast, the investigator gains 1d10 points in that spell's skill, until a skill level of 100 is reached. Failed castings are still instructive, and with an *Idea* roll the investigator gains 1d3 points in the spell. A critical success grants exceptional insight, represented by a 2d10 point gain in the spell's skill, while a critical fumble (00) either means that the investigator has learned a flawed version of the spell or that no further increase in the spell's skill can be made until the investigator increases his fundamental understanding of the universe and his place in it (i.e. increase their *Cthulhu Mythos* skill). The specifics of miscast spells or flawed versions are left up to the Keeper to determine.

If the version of a spell given in a text is somehow flawed, an investigator can still attempt to learn it. Assuming that he survives, once the investigator's skill in the flawed spell's skill reaches 100, he can be confident that the problem is not with his casting of the spell, but with the spell itself. In certain circumstances, perhaps the caster might attempt to remedy the flawed version using their own skills…

The campaign does not provide spell multipliers for either Gavigan's scrolls or *Tale of Priest Kwan*. The Keeper can assign values for the scrolls, between x2 and x4, as desired. We have given *Tale of Priest Kwan* a value of x3, equal to *Goddess of the Black Fan*.

As is ever the case, the magic of the Mythos presents inherent dangers to any human caster, no matter how intellectually gifted or resolute. There is a great deal of role-play potential in the experience of learning of, and the making use of spells, and such sorceries should not simply be thought of in mechanical terms – of *Sanity* points lost or Magic Points used. The more drama and tension that envelops a spell – when learned or cast – the more impact it will have on the players.

Remember also that the spells contained in certain tomes are not presented directly as such – *Call Azathoth* from *Massa di requiem per Shuggay*, for example – and cannot be learned simply through study. Be careful to note how spells are presented in particular tomes and do not allow an investigator to learn these spells without a thorough study of the text.

Translation

The final obstacle for the investigators in their study of Mythos tomes are the differences in language. The tomes found over the course of investigating *The Masks of Nyarlathotep* come in seven languages (eight if you include the Dutch partial translation of *The Black Rites*), and it is unlikely that any one group of investigators will know all these. In cases where a tome is in an unknown tongue, the investigators can either hire a translator or attempt to translate it themselves through the use of a dictionary.

Do It Yourself

Using a dictionary is highly problematic to say the least. Unless the investigator is familiar with a similar language, time to read (including skimming) a tome should be increased at least by a factor of 10. If the investigator is not even familiar with the writing system used, the factor of time increase should be even greater. A little consideration of the relationship between various languages will be instructive; the investigator who knows Spanish will be more capable of handling a translation of Italian using a dictionary than an investigator who only

knows English and who has to translate archaic Chinese equipped only with a dictionary.

One final option is for the investigator to embark on a study of the language itself prior to or during a translation attempt. The Keeper must adjudicate how long such an attempt takes and how rapidly the new language is learned. As always, similarities in already known languages will facilitate this process. At a minimum, the factor of time increase should diminish as the investigator becomes more familiar with the basics of the new language until an attempt can be made to translate at a normal rate and using the investigator's newly acquired skill. The Keeper needs to determine a translator's skill level and his *Sanity* before a translation attempt is begun.

Hiring a Translator

This is an inherently dangerous project, for both the investigator and his translator. Two factors should be considered about any translator – their skill in the needed language and their *Sanity*. A translator with a high skill in the desired language can translate at a reasonable pace (at best, 1/5 the pace of normal reading) and will retain much of the information contained explicitly and implicitly in the text. The *Sanity* of a translator is therefore an important factor. A Mythos text is inherently unsettling, or worse, psychologically damaging, to its reader, including any translator. The more unprepared that the translator is for such a shock, the more likely that they will refuse to continue. Even if warned in advance of the nature of the material that they will be working on, a translator may still be forced to give up their task depending on the severity of the *Sanity* loss.

As a rule of thumb, a translator will suffer the Sanity loss penalty given with skimming the text as they begin to translate the work. If this is greater than 0, it is likely that the translator will seek to leave the project without some form of incentive to stay and continue their work. Once such an incentive is in place and the translator decides to continue, they will suffer the *Sanity* loss associated with close study. If any *Sanity* points are lost at this point, the translator will again seek to abandon the work and will only be persuaded to continue with some effort upon the part of investigators. The degree and nature of this persuasion should be directly proportional to the *Sanity* loss suffered by the translator. In some cases, the translator might become obsessed with the tome that they are working on and will abscond with it or commit some other heinous act. If the translator loses 5 or more points of *Sanity*, they will suffer some form of serious psychological damage and might do something detrimental to themselves, the text they are studying, or the investigators. The Keeper needs to track and take note of the *Sanity* lost by the translator, as the altered state of the translator's mind may negatively impact the quality of the translation. Some translators may also be inclined to contract the local authorities if the work they are given to translate is obscene or illegal in their nation.

Investigators hiring a translator are also at risk of employing someone in league with their enemies, particularly in locations where the local cult is particularly powerful or influential. Even if the translator hired is not actually an agent of a cult (or worse, a member), they may still confer with other experts in the tome's language seeking advice on translating a particularly difficult term or concept, and so increase the possibility that the investigators will come to the notice of the local cult via a compromised agent or expert. Investigators will be at the greatest risk of this in London, Cairo, and especially Shanghai; the number of translators there familiar with the various archaic Chinese dialects of interest to the investigators is vanishingly small. Hopefully this complication will occur to players before they hire someone; not every expert should be in the thrall of their enemies, but careless or oblivious investigators should pay for such a mistake.

Lastly, by their very nature certain tomes in the campaign are inherently dangerous, such as *Goddess of the Black Fan*. While a prepared translator might overcome such accursed works, an unaware and unprepared translator will almost certainly succumb to them. Investigators who inflict a Mythos text on an unaware translator, particularly one that poses an immediate danger to the reader, should suffer

some sort of *Sanity* loss themselves, depending on the fate of the victim.

During the course of *Masks of Nyarlathotep* the following languages will be of use in translating the tomes found throughout its play. Depending on the nature of each language, as noted, those finding and hiring translators will encounter issues related to that tongue.

Arabic: Speakers of Arabic are more common than readers. Scholars familiar with the more archaic forms of Arabic used in the tomes and scrolls discovered by investigators can be found at major scholarly institutions (such as Cairo University). Unfortunately there is a good chance that these scholars will either be in the employ of or unwillingly influenced by the Brotherhood of the Black Pharaoh. Even if they are free from such malign connections, the more devout among them will almost certain refuse to translate the vile secrets of the Mythos. Dr. Kafour will probably be able to find someone who can do this work, if he thinks it worthy.

Chinese: The Chinese texts that investigators may recover are generally in a more formal form of the written language, one usually only known to scholars. While a few westerners might number among these worthies, most of those able to read and comprehend these texts are Chinese nationals. Mu Hsien will be of great assistance with the *Seven Cryptical Books of Hsan*, but there is almost no chance that he will be willing to translate any other Mythos works, particularly the vile *Goddess of the Black Fan*. Even more so than in Cairo, translators who might be helpful with these books will most likely be connected in some way to the Order of the Bloated Woman, to the villainous Lin Tang-yu, or be willing to sell the investigators out to one or both parties.

Few Westerners know Chinese in any form, ancient or modern

Dutch: In the unlikely event that Vanheuvelen's writings falls into the investigators' hands without their encountering the unfortunate Dutchman himself, the Keeper can allow any investigator who speaks German a chance at half his skill in that tongue to make a translation. Otherwise Dutch speakers are few and far between in Cairo. A *Luck* roll will turn one up in 1d3+1 days. The chances should be higher in places like London.

English: In the extremely unlikely event that none of the investigators can read English, there should be no problem in finding someone who does. The archaic English used in tomes like *The Pnakotic Manuscripts* may give the investigators pause, but with some effort and perhaps the guidance of an expert, they should be able to work their way through it, much like Chaucer.

French: French translators will be easy to find in nearly every locale, save perhaps the remote parts of Kenya or Australia, though scholars familiar with the French used in the works encountered here are significantly rarer.

Hieroglyphics: As with Arabic, experts in the writings of ancient Egypt to found in Cairo and London are very likely to be either connected to the investigators' enemies or within their enemy's sphere of influence. While finding a trustworthy scholar will present a challenge, careful investigators should be able to manage the task, although aside from the above cities (or perhaps New York) knowledge of the Hieroglyphic skill is exceedingly rare. The pre-generated character Helen Alexander has a skill of 45% and might be encountered by investigators in need of a translator. The Keeper might also consider using the hapless pre-generated character Paul Maclean as a possible translator; unfortunately his skill is only 15% and he needs to be rescued from the dungeon of Misr House.

Hindi: The most uncommon of all the languages used in tomes, Hindi speakers are uncommon outside of the subcontinent, though some can be discovered scattered throughout the British Empire. London will be the most likely place to

find a scholar who can read Devanagari (the script used in Hindi), but in any British colony investigators making a party *Luck* roll will find someone who may be of help after 1d5 days. Veterans of the British army may be able to speak the language, but are substantially less likely to be able to read it. Remember also that the Cult of the Small Crawler has agents scattered throughout the globe, and the translator might be one of its members.

Latin: Common in any place where people have studied at American or European universities, Latin will be the easiest language to find a translator for after English. It is also commonly a selected language for investigators, though finding someone willing to devote the time to translating a large text will be substantially harder than finding someone who studied the language for a few years at university.

The simplest approach to the problem of the numerous languages found in the campaign might be to suggest to the players the utility of certain languages during character generation. Alternatively, instead of creating their own, the players can choose to play the pre-generated investigators included with this volume, many of whom have been created with this problem in mind. It should be noted that all together, they do not know every language needed during the course of the campaign. Of course, there is always the chance that the Egyptian archaeologist does not survive long enough for his skills to be of use when the other investigators reach Cairo – when new characters are created, there is always the chance to rectify a gap in your players' linguistic repertoire.

Considerations for the Keeper

One oft-expressed frustration with the campaign arises from presentation and utility of several of the tomes that investigators can obtain. The usual assumption upon the part of players is that if someone like Gavigan or Ho Fong has a book in their possession, then it must be connected to the main plot rather than simply being a particularly potent, but otherwise unrelated, Mythos artifact. Considering the hours required to read most of these works, in games where investigators who are studying Mythos tomes must do so at the exclusion of any other activity, this can result in the generally fruitless loss of an otherwise healthy investigator for many sessions, if not remainder of the campaign. Similarly, investigators might devote precious time to the recovery of a known Mythos tome, when all that is gained by obtaining said work are points in the little-used *Cthulhu Mythos* skill many months in the future. The rule suggestions presented in this article are an attempt to address some of these problems.

Primarily, the reason for formatting the Mythos tome write-ups in this Companion in the way that we have is to resolve previous issues with utility and presentation. The summary of the content of each book, as given under 'Thorough Reading' should be enough to aid the Keeper. Investigators, as a whole, are curious people (as are their players), and will no doubt wonder what in the world *The G'harne Fragments* or *Life as a God* are all about. Hopefully the descriptions of the works form and contents will sate such interests. For the Keeper though, there still remain questions about what use such tomes are to the greater campaign.

Some works are directly germane to the mysteries of campaign; *Life as a God* is an invaluable resource about the Brotherhood of the Black Pharaoh, *Wondrous Intelligences* describes the Great Race of Yith and their civilization, et cetera. We have endeavored to add new details to these and similar tomes to clarify and expand their utility to players, though the Keeper should take care to dole out these clues to the investigators in bits and pieces as they progress through these works, as needed and as appropriate.

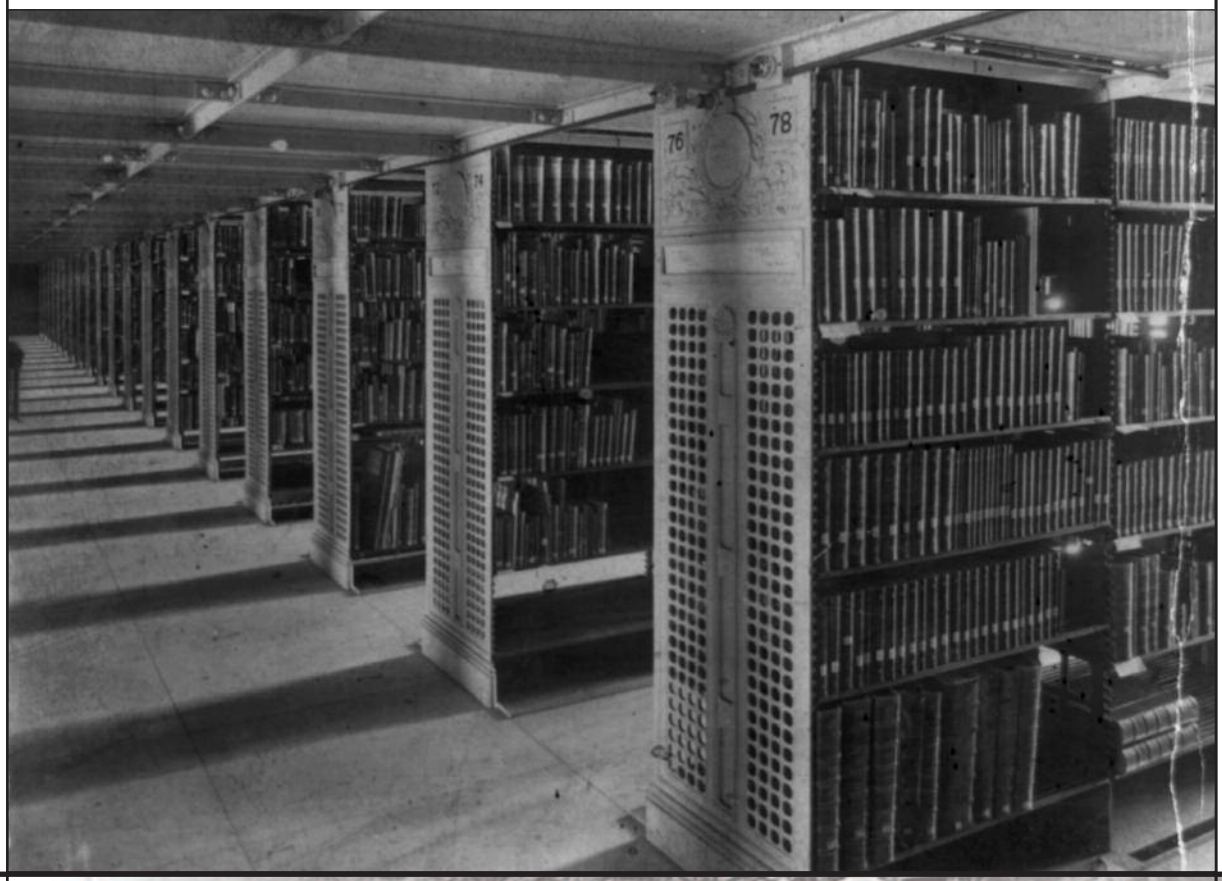
Alternatively, a few tomes, while not being immediately connected to the Carlyle Expedition or its underlying secrets, do contain specific information that will further expand the investigators' understanding of the problems before them; *The G'harne Fragments* connects the God of the Bloody Tongue and Nyarlathotep,

for example. Specific clues like this should be presented early in the study of these works, as they will do little good after January 14th, 1926.

Lastly, many of the tomes that can be discovered during the campaign have either no explicit connection to its underlying mysteries (*Liber Ivonis*) or are so expansive as to incidentally hold material that might be of use, but is buried under a wealth of Mythos secrets (*Kitab Al Azif*). It is up to the individual Keeper to decide if he wants to encourage his players to pursue these works during the course of *Masks of Nyarlathotep*. At a bare minimum, the investigators should know the fundamental topics addressed after skimming such a tome, allowing your players to decide if the effort of a fuller reading is worth their time.

In all three cases, it is up to the Keeper to consider how they want each tome to relate to the campaign itself. Use them to convey critical secrets, instruct in helpful (or damning) spells, build suspense and terror, foreshadow coming events, or even simply as an excuse to drive cultist assaults on the investigators. Never allow them to simply be a pile of dead paper.

As has been said before, the most important consideration is whether or not the game is enjoyable for your and your players. If they enjoy building a "library of the damned" while pouring over every Mythos tome that they encounter, then feel free to add minor Mythos tomes, duplicate versions of already held works, or tome fragments to the ones already provided. Conversely, if the investigators tend to be easily distracted and need firm guidance, omit the incidental works, replace them with more significant ones, and simplify the issues addressed above as desired. Do not be afraid to condense reading times, replace unhelpful tomes, or to add clues or spells as needed – this is your campaign and you know best what suits your own needs and those of the players. Make the tomes and their contents work for you, your game, and your players and you will be rewarded.



The Case of the Cat's Cradle

Mathew Gregory

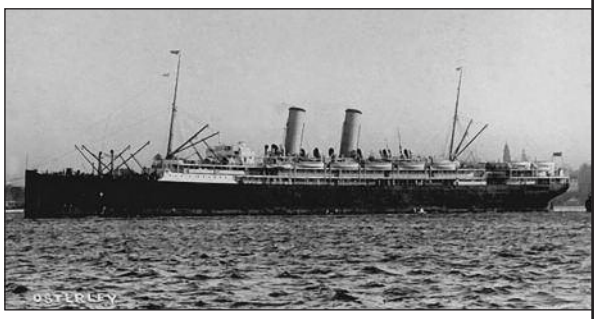
Introduction

This adventure is intended to be run as a one-shot side adventure during *The Masks of Nyarlathotep* campaign. It takes the form of a classic 1920s/30s murder mystery in the style of Agatha Christie. The scenario may be presented as entirely Mythos free to be directly tied in to the events of the campaign itself, as the Keeper wishes; as written the Mythos element is incidental. Violence is at a minimum, for the investigators at least, allowing this scenario to serve as a break between the greater horrors faced by your players.

During the voyage the unscrupulous archaeologist René Delaflote will meet his end at the hands of his long-suffering daughter, Sophia. Ideally this should lead to a prolonged investigation in the classic Christie mode, complete with numerous suspects including both the victim's partner, and Sophia's suitor. In an adventure based on misdirection and mistaken identity, the investigators should initially believe that they are being pursued by agents of the Brotherhood of the Black Pharaoh, and further, believe that the murder aboard the *Osterley* is directly related to the Mythos. Both beliefs are erroneous; the murder is an act of passion and nothing more.

The best time to run this adventure as part of a *Masks of Nyarlathotep* campaign is following the Cairo chapter after the investigators have left Egypt for their next destination. For the purposes of this scenario it is assumed that the party will be travelling from Alexandria, Egypt to Mombasa on the Kenyan coast, but the Keeper should have no difficulty changing the *Osterley's* destination to fit the needs of the campaign.

A longer journey, either to China or Australia rather than Nairobi, will increase the amount of time that the investigators have to solve the mystery with the Keeper needing to adjust events accordingly. Greater adjustments will be required if the investigators are sailing from San Francisco to Australia or Shanghai, in particular critical details such as Delaflote's quest for Solomon's mines and the presence of Bast cultist Akbar Hudhayfah will by necessity need reworking.



The Orient Line's SS *Osterley*; 12,129 tons, 14,000HP, twin screws, 18 knots. Built 1909 by London & Glasgow Eng & Iron Shipbuilding Co.

Setting

As previously noted, the setting for the murder is aboard the *SS Osterley* and some familiarity with this ship will aid play. She is an ocean liner run by the Orient Line, better known as one half of the later P&O-Orient Line. The ship departs from Alexandria, Egypt and stops at Mombasa, Kenya on its way to Sydney, Australia via Bombay, India as part of an Australian Government mail contract shared with P&O. The mail run occurs every two weeks between Great Britain and Australia.

In total the journey between the two ports will take just over a week, with the ship departing Alexandria at 2 o'clock in the afternoon and docking in Mombasa eight days later at roughly 8 o'clock in the morning.

The *Osterley* is one of a quintet of 12,000 ton ships that the Orient Line company commissioned in 1909. Her sister ships, all bearing names starting with the letter "O," were the *Otway*, the *Orsova*, the *Otranto*, and the *Orvieto*. With a cruising speed of 18 knots, the *Osterley* is 553 feet in length and has a displacement of 12129 tons. She has passenger space for 270 in First Class, 120 in Second Class, and 700 in Third Class. Her Captain is Edgar Lucas, late of the Royal Navy. Like her sister ships, the *Osterley* saw active duty during the Great War, surviving intact to return to passenger service in 1919. The *Otway* and the *Otranto* were not so fortunate, both having been sunk during the war.

Layout and Facilities

The *Osterley*, like other cruise liners of her generation, carries passengers in three classes, First, Second, and Third, divided between a total of five passenger decks.

The difference between the three classes of travel is marked. First Class passengers travel in almost palatial luxury, on the top three decks above the bowline. Second Class passengers are located on the deck below in modest accommodation, with the remaining passenger level, often referred to as Steerage, being taken up by Third Class. The term is a holdover from when the cheapest tickets guaranteed a poor passenger just basic bed and board, limited toilet facilities, nothing in the way of privacy, and of course, passage to the ship's destination. Fortunately the Third Class passengers aboard the *Osterley* will find their quarters cramped, but serviceable. Beneath the Third Class compartments are the engine and machine rooms.

This gives the *Osterley* three passenger sections, each almost a world unto its own. Although Second and Third Class passengers share dining facilities, their meals are taken at different times. Of course, the crew of the *Osterley* ensure that the First Class passengers are kept separated away from the rest of the passengers during the voyage.

Since the adventure place takes place entirely within the First Class, only those sections of the ship are detailed. The Second or Third Class sections are left to the imagination of the Keeper, as are the engine compartments and navigation rooms. In the event of their gaining access to either section of the ship, the idea of the investigators in control of a steam ship is a terrifying prospect under most circumstances.

Facilities

First Class Cabins

Each First Class cabin consists of one bedroom containing a large four-poster bed. The facilities include a writing bureau, a dressing table also known as a vanity, and a table and chairs for when entertaining privately. The room connects to a large dressing room containing several wardrobes and a private wash room. The main room is decorated in mahogany panelling; the wash room is tiled in black and white.

First Class Dining Salon

The Dining Salon is a large room that can seat up to 150 passengers. It is decorated in white with a deep red carpeted floor and two chandeliers hanging from the ceiling. Each of its thirty circular tables seats five diners. Food is freshly prepared for each of the day's three meals: breakfast, lunch, and dinner. The Keeper can institute assigned seating if he wants to use meal times as a means to introduce the various NPCs (important to the scenario or not) to the investigators.

First Class Smoking Room

Decorated in the style of a Victorian Gentlemen's Club with dark wood-panelled walls and heavy arm chairs, the Smoking Room is also outfitted with several card tables and writing desks, plus a well-stocked library containing popular literature and reference works only. Drinks can be purchased in the Lounge and brought through, but for a small gratuity the stewards will take drinks orders to the Lounge and return them to the Smoking Room. Any woman who lingers in the Smoking Room will be regarded

as unusual, but no attempt will be made to force her to leave.

First Class Music Room

The Music Room is the women's equivalent to the Smoking Room. Unlike the Smoking Room, it is decorated in Edwardian fashion, with light pastel coloured walls and furniture with a floral motif. The room serves as a quiet retreat where women may read, play cards, or either listen to or play music using a variety of available instruments. Smoking is permitted, if still somewhat scandalous to certain parties. Men are permitted in the Music Room, perhaps for an impromptu recital by some of the other First Class passengers, but social convention means that such forays remain brief.

First Class Lounge

Unlike many newer steamers of the day, the *Osterley's* First Class Lounge retains a homely style that harks back to the early Edwardian period with large sofas and comfortable chairs giving the room a worn and slightly outmoded feel. The bar is well stocked with a selection of beers and spirits, its staff as capable of recreating the popular cocktails of the day as they are of suggesting a good malt whisky.

The Plot

Overview

The action begins in the bustling port of Alexandria. The party has just disembarked from the Cairo Express train and are preparing to board the SS *Osterley*, ready to continue their voyage on to the port of Mombasa. Whilst waiting to board the ship they catch sight of the day's edition of the *Cairo Bulletin* (Handout #1). The topmost headline screams—"THIEVES STRIKE AT GIZA". If an investigator purchases a copy of the newspaper, the full story is revealed as a sensationalist piece lacking any firm fact or detail. It is clear though that the authorities are outraged, the Department of Antiquities simply stating that the villains responsible will be brought to justice. A *Know* roll will confirm that the authorities' refusal to reveal any specifics is in line with their policy of not commenting on ongoing investigations. With an *Idea* roll an investigator will realize that this lack of leaks indicates that the authorities are very serious about this case.

After reading the article, the party will probably want to board the *Osterley* as quickly as possible. It is assumed that the investigators will be berthed in First Class. If their finances make this unlikely, then perhaps some benefactor (as per the article "'Tent-pole' NPCs" on page 32) will cover the costs. Also boarding the *Osterley* that morning is another group of investigators: René Delaflote and his party, a group of treasure hunters who, for a substantial fee, recover artifacts on behalf of private collectors. This party is responsible for the crimes described in the article splashed across the cover of the *Cairo Bulletin*. The most recent item they have recovered is a small, white marble statue of Bast. Delaflote and his group are travelling to the Kenya Crown Colony following his latest "lead" on the trail of King Solomon's mines.

Also aboard is Akbar Hudhayfah, a steward who works in First Class. A minor agent in the Cult of Bast, he usually serves as a courier between branches of the Cult, but has now been assigned the task of trying to recover the statue. Unfortunately he has a very poor description of the thieves; the investigators also fit the hurried

Nota Bene

If your party did not cause any damage to the secret catacombs under the Pyramids or commit some other crime against some Egyptian antiquity, you will need to adjust this handout so that it should appear as if the party is being blamed for some crime that occurred during their stay in Cairo. They should feel like they are in trouble for a crime they did not commit (or possibly did commit, knowing *Call of Cthulhu* investigators). If nothing else, perhaps the investigators overhear several customs inspectors discussing an alert they received to be on the look out for a group suspected of smuggling and then subject the investigators to a prolonged interview implying that they match the description of that group; be sure to put the investigators on edge.

Handout #1

ID THIEVES STRIKE AT GIZA

"VILLAINS WILL BE BROUGHT TO JUSTICE" SAYS DEPARTMENT HEAD

DESTRUCTION AT GIZA!

by Andrew Cotland

The Cairo Bulletin can report that the Egyptian Department of Antiquities is investigating the recent damage that occurred at Giza. When questioned the Department refused to comment, stating that they did not comment ongoing investigations. They would only state that they were pursuing a number of leads and that they had informed their international counterparts and the major auction houses around the world. This is a sad day for Egypt and raises the question of whether our archaeological treasures are safe from the kind of ransacking that was seen in previous centuries.

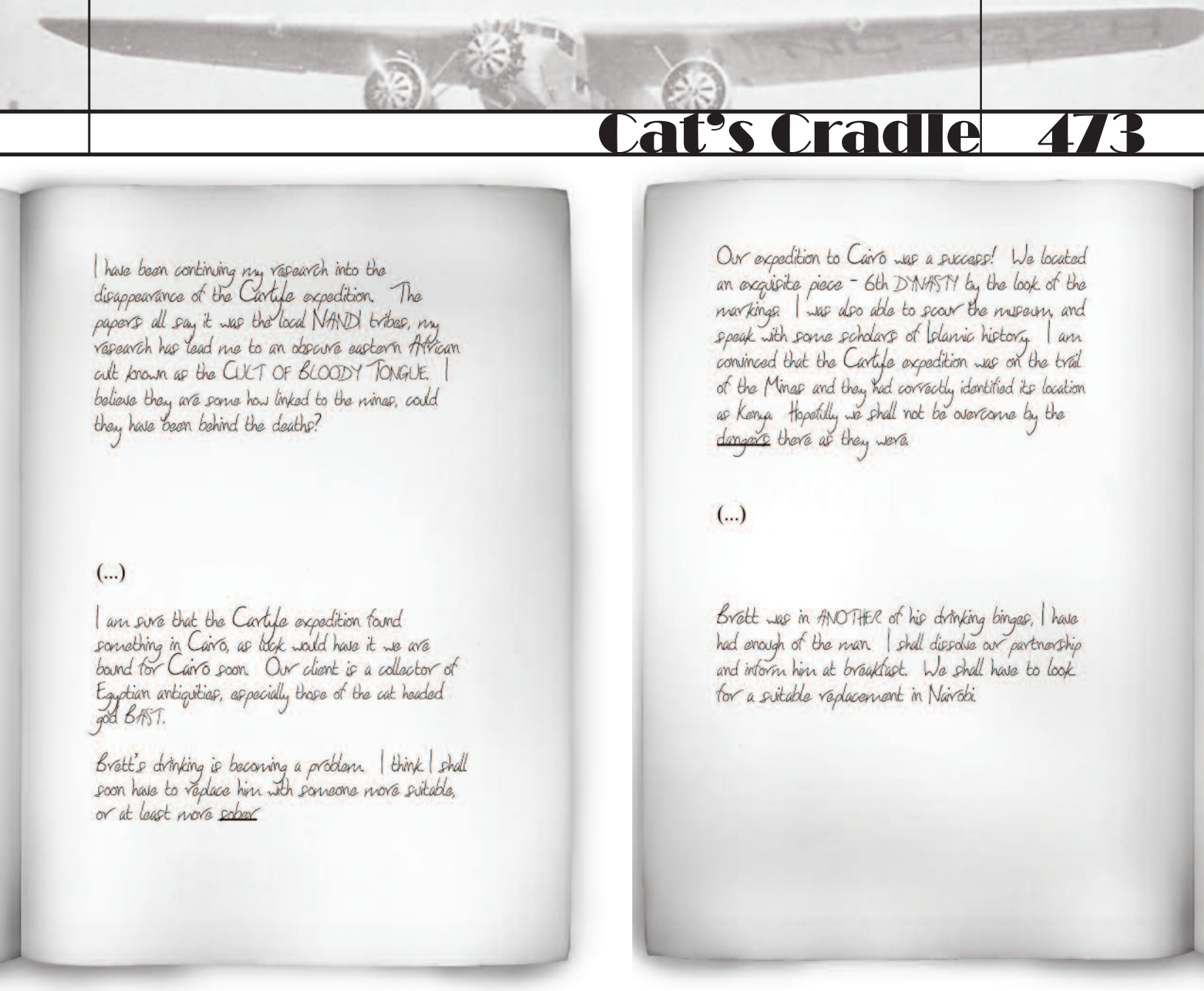
DECLAIMED BY VISITING AMERICAN MYSTIC

Mr J. Munsell Chase, presently visiting Cairo from his home country of America, and himself an expert authority on the Giza antiquities and their erstwhile plight at the hands of

and vague one he was given. During the boarding the party may notice that he seems to be paying a lot of attention to them. During boarding and each day during the voyage the party may make *Spot Hidden* rolls to notice Hudhayfah closely watching them.

The first two days of the voyage should be spent introducing all of the suspects and supporting characters. On the afternoon of the third day, Room Service discovers the body of René Delaflote slumped over his bureau with a large wound to his forehead. A single blow from a heavy blunt object has caved in his skull. Mysteriously (or so it would seem) the door to his room is locked and the room's key is still on his person.

The key to running this adventure is misdirection; first the party should think that they are possibly in trouble for some damage done in Egypt. Second it should become apparent that they are being tailed by a shadowy Arab, making them worry about pursuit by agents of The Brotherhood of the Black Pharaoh. Third, if they search Delaflote's cabin, they will find his notes which mention both the Carlyle expedition and The Cult of the Bloody Tongue (though in reference to King Solomon's Mines); these are summarized in Handout #2. Together these three factors ought to be enough to



I have been continuing my research into the disappearance of the Carlyle expedition. The papers all say it was the local NANDI tribes, my research has lead me to an obscure eastern African cult known as the CULT OF BLOODY TONGUE. I believe they are some how linked to the mines, could they have been behind the deaths?

(...)

I am sure that the Carlyle expedition found something in Cairo, as luck would have it we are bound for Cairo soon. Our client is a collector of Egyptian antiquities, especially those of the cat headed god BAST.

Brett's drinking is becoming a problem. I think I shall soon have to replace him with someone more suitable, or at least more sober

Our expedition to Cairo was a success! We located an exquisite piece - 6th DYNASTY by the look of the markings. I was also able to scour the museum, and speak with some scholars of Islamic history. I am convinced that the Carlyle expedition was on the trail of the Mines and they had correctly identified its location as Kenya. Hopefully we shall not be overcome by the dangers there as they were.

(...)

Brett was in ANOTHER of his drinking binges, I have had enough of the man. I shall dissolve our partnership and inform him at breakfast. We shall have to look for a suitable replacement in Nairobi.

convince the investigators that they are dealing with a Mythos-related killing and that they are possibly in danger (or at least more danger than usual). Despite these elements of misdirection, Delaflote's death was instead a crime of passion and the real motive for the killing is simply human emotion. The Keeper should allow his players to traipse down the false path, looking for a Cult agent aboard ship before they start compiling a list of more mundane suspects.

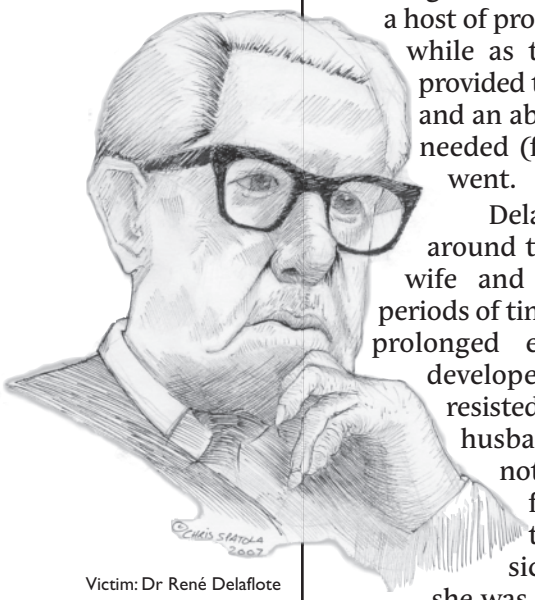
Dramatis Personae

The Victim

Dr René Delaflote, 58

René Delaflote is a Belgian archaeologist who turned treasure hunter after finding it to be a more lucrative career. It also allowed him more freedom to pursue his obsession: finding the legendary diamond mines of King Solomon. After leaving academia, he formed a working partnership with an acquaintance of his, Brett Johnson, a gifted dig manager and wrangler. Delaflote brought to the partnership his

Handout #2

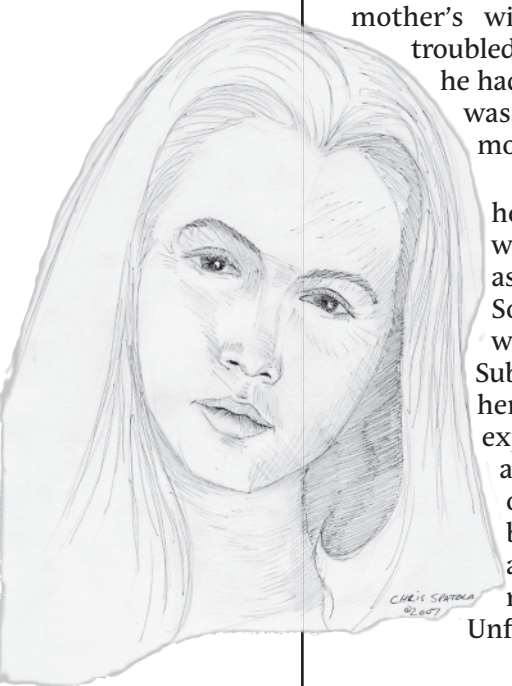


Victim: Dr René Delaflote

archaeological skills, an air of respectability, and a host of professional contacts and clients, while as the junior partner, Johnson provided the muscle, the local contacts, and an ability to acquire whatever was needed (for a price) everywhere they went.

Delaflote's new career took him around the world and away from his wife and young daughter for long periods of time. It was during one of these prolonged expeditions that his wife developed influenza. Tragically she resisted all calls for her to inform her husband of her condition; she did not wish to distract her husband from his beloved work just so that he could stand over her sick bed and worry. Perhaps she was happier without him. It was only when her condition worsened and became terminal that an urgent telegram was sent to Delaflote. He immediately set about returning to his adopted home of England (having fled Belgium at the outset of the Great War).

He arrived in Southampton the same morning his beloved wife died. Upon reaching home he found his daughter, already distant due to his long absences, had retreated further away from him. Even though it had been her mother's wish that her father not be troubled by her illness, Sophia felt that he had simply thought that his work was more important than her mother's health.



Sophie Delaflote

Left emotionally broken by her death, René vowed that he would never neglect his daughter as he had his wife, and that Sophia would never again be without him by her side. Subsequently Sophia accompanied her father on all of his expeditions, much to her annoyance. René has become obsessed with keeping his beloved daughter always safe and close, as she is his last remaining link to his wife. Unfortunately René now finds himself in the situation in which his daughter detests him, having been dragged around the world against her wishes by the very man whom she blames for the loss of her mother. The archaeologist clings to his love for his daughter, the hope that one day they will reconcile, and his quest for King Solomon's Mines. He is blind to everything but his doting love for Sophia and his futile hunt for the Mines.

Suspects

Sophia Delaflote, 19

Sophia is the only child of René Delaflote. She has followed her father on his expeditions and adventures around the world in the years since her mother's death in 1919. During her mother's illness, Sophia acted as her nursemaid. Due to her age at the time, she is still unaware that it was at her mother's request that her father not be informed of her illness, and thus still harbors great resentment against him for this perceived failing. While time has slightly dimmed the flames of her hate, the wound still festers. Since her mother's death Sophia has been hauled from one expedition to another, to nearly every corner of the globe. She once asked her father to allow her to live with one of her relations back in England, but René forbade her to even speak of such things. She now knows he will never allow her to leave his side.

She now acts as a *de facto* secretary to her father, their relationship more like employer and employee, and anyone unaware of their actual relationship would little suspect that they are related, let alone to be father and daughter. It is only their similar appearance and a shared last name that reveals the truth.

Sophia has fallen in love with her father's young assistant Henry Crawford. The two have, unbeknownst to René, become sweethearts over the last year. Love suits Sophia and her disposition has improved greatly over the past months, much to her father's pleasure. Henry has awoken within her a new passion for life, and she has someone who loves her and whom she loves in turn. Most importantly, she has a way of perhaps finally escaping her father.

Henry Crawford, 24

Henry Crawford is René Delaflote's research assistant. He is a graduate of Miskatonic University, having majored in Archaeology and minored in Medieval European history. He speaks and reads Latin as well as modern Arabic. They met when René came to Miskatonic University to use the Orne Library for research. Young Crawford was starting his post-graduate studies hoping to gain a doctorate, but was seduced by the perceived glamour of doing practical archaeology in the field, unearthing undiscovered treasures, and making his name. Since joining Delaflote's party eighteen months ago as René's research assistant, he has found that the reality does not live up to the fantasy. Delaflote uses him to perform much of his research leg-work, sifting though libraries and collections to find material that Delaflote can collate and claim as his own work. Henry is paid a pittance for his tireless work, and feels exploited and unappreciated by Delaflote and scorned by Johnson.

Yet he remains with Delaflote. Upon being introduced to Sophia Delaflote, he was immediately smitten with her. Being of similar age and temperament, the two of them hit it off almost instantly and over the past year their friendship has grown closer and blossomed into love. Unbeknownst to Sophia, he intends to propose to her under the stars during the voyage to Mombasa.

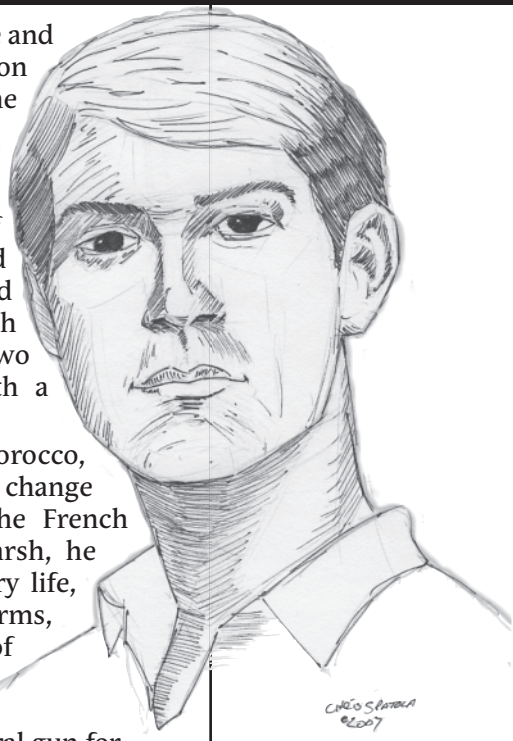
Brett Johnson, 44

Brett Johnson is an American. Originally from Kansas, he ran away from his parents' farm when he was 15, looking for adventure and to escape the back-breaking life of a farmer. After a few years of wandering, he found himself in San Francisco, home to one of the world's busiest ports. He worked as a longshoreman, loading and unloading cargo for ships from the four corners of the world. The whole city seemed steeped in adventure and far-off lands… unfortunately all Brett did was heave cargo. After working at the port for four months, fate conspired to give him the adventure he craved.

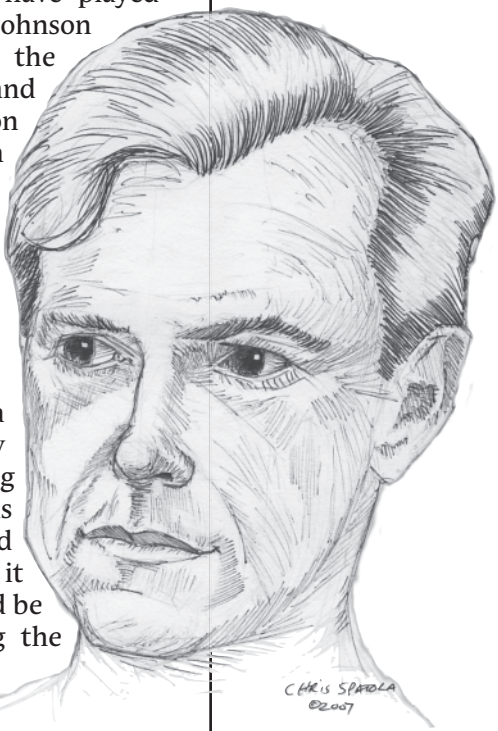
One night Johnson was caught up in a particularly vicious bar brawl. During the fight Brett's opponent pulled a knife and in the resulting struggle fell on the blade. Suddenly facing the threat of life of imprisonment and possible execution, Brett fled to the harbor, hoping to find a ship in need of replacement hands. He found one bound for Shanghai, and joining the crew, he sailed with them around the Pacific for two years, before signing on with a vessel bound for Europe.

Reaching French Morocco, Johnson jumped ship and in a change of career, signed up with the French Foreign legion. Although harsh, he found that he enjoyed military life, and so served two five-year terms, managing to rise to the rank of sergeant. Deciding to seek his fortune elsewhere, Brett then became a mercenary and general gun for hire, drifting across Africa to eventually find himself in Egypt, which is where he was first employed by René Delaflote, who was at the time still under tenure with the University of Ghent. If the investigators have played through "The God of Mitnal" Johnson may be an acquaintance of the smuggler Walter Kimble and might have some information on that rogue (or feed information about the investigators to him if he is seeking revenge.) He is also likely acquainted with the Cairo smuggler Russell Washbourne (see page 237).

Johnson clearly made an impression, for a year later Delaflote contacted him with a "business" proposition. They would form a treasure hunting partnership. As the Belgian was bringing the knowledge and initial funds to the partnership, it was agreed that Johnson would be the junior partner, providing the brawn, handle day to day details, and deal with the shadier elements of the



Henry Crawford

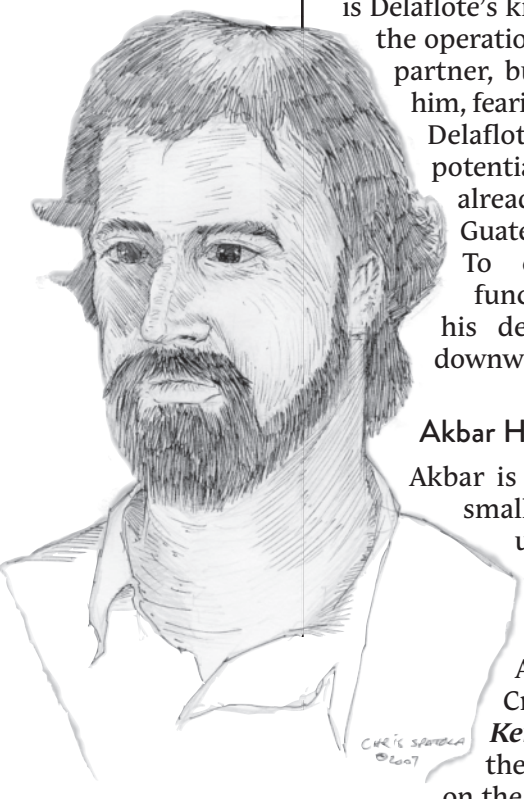


Brett Johnson

treasure hunter's trade. After fifteen years, however, Brett feels that being a junior partner has given him the adventure he craved, but not the wealth that he feels he is owed.

It has left him with a number of scars, not all of them physical. Two years ago, whilst on the trail of a hidden and long-forgotten Mayan ruin in Guatemala, Johnson and his party of hired locals were the victims of disaster from which only he survived to return to civilization. To this day he does not know what happened—all he knows is that most nights he relives the events in his dreams but as he wakes the memories drift away as insubstantial as mist. He has found that drinking heavily before he sleeps allows him to get through the night without the nightmares. (Whether or not Johnson's attackers were tied to the Mythos is up to the Keeper.)

Johnson has long believed that his role in the partnership is to take all of the risks whilst Delaflote takes the credit and the lion's share of the profits. Without Delaflote though, his chances of employment are greatly reduced as it is Delaflote's knowledge and reputation that the operation depends on. He resents his partner, but feels that he cannot leave him, fearing that if the split is a bad one Delaflote could blackball him with potential clients. This leaves Johnson, already disturbed by the events in Guatemala, increasingly depressed. To cope, he has become a functional alcoholic, but as with his depression, Johnson is on a downward slide.



Akbar Hudhayfah

Akbar Hudhayfah, 31

Akbar is a minor member of Egypt's small Cult of Bast. He normally uses his position on the *Osterley* to serve as a courier for the cult, perhaps consulting with Jamal Alhazred in Lamu in the Kenya Crown Colony (see ***Secrets of Kenya***, page 80). Following the theft of the Bast idol, he has been on the lookout for Delaflote's group, but unfortunately the description given to him of the thieves is very vague. The only thing he is sure of is that they are European and that they might have purchased tickets for travel aboard the *Osterley*. He suspects that anyone with the resources to steal the idol will have money enough to travel First Class, so both the investigators and the Delaflote party will be considered as potential suspects. Thus Hudhayfah has three extremely difficult tasks: keeping an eye on both the investigator and the Delaflote parties, searching all of their compartments, and recovering the idol.

Originally a child of Cairo's back alleys, Akbar has worked hard to raise himself up the social ladder and so attain the position of a steward in First Class. He carries himself with a dignified air and speaks English well, albeit with an accent. Akbar is proud of his work on behalf of the Cult and takes his responsibilities and faith seriously.

Supporting Characters

While not directly involved with Delaflote or his murder, several other passengers aboard the *Osterley* are detailed here. The Keeper should introduce them to the investigators soon after they board the ship so as to add colour and muddy the waters a bit. These individuals may be supplemented with those of the Keeper's creation (or from other works) or be reduced in number to simplify affairs, though it is important that any clues or events they might be witness to be transferred to others, so as to ensure the investigators have enough information to, hopefully, determine Delaflote's killer.

This is also an opportunity for a player to replace an investigator who has been lost during the party's exploits in Egypt with someone travelling aboard the *Osterley*. The replacement can be one of the player's own devising, but he must have a reason for both being aboard and travelling to Mombasa or further onto India or Australia. If the player is in a hurry several of the pre-generated investigators can easily be added to the passenger complement. These include Kumaran Azhikode, the Lascar Steward; R. Donald Brewer, who would be travelling in First Class on his way to Australia; and Father "Jan" Johannes Henricus Gerardus Hendriks,

Harriet Smith

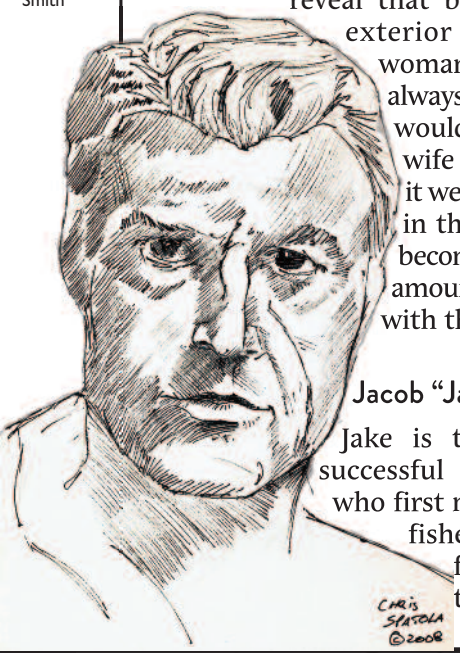
who will be travelling Second Class, but as a Catholic priest will be called upon to render the last rites to the late Delaflote, who was also a Catholic.

Harriet "Hattie" Smith, 22

Hattie is a polite and likeable, if a bit plain, young woman from England, travelling on the *Osterley* with her husband Jake Smith. They are on the ship celebrating their honeymoon and have been recently holidaying in Cairo (Hattie was quite fascinated by the discovery of King Tut's tomb) and currently are on their way to Australia before returning to England. Hattie has married "above her station" (she is the daughter of the family housekeeper); investigators who are citizens of the United Kingdom will recognise their difference in class standing with an *Idea* roll.

On initial impressions, Hattie appears to be a quiet young woman and very deferential to her large, bombastic husband. Appearances are deceptive though; a successful *Psychology* roll will reveal that behind that demure exterior is a very capable woman, a true case of "it's always the quiet ones." Jake would do anything for his wife and it is she who, as it were, wears the trousers in the relationship. This becomes clear after a short amount of time interacting with the couple.

Jacob Smith



Jacob "Jake" Smith, 36

Jake is the grandson of a successful Grimsby merchant who first made his money as a fisherman growing his fleet from a single trawler into a fleet of ships and several canneries, before moving into local politics. The family business trades under the name of Smith & Son Fisheries. British investigators will recognise the company name with a *Know* roll. Jake's grandfather is proud of his humble origins, and did not oppose his marriage to a quiet and demure "commoner," despite a fair amount of gossip and the disquiet of other members of the now well-to-do family.

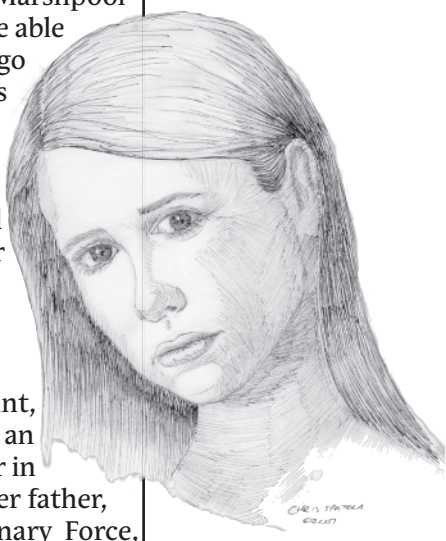
Jake is a tall sturdily built man, with a square jaw and broad shoulders, but with twinkling friendly eyes. Although large and quite loud, he is a friendly giant, totally besotted with his young wife. He served as a First Lieutenant in the Royal Navy during the Great War and saw action in the Dardanelles campaign, but he will not bring this up under most normal circumstances. Both Jake and Hattie can pass on useful information about Australia to interested investigators.

Jane Marshpool

Mrs. Horace Marshpool, 57

Mrs. Horace Marshpool (Jane to her friend) is a plump, short, and elderly woman, giving her a pear shaped appearance. No matter that the occasion she always has some sort of hat on, usually wide brimmed and she always insists upon wearing floral pattern dresses and carrying a worn rattan cane. Mrs. Marshpool is highly opinionated and seems to be able to talk constantly, appearing to forego the need to breathe when she's expounding her instructive lectures to anyone in range, usually to her ward, Victoria Hammond. The young lady is her great-niece, and Mrs. Marshpool genuinely cares for her.

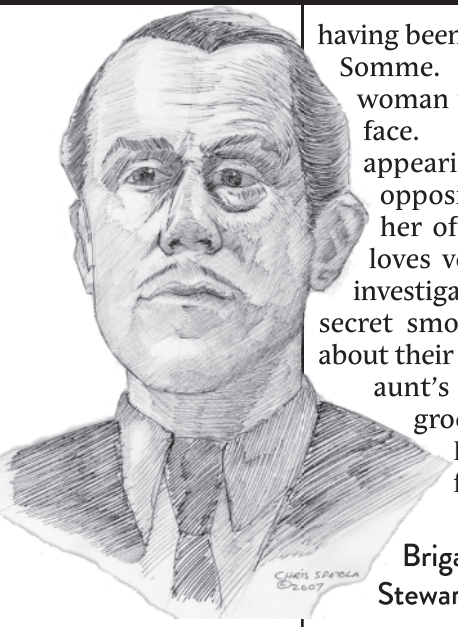
Victoria Hammond



Victoria Hammond, 19

Victoria is the ward of her great-aunt, Mrs. Horace Marshpool. She was left an orphan after the death of her mother in the Spanish Flu pandemic of 1919; her father, a captain in the British Expeditionary Force,

having been killed three years previously on the Somme. Victoria is a petite, pretty young woman with enchanting eyes and a kindly face. She is very quiet and retiring, appearing in many ways to be the exact opposite to her great-aunt, who despite her often domineering manner, Victoria loves very much. Discreet young female investigators may be made privy to Victoria's secret smoking habit as well as her unease about their trip to Australia as part of her great-aunt's efforts to find her a prospective groom. If introduced, she and Sophia Delaflote might strike up a casual friendship.

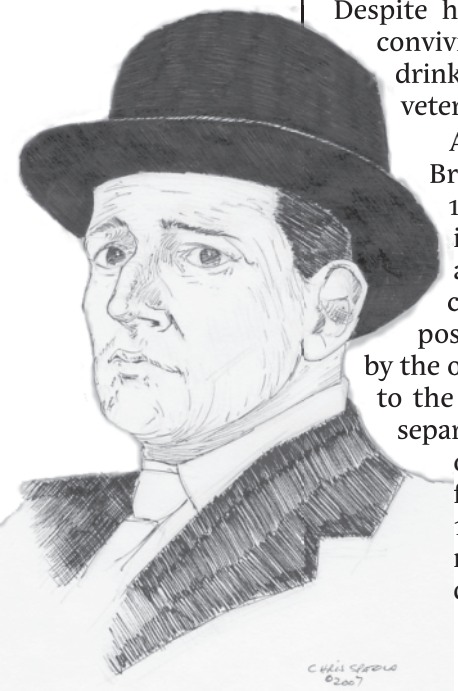


Brigadier Lord Archibald Dillingham-Stewart

Brigadier Archibald James Dillingham-Stewart, 61

The Brigadier is a tall, thin man with a strong military bearing. He prefers to use his military title although he holds the title of Baron and a family seat and lands in East Anglia. His silver-grey hair is slicked down and parted on the left and he has a pencil thin moustache. He loves cards and can usually be found in the Smoking Room puffing on his pipe, a glass of single malt beside him, challenging an opponent to another game of cribbage. He is the perfect English gentleman in both mannerisms and manners. Despite his severe exterior, he is ever the convivial companion, ready to share a drink and a joke, particularly with other veterans.

Dr. James O'Reilly



After Eton and Sandhurst, the Brigadier joined the British Army in 1887 as a young subaltern, following in the footsteps of both his father and grandfather. During his 35 year career he served in numerous postings across the British Empire and by the outbreak of the Great War had risen to the rank of Brigadier. Although long separated from the trenches, the horrors of the war's mechanistic way of fighting made him retire early in 1922 at the age of 57, saying that he never wished to sign that many death warrants again.

Doctor James O'Reilly 46

The ship's doctor, James O'Reilly is an old acquaintance of one of the investigators. Originally a doctor in the British Army, O'Reilly served in India where he also ran a private clinic in his spare time tending to the locals. During the Great War he served in Mesopotamia. He is a kind and friendly man without a bad word to say of anyone, and amongst the officers, crew, and passengers of the *Osterley*, he has the reputation of being a fine doctor with an excellent bedside manner and a good sense of humour.

Doctor O'Reilly is an unremarkable looking man, short and portly. He is always clean-shaven and well-presented, his short neatly oiled black hair well groomed, his suits or uniform neatly pressed, his collar freshly starched, and his shoes polished to a brilliant shine. Doctor O'Reilly makes up for mundane looks with jovial wit and charm. He is always ready with a joke or a laugh, although when found alone and caught unaware he is quite melancholic. He quickly returns to his usual sociable self though.

The Keeper should decide which investigator is the most likely to have known Doctor O'Reilly. Two options are provided that can introduce the investigator to his friendship with the doctor, although the Keeper should feel free to create one that fits the background of one his investigators. Whichever background he chooses to use, the Keeper must ensure that the meeting between the doctor and the investigator occur during the first few days of the voyage. This will give a chance for the two to reminisce about old times together before the murder takes place.

Option 1

You went to university with the James O'Reilly where you were in the same fraternity. Together with some other fraternity friends, you and he were involved in a particularly successful prank releasing three pigs into the main college building, the pigs being numbered 1, 2, and 4. The faculty spent most of the next day chasing the three pigs and then fruitlessly searching for the "missing" third pig. You stayed in contact for a while following university, but you lost contact with each other during the Great War.

This is the first meeting with James in several years. The first thing that strikes you is his demeanour, the vivacious and exuberant young man you knew seems to have gone, being much more reserved. Although there is still twinkle in his eye, showing that the old rascal is in there somewhere.

Option 2

During the Great War you served with Doctor O'Reilly in the Middle East. As part of the Mesopotamian campaign, the doctor was forced to work under difficult circumstances, his medical centre understaffed and poorly supplied and overwhelmed by casualties from the battles to lift the siege of Kut. In the spring of 1916, James was transferred to Europe and the Western Front. After his transferral your exchange of letters grew increasingly sporadic until the two of you lost contact with each other. You remember James from happier times in Basra at the beginning of the Mesopotamian campaign. There his favourite joke to play on new recruits was to tell them that he had run out of front lines and that they were to go to the quartermaster for some more.

Murder!

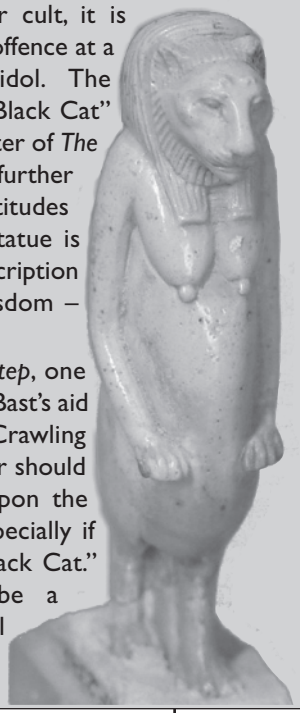
On the third night after departing from Alexandria, Sophia and Henry meet alone on the prow of the promenade deck. With the clear, starry sky of early evening and a bright moon illuminating the scene, Henry drops down on one knee and produces a ring case. He opens it to show Sophia an engagement ring and proposes to her. Bursting into tears of joy she immediately agrees. Henry rises, Sophia rushes into his arms and the pair passionately embrace. As they kiss they are spotted by Mrs. Marshpool, who often comes up onto the promenade deck to get some air (sea air helps her to sleep, she can explain). A polite cough on her part disturbs the young lovers.

Meanwhile in the lounge a bitter argument has broken out between Delaflote and Johnson, Johnson's grievances having finally come to the surface with the assistance of the bottle of bourbon that the American has drained since dinner. The Chief Steward asks both men to leave the Lounge and that he will have to inform the Purser about their behaviour in the morning. Both men are escorted back to their rooms. René retires to find solace looking through his notes and studying the Bast statue, while Brett goes to bed accompanied by a second bottle of bourbon.

Henry, not having found his employer in the Lounge, goes to Delaflote's quarters where he informs him that he wishes to marry his daughter Sophia. Delaflote, his emotions already high, explodes into a furious rage and he tells Henry that he is not good enough for his daughter and that he would never let her marry

The Marble Idol of Bast

Standing about 9 inches high, this white marble figure is an exquisite piece of Egyptian craftsmanship dating from the Middle Kingdom period (roughly 2000 B.C. to 1600 B.C.). Aside from being a valuable example of Egyptian art, the statue itself allows the user to contact the goddess Bast. This works as the spell *Contact Bast* with minor adjustments. Most importantly for the user, there is no POW cost. Each night that the statue stays within 5 feet of the user while they sleep there is a 10% chance that Bast will hear the user's call and appear before them in their dreams. Since this statue is sacred to Bast and was intended for use only by members of her cult, it is possible that she might take great offence at a non-believer making use of her idol. The Keeper should refer to the "The Black Cat" scenario detailed in the Cairo chapter of *The Complete Masks of Nyarlathotep* for further information on Bast and her attitudes towards non-worshippers. The statue is initially activated by reading the inscription – a prayer to Bast requesting wisdom – across the statue's base.



This being *Masks of Nyarlathotep*, one might expect investigators to seek Bast's aid in their campaign against the Crawling Chaos and his minions. The Keeper should determine her response based upon the investigators' actions in Cairo, especially if they have played through "The Black Cat." Alternatively this can simply be a mundane statuette, albeit one still sacred to the Cult of Bast.

someone as lowly as Henry. Delaflote tells Henry that he feels betrayed by him and that they will part company in Mombasa as he will have no further need of his services. Henry, silent throughout this tirade, leaves Delaflote's quarters and goes to Sophia's room. As he does so, he is passed by the Brigadier in the hallway. The Brigadier is returning to the Smoking Room with a new cigar, but will take note of Crawford's distressed state.

Inside Sophia's quarters, Henry informs her of her father's reaction to the news. Flying into a rage that mirrors her father's, Sophia paces her cabin, spurning Henry's attempts to calm her fury. Distraught, Henry leaves, eventually finding himself alone on the Promenade Deck with just his thoughts. Victoria Hammond, on her way back to her cabin having been up on the promenade deck to smoke a cigarette, catches sight of him standing at the railings, his face buried in his hands.

Filled with an unquenchable rage, tears rolling down her face and her eyes stained with mascara, Sophia storms out of her cabin. Arriving at her father's cabin door, she wipes her eyes with her hand in an attempt to compose herself, so that when she grabs the door handle, she leaves a black smudge. Caught up in his work, Delaflote is surprised at his daughter's sudden bursting into his cabin, but seeing her distraught state, he attempts to comfort her. Sophia is unable to utter a single grievance before her father has her in his arms, and cradling his daughter's head in his hands, wipes the tears away from her eyes. This leaves a trace of mascara on his thumbs. Delaflote tells Sophia not to worry, that he was protecting her, that Henry was not good enough for her.

Sophia breaks the embrace and turning away from her father, in a calm, yet contempt filled tone, says, "I loathe you. You swanned around the world searching for your precious trinkets while mother lay dying and you ruined my life dragging me around after you looking for your ancient artefacts of long dead people. I sometimes think you care more for the dead than the living. Then one glimmer of joy appears, Henry; and you deny me even that."

René simply ignores his daughter's complaints and continues explaining himself, telling her that she has simply been smitten by an unsuitable man; that he will find her someone more deserving of her; that she is a silly young girl who has had her head turned for the first time; and that she knows nothing of the world. He suggests that she should go back to her room and that she will feel better after a good night's sleep. Kissing his daughter on the forehead, Delaflote steers her towards the door and thinking the job done, goes to turn back to his notes.

Frustrated that her complaints have been ignored, Sophia's anger is reignited and, grabbing the statuette of Bast, swings it with all her might at her father. The blow hits René squarely on his right temple, killing him instantly. Her rage abated, Sophia drops the statuette beside the body of her dead father, and stricken with a sudden guilt, runs from the cabin in a panic. The murderess is able to calm herself halfway there, so that by the time she reaches her own cabin, her manner is such that no-one will suspect that anything untoward will have happened to her. This includes Jake Smith, who passes her in the hallway just before she enters her cabin.

Meanwhile up on the Promenade Deck, Henry considers the engagement ring he would have given Sophia before his late employer's rejection one last time before throwing it into the sea. If possible a member of the party should witness this act. If they ask Henry what he threw away, he will reply, "Oh, nothing. Just a dream."

Note: *If the players do not witness this event Victoria Hammond will speak to Henry after finishing her cigarette.*

About thirty minutes later, Akbar, having missed all of the commotion, goes to see if he can search René Delaflote's cabin for the statuette. He has already searched one or more of the investigators' cabins yesterday (as per the timeline, see below). Entering the Belgian's cabin, the steward discovers first René's body and then the statuette on the floor beside him, and taking the opportunity to recover the sacred idol for his goddess, grabs it and wraps it in a towel. The Steward then leaves, locking the door behind him.

Understandably, René is not seen at breakfast. At around 12 o'clock, the maid, Polly Atkinson, knocks on the door to his cabin and upon hearing no reply, unlocks the door and lets herself in. Anyone in a nearby cabin or in the hallway will hear her scream, followed by a thump as she falls to the floor in a dead faint under a stack of clean towels. The news of Delaflote's murder spreads like wildfire throughout the crew and passengers of the *Osterley*. By lunch the players should know and be able to step up to the challenge of solving the crime. They have three days before the ship docks in Mombasa when the local police will take up the case. A *Law* or halved *Know* roll will suggest that the CID in Mombasa could detain all First Class passengers for up to two weeks while they proceed with their investigations.

Timeline

This section is provided as a Keeper aid to help keep track of both NPC movement and, where necessary, the witnesses to this movement. Only the key events are given for each day. In addition to these specific events, Henry Crawford and Sophia Delaflote will keep trying to find a few moments alone together. Their efforts will be spotted by various passengers and crew, who will doubtless remember them if asked.

All the while, Akbar Hudhayfah is watching both the investigators and Delaflote's group; remember, this surveillance can be spotted by a successful *Spot Hidden* check, once per day, per investigator.

Day 1

Up to 1:00pm The party arrives at Alexandria, and prepares to board the *Osterley*. It is here that they spot the front page of the Cairo Bulletin. During boarding the party is surreptitiously watched by Akbar Hudhayfah, his unusual interest being noticed if a successful *Spot Hidden* check is made.

2:00pm The SS *Osterley* departs Alexandria harbor.

6:00pm — 9:00pm Dinner is served in the Dining Salon.

7:00 pm The *Osterley* enters the Suez Canal.

8:20pm In the Smoking Room, René Delaflote is seen rebuking Henry Crawford for his poor performance during their visit to Cairo. This is witnessed by Brigadier Dillingham-Stewart.

Day 2

7:00am — 10:00 am Breakfast is served in the Dining Salon.

8:00am The *Osterley* enters the Red Sea.

12:00pm — 3:00pm Lunch is served in the Dining Salon.

1:00pm — 1:30 pm Akbar Hudhayfah searches an investigator's quarters for the Bast statuette. The victim should be determined randomly unless there is a particular investigator who habitually avoids their room. When the player next returns to his cabin, they find all of their belongings in disarray.

2:10pm During lunch, the polite ambience of a good meal shared is interrupted by a heated conversation between René and Sophia Delaflote. He scolds his daughter for being behind in her typing and filing of the group's notes and accounts. He tells her that this is not a pleasure cruise and that she should use her time more constructively. As an example, he himself is using the trip to re-read his notes, rather than spending the day in sight-seeing from the deck. Sophia responds in a raised voice, "If my work is not to your standard, then dismiss me and let me live my life!"

This outburst is heard by everyone in the Dining Salon, who will witness the young woman sweeping out of the room. René will return to his dessert and if anyone

asks, will put his daughter's behavior down to the petulance of the young. Sophia will later be seen on the Promenade Deck and will simply complain that her father is controlling her life.

If the investigators are sat at a table adjacent to the Delaflotes, the Keeper can allow a *Listen* roll for them to overhear this increasingly heated conversation.

6:00pm — 9:00pm Dinner is served in the Dining Salon.

10:20pm In the Smoking Room, Brigadier Dillingham-Stewart is seen stalking away from his table after losing a game of cribbage to René Delaflote. This is witnessed by the steward on duty, Akbar Hudhayfah, and several other members of the crew.

Day 3

7:00am — 10:00am Breakfast is served in the Dining Salon.

12:00pm — 3:00pm Lunch is served in the Dining Salon.

6:00pm — 9:00pm Dinner is served in the Dining Salon.

7:50 pm — 8:15pm Henry Crawford proposes to Sophia Delaflote at the prow of the boat. Jane Marshpool watches as Sophia passionately embraces Henry afterwards but interrupts them soon after.

7:50pm — 8:00pm René Delaflote and Brett Johnson, who have been bickering, burst into a furious argument in the lounge. The argument is witnessed by Brigadier Archibald Dillingham-Stewart and Jake and Hattie Smith. Two stewards escort the two men to their cabins and then go to inform the Captain.

8:25pm — 8:35pm Henry Crawford goes to René Delaflote's quarters to tell him of his intent to marry his daughter. René refuses and sacks Henry.

8:40pm — 8:45pm Henry Crawford returns to Sophia's quarters and informs her of her father's reaction of the news. After he leaves he is seen by Hattie Smith.

9:00pm — 9:05pm Sophia Delaflote argues with her father about his refusal to allow her to marry Henry Crawford; the argument ends with her killing her father.

Later that evening Akbar Hudhayfah enters René Delaflote's cabin, takes the idol, and locks the door upon leaving. He runs away from the room and is seen running through the corridor, at a distance, by Victoria Hammond.

Involving the Investigators

The scenario provides Dr. O'Reilly as a justification for involving the players in the murder of Professor Delaflote and attempts to drive them into action with the threat of a prolonged delay in Mombasa if the murderer is not caught. There is always the possibility that these factors may not be enough to draw your players in and persuade them to play a role in the investigation. If you suspect this may be the case, you have several options at your disposal. Consider your players and their characters and adjust the scenario accordingly. If they are wholly involved in the mystery of the Carlyle Expedition, have Delaflote promise to reveal some information he uncovered in his research, only to have him cut down before he might share his secrets. If a character is known for his loyalty, have the old friend be Brett Johnston rather than the ship's doctor, and have him be falsely accused of the crime by a conspiring Sophia and Henry. If one character solely spends his time on the *Osterley* pouring over her ill-gotten copy of *The G'harne Fragments* (for example) allow her to play as one of the secondary characters for the duration of the voyage. Know your players and be flexible in your methods of enticement. If all else fails, let the murder play out, bring the ship to shore, and consider this an unfortunate lesson in the difficulty of crafting scenario hooks for *Call of Cthulhu*.

Day 4

12:00pm One of the chamber maids, Polly Atkinson, going about her duties knocks on René Delaflote's door. Getting no response, she unlocks the door and screams and faints when she spots his body.

12:10pm Upon being informed of the situation the captain asks the ship's doctor to perform a medical investigation and to collect evidence to be presented to the Colonial authorities in Mombasa. The doctor, an old acquaintance of one of the investigators, asks permission from the captain to allow the investigator to aid him in his work. The captain agrees, though with reluctance and demanding the utmost tact of everyone involved. The investigators are sent for by one of the stewards. Working under the doctor's auspices, the Orient Steam Navigation Company (the owners of the Orient Line), authorizes the investigators' investigations into the murder until the ship reaches port.

Day 8

8:30am The *SS Osterley* makes port in Mombasa.

10:30am Passengers begin departing the *Osterley*. The investigators will be detained by the local Kenyan law enforcement upon departing the *Osterley* along with the rest of the suspects, all of their passports and travel documents will be taken from them. If the investigators have successfully solved the case the Kenyan authorities will detain the party for the remainder of the day, after confirming their conclusions they are released, their passports are returned, and they are thanked for their assistance. If the party was unable to solve the case they will be detained in Mombasa for as long as two weeks. During this time they will be instructed not to leave the city. Make sure that the party understands that ignoring this request and continuing onto Nairobi will be breaking the law, and that they will have no way of leaving the country or entering another, other than stowing away on a tramp streamer, as they have no travel documents.

Clues and Red Herrings

This section is a reference aid for Keeper that lists all of all clues and red herrings that the player characters might encounter during their investigations. For each individual suspect or witness it lists what each knows or saw during the voyage so far.

René Delaflote's Room

The clues contained in the room are as follows:

- René Delaflote was found lying face down on the floor with a single blunt trauma wound to his forehead. There are no obvious signs of a struggle.
- His notes, if searched, contain a copy of *Nyarlathotep papers* #5 ("Carlyle Departs Egypt"). His notes also contain copious references to King Solomon's Mines from various sources with clues indicating that its likely location is in Kenya. These notes also reference the Cult of the Bloody Tongue. His notes are reproduced in Handout #2.
- The door to the room was locked when the maid arrived. If an investigator searches Delaflote's body, the key to the room is found in the breast pocket of René's suit jacket. If an investigator does not search the Belgian's body, it will be found when Doctor O'Reilly performs his autopsy.
- A *Spot Hidden* roll will reveal faint black smudges on both of René's thumbs.
- A *Spot Hidden* roll will reveal faint black smudges on both the door and the door handle.

- A halved *Know* roll by a male investigator or a normal *Know* roll by a female investigator will reveal that the smudges are mascara.

There now follows the list of the main NPCs and what they know, if they are questioned.

Brett Johnson

What he knows:

- Knows the history of René and Sophia Delaflote, and what created the rift between them.
- Knows that Henry Crawford and René Delaflote had not been getting along recently.
- He also knows about the idol of Bast that was stolen from Giza. He will only reveal this only if necessary as it incriminates him as a tomb robber.

Alibi: He was drunk and asleep alone in his cabin.

Sophia Delaflote

What she knows:

- Knows about the troubles between René Delaflote and Brett Johnson, and that René had been cheating him out of his share of the profits.
- Claims that there were no bad feelings between René Delaflote and Henry Crawford. They merely had a very formal working relationship, as her father was a very formal man.
- If Sophia is given enough time she will confide in Henry, together they will attempt to concoct a story that gives Sophia an alibi. This alibi is left to the Keeper as it will depend upon the circumstances of your game as the alibi will need to fit the situation. Johnson is an obvious target for them on to which shift suspicion.

Alibi: She was reading alone in her cabin.

Henry Crawford

What he knows:

- Knows that Johnson and René Delaflote had been falling out over the last few years and their business relationship had been deteriorating rapidly of late. This last month it had nearly been unbearable.
- Will say that Sophia and her father had a distant relationship, but that her father did love her.
- Noticed that one of the stewards had been paying a lot of attention to Delaflote's party, he describes him as a swarthy looking gentleman of Arab decent. He gives a description that roughly fits Akbar Hudhayfah.
- If Sophia has confided in Henry, there is a chance that he will falter if asked about her whereabouts; a *Psychology* roll will suggest he is lying. He may also claim responsibility for Sophia's crimes if she is identified as the murderer; his lie in this case is equally obvious to a *Psychology* roll.

Alibi: When the murder happened he was walking around the promenade deck spent some time watching the ocean and then went to bed. He did all of this alone.

Akbar Hudhayfah

What he knows:

- Witnessed the argument between Dillingham-Stewart and Delaflote in the Smoking Room, on the second day of the voyage.
- Noticed that the members of Delaflote's party were all very distant towards the Belgian gentleman.
- Denies having spied on either Delaflote's or the investigators' party.
- If his room is searched and the idol found (successful *Spot Hidden* roll, as he has hidden it carefully), he will reveal that he found the idol after the murder had occurred, and that it was he who locked the door after he left.
- Hudhayfah's cabin also contains a number of items suggesting he worships the cat-headed goddess. If directly questioned about this, he may confide the truth to sympathetic

investigators, particularly those who demonstrate knowledge of Bast and her worship. He will plead with them for the return of the idol.

Alibi: He was performing his duties about the ship.

Hattie Smith

What she knows:

- Saw Crawford coming from the direction of René Delaflote's cabin and entering Sophia Delaflote's cabin on the night of the murder.
- Noticed Henry and Sophia spending time together when they thought they were alone and rapidly departing in separate directions when they noticed observers.
- Saw the row between Delaflote and Johnson on the night of the murder. Her husband had tried to step in, but she protested and stopped him.

Alibi: She spent the evening with her husband first in the Dining Salon and then in the Music Room, before retiring for the night in their cabin.

Jake Smith

What he knows:

- Saw the row between Delaflote and Johnson, on the night of the murder. He was going to try and defuse the situation, but the stewards had already interceded.
- Saw Sophia Delaflote just before she entered her cabin on the night of the murder though some time after she claims to have returned there. It looked like she had been crying.

Alibi: He spent the evening with his wife first in the Dining Salon and then in the Music Room, before retiring for the night in their cabin.

Jane Marshpool

What she knows:

- Witnessed Sophia and Henry Crawford's passionate embrace on the ship's prow. She *wholly* disapproves of unmarried couples engaging in such license.
- Overheard the heated conversation between Sophie and her father in the Dining Salon at lunch on the second day of the voyage.
- Has seen Sophia and Henry together on a number of occasions, holding hands and, one other time aside from the shocking scene on the prow, kissing. She disapproves of this as well. She has noticed that when ever they spotted her they quickly either walked away in separate directions or away together trying to look like nothing was going on.

Alibi: She was taking a stroll on the Promenade, when she chanced upon Sophia and Henry. Afterwards she retired to her cabin.

Victoria Hammond

What she knows:

- Saw Akbar Hudhayfah running through the corridor, though only at a distance. If asked what direction he was coming from she will say away from René Delaflote's quarters.
- Saw Henry up on the Promenade Deck standing at the railings, looking quite distraught.
- If she has befriended Sophia, she will be aware of her relationship with Henry Crawford. She will not be aware of his proposal.
- *If the players did not see it, then she also spoke to Henry on the promenade deck and saw him throw something into the sea.*

Alibi: She was in her cabin reading a book, if asked what book she will say *Murder on the Links*, by Agatha Christie.

Brigadier Archibald James Dillingham-Stewart

What he knows:

- Witnessed René Delaflote berating Crawford in the most beastly fashion in the Smoking Room on the first night of the voyage.
- He also witnessed the argument between Delaflote and Johnson in the dining salon on the night of the murder.
- Suspects that the Belgian is a cheat at cards, though cannot prove it.

Alibi: He was playing cards in the Smoking Room against some other passengers and then retired for the night. The waiters can confirm this.

Advice to Keepers Running this Adventure

This scenario is intended to be a suspenseful, but danger-free, interlude between two stops during the campaign. The players have the chance to solve a murder mystery and have some respite, however brief, from the occult dangers that confront them on all sides. For the Keeper, it is a chance to play a host of characters while letting the players drive the story forward. There are several recommended methods for maximizing your (and your players') enjoyment of the scenario.

Get the secondary characters involved, for color and for practical reasons. Have them drop pieces of information to the investigators, when needed. Introduce them early in the scenario and make each one distinctive. If you find there are too many for you to handle, remove or downplay some of them. The Smiths can be treated a single entity (they are honeymooning), for example, or Mrs. Marshpool may simply spend her days napping. Use the timeline as provided and add your own minor events, keeping in mind the probable actions of your players. If they are inveterate gamblers, expand Lord Dillingham-Stuart's poker circle. If an investigator has a high APP, consider Miss Hammond and a romantic subplot.

Do not be afraid to adjust details to better fit in your own campaign; if there is no way Delaflote's party could be mistaken for the investigators, have the Belgian be the spitting image of one of the investigators, thus causing the confusion. Likewise, if having a Bast cultist stalking the party is not appropriate for your group, remove him, or replace him with an assassin from the Brotherhood and have the statue stolen by a drunken Johnson. Use this scenario as a template; add or remove things that you feel will fit best with your style of play.

The most important consideration is whether or not this sort of diversion will be enjoyable for you and your players. If they cannot bear the thought of even a moment's rest in their campaign against Nyarlathotep, then you should reconsider using this scenario. If they are the types that relish role-playing and the minutia of adventuring, than build this up into a several evenings of game play. Above all things—have fun!

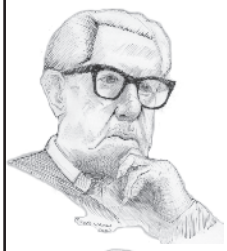
Conclusion

Presumably the investigators will get to the bottom of the mystery. Investigators playing an active role in the case should gain 1d3 points of Sanity for finding Professor Delaflote's killer (the bitter-sweet truth keeps that gain relatively minor). For each suspect falsely accused, deduct one point from this possible gain. The investigators will also gain 1d4 points of Credit Rating and the appreciation of the Orient Line, as well as Captain Lucas and Dr. O'Reilly. The authorities in Mombasa will also take note of the service they have provided which may help the investigators in the Colony.

As for Sophia, she will most likely be shipped back to England to stand trial in her father's murder. Henry Crawford will follow her there, his love undiminished. She will most likely be convicted, though if testimony demonstrating her father's cruelty and criminal activities is presented, she may escape a life sentence. Idealistic or romantic Keepers may imagine young Crawford awaiting her release, even a decade or more hence. Even in death, René Delaflote causes his daughter to suffer.

Statistics

The skills listed are those that are potentially important to the scenario or give some illuminating insight into that individual; the Keeper should adjust or augment them as necessary.



RENÉ DELAFLOTE, unscrupulous archaeologist and poor father

STR 11 CON 9 SIZ 13 INT 15 POW 9
DEX 12 APP 13 EDU 22 SAN 41 HP 11

Skills: Library Use 86%, Archaeology 81%, Arabic 75%, French 99%, English 55%, Latin 80%, Greek 60%

SOPHIA DELAFLOTE, unhappy child and hopeless romantic

STR 9 CON 9 SIZ 10 INT 15 POW 15
DEX 14 APP 15 EDU 14 SAN 62 HP 10

Skills: Shorthand 61%, Type 64%, Library Use 33%, French 16%, English 70%, Latin 28%

HENRY CRAWFORD, the elder Delaflote's aide and the younger's swain

STR 10 CON 11 SIZ 12 INT 16 POW 10
DEX 11 APP 14 EDU 17 SAN 50 HP 12

Skills: Library Use 64%, Archaeology 58%, Latin 70%, French 39%, Astronomy 37%

BRETT JOHNSON, Delaflote's partner and worsening drunk

STR 16 CON 15 SIZ 15 INT 10 POW 13
DEX 14 APP 16 EDU 10 SAN 38 HP 15

Attacks: Colt M1911 45%, damage 1d10+2
Winchester '94 in .30-30 55%, damage 2d6+1
Punch 60%, damage 1d3+1d4

Skills: Fast Talk 46%, Bargain 63%, French 41%, Arabic 43%, Spanish 37%, Archaeology 19%, Spot Hidden 55%

AKBAR HUDHAYFAH, First Class Steward and Servant of Bast

STR 10 CON 9 SIZ 10 INT 15 POW 11
DEX 15 APP 12 EDU 10 SAN 49 HP 10

Attacks: Fist/Punch 68%, damage 1d3

Skills: Conceal 42%, Cthulhu Mythos 2%, Hide 63%, Sneak 54%, Arabic 82%, Coptic 11%, English 66%, Shipboard Etiquette 89%

HATTIE SMITH, retiring yet strong-willed newlywed

STR 8 CON 10 SIZ 8 INT 15 POW 17
DEX 12 APP 12 EDU 11 SAN 85 HP 9

Skills: Accounting 22%, Art (Piano) 20%, Bargain 35%, Craft (Sewing) 25% Credit Rating 20%, Feign Meekness 74%, French 13%, Psychology 20%, Ride 15%, Discuss Honeymoon itinerary 88%

JAKE SMITH, doting newly-wed

STR 17 CON 16 SIZ 18 INT 12 POW 11
DEX 11 APP 13 EDU 14 SAN 53 HP 17

Weapons: Fist/Punch 50%, damage 1D3
Heavy Weapons 41%

Skills: Accounting 30%, Business 20%, Climb 40%, Credit Rating 25%, Dote on Hattie 95%, Electrical Repair 25%, History (Maritime) 52%, History (Grimsby) 65%, Loving Glance (Hattie) 95%, Mathematics 20%, Mechanical Repair 30%, Meteorology 20%, Navigate 35%, Physics 10%, Pilot Boat 45%, Swim 55%

VICTORIA HAMMOND, lovely ward of Mrs. Marshpool

STR 9 CON 10 SIZ 9 INT 13 POW 14
DEX 14 APP 15 EDU 14 SAN 70 HP 10

Skills: Art (Sing) 35%, Bargain 15%, Bat Eyelashes 65%, Conceal 34%, Fast Talk 33%, French 31%, Latin 11%, Literature 30%, Make Polite Conversation 60%, Persuade 35%, Psychology 16% Smoke Covertly 59%, Sneak 46%

JANE MARSHPOOL, talkative matron

STR 8 CON 10 SIZ 14 INT 14 POW 15
DEX 12 APP 12 EDU 11 SAN 72 HP 12

Weapons: Umbrella 25%, damage 1d2

Skills: Art (Knitting) 10%, Credit Rating 20%, English 75%, Knit Poorly Fitting Jumpers 85%, Literature 40%, Talk Incessantly 95%

Brigadier ARCHIBALD JAMES DILLINGHAM-STEWART, retired soldier and gentleman gamesman

STR 13 CON 14 SIZ 12 INT 14 POW 16
DEX 13 APP 14 EDU 16 SAN 49 HP 13

Weapons: Webley Mark III 65%, damage 1d10

Skills: Cribbage 75%, Poker 60%, Bluff 75%, Command Troops 70%, Dismiss Nonsense and Puffery 65%, Military History 70%, Etiquette 75%, Recall Amusing Incidents from His Younger Days 90%

DR. JAMES O'REILLY, deferential ship's physician

STR 11 CON 9 SIZ 14 INT 14 POW 13
DEX 15 APP 13 EDU 17 SAN 52 HP 12

Skills: First Aid 75%, Medicine 60%

Appendix A

Character Generation & Pre-Generated Characters

Characters in *Masks of Nyarlathotep*

By Matthew Pook and Bret Kramer

For all the work that the Keeper will perform in running this campaign, it is important to consider the other element involved: that of the players and their investigators. This article covers the most important issues that generally arise in the run of a Call of Cthulhu campaign: character creation, character replacement, and dealing with the loss of a large number of characters (a.k.a. a T.P.K. or "Total Party Kill"). In addition, this article provides a summary of the pre-generated characters included with this book, with notes on how and where they can be best employed. If so desired, the Keeper can share the section on character creation with his players, before the start of your campaign.

Creating Characters

There are essentially two approaches to the creation of the investigator for the *Call of Cthulhu* game; a "game-play" centered one and a "role-play" centered one. The former is both quick and easy, but produces characters that are fundamentally uninteresting and a mere means to play, rather than role-play the game. In this approach, a player assigns points to what are conventionally regarded as the game's key skills – *Dodge*, *Listen*, *Library Use*, *Spot Hidden*, a foreign language (frequently *Latin*), and *Shotgun* – and little else. The player's aim with this approach is to create an investigator with a greater chance of surviving whatever horrors the Keeper is going to throw at him. This is, to be blunt, meta-gaming and the investigator created is anything other than Lovecraftian.

The second approach, and the one that we wholly advocate, creates a character that can be more Lovecraftian, is more interesting, and can be, if not totally historically accurate, can at least have more of a historical feel to it. This "role-play" approach is as much a design process as a creative process, and it requires some consideration and even a modicum of research upon the part of the player. It makes use of both the ***Call of Cthulhu*** core rule book, ***The Keeper's Companion Vol. I*** for its skills list, and ***The 1920s Investigator's Companion*** for its extra occupations.

Today most players have at their disposal a wealth of resources to assist them in the creation of fully fleshed-out characters. The foremost of these is the internet; even a basic search through Wikipedia can turn up a wealth of historical details that gives both richness and a modicum of verisimilitude to a newly created character, while providing instant and plausible biographical information. Other resources exist in abundance, be they sites like Yog-Sothoth.com, magazines like *Worlds of Cthulhu*, or simply hobbyist creations about the fashions or events of the era. A player can use these to spark the imagination and to break away from the tried and true, but well-worn, stereotypical investigator tropes.

The method outlined below is the same that was used in the creation of the pre-generated characters for this book. Our aim was to provide interesting and playable investigators from all walks of life, of numerous nationalities, and with logical skill sets that might be encountered at certain points throughout the campaign. Thus alongside the many Americans and Englishmen,

there are American Blacks, Egyptians, Russians, Dutch, Malians, Indians and even a German. Their skills include martial arts, explosives, book binding, and even knitting. When you have a whole world to play with, there is no reason not to make as much use of this method as possible.

The process itself begins with the player asking himself several questions, the answers to which should provide the basis for their investigator. What do I want to play, basically the core occupation? What are my character's age, gender, and nationality? What did they do during the Great War? What are their hobbies? Have they had any previous occupations? The answers to these questions are up to the player, but they are in turn supported by the game's mechanics. These will obviously provide the core occupation, but there is no reason why a second occupation cannot be selected and its skills bought with the investigator's Personal Interest Skill Points to represent previous experience. This is in addition to the various rules on the Great War that will give the character several military or other skills that they might not have gained through the course of ordinary life.

The Great War

The Great War will be a significant event in the life of the average male investigator, and will affect his outlook and attitude for the rest of his life. If old enough, and in some cases, even if underage, both male and female investigators may have served or helped in the war effort either at the front or the "home front". Even those not directly involved in the war effort may have been affected by it indirectly, by the loss or injury of friends and family.

The number of years in service is dependent upon the military arm served in and the investigator's nationality. Four years is possible for many men, especially if an investigator is from Great Britain, France, Germany, Russia, or one of the European nations directly involved in the first years of the war. Three years is more probable for these nations and their dependencies, conscription being introduced between 1915 and 1916. Two years is the likely length of service for American investigators, although a few souls might have entered the war earlier by going north across the border and enlisting in the Canadian military or joining the volunteer groups like the Lafayette Flying Corps.

It should be noted that fighting did not end with the Armistice signed at the end of the Great War. In particular, the Russian Civil War would extend the fighting by a further five years, although by 1920 most foreign expeditionary forces had withdrawn from the conflict. Allied forces served in Northern Russian, in the Baltic, Southern Russia and the Ukraine, Siberia, and the Russian Far East. Any investigator serving with these expeditionary forces should consider taking *Other Language: Russian* and *Polar Survival* as additional skills.

Service in the military provides an investigator with access to military skills and skill points to spend on them, but with the loss of *Sanity* points for each year spent in service. For each year served, to a maximum of four, an investigator receives 15 Skill Points, but loses 1d3 *Sanity* points. A mere 15 Skill Points seems like

MATTHEW POOK ON HOUSE RULES

Every Keeper and every group has its house rules. On skills and character generation I have two. The first deals with the *Dodge* skill. This is the most abused skill in the game and as a Keeper I let the players assign a maximum of ten points to the skill beyond its base value. Military experience or Martial Arts: Boxing might increase the skill a little beyond this, but fundamentally, for most investigators, a *Dodge* skill of 80% is impossible. If the investigator grew up in the circus or with the Chinese opera, then it is arguably possible, but only if the investigator has similar skill levels in the *Climb* and *Jump* skills. Further, the *Dodge* cannot be studied, nor should it be taken as part of an Occupation unless the Occupation actually lists it.

Similarly the *Martial Arts* skill needs careful consideration. Historically, few actual martial arts are available to study in the West during the 1920s, and even fewer during the 1890s. The two obvious are Boxing and Wrestling, the latter used with the *Grapple* skill. Unless the investigator has spent time in the Orient, it is unlikely that he will have encountered any of the myriad of martial arts disciplines found there. Some schools were opened in Europe and America by the Japanese, but explaining why an occidental investigator was accepted for study will take some explanation and plenty of skill points.

a very low number for each year served, but they represent skills that will never be used again by most veterans of the Great War. Doubtless, the *Call of Cthulhu* investigator will find ways in which he can use and improve the skills learned during the Great War.

When most people think of the Great War, they think of the Western Front, and of the men that served in the trenches – this is true of *Call of Cthulhu* players as well. Not every soldier was part of the infantry however, and many served as engineers, medics, in the cavalry, as artillerists, as clerks, as signalmen, as messengers or runners, or on the graves detail. Thus the widest choice of military occupations reflects the fact that most will have served on the Western Front or the similar battle lines that divided Europe during the Great War. Alternatively, an investigator might have instead served in the Navy or in the fledgling air services, typified by Great Britain's Royal Flying Corp and Royal Naval Air Service.

It should be noted that as much as possible these military occupations are not specific to one nation or another fighting in the Great War. Veterans of specific units or fronts may have different skills available to them at the discretion of the Keeper – here is an example of where a little research pays rich dividends. In this book character templates for former members of the French Foreign Legion or Belgium's Force Publique (see page 274 and 275 respectively).

The Army

Artillerist: Fast Talk, Drive Auto, Heavy Weapon, Jump, Listen -10%, Mechanical Repair, Operate Heavy Machinery, Rifle, Spot Hidden

Artillery Officer: Bargain, Cartography, Climb, Credit Rating, Dodge, Handgun, Heavy Weapon, Jump, Listen -10%, Operate Heavy Machinery, Persuade

Cavalryman: Climb, Dodge, Fast Talk, Jump, Medicine (Veterinary), Navigate, Ride, Rifle, Saber, Track

Cavalry Officer: Bargain, Climb, Credit Rating, Dodge, Handgun, Jump, Navigate, Persuade, Ride, Saber, Track

Chaplain: First Aid, Medicine, Other Language, Persuade, Philosophy & Religion, Psychoanalysis, Psychology

Intelligence Officer: Bargain, Cartography, Climb, Credit Rating, Dodge, Handgun, Hide, Jump, Listen, Meteorology, Navigate, Other Language, Persuade, Psychology

Officer: Bargain, Climb, Credit Rating, Dodge, Handgun, Hide, Jump, Listen, Navigate, Persuade

Rifleman: Bayonet, Climb, Conceal, Dodge, Fast Talk, Hide, Jump, Listen, Machine Gun, Rifle, Sneak, Spot Hidden

Signalman: Conceal, Cryptography, Dodge, Electrical Repair, Hide, Jump, Mechanical Repair, Rifle, Sneak, Spot Hidden

Stretcher-Bearer: Dodge, Drive Auto, First Aid, Jump, Medicine

Sapper: Climb, Conceal, Dodge, Electrical Repair, Explosives, Fast Talk, Operate Heavy Machinery, Jump, Mechanical Repair, Rifle

Tank Commander: Cartography, Credit Rating, Handgun, Mechanical Repair, Navigate, Operate Heavy Machinery, Persuade

Tank Crewman: Heavy Weapon, Machine Gun, Mechanical Repair, Operate Heavy Machinery, Rifle

The Navy & The Naval Air Service

Seaman: Climb, Conceal, Dodge, Fast Talk, Heavy Weapon, Listen, Mechanical Repair, Operate Heavy Machinery, Pilot Boat, Spot Hidden, Swim

Naval Officer: Climb, Credit Rating, Dodge, Fast Talk, Heavy Weapon, Mechanical Repair, Meteorology, Navigate (Air/Sea), Operate Heavy Machinery, Persuade, Pilot Boat, Spot Hidden, Swim

Naval Pilot: Credit Rating, Handgun, Heavy Weapon, Machine Gun, Mechanical Repair, Navigate (Air/Sea), Persuade, Photography, Pilot Aircraft, Spot Hidden, Swim

Naval Aircraft Fitter: Fast Talk, Craft (Carpentry), Jump, Listen, Mechanical Repair, Rifle, Spot Hidden, Swim

The Air Force

Pilot: Credit Rating, Handgun, Heavy Weapon, Machine Gun, Mechanical Repair, Navigate (Air/Sea), Persuade, Photography, Pilot Aircraft, Spot Hidden

Aircraft Fitter: Fast Talk, Craft (Carpentry), Jump, Listen, Mechanical Repair, Rifle, Spot Hidden

The Other Option: The Conscientious Objector

An interesting alternative would be for an investigator to have been a Conscientious Objector. This would have been a very difficult choice, even a courageous choice, as the social consequences would have been to earn the scorn of almost everyone. The refusal to fight would have lead to the Conscientious Objector being arrested and his actions carefully considered by the army. He could be kept on the home front to work on the farm or perform other duties vital to the war effort, but a Conscientious Objector could still have been sent to the Western Front where his refusal to fight could have led to his being assigned to a labor or stretcher-bearer unit, or at worst a death sentence. Fortunately the latter would be commuted to a prison sentence, but this was still not safe as a prisoner could expect harsh treatment from his jailors.

For the Quaker who became a Conscientious Objector on religious grounds one option was to serve as a volunteer with the Friends' Ambulance Unit. This was a volunteer non-military unit that served throughout the Great War and beyond.

It should be noted that all Conscientious Objectors receive a -20% penalty on their *Credit Rating* skill. Quakers and other religious objectors receive a -10% penalty.

Farm Worker: Craft (Agronomy), Mechanical Repair, Medicine (Veterinary), Natural History, Operate Heavy Machinery

Friends' Ambulance Unit: Dodge, Drive Auto, First Aid, Jump, Mechanical Repair, Medicine, Psychology, Psychoanalysis

Prisoner: Bargain, Conceal, Fast Talk, Fist/Punch, Listen, Psychology, Spot Hidden

Stretcher-Bearer: Dodge, Drive Auto, First Aid, Jump, Medicine

The Home Front

The role of women in the Great War should not be ignored. Many served as nurses throughout, but their role was greater on the home front. Women worked the land, they worked in factories, and they worked elsewhere doing the jobs that men had been doing before 1915. Apart from the nurses who have to deal with the horrific injuries inflicted upon the bodies and minds of the men serving in the trenches, it is unlikely that the women now working a man's job will suffer as much *Sanity* loss as the soldiery. A female investigator should only suffer 1d2 points of *Sanity* loss per year at most.

Driver:	Accounting, Drive Auto, Fast Talk, Mechanical Repair
Farm Worker:	Craft (Agronomy), Mechanical Repair, Medicine (Veterinary), Natural History, Operate Heavy Machinery
Munitions Worker:	Chemistry, Mechanical Repair, Operate Heavy Machinery -1 APPearance
Nurse:	First Aid, Listen, Medicine, Pharmacy, Psychology, Psychoanalysis, Spot Hidden

The Process in Practice

My first example is a Private Investigator, Vincent Orsini. He is Italian-American, from New York and the son of a watchmaker. From this we know that he will have those skills from this occupation and some of his Personal Interest Skills Points will need to be assigned to the *Mechanical Repair* and *Italian* language skills. Rolling Vincent's attributes we see that he looks like the following, and has 340 points to assign to Occupation Skills and 160 points to assign to Personal Interest Skills.

STR 3	DEX 6	INT 6	SIZ 4	APP 6
POW 9	CON 16	SAN 5	EDU 17	

From what we know of Vincent so far, I will assign 40 points of his Personal Interest Skills to *Italian* to give him 41% and another 20% to *Mechanical Repair*, leaving him 100 points remaining. Being a patriotic young man, Vincent enlists in the army to fight the Kaiser after learning of the sinking of the *RMS Lusitania*, but instead of becoming a rifleman he is assigned to the Aviation Section, U.S. Signal Corps and then to Air Service of the American Expeditionary Force (both discovered after investigating the history of the United States Air Force between 1914 and 1918, on Wikipedia), as an aircraft mechanic or fitter. For his war service, Vincent receives two years' worth of skill points and loses 2d3 *Sanity* Points. I could assign all of those 30 points to *Mechanical Repair* and *Craft (Carpentry)* to represent his time spent repairing aircraft of the period, but to add a wrinkle to Vincent's background, whilst in France he persuaded a pilot to take him up for a joyride and he earned a taste for flying, so I give him *Mechanical Repair* 10%, *Craft (Carpentry)* 10%, *Pilot (Aircraft)* 05%, and *French* 5%. Vincent also loses 3 points of *Sanity*.

Returning from the Great War, Vincent is lucky enough to not fall prey to the Spanish Flu epidemic. He decides not to join his father in his shop – his younger brothers are still working there. Instead he enrolls in the police academy and becomes a patrolman. To represent this experience I spend part of Vincent's Personal Interest Skill Points on those skills listed for the Uniformed Police Officer given in ***The 1920s Investigator's Companion***: *Club*, *Drive Automobile*, *Firearms*, *Fist/Punch*, *Grapple*, *Kick*, *Law*, *Persuade*, and *Track*. Of these, *Law* is replicated by the Private Investigator occupation and so points cannot be assigned to it. With only 100 points left to assign, this is not many, so needs an explanation. Let us say that just a year into his service Vincent comes upon a burglary and in attempting to arrest the miscreant is stabbed in the leg, an injury that results in his being invalided out of the Police Force. The injury also accounts for his low Dexterity. So I assign 70 of his Personal Interest Skill Points to give Vincent the following additional skills: *Club*

35%, *Drive Automobile* 35%, *Pistol* 30%, *Grapple* 35%, *Persuade* 25%, and *Track* 20%. He does not receive the special bonuses listed under Uniformed Police Officer, but still has 30 points left to assign.

Upon leaving the Police Force, Vincent, still with a desire to do some good, manages to buy his way on with the Mahoney Inquiry Agency as a junior partner and begins training to be a private investigator. Thus I assign Vincent's Occupation Skill Points in the following fashion with *Accounting* as his extra specialty to give him the following skills: *Accounting* 50%, *Bargain* 50%, *Fast Talk* 50%, *Law* 45%, *Library Use* 45%, *Locksmith* 51%, *Photography* 60%, and *Psychology* 55%.

This just leaves Vincent's few remaining Personal Interest Skill Points, representing his hobbies when not investigating cases of divorce or fraud. Though with little free time, because he helps with his father's books also, he picks up his passion for all things aeronautical. He takes flying lessons and even a correspondence course in the rudiments of aerial navigation, represented by another 10% to *Pilot (Aircraft)*, 5% on *Navigation (Sea/Air)*, and 5% on *Astronomy*, with the last 10% split between the *Listen* and *Spot Hidden* skills.

This is how Vincent looks:

VINCENT ORSINI, Private Investigator & Aspiring Pilot

STR 13	CON 16	SIZ 14	INT 16	POW 9
DEX 6	APP 16	EDU 17	SAN 42	HP 15

Damage Bonus: +1d4

Weapons: Grapple 35%, damage special
Smith & Wesson .38 revolver 30%, damage 1d10
Walking Cane 35%, damage 1d6+db

Languages: English 85%, French 05%, Italian 41%.

Skills: Accounting 50%, Astronomy 06%, Bargain 50%, Craft (Carpentry) 15%, Drive Automobile 35%, Fast Talk 50%, Law 45%, Library Use 45%, Listen 30%, Locksmith 51%, Mechanical Repair 50%, Navigation (Sea/Air) 10%, Persuade 25%, Pilot (Aircraft) 16%, Photography 60%, Psychology 55%, Spot Hidden 30%, Track 20%.

We can see that Vincent is a capable investigator, with an understanding of most men, of their account books, and of machinery. He is capable of defending himself, with the walking stick he has to carry, and the .38 Smith & Wesson he is permitted to carry as necessary. We know that he walks with a limp, even with the stick.

This process could easily have been reversed so that Vincent could have been given the Uniformed Police Officer skills using his Occupation Skill Points and then Private Investigator skills bought using personal interest points. The end result would have been a more physical character with more combat skills over investigative ones.

Let us do the same for a female investigator. History limits what a woman can do during the 1920s so we will take the archetypal occupation of the period, the Flapper, and build it around that. To be more realistic, the Flapper cannot be her sole occupation, so instead I will spend her Personal Interest Skill Points upon it. For her actual occupation – let us call her Elizabeth – I will make her a hairdresser, adapting the Barber occupation from ***The 1920s Investigator's Companion*** and adding to it in the *Craft (Hairdressing)* skill. I could also add the *Business* skill, but the *Accounting* skill will cover it. To those skills not replicated by the Flapper occupation, I will add the *Literature* skill as a personal interest and the *Art (Piano)* and *French* language skills to represent the aspirations of Elizabeth's mother. To represent what the investigator did during the war, I shall have her work a farm as a member of the Land Army for three years giving her 45 points to assign and 3d2 *Sanity* points to lose. The skills will be *Craft (Agronomy)* 10%, *Mechanical Repair* 05%, *Medicine (Veterinary)* 10%, *Natural History* 10%, and *Operate Heavy Machinery* 10%. She loses 4 *Sanity* points as well – a brother died in the War.

The finished character looks like this:

ELIZABETH CLISSOLD, Hairdresser & Confidante

STR 12	CON 12	SIZ 8	INT 17	POW 15
DEX 14	APP 16	EDU 15	SAN 71	HP 10

Damage Bonus: +0

Weapons: Hairdresser's Scissors 35%, damage 1d3+db
Kick 35%, damage 1d6+db
Straight Razor 35%, damage 1d4+db

Languages: English 75%, French 26%.

Skills: Art (Dance) 55%, Art (Piano) 06%, Accounting 50%, Bargain 45%, Craft (Agronomy) 15%, Craft (Hairdressing) 70%, Credit Rating 25%, Drive Auto 40%, Fast Talk 45%, Literature 30%, Listen 45%, Mechanical Repair 30%, Medicine (Veterinary) 15%, Natural History 20%, Operate Heavy Machinery 11%, Persuade 55%, Psychology 55%, Spot Hidden 45%.

Elizabeth Clissold is the proprietor of a ladies hairdressing salon, a business that she has built up over several years after working as a visiting hairdresser. She is partly self-educated and has taken a number of business related courses. Both she and her family are proud of her accomplishments, but they wonder when she will marry. Elizabeth is slender and attractive with grey eyes and ash blonde hair, perfectly cut of course.

At the end of the week Elizabeth likes to go out, spending each Friday and Saturday night with her girlfriends, dancing, drinking, and having a good time. She has fewer friends these days as many have married and started families, so now Lizzie is an "auntie" or older voice to the younger, unmarried girls. This care has even gone as far as coming to the aid of a girl who was being menaced, the miscreant being sent off with a slash with her hairdresser's scissors. Outside of work, Elizabeth still lives at home and reads Charles Dickens for pleasure.

On Replacing Investigators

For most players, one of the sources of enjoyment during play is tension. This tension usually comes from an impending sense of risk to the characters. In turn, this risk can sometimes result in the loss of one or more investigators. Therefore, it pays to be prepared for such losses before they happen. When reading the campaign, take note of those situations in which it seems likely that an investigator might be lost – the Ju-ju House is one such place early in the campaign, but there are many others.

Even when an investigator is not killed, serious injury, or worse, bouts of indefinite insanity can incapacitate a character for long stretches of time, effectively removing them from play. While for most players a crippled character is preferable to a deceased one (and many a Keeper who pulls his punches will end up with loads of these), the effect is the same on the game itself: a new character is needed.

There are several steps in replacing a character. First, the player should generate a new character (hopefully as per the suggestions above). As this can take some time – especially if the player is struggling to find inspiration – it may be better to have this done between sessions. This is so that the player can confer with his Keeper and so give him some notion of the character being created. In this case, it is handy to have some background NPC ready to step forward for the session until the new character is created. For example, in the editor's own campaign, one of the characters had a trusty valet who often filled this role – by the end of campaign nearly everyone had played him for part of a session.

Once the character is created, the next issue how he might join with the party. This can be a stilted affair – "How do you do? I hear you're in need of someone to help save the world?" – is indicative of the sort of meta-game shorthand that detracts from play. The Keeper should instead consider one or more alternative approaches that confer some degree of plausibility to the process. The pre-generated characters in this appendix all come with their

own reasons for joining the investigators on the trail of the Carlyle Expedition, including friendship or an acquaintanceship with Jackson Elias, previous encounters with the Mythos, or an overdeveloped sense of adventure. Each in turn can provide inspiration for both the players and Keeper alike. The Keeper should work with the player to generate a hook that will draw the new investigator into the thick of things.

Conversely, consider the issues that may arise for a group of investigators who are suddenly approached by a stranger offering their aid against Nyarlathotep and his cults. Suspicion is *de rigueur* in such circumstances! This is where having some reliable NPC ally of the party is helpful – a word of recommendation from the likes of Jonah Kensington or Mickey Mahoney can greatly simplify things. The longer the campaign has gone on, the more difficult it can be to introduce new characters, so laying some groundwork early on for inserting new characters is essential.

Full STOP: Dealing with a "Total Party Kill" and Other Disasters

Masks of Nyarlathotep is a notoriously deadly campaign in which there are multiple opportunities for massed combat versus cultists, mighty alien beings, and powerful sorcerers as well as the more mundane risks faced by globe trotting investigators. Sometimes things can go very badly for the party, either by their own folly or through some grave misfortune, and most or even all of the investigators might be killed or otherwise incapacitated. The Keeper has several possible responses to a calamity of this magnitude; while no one, hopefully, wants this to happen during his run of the game, the Keeper should be prepared for it and have laid the ground-work for rebuilding in advance.

'Walk It Off'- Rest and Recuperate

Assuming that a majority of the losses were due to incarceration or hospitalization, it may be possible to simply move time ahead a few months to a point where the various wounds have healed. Even the most gravely injured characters will be back from death's door after a few weeks in the hospital (assuming even poor *Medicine* rolls, the average character will be back to full Hit Points after 4 or 5 weeks), though in a less pulpy game serious injury may either take longer or leave some lingering weakness. As for healing psychological trauma, "indefinite insanity" lasts for a period of 1d6 months (as a rule) and *Psychoanalysis* rolls can only be made monthly.

In the early stages of the campaign, such breaks are possible, but as the deadline of the Great Ceremony approaches, they are increasingly less so. If there are characters who survived the catastrophe more or less intact, the Keeper might want to discuss with his players what they plan to do while they are waiting for their friends to recuperate – additional research, studying tomes, and perhaps low-level adventuring may continue; a session or two based around a side scenario for the survivors might be in order here. Several suitable scenarios are listed at the end of the various sets of Keeper's Notes given in Companion, each suggestion easily inserted into (and sometimes even adding to) the campaign. In the meantime, the Keeper should be considering what the opposition might be up to while the investigators are otherwise quiet and distracted.

Example: After a terrible fight at Misr House, only one character (Dr. Wolcott) is uninjured, though he managed to drag two of his companions to safety. A fourth investigator, having gone mad at the sight of a Servitor of the Outer Gods, is found two days later wandering in the marsh, and is forcibly hospitalized. The two injured players though, having been reduced to 1 Hit Point each, will be well enough in three weeks to resume adventuring and fully healed in another week or two beyond, even if they leave their hospital beds. The unfortunately insane character, having been transferred to one of London's better asylums, enjoys the benefits of a successful *Psychoanalysis* roll and also a *Persuade* roll (required at the Keeper's request) and is released, though is still rather worse for wear mentally. In the meantime, armed with photographs taken during their search of the house, Dr. Wolcott has

managed to persuade the police that the late Mr. Gavigan was involved in some kind of criminal smuggling enterprise; unfortunately the cultists have had time to remove the evidence (and sacrifices) from the basement. The investigators have lost a month and are now facing a well-informed and well-prepared Brotherhood of the Black Pharaoh, but they are ready to return to the fight.

'Send in the Clowns' - Relatives and Replacements

If the survivors, even incapacitated ones, are few and far between, replacements are unavoidable. This is where well-developed character backgrounds are at their most helpful. The Keeper should consider the investigators and their actions so far and ask himself several questions. Who is likely to come to their aid? Who would want to avenge their deaths? Who might they have told, to whatever degree, about their activities? If the investigators have a patron, consider who that person might call on as well. Use this background information to shape the replacement investigators as well as to determine how they join up with the survivors.

Example: Disaster in Cairo kills all but two of the investigators. Previous to their catastrophic attack on Omar Shakti, the investigators had consulted with Dr. Kafour, who had warned them against rash action. Chastened, the survivors, still dogged by Shakti's assassins, are rescued by members of the Sword of Sneferu (see *Worlds of Cthulhu #5 & #6*), an anti-Mythos organization of which Dr. Kafour is a high-ranking member. The players are told that they must make new investigators who are likewise members of the "Sword." Three days later, a mixed party of Europeans and Egyptians depart Cairo, bound for Kenya…

Five Years Later...

When all else fails and the Keeper has lost the whole party, but the players want to continue on, then he should consider re-launching the campaign with an entirely unrelated group of investigators. Perhaps this new group is probing the death of the old investigators, or has been organized by one of the "Tent-Pole NPCs" (see page 32), or has come independently to the mystery of the Carlyle Expedition and its fate. Whatever the case, the likelihood is that this new group will not be able to come together and begin investigating anew until after January of 1926. The Keeper needs to decide if the investigators were able to delay the opening of the Great Gate and if so, when the date is of the next eclipse that conspirators will use to attempt the ceremonies anew. If the Gate has already opened, consider what the various villains will do as their next step – will they simply continue as they were in worship of Nyarlathotep or go off in some new inhuman direction?

Example: It is 1931. Bradley Grey convenes a meeting of a dozen or so leading figures in the realms of American and European finance, academia, and government. He presents to them a dossier detailing a three-year investigation into a seemingly disparate series of events – instability in Egypt, a rapidly rising new warlord in Shanghai rumored to be responsible for the assassination of Chiang Kai-shek, tribal rebellion in East Africa, a massive earthquake in Western Australia, the rise of Johannes Sprech, the German fascist and founder of the mystic *Schwarzbrüderschaft* movement, and so on. While the supernatural elements are only hinted at, the evidence compiled points to a world-wide conspiracy bent on the death of millions. "Five years ago, gentlemen, my employer was approach by a group of private citizens fearful that her late brother might have been involved in a conspiracy to bring ruin upon us all. At the time, and without evidence to support these claims, she rebuffed them. Unfortunately, those men and women were right, but they were unable to stop the events that Roger Carlyle put in motion. We now live in that world that these heroes so rightly feared. Today we hope to begin to find a way to undo the damage that was done, to stave off the darkness we were once warned of…"

Using this Appendix

We have gathered together here twenty-six pre-generated characters suitable for use in *Masks of Nyarlathotep*. This table provides their names, nominal location, nationality, and profession.

Location	Name	Profession	Nation
New York	Helen Alexander	Author	USA
	Zack Allemby	Conjure Man	USA
	Henry Brinded	Antiquarian	USA
	Simon Exton	Toxicologist	UK
	Roman Harkov	Folklorist	Russia
	Raoul Piñera (NPC)	Artist	Mexico
	George Randall	Big Game Hunter	UK
	Claire Simpson (NPC)	Nurse	USA
	Neil Young	Valet	UK
London	Helen Coulston (NPC)	Librarian	UK
	Stephen Hughes	Medium	UK
	Paul Maclean (NPC)	Archaeologist	UK
	Maurice Paterson (NPC)	Physician	UK
Cario	Asim aka "Sandow the Ox"	Digger	Egypt
	Husam al-Fulami	Ulema	Egypt
Kenya	Johannes H. G. Hendriks	Missionary	Netherlands
	James McTavish	Zebra Hunter	UK
Australia	Bruce Baugh	Prospector/Poet	USA
	Mrs. Louise Hayes	Boarding House Owner	UK
Shanghai	Moussa Coulibaly	Soldier of Fortune	French Soudan
	Horst von Schroeter	Diplomat	Germany
Other	Kumaran Azhikode	Lascar Tindal	India
	Robert Scott Bennie	Dept. Texas Ranger	USA
	Catrine Blitchfeldt	Society Reporter	USA
	Donald Brewer	Engineer	UK
	Finlay Patterson	Private Investigator	USA

Those listed with a particular location will work best if they are encountered there, though with a little work, most can be relocated as needed. Almost all of the New York-based investigators are suitable for use at the start of the campaign, and any one of them can easily be used instead of a player creating his own. All nine come with specific connections to either Jackson Elias or the Carlyle Expedition.

Each of the other investigators listed under the other locations has its own point of entry into the campaign. Robert Scott Bennie is intended for use in the scenario "The God of Mitnal," which is set before the events of the campaign and is designed to introduce the investigators to Jackson Elias through play. Both Kumaran Azhikode and Donald Brewer are meant to be encountered in transit (usually aboard a ship, so they can be encountered in the scenarios, "The Mauritania" or "Case of the Cat's Cradle," for example) and can be introduced between any two locations. In addition, both Finlay Patterson and Catrine Blichfeldt have reasons of their own to be trailing the investigators and might be encountered anywhere.

Experienced Investigators

Especially later in the campaign, surviving investigators may have a greater skill set than new investigators, so much so that this may be disadvantageous to the new character. In this case, use the following guidelines to augment the pre-generated characters: give the player an extra 50 skill points to assign to any skill except *Cthulhu Mythos*, with no skill to be increased by more than 10 points. It is suggested that these not be spent on combat related skills. *Cthulhu Mythos* skill points should not be gained, unless otherwise initially listed or with the approval of the Keeper. If they are given, be sure to reduce the maximum possible *Sanity* and, potentially, starting *Sanity* as well. In all cases, character starting with a *Cthulhu Mythos* score above 0 should have some minimal outline of the nature and circumstances of their encounter with the Mythos as well as possibly an associated phobia or mental disorder.

Several of the pre-generated investigators are listed with the "(NPC)" tag. This indicates that the investigator has also been designed and written so that the Keeper can use him or her as an NPC for the player characters to meet and interact with. In New York, Raoul Piñera can be interviewed about his former girlfriend, Hypatia Masters, while Claire Simpson can be questioned by her former employer, Doctor Huston. Both will be interested in the fate of the Carlyle Expedition members that each knows. Raoul Piñera actually appears as an NPC in *Masks of Nyarlathotep* (see p. 35 of the actual campaign for further information), while in London, Maurice Paterson is an NPC who will appear if the investigators have played through "The Mauritania" from *The Asylum & Other Tales* and seen his uncle fall victim to the Mythos. Also in London, Helen Coulston and the fate of her fiancée, Paul Maclean can be used to be spur the investigators to look into the Penhew Foundation (as if they need much encouragement) and Gavigan's country residence, Misr House.

Careful attention has been paid to the weaponry skills possessed by these pre-generated investigators. Not all of them possess weapons skills though. This is intentional, as outside of the campaign, not every investigator will have had the experience, or currently the need, for him to have learned to use a weapon. In particular, none of the characters have been given any skill in automatic weapons, primarily because no logical reason could be found for anyone to learn how to use an SMG, or indeed to own one. Further, not having an SMG in your possession avoids an awful lot of complications for the investigator. It was also more logical for the investigators to have learned to use and sometimes own long arms, such as rifles and shotguns, and even heavy weaponry, like howitzers. Further, while some investigators possess weapons skills, they do not always own the guns that they are trained in, and even if they do, one investigator actually quite literally "being armed for bear," they will not always be in their possession. The open carrying and wielding of weapons, as noted elsewhere, will get the investigators into trouble with the authorities.

The pre-generated characters are intended to simplify the character replacement process by giving players fully-developed characters specifically created for the locations and situations described in the campaign. Character backgrounds have been written with the intention of providing a convenient hook with which to draw the new investigator into the party in a plausible manner and to give the new investigator his own motivations for joining the search for the Carlyle Expedition. As always, they may be adjusted by the Keeper (or by the player is permitted) as needed. For the most part, these characters have been constructed as per the current character generation rules for new investigators. Where they differ in point totals, the aim has been not to make the character better, but to make him or her more interesting.[1]

1. It should be noted that two of the pre-generated investigators given above, Helen Alexander and Henry Brinded, are both based on actual player characters (as is Vincent Orsini above), although none of the three ever scaled the heights of *The Complete Masks of Nyarlathotep*. Nevertheless, Matthew Pook would like to thank Louise Hayes, Tim Barker, and Matt Rose for bringing each of them to life.

Investigator Name Helen Alexander
Occupation Author
Colleges, Degrees Brown & Boston, MA Archaeology
Birthplace Cairo
Sex Female **Age** 27 **D.O.B.** 1898
Mental Disorders _____

Characteristics & Rolls

STR	9	**DEX**	12	**INT**	16	**Idea**	80%
CON	12	**APP**	14	**POW**	12	**Luck**	60%
SIZ	12	**SAN**	58	**EDU**	18	**Know**	90%

99-Cthulhu Mythos 99 Damage Bonus _____

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	[58]	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3				
4	5	6	7	8	9	10	11	
[12]	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3		
4	5	6	7	8	9	10	11	
[12]	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

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Investigator Skills

- ❑ **Acad. Standing** (01%) 06%
- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 21%
- ❑ **Archaeology** (01%) 56%
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) _____
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) 45%
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 25%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 24%
- ❑ **Drive Auto** (20%) 45%
- ❑ **Egyptology** (00%) 50%
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) 45%
- ❑ **Geology** (01%) 11%
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 60%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 55%
- ❑ **Listen** (25%) _____
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) 25%
- ❑ **Occult** (05%) 20%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **Arabic** 36%
- ❑ **French** 36%
- ❑ **Heoroglyphics** 45%
- **Own Language** (EDUx5%)
- ❑ **English** 90%
- ❑ **Persuade** (15%) 40%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) 20%
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 30%
- ❑ **Ride** (05%) 40%
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 35%
- ❑ **Surveying** (00%) 10%
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 30%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 40%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	____	1d3
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4
❑	**Kick** (25%)	____	1d6
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

	firearm	*%*	*damage*
❑	1903 Colt Hammerless in .32 ACP	30%	1d8
❑	Marlin 1891/M39 in .22 Long Rifle	40%	1d6+2
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Helen Alexander
Residence
Personal Description

Family & Friends Henry Brinded (friend)

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

When your parents died of a Cholera outbreak, you were packed off to live with your nearest relative, uncle Horace. You remain extremely fond of your uncle, but it was obvious that he was the least prepared man to bring up a young lady of twelve years old. Indeed, he took you with him on his many trips across Egypt, where he worked for the Colonial Office based in Alexandra. Traveling allowed him to indulge his passion as an amateur archaeologist and you grew to share this passion, enjoying the many opportunities to explore Egypt's long colourful history.

Eventually, you were packed off to boarding school to become a proper young lady. Not to your liking, you much preferred your summers in Egypt with uncle Horace. After finishing school, you decided to attend Cambridge, able only to study English Literature. In truth you wanted to study archaeology properly, and although a good student, you were bored. This is why you became an ambulance driver in Northern France during the Great War.

That was how you met your boyfriend, David White. He was an American from Boston. Rather than return to your studies in England, you went with him to Boston, where you found that you could study archaeology at the university there. David was studying Anthropology. Unfortunately David was murdered on a field trip in New Mexico, and when you investigated his disappearance, you discovered an evil that haunts you to this day.

That was four years ago, and you have remained single and devoted to your studies, obtaining a degree in archaeology from Boston University, and then a Masters Degree from Brown. It is your aim to obtain a doctorate. In the meantime, you support yourself by writing short stories and articles for popular magazines.

You have never met Jackson Elias personally, but your good friend Henry Brinded has talked of him often.

In the last four years you have had encounters with several monsters, both human and inhuman, accompanied by your friend, the antiquarian Henry Brinded. In doing so, you obtained three tomes of ghastly knowledge, the *Liber Ivonis*, the Walter Corbitt Diaries, and *The Dark Angel's Kiss*. To date, your studies have allowed you to read only one of these books, the Walter Corbitt Diaries. From this you have learnt one ritual, but have never had the need or the will to cast it. Henry has the other volumes.

Income & Savings

Income	Cash on Hand	Savings
$10500	$250	$2000

Mythos Tomes Read

The Walter Corbitt Diaries

Magical Artifacts/Spells Known

Artifacts Elder Sign

Spells Summon/Bind Dimensional Shambler

Adventuring Gear & Possessions

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Investigator Name Zaccariah "Zack" Allemby
Occupation Apprentice Conjure Man
Colleges, Degrees Delaware State, History
Birthplace New York
Sex Male **Age** 30 **D.O.B.** 1895
Mental Disorders

Characteristics & Rolls

STR	13	**DEX**	14	**INT**	16	**Idea**	80%
CON	16	**APP**	09	**POW**	16	**Luck**	80%
SIZ	15	**SAN**	76	**EDU**	18	**Know**	90%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 [76] 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 [16] 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 13 14 [15] 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Call of Cthulhu®
Horror Roleplaying in the Worlds of H.P. Lovecraft

Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ **Oratory** 45%
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 20%
- ❑ **Biology** (01%) _____
- ❑ **Cartography** 25%
- ❑ **Chemistry** (01%) _____
- ❑ **City Lore (NY)** (01%) 40%
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 20%
- ❑ **Cryptography** (00%) 26%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 28%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 20%
- ❑ **First Aid** (30%) 50%
- ❑ **Folklore** (05%) 25%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 25%
- ❑ **History** (20%) 45%
- ❑ **Jump** (25%) 35%
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) _____
- ❑ **Literature** (10%) 35%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) 25%
- ❑ **Natural History** (10%) 30%
- ❑ **Navigate** (10%) 20%
- ❑ **Occult** (05%) 25%
- ❑ **Opr. Hvy. Mch.** (01%) 06%
- **Other Language** (01%)
- ❑ **French** 20%
- ❑ **German** 20%
- **Own Language** (EDUx5%)
- ❑ **English** 90%
- ❑ **Persuade** (15%) 25%
- ❑ **Pharmacy** (01%) 31%
- ❑ **Philosophy/Rel** (05%) 25%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 25%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) 25%
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 35%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 30%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	55%	1d3+1d4
❑	**Grpl** (25%)	35%	**special**
❑	**Head** (10%)	20%	1d4+1d4
❑	**Kick** (25%)	35%	1d6+1d4
❑	Switchblade	30%	1d4+1d4
❑			
❑			

	firearm	*%*	*damage*
❑	Colt 1917 .45 Revolver	35%	1d10
❑	US M1917 .30-06	35%	2d6+4
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name Zaccariah "Zack" Allemby
Residence _____
Personal Description _____

Family & Friends Dr. Byron Fisher (mentor)

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

You owe your life to Byron Fisher. If he had not decided to take you on as his apprentice, by now you know that would be in prison or even gone to "Old Sparky" in Sing-Sing. Inspired by your grandfather's tales of the Civil War, you joined the U.S. Army, proud to be a member of the all-black 24th Infantry. By the time that the United States was brought into the European War, caused by the Kaiser's heinous attack upon the *RMS Lusitania* and later several American merchantmen, you had been promoted to corporal. The Army selected you for officer training, commissioning you as a Second Lieutenant in the 15th New York National Guard Regiment, recently inducted into Federal service. You were sent to France where the regiment became the 369th Infantry Regiment and served alongside the French, fighting hard and with great distinction, many men earning decorations and the regiment a unit citation from the French

Yet when the Great War ended and you returned home, your treatment was no better than it had been before, and in many cases, it was worse. There were anti-black riots and more blacks, even some in uniform, were lynched. It seemed as if white folk were too ready to forget your service to your country. Work was difficult to find and you moved from one dead end job to another, your anger growing as you watched yourself slide into poverty and closer to turning to crime.

The sign on the door read 'Dr. Byron Fisher, Psychist'. You had no idea what that meant, but your Mother was insistent on your taking her to see him in Harlem. He helped cure your Mother, but he got talking to you and asked you to come back. You did and again, you got talking. A few months later, he asked if you wanted to do something good with your life. To help people. Byron explained that he was a "conjure man," someone who advised and healed members of the black community who came to him, and that he was looking for an apprentice. You were taken aback, but at your mother's insistence, you agreed to join Byron.

In order to begin your training, Byron encouraged you to enroll in an all-black college, Delaware State University, where you studied history and literature. Besides this you have continued working with and learning from Byron.

You do not know Jackson Elias, nor did you know the name until it was mentioned by your mentor, Byron. He has asked you to aid Jackson in whatever way you can. Normally, you would be reluctant to help a white man in such a fashion, but since Byron asked you…

Byron Fisher has discussed with you some of the darker secrets about the world, mentioning that there are some men who devote themselves to knowing and worshipping such secrets.

Income & Savings

Income	Cash on Hand	Savings
$250	$25	$500

Mythos Tomes Read

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Henry Brinded
Occupation Antiquarian
Colleges, Degrees Yale, Classics
Birthplace Boston
Sex Male **Age** 32 **D.O.B.** 1893
Mental Disorders

Characteristics & Rolls

STR	12	**DEX**	12	**INT**	16	**Idea**	80%
CON	9	**APP**	12	**POW**	15	**Luck**	75%
SIZ	10	**SAN**	67	**EDU**	20	**Know**	95%

99-Cthulhu Mythos 99 Damage Bonus

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	[67]	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3	4	5	6	7
8	9	10	11	12	13	14	[15]	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	4	5
6	7	8	9	[10]	11	12	13	14
15	16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40	41
42	43							

Investigator Skills

- ❑ **Academic Lore** (01%) 26%
- ❑ **Acad. Standing** (01%) 26%
- ❑ **Accounting** (10%) 25%
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) 21%
- **Art** (05%)**:**
- ❑ **Oil Painting** 35%
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 55%
- ❑ **Biology** (01%) _____
- ❑ **Cartography** (00%) 15%
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ **Book Restoration** 65%
- ❑ **Credit Rating** (15%) 30%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 24%
- ❑ **Drive Auto** (20%) 30%
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%)
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 45%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 55%
- ❑ **Listen** (25%) 20%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) 20%
- ❑ **Occult** (05%) 35%
- ❑ **Opr. Hvy. Mch.** (01%) 11%
- **Other Language** (01%)
- ❑ **French** 11%
- ❑ **Greek (Ancient)** 46%
- ❑ **Hebrew** 26%
- ❑ **Latin** 61%
- **Own Language** (EDUx5%)
- ❑ **English** 95%
- ❑ **Persuade** (15%)
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ **Boat** 21%
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) _____
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 45%
- ❑ **Swim** (25%) 35%
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 20%
- ❑ **Heavy Weapons** (15%) 25%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 30%
- ❑ **Shotgun** (30%) 45%
- ❑ **SMG** (15%)

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	____	1d3	❑	.45 Automatic	20%	1d10+2 (1 shot/round)
❑	**Grpl** (25%)	____	**special**	❑	20 Gauge Shotgun	45%	2d6/1d6/1d3
❑	**Head** (10%)	____	1d4	❑			
❑	**Kick** (25%)	____	1d6	❑			
❑				❑			
❑				❑			
❑				❑			

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Personal Data

Investigator Name Henry Brinded
Residence
Personal Description

Family & Friends Charles Brinded, Jr. (brother)
Helen Alexander (friend)

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

From a reasonably wealthy middle class Boston family, your father, Charles Brinded, married into a noted Boston Brahmin family. It is still whispered by older members of her family that Martha married beneath her. When Charles died in 1911, control of the business passed to your older brother, Charles Jr.

Instead of studying law like your brother, you studied double classics at Yale, followed by a master's degree. Enjoying academic life, you planned on taking a full PhD after finishing the Master's Degree. Unfortunately the Great War intervened… You had always been a member of the Cadets at school and then university. This earned you a commission as a Second Lieutenant in an artillery unit when you followed the rest of the cadets into the United States army in 1917. Though you served until the end of the war in 1918 without receiving a scratch, you found it a traumatic experience. The constant noise of the barrage also left you with a slight deafness and an aversion to loud noise. When you returned from Europe, you tried to take up your academic studies once again, but found it all too stressful.

For the last five years you have worked quietly at the small bookshop you own. Where you might have once gone hunting with Charles, you prefer to paint, read, or go sailing. You still live at home with your mother.

You have met Jackson Elias only once, but have maintained a correspondence with him since you were able to locate a book for him.

In the last four years you have had encounters with several monsters, both human and inhuman, and come away with three volumes of ghastly knowledge, the *Liber Ivonis*, the Walter Corbitt Diaries, and *The Dark Angel's Kiss*. In studying them you have learnt one ritual, but have never had the need or the will to cast it. Your efforts against the horrors have been ably supported by your friend, the young archaeologist, Helen Alexander.

Income & Savings

Income	Cash on Hand	Savings
$20000	$10000	$100000

Mythos Tomes Read

Liber Ivonis (incomplete)
The Walter Corbitt Diaries
The Dark Angel's Kiss

Magical Artifacts/Spells Known

Artifacts Walter Corbitt's Floating Knife, A Latin Volume on Cannibalism

Spells Summon/Bind Dimensional Shambler

Adventuring Gear & Possessions

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Investigator Name Simon Exton
Occupation Toxicologist
Colleges, Degrees Bachelor of Medicine & Surgery, Msc.
Birthplace Liverpool
Sex Male **Age** 35 **D.O.B.** 1890
Mental Disorders

Characteristics & Rolls

STR	14	**DEX**	13	**INT**	15	**Idea**	75%
CON	10	**APP**	11	**POW**	13	**Luck**	65%
SIZ	15	**SAN**	60	**EDU**	18	**Know**	90%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 [60] 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Investigator Skills

❑ **Acad. Standing** (01%)	20%	❑ **History** (20%)		**Pilot** (01%)	
❑ **Accounting** (10%)		❑ **Jump** (25%)		❑	
❑ **Anthropology** (01%)		❑ **Law** (05%)		❑ **Psychoanalysis** (01%)	06%
❑ **Archaeology** (01%)		❑ **Library Use** (25%)	45%	❑ **Psychology** (05%)	20%
Art (05%)**:**		❑ **Listen** (25%)	35%	❑ **Ride** (05%)	
❑ **Dance**	25%	❑ **Locksmith** (01%)		❑ **Sneak** (10%)	
❑ **Astronomy** (01%)		**Martial Arts** (01%)		❑ **Spot Hidden** (25%)	35%
❑ **Bargain** (05%)		❑ **Bartitsu**	15%	❑ **Swim** (25%)	
❑ **Biology** (01%)	51%	❑ **Mech. Repair** (20%)	30%	❑ **Throw** (25%)	
❑ **Chemistry** (01%)	56%	❑ **Medicine** (05%)	60%	❑ **Track** (10%)	
❑ **Climb** (40%)		❑ **Natural History** (10%)	40%	❑ **Toxicology**	75%
❑ **Conceal** (15%)		❑ **Navigate** (10%)		❑	
Craft (05%)		❑ **Occult** (05%)	15%	❑	
❑ **Writing**	15%	❑ **Opr. Hvy. Mch.** (01%)		❑	
❑ **Credit Rating** (15%)	20%	**Other Language** (01%)		❑	
Cthulhu Mythos (00)		❑ **French**	15%	❑	
❑ **Disguise** (01%)		❑ **Latin**	15%	❑	
❑ **Dodge** (DEXx2%)	31%	❑			
❑ **Drive Auto** (20%)	30%	**Own Language** (EDUx5%)		**Firearms**	
❑ **Electr. Repair** (10%)		❑ **English**	90%	❑ **Handgun** (20%)	
❑ **Fast Talk** (05%)		❑ **Persuade** (15%)	25%	❑ **Machine Gun** (15%)	
❑ **First Aid** (30%)	50%	❑ **Pharmacy** (01%)	56%	❑ **Rifle** (25%)	
❑ **Geology** (01%)		❑ **Photography** (10%)		❑ **Shotgun** (30%)	
❑ **Hide** (10%)		❑ **Physics** (01%)		❑ **SMG** (15%)	

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	55%	1d3+1d4	❑			
❑	**Grpl** (25%)	30%	**special**	❑			
❑	**Head** (10%)		1d4+1d4	❑			
❑	**Kick** (25%)	30%	1d6+1d4	❑			
❑	Walking Stick	30%	1d6+1+1d4	❑			
❑				❑			
❑				❑			

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Personal Data

Investigator Name Simon Exton
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Born into a middle class Liverpool family, your father is still a local respected doctor in the city whilst your mother devotes herself to various charities and good works. You and your sister followed in the family tradition, both becoming doctors. She works in the same practice as your father, but you became more interested in medical science than being a practitioner, and even that came after trying several other professions, most notably the printing industry. With your father's influence, you were able to attend the medical school at the University of Liverpool, and after qualifying, continued study in London. It was there that you met Jackson Elias as a patient, his case of poisoning spurring your interest in the effects of toxins upon the human body. This interest continued during the Great War, you specialising in the treatment of the various poison gasses deployed by the Germans. After the war, you wanted to continue researching this field of study and obtained a research fellowship at Columbia University College of Physicians and Surgeons in New York.

Although you welcome the professional opportunity to continue your research in New York, you find America's laws on alcohol restrictive. Once your work is out of the way, you enjoy going out and dancing, having become a regular at various nightclubs and speakeasies. Not only can you hold your drink, but you are light on your feet, and thus never short of a partner.

As a young boy, you took great pleasure in reading the Sherlock Holmes stories. His scientific methods spurred your interest in the sciences, particularly chemistry, which your father encouraged with the gift of a chemistry set. You were also fascinated by the fighting skills displayed by your hero and resolved to learn baritsu yourself. It turned out that Conan Doyle had misnamed the martial art and another article suggested that it might be Bartitsu. A family holiday in London provided you with the opportunityto meet its creator, Edward William Barton-Wright, at his Bartitsu School of Arms and Physical Culture. You spent your pocket money on lessons and pamphlets that enabled you to continue some practice at home. Although the skills have waned since, you still would like the opportunity to learn more, if not of Barton-Wright's forgotten teachings then another martial art, but this has not occurred in America.

Jackson Elias was a patient of yours nearly a decade ago when you treated him for the effects of a poison used on him when he was in South America. You found his travels and tales fascinating and have read all of his books. You continue a friendship through sporadic letters, and are looking forward to his return to New York.

You have heard tales of strange things and unspeakable doings amongst the native peoples across the world, mostly through reading Elias' books. This is your only experience with the outré.

Income & Savings

Income	Cash on Hand	Savings
$15000	$500	$5000

Mythos Tomes Read

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Roman "Nikolayevich" Harkov
Occupation Folklorist
Colleges, Degrees Moscow State, Law
Birthplace Barnaul, Siberia
Sex Male **Age** 34 **D.O.B.** 1891
Mental Disorders _____

Characteristics & Rolls

STR	12	**DEX**	08	**INT**	16	**Idea**	80%
CON	13	**APP**	10	**POW**	13	**Luck**	65%
SIZ	09	**SAN**	59	**EDU**	19	**Know**	95%

99-Cthulhu Mythos 99 Damage Bonus _____

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 [59] 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 [11]
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft
Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 20%
- ❑ **Anthropology** (01%) 31%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ **Writing** 20%
- ❑ **Astronomy** (01%) 21%
- ❑ **Bargain** (05%) 35%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **City Lore (NY)** (01%) 33%
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 20%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 16%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) _____
- ❑ **Folklore** (05%) 55%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 40%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) 35%
- ❑ **Library Use** (25%) 40%
- ❑ **Listen** (25%) _____
- ❑ **Literature** (10%) 40%
- ❑ **Locksmith** (01%) _____
- ❑ **Martial Arts** (01%) _____
- ❑ **Mathematics** (EDUx2%) 32%
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) 45%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **English** 65%
- ❑ **French** 30%
- ❑ **German** 20%
- ❑ **Italian** 10%
- ❑ **Khalkha Mongolian** 10%
- ❑ **Latin** 20%
- ❑ **Oyrot (Altay Turkic)** 15%
- **Own Language** (EDUx5%)
- ❑ **Russian** 95%
- ❑ **Persuade** (15%) 30%
- ❑ **Pharmacy** (01%) _____
- ❑ **Philosophy/Rel.**(05%) 45%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- ❑ **Pilot** (01%) _____
- ❑ **Polar Survival** (01%) 11%
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 30%
- ❑ **Ride** (05%) 45%
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____

Firearms

- ❑ **Handgun** (20%) 30%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4+1d6
❑	**Kick** (25%)	____	1d6+1d6
❑	Cav. Sabre	35%	1d8+1
❑	Sword Cane	40%	1d6
❑	_____	____	_____

	firearm	*%*	*damage*
❑	Nagant M1895 Revolver	30%	1d8
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Roman "Nikolayevich" Harkov
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars Scar on side of head, limp

Investigator History

You were born in Barnaul, which is situated on the West Siberian Plain on the Turkistan-Siberian Railway. The son of the late Baron Nikolay Harkov and Elisabeth Demidov, and thus related to the wealthy Demidov family which founded the city in the 1730s, your youth was one of privilege and money, traveling often with your mother to England, France, and Italy. As a nobleman's son, you were enrolled in the gymnasium for noblemen at Moscow State University before attending the university itself.

It was your father's wish that you follow him into the civil service after several years in the military. To that end you studied law, but you found the subject disagreeable and barely graduated with poor results. You were more interested in the studies of people, something spurred by regular visits to Barnaul's Museum of Local Lore, reading about the travels of your ancestors, and accompanying your father on the various on the trips that were part of his administrative duties. So despite securing a commission in the army, you spent months at a time away from your regiment, more interested in listening to and collecting the stories of Russia and its peoples. These absences would have been enough to cause your dismissal from the army, but the outbreak of hostilities with Germany intervened.

At first you tried to secure a posting with the Russian Expeditionary Force Siberia, but eventually you went South to particpate in the Caucasus Campaign against the Ottoman Empire.

The war against the Turk went well until politic events at home triggered the return of both the troops and yourself. You went back to support the Tsar against the revolution and to ensure the safety of your mother. You were able to secure her passage to Berlin and then Paris, but you yourself were caught up in the events of the Civil War, fighting first in Southern Russia and then in the Far East. One of your most abiding memories was escaping East on the 1918 Great Siberian Ice March in which so many White Russian soldiers and their families froze to death. Finally reaching Vladivostok, you found yourself working with the American Expeditionary Force in Siberia, forging connections that enabled you make your way to the USA and then New York.

New York has been your home for almost four years, making your living from the charitable donations made to support the White Russian émigré community and from the two collections of Russian folklore you have authored, including *Tales at my Babushka's Feet* and *The Hag and the Hut: Russian Folklore*. Both of these were published by Prospero House and edited by Jonah Kensington.

During the war with the Bolsheviks you were shot from your horse. The resulting injuries left you with a scar on the side of your head and a poorly healed leg. As a result you need to use a walking stick.

As a fellow author published by Prospero House, you have met Jackson Elias three or four times when he is in New York. You exchanged books and have become friends. Currently you know that he is working on his latest book, but he has not written in several months.

You have heard tales of the vile worship conducted by some of the peoples of the steppes, but you placed no truth in them.

Income & Savings

Income	Cash on Hand	Savings
$1500	$150	$1500

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Raoul Luis María Piñera
Occupation Artist
Colleges, Degrees Brown & Boston, Fine Arts
Birthplace Cuernavaca, Mexico
Sex Male **Age** 30 **D.O.B.** 1895
Mental Disorders

Characteristics & Rolls

STR	12	**DEX**	15	**INT**	13	**Idea**	65%
CON	13	**APP**	17	**POW**	11	**Luck**	55%
SIZ	13	**SAN**	55	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 [55] 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 [11]
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Acad. Standing** (001%) 20%
- ❑ **Accounting** (10%) ____
- ❑ **Anthropology** (01%) ____
- ❑ **Archaeology** (01%) ____
- **Art** (05%)**:**
- ❑ **Oratory** 35%
- ❑ **Painting** 55%
- ❑ **Sculpting** 65%
- ❑ **Writing** 20%
- ❑ **Art History** (10%) 58%
- ❑ **Astronomy** (01%) ____
- ❑ **Bargain** (05%) 35%
- ❑ **Biology** (01%) ____
- ❑ **Chemistry** (01%) 20%
- ❑ **Climb** (40%) ____
- ❑ **Conceal** (15%) ____
- **Craft** (05%)
- ❑ ____ ____
- ❑ **Credit Rating** (15%) ____
- **Cthulhu Mythos** (00) ____
- ❑ **Disguise** (01%) ____
- ❑ **Dodge** (DEXx2%) 30%
- ❑ **Drive Auto** (20%) ____
- ❑ **Electr. Repair** (10%) ____
- ❑ **Fast Talk** (05%) 35%
- ❑ **First Aid** (30%) ____
- ❑ **Geology** (01%) ____
- ❑ **Hide** (10%) ____
- ❑ **History** (20%) 40%
- ❑ **Jump** (25%) ____
- ❑ **Law** (05%) ____
- ❑ **Library Use** (25%) 35%
- ❑ **Listen** (25%) ____
- ❑ **Literature** (10%) 35%
- ❑ **Locksmith** (01%) ____
- ❑ **Martial Arts** (01%) ____
- ❑ **Mech. Repair** (20%) ____
- ❑ **Medicine** (05%) ____
- ❑ **Natural History** (10%) ____
- ❑ **Navigate** (10%) ____
- ❑ **Occult** (05%) 15%
- ❑ **Opr. Hvy. Mch.** (01%) ____
- **Other Language** (01%)
- ❑ **English** 60%
- ❑ **German** 10%
- ❑ **Russian** 15%
- **Own Language** (EDUx5%)
- ❑ **Spanish** 80%
- ❑ **Persuade** (15%) 35%
- ❑ **Pharmacy** (01%) ____
- ❑ **Philosophy/Rel.** (05%) 50%
- ❑ **Photography** (10%) 40%
- ❑ **Physics** (01%) ____
- **Pilot** (01%)
- ❑ ____ ____
- ❑ **Psychoanalysis** (01%) ____
- ❑ **Psychology** (05%) 30%
- ❑ **Ride** (05%) ____
- ❑ **Sneak** (10%) ____
- ❑ **Spot Hidden** (25%) ____
- ❑ **Swim** (25%) ____
- ❑ **Throw** (25%) ____
- ❑ **Track** (10%) ____
- ❑ ____ ____
- ❑ ____ ____

Firearms

- ❑ **Handgun** (20%) ____
- ❑ **Machine Gun** (15%) ____
- ❑ **Rifle** (25%) ____
- ❑ **Shotgun** (30%) ____
- ❑ **SMG** (15%) ____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4+1d4
❑	**Kick** (25%)	____	1d6+1d4
❑	____	____	____
❑	____	____	____
❑	____	____	____

	firearm	*%*	*damage*
❑	____	____	____
❑	____	____	____
❑	____	____	____
❑	____	____	____
❑	____	____	____
❑	____	____	____
❑	____	____	____

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Personal Data

Investigator Name Raoul Luis Maria Pinera
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

In 1918 you were a lecturer at the City College of New York, specializing in the politics of art, when you met a young photographer studying at the College. Born into a life of wealth and privilege, the origins of the young heiress, Miss Hypatia Celestine Masters, were an affront to your staunchly held left wing politics and throughout the course, you constantly challenged her upbringing and what you called her bourgeois views. Yet you were enraptured by her beauty and asked if she would sit for you, and over the next months she became the subjects of both paintings and a piece of sculpture. As she sat, you discussed not only politics with her but also art and photography. Despite your early antipathy, you not only became friends, but also lovers. You suspect that Hypatia's motives were more to shock her social circle with a dalliance with a Mexican radical, but the affair was torrid and tempestuous.

Then almost a year later, in 1919, Hypatia left with an old boyfriend, Roger Carlyle, for a long trip to Egypt. Yet months before that, she had broken off the affair and refused to speak to you, as did her friends. Although you suspected that she was hiding something, perhaps even that she might have been pregnant, you were never able to find out. The news of her death in 1920 only exacerbated your grief and now several years later, Hypatia continues to figure in your artwork.

Originally from Mexico, you studied at the San Carlos Academy in Mexico City as a painter. It was there that you got caught up in the radical student politics and then in the Mexican Revolution itself although you were too young to particpate in the military campaign. Your family further prevented you from partipating by paying for you to study in the USA where you have since remained. You are member of the Syndicate of Revolutionary Mexican Painters, Sculptors and Engravers, which aims to make art available to the people and also a member of the Mexican Communist Party, which advocates stronger rights for the common people and Clerical reform, wanting a reduction of the Catholic Church's influence. Despite these beliefs, you still remain a Roman Catholic.

To be honest you know very little about the Carlyle Expedition beyond what you read in the newspapers. Hypatia described Roger as fun company until he met some African woman. You never met Roger Carlyle personally, as Hypatia only introduced you to one friend, a girl called Olivia.

Income & Savings

Income	Cash on Hand	Savings
$5000	$50	$250

Mythos Tomes Read

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name The Hon. Major George Randall
Occupation Big Game Hunter
Colleges, Degrees Sandhurst, None
Birthplace Calcutta
Sex Male **Age** 41 **D.O.B.** 1884
Mental Disorders

Characteristics & Rolls

STR	15	**DEX**	14	**INT**	11	**Idea**	55%
CON	14	**APP**	12	**POW**	16	**Luck**	80%
SIZ	18	**SAN**	68	**EDU**	17	**Know**	85%

99-Cthulhu Mythos 99 Damage Bonus 1d6

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 [68] 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 [16] 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 13 14 15 [16] 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Call of Cthulhu®
Horror Roleplaying in the Worlds of H.P. Lovecraft

Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 40%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 28%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) 35%
- ❑ **Gunsmith** (00%) 20%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 56%
- ❑ **History** (20%) _____
- ❑ **Jump** (25%) 25%
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) 45%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ **Boxing** 20%
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) 40%
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 20%
- ❑ **Hindi** 15%
- ❑ **Kiswahili** 10%
- ❑ **Latin** 05%
- **Own Language** (EDUx5%)
- ❑ **English** 85%
- ❑ **Persuade** (15%) 65%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) _____
- ❑ **Ride** (05%) 60%
- ❑ **Sneak** (10%) 55%
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) 25%
- ❑ **Track** (10%) 55%
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 50%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 70%
- ❑ **Shotgun** (30%) 55%
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	55%	1d3+1d6
❑	**Grpl** (25%)	_____	**special**
❑	**Head** (10%)	_____	1d4+1d6
❑	**Kick** (25%)	_____	1d6+1d6
❑	Cav. Lance	20%	1d8+1d6+1d6
❑	Cav. Sabre	45%	1d8+1d6
❑	Cricket Bat	35%	1d8+1d6

	firearm	*%*	*damage*
❑	Webley Mk VI Revolver	50%	1d10+2
❑	Double Rifle in .577 Nitro Express	55%	2d6+1d4+3 (Black Powder Load)
❑	Double Rifle in .577 Nitro Express	55%	3d6+6 (Nitro Express Load)
❑	Winchester '94 in .30-30	70%	2d6+1
❑	.22 Bolt Action Rifle	70%	1d6+2
❑	Lee-Enfield Mk III .303 Rifle	70%	2d6+4
❑	10 Gauge Double Barrelled Shotgun	55%	4d6+2/2d6+1/1d6

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Personal Data

Investigator Name The Hon. Major George Randall
Residence _____
Personal Description _____

Family & Friends Neil Young (batman)

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

They say that the Empire was won on the playing fields of Eton, but you know that the cream of England's playing fields was destroyed on the fields of Flanders. After Eton you went to Sandhurst and from there returned to your birthplace in India. You were commissioned in the British Indian Army and attained captaincy in a cavalry regiment in the years before the Great War. For you these were good years, not only were you a hunting and shooting man, you looked damned good on a horse and damned good in uniform.

At the outbreak of hostilities in 1914, with no imminent sign that your regiment was going to be sent to France, you resigned your commision and sailed for England. There you immediately enlisted in the British Army and were commissioned as a lieutenant in an infantry regiment. The Great War did not turn out to be glorious fight that you and almost everyone else expected. Gone were the days of the cavalry charge and war no longer possessed any style. Instead it was a hell of mud, blood, and later vile, dishonourable means such as mustard gas and the ugly mechanistic tank. It was also a time of good comrades, but as you lost them you wearied of the war and its leaders, and you often resorted to hunting the enemy as you had once stalked the game of India's jungle and Africa's plains.

Since the end of the Great War, you have been unable to settle, whether at the family seat in England, back in India, or even Australia. The one thing you have enjoyed is hunting, just you and your prey, be it lions, tigers, or elephants. Yet even that challenge is beginning to pall and you feel that you should be serving King and country once again.

During the Great War, you took on a Yorkshire batman named Young. He had the skills to keep your armoury in tophole condition and this is the job he has maintained since.

Whilst in Mombassa last year, you ran into an American called Jackson Elias. Looked a bit tired, but you shared a shout or two, and he told some interesting tales of both Africa and India. The ones of India had you interested and since he told you to look him up if ever you were in New York, you had been thinking of checking out the hunting (never got a bear yet) and it seems like the perfect opportunity.

You have heard tales of strange things and unspeakable doings amongst the native peoples of both India and Africa, mostly over a drink in the officer's mess, but you were always ready to dismiss such absurdities.

Income & Savings

Income	Cash on Hand	Savings
£1850	£100	£1000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Claire Simpson
Occupation Nurse
Colleges, Degrees MS State College for Women, Nursing
Birthplace Baton Rouge
Sex Female **Age** 31 **D.O.B.** 1894
Mental Disorders

Characteristics & Rolls

STR	16	**DEX**	12	**INT**	14	**Idea**	70%
CON	09	**APP**	14	**POW**	10	**Luck**	50%
SIZ	11	**SAN**	50	**EDU**	17	**Know**	85%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	
49	[50]	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

Magic Points

Unconscious	**0**	1	2	3				
4	5	6	7	8	9	[10]	11	
12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3		
4	5	6	7	8	9	[10]	11	
12	13	14	15	16	17	18	19	
20	21	22	23	24	25	26	27	
28	29	30	31	32	33	34	35	
36	37	38	39	40	41	42	43	

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Horror Roleplaying in the Worlds of H.P. Lovecraft

Investigator Skills

❑ **Accounting** (10%)	40%	❑ **Hide** (10%)	20%	**Pilot** (01%)			
❑ **Anthropology** (01%)		❑ **History** (20%)		❑			
❑ **Archaeology** (01%)		❑ **Jump** (25%)		❑ **Psychoanalysis** (01%)			
Art (05%)**:**		❑ **Law** (05%)	10%	❑ **Psychology** (05%)	35%		
❑ **Piano**	20%	❑ **Library Use** (25%)	35%	❑ **Ride** (05%)			
❑ **Sing**	30%	❑ **Listen** (25%)	35%	❑ **Sneak** (10%)	20%		
❑ **Astronomy** (01%)		❑ **Locksmith** (01%)		❑ **Spot Hidden** (25%)	45%		
❑ **Bargain** (05%)		**Martial Arts** (01%)		❑ **Swim** (25%)			
❑ **Biology** (01%)	56%	❑		❑ **Throw** (25%)			
❑ **Chemistry** (01%)		❑ **Mech. Repair** (20%)		❑ **Track** (10%)	20%		
❑ **City Lore (NY)** (01%)	30%	❑ **Medicine** (05%)	20%	❑ **Typing**	50%		
❑ **Climb** (40%)		❑ **Natural History** (10%)	20%	❑			
❑ **Conceal** (15%)		❑ **Navigate** (10%)		❑			
Craft (05%)		❑ **Occult** (05%)		❑			
❑ **Farming**	15%	❑ **Opr. Hvy. Mch.** (01%)		❑			
❑ **Credit Rating** (15%)	35%	**Other Language** (01%)		❑			
Cthulhu Mythos (00)		❑ **French**	60%	❑			
❑ **Disguise** (01%)		❑ **Shorthand**	50%				
❑ **Dodge** (DEXx2%)	24%	**Own Language** (EDUx5%)		**Firearms**			
❑ **Drive Auto** (20%)		❑ **English**	85%	❑ **Handgun** (20%)			
❑ **Electr. Repair** (10%)		❑ **Persuade** (15%)	55%	❑ **Machine Gun** (15%)			
❑ **Fast Talk** (05%)	35%	❑ **Pharmacy** (01%)	46%	❑ **Rifle** (25%)	40%		
❑ **First Aid** (30%)	60%	❑ **Photography** (10%)		❑ **Shotgun** (30%)			
❑ **Geology** (01%)		❑ **Physics** (01%)		❑ **SMG** (15%)			

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)		1d3+1d4	❑	Marlin 1891/M39 in .22 LR	40%	1d6+2
❑	**Grpl** (25%)	60%	**special**	❑			
❑	**Head** (10%)	20%	1d4+1d4	❑			
❑	**Kick** (25%)		1d6+1d4	❑			
❑				❑			
❑				❑			
❑				❑			

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Personal Data

Investigator Name Claire Simpson
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Originally from near Baton Rouge in Louisiana, your family worked hard to just make a living from the land it owned. You grew up a tomboy, the only girl amongst several boys, and so had to learn hold your own. Even so, you worked the farm and hunted alongside them, this in addition to the schoolwork that your mother wanted you to do well even if you did not. It was her decision and the intervention of a great aunt that changed your life, bringing you to New York where you no longer had to work the farm nor hunt, but had to study and be a proper young lady.

Although it was your great aunt's wish to train to be a nurse in your home state, you returned to New York where, instead of working in a hospital, you secured employment with an eminent psychologist both as his nursing assistant and his secretary. In the few years you were with Doctor Houston, you met all sorts of people from New York's high society. The work was interesting and many of his patients appeared in the pages of the local papers.

All this changed in April, 1919. Doctor Houston left the country in the company of a wealthy if dissipated patient, Roger Carlyle, heading for England, then Egypt, and finally Kenya, where everyone was killed. This left you without a job and you have been forced to take up less interesting work as a psychiatric nurse at the Creedmoor Psychiatric Center in Queens.

Nevertheless, you have always wondered what made your former employer give up his practice and leave the country like he did. Doctor Houston was a decent man and you sincerely wish that you could clear his name and restore his now tarnished reputation.

Income & Savings

Income	Cash on Hand	Savings
$3000	$50	$1500

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Neil Young
Occupation Valet
Colleges, Degrees None
Birthplace Stamford Bridge
Sex Male **Age** 29 **D.O.B.** 1896
Mental Disorders

Characteristics & Rolls

STR	13	**DEX**	13	**INT**	14	**Idea**	70%
CON	12	**APP**	11	**POW**	13	**Luck**	65%
SIZ	12	**SAN**	57	**EDU**	12	**Know**	60%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 [57] 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Horror Roleplaying in the Worlds of H.P. Lovecraft

Investigator Skills

❑ **Accounting** (10%)		❑ **History** (20%)	45%	**Pilot** (01%)	
❑ **Anthropology** (01%)		❑ **Jump** (25%)		❑	
❑ **Archaeology** (01%)		❑ **Law** (05%)		❑ **Psychoanalysis** (01%)	
Art (05%)**:**		❑ **Library Use** (25%)		❑ **Psychology** (05%)	
❑ **Singing**	25%	❑ **Listen** (25%)	30%	❑ **Ride** (05%)	
❑ **Astronomy** (01%)		❑ **Locksmith** (01%)		❑ **Sneak** (10%)	30%
❑ **Bargain** (05%)	25%	**Martial Arts** (01%)		❑ **Spot Hidden** (25%)	30%
❑ **Biology** (01%)		❑ **Boxing**	20%	❑ **Study Racing Form** (00%)	10%
❑ **Chemistry** (01%)		❑ **Mech. Repair** (20%)	40%	❑ **Swim** (25%)	
❑ **Climb** (40%)		❑ **Medicine** (05%)		❑ **Throw** (25%)	40%
❑ **Conceal** (15%)		❑ **Natural History** (10%)	20%	❑ **Track** (10%)	30%
Craft (05%)		❑ **Navigate** (10%)		❑	
❑		❑ **Occult** (05%)		❑	
❑ **Credit Rating** (15%)		❑ **Opr. Hvy. Mch.** (01%)	31%	❑	
Cthulhu Mythos (00)		**Other Language** (01%)		❑	
❑ **Disguise** (01%)		❑ **French**	05%	❑	
❑ **Dodge** (DEXx2%)	36%	❑ **Hindi**	05%	❑	
❑ **Drive Auto** (20%)	55%	❑ **Kiswahili**	05%		
❑ **Electr. Repair** (10%)	20%	**Own Language** (EDUx5%)		**Firearms**	
❑ **Fast Talk** (05%)		❑ **English**	60%	❑ **Handgun** (20%)	30%
❑ **First Aid** (30%)		❑ **Persuade** (15%)		❑ **Machine Gun** (15%)	
❑ **Geology** (01%)		❑ **Pharmacy** (01%)		❑ **Rifle** (25%)	45%
❑ **Gunsmith** (00%)	40%	❑ **Photography** (10%)		❑ **Shotgun** (30%)	40%
❑ **Hide** (10%)	30%	❑ **Physics** (01%)		❑ **SMG** (15%)	

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	60%	1d3+1d4	❑			
❑	**Grpl** (25%)	25%	**special**	❑			
❑	**Head** (10%)		1d4+1d6	❑			
❑	**Kick** (25%)		1d6+1d6	❑			
❑	Trench Knife	45%	1d6+1+1d4	❑			
❑				❑			
❑				❑			

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Personal Data

Investigator Name Neil Young
Residence _____
Personal Description _____

Family & Friends The Hon. Major George Randall (employer)

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

As a child, you grew up on the tales of your father and grandfather of service in the British Army in places like South Africa, India, and Egypt. Thus your ambition was to join up and be a soldier, becoming as soon as you were able, a volunteer soldier in the East Riding of Yorkshire Imperial Yeomanry before enlisting in 1912. Before joining up, your father apprenticed you to a local gunsmith, and this was your trade in the army until the outbreak of hostilities in 1914.

As part of the British Expeditionary Force, you fought at Mons and the First Battle of the Marne before going into the hell of the trenches. This war was nothing like the tales of your father and grandfather, but the camaraderie was the same. As the war dragged on, friends were lost as was your love of being a soldier. In 1916 you were invalided home after a gas attack, but were able to return to the front several months later. It was at this time that you met the Hon. Captain George Randall and were taken on as his batman. The officer would have taken any man for the position, but you had skills that kept his weaponry in tip-top condition. This was an easier billet and meant that you could continue your trade.

Since the war, you have become George Randall's valet, employed not by George, but by his mother, who is concerned about her son's welfare. This has meant traveling the world with Mr. Randall, and you have seen more of the world than you might have done had you remained in the army -- India, Kenya, and even Australia. It may be a wanderer's life, but it means that you have also tried more beers than you ever imagined.

You have access to Mr. Randall's weaponry but do not own any guns yourself.

You know that Jackson Elias is an American, somebody that your master, George Randall, met whilst you were in Kenya last year. Now you are off to New York to meet with him.

You have heard tales of strange things and unspeakable doings amongst the native peoples of both India and Africa, but over a beer in the sergeant's mess you were always ready to dismiss such absurdities. Of course, granny always put stock in the devil and the bogeyman, and she always told the truth.

Income & Savings

Income	Cash on Hand	Savings
£500	£25	£500

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Helen Coulston
Occupation Librarian
Colleges, Degrees University of York, English
Birthplace Bedford
Sex Female **Age** 28 **D.O.B.** 1897
Mental Disorders _____

Characteristics & Rolls

STR	10	**DEX**	13	**INT**	16	**Idea**	80%
CON	14	**APP**	13	**POW**	11	**Luck**	55%
SIZ	13	**SAN**	52	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus -

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 [52] 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 [11]
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 25%
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) 46%
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ **Knitting** 55%
- ❑ **Credit Rating** (15%) 35%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 26%
- ❑ **Drive Cart** (20%) 31%
- ❑ **Egyptology** (00%) 35%
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) _____
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 50%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 75%
- ❑ **Listen** (25%) 50%
- ❑ **Literature** (01%) 35%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- **Medicine** (05%) _____
- ❑ **Veterinary** 15%
- ❑ **Natural History** (10%) 20%
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) 15%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 40%
- ❑ **Heiroglyphics** 20%
- ❑ **Latin** 30%
- **Own Language** (EDUx5%)
- ❑ **English** 95%
- ❑ **Persuade** (15%) 40%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) _____
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 40%
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	____	1d3
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4
❑	**Kick** (25%)	____	1d6
❑	Knitting Needle	25%	1d2
❑	_____	____	_____
❑	_____	____	_____

	firearm	*%*	*damage*
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Helen Coulston
Residence _____
Personal Description _____

Family & Friends Paul Maclean (fiancé)

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

In 1912, the discovery of Piltdown Man was announced. It was then that you knew that you wanted to be an archaeologist, but it was a closed male world and it was not possible for a woman to gain any kind of qualification in the science. Even as you pursued a degree in English Literature, you maintained an interest, reading and learning whatever you could. It was even at an archaeological dig in the Shetlands that you met your fiancé Paul Maclean, and then two years later followed him to London where he had found work at the Penhew Foundation. Fortunately, you were also able to find work at the Penhew Foundation, not as an archaeologist, but as a librarian in charge of the Foundation's archives. You are sure that your knowledge of archaeology, both self taught and learned from Paul, was a factor in gaining the position. Although your personal interest in matters archaeological is on Stone Age Britain, your knowledge of Ancient Egypt is used almost every day.

Outside of work you enjoy the company of Paul and knitting thick pullovers that he dutifully wears.

You are currently worried at the disappearance of your fiancé. Of late, he seemed distracted and more interested in reading some book that he brought home from work. Then one day, he did not turn up at work nor was he in his flat. The police were contacted, but their investigations turned up nothing

Paul is gone!

You suspect that it must be something to do with work, but what? He has been secretive and acting strangely after you caught him reading that book. He refused to show it to you, saying that it was something that he got from work. You did catch sight of the title, it might be "Garne Fragments," but no book like that exists in the library at the Foundation. Where could he have gotten the book from?

Mr. Gavigan has been kind enough to give you a few days off work, but the worry is too much, and you are sure that being at work will keep you occupied until the Police have some news… But they are taking so long…

Income & Savings

Income	Cash on Hand	Savings
£300	£30	£3000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Stephen Hughes
Occupation Medium and Occultist
Colleges, Degrees None
Birthplace Romford
Sex Male **Age** 30 **D.O.B.** 1895
Mental Disorders

Characteristics & Rolls

STR	09	**DEX**	12	**INT**	16	**Idea**	80%
CON	12	**APP**	17	**POW**	13	**Luck**	65%
SIZ	11	**SAN**	68	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus –

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 [58] 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 15%
- ❑ **Anthropology** (01%) ____
- ❑ **Archaeology** (01%) ____
- **Art** (05%)**:**
- ❑ **Impersonate Spirits** 55%
- ❑ **Astronomy** (01%) ____
- ❑ **Bargain** (05%) 20%
- ❑ **Biology** (01%) 16%
- ❑ **Chemistry** (01%) ____
- ❑ **Climb** (40%) ____
- ❑ **Conceal** (15%) 40%
- **Craft** (05%)
- ❑ **Medium** 55%
- ❑ **Mind Reader** 45%
- ❑ **Writing** 15%
- ❑ **Credit Rating** (15%) 20%
- **Cthulhu Mythos** (00) ____
- ❑ **Disguise** (01%) ____
- ❑ **Distract** (10%) 45%
- ❑ **Dodge** (DEXx2%) 29%
- ❑ **Drive Auto** (20%) 30%
- ❑ **Drive Carriage** (20%) 25%
- ❑ **Electr. Repair** (10%) ____
- ❑ **Fast Talk** (05%) 30%
- ❑ **First Aid** (30%) 40%
- ❑ **Geology** (01%) ____
- ❑ **Hide** (10%) 30%
- ❑ **History** (20%) ____
- ❑ **Jump** (25%) ____
- ❑ **Law** (05%) ____
- ❑ **Legerdemain** (10%) 30%
- ❑ **Library Use** (25%) ____
- ❑ **Listen** (25%) 25%
- ❑ **Locksmith** (01%) ____
- **Martial Arts** (01%)
- ❑ _____ ____
- ❑ **Mech. Repair** (20%) 20%
- ❑ **Medicine** (05%) 15%
- ❑ **Natural History** (10%) ____
- ❑ **Navigate** (10%) ____
- ❑ **Occult** (05%) 25%
- ❑ **Opr. Hvy. Mch.** (01%) ____
- **Other Language** (01%)
- ❑ **French** 11%
- ❑ **German** 06%
- **Own Language** (EDUx5%)
- ❑ **English** 80%
- ❑ **Persuade** (15%) 65%
- ❑ **Pharmacy** (01%) ____
- ❑ **Photography** (10%) ____
- ❑ **Physics** (01%) 06%
- **Pilot** (01%)
- ❑ _____ ____
- ❑ **Psychoanalysis** (01%) ____
- ❑ **Psychology** (05%) 45%
- ❑ **Ride** (05%) ____
- ❑ **Sneak** (10%) 10%
- ❑ **Spot Hidden** (25%) 50%
- ❑ **Swim** (25%) ____
- ❑ **Throw** (25%) ____
- ❑ **Track** (10%) ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____
- ❑ _____ ____

Firearms

- ❑ **Handgun** (20%) ____
- ❑ **Machine Gun** (15%) ____
- ❑ **Rifle** (25%) 45%
- ❑ **Shotgun** (30%) ____
- ❑ **SMG** (15%) ____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	____	1d3
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4
❑	**Kick** (25%)	____	1d6
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

	firearm	*%*	*damage*
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Stephen Hughes
Residence
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars Ragged welt on left leg

Investigator History

Before the Great War, you were apprenticed to a firm of undertakers, training to handle not just the recently deceased but also their families, as well as the horse and carriage used by the firm. It was this training that got you assigned to the funeral detail when you volunteered for the fight against the Kaiser's butchers over in Northern France. It was horrific work and not without its dangers, both physical and mental. A shrapnel wound left you with a ragged scar on your leg and a limp to this day, whilst being caught in a shell barrage sent you to the hospital, although you do not like to talk about that.

After the War, you returned to work at the same firm of undertakers, but the unending series of deaths experienced in those three years left you unwilling to face a lifetime in the profession. Five years ago you attended a spiritualist meeting after hearing a family talk of how they had been and were able to talk to their departed loved ones. You were fascinated by the spectacle of it, of how the audience's attention was held, and you saw an opportunity. You knew how to deal sympathetically with the bereaved and your experiences behind the trenches added a degree of authenticity to what you privately regard as your own performance on stage.

As far as you are concerned, spiritualism is rubbish and every medium a fake. If the public is willing to pay for you to give reassurance, then so be it. For the past few years, you have made a name for yourself working the theatres as a medium and mind reader. You have yet to make it to the top of the bill, but you have eyes firmly set on that goal. To that end, you keep up a public persona of reassurance, sympathy, and understanding, one that knows a little of the occult. You are not an expert by any means, having learned purely through reading. To bolster this expertise, you have joined The Society For Psychical Research (SPR) and have been writing articles for *The Scoop* on the subject. This is how you know Mickey Mahoney.

With a reputation for matinee idol looks and a way with the ladies, you are always concerned with your appearance, taking care to look clean and respectable.

Income & Savings

Income	Cash on Hand	Savings
£7500	£25	£250

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Paul Maclean
Occupation Archaeologist
Colleges, Degrees University of Leeds, Archaeology
Birthplace Bedford
Sex Male **Age** 35 **D.O.B.** 1890
Mental Disorders

Characteristics & Rolls

STR	12	**DEX**	12	**INT**	14	**Idea**	70%
CON	14	**APP**	13	**POW**	17	**Luck**	85%
SIZ	13	**SAN**	71	**EDU**	15	**Know**	75%

99-Cthulhu Mythos 95 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 [85] 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 [17] 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) 51%
- **Art** (05%)**:**
- ❑ **Restoration** 65%
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) _____
- ❑ **Biology** (01%) 16%
- ❑ **Chemistry** (01%) 41%
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 30%
- **Cthulhu Mythos** (00) 04%
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 24%
- ❑ **Drive Auto** (20%) _____
- ❑ **Egyptology** (00%) 30%
- ❑ **Electr. Repair** (10%) 16%
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) _____
- ❑ **Geology** (01%) 61%
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 40%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 45%
- ❑ **Listen** (25%) _____
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) 40%
- ❑ **Medicine** (05%) _____
- ❑ **Meteorology** (10%) 30%
- ❑ **Moving Swiftly On** (00%) 25%
- ❑ **Natural History** (10%) 25%
- ❑ **Navigate** (10%) 40%
- ❑ **Occult** (05%) 20%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 20%
- ❑ **Heiroglyphics** 15%
- ❑ **Latin** 15%
- **Own Language** (EDUx5%)
- ❑ **English** 75%
- ❑ **Persuade** (15%) _____
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ **Boat** 20%
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 10%
- ❑ **Radio Operator** (10%) 26%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 45%
- ❑ **Swim** (25%) 30%
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 20%
- ❑ **Machine Gun** (15%) 21%
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	____	1d3+1d4	❑	Webley Mk VI .455 Revolver	20%	1d10+2
❑	**Grpl** (25%)	____	**special**	❑		____	
❑	**Head** (10%)	____	1d4+1d4	❑		____	
❑	**Kick** (25%)	____	1d6+1d4	❑		____	
❑		____		❑		____	
❑		____		❑		____	
❑		____		❑		____	

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Personal Data

Investigator Name Paul Maclean
Residence
Personal Description

Family & Friends Miss Helen Coulston (fiancée)

Episodes of Insanity "The creatures… Their unearthly croaking, those wretched wings… They came from the sky. WILL THEY COME AGAIN? You must not look up."
Wounds & Injuries

Marks & Scars

Investigator History

Until a matter of a week ago, you were just a successful archaeologist, employed by the Penhew Foundation as a restorer of artifacts brought back primarily from the Foundation's digs in Egypt. You were also engaged to be married to a Miss Helen Coulston, who although not an archaeologist, has enough self-taught knowledge to help her as a librarian at the Foundation. Now you languish in a cell, awaiting your fate as a sacrifice at the hands or clubs of the Brotherhood of the Pharaoh, the cult behind the Penhew Foundation.

During the Great War, you joined the Royal Navy, having been in the Royal Naval Volunteer Reserve before the war. You saw four years service aboard Q-ships and auxiliary cruisers as a meteorology officer and an assistant navigator. You even saw some action, achieving the rank of First Lieutenant, which you still hold in Royal Naval Reserves.

Outside of work you enjoy reading macabre fiction for pleasure and take a keen interest in amateur radio, currently working towards obtaining a license.

You know now that Edward Gavigan is an evil man, a madman commanding a cult devoted to things that should not be. No Englishman should know of, or follow such ungodly creatures, but to worship them and to command and encourage a horde of damned foreigners…

It began innocently enough months ago when new items began coming across your bench at work. They seemed odd to you, almost as if they were far older than the descriptions each had been given. Your curiosity piqued, you spoke first to your colleagues and then to Gavigan himself. He seemed interested and asked you to investigate further. You tried, but could not verify your findings, but Gavigan encouraged you and even provided one or two books from his library. These volumes talked about a period of Egypt's history long forgotten, even shunned. Gavigan told you that the secret work of the Penhew Foundation was to discover evidence of this time and its religion. The next book he lent you was a monograph called the *G'harne Fragments* written by Sir Howard Windrop, in which you read of elder beings and great gods of ancient Africa. Gavigan not only congratulated you upon completing the book, but also for questioning it. Then he offered proof, inviting you out to his country estate.

There the horror began. Bloody sacrifices, despicable foreigners exalting Gavigan, and then creatures coming from the sky, the Arabs vying to ride them away. You screamed and the next thing you knew Gavigan was shaking you awake, a proffered drink ready. In the days that followed you could not get those creatures out of your mind, the raucous croaking, the unwholesome sheen of their encrusted, ragged wings, and the readiness of the men to leave with them. And the poor bloody sacrifices, all so wrong… You were ready to go to the police when something took you in your sleep and you awoke in the cell.

Income & Savings

Income	Cash on Hand	Savings
£500	£50	£3500

Mythos Tomes Read

G'harne Fragments

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Maurice Paterson
Occupation Medical Doctor
Colleges, Degrees Barts, Bach. of Medicine & Surgery
Birthplace Blandford Forum
Sex Male **Age** 35 **D.O.B.** 1890
Mental Disorders _____

Characteristics & Rolls

STR	11	**DEX**	12	**INT**	14	**Idea**	70%
CON	11	**APP**	14	**POW**	17	**Luck**	85%
SIZ	14	**SAN**	85	**EDU**	19	**Know**	95%

99-Cthulhu Mythos 99 Damage Bonus -

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	[81]	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15	16
[17]	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	4	5	6
7	8	9	10	11	12	[13]	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43			

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Investigator Skills

- ❑ **Academic Lore** (01%) 16%
- ❑ **Acad. Standing** (01%) 06%
- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 21%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Biology** (01%) 40%
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 25%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 29%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 35%
- ❑ **First Aid** (30%) 60%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) _____
- ❑ **Hypnotism** (05%) 35%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 25%
- ❑ **Listen** (25%) 40%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) 60%
- ❑ **Natural History** (10%) 25%
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) 25%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 20%
- ❑ **German** 20%
- ❑ **Latin** 20%
- **Own Language** (EDUx5%)
- ❑ **English** 85%
- ❑ **Persuade** (15%) 35%
- ❑ **Pharmacy** (01%) 51%
- ❑ **Philosophy/Rel.** (05%) 20%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) 41%
- ❑ **Psychology** (05%) 65%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) 40%
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 25%
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 30%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	____	1d3	❑	_____	____	_____
❑	**Grpl** (25%)	____	**special**	❑	_____	____	_____
❑	**Head** (10%)	____	1d4	❑	_____	____	_____
❑	**Kick** (25%)	____	1d6	❑	_____	____	_____
❑	Cricket Club	35%	1d8	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____

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Personal Data

Investigator Name Maurice Paterson
Residence _____
Personal Description _____

Family & Friends Alvin Morley Paterson (uncle)

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

The younger son of a wealthy farming family, you attended medical school at St. Bartholomew's Hospital Medical College in London after Grammar School, intending to return home after qualifying as a local doctor. The Great War intervened, but at the urgings of your mother, you did not join up immediately upon its outbreak in 1914. Upon graduation in 1915, you readily enlisted and earned yourself a commission in the army. Unlike many of your friends, you did not serve in the trenches but in a hospital, although you went into the trenches many times to treat and evacuate the wounded. You were always a welcome face but you felt guilt at being able to only alleviate the suffering and not being allowed to serve King and Country like so many good fellows.

After the Armistice, you decided that the best thing you could do was not to become a local doctor, but help those still suffering from the effects of the Great War. This included Shell-Shock, a disease that the military abolished in 1918 but which you felt still had some validity. Despite the medical field's attitudes towards the study of the mind, your interests were drawn in that direction, reading works by Freud and Jung. Indeed, in 1922 you were able to study for a Summer with Freud in Vienna.

Your work with the patients and their families also brought into contact with the growing Spiritualism movement. Initially your interest in the movement was professional but your interest in the occult was not. You have joined the College of Psychic Studies and the Ghost Club, and have even considered progressing further.

Outside of work, you are a member of The Army and Navy Club and the gentleman's club, Brooks's. You also enjoy London life, its theatre and the cinema. You are also a member of Barts hospital cricket team.

Of late you have been discussing your interest in the occult with your uncle Alvin. He recently retired from the position of Professor of European History at Harvard in America and is travelling to England to see his family. You are looking forward to meeting him again after many years.

Your knowledge of the Mythos comes from the letters of your uncle Alvin, in which he hinted at the true nature of the world, of things that man is not meant to know, and of Elder Gods waiting for the time when the stars come right. He also mentioned three ghastly tomes in his possession, these being the *Nameless Cults, Cthulhu in the Necronomicon*, and *The Zanthu Tablets*.

Income & Savings

Income	Cash on Hand	Savings
£700	£500	£7000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Asim "Sandow the Ox"
Occupation Ambitious Digger
Colleges, Degrees None
Birthplace Cairo
Sex Male **Age** 27 **D.O.B.** 1898
Mental Disorders

Characteristics & Rolls

STR	19	**DEX**	13	**INT**	10	**Idea**	50%
CON	12	**APP**	10	**POW**	12	**Luck**	60%
SIZ	14	**SAN**	60	**EDU**	13	**Know**	65%

99-Cthulhu Mythos 99 Damage Bonus +1d6

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 [60] 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) 31%
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) 20%
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) _____
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 26%
- ❑ **Drive Auto** (20%) 60%
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 25%
- ❑ **First Aid** (30%) _____
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 15%
- ❑ **History** (20%) _____
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) _____
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%) _____
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) 50%
- **Medicine** (05%) _____
- ❑ **Veterinary** 20%
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) 41%
- **Other Language** (01%)
- ❑ **English** 51%
- ❑ **French** 21%
- ❑ **German** 21%
- **Own Language** (EDUx5%)
- ❑ **Arabic** 65%
- ❑ **Persuade** (15%) 30%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 20%
- **Ride** (05%)
- ❑ **Camel** 40%
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 45%
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- **Firearms** _____
- ❑ **Handgun** (20%) 25%
- ❑ **Machine Gun** (15%) 20%
- ❑ **Rifle** (25%) 40%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d6
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4+1d6
❑	**Kick** (25%)	____	1d6+1d6
❑	Knife	45%	1d4+1d6
❑	Bayonet	15%	1d6+1+1d6
❑	Shovel	40%	1d8+1d6

	firearm	*%*	*damage*
❑	Mauser C-96 in 7.63 x 25mm	25%	1d8+2
❑			
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name Asim "Sandow the Ox"
Residence
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

You grew up on the streets of Cairo, a street urchin whose family was a gang and whose future was something you never thought about. You were lucky enough to be adopted as a mascot by a squad of English soldiers, and as their servant, life was better than on the streets. It only seemed right when the Great War came, that you go with them, a move which eventually saw you enlisting too. As a driver in the Camel Transport Corps, you went to war against the Turks of the Ottoman Empire, leaving Egypt for the first time. You were promoted to the rank of corporal and saw action defending against Turkish attacks on supply convoys.

Since the Great War you have put your knowledge of English to use working as a digger on the many archaeological expeditions that came first from England, and then from France and Germany, learning a little of their languages also. You want to become a gang leader yourself, in charge of an expedition's diggers, but more recently have been assisting and learning from a gang leader.

You have always been a strong man and, in the army, fought in the ring where you were renowned for the strength of your punch. Indeed, your nickmame as a child was "Thawrun," Arabic for ox, but your soldier friends called you "Sandow," which they told you was after a famous body builder from England. Your nickname ever since has been "Sandow" the Ox.

You have in your possession a Mauser pistol which you took from a German officer you knifed in the war. You have kept it clean but do not have much ammunition for it.

The history of Egypt is darker and more terrible than any European questions. You have heard whispers of forgotten Pharaohs and the evils committed during their rule. Now Europeans have their interest in this history and more. From other diggers you have learned of this interest and of rumors of unspeakable rituals in the desert. You suspect that some of your digger friends have been involved and if this is true, you will swear to avenge their deaths and end these practices that bring a bad name to Egypt.

Income & Savings

Income	Cash on Hand	Savings
£50	£2	£20

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Husam al Din Ahmed bin Saleh Al-Fulani
Occupation Vengeant Ulama
Colleges, Degrees None
Birthplace Cairo
Sex Male **Age** 21 **D.O.B.** 1904
Mental Disorders _____

Characteristics & Rolls

STR	15	**DEX**	15	**INT**	14	**Idea**	70%
CON	12	**APP**	13	**POW**	15	**Luck**	75%
SIZ	11	**SAN**	74	**EDU**	15	**Know**	75%

99-Cthulhu Mythos 98 Damage Bonus +1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 [74] 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 13 14 [15] 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

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Investigator Skills

❑	**Accounting** (10%)	_____	❑	**Jump** (25%)	_____		**Pilot** (01%)	
❑	**Anthropology** (01%)	_____		**Law** (05%)		❑	_____	_____
❑	**Archaeology** (01%)	26%	❑	**Muslim**	45%	❑	**Psychoanalysis** (01%)	_____
	Art (05%)**:**		❑	**Library Use** (25%)	40%	❑	**Psychology** (05%)	25%
❑	**Calligraphy**	55%	❑	**Listen** (25%)	_____	❑	**Ride** (05%)	_____
❑	**Astronomy** (01%)	26%	❑	**Locksmith** (01%)	_____	❑	**Sneak** (10%)	_____
❑	**Bargain** (05%)	25%		**Martial Arts** (01%)		❑	**Spot Hidden** (25%)	_____
❑	**Biology** (01%)	_____	❑	_____	_____	❑	**Swim** (25%)	_____
❑	**Chemistry** (01%)	_____	❑	**Mathematics** (EDUx2%)	30%	❑	**Throw** (25%)	45%
❑	**Climb** (40%)	40%	❑	**Mech. Repair** (20%)	_____	❑	**Track** (10%)	_____
❑	**Conceal** (15%)	_____	❑	**Medicine** (05%)	20%	❑	_____	_____
	Craft (05%)		❑	**Natural History** (10%)	_____	❑	_____	_____
❑	_____	_____	❑	**Navigate** (10%)	_____	❑	_____	_____
❑	**Credit Rating** (15%)	_____	❑	**Occult** (05%)	30%	❑	_____	_____
	Cthulhu Mythos (00)	01%	❑	**Opr. Hvy. Mch.** (01%)	_____	❑	_____	_____
❑	**Disguise** (01%)	_____		**Other Language** (01%)		❑	_____	_____
❑	**Dodge** (DEXx2%)	_____	❑	**English**	35%	❑	_____	_____
❑	**Drive Auto** (20%)	_____	❑	**French**	06%			
❑	**Electr. Repair** (10%)	_____		**Own Language** (EDUx5%)			**Firearms**	
❑	**Fast Talk** (05%)	_____	❑	**Arabic**	75%	❑	**Handgun** (20%)	_____
❑	**First Aid** (30%)	40%	❑	**Persuade** (15%)	20%	❑	**Machine Gun** (15%)	_____
❑	**Geology** (01%)	_____	❑	**Pharmacy** (01%)	_____	❑	**Rifle** (25%)	_____
❑	**Hide** (10%)	_____	❑	**Photography** (10%)	_____	❑	**Shotgun** (30%)	_____
❑	**History** (20%)	40%	❑	**Physics** (01%)	_____	❑	**SMG** (15%)	_____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4	❑	_____	____	_____
❑	**Grpl** (25%)	65%	**special**	❑	_____	____	_____
❑	**Head** (10%)	____	1d4+1d4	❑	_____	____	_____
❑	**Kick** (25%)	____	1d6+1d4	❑	_____	____	_____
❑	Knife	35%	1d4+2+1d4	❑	_____	____	_____
❑	Thrown Knife	45%	1d4+2+1d4	❑	_____	____	_____
❑	Scimitar	50%	1d6+2+1d4	❑	_____	____	_____

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Personal Data

Investigator Name Husam al Din Ahmed bin Saleh Al-Fulani
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

You are a devout Muslim, training at the Mosque of Ibn Tulun under the tutelage of Achmed Zehavi and Nessim Efti to become a scholar or ulama. You have been taught the precepts of Muslim law, calligraphy, astronomy, history, and mathematics in addition to your study of the Koran. You have also been training to follow in the footsteps of the zealous men who guard the Mosque, mastering the scimitar and engaging in an exercise regime that includes wrestling also.

The Koran speaks of demonic influences upon the world and your master Nessim Efti was sworn to guard against the theft of an artifact desired by these demons and their mortal agents. If they strike, it would be the wish of your masters that you seek them out and end their influence upon the world.

Income & Savings

Income	Cash on Hand	Savings
-	£1	£10

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Father "Jan" Johannes Henricus Gerardus Hendriks
Occupation Missionary
Colleges, Degrees Kampen Theological University, Bach. of Divinity
Birthplace 's-Hertogenbosch
Sex Male **Age** 29 **D.O.B.** 1896
Mental Disorders _____

Characteristics & Rolls

STR	13	**DEX**	12	**INT**	16	**Idea**	80%
CON	13	**APP**	12	**POW**	11	**Luck**	55%
SIZ	11	**SAN**	55	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus _____

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	[55]	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3	4	5	6	7
8	9	10	[11]	12	13	14	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	4	5	6
7	8	9	10	11	[12]	13	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43			

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 16%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 38%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ _____ _____
- ❑ **Credit Rating** (15%) _____
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 24%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) 45%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 50%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Legerdemain** (10%) 20%
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) _____
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ **Boxing** 20%
- ❑ **Mathematics** (EDUx2%) 37%
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) 25%
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) 15%
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **Greek (ancient)** 35%
- ❑ **English** 60%
- ❑ **French** 30%
- ❑ **Frisian** 05%
- ❑ **German** 20%
- ❑ **Kiswahili** 15%
- ❑ **Latin** 45%
- **Own Language** (EDUx5%)
- ❑ **Dutch** 80%
- ❑ **Persuade** (15%) 45%
- ❑ **Pharmacy** (01%) 16%
- ❑ **Philosophy/Rel.**(05%) 55%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 35%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- _____
- **Firearms** _____
- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	55%	1d3	❑	_____	____	_____
❑	**Grpl** (25%)	____	**special**	❑	_____	____	_____
❑	**Head** (10%)	____	1d4	❑	_____	____	_____
❑	**Kick** (25%)	____	1d6	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____

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Personal Data

Investigator Name Father "Jan" Johannes Henricus Gerardus Hendriks
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

At eighteen you attended training to become a priest at Kampen Theological University, keeping to a family tradition that held that the second son always entered the church. As a Catholic your inspiration was, and is today, Petrus Donders, the Missionary who worked with the lepers of Surinam in South America during the last century. It was your hope to follow in his footsteps, but after being ordained, you returned home to work as a school master in a boys' school, teaching English, History, and Mathematics. Known as Father "Jan," you also coached the school boxing team, having been a boxer at University. You were also popular for magic tricks, especially at the annual Christmas show.

Despite enjoying your time as a teacher, you still wanted to follow in the footsteps of your boyhood hero and begun studying medicine and first aid in your spare time. This was in preparation to become a missionary and now you have your chance. You have traveled to the British Crown Colony of Kenya where you plan to gain practical experience of tropical medicine at the hands of Doctor Horace Starret, Rector of All Saints Cathedral. He is a Protestant, but he is both learned and a man of God. You have also been teaching yourself Kiswahili in preparation for proper assignment and to prepare yourself for dealings with the natives. In a few months you hope to be assigned a posting in Tanganyika, formerly German East Africa.

Income & Savings

Income	Cash on Hand	Savings
£250	£10	£100

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name James McTavish
Occupation Zebra Hunter
Colleges, Degrees None
Birthplace Aberdeen, Scotland
Sex male **Age** 51 **D.O.B.** 1874
Mental Disorders

Characteristics & Rolls

STR	15	**DEX**	11	**INT**	13	**Idea**	65%
CON	13	**APP**	12	**POW**	14	**Luck**	70%
SIZ	13	**SAN**	58	**EDU**	17	**Know**	85%

99-Cthulhu Mythos 98 Damage Bonus 1d4

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	[58]	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3	4	5	6	7
8	9	10	11	12	13	[14]	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	4	5	6
7	8	9	10	11	12	[13]	14	15	16
17	18	19	20	21	22	23	24	25	26
27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43			

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Investigator Skills

- ❑ **Accounting** (10%) 20%
- ❑ **Anthropology** (01%)
- ❑ **Archaeology** (01%)
- **Art** (05%):
- ❑ _____
- ❑ **Astronomy** (01%)
- ❑ **Bargain** (05%) 55%
- ❑ **Biology** (01%)
- ❑ **Chemistry** (01%)
- ❑ **Climb** (40%) 50%
- ❑ **Conceal** (15%)
- **Craft** (05%)
- ❑ _____
- ❑ **Credit Rating** (15%) 05%
- **Cthulhu Mythos** (00) 01%
- ❑ **Disguise** (01%)
- ❑ **Dodge** (DEXx2%) 22%
- ❑ **Drive Auto** (20%) 50%
- ❑ **Electr. Repair** (10%) 25%
- ❑ **Fast Talk** (05%)
- ❑ **First Aid** (30%) 40%
- ❑ **Geology** (01%)
- ❑ **Hide** (10%) 40%
- ❑ **History** (20%)
- ❑ **Interrogation** (00%) 10%
- ❑ **Jump** (25%) 35%
- ❑ **Jungle Survival** (01%) 11%
- ❑ **Law** (05%)
- ❑ **Library Use** (25%)
- ❑ **Listen** (25%) 40%
- ❑ **Locksmith** (01%)
- **Martial Arts** (01%)
- ❑ _____
- ❑ **Mech. Repair** (20%) 55%
- ❑ **Medicine** (05%)
- ❑ **Natural History** (10%)
- ❑ **Navigate** (10%)
- ❑ **Occult** (05%) 15%
- ❑ **Opr. Hvy. Mch.** (01%) 51%
- **Other Language** (01%)
- ❑ **Gikuyu** 03%
- ❑ **Kiswahili** 45%
- ❑ **Masai** 06%
- ❑ **Meru** 25%
- **Own Language** (EDUx5%)
- ❑ **English** 85%
- ❑ **Persuade** (15%)
- ❑ **Pharmacy** (01%)
- ❑ **Photography** (10%)
- ❑ **Physics** (01%)
- **Pilot** (01%)
- ❑ _____
- ❑ **Psychoanalysis** (01%)
- ❑ **Psychology** (05%)
- ❑ **Ride** (05%)
- ❑ **Sneak** (10%) 30%
- ❑ **Spot Hidden** (25%) 35%
- ❑ **Swim** (25%)
- ❑ **Throw** (25%)
- ❑ **Track** (10%)
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____

Firearms

- ❑ **Handgun** (20%)
- ❑ **Machine Gun** (15%) 40%
- ❑ **Rifle** (25%) 45%
- ❑ **Shotgun** (30%)
- ❑ **SMG** (15%)

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4
❑	**Grpl** (25%)		**special**
❑	**Head** (10%)		1d4+1d4
❑	**Kick** (25%)		1d6+1d4
❑	Axe	45%	1d8+2+1d4
❑			
❑			

	firearm	*%*	*damage*
❑	.256 Mauser Rifle	45%	2d6+3
❑			
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name James McTavish
Residence
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

Thirty years ago rather than following your father onto the trawlers, you came out to make your fortune in British East Africa. At first, you went to work on the Uganda Railway as an overseer and then, hoping to see more of the country, you joined the King's African Rifles as an NCO. Throughout, your aim was to save up enough to buy a plot of land and with it, establish a farm of your own. It took over a decade, during which you traveled throughout country and little beyond, watching it grow into a full Crown Colony.

Your own farm, located on the Eastern side the Aberdare mountain range, was the hardest work you ever had to do. In the four years prior to the outbreak of the Great War your efforts began to show a small profit with a successful tobacco crop. The Great War intervened, not in your return to Europe, but in a recall to the King's African Rifles as a sergeant. If War the taught you anything, it was the disregard that the bloody English had for their native subjects. You are no whinnying Liberal, complaining at the poor treatment for the Black man, but the Great War was bloody slaughter for them. At the War's end, you were offered a Commission in the Rifles, but you had had your fill of army life and your farm had been lying fallow for long enough.

Not only was your farm fallow, but the land itself seemed different when you returned home. The natives were no longer sure of you, the livestock seemed unsettled, and the air no longer smelled as sweet. Worst of all, the land did not want to respond to your cultivation and care, and the profits before the Great war did not reappear. At first you put this down to the workers who did not want to stay, and then bad luck as your crop was destroyed first by a sudden storm and then by trampling beasts; livestock disappeared or was found butchered; farm machinery and implements were found broken or disappeared. You reported the incidents to the King's African Rifles, but they found nothing to explain these incidences which grew in frequency. You began staying up at night to guard your property, sometimes driving off natives or wild beasts in the dark. This seemed to work and for a few months you were able to start again unperturbed by strange incidents. The local natives returned only to give warnings of the dangers you faced, but having driven them off, you thought that they were being foolish.

Now you know it was you that was being foolish. The incidents did not start again and build, but crashed in upon your life in a single night of terror. A dark wind blew hard and as your livestock bellowed and whinnied, the trees seemed to lumber out of the Aberdare range and onto your land. Great rope-like limbs swung unnaturally in the gusting wind and an ungodly trumpeting heralded the smashing of your farm around you. But the last you remember of that night is the sound of your own screaming.

In the morning you awoke hoarse amidst the ruin of your hopes. Taking little time to pick up a few personal belongings, you left the farm and have never been back. No longer a farmer, you have turned guide and even zebra hunter when the money is longer there, which explains why your only weapon is a .256 Mauser Rifle. To find work you have an advert placed on the thorn tree outside the New Stanley Hotel for work as a guide.

You had heard tales of strange things and unspeakable doings amongst the native peoples of Africa, mostly over a drink in the sergeant's mess, but you were always ready to dismiss such absurdities. Now you know that there is a truth in those tales, and you have started listening to them. Somewhere to the north of the Aberdare range lies something ungodly, a threat to the natives and the colonials.

Income & Savings

Income	Cash on Hand	Savings
£100	£5	-

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Bruce "Jack" Baugh
Occupation Prospecting Poet
Colleges, Degrees None
Birthplace Normal, Illinois
Sex Male **Age** 26 **D.O.B.** 1899
Mental Disorders

Characteristics & Rolls

STR	14	**DEX**	11	**INT**	12	**Idea**	60%
CON	12	**APP**	09	**POW**	13	**Luck**	65%
SIZ	13	**SAN**	63	**EDU**	12	**Know**	60%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 [63] 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 03%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ **Poetry** 25%
- ❑ **Astronomy** (01%) 02%
- ❑ **Bargain** (05%) _____
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) 65%
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) _____
- **Cthulhu Mythos** (00) _____
- ❑ **Desert Survival** (01%) 11%
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 22%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 25%
- ❑ **First Aid** (30%) 45%
- ❑ **Folklore** (05%) 15%
- ❑ **Geology** (01%) 56%
- ❑ **Hide** (10%) 20%
- ❑ **History** (20%) 35%
- ❑ **Jump** (25%) 60%
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 30%
- ❑ **Listen** (25%) _____
- ❑ **Literature** (10%) 30%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) 45%
- ❑ **Navigate** (10%) 40%
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ French 06%
- ❑ Kariera 10%
- ❑ Pidgin English 16%
- ❑ Spanish 11%
- ❑ **Outback Lore** (01%) 05%
- **Own Language** (EDUx5%)
- ❑ **English** 65%
- ❑ **Persuade** (15%) 25%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) 02%
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 20%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) 20%
- ❑ **Spot Hidden** (25%) 50%
- ❑ **Swim** (25%) _____
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 30%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	60%	1d3+1d4
❑	**Grpl** (25%)	_____	**special**
❑	**Head** (10%)	_____	1d4+1d4
❑	**Kick** (25%)	_____	1d6+1d4
❑	Butcher Knife	25%	1d6+1d4
❑	_____	_____	_____
❑	_____	_____	_____

	firearm	*%*	*damage*
❑	.303 Martini-Enfield Rifle Mk I	30%	2d6+3
❑	_____	_____	_____
❑	_____	_____	_____
❑	_____	_____	_____
❑	_____	_____	_____
❑	_____	_____	_____
❑	_____	_____	_____

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Personal Data

Investigator Name Bruce "Jack" Baugh
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

You crossed the Pacific to Australia for two reasons. The first was to prospect for gold in the rich deposits in Western Australia, near the town of Cuncudgerie. The second was for your health, in the hope that a drier, warmer climate would be better for your chest, which has never quite been the same since you came home from the Great War with the Spanish Flu.. You had been a prospector before the war, drifting to California in the hopes of striking it rich and then beyond to Alaska. That never happened but you made enough to scrape by.

During the War you fought in France in the trenches, serving with the Amerian Expeditionary Forces, a "doughboy" with the 1st Infantry Division. Fighting was fierce and you lost as many friends as you made.

You discovered the writings of the famous War Poets -- Rupert Brooke, Wilfred Owen, Siegfried Sassoon, and Charles Sorley, whilst in hospital recovering from being buried in a bunker hit by a German shell. Their poetry inspired you to try your hand yourself, and to this day you keep a journal where you record both your thoughts and your verse.

In the two years you have spent in Cuncudgerie, you have made numerous trips into the Outback, though only once or twice without an Aborigine guide. Wherever possible, you have tried to learn some of the local Aborigine customs and language, never knowing when it might come in handy. You have even made a couple of small strikes, enough for you to fund your stay in Australia and to buy the occasional secondhand book that comes up for sale in the town.

You have heard rumours in pubs though of some mad American who took a crew into the Bush and never returned, and of a ghost that haunts some spot to the North. You have even heard that there is an underground city out in the desert, but when asked the Aborigines declined to give you any kind of an answer. In the meantime, you would welcome contact with someone from home.

Income & Savings

Income	Cash on Hand	Savings
--	£5	£20

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Mrs. Louise Hayes
Occupation Amnesiac Landlady
Colleges, Degrees None
Birthplace Dublin
Sex Female **Age** 65 **D.O.B.** 1860
Mental Disorders _____

Characteristics & Rolls

STR	10	**DEX**	13	**INT**	17	**Idea**	85%
CON	13	**APP**	11	**POW**	11	**Luck**	55%
SIZ	10	**SAN**	55	**EDU**	19	**Know**	95%

99-Cthulhu Mythos 99 Damage Bonus _____

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 [55] 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 [11]
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Investigator Skills

❑ **Accounting** (10%)	20%	❑ **Geology** (01%)		❑ **Pidgin English**	11%
❑ **Anthropology** (01%)		❑ **Hide** (10%)		**Own Language** (EDUx5%)	
❑ **Archaeology** (01%)		❑ **History** (20%)	30%	❑ **English**	95%
Art (05%)**:**		❑ **Jump** (25%)		❑ **Persuade** (15%)	30%
❑ **Dance**	35%	❑ **Law** (05%)	10%	❑ **Pharmacy** (01%)	11%
❑ **Astronomy** (01%)		❑ **Library Use** (25%)		❑ **Photography** (10%)	
❑ **Bargain** (05%)	55%	❑ **Listen** (25%)	60%	❑ **Philosophy/Religion** (05%)	20%
❑ **Biology** (01%)		❑ **Literature (10%)**	20%	❑ **Physics** (01%)	
❑ **Botany** (01%)	21%	❑ **Locksmith** (01%)	21%	**Pilot** (01%)	
❑ **Chemistry** (01%)		❑ **Martial Arts** (01%)		❑ _____	
❑ **Climb** (40%)		❑ **Mech. Repair** (20%)	45%	❑ **Psychoanalysis** (01%)	
❑ **Conceal** (15%)		❑ **Medicine** (05%)	25%	❑ **Psychology** (05%)	25%
Craft (05%)		❑ **Natural History** (10%)	20%	❑ **Ride** (05%)	30%
❑ **Cookery**	55%	❑ **Navigate** (10%)		❑ **Sneak** (10%)	
❑ **Embroidery**	25%	❑ **Occult** (05%)	25%	❑ **Spot Hidden** (25%)	45%
❑ **Credit Rating** (15%)	25%	❑ **Opr. Hvy. Mch.** (01%)		❑ **Swim** (25%)	
Cthulhu Mythos (00)		**Other Language** (01%)		❑ **Throw** (25%)	
❑ **Disguise** (01%)		❑ **Afrikaans**	11%	❑ **Track** (10%)	
❑ **Dodge** (DEXx2%)	26%	❑ **Arabic**	06%	**Firearms**	
❑ **Drive Carriage** (20%)	45%	❑ **French**	20%	❑ **Handgun** (20%)	
❑ **Electr. Repair** (10%)		❑ **Gaelic**	25%	❑ **Machine Gun** (15%)	
❑ **Fast Talk** (05%)	25%	❑ **Hindi**	16%	❑ **Rifle** (25%)	
❑ **First Aid** (30%)	40%	❑ **Latin**	10%	❑ **Shotgun** (30%)	
❑ **Folklore** (05%)	**30%**	❑ **Kariera**	07%	❑ **SMG** (15%)	

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)		1d3	❑			
❑	**Grpl** (25%)		**special**	❑			
❑	**Head** (10%)		1d4	❑			
❑	**Kick** (25%)		1d6	❑			
❑	Sewing Needle	30%	1d2	❑			
❑	Umbrella	40%	1d4	❑			
❑				❑			

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Personal Data

Investigator Name Mrs. Hayes
Residence Cuncudgerie
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

You are not quite sure what brought you to Australia and the mining town of Cuncudgerie. It seemed like a nice place to settle down after years spent following your husband from one military outpost to another. But then when you were a girl, all those years ago; life as a soldier's wife not only definitely seemed like a good prospect, it appealed to your sense of romanticism. Charlie Hayes was a corporal when you first met him and by the time of your first posting abroad, he was a sergeant. Over the years and across the Empire as he rose in rank, your position and responsibility rose with it, far outstripping your ordinary origins on the backstreets of Dublin. As a Sergeant Major's wife, it was your duty for many years to keep an eye on the wives of the men under your husband's command.

You have been a widow now for several years, your husband having died of a heart attack. You have several children and yet more grandchildren, though some were killed during the Great War. They are either back in England, or somewhere abroad. In your retirement, not wanting to really put your feet up and not really being quite able to live comfortably on a good soldier's widow's pension, you decided that the best thing you could do was open a boarding house. That could have been at home in England or anywhere, but why Australia? And why Cuncudgerie? Both are questions that you lack real answers to, except to say that you were drawn here…

You do find yourself fascinated by local native folklore and in the tales that the miners tell about the Outback. Especially tales of a lost city.

You run a clean and respectable boarding house where, although you understand that men can be men, you brook no nonsense from anyone. You have created a doughty position in Cuncudgerie and are a well known figure about town and with the local tradesmen and the authorities. You know how to use your position, and when you want something, you are always resolute in acquiring it.

Your first name is Louise but you are not on first name terms with anyone enough to use it.

For many years you have suffered from bouts of memory loss. Never when Charlie was around, indeed only when he was away. You have no explanation for them but you have not had an occurrence for several years now.

Income & Savings

Income	Cash on Hand	Savings
£300	£150	£3,000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Mrs. Louise Hayes
Occupation Grandma Ninja
Colleges, Degrees None
Birthplace Dublin
Sex Female **Age** 65 **D.O.B.** 1860
Mental Disorders

Characteristics & Rolls

STR	15	**DEX**	15	**INT**	17	**Idea**	85%
CON	13	**APP**	11	**POW**	11	**Luck**	55%
SIZ	10	**SAN**	20	**EDU**	23	**Know**	95%

99-Cthulhu Mythos 89 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 [20] 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 [11]
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 20%
- ❑ **Anthropology** (01%) ____
- ❑ **Archaeology** (01%) ____
- **Art** (05%)**:**
- ❑ **Dance** 35%
- ❑ **Astronomy** (01%) ____
- ❑ **Bargain** (05%) 55%
- ❑ **Biology** (01%) ____
- ❑ **Botany** (02%) 21%
- ❑ **Chemistry** (01%) ____
- ❑ **Climb** (40%) 50%
- ❑ **Conceal** (15%) ____
- **Craft** (05%)
- ❑ **Cookery** 55%
- ❑ **Embroidery** 25%
- ❑ **Credit Rating** (15%) 25%
- **Cthulhu Mythos** (00) 10%
- ❑ **Disguise** (01%) ____
- ❑ **Dodge** (DEXx2%) 26%
- ❑ **Drive Carriage** (20%) 45%
- ❑ **Electr. Repair** (10%) ____
- ❑ **Fast Talk** (05%) 25%
- ❑ **First Aid** (30%) 40%
- ❑ **Folklore** (05%) 30%
- ❑ **Geology** (01%) ____
- ❑ **Hide** (10%) 25%
- ❑ **History** (20%) 30%
- ❑ **Jump** (25%) ____
- ❑ **Law** (05%) 10%
- ❑ **Library Use** (25%) ____
- ❑ **Listen** (25%) 60%
- ❑ **Literature** (10%) 20%
- ❑ **Locksmith** (01%) 21%
- ❑ **Martial Arts** (01%) 15%
- ❑ **Mech. Repair** (20%) 45%
- ❑ **Medicine** (05%) 25%
- ❑ **Military Sci.** (00%) 20%
- ❑ **Natural History** (10%) 20%
- ❑ **Navigate** (10%) ____
- ❑ **Occult** (05%) 25%
- ❑ **Opr. Hvy. Mch.** (01%) ____
- **Other Language** (01%)
- ❑ **Afrikaans** 11%
- ❑ **Arabic** 06%
- ❑ **French** 20%
- ❑ **Gaelic** 25%
- ❑ **Hindi** 16%
- ❑ **Latin** 10%
- ❑ **Kariera** 07%
- ❑ **Pidgin English** 11%
- **Own Language** (EDUx5%)
- ❑ **English** 95%
- ❑ **Persuade** (15%) 30%
- ❑ **Pharmacy** (01%) 11%
- ❑ **Photography** (10%) ____
- ❑ **Physics** (01%) ____
- ❑ **Philosophy/Rel.**(05%) 20%
- ❑ **Pilot** (01%) ____
- ❑ **Psychoanalysis** (01%) ____
- ❑ **Psychology** (05%) 25%
- ❑ **Ride** (05%) 30%
- ❑ **Sneak** (10%) 25%
- ❑ **Spot Hidden** (25%) 45%
- ❑ **Swim** (25%) ____
- ❑ **Throw** (25%) 35%
- ❑ **Track** (10%) ____
- **Firearms**
- ❑ **Handgun** (20%) 25%
- ❑ **Machine Gun** (15%) ____
- ❑ **Rifle** (25%) 35%
- ❑ **Shotgun** (30%) ____
- ❑ **SMG** (15%) ____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4
❑	**Grpl** (25%)	30%	**special**
❑	**Head** (10%)	____	1d4+1d4
❑	**Kick** (25%)	30%	1d6+1d4
❑	Knife	30%	1d4+1d4
❑	Sewing Needle	30%	1d2+1d4
❑	Umbrella	40%	1d4+1d4

	firearm	*%*	*damage*
❑			
❑			
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name Mrs. Hayes
Residence Cuncudgerie
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

You are not quite sure what brought you to Australia and the mining town of Cuncudgerie.. It seemed like a nice place to settle down after years spent following your husband from one military outpost to another. But then when you were a girl, all those years ago; life as a soldier's wife not only definitely seemed like a good prospect, it appealed to your sense of romanticism. Charlie Hayes was a corporal when you first met him and by the time of your first posting abroad, he was a sergeant. Over the years and across the Empire as he rose in rank, your position and responsibility rose with it, far outstripping your ordinary origins on the backstreets of Dublin. As a Sergeant Major's wife, it was your duty for many years to keep an eye on the wives of the men under your husband's command.

You have been a widow now for several years, your husband having died of a heart attack. You have several children and yet more grandchildren, though some were killed during the Great War. They are either back in England, or somewhere abroad. In your retirement, not wanting to really put your feet up and not really being quite able to live comfortably on a good soldier's widow's pension, you decided that the best thing you could do was open a boarding house. That could have been at home in England or anywhere, but why Australia? And why Cuncudgerie? Both are questions that you lack real answers to, except to say that you were drawn here…

You do find yourself fascinated by local native folklore and in the tales that the miners tell about the Outback. Especially tales of a lost city.

You run a clean and respectable boarding house where, although you understand that men can be men, you brook no nonsense from anyone. You have created a doughty position in Cuncudgerie and are a well known figure about town and with the local tradesmen and the authorities. You know how to use your position, and when you want something, you are always resolute in acquiring it.

Your first name is Louise but you are not on first name terms with anyone enough to use it.

Mrs. Louise Hayes is a mind-blanked Yithian agent, used for the past four decades to monitor British military development and presence around the world. Her marriage to a British Army NCO enabling her to fulfill this role for her secret masters.

The mind-blanked memories of her activities account for her intermittent periods of amnesia, but the physical skills they taught her linger on in a resolute will and a feeling that she is more capable than she looks.

Her move to Cuncuderige was not random but an implanted impulse placed by Kakakatak, the Great Race researcher captured by Robert Huston and imprisoned in their city deep in the desert. Without access to the right equipment, he is not capable of making direct contact with the landlady at any distance, but closer to the city, Mrs. Hayes will feel a greater pull towards it.

Income & Savings

Income	Cash on Hand	Savings
£300	£150	£3,000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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Investigator Name Moussa "Jean-Paul" Coulibaly
Occupation Gun for Hire
Colleges, Degrees None
Birthplace Ségou, French Soudan
Sex Male **Age** 28 **D.O.B.** 1897
Mental Disorders

Characteristics & Rolls

STR	12	**DEX**	12	**INT**	16	**Idea**	80%
CON	16	**APP**	10	**POW**	12	**Luck**	60%
SIZ	13	**SAN**	56	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 [56] 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 13 14 [15] 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Call of Cthulhu®
Horror Roleplaying in the Worlds of H.P. Lovecraft

Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) _____
- **Cthulhu Mythos** (00) _____
- ❑ **Desert Survival** (01%) 31%
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) _____
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) 45%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 25%
- ❑ **History** (20%) _____
- ❑ **Jump** (25%) 25%
- ❑ **Jungle Survival** (01%) 11%
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) 40%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Military Science** (00%) 20%
- ❑ **Natural History** (10%) 30%
- ❑ **Navigate** (10%) 30%
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **Arabic** 25%
- ❑ **Bambara** 50%
- ❑ **English** 40%
- ❑ **French** 60%
- ❑ **German** 20%
- ❑ **Mandarin** 30%
- ❑ **Phoom Penh Khmer** 15%
- ❑ **Shanghainese** 20%
- ❑ **Vietnamese** 10%
- **Own Language** (EDUx5%)
- ❑ **Maasinankoore** 80%
- ❑ **Persuade** (15%) _____
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%) _____
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) _____
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) 25%
- ❑ **Spot Hidden** (25%) 40%
- ❑ **Swim** (25%) 25%
- ❑ **Throw** (25%) 40%
- ❑ **Track** (10%) 40%

Firearms

- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) 60%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) 30%

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	60%	1d3+1d4
❑	**Grpl** (25%)	40%	**special**
❑	**Head** (10%)	25%	1d4+1d4
❑	**Kick** (25%)	35%	1d6+1d4
❑	Garrote	25%	**special**
❑	Knife	45%	1d4+1d4
❑	Spear	40%	1d8+1+1d4

	firearm	*%*	*damage*
❑			
❑			
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name Moussa "Jean-Paul" Coulibaly
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

As a boy you had expected nothing more than to live with and herd the cattle as your father had done around the city of Ségou in French Sudan and along the Niger River. France to you was just where the White man came from to tell you how to speak and how to live. Their demands were greater when, at the age of 17, you took the 200 Franc bonus and volunteered for the Armée d'Afrique to fight for your mother nation on her soil. Trained as a Tirailleurs Sénégalais, a rifleman or light infantryman, you spent almost three years on the Western Front, fighting the Boche on the Somme, and later alongside the American Expeditionary Force. In the last year of the Great War, you fought alongside them at Saint-Mihiel and then in the Argonne Forest. You also encountered your first Black men not born in Africa like yourself, coming to respect their spirit and bravery as much as their tales of oppression angered you.

Following the end of the Great War, you and your fellow Tirailleurs Sénégalais were not demobilized like the rest of the French Army, but sent to garrison her colonies. This is why your service continued in French Indochina, first in Hanoi, and then in Phnom Penh in the South. Upon demobilisation, you decided not to return home to the French Soudan, but continue life as a soldier on your own terms. You have found a difficult home in Shanghai, finding work in turn as a guard, a bodyguard, and a gun for hire. You have worked for both Chinese and European masters, often as a guard for businessmen in the city's French Concession, part of the International Settlement. When not employed you often work the bars along Lantern Street, looking to make contacts that will get more work. This includes the Stumbling Tiger, where you will stand others a round or two, but as a Muslim, you will barely touch the beer yourself. As a regular, you are on speaking terms with its owner, "McChum."

Income & Savings

Income	Cash on Hand	Savings
-	$25	$75

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Fregattenkapitän Horst von Schroeter
Occupation Diplomat
Colleges, Degrees None
Birthplace Danzig
Sex Male **Age** 33 **D.O.B.** 1892
Mental Disorders

Characteristics & Rolls

STR	11	**DEX**	13	**INT**	14	**Idea**	70%
CON	13	**APP**	12	**POW**	12	**Luck**	60%
SIZ	15	**SAN**	56	**EDU**	19	**Know**	95%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 [56] 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3 4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3 4 5 6 7 8 9 10 11
12 13 [14] 15 16 17 18 19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 25%
- ❑ **Boating** (01%) 35%
- ❑ **Biology** (01%) _____
- ❑ **Cartography** (00%) 21%
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) 50%
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 35%
- ❑ **Crytography** (00%) 21%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 26%
- ❑ **Drive Auto** (20%) 20%
- ❑ **Electr. Repair** (10%) 30%
- ❑ **Fast Talk** (05%) 20%
- ❑ **First Aid** (30%) 30%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) 25%
- ❑ **Jump** (25%) 25%
- ❑ **Law** (05%) 15%
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) _____
- ❑ **Locksmith** (01%) _____
- ❑ **Martial Arts** (01%) 11%
- ❑ **Mech. Repair** (20%) 40%
- ❑ **Medicine** (05%) _____
- ❑ **Meteorogy** (01%) 30%
- ❑ **Military Science** (00%) 15%
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) 50%
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **English** **46%**
- ❑ **French** **10%**
- ❑ **Mandarin** **45%**
- ❑ **Shanghaiese** **15%**
- **Own Language** (EDUx5%)
- ❑ **German** **95%**
- ❑ **Persuade** (15%) 20%
- ❑ **Pharmacy** (01%) 11%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) 11%
- **Pilot** (01%)
- ❑ **Boat** **61%**
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) _____
- ❑ **Ride** (05%) _____
- ❑ **Sailing** (00%) 45%
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) _____
- ❑ **Swim** (45%) 50%
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 25%
- ❑ **Machine Gun** (15%) 40%
- ❑ **Rifle** (25%) 40%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4	❑	P08 Luger	25%	1d10
❑	**Grpl** (25%)	____	**special**	❑		____	
❑	**Head** (10%)	____	1d4+1d4	❑		____	
❑	**Kick** (25%)	____	1d6+1d4	❑		____	
❑		____		❑		____	
❑		____		❑		____	
❑		____		❑		____	

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Personal Data

Investigator Name Fregattenkapitän Horst von Schroeter
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Your family has a longstanding naval tradition with your father serving in the Kaiserliche Marine, and his father having served in the the Norddeutsche Bundesmarine and the Prussian Navy before that. You grew up wanting to follow in their footsteps, though not in European Imperial Germany but at Kiautschou-Bucht, the German Colonial Concession of Kiauchau Bay on China's Northern coast. Your family lived there when your father served as an executive officer aboard an East Asia Squadron light cruiser. The Concession's school had a strong naval tradition, being supervised by the Reichsmarineamt (Imperial Naval Office) and governed by a Kaiserliche Marine officer, and it prepared its young men for Naval service. Training as a sailor at the nearby Naval Academy Mürwik (established by Kaiser Wilhelm II in 1910) you grew to love both China and the locally brewed Tsingtao Beer.

Graduating as an Oberleutnant zur See, you did not join the surface fleet, but were instead trained to serve in the Atlantic U-Boot arm. While loyal to the Kaiser throughout the Great War you came to dislike your nation's reliance on attacking civilian shipping, which you saw as a dishonourable way of waging war against the grand enemy and her Royal Navy.

Having risen to command a U-Boot of your own, the war ended with you surrendering to the British on 21st December 1918. After being interned for three months, you returned home to find your father had died at sea at the Battle of the Falkland Islands. The war's horrors made you seek a new direction. Germany had been forced to accept the demeaning Treaty of Versailles, but that same treaty also established a body that many hoped would steer the world from conflict and towards peace. This League of Nations sought to encourage disarmament, halt war through collective security and diplomacy, and improve the world's quality of life. You knew that you could uphold these ideals. Unfortunately the League of Nation's secretariat was reluctant to employ a German so soon after the war and your superiors sent you to China as a naval attaché to the German Consulate in the International Settlement of Shanghai.

Though Germany will not join the League of Nations until September 1926, both your competent background in Chinese culture and diplomatic position in the Weimar German Consulate in Shanghai has made you an unofficial resource for the League's Temporary Slavery Commission (this is actively supported by the German government, which hopes to join the League soon). Alongside your often boring duties as a Consular naval attaché you send first-hand reports to the Slave Commission back in Geneva. Though remaining a German naval officer, you put more towards your League "hobby" than your true job.

A recent spate of kidnappings and trafficking incidents in white slaves by an as-yet unknown gang has caught your interest, along with rumors of strange activities on Gray Dragon Island. You think the latter might be a manufacturing site for a local drug lord or home to pirates. During your three years in Shanghai you have found the easiest means to discover what you need to know is to pay for it in one of the city's various "puzzle" bars.

Income & Savings

Income	Cash on Hand	Savings
£300	£30	£3000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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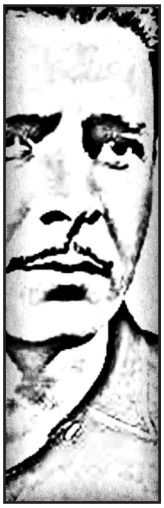

Investigator Name Kumaran Azhikode
Occupation Lascar Tindal
Colleges, Degrees None
Birthplace Kerala
Sex Male **Age** 34 **D.O.B.** 1891
Mental Disorders

Characteristics & Rolls

STR	14	**DEX**	17	**INT**	16	**Idea**	80%
CON	14	**APP**	11	**POW**	13	**Luck**	70%
SIZ	12	**SAN**	65	**EDU**	14	**Know**	70%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 [65]
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 30%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ **Dance** 25%
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) _____
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) 60%
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) _____
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 34%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) 50%
- ❑ **Fast Talk** (05%) _____
- ❑ **First Aid** (30%) 40%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) _____
- ❑ **History** (20%) _____
- ❑ **Jump** (25%) 40%
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) _____
- ❑ **Listen** (25%) 25%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ **Kalarippayattu** 45%
- ❑ **Mech. Repair** (20%) 60%
- ❑ **Medicine** (05%) 20%
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) 50%
- **Other Language** (01%)
- ❑ **Arabic** 10%
- ❑ **Cantonese** 20%
- ❑ **English** 50%
- ❑ **Hindi** 40%
- ❑ **Mandarin** 20%
- ❑ **Portugese** 10%
- ❑ **Spanish** 10%
- **Own Language** (EDUx5%)
- ❑ **Malayalam** 80%
- ❑ **Persuade** (15%) 15%
- ❑ **Pharmacy** (01%) _____
- ❑ **Philosophy/Rel.** (05%) 15%
- ❑ **Photography** (10%) _____
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 09%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) _____
- ❑ **Spot Hidden** (25%) 25%
- ❑ **Swim** (25%) 25%
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	____	1d3+1d4
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	____	1d4+1d4
❑	**Kick** (25%)	35%	1d6+1d4
❑	Katar	35%	1d6+3+1d4
❑	Monkey Wrench	30%	1d8+1d4
❑	Urimi	41%	1d6+1d4

	firearm	*%*	*damage*
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Kumaran Azhikode
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

You are a Hindu, of the martial Ezhava caste, from the Southern state of Kerala. Your family works a farm outside of the city of Kannur, in the north of the state, and is relatively poor given the status of your caste. Because of this, it is a family tradition to send a son to sea. For the last two decades you have worked as a Lascar, a sailor aboard the British merchant vessels that ply the seas between the Empire's many ports. Lascars from Goa join the Purser's Department, those from Pakistan and the North-West work the engine room, but you as an Indian, work the deck. You have risen to the rank of Tindal, the second-in-command to a Serang who controls Lascar deckhands aboard ship, but now you feel ready to become a Serang.

As a boy you were trained in the ancient martial art of Kalarippayattu, learning its philosophy and skills, following in the footsteps of your father and brothers. Your agility has meant that you have been taught some advanced techniques, including training in the urimi, the flexible sword that you wear coiled around your waist. Almost like steel whip, you treat it with great care, knowing that if you mishandle it in combat, it will strike you and not your opponent.

Late last year you met Mr. Elias as a passenger aboard your ship. It was readily apparent to you that he was distressed, though he did his best to hide it. Over the course of the trip you became friends with him and Mr. Elias was able to express some of his concerns.

You have heard whispers of the vile practices carried out by various peoples across the Orient, especially those in concession ports on the Chinese coast, and worse out on the islands of the Pacific.

The Urimi is a genuine weapon, one that is difficult to detect when worn. In the wrong hands it is a danger to anyone around the wielder, including his allies and himself. If the wielder rolls a fumble, all those around him should make a Luck roll. Failure indicates that this person has been struck rather than the intended target. As a martial arts weapon, it is up to the Keeper to decide whether its use benefits from the Martial Arts skill.

Income & Savings

Income	Cash on Hand	Savings
£41	£40	£2

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Robert Scott Bennie
Occupation Deputy Texas Ranger
Colleges, Degrees none
Birthplace Wink, Texas
Sex Male **Age** 23 **D.O.B.** 1902
Mental Disorders

Characteristics & Rolls

STR	13	**DEX**	15	**INT**	13	**Idea**	65%
CON	12	**APP**	10	**POW**	12	**Luck**	60%
SIZ	12	**SAN**	60	**EDU**	16	**Know**	80%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 [60] 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Investigator Skills

❑ **Accounting** (10%)	20%	❑ **Jump** (25%)	40%	❑ **Psychoanalysis** (01%)	
❑ **Anthropology** (01%)		❑ **Law** (05%)	45%	❑ **Psychology** (05%)	45%
❑ **Archaeology** (01%)		❑ **Library Use** (25%)		❑ **Ride** (05%)	70%
Art (05%)**:**		❑ **Listen** (25%)		❑ **Roping** (10%)	50%
❑		❑ **Locksmith** (01%)		❑ **Sneak** (10%)	
❑ **Astronomy** (01%)		**Martial Arts** (01%)		❑ **Spot Hidden** (25%)	40%
❑ **Bargain** (05%)	20%	❑		❑ **Swim** (25%)	
❑ **Biology** (01%)		❑ **Mech. Repair** (20%)	40%	❑ **Throw** (25%)	
❑ **Chemistry** (01%)		**Medicine** (05%)		❑ **Track** (10%)	55%
❑ **Climb** (40%)		❑ **Veterinary**	20%	❑	
❑ **Conceal** (15%)		❑ **Natural History** (10%)	20%	❑	
Craft (05%)		❑ **Navigate** (10%)		❑	
❑		❑ **Occult** (05%)		❑	
❑ **Credit Rating** (15%)	20%	❑ **Opr. Hvy. Mch.** (01%)		❑	
Cthulhu Mythos (00)		**Other Language** (01%)		❑	
❑ **Disguise** (01%)		❑ **Spanish**	31%	❑	
❑ **Dodge** (DEXx2%)	35%	**Own Language** (EDUx5%)		❑	
❑ **Drive Auto** (20%)	45%	❑ **English**	80%		
❑ **Electr. Repair** (10%)		❑ **Persuade** (15%)	40%	**Firearms**	
❑ **Fast Talk** (05%)		❑ **Pharmacy** (01%)		❑ **Handgun** (20%)	55%
❑ **First Aid** (30%)	40%	❑ **Photography** (10%)		❑ **Machine Gun** (15%)	
❑ **Geology** (01%)		❑ **Physics** (01%)		❑ **Rifle** (25%)	50%
❑ **Hide** (10%)		**Pilot** (01%)		❑ **Shotgun** (30%)	
❑ **History** (20%)		❑		❑ **SMG** (15%)	

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	55%	1d3+1d4	❑	Colt Model 1911 Pistol in .45 ACP	55%	1d10+2
❑	**Grpl** (25%)		**special**	❑	Winchester '94 in .30-30	50%	2d6+1
❑	**Head** (10%)		1d4+1d4	❑	.		
❑	**Kick** (25%)		1d6+1d4	❑			
❑	Bowie Knife	30%	1d4+2+1d4	❑			
❑				❑			
❑				❑			

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Personal Data

Investigator Name Robert Scott Bennie
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

You are the son of a ranching family from West Texas, growing up helping your parents such that you became an excellent horseman and marksman. As a boy you admired the tales of the Texas Rangers and vowed to become one if you could. The agency's poor record during the Mexican Revolution, including the massacre in Porvenir, and the subsequent reforms gave you the opportunity to join after attending college.

You recently returned from the town of Burkburnett in North Texas, where you helped break up a liquor smuggling racket and enforce the law in the rough oil town. Currently you are on administrative duty pending further assignment on what will hopefully be your first unassisted assignment.

Income & Savings

Income	Cash on Hand	Savings
$10500	$250	$2000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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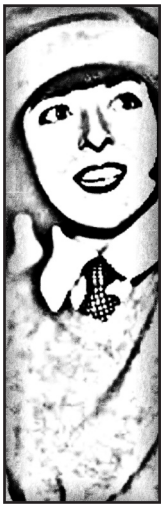

Investigator Name Catrine Blichfeldt
Occupation Society Reporter
Colleges, Degrees St. Olaf College, English
Birthplace Minnetonka, MN
Sex Female **Age** 23 **D.O.B.** 1902
Mental Disorders _____

Characteristics & Rolls

STR	10	**DEX**	12	**INT**	16	**Idea**	80%
CON	09	**APP**	16	**POW**	14	**Luck**	70%
SIZ	14	**SAN**	70	**EDU**	15	**Know**	75%

99-Cthulhu Mythos 99 Damage Bonus none

Sanity Points

Insane	**0**	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	[70]	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious	**0**	1	2	3	4	5	6	7
8	9	10	11	12	13	[14]	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43

Hit Points

Dead	**-2**	**-1**	**0**	**1**	**2**	3	4	5	6	7
8	9	10	11	12	[13]	14	15	16	17	18
19	20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39	40
41	42	43								

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Investigator Skills

- ❑ **Accounting** (10%) _____
- ❑ **Anthropology** (01%) 15%
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ **Dance** 40%
- ❑ **Writing** 35%
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 15%
- ❑ **Biology** (01%) _____
- ❑ **Botany** (01%) 20%
- ❑ **Chemistry** (01%) 20%
- ❑ **City Lore (NY)** (01%) 25%
- ❑ **Climb** (40%) _____
- ❑ **Conceal** (15%) _____
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 25%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 24%
- ❑ **Drive Auto** (20%) _____
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 45%
- ❑ **First Aid** (30%) _____
- ❑ **Folklore** (05%) 25%
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 20%
- ❑ **History** (20%) 40%
- ❑ **Jump** (25%) _____
- ❑ **Law** (05%) _____
- ❑ **Library Use** (25%) 50%
- ❑ **Listen** (25%) 55%
- ❑ **Locksmith** (01%) _____
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 25%
- ❑ **Norwegian** 40%
- **Own Language** (EDUx5%)
- ❑ **English** 95%
- ❑ **Persuade** (15%) 45%
- ❑ **Pharmacy** (01%) _____
- ❑ **Photography** (10%) 50%
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ _____ _____
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 45%
- ❑ **Ride** (05%) _____
- ❑ **Sneak** (10%) 25%
- ❑ **Spot Hidden** (25%) 40%
- ❑ **Swim** (25%) 45%
- ❑ **Throw** (25%) _____
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) _____
- ❑ **Machine Gun** (15%) _____
- ❑ **Rifle** (25%) _____
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*		*firearm*	*%*	*damage*
❑	**Fist** (50%)	____	1d3	❑	_____	____	_____
❑	**Grpl** (25%)	____	**special**	❑	_____	____	_____
❑	**Head** (10%)	____	1d4	❑	_____	____	_____
❑	**Kick** (25%)	30%	1d6	❑	_____	____	_____
❑	Slap	50%	1d2	❑	_____	____	_____
❑	Hat Pin	25%	1d2	❑	_____	____	_____
❑	_____	____	_____	❑	_____	____	_____

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Personal Data

Investigator Name Catrine Blichfeldt
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Of Norwegian stock and originally from Minnesota, you attended the prestigious St. Olaf College, majoring in English and wanting to become a writer. To do that, you knew that youhad to come to New York, which you did shortly after graduating. A good reference got you a job at the *New York Pillar/Riposte*, but not doing what you feel to be worthwhile. You went to work on the society pages, which meant that you have met many of the great, the good, and the bad of New York's high society. At first, for a girl who had never been further East than Chicago, this was very glamorous, even thrilling. The job even came with an allowance for the many outfits needed to attend the many soirees.

Yet this has begun to pale and it seems all so superficial and meaningless. You dream of getting a big scoop or writing a famous novel, but here you are attending big parties as a reporter or checking facts in the morgue for the paper's chief society reporter. If you are to get a society scoop, then you have to be lucky or the chief society reporter fall ill, which seems an unlikely prospect.

Something interesting happened just the other day -- several people came into the morgue looking for newspaper clippings. There is nothing strange about that, but the subject of the clippings was interesting. The Carlyle family, and more specifically, Roger Carlyle. You know the story -- he went on a round the world trip back in 1919, first to London, then Egypt, and finally Kenya where he and his friends were killed by natives. The question is, why is somebody looking into the fate of the Carlyle Expedition all this time later? Are they cranks, or do they know something not revealed in the clippings Morgue or by his sister, Erica?

You have met Erica Carlyle several times at the parties she throws and attends. Unfortunately, your job keeps you from being friends with her, although your relationship has always been friendly. She strikes you as an intelligent and clever woman.

Income & Savings

Income	Cash on Hand	Savings
$3000	$30	$3000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name R. Donald Brewer
Occupation Engineer
Colleges, Degrees Univ. of Birmingham, BSc Chemistry
Birthplace Birmingham
Sex Male **Age** 36 **D.O.B.** 1889
Mental Disorders

Characteristics & Rolls

STR	13	**DEX**	13	**INT**	15	**Idea**	75%
CON	12	**APP**	13	**POW**	12	**Luck**	60%
SIZ	15	**SAN**	57	**EDU**	17	**Know**	85%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 [57] 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
[12] 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 13 [14] 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

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Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 20%
- ❑ **Anthropology** (01%)
- ❑ **Archaeology** (01%)
- **Art** (05%)**:**
- ❑ _____
- ❑ **Astronomy** (01%)
- ❑ **Bargain** (05%) 15%
- ❑ **Business** (01%) 25%
- ❑ **Biology** (01%)
- ❑ **Carp./Woodwork** (10%) 40%
- ❑ **Chemistry** (01%) 66%
- ❑ **Climb** (40%) 45%
- ❑ **Conceal** (15%) 45%
- **Craft** (05%)
- ❑ _____
- ❑ **Credit Rating** (15%) 20%
- **Cthulhu Mythos** (00)
- ❑ **Disguise** (01%)
- ❑ **Dodge** (DEXx2%) 26%
- ❑ **Drive Motorcycle** (20%) 40%
- ❑ **Electr. Repair** (10%) 45%
- ❑ **Explosives** (01%) 45%
- ❑ **Fast Talk** (05%)
- ❑ **First Aid** (30%)
- ❑ **Geology** (01%) 55%
- ❑ **Hide** (10%)
- ❑ **History** (20%) 40%
- ❑ **Jump** (25%)
- ❑ **Law** (05%)
- ❑ **Library Use** (25%) 45%
- ❑ **Listen** (25%)
- ❑ **Locksmith** (01%)
- **Martial Arts** (01%)
- ❑ _____
- ❑ **Mech. Repair** (20%) 45%
- ❑ **Medicine** (05%)
- ❑ **Military Science** (00%) 20%
- ❑ **Natural History** (10%)
- ❑ **Navigate** (10%)
- ❑ **Occult** (05%)
- ❑ **Opr. Hvy. Mch.** (01%) 46%
- **Other Language** (01%)
- ❑ _____
- **Own Language** (EDUx5%)
- ❑ **English** 85%
- ❑ **Persuade** (15%) 30%
- ❑ **Pharmacy** (01%)
- ❑ **Photography** (10%)
- ❑ **Physics** (01%) 56%
- **Pilot** (01%)
- ❑ _____
- ❑ **Psychoanalysis** (01%)
- ❑ **Psychology** (05%)
- ❑ **Ride** (05%)
- ❑ **Sneak** (10%)
- ❑ **Spot Hidden** (25%)
- ❑ **Swim** (25%)
- ❑ **Throw** (25%)
- ❑ **Track** (10%)
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____

Firearms

- ❑ **Handgun** (20%) 30%
- ❑ **Machine Gun** (15%)
- ❑ **Rifle** (25%) 30%
- ❑ **Shotgun** (30%)
- ❑ **SMG** (15%)

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	50%	1d3+1d4
❑	**Grpl** (25%)		**special**
❑	**Head** (10%)		1d4+1d4
❑	**Kick** (25%)		1d6+1d4
❑	Fencing Foil	50%	1d6+1+1d4
❑			
❑			

	firearm	*%*	*damage*
❑	Webley Mk VI Revolver	30%	1d10+2
❑	Short Mag. Lee-Enfield Mk III .303 Rifle	30%	2d6+4
❑			
❑			
❑			
❑			
❑			

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Personal Data

Investigator Name R. Donald Brewer
Residence _____
Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Before the Great War, you graduated as a chemist and joined your father's company, which supplied Birmingham's metals and casting industry with the chemicals it required. In time, you hoped to join him as a partner and inherit the company, but the Great War intervened and changed your life.

Your background ensured you a commission as a Second Lieutenant in the Corps of Royal Engineers. Your duties initially included the maintenance and construction of the trenches, but from 1916 you were assigned to the teams tunnelling out into no-mansland and under the German lines. A whole year was spent digging 21 tunnels and laying mines under the enemy fortifications ready for their detonation prior to the Battle of Messines, Southeast of Ypres. This earned you a promotion and the Miliary Cross.

Following the end of the Great War, you returned home to take up your father's business, but the lack of manpower as a result of the war and the Influenza outbreak reduced its capacity. Despite your efforts, you could not make it a going concern and decided to sell it to a competitor. With the money from the sale, you were able to settle various debts and now hope to use the remainder to establish yourself abroad. Your eventual destination is Australia, but in the meantime, you are taking the opportunitity to travel and see the world.

Income & Savings

Income	Cash on Hand	Savings
-	£500	£20000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts _____ **Spells** _____

Adventuring Gear & Possessions

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Investigator Name Finlay "Fin" Patterson
Occupation Retained Investigator
Colleges, Degrees None
Birthplace New York
Sex Male **Age** 28 **D.O.B.** 1897
Mental Disorders _____

Characteristics & Rolls

STR	13	**DEX**	14	**INT**	13	**Idea**	65%
CON	14	**APP**	11	**POW**	16	**Luck**	80%
SIZ	11	**SAN**	73	**EDU**	12	**Know**	60%

99-Cthulhu Mythos 99 Damage Bonus 1d4

Sanity Points

Insane **0** 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 [73] 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious **0** 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 [16] 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead **-2** **-1** **0** **1** **2** 3
4 5 6 7 8 9 10 11
12 [13] 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Horror Roleplaying in the Worlds of H.P. Lovecraft

Call of Cthulhu®

Investigator Skills

- ❑ **Accounting** (10%) 15%
- ❑ **Anthropology** (01%) _____
- ❑ **Archaeology** (01%) _____
- **Art** (05%)**:**
- ❑ _____ _____
- ❑ **Astronomy** (01%) _____
- ❑ **Bargain** (05%) 20%
- ❑ **Biology** (01%) _____
- ❑ **Chemistry** (01%) _____
- ❑ **Climb** (40%) 40%
- ❑ **Conceal** (15%) 30%
- **Craft** (05%)
- ❑ _____ _____
- ❑ **Credit Rating** (15%) 20%
- **Cthulhu Mythos** (00) _____
- ❑ **Disguise** (01%) _____
- ❑ **Dodge** (DEXx2%) 35%
- ❑ **Drive Auto** (20%) 50%
- ❑ **Electr. Repair** (10%) _____
- ❑ **Fast Talk** (05%) 35%
- ❑ **First Aid** (30%) _____
- ❑ **Geology** (01%) _____
- ❑ **Hide** (10%) 25%
- ❑ **History** (20%) _____
- ❑ **Jump** (25%) 25%
- ❑ **Law** (05%) 25%
- ❑ **Library Use** (25%) 35%
- ❑ **Listen** (25%) 45%
- ❑ **Literature** (05%) 15%
- ❑ **Locksmith** (01%) 36%
- **Martial Arts** (01%)
- ❑ _____ _____
- ❑ **Mech. Repair** (20%) _____
- ❑ **Medicine** (05%) _____
- ❑ **Natural History** (10%) _____
- ❑ **Navigate** (10%) _____
- ❑ **Occult** (05%) _____
- ❑ **Opr. Hvy. Mch.** (01%) _____
- **Other Language** (01%)
- ❑ **French** 25%
- ❑ **German** 05%
- ❑ **Latin** 05%
- ❑ **Mandarin** 05%
- ❑ **Spanish** 30%
- **Own Language** (EDUx5%)
- ❑ **English** 60%
- ❑ **Persuade** (15%) 40%
- ❑ **Pharmacy** (01%) _____
- ❑ **Philosophy/Rel.** (05%) 10%
- ❑ **Photography** (10%) 40%
- ❑ **Physics** (01%) _____
- **Pilot** (01%)
- ❑ **Boat** 31%
- ❑ **Psychoanalysis** (01%) _____
- ❑ **Psychology** (05%) 25%
- ❑ **Ride** (05%) _____
- ❑ **Shotgun Trivia** (00%) 80%
- ❑ **Sneak** (10%) 30%
- ❑ **Spot Hidden** (25%) 45%
- ❑ **Swim** (25%) 25%
- ❑ **Throw** (25%) 27%
- ❑ **Track** (10%) _____
- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Firearms

- ❑ **Handgun** (20%) 50%
- ❑ **Machine Gun** (15%) 20%
- ❑ **Rifle** (25%) 43%
- ❑ **Shotgun** (30%) _____
- ❑ **SMG** (15%) _____

Weapons

	melee	*%*	*damage*
❑	**Fist** (50%)	60%	1d3+1d4
❑	**Grpl** (25%)	____	**special**
❑	**Head** (10%)	15%	1d4+1d4
❑	**Kick** (25%)	____	1d6+1d4
❑	Brass Knuckles	60%	1d3+2+1d4
❑	Cosh	40%	1d8+1d4
❑	Billy Club	25%	1d6+1d4

	firearm	*%*	*damage*
❑	Smith & Wesson Model 10 .38 Revolver	50%	1d10
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____
❑	_____	____	_____

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Personal Data

Investigator Name Finlay "Fin" Patterson
Residence
Personal Description

Family & Friends

Episodes of Insanity

Wounds & Injuries

Marks & Scars

Investigator History

As a Catholic orphan, your choices were the seminary, the army, or a street gang. You chose the Marines and, as a member of the 6th marine Regiment, you were part of the American Expeditionary Force sent to France during the Great War. The fight against the Hun was hellish, particularly at the Battle of Belleau Wood, a month of savage trench fighting that you still have nightmares about. Service in the Marines also took you to Central America and to the Philippines where you picked up a little Mandarin on shore leave.

After the War, holding down a proper job was difficult and you found yourself working as muscle in a gang. A willingness to use your fists and a knowledge of Spanish got you a promotion: handling alcohol trafficking from Cuba. At the same time, your nightmares drove you into a spiral of alcoholism and violence. It was only the dissolution of the gang you were part of and the intervention of Joe Corey that got your life back on track. That, finding salvation in the church again, and taking the pledge not to drink.

Now you work as an investigator and hired muscle for the Carlyle family, though you report to a lawyer named Bradley Grey. Your main task is helping the family keep a steady supply of good quality alcohol, which often means going to Cuba. You also do other minor tasks, like investigating anyone who might be a threat to the family. Association with the family has enabled you to take some night classes and improve your standing a little.

You work on a retainer for a high shot lawyer named Bradley Grey who you know works for Erica Carlyle. You used to work for her bodyguard, Joe Corey, back when he was a mobster. In 1919, Miss Carlyle's brother went off on a round the world trip with some friends. He was killed in Africa the following year and now a group of amateur busybodies is looking into his death. Mr. Bradley wants you to follow, even join them, and find out what they know and if it represents any threat to the family name. Your travel costs and expenses will be paid for and you will have a line of credit available at any bank.

Joe Corey has mentioned that Mr. Carlyle had a bodyguard, a former marine named Jack Brady. Personally, you would be interested to know what happened to a fellow marine.

Income & Savings

Income	Cash on Hand	Savings
$10,000	$500	$2,000

Mythos Tomes Read

Magical Artifacts/Spells Known

Artifacts **Spells**

Adventuring Gear & Possessions

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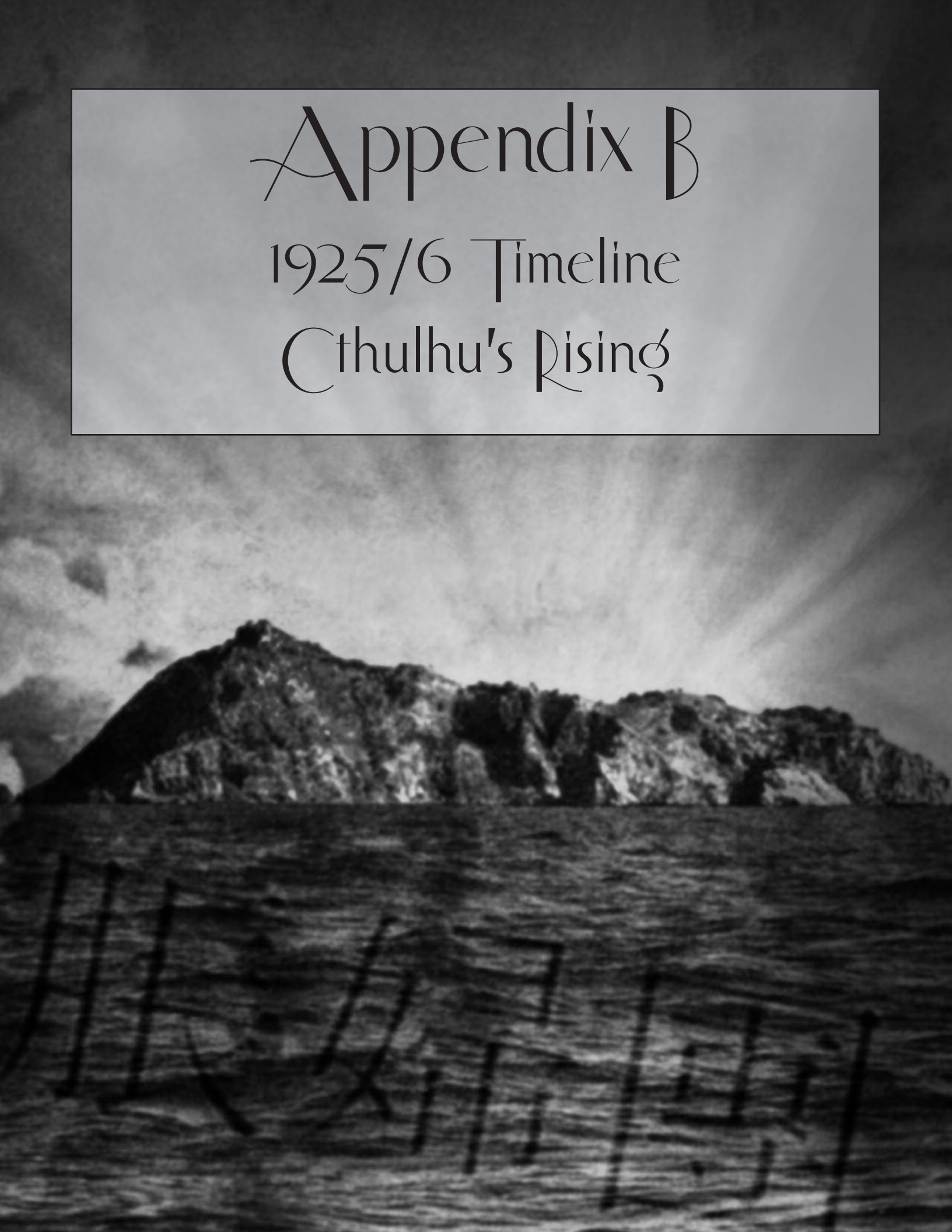
Appendix B

1925/6 Timeline

Cthulhu's Rising



Masks of Nyarlathotep
Timeline for 1925/6

By Hal Eccles with Bret Kramer

Headlines for January 1925 – January 1926

One of the many methods that Lovecraft used to establish horror in his writing was using verisimilitude – incorporating the events of his tales into the real world – and thereby making the unreality and terror of the events described all the more unsettling because of the plausibility of what had come before. The Keeper can incorporate the headlines of the day as presented here to provide a bit of color to his campaign or to foreshadow certain future events in the game. Certain events, marked with an asterisk, are taken from Lovecraft's own fiction or from elements of other *Call of Cthulhu* campaigns and scenarios and are included for the amusement of the Keeper.

January 1, 1925

CHINESE TRAIN "HELD UP"
Peking alarmed as military abuse railways.

January 2, 1925

SYRIA AND THE TURKS
Fears for Alexandretta as new state formed.

January 4, 1925

FASCIST VIOLENCE
Mussolini assumes full control of Italy.

January 5, 1925

STORM AT SEA
New York Liners delayed.

January 12, 1925

FIGHTING NEAR SHANGHAI
Rival factions cause tension in the Far East.

January 14, 1925

US SUBMARINE AGROUND
40 men stranded as boat is grounded.

January 15, 1925

TRAIN ROBBERY ON LONG ISLAND
$2000 stolen by youth.

January 23, 1925

COSTA RICA AND THE LEAGUE
Costa Rica announces its withdrawal from the League of Nations.

January 24, 1925

BRITISH BOYS AS SETTLERS
Farm apprentices to settle in South Australia.

January 25, 1925

SOLAR ECLIPSE IN AMERICA
Visible from Manhattan to Minnesota.

January 27, 1925

ROYAL VISIT TO EAST AFRICA
Duke and Duchess of York visit Mombasa.

January 29, 1925

THE GREAT RACE OF MERCY
Dog sleds take diphtheria serum to Alaska.

February 2, 1925

ANOTHER MOUNTAIN EXPEDITION
Climbers organize trip up Mount Logan.

February 4, 1925

FRANCE AND THE VATICAN
Socialist party suspicious as embassy question raises its head.

February 7, 1925

ROYAL VISIT REACHES NAIROBI
Shooting expedition planned!

February 10, 1925

FOG OVER NEW ENGLAND STATES
New York railway accidents.

February 11, 1925

SUDDEN DEATH OF KENYA GOVERNOR
Operation not enough to save Sir Coryndon.

February 18, 1925

"WHITE CARGO": INJUCTION GRANTED FOR PIRACY!
New York play is "copy of a novel," court rules.

February 21, 1925

THE GOVERNORSHIP OF KENYA
Bigger salary to entice the right man.

February 22, 1925

NEW YORKER, NEW!
The New Yorker, a magazine, publishes its first issue.

February 24, 1925

AFTER DINNER SPEAKER FOUND DEAD
London Police investigate!

February 26, 1925

THE KURDISH REVOLT
Insurgent Kurds occupy Karput and overrun Turkish forces.

February 28, 1925

PATIENTS STORM FROM ASYLUM
Vancouver police on high alert after breakout.

March 2, 1925

EARTH TREMOR IN NEW YORK
Public alarm as city shakes.

March 4, 1925

MR COOLIDGE, INAUGURATION TODAY
US Presidential inauguration broadcast on radio!

March 9, 1925

JUBALAND OUTBREAK
Inter-tribal fighting. Garrison strengthened in Kismayu.

March 11, 1925

TWO KILLED BY RHINOCEROS
Death of woman and Army Captain.

March 13, 1925

SUN YAT-SEN DEAD AT 58
Illness fells Chinese leader and Kuomintang Party founder.

March 14, 1925

INFLUENZA EPIDEMIC IN CHICAGO
Heavy death roll predicted.

March 17, 1925

WOMAN'S DEATH IN HOTEL
Woman shot dead in Dover hotel; strange eastern connections.

March 20, 1925

TORNADO HAVOC IN AMERICA
900 persons dead and 26 towns in ruin as tornado sweeps Missouri, Illinois, and Indiana.

March 23, 1925

SHIPPING DISRUPTED
Southern Pacific shipping in turmoil. Freak weather and sea conditions forcing many to return to port.

March 25, 1925

WORKMAN DISCOVERS MASTADON BONES
New York cellar find!

April 2, 1925

GERMAN PACT PROPOSAL
French support Rhineland guarantee pact.

April 3, 1925

TURKISH INTERESTS IN SYRIA
Negotiations with France agree to autonomy of Syria.

April 4, 1925

MURDER AND SUICIDE IN NEW YORK
Long standing feud in Mexican War office ends in tragedy.

April 5, 1925

MUSEUM FOR KENYA
Memorial to Sir Robert Coryndon proposed for Nairobi.

April 6, 1925

GENEVA ARMS CONFERENCE
Arms limitations agreed.

April 12, 1925

MISSING SAILOR RECOVERED
Norwegian is rescued after a month lost at sea.

April 18, 1925

SOFIA BOMB OUTRAGE
150 killed in suspected communist plot.

April 21, 1925

KENYA TO KHARTOUM AIR SERVICE
Preliminary survey underway!

April 22, 1925

JAPANESE STEAMER SUNK
48 lives lost as New York bound steamer flounders.

April 23, 1925

REPRIMAND FOR KENYA OFFICIAL
Money missing from Native Trust fund.

May 9, 1925

HERO LEE SAVES 32
Tom Lee saves lives on steamboat *M.E Norman*.

July 1, 1925

H. R. HAGGARD MOURNED
Noted author of *King Solomon's Mines,* dead in London at 68.

May 16, 1925

SHANGHAI INCIDENT CLOSED
Chinese government pays compensation for mystery fire.

May 19, 1925

SMALL POX OUTBREAK IN NEW YORK
Precautions taken.

May 20, 1925

PANIC ON THE NEW YORK UNDERGROUND
100 persons injured fleeing from acrid smoke.

May 22, 1925

THOUSANDS HOMELESS
As earthquake strikes Japan, 100 killed!

May 25, 1925

AMERICAN DISTURBANCES
Tidal waves sweep southern shores of Lake Ontario & Huron.

May 31, 1925

FOUR STRIKERS SHOT BY POLICE IN SHANGHAI
Widespread riots by workers.

June 9, 1925

US HEATWAVE BROKEN
Record high temperatures plummet in just 3 hours!

June 11, 1925

POLICE INVESTIGATE DISAPPEARANCES
Children missing in Brooklyn, New York

June 15, 1925

BRITISH EXPLORER MISSING
Percy Fawcett missing in the Amazon.

June 22, 1925

THE TEACHING OF EVOLUTION
Darwinist Tennessee teacher John Scopes is prosecuted!

June 23, 1925

KENYA INDIANS
Decision made to cooperate with the Europeans.

June 24, 1925

FIRING ON FOREIGN QUARTER
4 British sailors injured in Canton Riots.

June 25, 1925

ARCTIC BODIES FOUND AFTER 14 YEARS
Fate of expedition confirmed.

June 26, 1925

AMERICAN WARNING TO MEXICO
Mexico fails to protect American lives and property.

June 26, 1925

RAIDERS DEFEATED IN KENYA
King's African Rifles dispose of border outlaws & poachers.

June 29, 1925

EARTHQUAKE IN CALIFORNIA
Trembler damages much of city of Santa Barbara

July 1, 1925

FRESH SHOCKS IN SANTA BARBARA
Death toll stands at 12.

July 6, 1925

INDEPENDENCE DAY IN NEW YORK
Defense day test deemed successful once again as 8 million sign up.

July 14, 1925

EVACUATION OF THE RUHR
French occupying forces begin withdrawal from Germany.

July 17, 1925

THE CANCER VIRUS
Possible vaccination for the virus causing the cancer disease discovered.

July 21, 1925

ATTACK ON RIVER STEAMER
Chinese troops fire on immigrant steamers accompanied by the *H.M.S. Teal*.

July 22, 1925

SCOPES FINED $100
Biology teacher found guilty of teaching evolution.

July 27, 1925

THE PROBLEM OF COOPERATION
France and Spain take common action against Moroccan insurgents.

July 27, 1925

MR. W. J. BRYAN DEAD
Prosecution attorney for the Scopes trial found dead.

August 4, 1925

AMERICAN PLAY BANNED
Desire Under the Elms branded abhorrent by London censors.

August 5, 1925

AN EAST AFRICAN GOLDFIELD
Lupa river diggings prove to be lucrative.

August 6, 1925

CONTROL OF MOMBASSA'S KILINDINI HARBOUR
British Government purchases private pier, tension expected with locals.

August 17, 1925

ARCTIC ISLANDS ANNEXED
Norway annexes Spitzbergen despite Soviet Russia's claims.

August 21, 1925

DEATH OF MR. V. M. LAWSON
Distinguished journalist dies in New York.

August 21, 1925

SOVIET AEROPLANES OVER SHANGHAI
Planes complete long haul flight from Moscow.

August 24, 1925

REFUSE IN NEW YORK HARBOUR
Shipping companies take the blame.

August 25, 1925

FRENCH TROOPS COMPLETE WITHDRAWAL
Dawes Plan guarantees peace and security.

September 2, 1925

MISSING ITALIAN SUBMARINE
Anxiety is growing about missing *Sebastiano Veneiro*.

September 4, 1925

AIRSHIP *SHENANDOAH* CRASHES IN OHIO

14 dead as airship weaknesses highlighted!

September 6, 1925

PRISON SEGREGATION IN KENYA

British plans deemed backward thinking.

September 7, 1925

FURTHER RIOTS IN SHANGHAI

Workers still unsatisfied!

September 9, 1925

MORE DINOSAUR EGGS FOUND IN GOBI

New York Natural History Museum's latest finds on show.

September 10, 1925

JOINT OFFENSIVE IN MOROCCO

Combined Franco-Spanish force began an offensive yesterday.

September 16, 1925

POLICE RAID ON CHINESE IN NEW YORK

100 deported in agreement with rival "Tongs."

September 19, 1925

285 MILES AN HOUR!

Curtiss aeroplane's top speed.

September 24, 1925

AUSTRALIAN IMMIGRATION ACT

Governor-General now has the authority to prohibit the entrance of aliens.

September 24, 1925

THREAT OF CIVIL WAR

Hostilities pending near Shanghai.

September 30, 1925

YELLOW RIVER FLOOD

Further disasters feared for rainy season ahead.

October 6, 1925

AT LOCARNO

Is the Locarno conference a sign that war is morally over?

October 12, 1925

HEAVY GALE HITS NEW YORK

78 mile an hour winds lash the city, 5 killed.

October 15, 1925

DAMASCUS REVOLT

French forces withdraw from the city.

October 18, 1925

AMERICAN LINER BURNT

10 passenger missing as New York Liner catches fire en route to Florida.

October 19, 1925

ITALIAN AIRMAN AT HONG KONG

Returning to Rome, from Tokyo via Shanghai.

October 20, 1925

HERR SCHACHT IN NEW YORK

President of the Reich bank arrives for surprise visit.

October 21, 1925

SURRENDER OF NANKING

The War between Chekjang and Kiangsu factions threatens to become widespread.

October 22, 1925

BULGARIAN-GREEK BORDER INCIDENT

Rattling of sabres results in Greek invasion.

October 26, 1925

THE BOMBARDMENT OF DAMASCUS

French counter attack is conclusive!

October 27, 1925

A COUP D'ETAT IN NICARAGUA

Former President seizes power.

October 28, 1925

TROOPS MOVING IN CHINA

Army of 100,000 in Shantung, south of Peking.

October 30, 1925

BAIRD'S INVENTION
John Logie Baird and his "television" transmitter!

November 1, 1925

PORTUGESE FRAUD INVESTIGATION
Major money forgery exposed!

November 2, 1925

EAST AFRICAN RAILWAY PROBLEMS
£10,000,000 to extend to the Congo deemed unfeasible.

November 6, 1925

CHICAGO BOOTLEGGERS' PAY ROLL
"Salaries" for the police!

November 11, 1925

CIVIL WAR IN CHINA
Heavy fighting continues.

November 14, 1925

CUNARD WINTER SAILINGS
Six new liners to make the New York run.

November 18, 1925

FRENCH POLAR EXPEDITION PREPARES
French Navy to use amphibious vehicles.

November 24, 1925

NY CUSTOMS AGENTS SEIZE OPIUM
443 tins recovered!

November 27, 1925

DEATH OF THE KING OF SIAM
To be succeeded by younger brother.

December 7, 1925

PROHIBITION SWEEP IN NEW YORK
27 arrests!

December 8, 1925

PHILIPPINES DEMAND INDEPENDENCE
Petition sent to US Congress.

December 11, 1925

IRISH AGREEMENT
Talks delineating the border between Eire and Ulster optimistic.

December 19, 1925

ALASKAN AIR SURVEY
US Navy Department's task.

December 21, 1925

THE VOYAGE OF THE GRIPSHOLM
New Swedish liner meets all expectations.

December 22, 1925

DEATH OF PROFESSOR MORSE
Eminent pottery expert dies.

December 23, 1925

IBN SAUD'S TRIUMPH
City of Medina surrenders.

December 27, 1925

GIZA EXCAVATIONS CONTINUE
Great Sphinx unearthed.

January 08, 1926

NEW YORK SLUMS EVIL!
Governor proposes changes to housing.

January 09, 1926

DRAMATIST'S RIGHTS
Protective measures against exploitation from managers.

January 14, 1926

ECLIPSE: EXCELLENT VIEW FROM NAIROBI
Centre of the shadow to pass over Kenya.

January 23, 1926

NEW OPERA HOUSE FOR NEW YORK
Metropolitan company unveils plan.

January 26, 1926

ENGLISH BUTLER MURDERED IN NEW YORK
Herbert Bramell mysteriously murdered.

About the Rise of Cthulhu

Perhaps the most important event of 1925 will not appear, at least directly, in any newspaper or periodical. That event is the rising of the nightmare city of R'lyeh and the brief emergence of Cthulhu as outlined in the story *The Call of Cthulhu*. Since *The Complete Masks of Nyarlathotep* is already a complex and dangerous campaign, a Keeper should carefully consider to what extent he wants to make use of these events. Lovecraftian purism may be fun, but it should not come at the expense of derailing your campaign or overburdening already challenged investigators.

Timeline for R'lyeh's Rise

According to *The Call of Cthulhu*, the first stirrings of the madness to come began on February 28th/March 1st (the discrepancy being due to the International Date Line) and were marked by earthquakes and storms in the South Pacific. Sensitive types began to experience strange and unsettling dreams at this point; most often these dreams are ambiguous or unrecalled, but a few begin to have visions of R'lyeh. These dreams grow more powerful and affect a wider number of victims, reaching a zenith around March 22nd. At about that time unwary sailors land on the recently arisen R'lyeh and accidentally unleash Cthulhu. By a stroke of fortune Cthulhu is trapped again in his oceanic tomb when R'lyeh sinks soon after. The dreams and visions brought on by Cthulhu then abate and finally abruptly end around April 2nd. Here is a timeline based on the events of the story.

February 28	Earliest reports of dreams of R'lyeh
March 1	Wilcox's dreams begin after minor earthquake *Emma* thrown off course by violent storms
March 22	*Emma* encounters the *Alert*, is sunk but crew seizes the *Alert*
March 23	*Alert* reaches R'lyeh; crew encounters Cthulhu
March 23 through **April 2**	Wilcox delirious
April 2	Heavy seas force *Vigilant* to change course
April 12	*Alert* found by *Vigilant* with Johansen as only survivor
April 18	Sydney Bulletin publishes story "Mystery Derelict Found at Sea"

The Keeper can take inspiration from the story as well an insert the sort of headlines that so troubled Drs. Angell and Thurston:

> "Here was a nocturnal suicide in London, where a lone sleeper had leaped from a window after a shocking cry. Here likewise a rambling letter to the editor of a paper in South America, where a fanatic deduces a dire future from visions he has seen. A dispatch from California describes a theosophist colony as donning white robes en masse for some "glorious fulfillment" which never arrives, whilst items from India speak guardedly of serious native unrest toward the end of March 22-23."
>
> "The west of Ireland, too, is full of wild rumour and legendry... And so numerous are the recorded troubles in insane asylums that only a miracle can have stopped the medical fraternity from noting strange parallelisms and drawing mystified conclusions."

The story of the *Alert*, as given by the *Sydney Bulletin* (and presented in *The Call of Cthulhu*), is an obvious handout in the making.

Dreams of Cthulhu

If the Keeper wishes, after careful consideration, to still incorporate Cthulhu's dream sendings into his campaign, then the following rules are suggested as a guideline. For each day of Cthulhu's rise test each investigator's POW (see below for modifiers) versus his INT on Resistance Table. A success means that the

particular investigator suffers from Cthuhu-inspired dreams. These dreams cannot be recalled (save perhaps under hypnosis) unless the investigator rolls under his modified POW on a second d100 roll. Remembered dreams (of vast undersea vistas of impossible geographies or great aquatic beasts) cost the investigator 0/1d2 points of *Sanity* for each recalled dream.

March 1-14:	¼ POW
March 15-22:	½ POW
March 23-March 24:	POW
March 25-April 1:	½ POW

Any investigator losing more than five points of Sanity to these dreams will begin to suffer their effects more intensely – increase the modifier by one step (¼ to ½, ½ to 1, and 1 to 1.5). If an investigator is driven indefinitely insane, he should suffer from one or more appropriate phobias – thalassophobia is a good start – and should then match his modified POW versus his CON. The investigator will lapse into a coma if he fails this roll and he will lose no more Sanity. He needs to be hospitalized though, and will lose 0-1 points from his CON for each day that he remains unconscious each day unless a successful Medicine roll is made. The coma will only end with the sinking of R'lyeh.

At any point in this process these dreams can be prevented by the application of narcotic drugs. A *Medicine* roll (or professional physician) is required and there may be a risk of dependency (depending upon which drug is used) at the Keeper's discretion.

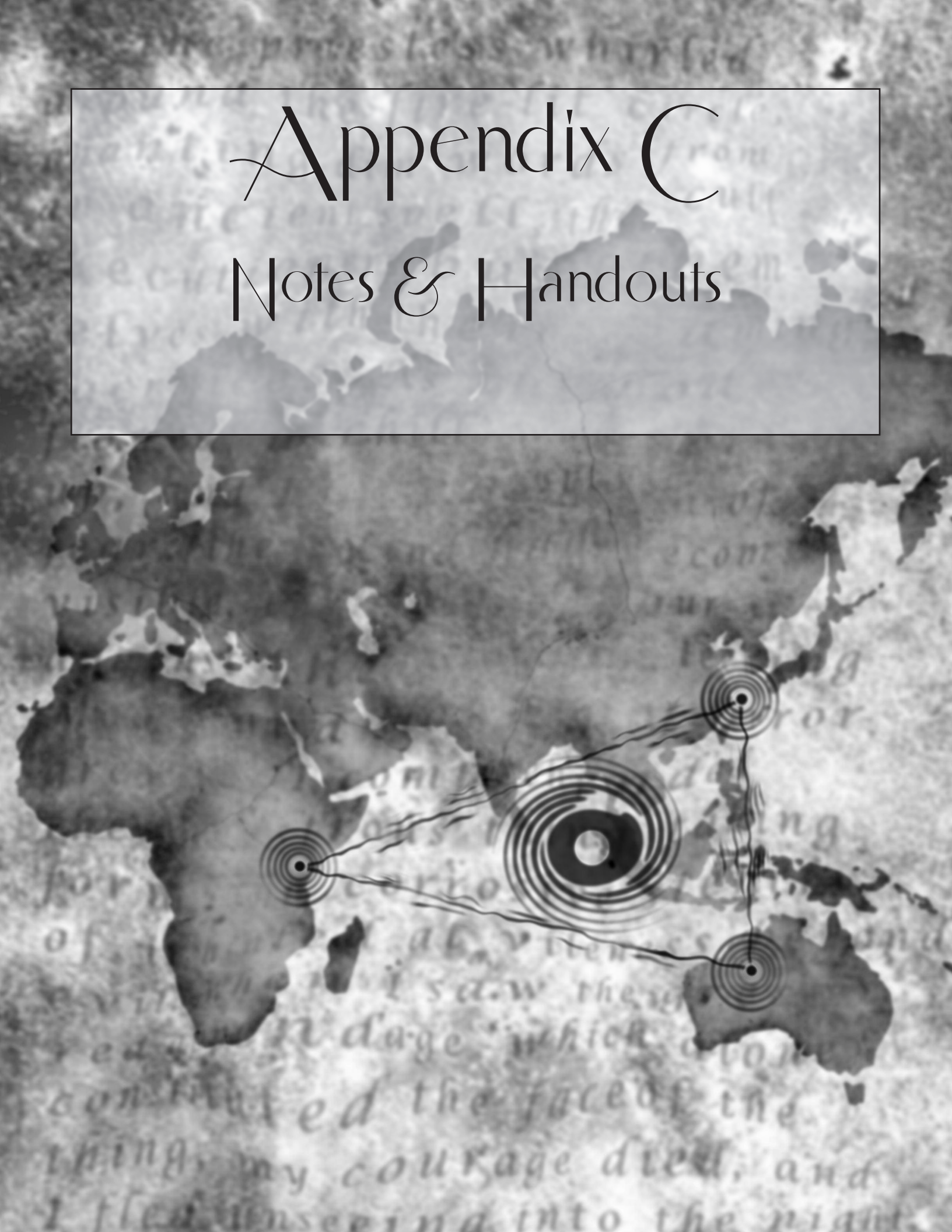
An investigator who has a skill of more than 20% in any of the *Art* skills and has suffered from these dreams will be moved towards producing works inspired by Cthulhu's sendings. If he follows these impulses, then any subsequent skill checks are made at double the investigator's normal skill value. Unfortunately, the successful piece of art will have a *Sanity* cost (0/1 points unless a true masterpiece, when such a work might cost as much as 1/1d3 points). A successful skill check arising from these dreams might also grant an automatic skill increase.

The Rise of R'lyeh

Keeper's Campaign Notes Here

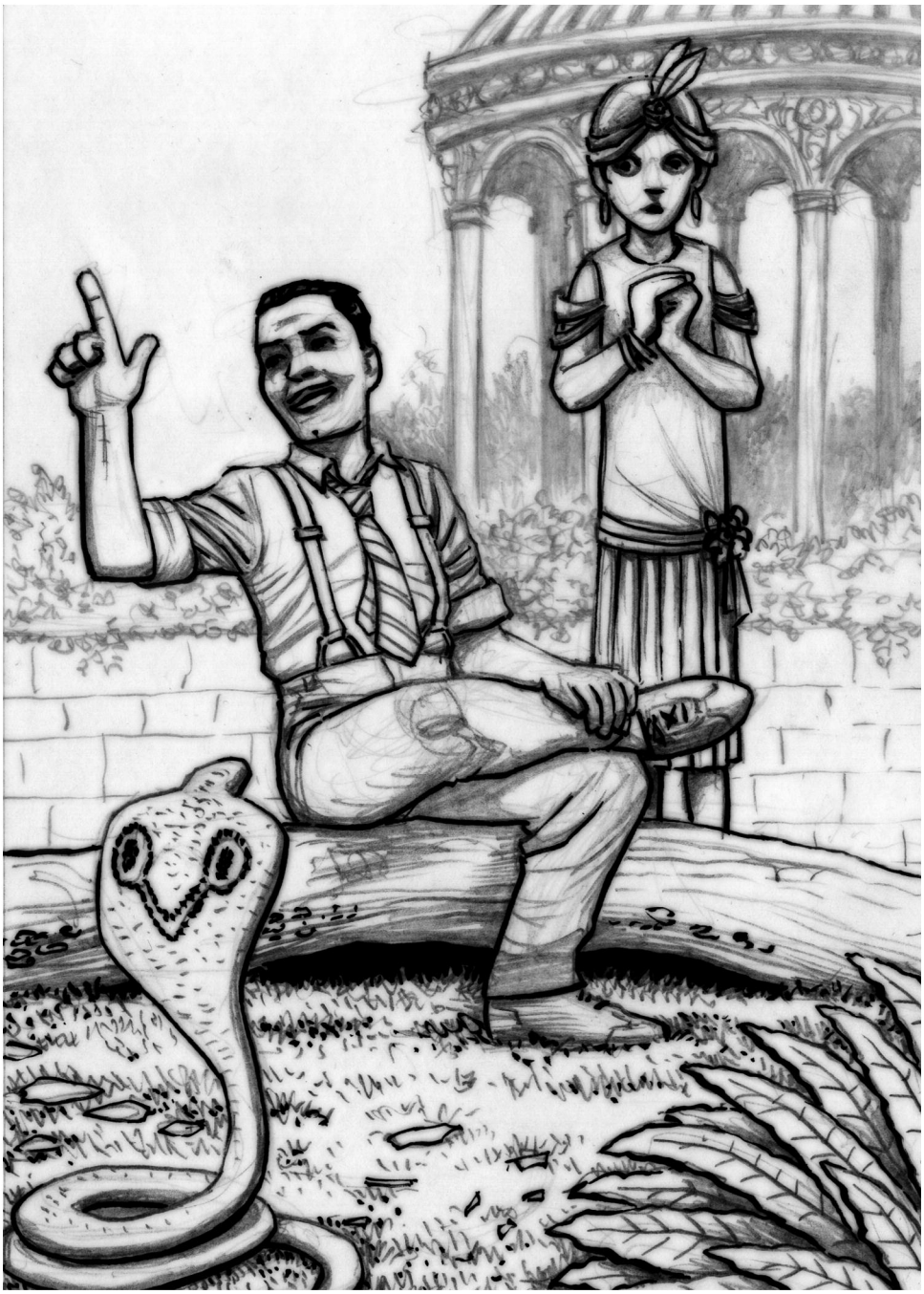
Appendix C

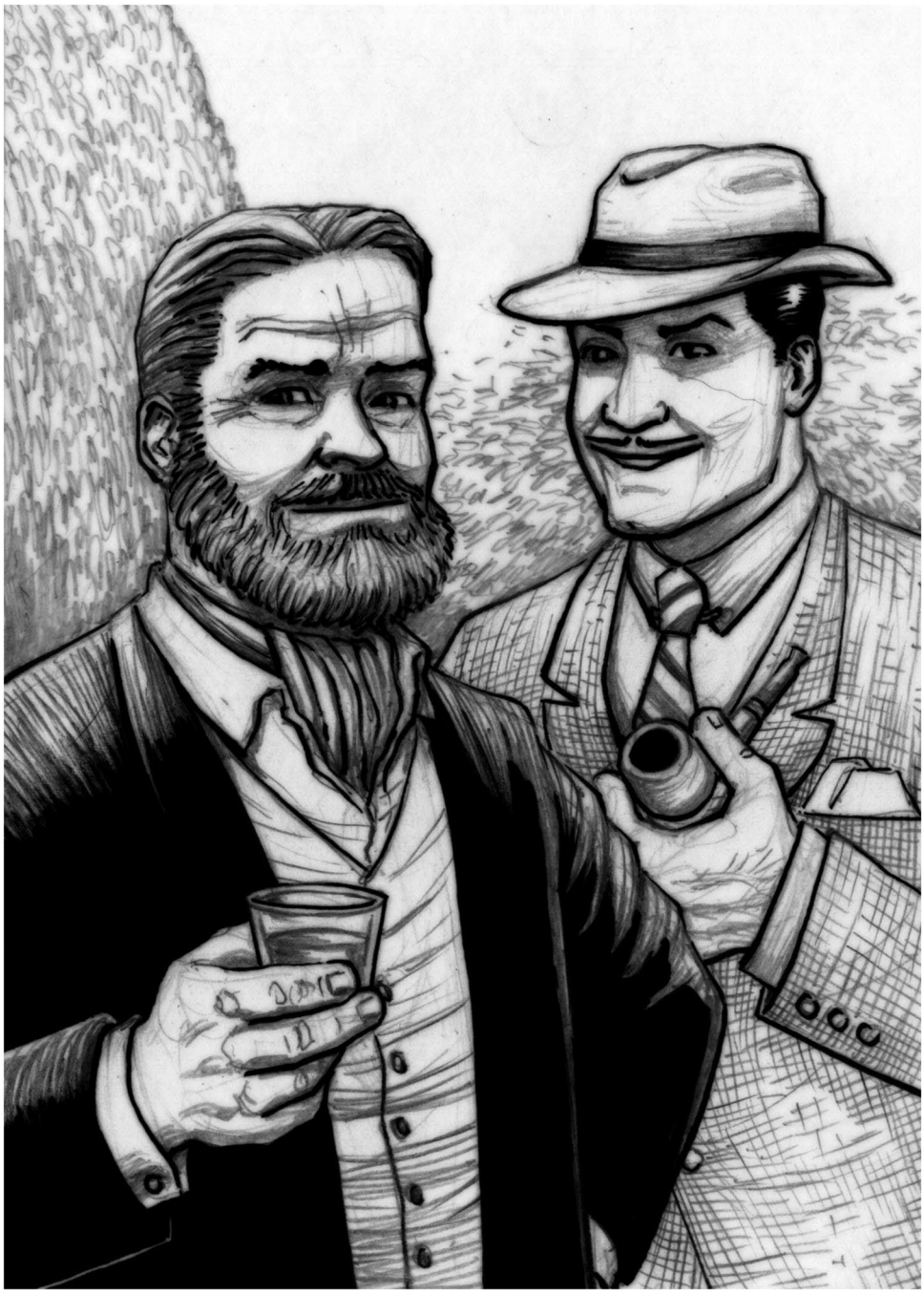
Notes & Handouts

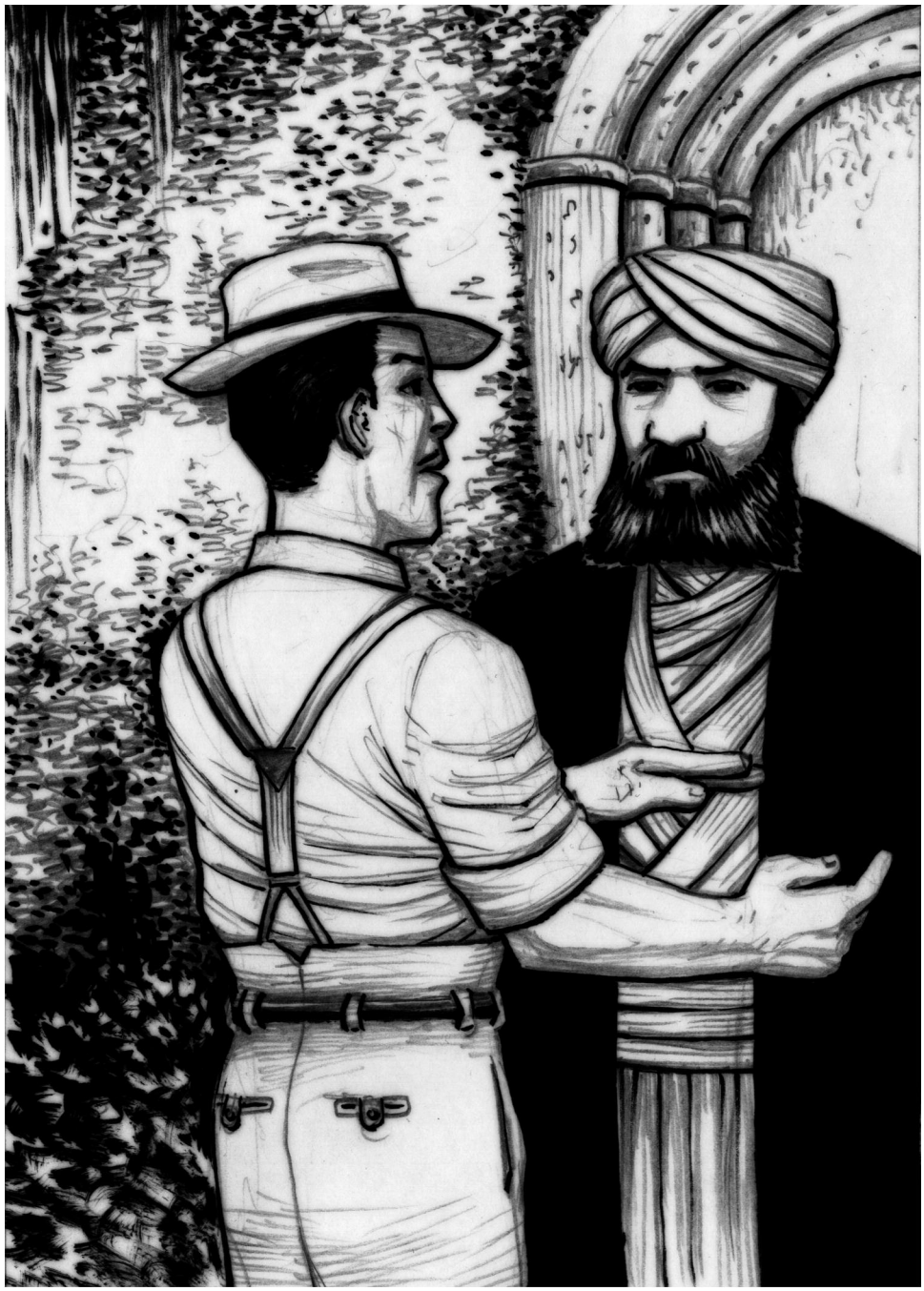


Notes & Handouts

Handout	Source page #	Page #
You and Jackson Elias (photos)	58	567-571
God of Mitnal #1: Telegram	65	572
God of Mitnal #2: Criminal Record	65	573
God of Mitnal #3: Field Report	65	574
God of Mitnal #4: Outstanding Warrants	65	575
God of Mitnal #5: Army File	67	575
God of Mitnal #6A: Ah Puch	68	576
God of Mitnal #7: Jackson's Letter	71	577
God of Mitnal #7: Jackson's Goodbye Letter	81	578
Fat Maybelle's #1: New York Daily Graphic news article	121	579
The Burning Within #1: news article	189	580
The Burning Within #2: news article	190	581
The Burning Within #3: news article	192	582
The Burning Within #4: Mythological Beliefs	191	583
The Burning Within #5: Mythos text	192	582
Jackson's Letter to Charles Godfrey	353	584
Jackson's Hong Kong Notes	354	585
Jin Jiang Guest House #1: Elias's notes	375	586
Bloody Botany #1: obituary	415	587
Bloody Botany #2: magazine article	416	588
Cat's Cradle #1: newspaper article	472	589
Cat's Cradle #2: Notes	473	590-591
Elias's Nairobi Notes	n/a	592-597
Map: Yucatan (omitted from God of Mitnal)	n/a	598







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

CLASS OF SERVICE

This is a full-rate Telegram or Cablegram unless its deferred character is indicated by a suitable sign above or preceding the address.

WESTERN UNION

NEWCOMB CARLTON, PRESIDENT J.C.WELLEVER, FIRST VICE-PRESIDENT

SIGNS

DL=Day Letter
NM=Night Message
NL=Night Letter
LCO=Deferred Cable
NLT=Cable Night Letter
WLT=Week-End Letter

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

CAMPECHE RR STATION MEXICO

SORRY NO TIME FOR PLEASANTRIES STOP REQUEST YOUR HELP IN LOVELY YUCATAN INVESTIGATING A-H P-U-C-H CULT STOP NEED TWO FAVORS STOP BRING GUNS LUCKY STRIKES GIN STOP NEED ALL AVAILABLE INFO ON WALTER F. KIMBLE STOP ASK TEXAS RANGERS STOP EVERYTHING YOU CAN FIND STOP WILL TELL MORE WHEN YOU ARRIVE STOP BILL TICKET TO PROSPERO PRESS NEW YORK STOP MEET FRIENDS AT HOTEL SAN MIGUEL CAMPECHE MEXICO STOP ASK FOR GUILLERMO AT RR STATION DO NOT TELL OTHERS STOP JACKSON ELIAS

END

TELEGRAMS MAY BE TELEPHONED TO WESTERN UNION FROM ANY PRIVATE OR PAY-STATION TELEPHONE

RDTR/01

THE STATE OF TEXAS

ADJUTANT GENERAL'S DEPARTMENT

RECORDED ACTIVITIES OF DELINQUENT

Name of Delinquent Walter Kimble

3/16 – Individual wanted to answer charges relating to involvement with raiding force led by Pancho Villa into ~~the~~ New Mexico

Individual's U.S. Army file requested

1921 – Individual known to be actively involved in gun-running throughout Caribbean Basin. Observed by authorities in Columbia, Cuba, Haiti, Panama, and Mosquito Coast. Speaks fluent Spanish. Also French and several native dialects.
Considered "Armed & Dangerous" – see attached

23 – Believe Kimble likely to have kept frequent contact with Villa until the General's recent assassination. Believe he operated by supplying arms and munitions to "Villistas", Villa's self-styles army.

quite possibly the sneakiest bastard I've chased in a long time. He's like a sne snake in the weeds you can't sink your heels into. This fellow would sell his mother to pay off his father. He's smarter than you think he is so, take plenty of caution if you try to apprehend him. Most likely, he has loyal men around him who'll do what he says.

Make matters worse, he speaks Spanish like he was born in Oaxaca!

Watch your back around Kimble.

Field Report Ends.

OUTSTANDING WARRANTS

KIMBLE, WALTER

UNITED STATES ARMY, **JANUARY 1916** (AWOL)

TEXAS RANGERS, **JULY 1916** (connexion w Pancho Villa)

ROYAL CANADIAN **MOUNTED** POLICE, MARCH 1918 (liquor smuggling charges in Windsor, Ont.)

DELAWARE STATE POLICE, SEPTEMBER 1921 (burglary)

U.S. ARMY CONFIDENTIAL FILE

SF-2941

UNAUTHORIZED RELEASE OF THIS DOCUMENT MAY RESULT IN SUMMARY ACTIONS UNDERTAKEN AGAINST THE INDIVIDUAL

SUBJECT NAME: WALTER FRANCIS KIMBLE

PERTINENT DETAILS:

Walter Francis Kimble enlisted in the United States Army February 3, 1915.

Completed basic training and was assigned to the 36th Infantry Division. He was assigned to the Quartermasters Corp, Fort Stockton, Pecos County, Texas.

Acquitted at Court-Martial for killing a fellow soldier, October 1915 (Earl Macintosh) in a bar fight. "Insufficient evidence" was cited although Kimble was reprimanded.

Between 1915 and 1916, Kimble was a suspect in three separate ~~XXXXXX~~ incidents, all of them involving missing supplies from Army transports. Kimble was acquitted in all three cases.

After a 3-day leave, he was listed A.W.O.L. January 10, 1916. He was last seen in Lawrence, Kansas.

He is currently wanted by U.S. Army investigators and local authorities in connection with a missing rail car of munitions near St. Louis, Missouri on November 28, 1917.

Ah Puch is related to Mictlantecuhtli, the Aztec god of the dead. He appears as a bloody skeleton wearing a neckless of human eyeballs, and is associated with spiders, owls, bats, and the direction North. The Latin American Christian-pagan myth of Santa Muerte (Saint Death) likely has its roots in the ancient worship of Ah Puch and Mictlantecuhtli. Santa Muerte appears as the grim reaper, with a scythe and scales of justice, although he may also appear in female form, dressed in white and wearing a gold crown.

Dear Friends,

Thank you so much for coming to my aid! I trust Guillermo has been a gentleman? Honestly, Guillermo and I have known each other for years - he is a friend of truth and a good man. He will supply each of you with a pass, but don't expect a Pullman Car! Tell the engineer to let you off at mile #126, just before the trestle bridge. Follow the river upstream for a few miles, and you will find my camp. Take caution and watch that you are not followed. I have a story that you will not believe! See you soon, and I hope you remembered that gin.

– J

Hello my friends, or should I say farewell? I do apologize for leaving so suddenly, but an open berth became available on a steamer bound for Morocco, and I simply could not pass up that chance! I promise to send you a copy of my essay entitled "The God of Mitnal" - and trust me, you play no small role in the story! I should have it completed by the time I cross the Atlantic. Once again, I cannot thank you enough. Without you, I would still be buried in that accursed pyramid like some Mayan priest! Ah Puch indeed!

I'll write when I have the chance. When I return to New York, I know a fabulous chophouse in Soho where we can catch up on old times - it will be my treat!

Your Friend

J

MONSTERS LOOSE IN THE SUBWAY?

EXCLUSIVE TO THE DAILY GRAPHIC

While Gothamites have long known of the many dangerous beasts lurking on our fair city's streets and creeping along the corridors of City Hall, they may be surprised to learn that the zone beneath our feet has its own share of things that go bump in the night.

Astute readers may be aware that yesterday the North-bound Lenox line was shut down briefly due to a near derailment. What is shocking is that, in an exclusive interview with this News Daily, one Seamus Flynn, a fifty-three year-old resident of Brooklyn and the driver of the stricken train, reports that the cause of the accident was not, as the city claims, a brake failure, but instead was caused by him due to the presence of a "monster" on the tracks.

"The train was running a bit ahead of schedule," Flynn reports from his hospital bed, "and I was opening up the throttle as we left the 135th Street Station, when, all of a sudden I saw something out on the track." According to the startled engineer, the beast looked like "a big hairless bear" and that he "could see its eyes shining in the lights from the train." It was at this point, no doubt fearful of what might happen if he struck the weird creature, that Mr. Flynn engaged the emergency brakes on the train, causing it to slide to a halt just South of 138th Street. When he turned to look again, there was no sign of the monster, only irate passengers, some of whom had sustained minor injuries.

When contacted by members of the press for comment, the Metropolitan Transit Authority's representatives scoffed at the unfortunate Mr. Flynn's story and sought to remind our readers that Mr. Flynn himself suffered a blow to the head by the Lenox Line's sudden stop which perhaps has muddled his recollection. When asked specifically if the M.T.A. is aware of any other monsters in and around our subway system, the response was a chilling "no comment."

While some might join in our esteemed Authority's dismissal of Mr. Flynn's claims, it is the opinion of this paper that this creature constitutes yet another threat to the city ignored by Mayor Hylan and his allies. Why has the Mayor not striven more vigilantly to defend the passengers of the Lenox Line and the rest of our subterranean rail system from attack by bizarre monsters? What other horrors are Mayor Hylan turning a blind eye to? Does the honorable Mr. Hylan only seek to safeguard the welfare of riders of the future city-owned line? Better yet, will he claim this yet another plot by his enemies at Standard Oil? We will continue to demand answers!

THE ROBBERS' ROOST

DAILY MIRR

S

BAYSWATER MAN ARRESTED

ADAM CROSS INFORMS Hugh Tylesman, formerly of Bayswater, was taken into custody by the Metropolitan Police today after an attack upon members of a Tottenham Court Road club. According to witnesses, Mr. Tylesman entered the Diamondback Club, apparently with a pistol concealed on his person. In the club's common room he fired upon another club member but was quickly restrained by several other members as well as the staff. Metropolitan Police officers soon removed Mr. Tylesman from the premises. During the earlier scuffle he received an injury to his arm. No one else was injured in the attack.

Tylesman, a 42 year-old banker, apparently sought to do injury to one Edward Gavigan, age 49, acting Director of the Penhew Foundation, the noted London centre of Egyptological research. According to one witness, Tylesman called out to Gavigan before he fired, suggesting that he was Tylesman's intended target. Tylesman, a widower, lost his family in a house fire in a previous year. A source with the Metropolitan Police described Mr. Tylesman as irrational and indicated that he required sedation once in custody.

In addition to the charges related to his attack against Mr. Gavigan, this reporter has learned that Tylesman will also be charged with vandalising the Sudan Memorial in Bannicker Park, Bayswater. The damage to the monument, inflicted with a hammer, is said to be minor and will be repaired readily. Curiously, Tylesman was the President of the Bannicker Park memorial committee, for which he received a commendation from the Metropolitan Council.

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ensued Mr. Winston Churchill gave details of Father O'Donnell's arrest and trial. Throughout the action of the military authorities, he said, had been strictly in accordance with the King's regulations.

Japanese disturbances in China have been largely due to the laxity of official control over the population, and suggests that the Foochow Incident should be investigated by a joint Commission.

FOUR DIE IN CONFLAGRATION

Tragedy struck early this morning in quiet Bayswater, as a conflagration killed three residents of a home there as well as a servant. The dead include Eloise Tylesman, and her two sons, Oliver and Howard Tylesman. The Bannicker Park facing terrace house was badly damaged by the fire, which completely engulfed the upper two stories of the building. Two firemen were injured fighting the blaze, which required engines from two fire stations before it was contained.

Hugh Tylesman, husband and father to the deceased, surived the flames, but received injuries requiring he be taken to hospital. His injuries do not appear to be life-threatening.

According to officers of the London Fire Brigade, the fire apparently behan on the second floor of the home, in the bedroom of the two young Tylesman boys.

A servant, Katherine MacKenna, also perished.

At the time this paper went to press, no funeral arrangements for the deceased have been announced.

A TERRACE HOUSE DESTROYED
Despite best efforts from many dedicated men, the terrace house opposite Bannicker Park was wholly consumed in the incendiarism

There is Nothing so Choice and Delicate

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. . . 1 1/2 days
. . . 4 1/4 days
. . . . . 7 days
. . . 5 1/2 days
. . . . . 4 days

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steel, with pressed steel ribs covered with a composition, and there is a novel staircase of pressed steel. The roofing is lined with zinc. Steel lockers and shelving line the walls. The novel building has attracted much attention at Wembley Exhibition.

Man Perishes in Fire

BRENDAN WHITE, late of His Majesty's Army, has been found dead in an alley off of Millett Road in Bayswater. White, age 25, was a veteran of the Third Army but of late had no permanent residence. Police reports indicate that Mr. White was killed when an improvised cooking fire he was using, fuelled by paraffin, exploded. Apparently Mr. White had gained entrance into an unused shed behind a Millett Road house and started the fire himself. The shed was destroyed as a result of the fire. No further details were forthcoming from the Metropolitan Police.

Menace of Vermin

INSTINCTIVELY, the word "plague" has

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Marmite ha

The signs of Cthugha's children are clear — they are born of its fire and burn as that accursed one does. Fire hotter than any forge is within them and they melt flesh with great joy. The subtle wizard might bend them to his will, with the proper charms. They may be called from the night sky when the Eye of their Father Burns bright.

Should one be so audacious as to seek out the commun-

CHAPTER XI
PTAH-THU-GA-RA

The Egyptian pantheon was very fluid and was adjusted throughout the various dynasties and foreign invasions. One exception to this malleability was the continual suppression of the worship of Ptah-Thu-Ga-Ra. This being, sometimes called Ka-Thigu-Ra, was said to be an accursed spirit spawned of Ra's fallen seed and was represented by a burning lamp, sometimes called the Undying Flame. Centered primarily in the Nile Delta, worship of this being was banned equally under Rameses III as it was by the Ptolemies. Few records mentioning this divinity or the practices of its associated cult survive, but they were said to hold the star Fomalhaut to be sacred and to perform their rites under the night sky. Those few fragments that survive accuse this cult of waylaying travelers and forsaking the worship of other gods, including the Pharaoh himself. No mention of this group exists after the start of the Roman Era, suggesting they succeeded where previous rulers had failed.

Charles Godfrey Esq.
Antiquities and Classics
Department
Hong Kong University,
Hong Kong.

24th September 1924.

Mister J. Elias,
Peak Hotel,
Victoria Bay,
Hong Kong.

Dear Mister Elias,

Firstly let me apologise for the tardiness of my response to the enquiry that you left with my junior at the University. I have not been well of late and have been unable to maintain all of my correspondence. I hope this letter still finds you Island side, but I have instructed the Hotel to forward the letter to you if you have already departed.

With regard to the inquiries you made I can confirm that I have conducted research into the poem "Prayers of the Black Fan" and the associated 'Bloated Woman' Tong. If you wish to discuss particulars about either of these topics for your book - please excuse me if I am unfamiliar with your previous works - then please feel free to call on me at the University at your convenience. If you have already set forth on the next leg of your journey then I would be happy to send you notes through the post if you are able to supply me with the specifics of the information that you require.

Your servant,
Charles Godfrey Esq.

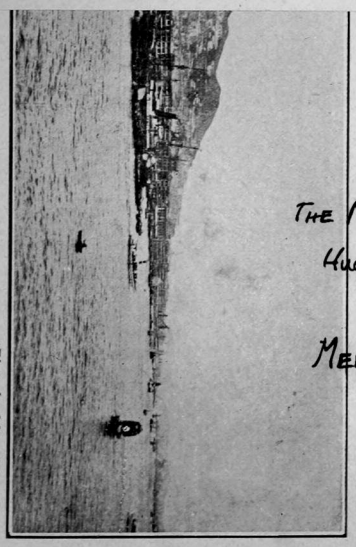
BRADY MUST HAVE BEEN HERE, BUT WHY?? NELSON VERY SPECIFIC.

NOTHING AT THE YELLOW LILY. WAS THAT DRAYMAN FOLLOWING?

CANNOT BE SEEN - TOO MANY RISKS.

NO SLEEP AGAIN. ARE THESE DREAMS LIKE CARLYLE'S?

PROBLEMS WITH CREDIT - WIRE JONAH



(Photo by Ming Yuen Co.)

THE MARLIN, OUT OF
HUONG HOM TO SHANGHAI

MEET AT 3 PM. CASH ONLY.

TITLE - ~~House of Shadows~~
SHADOW PAVILIONS

-Goddesses and cult worship, unique slant.
Ask Jonah. Advance possible.

Yangtze cult, banned by Emperor in 16th century, but supposedly much older
"Order of the Bloated Woman" also called "Black Fan Goddess Tong"
Opposed to dynasty - very anti-eunuch - program of assassinations, poisonings

Worshiped beautiful woman carrying fan; very bad reaction when I asked around about this.
Note - check Chinese characters here, is 'bloated' right word?

Allied with coastal pirates "wakoo" (spelling?), expanded reach and influence
Running slaves and guns, smuggling of all kinds

"Sermon of Kwan"? in this period.
Human sacrifice, torture - VERY DARK RITES
Fortunes fell when pirate states toppled by govt.

New phase - anti-Manchu triad, more nationalistic
Ongoing kidnapping, piracy, blood-letting, Opium smugglers
Supposedly last remnants swept up after Taiping Rebellion (1850s)

Ritual blood-letting with sickle; hands broken, arms removed, tongue cut out
Ceremonies on Dark of the Moon. Again? What is the connection?

Boxer group - "Black Fan Gang" in Shanghai, elsewhere 1900

Rumors "Bloated Woman" gang active again under new, strong leader
"The Dragon Breathes Smoke Again?"
Shanghai - likely HQ; Hong Kong, Singapore, elsewhere

Conflict with the Green Gang? May 4 killings, warehouse fires
Quiet since
Deal with Treaty Power? More than one?

Check harbor; smuggling, white slave rumors. Japanese interest?
Talk with League of Nations Agents - slavery?

Outline - History / Modern Cult and Crime / Role in Current Politics / Methods of Control
- FEAR / Old Goals, New Methods / Conclusion?

abundance of money at that time, the club was planned on far too ambitious a scale, though it has been good for posterity that it was, and it was in financial difficulties until the eighties. It is now the property

lead to that facility being closed for some weeks. The French gentleman responsible for the ruckas has been banned from the club and his antique weapon has been removed to the custody of the constabulary.

NOTED ACTRESS, SOCIALITE WEI CHING-LAI CREMATED

Wei Ching-lai, former actress, socialite, and activist, was laid to rest yesterday. Discovered dead at her home three days ago, doctors announced only that she had been suffering from a long illness. A public ceremony in the Buddhist manner was held early in the day, though husband, the shipping magnate Ho Fong, retired with the coffin and priest to a private Christian cremation later. The couple's daughter, Tzu-hsi, was not present, Mr Ho saying only that she was recovering from the "terrible shock" afforded the family. Rumours that she was removed from the prestigious St Amaro's Girls College due to nervous strain remain unproven.

Public and revolutionary figures paid respects to this once luminary star. Controversially forced out of the theatrical life she gave so much to, Wei Ching-lai's death still brought together many who had previously denounced her in the wake of controversial, and unproven, rumours into her private life.

Marital Bliss, Chinese Style

Shanghai awoke to more angry buzzing this week. No; not from the surfeit of Whangpoo mosquitoes, but more stories of insensitivity vis-à-visWei Ching-lai. Of course we can only report it exactly as what it currently is – hearsay. And you hear us say it first!

Recent rumor put Mrs.Wei, second-fiddle to rising actress Siao Ai-chang in Pu-hsing Er ("Unfortunate Child") at the Republic Theatre, as "liaising" with star Huan Ming-men and director Jui Tsai. Mrs Wei, who serves as her own agent, refused to comment, preferring instead to drink the night away (alone, we add) at local nightclubs. This plucky reporter caught her for an interview and was chased off the premises by security and the fire-breathing actress herself. Fire-breathing? Really? Maybe it was just the dozen double-whiskeys we saw her down!

Husband and import/export Taipan Ho Fong has been keeping low throughout; and not without reason in China's vitriolic social scene. Mr Ho was even missing from his usual card table, preferring to camp at one of the less journalist-friendly restaurants in the Concessions. Chinese Whispers was therefore unable to get an interview, but we do ask; just who was that charming and silent young woman waiting for him in his private car? We can't say – but peering over that fan of hers we can only say with any certainty that she had the best pair of peepers this side of Peiping!

Evening in Shangri-La

ID THIEVES STRIKE AT GIZA

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"VILLAINS WILL BE BROUGHT TO JUSTICE" SAYS DEPTARTMENT HEAD

DESTRUCTION AT GIZA!

by Andrew Cotland

The Cairo Bulletin can report that the Egyptian Department of Antiquities is investigating the recent damage that occurred at Giza. When questioned the Department refused to comment, stating that they did not comment ongoing investigations. They would only state that they were pursuing a number of leads and that they had informed their international counterparts and the major auction houses around the world. This is a sad day for Egypt and raises the question of whether our archaeological treasures are safe from the kind of ransacking that was seen in previous centuries.

DECLAIMED BY VISITING AMERICAN MYSTIC

Mr J. Munsell Chase, presently visiting Cairo from his home country of America, and himself an expert authority on the Giza antiquities and their erstwhile plight at the hands of over enthusiastic Colonials today said

I have been continuing my research into the disappearance of the Cartyle expedition. The papers all say it was the local NANDI tribes, my research has lead me to an obscure eastern African cult known as the CULT OF BLOODY TONGUE. I believe they are some how linked to the mines, could they have been behind the deaths?

(...)

I am sure that the Cartyle expedition found something in Cairo, as luck would have it we are bound for Cairo soon. Our client is a collector of Egyptian antiquities, especially those of the cat headed god BAST.

Brett's drinking is becoming a problem. I think I shall soon have to replace him with someone more suitable, or at least more <u>sober</u>

Our expedition to Cairo was a success! We located an exquisite piece - 6th DYNASTY by the look of the markings. I was also able to scour the museum, and speak with some scholars of Islamic history. I am convinced that the Carlyle expedition was on the trail of the Mines and they had correctly identified its location as Kenya. Hopefully we shall not be overcome by the dangers there as they were.

(...)

Brett was in ANOTHER of his drinking binges, I have had enough of the man. I shall dissolve our partnership and inform him at breakfast. We shall have to look for a suitable replacement in Nairobi.

Hampton House

St Michael's Road, Nairobi, Kenya

7-26-1924

Arrived Nairobi by rail w/out complication. I checked into the Hampton House - not a bad hotel but I must wire Kensington to cover the expense - and then went to meet with some of the local authorities and put out some ~~feel~~ feelers for cult activity and rituals.

To Contact:

~~British Court Administration~~
~~Government House~~
~~Kenya Colony Administration~~
Colonial Secretary of Internal Affairs - away until 8-9
~~African Rifles~~
Paramilitary Police - totally uncooperative
East African Standard - ditto
~~Nairobi Star~~ - ask for Smythe-Forbes
Kikuyu Central Association (KCA)
Nandi - Masai - Luos - Kipsigi - Somali

Despite my efforts, the only reliable information I managed to dig up was the name of a good barber (this from Ms. Smythe-Forbes down at the Star). Perhaps I was asking the wrong people. or was it the wrong questions? Regardless. I'll ~~may~~ need to start looking elsewhere.

One thing is clear, however: the official account of the Carlyle Expedition massacre simply does not hold water. I suspect it was a slapdash affair cooked up to deal with the questions that sprung up around EC's visit. I am cautiously optimistic, as this confirms my suspicion that the incident is fertile ground for a book.

More later - have to hunt down a bit of grub.

"Oh that I had in the wilderness a lodging-place of wayfaring men!" — Jeremiah, ix. 2

7-29-1924

Last night, I finally arrived at Ndovu Village, the closest settlement to the site of the massacre. My guide Thomas and I came on foot from Nairobi; there are no roads or even rivers to journey on. The natives are friendly enough, and my guide is a capable translator - I think he speaks more languages than I do. Had him teach me some useful phrases, just in case. He obtained lodging for the night in one of their small thatched houses; it is in that house that I am currently writing and scratching my various ~~ig~~itches. It is about six in morning, and we are about to set off, before the heat of the day sets in. If my directions are accurate, it will be a long walk; if they're not, it will be even longer.

Later. I had to go alone. Even Thomas abandoned me - Thomas, who, just a few hours ago, I would never have imagined to be so credulous. The villagers call this place "the corrupt ground," and none of the local tribes will go near it. Superstition is truly the bane of mankind.

I have finally arrived within sight of the crime scene, so to speak. It's quite dark out, and has been for some time. The walk through Aberdare Forest was pleasant, and the local flora is even more beautiful than I had expected. The air here is quite temperate, so my journey was more comfortable than I had anticipated. The cool mist of the and morning hung delicately on the majestic trees; the smells of the forest - olives, figs, cedar - were enchanting; everywhere I heard the buzzing of insects and the songs of birds and saw the footprints of deer antelope. Things grew quieter as the day wore on and grew hotter, and I made my solitary way through the underbrush; my machete was needed only ~~ENTR~~ intermittently. I think I'll make camp a little nearer to the site itself. As far as I can see, there's nothing to be afraid of here, yet the animals and the people both seem to avoid this place. In fact, there isn't much here at all. I'll explore a bit and make some more detailed observations in the morning.

7-30-1924

My sleep was uneasy, and I do not feel rested. Still, I woke up later than I had planned, exhausted by yesterday's journey. Looking at the massacre site in the daylight, I can begin to understand how this barren plot of earth has generated such fear in the tribesmen. The last leg of my journey was difficult: the underbrush here is much thicker and thornier. The silence here is disturbing after the cacophony of the forest, and a ~~[illegible]~~ rancid smell hangs in the air.

The clearing itself is about a half-mile wide. Everything here is blackened and barren. The moist soil sucks gently at my boots; nothing grows here. I refuse to give credence to the locals' primitive fears, but there is no doubt that this clearing has borne witness to terrible deeds. Even breathing the air here leaves a bitter aftertaste in my mouth. On the advice of my guide (we had discussed the matter before I left), I decided not to seek out the burial pits of the expedition bearers, as those have been turned over and refilled by the authorities. In truth, I was glad to leave. If there is some secret here, it eludes me.

7-31-1924

I reunited with my guide when I returned to Ndovu, and with his help asked a few more questions of the villagers. According to Thomas, the villagers say that that the massacre site is cursed by a malevolent local deity, the "God of the Black Wind," who lives atop one of the mountains to the north. They would say little more. I'll do some more digging when I return to Nairobi. I think I'll rest in the village for a few hours before beginning the trek back to civilization, or what passes for it here in Africa.

Black Wind?

8-04-1924

INTERVIEW WITH MR. JOHNSTONE KENYATTA.

Mr. Kenyatta, a negro folklorist and political agitator in Nairobi (an odd combination, if you ask me), agreed to speak with me about the Carlyle Expedition. This is a compilation of my shorthand notes.

Having been warned by Ms. Smythe-Forbes that Kenyatta possessed some radical political leanings, I tried to keep the conversation on the murders. Unfortunately, Kenyatta professed to have only limited knowledge of them. Kenyatta suggested that the massacre may have been perpetrated by a group known as the Cult of the Bloody Tongue. This cult is supposedly based up in the mountains north of Nairobi, no more than a day or two's journey from where I wrote my previous notes. He also claimed that the cult is led by a high priestess who is "part of the Mountain of the Black Wind." This sounded like a garbled repetition of the superstitions of the villagers of Ndovu; I for my part had encountered no sign of a death cult in Aberdare, and the villagers never spoke of this "Bloody Tongue." I expressed my skepticism, but Kenyatta was adamant, asserting that "the regional tribes all hate and fear the Bloody Tongue - more than famine, or sickness, or even the government." I carefully steered the conversation back to the topic of my investigation.

Although Kenyatta is one of the most impressive Africans I have ever met (his English really is excellent), I couldn't help but be disappointed by his credulity. How could such a seemingly civilized gentleman spout nonsense about "tribal magic" offering no protection against the Cult? I'd bet those native shamans wouldn't be able offer much protection against a Colt .45 or phosgene gas, either. At this point, Kenyatta rose to leave, saying he had a meeting to attend. As we shook hands, he grasped my fingers a bit too long and too tight, and stared at me intently. "The God of the Bloody Tongue is not of Africa," he said quietly, "Not of Africa." Although I can't imagine what he meant, or even how he could know that one way or another, I returned his earnest stare and thanked him for his cooperation. On his way out, he told me to come back to Nairobi in the future, once things were "Different;" I would, he said, always have a place to stay here.

I can't say that I entirely understand his friendliness - perhaps some local custom? But it seems to me that Kenyatta was grateful just to have someone listening to his account. I'll do some follow-up interviews in Blacktown tomorrow.

OFFICE: SWIFT'S AVE., NAIROBI AGENTS: STANTON, NORFOLK, CUNNINGHAM'S
KENYA'S TRUSTED DAILY SINCE 1888
NAIROBI STAR

8-07-1924

INTERVIEW WITH LT. MARK SELKIRK

Lt. Selkirk led the men who actually found the remains of the Carlyle expedition. This is a compilation of my shorthand notes.

Lt. Selkirk is a tall, [redacted] bearish man with a treacle-thick English accent. He came to Africa during the Great War, and fought in the campaign against the brilliant and infamous General von [redacted] Lettow-Vorbeck. After the war, he remained in Kenya under the colonial government. Selkirk is quite a personable fellow, and we talked for much of the day.

Selkirk and I commiserated over the unpleasant trek to the massacre site, and the decidedly less ~~p~~es pleasant destination. Selkirk's men had more trouble than they had expected in finding the site - they'd hoped to simply follow the stench of decay, but it was entirely absent, despite favorable winds. When Selkirk arrived at the killing grounds, he was startled to discover the corpses still in remarkably good condition, given the amount of time they must have lain there - "almost as if decay itself wouldn't come near the place."

That was the only sense in which the bodies were in good condition, however. The gore was ~~[redacted]~~ unspeakable, and even the heartier men were made sick to their stomachs at the sight. The corpses had been torn apart and scattered haphazardly across the clearing, as if by wild beasts, but Selkirk could not think of any animals in Aberdare that would take such care to systematically dismember the bodies without eating them. "Unimaginable," Selkirk called it, staring dully at his tea, "uncanny." Recalling the incident was obviously unpleasant for him, so I hastily moved on to a new topic.

Lt. Selkirk believes that the official court account of the massacre was probably correct in stating that Nandi tribesmen were somehow involved, but he confided to me that he suspects the charges against the "ringleaders" were trumped up. "It wouldn't be the first time," he said ~~[redacted]~~ darkly. Perhaps this is simply the way things work here. Typical.

Lt. Selkirk also confirmed for me that none of the bodies of the white Expedition members were ever found. Only the [redacted] corpses of Kenyan bearers were strewn across that barren plain. I didn't want to reopen any more old wounds, so I turned the conversation to other topics: the weather (infernal), local nightspots (the same, but for different reasons), and the previous day's cricket match (which I had the misfortune to attend - of all the products of British Imperialism, this must be one of the worst. O, for a decent game of baseball!) When the sun began to set, I bid the Lieutenant good day, and set off.

8-07-1924

IMPORTANT: Was at the Victoria Bar for a drink and met a man named 'Nails' Nelson. We fell to talking, and I learned that he is a mercenary, though he seems to be a poor one. He worked for the Italians along the Somali-Abyssinian border, and fled into Kenya after double-crossing "the Wop brigade," as he charmingly calls them. We discussed my work on the Carlyle Expedition - he was familiar with the subject, but more importantly, he clam claimed to have seen Jack Brady ALIVE in Hong Kong in March of 1923! Three years after the Kenyan courts declared the whole expedition dead! Three bourbons and I pressed Nelson for more info, but he had little to say, save if it was the at the Yellow Lily Bar on Wan Shing street. Brady was friendly enough when Nelson met him, but apparently guarded and taciturn.

Nelson didn't push him. I don't know for certain how far I can trust this soused mercenary, but my instinct says that this is a major break. At any rate, I'm nearly done with my work here in Nairobi. If Brady is alive, maybe the others are, too. There were no bodies - what really happened out there in the bush?

8-06-1924

There's an unvoiced question hanging over all my work here: **Why did Carlyle and the others come to Kenya in the first place?** No matter what else I find here, I can't make a coherent narrative of the events without answering this riddle. I can't find ~~the~~ any hint of a Kenyan itinerary in the earlier materials I've gathered; my gut says that the Expedition must have found something in Egypt that led them southward.

Note to self: Go back over the Cairo portion of Carlyle's itinerary with a fine-toothed comb; see if anything can be turned up.

8-08-1924

~~AA~~ Preliminary structure for Carlyle Expedition book

Introduction

The ~~REAL~~ players

- -Carlyle
- -~~M~~arsters
- -Huston
- -Penhew
- - Brady
- -"Anastasia" (Carlyle's lover?)

Itinerary

~~Bac~~

Media

Tell what happened

Explain why

-Bloody Tongue?

Conclusion

Austin
Mexico City
The Yucatan
Gateway To The Underworld
Progreso
Tizimín
Cancun
Hunucmá
Motul
Mérida
Playa del Carmen
Hecelchakán
The Pyramid
Jackson's Camp
Campeche
Milepost 126
Felipe Carillo Puerto
Champotón
Mexico
Escárcega
Cuidad del Carmen
Chetumal
Santeneja
LEGEND
The Railway
Milepost 126
Jackson's Camp
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