

The Fungi from YUGGOTH

Desperate Adventures
Against the Brotherhood



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CALL of
CTHULHU
ADVENTURE

By
Keith Herber



The Fungi from YUGGOTH

Desperate Adventures Against the Brotherhood

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CALL of
CTHULHU[®]
ADVENTURE

Chaosium Inc.



This work is dedicated to:

Clark Ashton Smith and Dant  Helcimer

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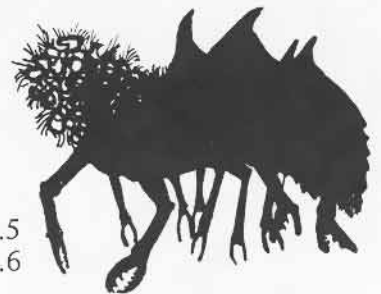
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Introduction

"The Prophecy"

"... and it was dreamed again of the priest Nophru-Ka and of the words he spake at his death, how the son would rise to claim the title, and the son would rule the world in the name of the father, and the son would revenge the father's murder, and the son would call the Beast that is worshipped, and the sands would drink the blood of the seed of the Pharaoh, and after this manner did Nophru-Ka prophesy."

from *Kitab al-Azif*

This is the prophecy of a dying priest in the year 1733 B.C.—a prophecy now on the verge of fulfillment. Can the investigators halt the machinations of the malignant Brotherhood or will they fail, leaving a hopeless world in the grip of a madman?

Using leads provided by a well-known east coast spiritualist, the investigators will visit four continents, and possibly even another planet in an attempt to stymie the villainous Brotherhood of the Beast, and their catspaw corporation, New World Incorporated.

The Fungi from Yuggoth is a complete *Call of Cthulhu* campaign in eight chapters. Individual chapters may, with a minimum of innovation, be used as complete adventures in themselves, and thus be adapted to any campaign.

TIME

In most of the chapters (VI and VII are exceptions), there is no set order of events nor any need for strict time-keeping. Investigators' actions and dramatic effect will help the keeper determine what should happen next.

If the keeper wishes, he may start the campaign in mid-1928, planning to finish it about a year later. This will allow him to blame the stock market crash of '29 on either the collapse of the Brotherhood's world empire, or as a result of a successful takeover by them.

This campaign is peculiarly modern in content, and would prove particularly easy to transfer from the usual 1920s format to the 1980s. The Sons of Terror and their anarchist and nihilist bands can easily become part of the many terrorist organizations of our own time. World-spanning corporations, similar to NWI, are even more common in the 1980s than the 1920s. It would be somewhat more difficult to transfer it to a campaign set in an earlier time period, but this could also be done, with some effort on the part of an inventive keeper.

APPENDICES

The plot of *The Fungi from Yuggoth* is quite lengthy and very intricate. Additionally, the use of the optional scenes will depend partly upon the actions of the investigators and partly upon decisions made by the keeper. A plot synopsis follows, but a moment should be spent in explaining the appendices as they provide a detailed history of the situation that faces the investigators.

Appendix A tells the story of the rise to power and the death of an Egyptian priest known as Nophru-Ka. Murdered on the orders of the Pharaoh, the priest, with his dying breaths, uttered the prophecy that later found its way into the *Kitab al-Azif*. Appendix B tells of the discovery of this prophecy by two men who eventually formed the "Brotherhood of the Beast," a secret organization that plots to rule the world through a descendant of the long-dead Egyptian.

The proper descendant is finally born in the late nineteenth century and is named Edward Chandler (appendix C), son of a successful small business man from Chicago. The machinations of the Brotherhood (including the ruthless murder of Chandler's parents) eventually bring him to a position of influence and power as the chairman of the board of the international corporation New World Incorporated (appendix D).

Appendices E and F contain background information on two organizations developed over the years by the Brotherhood and NWI as part of their plan for world conquest. Appendix G is a time-line of events that will aid the keeper in ordering past occurrences and answering questions posed by the investigators.

These appendices should be read and understood by the keeper before beginning play.

EXPANDING THE ADVENTURE

While *The Fungi from Yuggoth* is a complete adventure in itself, keepers may wish to expand the piece, particularly in the second half of the campaign. Possibilities include adventures dealing with an individual gang of the Sons of Terror, or a trip to India to discover the source of the "wisdom" being disseminated to the Rhon-Paku temples.

Plot Synopsis

"The Brotherhood of the Beast"

Chapter I

This section offers the opportunity for the investigators to solve the mysterious disappearance of Paul LeMond, a famous "spirit medium" living in New York City. The investigators are hired by Paul's distraught mother and have the chance to earn a good sum of money if they successfully unravel LeMond's disappearance. Investigators will discover nothing about the Brotherhood in this chapter; it serves to introduce the investigators to Paul LeMond, a man with mysterious, psychic powers. Paul LeMond is destined to survive this adventure no matter how badly it may be bungled by the group and he will serve as a source of clues and information throughout the campaign.

Chapter II

By the beginning of this chapter, the investigators should have become aware of the importance of the bizarre dreams of Paul LeMond, and when he tells them that a series of child murders in Boston is somehow connected with his dreams of the future enslavement of mankind, they should be willing to follow up.

The investigators may trace the murders to a terrible child-thing that lives in an old well. Most importantly, they will find clues to the existence of a centuries-old organization known as the Brotherhood of the Beast, with headquarters in Romania.

Chapter III

The clues found earlier take the investigators to a crumbling castle perched on the side of a mountain in Transylvania. Here the head of the Brotherhood dwells and directs his nefarious plans. This man, Baron Hauptman, is preparing to leave the area as the centuries-old plan begins to move toward fruition. The investigators may or may not meet him, but it is likely that they will eventually gain entrance to the castle and, in addition to the lurking horrors in the crypts and catacombs below, will find information that will partially explain the aims and purposes of the Brotherhood and supply them with maps and other clues that will lead them to the secret tomb of the long-buried priest, Nophru-Ka.

Chapter IV

An archaeological team from the Miskatonic University is

currently searching for the lost tomb of Nophru-Ka. Their information, however, is faulty and the investigators have the true clues that will enable the team to reach the proper site. Reaching the tomb, located almost a hundred miles west of Cairo, deep in the desert, will necessitate a long camel ride that will end with an attack upon the group by a band of Arab bandits and a subsequent trip through a secret cavern where they may witness the shade of Nophru-Ka in worship to his dark god.

Once joined with the archaeological team, the investigators will help discover the tomb of the priest and gain entrance only to find that the tomb has been recently violated. Clues abound in the lost tomb, but a trusted member of the team is part of the Brotherhood and will be secretly working against the plans of the investigators from the time of their arrival in Cairo.

Chapter V

There is room for a short intermission at this point as there are no clues to be discovered in chapter IV to lead the investigators on. They will be at an apparent dead end until introduced to chapter V, again by the strange dreams of Paul LeMond, when they travel to Peru in an attempt to discover the source of a series of violent earthquakes that have shaken the area in the last year.

The area in question is located high in the Andes Mountains but the investigators may discover that they can make a base camp at the nearby New World Incorporated experimental mining facility. Upon exploring the earthquake-ravaged area near the camp, they will discover evidence for the direct involvement of the Fungi from Yuggoth. Later evidence may point to a connection with the Mi-Go and the NWI mining camp.

Before this chapter is concluded, the investigators should at least suspect a link between the Brotherhood and certain employees of NWI. Most assuredly, the investigators will be led to San Francisco.

Chapter VI

This chapter will give the investigators a chance to discover the actual plans of the Brotherhood and NWI. The strange mineral Blue John, mined by the Fungi and shipped from Peru to San Francisco by NWI is eventually finding its way to a secret laboratory beneath the city where it is being processed, with the proper enchant-

ments, into an incense that will be burned in the temples of Rhon-Paku on the Day of the Beast. This special incense is the material component of a spell that will be used to call down the monstrous Dholes from their far-flung planets and turn them loose upon some of the great cities of the world. The members and leaders of the temple are unaware of their role in the plot of the Brotherhood and are innocent accomplices.

This operation is being handled by a man known as Lang-Fu, an ancient Chinese who once led a cult of Deep Ones on the south China coast. The investigators may witness him conducting rites of Cthulhu and Hydra on a deserted beach north of San Francisco.

Chapter VII

Before leaving San Francisco, the investigators will find themselves suddenly assaulted by a foul creature while asleep in their hotel rooms. Clues in the next morning's papers will lead them to believe that the NWI Electronics Research Station, located across the bay in Oakland, may be behind the attacks.

Taking advantage of the public guided tours offered at the station, the investigators will have the opportunity to learn of the startling new scientific advances being made by NWI. While some may take advantage of the tour to learn something new, an investigator or two may try to slip away into a restricted area of the lab and find more clues regarding the planned take-over by NWI and the Brotherhood.

The head of the lab, Dr. Dieter, is a mad genius and the perpetrator of the attack upon the investigators. Working for NWI, he has been implanting small, electronic devices into the brains of chosen victims and then using them to infiltrate various terrorist organizations around the world. These electronic zombies have insinuated themselves into leadership positions within their respective organizations and will lead the attacks against the seats of governments and chosen military installations in an attempt to create havoc around the globe on the Day of the Beast. Clues contained in the lab will allow the investigators to notify their government and possibly others of the imminent danger. This warning could provide time for the involved governments to lay plans to thwart the attacks.

Chapter VIII

This is the climax of the adventure and the investigators will find themselves once again in Egypt; this time at the Necropolis of Giza, site of the pyramids and the Great Sphinx. Here they will most likely meet up again with Baron Hauptman and Lang-Fu, this time in the company of Edward Chandler and a number of vicious, Arab body-

guards. The evil trio will attempt to call a horror in the form of a faceless sphinx known as the Beast. The calling of the Beast at dawn will signal the beginning of the Day of the Beast and will coincide with the world-wide attacks by the Sons of Terror and the chanting down of the Dholes by the numerous Rhon-Paku temples.

This should prove the most difficult chapter for the investigators as they will be forced to decide upon the best method to stop Chandler and the Brotherhood. The most guaranteed methods are probably equally suicidal. The two optional scenes offered in this adventure may serve as a means of aiding the investigators overcome this vexing situation.

Optional Scene 1

The Great Library of Celaeno is located in a distant star-system and will prove an arduous trip. The most valuable item here is the spell Create Barrier of Naach-Tith. This powerful magic is one of the few sorceries that could prove successful against the Beast, but it is costly to use and the trip to Celaeno and back could well cost the life of the investigator.

It is unlikely that the investigators will be prepared to make such a journey; it requires powerful spells and magic items. In chapter III, the investigators will have the opportunity to discover these and other items used by the Baron on his many trips to the library.

Optional Scene 2

This scene describes what may happen to Paul LeMond should he and the group attempt to contact the spirit of Nophru-Ka. It is hinted to the investigators that the longer dead the person to be contacted has been, the more intimate an object Paul will require to be in contact with in order to call forth the spirit of the dead one. Chapter VI gives an example of Lang-Fu using the mummified liver of Nophru-Ka in just such a way. This will be witnessed by the investigators if they watch the terrible ceremonies taking place at the deserted Pearl Beach. This dried organ will be abandoned by the Chinese wizard and may be retrieved by the investigators. The keeper may wish to lead them on a bit if they do not immediately realize the potential of this discovery. Other of Nophru-Ka's organs from the tomb may also be used. This scene is designed to allow the investigators to question the spirit of Nophru-Ka and possibly obtain necessary information that may have been missed in earlier chapters.

Additional information regarding the individual chapters and scenes can be obtained by reading the introductory and concluding material for each section. □

NWI



I. The Dreamer

The investigators are requested to look into the mysterious disappearance of famous New York spiritualist Paul LeMond.

INVESTIGATORS INFORMATION

Paul LeMond, famous New York spiritualist and medium, has disappeared under mysterious circumstances. If the investigators are not already aware of this event, it will be brought to their attention by a newspaper advertisement appearing two weeks after LeMond's disappearance. This ad, run by Irene LeMond, Paul's distraught mother, offers a \$2,000 reward for information leading to the safe return of Paul LeMond. A post office box and telephone number in Buffalo, New York, are listed at the bottom of the ad.

Alternatively, the investigators may be directly contacted by Mrs. LeMond, or they may be acquaintances of LeMond.

KEEPER'S INFORMATION

After a series of vivid nightmares, Paul LeMond suffered a nervous breakdown some weeks ago. His manager, Herb Whitefield, wanted to have Paul committed for treatment, but not at the expense of Paul's reputation or lucrative career as a medium. In an effort to avoid publicity regarding Paul's condition, Whitefield arranged to have him kidnaped and later committed under an assumed name to a private sanatorium in upstate New York for treatment.

HISTORY

Paul LeMond grew up a seemingly normal child in a rural area near Buffalo, New York. His father died when he was very young and Paul was raised by his mother, Irene, on what little money was left to them by Paul's father.

At the age of seventeen, Paul suffered a series of nightmares that left him hospitalized with partial amnesia. During his hospital stay, Paul underwent a personality change while becoming close friends with a fellow patient named Clarence Rodgers. After his discharge, Paul, accompanied by the mysterious Rodgers, began a series of long trips. After eight years of such journeys, Paul returned home alone and once again took up residence with his mother. Soon after, Paul suffered another attack of amnesia that again left him hospitalized. He quickly recovered, but the eight years since his first attack was a complete blank in his memory. Other than this, Paul seemed healthy and his mother thought him more like his old self. He returned home again, bothered only by occasional inexplicable nightmares.

During the eight years that Paul spent traveling in the company of Clarence Rodgers, his body had been inhabited by a member of the Great Race of Yith. Rodgers is a member of a very small cult devoted to aiding the Great Race. Simultaneously, Paul's mind dwelt in the body of the Yithian, in prehistoric Australia. At the end of the eight years, the Yithians blanked Paul's memories of them and then sent his mind back to its proper home while returning their explorer to the past. Paul's memories of his sojourn cause his occasional nightmares.

The strains imposed by the time-traveling awakened a psychic talent. By holding a prized possession or photograph of a deceased person, Paul can cause what appears to be the spirit of the dead person to inhabit his body and communicate with the living world.

Herb Whitefield, then a small-time New York talent promoter, contacted the LeMonds and asked for a demonstration. Whitefield immediately signed the young man to a long-term management agreement and took him to New York. It was not long before Paul became well-known, and Whitefield's promotional abilities brought them a long list of influential people and monied celebrities.

For nearly two years, the two men did quite well, earning substantial amounts of money, when suddenly trouble began. Paul began to experience a series of particularly horrifying dreams of a new subject. Central to these dreams was the vision of a great, four-footed beast that ravaged an ancient city. So strikingly real were these dreams that Paul's nervous condition left him unable to work. At this point, Whitefield had Paul kidnaped and hospitalized.

The sudden occurrence of strange nightmares is yet another side-effect of his time-travel. While in the past, Paul had learned of an impending disaster in the near future. Paul's subconscious is trying to warn him. The Yithians do not want Paul to interfere. They also fear that more of Paul's memories will surface in dreams and have instructed their agent, Clarence Rodgers, to eliminate Paul and any others who may know the contents of his dreams.

GENERAL INFORMATION

If the investigators do a little looking around in the recent newspapers, they will find a number of stories dealing with Paul's disappearance. They all tell how Paul suddenly vanished from the streets of New York while walking a

he was thirteen up until he was hospitalized with his first attack of amnesia. Mrs. LeMond will tell the investigators that she has never read it, considering that to be an invasion of Paul's privacy. If the investigators should read the diary, it merely tells the rather dull story of a young boy growing up in rural New York. The last few entries, however, are concerned with the strange dreams that preceded his first attack of amnesia. In these dreams, Paul describes a gigantic, strange city, set in a tropical jungle. As he moves about the city he feels as though he is no longer Paul LeMond, but a thing of alien proportions.

Herbert Whitefield's Office

Located on the seventh floor of a downtown office building, the sign on the door reads: "Herbert Whitefield—Professional Management Services." Inside is a cramped office with just enough room for Herb's desk, his secretary's desk, and an old couch for clients. In the corner stands a battered filing cabinet.

Herb spends a lot of his time out of the office these days, but the investigators will catch him there on their first visit. Unless proof of their employment by Mrs. LeMond can be shown, Whitefield will become very hostile as the mention of Paul's name, ordering the investigators out of his office. If the investigators were smart enough to obtain a notarized letter from Mrs. LeMond, Whitefield will still be reluctant to answer questions, telling them that all he knows is what the police have told him, and that he was at a party at the time of Paul's disappearance. "The police have already verified my story," Herb will answer. A successful Psychology roll will show Whitefield to be a very nervous individual, but will not reveal the reasons behind it.

HERBERT WHITEFIELD

Whitefield is a small man with greasy black hair. Always a small-time promoter, his discovery of Paul LeMond has brought him his first real success in the business. Although loyal to Paul, Whitefield has been pressured lately regarding bad debts resulting from gambling losses and this has caused him to act in the manner he has. Whitefield will go to great lengths to prevent people from discovering the truth about Paul LeMond. He expects that Paul will be cured soon, and then he can fabricate a story to explain his disappearance. Whitefield realizes that his own future is tied to Paul's and is willing to do almost anything that he thinks will protect Paul's career.

After first meeting with Whitefield in his office, he will not be encountered again until someone discovers him in his apartment.

STR 9	CON 10	SIZ 8	INT 13	POW 12
DEX 10	CHA 14	SAN 55	EDU 12	HP 9

SKILLS: Psychology 45%; Bargain 65%; Credit Rating 50%; Fast Talk 65%; Oratory 30%.

His secretary, Betty Avery, is not able to speak freely in the office, but if the investigators contact her later, when she is alone, a successful Oratory or Debate roll will get her to reveal all she knows. She will say that Paul was a sensitive young man who, without the help of Mr. Whitefield, could never have become the success that he is today. She fears that Paul may have taken his own life. She is now concerned about Mr. Whitefield's welfare as he has evidently acquired some rather heavy business debts and is being pressured to pay them. Two men, representing a Mr. Wexler, have visited the office twice recently looking for Whitefield. They are well-dressed, but tough-looking, and claimed to be collecting on a debt owed their boss. A successful Knowledge roll will remind an investigator of Bugsy Wexler, a local gangster. Today, the office was visited

by a tall gentleman named Mr. Rodgers. When told that Whitefield was out, the man left an address and requested that Whitefield meet him there at 1 pm. She showed the card to Whitefield when he returned, but not recognizing the name, he threw it away. The card is now in the wastepaper basket by her desk.

Clues:

If the investigators search the office "after hours," they will find the following:

Secretary's trashcan: A careful search of the trash will turn up a card bearing the name Clarence Rodgers. On the back of the card, hand-written, is the address of his apartment and the words "One o'clock."

Whitefield's desk: Locked, inside its drawers, among general business items, is a key with a tag that reads: "Paul's apart." along with an unlabeled key (a spare for Whitefield's apartment). Also in the desk is a very explicit, threatening letter addressed to Whitefield and signed B. Wexler. The letter is in regards to "services rendered" two weeks earlier, and orders Whitefield to meet with Wexler at a certain address. If they cannot figure it out for themselves, an Idea roll will tell the investigators that the date given in the letter is the same as Paul's disappearance. The address given is located in a run-down warehouse district.

The filing cabinet: Also locked, and in a state of disarray, successful Library Use rolls are needed on each drawer to make any sense out of the contents. The top drawer contains bills and receipts. A successful Accounting roll will tell the investigators that Whitefield is heavily in debt and late in all his payments. The second drawer will turn up Whitefield's contract with Paul. It runs for ten years and gives Whitefield a 50% commission on all Paul's earnings. The investigators may think this harsh, but a Law roll will show that the terms are not unusual for the times. The third drawer contains several life insurance policies on Paul, all naming Herbert Whitefield as the beneficiary.

Meeting Clarence Rodgers

Soon after the investigators leave Whitefield's office, they will be approached by a tall, bearded man with blonde hair. He will introduce himself as John Dervin, an investigator for Klein Mutual Life Insurance Co., which holds a policy on Paul LeMond. He will explain that the company routinely investigates cases like this for evidence of fraud or foul play. He claims that Whitefield is named as the policy's beneficiary and it is thought that he may have something to do with Paul's disappearance.

This is actually Clarence Rodgers in disguise—the Klein company is fictitious. Rodgers has been staking out Whitefield's office for some time in an attempt to learn of Paul's whereabouts, and will take this opportunity to pump the investigators for information and possibly attempt to enlist their aid. He will try to supply himself with information while side-tracking the investigators with false leads.

Rodgers is expertly disguised with a false beard and has bleached his hair out. If an investigator feels something is amiss and succeeds in a Spot Hidden roll, he will notice either a patch of hair that was missed or a portion of the false beard that has worked loose.

After accosting the group, Rodgers will return to his apartment five blocks away. Any investigator attempting to follow the wary Rodgers will have to make two consec-

utive Hide rolls to stay concealed in the New York crowds. If a Hide roll fails, Rodgers spots the tail and slips down the first deserted alley to wait in ambush.

CLARENCE RODGERS

This man is tall and dark and capable of disguising himself. He is a member of a society dedicated to aiding those of the Great Race who travel through space and time to this point in Earth's history. He is ruthless and has been ordered to kill Paul LeMond. Rodgers will at all times try to preserve his own life, and if the going gets too tough, may fail his masters and flee.

All through this adventure, Rodgers should harass the investigators and make at least one attempt on their lives. He should be foiled in any attempt he makes against Paul.

STR 13	CON 13	SIZ 14	INT 15	POW 14
DEX 14	CHA 13	SAN 0	EDU 16	HP 14

SKILLS: Anthropology 50%; Archaeology 55%; Astronomy 10%; Cthulhu Mythos 25%; History 70%; Library Use 80%; Occult 50%; Listen 60%; Psychology 55%; Hide 65%; Move Quietly 60%; Fast Talk 70%; 22 Revolver 65%; Disguise 100%.

Clarence Rodgers' Apartment

Rodgers' apartment is located in a run-down section of town and the door is double-bolted. The door has a STR of 25 and requires two successful lock-picking attempts to unlock it. During the day, Rodgers is usually out, but will be home if the investigators come at night. If Rodgers happens to be out when the investigators arrive, there is a 25% chance that he will suddenly return and catch them snooping around, usually just as they have discovered something really good.

CLARENCE RODGERS

For his stats see "Herbert Whitefield's Office: Meeting Clarence Rodgers" earlier this chapter.

The apartment itself consists of only two rooms. The front is used as Rodgers' living space and contains a bed and a chest-of-drawers containing his meager wardrobe. On top of the chest are some theatrical make-up supplies, among them, pieces of a false beard and a bottle of hair lightener. The small back room contains a sagging bookcase and a table cluttered with more books and writing supplies. The table and the bookcase are both located at one end of the room. The other end is conspicuously bare.

The bookcase contains volumes pertaining to history, archaeology, and anthropology. The library books heaped on the table are all on the same topics. Also on the table is a locked metal box, some pencilled manuscripts, and a curious metal book, about 15"x20" in size. The thin, metallic covers of the book protect a hundred or so pages of a tough cellulose material covered with strange, brush-drawn figures. This book lays open. A look at the pencilled manuscripts will show them to be a translation of the writings contained in the mysterious book, and a successful Cthulhu Mythos roll will tell the investigator that they are similar to those found in the Pnakotic Manuscripts.

The iron box holds an odd, somehow electrical-looking device in two pieces. It will require a Mechanical Repair roll to properly assemble it, and an Electrical Repair roll to gain some insight to its function or to simply turn it on.

Once switched on, the device will softly hum for a few moments, and then a bright shaft of light will spring from a red jewel located at the apex of the machine and focus into the bare part of the room. This beam of light will project a three-dimensional image of a Yithian. This image is very convincing and the investigators are required to make a successful SAN roll or lose 1D6 points. In any

Pnakotic Manuscripts

This book is from an ancient hidden library. The Yithians directed this particular volume to Rodgers who has been translating it for some time, and has only recently finished.

SAN LOSS: 1D6.

CTHULHU MYTHOS KNOWLEDGE: +6%.

SPELL MULTIPLIER: 2.

SPELLS: Call Cthugha, Create Yithian Communicator (requires assistance of a Yithian, who will become the communicator's contactee).

event, investigators witnessing the Yithian (attempting to communicate by its clicking claws) will lose 1 point. After SAN rolls are made, an Idea roll will give the investigator a chance to recognize it as merely an image. This Yithian is Clarence Rodgers' contact. The Yithian will soon realize that something has gone very wrong and break contact with the jewel, vanishing from sight, though the beam of light will continue to play.

Underneath the machine, in the bottom of the box, is a journal that has been kept by Rodgers. A successful Read English will allow the investigators to peruse this odd diary and the costs and benefits are: 1D6 SAN loss and +3% to Cthulhu Mythos Knowledge. Contained in this book is an explanation of Rodgers' doings with the Yithians, an explanation of the device he uses to contact them, and the orders to kill Paul LeMond and any others who may have been warned by his dreams.

Paul LeMond's Apartment

This is a three-room apartment with its own bath, located in a nicer section of town. The apartment has been perfunctorily searched by police. A small notebook is on a table. In this notebook is a letter that Paul had begun writing to his mother (see Play Aid 1).

Velma Peters' Apartment

Velma is playing this situation for all its worth. Although

Yithian Communicator

These devices are sometimes supplied to humans that aid the Yithians in their travels through time. Made of bronze and covered with intricate carvings, they stand nearly a foot tall when assembled and are surmounted by a red jewel. Each jewel is attuned to a specific Yithian, and will seek out only that individual when the machine is activated.

When the two pieces, top and bottom, are assembled and the power switched on, a low, humming noise will be heard while a soft, white glow begins to emanate from the power source located in the bottom portion of the device. This will continue for a few moments while the machine casts back through time in search of the attuned being. When contact is established, the Yithian will be made aware of it at the same time that the machine puts forth a hologram of the contacted Yithian. This being can see into the time and space occupied by the machine and will be able to communicate with those who have contacted it.

At any time, the Yithian can voluntarily break the mental link with the machine-powered jewel. Once this link is broken, it can only be restored by the Yithian, who must forge a psychic link with another jewel existing in its own space and time.

PLAY AID 1: Chapter I

Letter from Paul LeMond to his mother, found in Paul's apartment.

Dear Mom,

Sorry to have been so long to write, but I've been very busy with all the bookings that Herb has gotten for me lately. The sessions really take a lot out of me and I haven't been sleeping all that well. I'm afraid that I'm beginning to experience those same dreams again; the ones I suffered just before my attack of amnesia. It seems to be affecting my personality, I just don't seem to be able to get along with people like I might, and Velma and I have been fighting a lot. I know you don't care much for Velma, Mom, but she really is a wonderful girl and I know she loves me.

Later,

Just returned from Velma's apartment. I'm afraid we've had another fight. She said she doesn't want to see me again. I told Herb about it and he wants me to check into a hospital. He thinks I need a rest. I don't want to. I must see Velma but I don't know if I can make it . . . the huge ferns wave in the wind outside my window. Beyond those are spired buildings, . . . I don't remember the way. I'm afraid I'll get lost. I must see Velma, but the Beast waits out there. . .

she had broken up with Paul sometime before his disappearance, this is not generally known, and when the press showed up, Velma, an aspiring, if untalented, young actress, went for the publicity. She knows nothing of his disappearance other than that it happened on the way home from her apartment (after he had tried unsuccessfully to make up with her) and she will feign great concern over Paul's welfare. She is not overly fond of Herb Whitefield and may voice vague suspicions about him.

Herbert Whitefield's Apartment

This is a nicely furnished luxury apartment, or at least it was. If the investigators arrive any time after their first day in town, it will be in a shambles, furniture overturned, and broken objects on the floor. A soft moaning sound will lead the investigators to a badly beaten Herb Whitefield laying on the floor. He is unconscious, but alive, and a few days in the hospital will bring him out of the coma and in condition to talk. In the meantime, all he can do is mumble "Bugsy. . . Bugsy." Herb has been beaten up over the debt owed to Bugsy Wexler, who arranged for the kidnapping of Paul LeMond.

HERBERT WHITEFIELD

For his stats, see "Herbert Whitefield's Office" earlier this chapter.

A quick search of Herb's desk will reveal a series of bills from the Woods Estate Rest Home in upstate New York; charges for the treatment of a patient named Paulie Meldon. The address is on the bills.

Bugsy Wexler's Headquarters

This is a warehouse in the waterfront district of New York. Anyone brave enough to attempt to see Bugsy at this place will be seized by two thugs with guns upon knocking at the small side-door. These two will pull the

visitors inside where he will be frisked and relieved of any weapons before being taken to see "da Boss."

Bugsy is a tough customer, and if he does not take a liking to the investigator (who needs a Fast Talk or, if female, a successful APPx4% roll) he will order three of his boys to give him a beating. If Bugsy does take a liking to the investigator, he will tell them that Whitefield is (was) in trouble over some money. If the investigator presses for more information, Bugsy will say he admires the investigator's "noive" and will tell the whole story of how Whitefield asked Bugsy to arrange to have Paul LeMond kidnapped and held for several days. Later, Whitefield picked up Paul and took him "somewheres." Bugsy will tell the investigator that Paul was incoherent the whole time.

BUGSY WEXLER

A notorious gangster, Bugsy is responsible for engineering the kidnapping of Paul LeMond. He is adverse to strangers, except the occasional fast talker or a "good-lookin' dame."

STR 15	CON 15	SIZ 15	INT 13	POW 8
DEX 13	CHA 8	SAN 40	EDU 6	HP 15

SKILLS: Drive Automobile 50%; Hide 75%; Move Quietly 75%; Pick Pocket 50%; Oratory 50%; .45 Automatic 85%; Fist 85%; Head Butt 65%; Kick 85%.

BUGSY'S THUGS

Assume the five thugs are identical.

STR 15	CON 13	SIZ 16	INT 10	POW 8
DEX 13	CHA 6	SAN 40	EDU 5	HP 15

SKILLS: Drive Automobile 40%; Hide 35%; Move Quietly 30%; Pick Pocket 25%; Pistol 40%; Fist 60%; Head Butt 40%; Kick 50%.

Woods Estate Rest Home

This beautiful sanatorium in upstate New York caters to the ultra-rich and the celebrated. Security is very tight and the place has a quiet reputation for being discrete.

Paul LeMond is indeed here, committed by Whitefield under the false name of Paulie Meldon. The staff of the



hospital is unaware of his true identity, and will not allow the investigators to see him. If the investigators can present hard evidence along with a successful Debate or Law roll to the head of the facility, they may be allowed access to Paul's room. In any case, the investigators should have enough information to give to the local police and let them handle it.

PAUL LeMOND

Paul is a young man of a sensitive, artistic nature. An only child, raised by his mother, he was plagued by ill-health and spent little time in school. He is currently experiencing occasional severe nightmares; glimpses of the near future rising from his subconscious.

STR 8	CON 8	SIZ 9	INT 15	POW 17
DEX 12	CHA 14	SAN 46	EDU 10	HP 9

SPELLS: Spirit Summoning.

CONCLUSION

When Paul LeMond is found, his mother will take him home to live with her, where she will hire the best psychiatrist in Buffalo to nurse him back to health. She will be deeply grateful to the investigators for their aid and will reward them as promised. She will also purchase a wire recorder with which she will record Paul's dreams and send anything that she thinks will interest the investigators to them through the mail. These recordings will provide clues to the investigators throughout the course of this adventure. Some of the leads are given as introductions to chapters; individual keepers may wish to supply others to baffle investigators.

Clarence Rodgers is a character that should be adapted to the actions of the investigators. He is dedicated to his purpose, but if the investigators offer too much resistance, he will back off before losing his life. If he survives his encounters with the investigators, he may show up in later chapter, determined to halt their actions. He is a man of limited funds, however, and may not be able to do much traveling. He is a master of disguise; in one playtesting, the

Paul LeMond's Spirit Summoning

To accomplish a summoning, Paul must be in physical contact with something that was close to the person in life. This could be the favorite toy of a child or a memento from a particularly enjoyable vacation. Sometimes Paul is able to summon a spirit merely by sitting in a favorite chair or room. In general, the longer dead the person, the more intimate the object needs to be.

Once in possession of such an object, Paul must expend 15 Magic Points and slides into a deep trance, his head hanging down upon his chest. If the summoning is successful, he will usually look up within a minute or two, his expression and attitude that of the deceased person. Once the summoned spirit is in Paul's body, it will need a moment or to adjust to its new home. It will first attempt to control the muscles and senses, then gradually remembers how to speak.

Others present at the summoning may take part in the seance. As Paul sits to one side, all others in the room must join hands in a circle (usually seated around a table) and each expend 1 Magic Point to create a psychic aura conducive to summoning the spirit. If at any time this circle is broken, the spirit will be free to depart.

In habiting the strange body is uncomfortable for the spirit, and it will usually ask to be released before long. A hostile spirit can be coerced into answering questions by using spells that attack its INT or POW. Physical damage will not harm the spirit, only Paul. The spirit cannot depart until the seance circle is broken, or it overcomes the Magic Points of all those in the circle with its own in an effort of will.

investigators talked their way into Paul LeMond's sanatorium room only to find Rodgers strangling him. He had managed to gain entrance to the hospital dressed up as an orderly. □

II. The Thing in the Well

An unusual dream by Paul LeMond sends the investigators to Boston to investigate the city's recent child-murders.

INVESTIGATORS INFORMATION

Mrs. LeMond sends the investigators a recent recording of Paul's latest dream sessions. Although most of the tape is filled with incoherent mumblings, portions are understandable. Aside from the usual dreams about the great beast, he also says "The children will die . . . the children will die . . . it's the trail of the beast . . . Boston."

The following week, true to Paul's predictions, three young children are horribly murdered on the streets of Boston. All were from the slums and on the streets late at night when the atrocities occurred. The murders were committed separately, one every other day over the space of a week. Police have urged parents to keep their children in at night as they continue their investigation.

KEEPER'S INFORMATION

The murders are being committed by a horrible child-thing that lives in a stone-choked well on the grounds of a crumbling mansion once occupied by the physician, Dr. Ambrose Cornwallis.

HISTORY

Dr. Cornwallis was a member of the Brotherhood of the Beast, and it was he who first discovered the birth of Edward Chandler and alerted Baron Hauptman in Transylvania. Dr. Cornwallis also brought young Edward to live with him for a short time before delivering him to Hauptman.

When Hauptman came to America, he brought a gift for the Doctor; a pair of spectacles fitted with odd, prismatic lenses that allowed the wearer to view other dimensions. One night, while Dr. Cornwallis was out, Mrs. Cornwallis curiously donned the spectacles. Dr. Cornwallis returned later that evening to find his wife huddled in a corner, half mad with fright. Later he discovered that she had been impregnated by a Thing from the other side.

After giving birth to the child eleven months later, Mrs. Cornwallis went completely insane and was locked away in an upstairs bedroom while the Doctor and his sister, Sarah, tried to rear the thing in a tub in the basement. One night, Mrs. Cornwallis managed to escape her prison and, before anyone in the house had noticed, slipped to the basement, carried the child upstairs, threw him down the unused well, and began hurling large flagstones down

upon him. Dr. Cornwallis, alerted by the noise in the front yard, discovered his wife as she piled the last of the rocks in. A chase ensued. Finally cornering her in the kitchen, Dr. Cornwallis was fatally stabbed with a butcher knife. Sarah Cornwallis, alerted by the shouts in the house, shot Mrs. Cornwallis with the Doctor's pistol and placed it in the dead man's hand before calling the police.

Sarah was hospitalized for nerves, and in the two weeks she was gone, several child-murders took place. When the somewhat unbalanced Sarah returned home to the empty mansion, she discovered that Jeremy, the child-thing, was still alive and residing in the bottom of the well where he enjoyed the cool damp. Sarah began leaving raw chickens on the edge of the well at night and has continued this practice through the years. As long as Jeremy is kept fed, he presents no problem to anyone.

Sarah has grown increasingly senile as of late and has missed several feedings. This accounts for Jeremy's late-night prowlings.

GENERAL INFORMATION

Newspaper files: A successful Library Use will turn up a copy of the *Boston Globe*, dated late September, 1891. An article contained in this issue tells of a series of grisly child-murders that took place over a period of two weeks. The police have no leads in the cases, and have warned parents to keep their children in at night. The article notes that all the murders took place near the Cornwallis mansion, site of a tragic double-murder earlier this month, involving the noted physician Dr. Ambrose Cornwallis and his wife, Emily Halsted Cornwallis. Police do not believe the crimes to be connected in any way.

Boston Police Station: The investigators will be able to interview the detective in charge of the investigation, but it will require a successful Law or Oratory to get him to reveal any information not already released to the public. If persuaded to speak openly about the case, the detective will reveal that the bodies were found in a terrible condition that is yet to be explained. The bodies contained evidence of numerous wounds apparently caused by some sort of sucking action. The bodies were coated with mucus which dried quickly in the morning sunlight.

The detective has made no connection between the murders and the Cornwallis mansion, but if this is mentioned by the investigators, he will show that the murders



have taken place within a mile of the old estate.

The offices of the *Boston Globe*: The reporter covering the story, Larry Holmes, can be approached, but it will require a successful Fast Talk, Oratory, or Debate roll to get him to tell what he knows. The only information he has, aside from what has appeared in his stories, is that the bodies, when first discovered, were covered with sticky mucus. He can also tell them that the person who discovered the second victim claimed that this slime led off in a trail through the streets and alleys to the foot of the high stone wall surrounding the Cornwallis mansion. Police chose to disbelieve this testimony.

ADDITIONAL INFORMATION

Once the investigators become aware of the Cornwallis name, they may discover the following information in the newspaper files. Each item below requires a separate Library Use roll.

1. This is an obituary dated July 4, 1891. The deceased is an infant boy named Jeremy Cornwallis, still-born to Dr. and Mrs. Ambrose Cornwallis. It states that the body will be interred in the Cornwallis family crypt in All Heart's Cemetery in Boston.
2. This article is a report on the double murder at the Cornwallis mansion and is dated Sept. 15, 1891. Details are sketchy, but the story speculates that the still-birth of their first child some months earlier may have led to the tragedy. The article says that the couple will be interred in the family crypt at All Heart's Cemetery. Dr. Cornwallis is survived by his sister, Sarah.

3. An article dated Nov. 16, 1891, states that a grave-robber was arrested by police at the All Heart's Cemetery while attempting to break into a crypt owned by the Cornwallis family. Police speculate that robbery was the motive despite the claims of the culprit. He stated that he believed the recently deceased Dr. Ambrose Cornwallis to be a warlock, and had intended to turn his body face-down.

SCENES:

The Cornwallis Mansion

This crumbling estate has been reduced over the decades to a small yard surrounded by an eight-foot high stone wall. The only entrance to the grounds is through the old wooden carriage gates found at the end of a narrow street that winds uphill through the slums that now comprise the neighborhood.

As the gates to the mansion are approached, they will creak slowly open, and a young boy of about 13, with red hair and freckles, will emerge. If questioned, he will introduce himself as Ted Ryder who works as a delivery boy for the grocer down the street. If questioned further, he will grow suspicious and it will require a Fast Talk or Oratory roll to get him to reveal anything else. If the group does gain his confidence, he will tell them that he makes a weekly delivery to Miss Cornwallis that consists of bread, milk, and other staples along with a standard order for seven stewing chickens. If the matter of the chickens is pursued, Ted will remember that the last delivery boy told him that he had made the same weekly delivery for years.

If asked, he will tell the investigators that Miss Cornwallis seems a bit daffy, but is real nice and always tips him well.

Once inside the gates, the party will see a decaying house surrounded by a weed-choked yard. The mansion is commanded by a third-story tower located at one end of the structure, and its diamond shaped windows look out over the city. Traces of the drive that served the home can be seen to circle the disused well in the center of the yard, and extends to the old carriage house, long collapsed, at the far corner of the property.

If the investigators look around the property, they will find that the well has been plugged with large stones, probably done years ago to avoid accidents. A successful Spot Hidden Objects roll while examining the well will turn up a broken chicken bone lodged beneath one of the rocks. If the investigators explore the site of the carriage house, it will be apparent that the building fell down many years ago. If they move some of the debris, they will find a wooden trap door concealing a narrow flight of stone stairs leading down. At the foot of the stairs is a 10'x10' room filled with glass and ceramic jars on wooden shelves. The containers are filled with dried plants and unrecognizable lumps of matter. This room obviously has remained unused for years and may seem quite mysterious unless an investigator makes a successful Botany roll which will reveal that the plants in the jars are merely standard herbs and spices, and this room was probably a pantry.

Cornwallis Mansion Interior

The investigators will be greeted at the front door by old Sarah Cornwallis, who will invite them in and clear a spot for her visitors to sit. She is unused to company and may appear somewhat nervous as she goes about preparing tea for her unexpected guests.

As the investigators wait for their hostess to return, they will see that the entire first floor of the mansion seems to be dusty and dirty, piles of rags and boxes of old magazines litter the floor and tables. The only exceptions are the kitchen and dining room, both of which are heaped with dirty dishes.

When Sarah Cornwallis returns from the kitchen, the group will find her to be very friendly and willing to discuss many topics. If asked about her brother, the Doctor, she will remember him with pride, telling the investigators that he was quite a respected man in and around Boston. If the investigators attempt to talk of the murder-suicide, Sarah will grow quiet and decline comment.

If an investigator should make a Psychology roll while talking with Sarah, he will become aware of the woman's mental imbalance. Sarah has been unstable ever since the death of her brother, and it will not require much to push her over the brink. The trigger word for Sarah is "Jeremy." If an investigator should mention the name to her, her eyes will grow as large as saucers, and as the last vestiges of sanity leave her, she will babble incoherently about feeding the "poor little baby." From this point on, Sarah will be permanently insane, and require hospitalization for her own protection.

SARAH CORNWALLIS

Sarah is the spinster sister of Dr. Ambrose Cornwallis and has lived in the mansion ever since she came to help her brother care for his insane wife. She has lived in virtual seclusion ever since her brother's death and is nearly insane herself. In her delusions she has al-

most forgotten what Jeremy really is, and has cared for him all these years by leaving raw chickens on the lip of the well for him to feed on. She is rapidly growing senile, and more and more often forgets to feed the thing that lives in the well, causing Jeremy, in his loneliness and hunger, to roam the streets at night.

Sarah is very guarded about the truth of what happened the night of the murders because she still fears that she will be arrested for her part in it, and then there would be no one to feed poor little Jeremy.

STR 5	CON 7	SIZ 6	INT 8	POW 9
DEX 6	CHA 12	SAN 3	EDU 12	HP 7

If and when the investigators search the first floor, they will notice nothing of interest with the exception of an extremely bad odor that seems to emanate from the kitchen. In the kitchen, the investigators will find Sarah's latest bag of groceries which she has forgotten to put away, and underneath the table, last week's bag of groceries containing several rotting chicken carcasses. Also in this room is a small pantry with a narrow door that opens on the basement stairs. The basement is filled with boxes and barrels of junk of no use to the investigators. At the far end is a locked door with STR of 18. Behind the door is a small room containing nothing but a large porcelain tub lined with brown, crusty deposits. A successful Botany roll will show these deposits to be dried algae, and that the tub was probably filled with water at one time.

The second floor of the mansion is as messy as the rest with the exception of Sarah's room which is a little bit neater, and decorated with photographs of movie stars that Sarah has clipped and pasted to the walls. The room where Dr. Cornwallis kept his mad wife locked away is conspicuously empty, and if the investigators take a look around they will find a small metal pan with the very old remains of dried food. Portions of the wallpaper are torn down, and if an investigator makes an Idea roll, he will be able to tell that the wallpaper was literally clawed off the plaster. It has not been entered since the tragic double murder.

The master bedroom and the guest room are both furnished nicely, but coated with dust and filled with the ubiquitous boxes of junk.

At the end of the hallway is a locked door. The key has been lost for years but the door is fairly light and has a STR of only 7. If the investigators knock this door down, they will see a narrow stairway, coated with dust, leading up to the tower that served as Cornwallis's laboratory. This area was never entered by anyone but the Doctor, and has been locked since his death.

At the top of the stairs, the investigators will see a strange laboratory filled with stranger apparatus. The room is lit by diamond-shaped, stained-glass windows and a stuffed alligator hangs from the ceiling by wires. A successful Occult roll will tell the investigators that they are standing in an alchemical laboratory.

Upon the desk is a journal, written in Latin, and a small box containing some letters and a pair of spectacles with odd, prismatic lenses.

If successful Read Latin rolls are made while studying the journal, the following clues will be found:

1. Dr. Cornwallis was a member of a secret "Brotherhood" that dates back to ancient times.
2. This Brotherhood awaits the birth of one referred to only as "the Child."
3. This Brotherhood is headed by a Baron Hauptman, who resides somewhere in Transylvania.

4. Dr. Cornwallis discovered the birth of "the Child" in 1880, and immediately notified Hauptman in Europe.

5. In 1890, "young Master Edward" came to live with Cornwallis for several months before Hauptman arrived in America. When he returned to Europe, he took "young Master Edward" with him, and left a special gift for Cornwallis.

6. An entry dated Oct. 23, 1890, tells of a mysterious accident involving his wife and the spectacles.

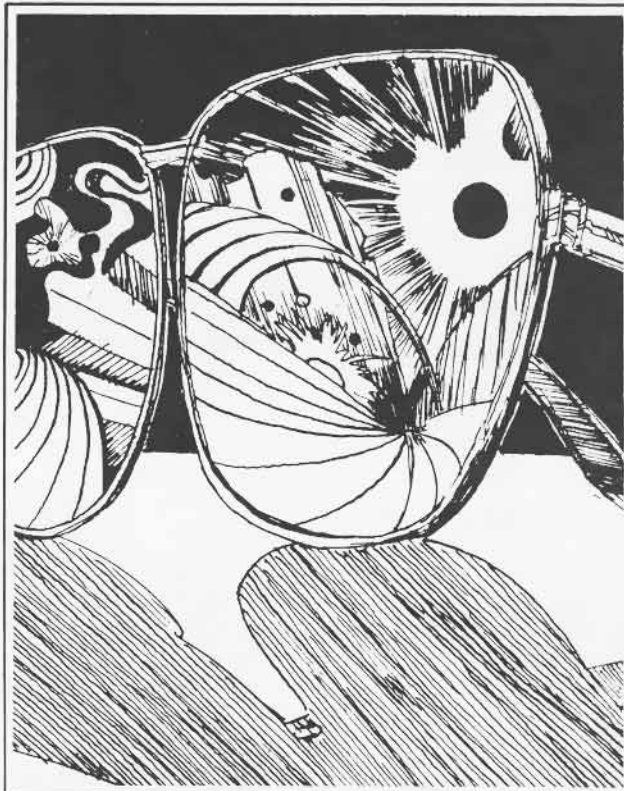
7. Cornwallis tells of the birth of Jeremy, July 3, 1891, though it does not describe him, and his attempts to keep him alive in a tub in the basement.

The two letters are written in German, and if the investigators are able to read them, they will discover the information contained in Play Aid 2. These letters are slipped into their envelopes—envelopes containing the postmark of Klausenburg, Romania.

All Heart's Cemetery

Written around the door frame of the Cornwallis family crypt, in Latin, is the following motto: "to son, to father, to son, to father, to son, etc." Anyone with Read Latin at 10% or more can read it.

If the investigators enter the mausoleum, they will find the walls lined with twenty coffins, each bearing a member of the Cornwallis family. If the coffin marked "Dr.



PLAY AID 2: Chapter II

A series of letters from Baron Hauptman to Dr. Cornwallis.

Dear Dr. Cornwallis,

Congratulations on your discovery. All you have told me indicates that this child is the one. Praise Shub-Niggurath! The prophecy will be fulfilled!

I am enclosing copies of the lineage you requested. This should verify beyond a doubt that the boy is the One. He bears the mark, and the stars are right.

Hail Yog-Sothoth,
Hauptman

Dear Dr. Cornwallis,

Everything is moving according to plan. I should be arriving in America May 27th to take charge of young Master Edward. I hope you have properly prepared the boy for the journey. We must not lose our chances this time. The stars do not promise another birth for over a century and the Brotherhood grows impatient!

I have in contact with the parents and they understand our interest and purpose. I expect no interference from that quarter. He is the typical, short-sighted "man of business" and his company is already benefitting from his decision. They will be quite content, I think.

I will bring with me a present; a gift from the Brotherhood for your invaluable services. It is a pair of spectacles that I have constructed. I will instruct you in their proper use when I arrive.

Hail Yog-Sothoth,
Baron Hauptman

Hauptman's Spectacles

These strange glasses were a gift to Dr. Cornwallis from the Baron and the Brotherhood, a reward for locating "the Child." It was these spectacles that Mrs. Cornwallis tried on out of curiosity.

The lenses are odd prisms. When worn, they reveal a strange world of shifting forms in dark blues and purples, containing impossible angles and bizarre perspectives. The view is so unsettling that an investigator missing his SAN roll will lose 1D6 points. Additionally, anyone donning the glasses will add 1% to his Cthulhu Mythos Knowledge.

Ambrose Cornwallis" is pulled out and opened, they will find the body of the doctor face-down. If Jeremy's coffin is opened, it will be found to be filled with rocks.

CONCLUSION

If Sarah Cornwallis is hospitalized during the course of this adventure, Jeremy will grow hungry and begin roaming the streets, causing more murders. Each new murder will cost the investigators 1 SAN point because of their direct concern in the case. If the investigators discover Jeremy's existence, they will find destroying him tricky due to his reluctance to leave the well if he thinks anyone is going to hurt him. Despite his constant hunger, Jeremy can live a long time without food. He will stay at the bottom of the well until he is sure that it is safe to come up.

JEREMY CORNWALLIS

Jeremy is the half-breed offspring of Mrs. Ambrose Cornwallis and a horror from another dimension. Mrs. Cornwallis discovered the monster (and it discovered her) when she donned the spectacles given to her husband by the grateful Baron Hauptman.

Eleven months later she gave birth to Jeremy Cornwallis, the sight of which drove her mad. Dr. Cornwallis tried to raise him in a tub in the basement, but after the doctor's death, Jeremy lived in the bottom of a damp, stone-choked well in the front yard.

Jeremy is a white, glistening blob about four feet in diameter. Moving in amoeba-like fashion, Jeremy constantly hurls out small pseudopods that end in toothless human mouths, complete with lips. With these, little Jeremy tires to suck and feed. A child's head that cries and whimpers pitifully crowns the mass. Jeremy prefers dark, moist places and never comes out in the daylight.

Jeremy is not hostile to humans or any others, but his means of satiating his hunger can cause great damage in the form of sucking bites. Jeremy will be dismayed by any physical attacks and will immediately retreat to his well, oozing down between the rocks to hide on the bottom. Jeremy leaves a glistening trail of mucus that quickly evaporates in the air.

STR 11 CON 12 SIZ 16 INT 6 POW 10
DEX 8 Move 6 HP 11

Dimensional Being

While viewing the dark landscape revealed through the glasses, a sudden burst of rose-colored lightning will illuminate a ghastly, spidery form scuttling between spiky crystals toward the viewer. This thing is approximately seven-feet tall and lean to the point of emaciation. Its dark face is mask-like and it moves with the aid long arms, slipping up and down with ease.

This being will immediately attack the viewer if the investigator is incapable of, or not wise enough, to remove the glasses. The investigator will be unable to physically attack the monster with either hands or weapons. Magic may work, or the investigator may attempt to Dodge the attacks, but only one Dodge attempt per round will be allowed. If the investigator's DEX is lower than that of the creature's, the monster can attack once before the viewer can snatch off the glasses. Removing the glasses will break contact with this other dimension.

STR 18 CON 16 SIZ 19 INT 7 POW 10 DEX 16
Move 10 HP 18

Weapons	Attack	Damage
Claw (2 per round)	65%	1D8+1D6

SAN LOSS: 1D8 if the SAN roll is missed, 1 point if not missed.

Those witnessing the attack will see the victim's clothing suddenly torn to pieces, great gashes appear in his flesh, and at the worst, entrails spilling out upon the floor, causing SAN losses of 1D6 to those that fail their SAN roll.

This is not the same being that Mrs. Cornwallis encountered. Every time the glasses are donned hereafter, the wearer gains 1% Cthulhu Mythos, and has a 40% chance of encountering some horrible entity—its exact nature being up to the keeper.

Weapon	Attack	Damage
Pseudopod suckers (1D6 per round)	30%	1D4

ARMOR: Jeremy's blobby texture causes firearms to cause minimum damage. He cannot be impaled.

SANITY LOSS: Jeremy is an awful sight, and if a SAN roll is missed it will cost the investigator 2D6 SAN points. A successful roll will mean the investigator still loses 1D3 points.

The most important thing that the investigators should have discovered in this chapter is the existence of a strange Brotherhood with headquarters in Romania. If the investigators missed this clue, the keeper may be forced to provide it by different means, possibly Paul LeMond.

The keeper should encourage the investigators to go to Romania and investigate this Hauptman, or at least his descendants, if any. □

NWI



Transylvania, Romania

III. Castle Dark

A series of cryptic letters written in German leads the investigators to Romania in search of the mysterious Baron Hauptman.

INVESTIGATORS INFORMATION

The investigators should now be led to Klausenburg, Romania, in search of a Baron Hauptman, thought to be the leader of a mystic Brotherhood. Either through research conducted before leaving America, or by simply asking around in Klausenburg, the investigators will discover the existence of a Castle Hauptman, located high in the mountains, near Klausenburg. The crumbling edifice is perched on the northeast face of Montelui Mare, overlooking a pass some 6000 feet above sea level. Guarding the tiny village of Drovosna, the castle is still occupied by a descendant of the original Baron Hauptman who built the castle in the 13th century.

KEEPER'S INFORMATION

The above is true in all details except one: the man named Hauptman now dwelling in the castle is the same man that constructed it nearly 700 years ago. For centuries he has lived in the castle, directing the secret activities of the Brotherhood and maintaining complex genealogical records necessary to keep track of the sacred blood line.

Hauptman and the Brotherhood feel that the prophecy of Nophru-Ka (see Play Aid 4) is soon to be fulfilled and are not preparing to vacate the castle in preparation for the final phases of the master plan.

HISTORY

This castle has stood since the middle of the 13th century, when the area was cleared by the original Hauptman. The Baron commissioned the castle to be built upon a certain tract of land that was supposed to be the site of ancient, unholy rites. The Hauptman family has dwelt in the castle, ruling the nearby village of Drovosna and surrounding lands, continually since that time.

Unknown to anyone, this succession of Barons has all been one and the same man, the original Hauptman who first came to the area in 1242. He has sustained his long life by means of a spell that allows him to transfer his mind and spirit to a new body when the one he is in begins to age. Hauptman is a scholar who, besides grinding the strange lenses of Dr. Cornwallis, has traveled around the world and farther in his search for arcane knowledge. With the aid of a Star Vampire, he has journeyed many times to the great library on Celaeno. Hauptman rewards

the monster by allowing it to feed among the villagers, giving rise to vampire stories.

Only once in the history of the castle has the Baron been defeated; by a fervent priest who turned to the black arts himself in an effort to destroy the Baron. Hauptman fled the castle, but returned decades later, claiming to be an innocent descendant of the evil Baron.

BEGINNING PLAY

Despite the fact that World War I and the Russian Revolution have been fought near this area recently, the castle and its environs seem untouched by the modern world. The predominant language of the country is Romanian, with heavy pockets of Germans in the north and south. The central plateau area is inhabited by Magyars.

Keeper's note: The atmosphere and mood of this chapter is meant to resemble an old Bela Lugosi movie. The present day name of Klausenburg is Cluj.

GENERAL INFORMATION

If the investigators take the time to research the area before leaving America, they can find the location of Castle Hauptman along with the following information. These clues can all be located in the history section of the public library, and a successful Library Use roll is required for each one.

1. In 1242, the first Baron Hauptman built the castle after driving off the Mongols in the area. It was later discovered that this Hauptman was a descendant of a Hauptman expelled from the Knights of the Teutonic Order for heresy.
2. In 1348, Louis the Great of Hungary sent a patrol to investigate irregularities in the Barony. The patrol was lost and thought to have been the victim of bandits.
3. In 1389, Castle Hauptman was besieged by a Turkish army. On the fourth morning of the siege, the commander of the army and his scribe were found mutilated and drained of blood. The army broke camp, abandoning the siege, and went on to conquer Wallachia.
4. In 1628, the villagers, led by a local monk, stormed the castle. The Baron was evidently killed, and the building stood unoccupied until 1792 when the area was reconquered from the Turks by Austria. A "descendant" of the Baron then returned to claim the family's lands and title.

SCENES:

The Village of Drovosna

Located high on the slopes of Montelui Mare, 35 miles from Klausenburg, this dreary little village stands beneath the shadow of the decaying Castle Hauptman, perched on the mountain above. This mountain pass is little used these days, and the road leading from Klausenburg is rude and primitive. It is impassable to automobiles, and the investigators will find that it is necessary to hire a carriage.

Besides the humble dwellings of the local peasants, the investigators will also find in the village a small inn and stable along with an old stone church and an ill-kept churchyard. The villagers are very superstitious and if asked about the Baron will back away quickly, making the sign of the cross and glancing fearfully at the castle.

The Village Inn

The innkeep's name is Drobne, and he will graciously welcome visitors. He speaks Romanian at 60%, German at 45%, and English at 20%. His poor English may cause an occasional problem in communicating, perhaps leading to misunderstandings or misleading information. Drobne is willing to speak on any subject but the castle or the Baron, crossing himself as he declines comment.

Drobne will mention that there is another guest at the inn this summer; a young Hungarian student, who is making a historical study of the area. His name is John Kopeche, and he spends most of the daylight hours roaming the hills, returning to the inn for dinner when the sun begins to set. Drobne will warn the investigators to keep a close eye on their belongings; there is a wagon-load of gypsies camped just outside the village near the woods.

JOHN KOPECHE

This man's real name is Sergei Rosalavich and he is an agent on a mission for the Soviet government. While posing as a Hungarian student researching a paper, he has actually been out in the woods searching for a secret entrance to the castle, hinted at in a document discovered in St. Petersburg after the revolution. He carries this document, along with papers identifying his mission, on his person. These papers are all written in Russian. He is trying to trace the movements of a certain White Russian Army unit that passed through this area some ten years ago. This unit fled the country bearing documents embarrassing to the new government and Sergei has traced them as far as the castle, where they seemed to disappear.

Rosalavich is a fervent revolutionary, and his attitude and actions toward western capitalists could vary widely depending upon what the investigators say and do. He will not disclose his mission unless doing so would be the only way to achieve success.

STR 14	CON 15	SIZ 12	INT 14	POW 13
DEX 12	CHA 15	SAN 65	EDU 12	HP 14

SKILLS: Read/Write English 20%; Speak English 45%; Speak Romanian 55%; Speak Hungarian 65%; First Aid 50%; History 55%; Law 40%; Library Use 70%; Camouflage 45%; Hide 65%; Debate 40%; Oratory 55%; Throw 70%; .38 Pistol 55%.

Hauptman's Henchmen

At some point during the conversation, the front door of the inn will bang open and in will walk three men. They are all dark and stocky, and the oldest, obviously the leader, sports a gold tooth and earring. Casting suspicious glances at the party, the trio will seat themselves at a corner table and call for drinks in Romanian. An investigator making a successful Anthropology roll will know them to be Magyars. Drobne will grow reticent when the men appear, and decline to converse further.

The men will linger over their mugs for about twenty minutes before exiting the inn and riding off in a wagon. If asked about the men after they have left, Drobne will say that the leader's name is Lazlo and that they are all servants for the Baron. They also act as spies for Hauptman and the villagers give them a wide berth whenever they are in the village. Once a week, the three men travel to Klausenburg for supplies. Here they stay the night and return on the following day. If an investigator goes to the window, he will see the horse-drawn wagon, loaded with goods, slowly climbing the road up to the castle.

Lazlo will of course report immediately to the Baron, and tell him of the presence of strangers in the village.

LAZLO

Lazlo has been working for the Baron for almost twenty years, and will be faithful to the death. The Baron's taste for torture and pain suits Lazlo well, but he is not aware of the darker activities of Hauptman. He is a short, powerful man with a thin, black moustache; rarely seen without his shotgun at his side. Lazlo is a vicious killer and only waits for the Baron to point out the next victim.

STR 15	CON 16	SIZ 11	INT 9	POW 8
DEX 12	CHA 7	SAN 20	EDU 6	HP 14

SKILLS: Speak English 15%; Occult 25%; Track 50%; Hide 80%; Move Quietly 70%; Pick Pocket 50%; Knife 60%; Throwing Knife 70%; .38 Pistol 45%; Double-barreled 12-gauge shotgun 60%.

LAZLO'S HELPERS

These two younger men work directly under Lazlo, helping with the maintenance of the castle and spying on the villagers. These two are not willing to die for the Baron or Lazlo. They do not carry guns.

Jerzy

STR 12	CON 13	SIZ 11	INT 8	POW 6
DEX 13	CHA 9	SAN 30	EDU 5	HP 12

SKILLS: Speak English 10%; Occult 15%; Track 25%; Hide 40%; Move Quietly 35%; Pick Pocket 25%; Knife 30%; Throwing Knife 35%.

Yurek

STR 14	CON 11	SIZ 9	INT 10	POW 10
DEX 10	CHA 8	SAN 50	EDU 6	HP 10

SKILLS: Speak English 5%; Occult 10%; Track 25%; Hide 40%; Move Quietly 35%; Pick Pocket 25%; Knife 30%; Throwing Knife 35%.

The Village Church

This is a Romanian Orthodox Church and is over four-hundred years old. Its stones are weathered-brown, and behind the structure, nearly lost in the rampant weeds, the remains of decaying tombstones can be seen. The front door is closed and bolted.

If the investigators knock on the heavy, wooden door, they will be greeted by a wizened old man dressed in the priestly robes. After his first disappointment that they are not worshippers, he will invite them in as guests and engage them in conversation. The priest is educated and welcomes the opportunity to talk with someone from the outside world. He has tended the flock here for nearly forty years and can tell the investigators many amusing folk stories and local legends. If asked about the castle or vampires, he will change his mood and begin to speak in a softer voice. He will tell the group that indeed the area has been subject to periodic attacks by a vampire over the years; the victims are always found mangled and drained of every drop of blood. The worst outbreak took place 32 years ago, when a large number of locals were killed over a period of weeks.

If asked about the Baron, he will say that many of the villagers believe Hauptman to be a vampire, but he, the



priest, does not believe this. He says that although the Baron is rarely glimpsed by the villagers, sometimes remaining unseen for years at a time, he himself has seen the Baron walking about in full sunlight. He will describe the Baron as short, dark-haired, and very muscular.

If the investigators should ask the old priest about visi-

tors to the castle, he will tell them that the Baron rarely entertains guest, the last being a young Englishman that the Baron hired as a secretary last summer. He stayed several weeks before leaving suddenly in the middle of the night. (If the investigators ask around, they will discover that no one on the village actually saw him leave.) If he is

asked what the man looked like, the priest will tell them that he was six feet in height, blonde, and walked with a slight limp.

The priest will also tell the investigators of another visitor; a young boy who came to live with the Baron around 1890. The boy was always referred to as "young Master Edward" and stayed with the Baron for several years. Hauptman explained that the boy was a distant cousin whose parents had been killed in a tragic boating accident (this, of course, had not happened yet; just another example of the Baron's perverted sense of humor). When the boy was seventeen, he and the Baron left on a trip from which only the Baron returned a year later.

If asked about the gypsies camped nearby, the priest will describe them as a harmless old fortune-teller and her demented son. The priest will not believe Drobne's allegations that they are thieves.

Clues:

Below the church building are damp catacombs where the records for the parish are kept, dating back several hundred years. The priest will allow the party to peruse the old books and scrolls if assured of the investigator's scholarly interests, but will insist that they not be removed from their underground storage. He fears that the sudden

change in temperature and humidity might damage the old documents.

It will take an investigator with a Read Romanian ability days to thoroughly go over all the material contained in the catacombs. There are six clues contained in these records, and the investigator may attempt his Read Romanian ability twice per day in an effort to locate them. (*Note to keeper: it should not be difficult to make an investigator fear that there might be something awful creeping around in the catacombs, even though there is not.*)

1. In 1545, the local church requested a formal investigation of the Baron on charges of unjust imprisonment and torture.

2. In 1546, Baron Hauptman VII is excommunicated by the Eastern Church.

3. 1546-1552: A report on an outbreak of vampirism that took place during this period. No conclusions are drawn.

4. 1628: This report claims that the Baron Hauptman abducted a peasant girl from the village and held her captive in the castle. Several days later, her mangled body was thrown from the walls of the castle.

5. This is the manuscript of Jan Savechik, priest of the village of Drovosna. When the investigator pulls this scroll

PLAY AID 3: Chapter III

The Testament of Jan Savechik

I, Jan Savechik, humble priest of the village of Drovosna, in the year of our Lord, 1632, do write this testament in regards to the events surrounding the actions taken by the people of Drovosna against the Baron Hauptman. This testimony differs from the version given to the legates of the Church who were sent to investigate the actions of the villagers, and is the one true version. I am writing this in private, and when finished will seal the document with wax bearing a pagan symbol to guard it against those who would use it to their own purposes, or to signal another who would stand against these forces.

In the year of our Lord, 1627, a book belonging to the Baron Hauptman came into my possession. It was a large volume, written in Greek. Its title shall not be repeated here. Blasphemous things were hinted at in the ramblings of a heathen poet who was supposed to have written the original, and protection against devils and demons were also offered to the reader.

When, in 1628, a young girl of the village was taken by the Baron and later killed and her body thrown from the castle walls, her father, in rage, assailed the door of the castle with his hands and screamed his hate for the Baron. It was then, in full sight of the village, the Baron appeared upon the ramparts above the castle gate and with his evil gaze alone, killed the poor peasant. His body lay at the foot of the castle for two days before anyone dared approach to carry it away.

It was then, though I realized I imperiled my soul, I read that accursed volume. What was spoken within those pages shook me to the very heart of my faith, and I still feel as though a cold, dark hand grips my heart.

The book told me of monstrous beings who live in another place from us and from the notes written in the margins in the Baron's hand, I knew that he worshipped these as gods, in particular, one who dwelt below the castle in a stinking pit. The book also told how to make a sign that these gods would not tolerate and would flee from. Arming the villagers with crucifixes from the church, I led them against the evil Baron.

We broke down the doors and ran through the castle, searching for the Baron. A small group of men found entrance to the catacombs below and bravely entered the dark tunnels. I followed at a distance and heard their cries ahead. I hurried on bearing the pagan symbol and the blasphemous book and rounding the corner, saw a devil, a demon that should not be. I screamed as I watched it devour the villagers, crucifixes still clenched in their hands. With gunshots and torches, we forced it back into its stinking hole, and I hammered the pagan symbol onto a great stone, which we used to seal the hole. We did not find the Baron, though his hated servants were slain, and after pulling down one of the great towers, we left the castle to its abandonment.

I never spoke of the things that I saw below the castle and it was supposed that the lost men had somehow stumbled into the stinking pit found deep below the castle. None of the men dared approach the abyss. I fear that I have risked eternal damnation for my actions, but must write them down to at least cleanse my mind if not my soul.

Jan Savechik

off the shelf, he will discover that it is sealed with wax bearing a strange symbol. A successful Cthulhu Mythos roll, or knowledge of the proper spell will allow the investigator to recognize the Elder Sign. For details of the manuscript, see Play Aid 3.

6. 1886: A report on the mysterious disappearance of Count Spanglais of Hungary, while on an extended visit to the Baron. A party made up of friends and relatives of the Count traveled to Drovosna searching for him, but were unable to interview the Baron. The Count is described as short, dark-haired, and very muscular.

The Gypsy Camp

The gypsy camp is located about a quarter-mile from the village in a clearing near the edge of a great forest. When the group approaches, they will see a single wagon, painted bright red and strung with bells and chimes. An old broken-down horse is tethered nearby, and standing near the animal are two people; one a small, wrinkled old woman in a long colorful dress, and the other a middle-aged man under five and a half feet tall and punily built. This is the old fortune-teller, Sarena, and her mute, near-idiot son, Vech.

Sarena is nearly 85 years old and has seen and heard many things in her travels about the countryside, including the tales told about the mysterious Baron Hauptman. She will say that many think him to be a vampire, one of the undead, but Sarena will tell them that she personally has seen three different Barons come and go, though she cannot remember any specific dates. Usually the villagers are not even aware that the old Baron has died until a new Baron shows up to claim the title. Sarena does not remember a Baroness ever residing in the castle, the Barons always seeming to prefer bachelorhood, passing the title on to a cousin or a nephew. On the other hand, Sarena does believe, whole-heartedly, in the existence of vampires and werewolves; she has seen many strange things in her time.

Sarena has some natural divining powers, and if asked for a reading, will invite the players into her wagon while sending Vech off into the woods with an axe to chop wood for the fire. Once inside, Sarena will produce a well-worn pack of Tarot cards from a wooden cabinet, and begin to lay them face down upon the table in a complex pattern. With the ringing of Vech's axe in their ears, Sarena will attempt a reading. But it is a failure. Black and sinister cards—Death, Swords, the Devil, and the Tower continually crop up. Sarena attempts to reshuffle the cards again and again, but the Grim Reaper persists in appearing as one of the first three cards drawn. Finally, aghast, she looks up and says, her voice quivering, that she can dare no more readings today.

SARENA

This old gypsy woman looks every day of her 85 years. Her husband died long ago, and since that time has lived only in the company of her puny son, Vech. Sarena possesses some natural psychic ability that allows her to see dimly into the future with the aid of Tarot cards, but she does not really understand her ability nor is she always able to interpret clearly what she sees.

If Vech is killed, Sarena will feel as though she has lost everything and may consent to aid the investigators. The actual use of her prescient abilities will have to be at the Keeper's discretion, but at most should only provide obscure clues or hints.

STR 8	CON 12	SIZ 6	INT 14	POW 16
DEX 11	CHA 8	SAN 80	EDU 10	HP 9

SKILLS: Speak Romanian 70%; Speak German 20%; Speak English 15%; First Aid 60%; History (local) 45%; Occult 55%; Listen 65%; Psychology 40%; Spot Hidden Object 35%; Hide 75%; Move Quietly 60%; Pick Pocket 65%; Bargain 50%; Fast Talk 60%.

VECH

He is Sarena's middle-aged son. He is deaf, near mute, and not too bright, but he always minds his mother.

STR 7	CON 8	SIZ 8	INT 4	POW 5
DEX 7	CHA 5	SAN 25	EDU 3	HP 8

SKILLS: Axe 85%.

Towards the end of the card reading, the ringing of the axe will suddenly stop, to be followed by a muffled grunt and something resembling a choked scream. Hearing this, Sarena will leap from the table shouting for Vech, and, pushing her way past the investigators, spring from the wagon, running into the woods in the direction of the scream.

When the investigators reach the clearing (assuming they followed), they will see Vech suspended above the ground apparently struggling with some unseen foe. As the investigators hesitate, trying to decide what to do, they will see Vech inexorably bent backwards until his spine snaps with a sickening, crunching sound. All witnessing this must make a SAN roll or lose 1D3 points.

If the investigators continue to watch, they will see the outline of a Star Vampire slowly appear as the monster fills itself with Vech's blood. Seeing the monster take form will require another successful SAN roll or lose 1D10 points. It will take approximately three rounds for the Star Vampire to completely drain Vech of his blood, and when finished, or if the investigators attack, it will suddenly rocket skyward and out of sight.

Sarena will not be able to identify the creature, and will be totally heart-broken over the loss of her son.

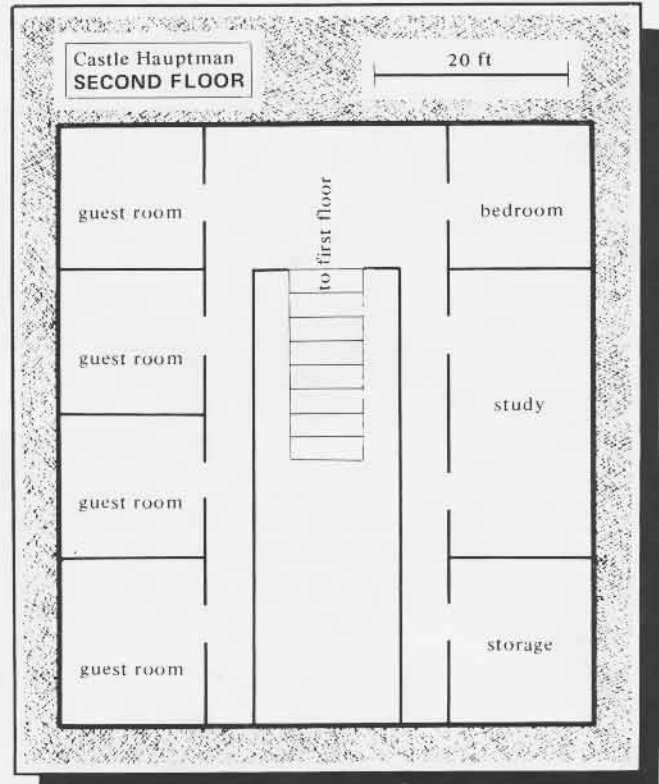
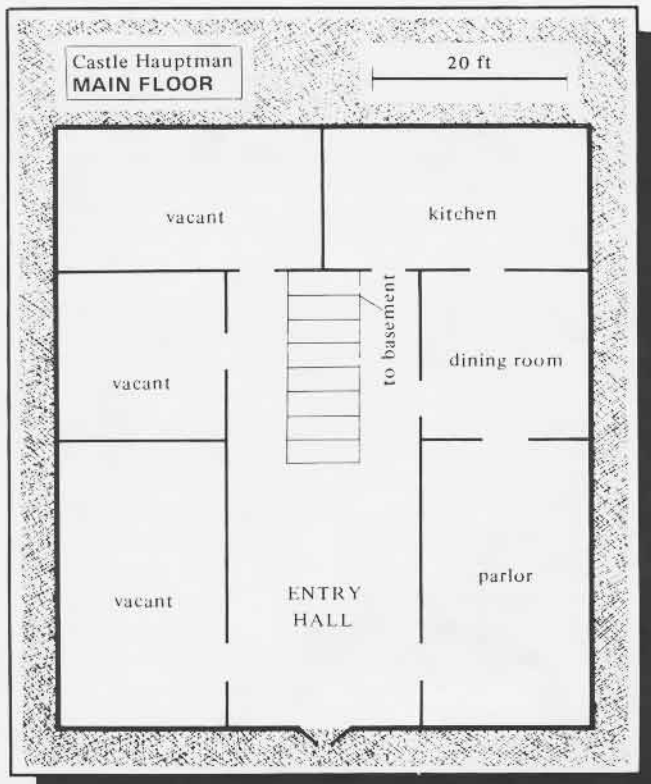
Castle Hauptman

An ancient structure of rotting stone, the surrounding walls are half in ruin as is one of the great towers. The remaining tower overlooks the village below, and at night, lights can often be seen through the small windows. Gargoyles leer from every corner and battlement while huge blocks of stone, half-hidden by tall weeds, lie on the ground where they fell centuries ago. The huge iron knocker on the front gate is cast in the shape of an inhuman skull, surmounted by a pair of devil's horns. Once within, the investigators will see that the inside court is completely tiled in stone. Before them lies the residence of the Baron, to the right, the old stable, and on the left, the tower, sealed by a heavy, iron door.

Hauptman's Residence: Main Floor

Entry Hall: This room, like the rest of the castle, is of naked stone. An iron chandelier, set with candles, hangs by a chain from above and provides the only illumination in this room. Oil lamps set in wrought-iron holders give off light for one side of the building, while the other side is kept in darkness.

Parlor: This serves as a waiting area for Hauptman's infrequent guests. If the Baron is aware that he may soon receive visitors, there will be a fire in the fireplace, adding a little comfort to the room. The fireplace is flanked by shelves of books of a historical nature, written in Greek, Latin, and eastern European languages. While unremarkable in content, many of the volumes are quite old and



possibly of value to a collector. The chairs provided are straight-backed, and visitors usually find it more comfortable to stand.

Dining Room: This room contains a long, wooden table surrounded by chairs of the design found in the parlor. Rotting tapestries depicting hunting scenes are hung about the walls.

Kitchen: There are the usual cooking utensils and food items here.

Vacant Rooms: There are three cold and unused rooms. Rotting furniture is covered by equally rotting sheets. A successful Spot Hidden roll while examining the fireplace in one of the rooms will reveal an unusual seam running through the masonry that forms the back of the fireplace. Pulling down on the iron sconce to the left of the fireplace will cause the back wall of the fireplace to swing inward with the soft grinding of stone on stone. Looking in, the investigators will see one flight of stairs that leads to the apartment above, and another flight that goes down beneath the castle.

Hauptman's Residence: Second Floor

Guest Rooms: There are four guest rooms and all similarly contains canopy beds, chests, fireplaces, and shuttered windows overlooking the courtyard. The only exception is that one of the rooms has a secret fireplace entrance similar to the one found in one of the vacant rooms on the ground floor. It functions in a similar manner. This side of the castle, like the ground floor, is kept cold and dark.

Storage: This room is filled with boxes and crates; furniture and other items that the Baron never got around to unpacking when he returned to the castle in 1792.

Hauptman's Study: There is a huge window made of latticed crystal panes that overlooks the courtyard and the wall to the great ravine on that side of the castle. This

window is fifteen feet long, and runs from floor to ceiling, a height of over twelve feet. At one end of the room sits a large, oaken desk, and behind it a bookcase. This bookcase contains nearly 100 volumes of the Baron's personal journals spanning nearly 700 years. The older volumes will disintegrate if removed from the shelves, but the later books contain much of the personal history of the Baron and many cryptic references to the Brotherhood. The final volume is the most interesting, and speaks of a "young Master Edward," and of his special destiny. These journals are written in Latin, and will take two weeks for an investigator to skim through them. They will cost the investigator 1D6 SAN points, and increase his Cthulhu Mythos by 5%. The personal history of the Baron should be ad-libbed by the keeper based on previous information.

On top of the desk is a large book, bound in leather and closed with a locking hasp. The title is in Latin and translates to *The Brotherhood of the Beast*. If the book is opened, it will be found to contain a small amount of text, a sketchy map, and the bulk of it filled with a complex set of family trees dating back to ancient Egypt. The most recent entries are dated in the 19th century and contain hundreds of family names. There is also a sheet of vellum, folded and slipped between two pages.

If an investigator can read Latin, it will only take an hour or two to read this book. It will cost the investigator 1D3 SAN points, and raise his Cthulhu Mythos score 2%. By reading it, the investigator will gain background information regarding the Brotherhood (to be chosen at the keeper's discretion from information contained in Appendix B). He will also find that the map accurately describes the location of the secret tomb of a long-dead Egyptian priest named Nophru-Ka. Any investigator making a Knowledge roll, or any investigator with an Archaeology skill above 10%, will know that at this very moment, a



much-publicized archaeological team funded by Miskatonic University and led by Dr. Ronald Galloway is searching the deserts west of Cairo for the same tomb.

The sheet of vellum is also written in Latin, but will require a separate roll to read successfully. This is a copy of the spell Call/Dismiss Beast and can be learned by making INTx5%. (*Keeper's note: No information about the spell is contained in the scroll. The investigator should not know where or how it is to be used.*)

Inside the desk drawer, the investigators will find an iron ring, with four keys, and an inlaid, wooden box of oriental design and measuring 10"x16"x2". The three larger keys on the ring are capable of opening any door in the castle, while the smaller one will unlock the book found on top of the desk. The wooden box is sort of a puzzle consisting of sliding panels that must be manipulated in a certain order to gain access to the contents of the box. It will require a roll of INTx2% to successfully open it. Each investigator will be allowed only one attempt. If one grows impatient and tries to force open the box, the fragile contents are ruined. Inside is a sheet of crumbling parchment. The writing is medieval Arabic. It is a page from the *al-Azif* containing the prophecy of Nophru-Ka (see Play Aid 4).

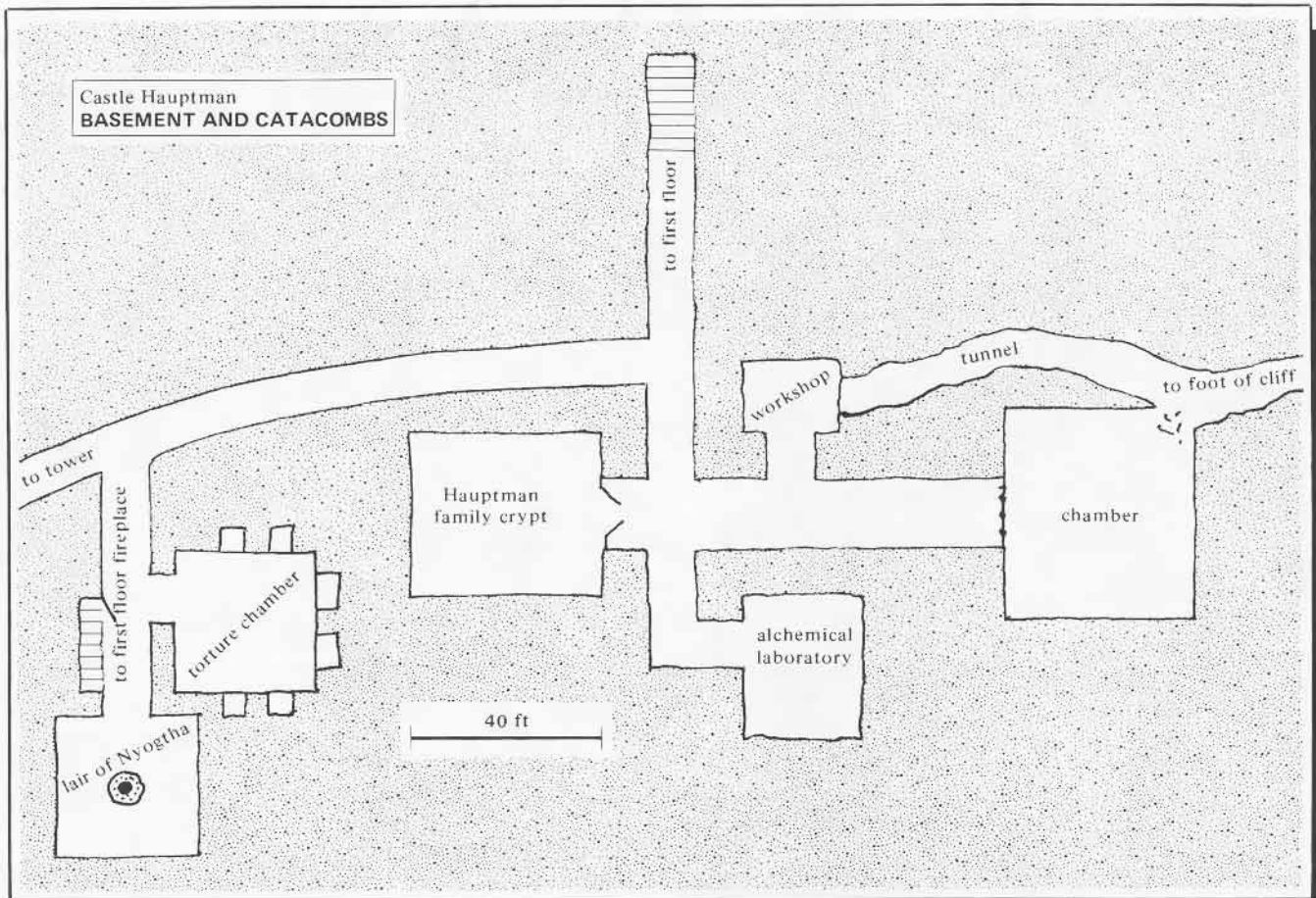
If the investigators should think to poke around in the fireplaces of this room, they will find the ashes to contain scorched fragments of envelopes and letters, indicating that somebody has been systematically destroying some kind of evidence (this is true, Hauptman is preparing to leave).

PLAY AID 4: Chapter III
Prophecy from the Kitab al-Azif.

"... and it was dreamed again of the priest Nophru-Ka and of the words he spoke at his death, how the son would rise to claim the title, and the son would rule the world in his father's name, and the son would revenge the father's murder, and the son would call the Beast that is worshipped, and the sands would drink the blood of the children of the Pharaoh, and this Nophru-Ka spoke."

from the Kitab al-Azif

Hauptman's Bedroom: This room is dominated by a huge canopied bed. Decorations include tapestries and crossed rapiers on the walls. On a small table near the bed rests a large book, and the bed itself contains some unsettling lumps, vaguely suggesting a human form beneath the covers. If someone dares to turn back the covers, they will find the mutilated body of a woman, several weeks dead. Anyone seeing this must make a SAN roll or lose 1D6 points. The limbs are crushed and broken. The large book nearby contains old woodcuts depicting almost every sort of torture imaginable, while the instruments that Hauptman used are under the bed.



Basement and Catacombs

Hauptman Family Crypt: Fifteen coffins lie on slabs, each bearing the Hauptman crest and a pair of dates. The oldest coffins, found near the back of the room, are covered with mold and so badly disintegrated as to make the dates impossible to read, but coffins dating from the 14th century can be identified. Investigators may notice an interesting gap in the progression beginning in the early 17th century and extending to the late 18th century. There are no other family members present; all coffins bear the name "Baron Hauptman." If the latest coffin, dated 1886-1927, is opened, it will be found to contain the body of a short, dark-haired, very muscular man. He is well-preserved and only a few days dead.

Workshop: This is where Hauptman designs and grinds precision mirrors and lenses. A successful Knowledge roll while examining the shop will reveal that the work being carried on here differs radically from conventional optics. If the heavy workbench is pulled away from the wall, a small tunnel is revealed that opens at the foot of the cliff on the southwest side of the castle.

Torture Chamber: Medieval, complete with racks, irons, smoldering braziers, etc., the walls are lined with small, barred cells unlocked by the key that hangs on a hook near the entrance. The cells are all empty, but excrement of long-gone tenants can be seen.

Lair of Nyogtha: This room was constructed long before the castle by peoples of an earlier time, and is the reason Hauptman chose this site. The difference in the stonework should be obvious to any investigator making an Idea or

Geology roll. A dark hole, ten feet in diameter, is surrounded by a tile coping containing phrases written in Latin. Nauseating vapors drift slowly up from the abyss.

Any investigator making a successful Read Latin roll will be able to read the spell Call/Dismiss Nyogtha inscribed in the tile coping. It will require a half-hour's time and a successful INT x 5% roll to learn this spell.

Alchemical Laboratory: Many flasks, scales, and unmarked jars stand on tables and line the shelves. In a rack are three large test tubes containing a sticky, yellowish substance. A successful Pharmacy or Chemistry roll will allow an investigator to identify it as a sleep-inducing drug. On the table nearby is a piece of paper containing a German version of the spell Brew Space Mead. To learn this spell will require study time and a successful INT x 4% roll.

Chamber: This is sealed off from the hallway by stonework of a different type than the rest of the structure and is obviously a hasty, amateurish job. This wall could be knocked down by sledge hammers, but there is another entrance to this chamber. Sometime last spring, water seeping into the escape tunnel caused a collapse of the rear wall, allowing easy access to this room.

Inside, the investigators will discover a platoon of long-dead soldiers. The skeletons of over two dozen men, dressed in the rotting fragments of their uniforms, will be found sitting against walls and floating in the pools of stagnant water left by the spring flooding. Investigators must make SAN roll or lose 1D8 points. If the skeletal bodies and their possessions are examined, an Idea roll will tell the investigators that the bodies are nearly ten

years old, their weapons rusted and useless. A small crate, half-submerged, contains a dozen hand grenades, one or two of which may be salvageable. A successful Knowledge roll at half percentage will identify the men as soldiers of the White Russian army.

A body in the remains of an officer's uniform is bearing a leather bag containing several documents and a small black book. The papers have been destroyed by the water, but portions of the book are still readable. It is handwritten in Russian. It is the diary of Rasputin, the mad monk, and will cost 1D3 SAN points to the investigator, while increasing his Cthulhu Mythos Knowledge by 2%. In one part of the book, Rasputin seems to refer to the great explosion that took place in Siberia in 1907. On the next page is the spell Call/Dismiss Azathoth, learnable in 2D6 weeks' time with a successful INTx1% roll.

The platoon came to this place in 1919, fleeing Russia and the revolution, bearing with them important documents pertaining to the assassination of the Czar, along with a small book thought to be the diary of Rasputin. The unit attempted to escape Russia using the high pass through Montelui Mare. Here they requested food and quarters from the Baron, who was more than happy to oblige. After billeting the men in the downstairs chamber "where they would be safe," Hauptman fed them a meal laced with a drug that rendered the unfortunate soldiers unconscious. When they awoke, they discovered that the Baron had sealed the room with masonry, leaving them imprisoned. By the means of a small opening left in the wall, the Baron was able to watch the men, their weapons useless against the thick walls, slowly go from starvation and cannibalism to madness and death. The Baron later sealed this opening when a bad odor began to issue from within.

Tunnel: Reinforced with stone and constructed at the same time as the castle, it was built for emergency escape and served the Baron well in 1628. It exits at the foot of the cliff, a hundred feet below the castle. Any investigator exploring the foot of the cliff and making both a Luck and Spot Hidden roll will blunder in to this well-concealed opening. The end of the tunnel opening into the castle basement is blocked by the heavy workbench. The workbench has a resistance STR of 15 from the tunnel side, and there is room for only investigator to push against the object.

The Stable

This building is probably as old as the castle and has been partially converted for human occupation. The front portion, nearest the main gate, houses the two horses owned by the Baron, while the rest has been closed in and sports a smoking chimney.

This is the dwelling place of Lazlo and his two helpers. It will always be occupied by one of the three men unless it is time for their trip to Klausenburg, or the investigators manage to create some kind of diversion. If searched by the investigators, they will find little of value; a few extra clothes, spare ammunition for Lazlo's shotgun, and empty wine and liquor bottles.

The Tower

This tower is nearly 100 feet high, and is accessible through a stout, iron door located at the base within the walls of the castle. The iron door is always kept locked

and has a resistance STR of 40. Inside, the investigators will find the interior of the tower to be hollow. A stone stairway, sans railing, spiraling up to the dark reaches above. Set in the floor is an unlocked, wooden trapdoor which opens to reveal a set of stairs. These stairs lead to the catacombs below the castle, while the staircase leading up ends at a locked trapdoor with a STR of 10. On the other side of the trapdoor is Hauptman's observatory.

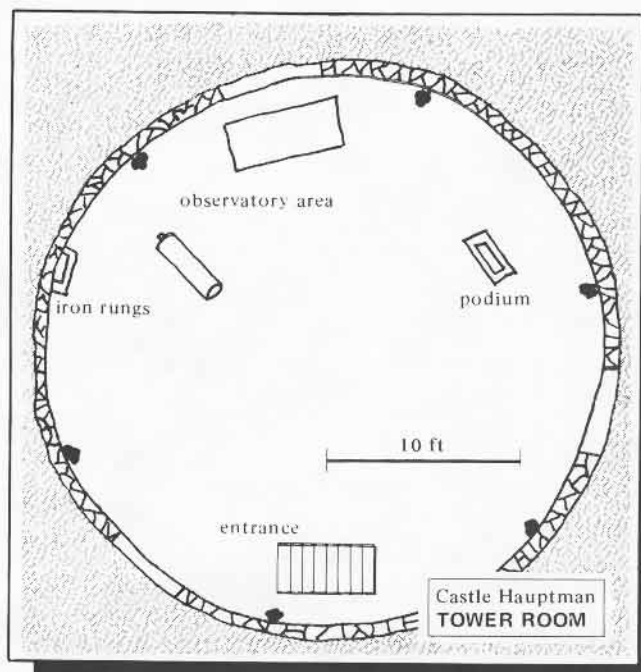
Entrance: This is the trapdoor entrance to the tower. From here, the investigators can see the various objects within the room. The room has three shuttered windows and several sconces on the walls, designed to hold candles.

Observatory Area: This part of the room is dominated by a large reflector telescope. Chains descending from the ceiling allows Hauptman to roll back a portion of the tower roof for a clear view of the heavens. On a nearby table are a number of astronomy and astrology books, along with some hand-written notes and charts.

A successful Knowledge roll while checking the telescope will tell an investigator that the combination of mirrors and prisms contained within it is unknown to any science. A successful Astronomy roll while examining the charts will show that someone has been observing the movements of a star called Xoth for centuries. A successful Cthulhu Mythos roll will tell the investigator that Xoth is supposed to be an earlier home of Great Cthulhu.

Iron Rungs: A set attached to the wall of the tower provides access to the trapdoor above and the roof of the tower beyond that.

Podium: On an old, wooden podium rests a large, open book. This is an original edition, Latin version of *de Vermis Mysteriis* by Ludwig Prinn. It is opened to the page containing the spell Summon Star Vampire, the margin of which is marked with strange runes and symbols (this particular volume has been enchanted with 9 POW points to aid in the summoning). A successful Spot Hidden roll while examining the podium will reveal a small catch that releases a concealed panel on the front of the podium. Inside the podium are two bottles of crystal, filled with a thick, golden fluid, a small stone, and a rolled parchment.



PLAY AID 5: Chapter III

Baron Hauptman's translation from the R'lyeh Text

... and the Great Hall is guarded by his servants and man must bear with him the sign of the Elder ones. A wise man would not look above to these servants or they may steal a man's mind. A man should also not bear with him knowledge when he leaves, or the Sleeper will awake to take that knowledge from the man, and the man.

Writings of the Beast are found in the second gallery right, these galleries unguarded by the servants, but the wary traveler would do well to avoid others he might meet.

*Translated from the original R'lyeh Text
by Baron Hauptman, 1238 A.D.*

The bottles contain Space Mead that Hauptman keeps prepared in advance. They are sealed with wax bearing a magical sign that will maintain the potency of the Space Mead indefinitely. Once these seals are broken, the enchantment is lost and the Mead will begin to deteriorate at a normal rate. The small stone found next to the bottles bears the Elder Sign. It will take three successful Cthulhu Mythos rolls to recognize the Space Mead, the seals on the bottles, and the Elder Sign, if investigators are not already familiar with these things.

The scroll is written in Chinese and will require a like roll to read it. The last couple of lines are written in Latin, however, and it translates to "translated from the original R'lyeh Text by Baron Hauptman: 1238 A.D." If the investigators somehow translate the rest of the scroll, they will find the information contained in Play Aid 5.

BARON HAUPTMAN

Hauptman is centuries old. He has managed to preserve his existence through the years by transferring his mind and memories to another body. When Hauptman's body begins to age, he seeks out a suitable young victim and, when the time is right, uses a powerful spell to switch bodies with him. He then murders his victim (in his former body) and buries him as the deceased Baron. Later, he appears in his new body with all necessary documents, as the new heir to the title. Due to his isolated location, the Baron has managed to pull this switch many times without raising undue suspicion among the peasants.

Hauptman is presently occupying the body of a young English secretary, Lionel Newman, who was hired by the Baron last summer. Newman was chosen because he was an orphan without family and would be less likely to be missed. Hauptman will appear in his mid-twenties; tall, blond, and slightly lame.

Where and when Hauptman was born is unknown, but portions of his journals indicate that he accompanied the Crusades to the Holy Lands. From there he traveled east into India where he studied magic with an aged holy man.

It was later, in Damascus, that Hauptman met Lang-Fu, a strange, batrachian Oriental, and together the two men formed the Brotherhood of the Beast.

After rescuing the descendants of Nophru-Ka from G'harne, Hauptman returned to Europe and with the aid of two German merchants, helped to form the Knights of the Teutonic Order in 1190. Hauptman had planned to use this organization as a front for the activities of the Brotherhood, but it appears that he was not secretive enough. He was expelled from the order in 1212 by Hermann von Salza for unspecified heresies.

Hauptman dropped out of sight for a few years and then resur-

faced (in a new body) in 1240, leading a small army. While the Teutonic Knights were being routed by the Mongols at Liegnitz, Hauptman managed to defeat a contingent of the fierce horsemen to the south. Hauptman built a castle high on a mountain called Montelui Mare, laid claim to the area, and continued to defend it against the raiding Mongols. It was only later discovered that this Baron claimed to be descended from the Hauptman expelled from the Knights. The Hauptman "family" has occupied the castle almost continually since that time.

In 1542, Hauptman was instrumental in smuggling out the original edition of *de Vermis Mysteriis*, by Ludvig Prinn. Prinn was imprisoned by the Roman Inquisition in 1542 and later executed.

In 1586, Hauptman was visited briefly by Drs. Edward Kelly and John Dee. Dr. Dee translated the dread Necronomicon from Hauptman's Greek copy. Dee had reservations and omitted portions he felt were too blasphemous. In 1627 there is an entry in the journals that indicate that this book was stolen.

Hauptman, while extremely intelligent and crafty, is addicted to the sight of human suffering. This love of cruelty nearly cost him his life in 1628 when the peasants mobbed the castle. Hauptman recognizes his weakness and has exercised more caution in recent years.

STR 15	CON 15	SIZ 14	INT 18	POW 32
DEX 13	CHA 16	SAN 0	EDU 35	HP 15 ¹⁰

SKILLS: Read/Write or Speak nearly all languages 90%+; Anthropology 75%; Archaeology 85%; Astronomy 95%; Botany 65%; Chemistry 80%; Cthulhu Mythos 99%; First Aid 95%; Geology 85%; History 95%; Law 75%; Library Use 100%; Linguist 95%; Occult 95%; Pharmacy 90%; Treat Disease 75%; Treat Poison 65%; Zoology 70%; Listen 75%; Psychology 85%; Spot Hidden 80%; Drive Automobile 55%; Hide 85%; Move Quietly 35% (due to bad leg); Debate 80%; Oratory 50%; Climb 30%; Jump 30%; Ride 90%; .38 Automatic 85%; Rifles 60%; Rapier 100%/Parry 100%; Knives 65%.

SPELLS: All included in *Call of Cthulhu* rulebook; Mindblast; Call/Dismiss Beast; Mind Transfer.

CONCLUSION

It should be remembered that Hauptman is preparing to flee the castle to await the coming of the Day of the Beast. While always willing to punish those that would seek to foil him, he will not risk his life in a stand against

Mind Transfer

This spell was originally learned by Hauptman on a visit to southern India. By means of this spell, the caster is able to trade minds with a chosen victim, forcing the victim's mind into the body of the caster.

The spell requires 10 Magic Points to cast. The caster must then involve himself in a Magic Point vs. Magic Point struggle with the victim. If the caster wins the struggle, he enters the body of the victim while the victim is forced to occupy the empty shell of the caster. If the victim successfully resists the caster's mind, he will retain his rightful body while the mind of the unfortunate caster, unable to return to his body, dissipates into space. If the spell is successfully completed, it will cost the caster 1D10 SAN points, and the victim 1D20.

This is a very risky spell, and the wise caster will search for a victim with very low Magic Points.

Mind Blast

This spell matches the caster's Magic Points against the target's. If the target successfully resists the caster's Magic Points, he will not be affected by the spell. If the caster overcomes the target's Magic Points, then the target loses 1D4 SAN points and goes insane as though he had suffered a terrible shock. This spell costs the caster 1D3 SAN points and 10 Magic Points. The target will be affected for 20 minus INT hours and then recover.



the investigators. At the slightest indication that they may be able to harm him, he will flee the area with the aid of his Star Vampire. If he has time, he will unleash Nyogtha on the investigators and the unfortunate village. If this should occur, the surviving investigators, in anguish over the deaths of the innocent villagers may suffer a SAN loss. 1D20 will not be unfair, considering that the deaths were a direct result of the investigators' actions.

Hauptman will be informed of the investigator's presence when Lazlo arrives at the castle and will keep a close watch on the group, sending his men to openly spy on their activities. The investigators will become aware that they are being watched.

If the Baron grows bored waiting for the investigators to make a move, he will send Lazlo to the village to invite the investigators to dinner. Should they accept the invitation, they will be asked to wait in the parlor upon their arrival. The Baron will not appear until after sunset, making the excuse that he prefers to work at night and sleep during the day (this is to confuse the players with the thought that he may be a vampire).

At dinner, the Baron will feed them a sumptuous meal laced with a narcotic drug that induces a deep sleep. This drug has a potency of 12 and takes affect in about twenty minutes. Using the poison rules in the *Call of Cthulhu* rulebook, those failing to resist the drug will fall into a

deep sleep lasting 4-5 hours. Investigators resisting successfully are still affected and all skills will be at half of normal for the next few hours.

Hauptman and his henchmen will then attempt to subdue any investigators who remain awake, and lock them all away in the dungeon below. Here he will systematically torture the investigators one by one, in full view of their companion, and then toss their bodies down the hole in the next room. Viewing the slow deaths of their friends will call for a SAN roll or lose 1D8 points.

Sergei, the Soviet spy, is a wild card character who may or may not enter into the scenario as the keeper wishes. He may ally himself with the investigators in an attempt to get them to unknowingly aid him, or he may try to throw them off the track with false information. He may show up in the village after discovering the secret entrance to the castle, out of his mind and babbling about pits "and strange things that crawl and slide." His most important function, however, is to wander in and release a group of investigators who are hopelessly trapped in the dungeon. In any case, Sergei should not show up until one or two investigators have met with a terrible fate.

The most important lead in this scenario is the map showing the location of the secret tomb of Nophru-Ka. This clue is essential in introducing the next chapter. □

IV. Sands Of Time

*The investigators go to Egypt in search of
the lost tomb of Nophru-Ka.*

INVESTIGATORS INFORMATION

The investigators, either through discoveries made in the previous chapter, or (if necessary) from recordings sent to them by Irene LeMond, will have information leading to the lost tomb of Nophru-Ka. They should also be aware that an archaeological team from Miskatonic University has been searching for the tomb site for the past eighteen months. This team is headed by the well-known Egyptologist, Dr. Ronald Galloway, but so far has proven unsuccessful in locating the tomb, causing the University to consider discontinuing funds for the project.

The investigators should be encouraged to carry the tomb's location to Dr. Galloway themselves. If they should choose to contact Miskatonic beforehand, they will speak with a Mr. Stafford Evans, a member of the Board of Regents. Evans is leading the fight to recall the expedition and will try to discourage the investigators from contacting Dr. Galloway. Evans is only trying to save the University money, but the investigators may grow suspicious of his motives. They should eventually decide to carry the information to Egypt themselves.

KEEPER'S INFORMATION

Dr. Galloway's team is located about 100 miles west of Cairo and consists of forty diggers, their Arab foreman and two students from the University. They have been searching an area known as the Valley of the Winds for the past year and a half, following scanty clues in an attempt to locate the tomb of Nophru-Ka, forbidden priest of the chaotic 14th dynasty. The evidence they have is minimal and they are presently searching about ten miles too far south.

Unknown to Galloway, his trusted Arab foreman, Abd Katif, is an agent of Hauptman and uses the trust placed in him to lead the archaeologist away from his goal. If, by chance, the tomb should be located, Katif is under orders to steal or destroy certain items in the tomb.

BEGINNING PLAY

Dr. Galloway is located in an inaccessible spot, so the investigators should be encouraged to wire ahead, informing the archaeologist of their intentions. The camp receives mail and supplies twice a week by airplane drop. Take-offs and landings in the area are particularly dangerous due to

the soft sand, and the pilot will only risk landing if the camp signals an emergency. Anything leaving the camp must travel by camel. There is a daily water caravan that travels every day to an oasis eight miles away.

If contacted, Galloway will make arrangements for two of his workers to meet the investigators in Cairo and lead them to the site.

SCENES:

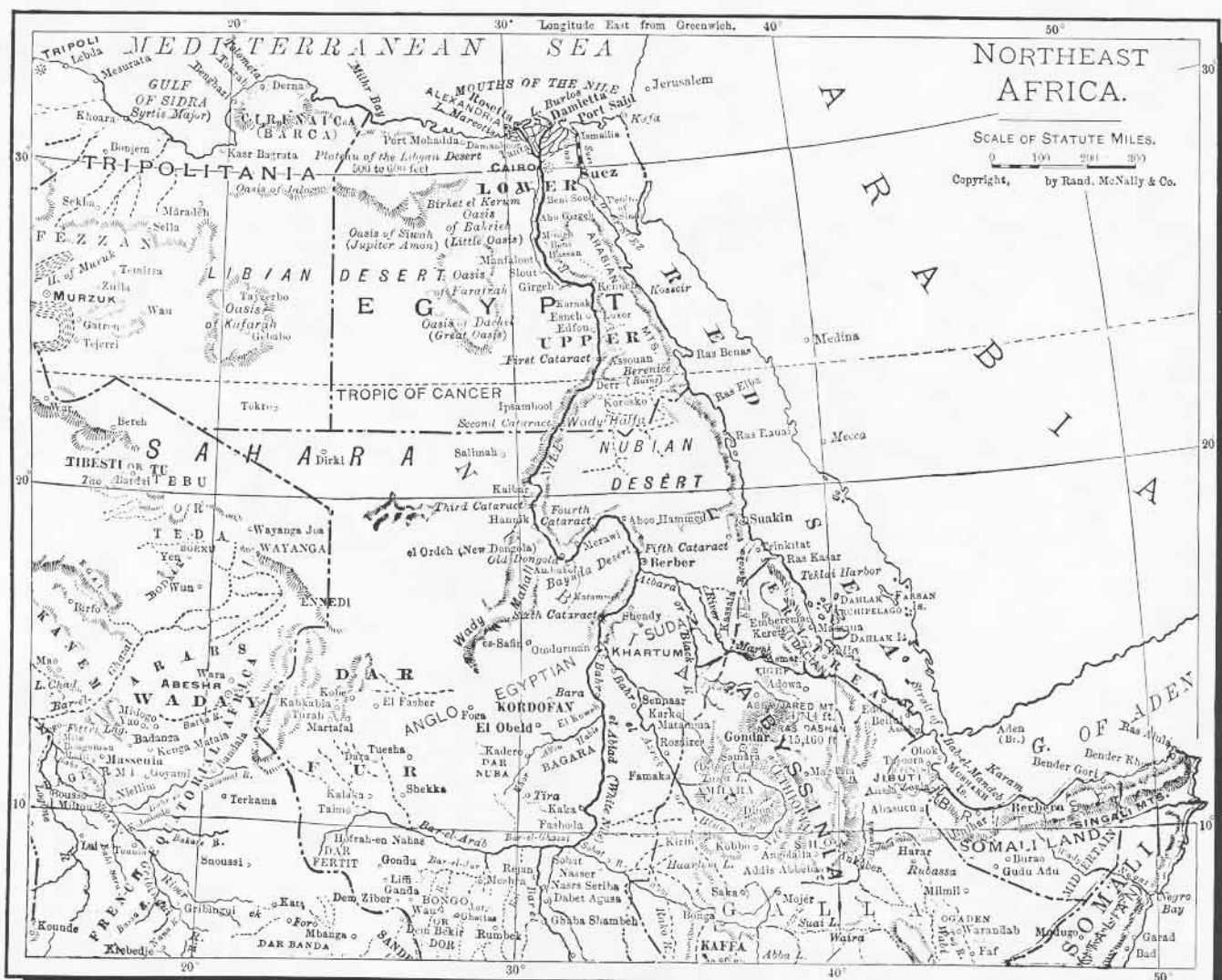
Cairo

Here, the investigators will be met by two young Arabs who will introduce themselves as employees of Dr. Galloway. The investigators will be allowed to spend a couple days in Cairo while the guides help outfit them with clothing and equipment for the trip and teach the investigators the basics of camel riding. Investigators graduating from this training will gain a basic riding ability of 20% if they make an Idea roll, or 10% if they fail. The investigators may make use of this time to do a bit of exploring around Cairo if they wish.

Desert Trek

The investigators will begin their four-day journey across the desert early in the morning. After crossing the Nile by bridge, they will ride through the suburb of Giza, passing through the shadow of the pyramids, and near the enigmatic Sphinx. This area is dotted with numerous archaeological sites operated by different governments and universities. At one of the larger sites, the investigators will notice workmen erecting a tall, metal tower. If asked, the guides will know nothing of this, but upon returning to Cairo in the near future, the investigators will be able to ask around and find out that the site is operated by the Chandler Foundation, a name they will recognize as a charitable organization, similar to the Ford Foundation. The investigators will have to ask at the site itself to find out that the slender tower is intended to be a mooring point for dirigibles.

Once out into the desert itself, the investigators will have to resign themselves to a hot, boring trip, punctuated only by occasional mishaps involving the ornery camels. Every day, each investigator will experience some difficulty with his mount. If the investigator fails his Camel Riding roll, he will be thrown to the ground and forced to



retrieve his camel. A failed Luck roll when thrown will mean that the investigator takes 1D3 points of damage.

The Desert Bandits

Towards the end of the third day of the trip, the party will spot a group of riders coming towards them over the dunes. The guides will instantly (perhaps, a little too instantly) identify this group as desert bandits, followers of Kemal, a bandit leader who roams this area preying upon caravans. They will immediately dismount and beg the party to surrender, claiming that if they do, Kemal will only rob them. If they show resistance, the guides claim, they will all be slain.

Any investigator making an Idea roll will remember hearing of the infamous Kemal while in Cairo. Quite a rogue, Kemal has a reputation for robbing only Arab travelers, apparently fearing that to interfere with Europeans would bring too much grief down upon him from the government. Attacking the party of investigators goes against anything the investigators may have heard about Kemal. In truth, the guides are under orders from Katif to surrender to Kemal, who has been bribed by Katif. They have been told that they will be allowed to live if they obey orders.

Kemal is accompanied by ten of his best men, and they are all crack rifle shots either on foot, or from camel back.

If any of the investigators should be foolish enough to attempt to flee or draw a gun, the keeper should feel free to shoot off his hat or kill the camel. Alternatively, you can let them find out the hard way. Investigators will find that shooting from the back of a camel reduces chances to hit to the investigator's Ride chance (or his normal chance to hit, whichever is less).

Kemal will capture the investigators and remove all valuables from them. Kemal will keep any weapons or items of value that he may find, while he is to turn over any books or papers found on the investigators to Katif. He is then to bind and blindfold the party and murder the two guides before marching the investigators out. Kemal will follow all orders to the letter except those regarding the young Arab guides; they will be freed to escape back to the camp of Dr. Galloway.

Once tied up, the investigators will be marched across the hot sand for an hour or two before they will be forced to clamber over some broken rocks and crawl, single-file, through a low opening. Through this opening the air becomes noticeably cooler and the echoes of the bandit's voices should tell the investigators that they are inside something.

After a short walk, the bandits will pull the group to a halt and remove the blindfolds. They will find themselves standing in a dark cavern, a yawning, circular chasm at

their feet. One by one, the investigators will be dragged forward, and while one bandit cuts the rope tying their hands, two others will push the screaming investigators headlong into the pit. As each investigator falls into the darkness, he must make a SAN roll or lose 1D4 points.

KEMAL

This desert bandit leads a group of about twenty men who raid the caravans that pass through the area. Kemal does not interfere with foreigners, fearing the wrath of the Egyptian government. Kemal's reputation is one of a rogue who rarely kills his victims, preferring to release them in the hope that they will pass his way again.

Kemal fears Katif, and is not happy that he has been forced into association with him, but for the meantime, cooperates. Katif, unable to keep from boasting, has spoken, on occasion, with Kemal of his association with the Baron and others. If someone can approach Kemal and make a successful Oratory (in Arabic) roll, they will be able to convince the bandit to turn against Katif.

STR 16 CON 15 SIZ 12 INT 15 POW 15
DEX 16 CHA 17 SAN 75 EDU 11 HP 14

SKILLS: Speak English 25%; Occult 25%; Listen 80%; Psychology 65%; Spot Hidden 75%; Track 75%; Hide 80%; Move Quietly 80%; Pick Pocket 45%; Oratory 80%; Climb 80%; Dodge 75%; Jump 80%; Camel Riding 95%; .45 Revolver 50%; Rifle 80%; Knife 80%.

DESERT BANDITS

This gang of thieves is fanatically loyal to Kemal and are willing to lay down their lives for him. Assume they all have the same stats.

STR 11 CON 10 SIZ 11 INT 15 POW 10
DEX 9 CHA 8 SAN 75 EDU 7 HP 10

SKILLS: Rifle 85%; Knife 65%; Camel Riding 90%.

The Well of Nophru-Ka

The investigators will fall approximately thirty feet into a pile of soft sand. Anyone failing a Jump roll will suffer 1D6 points of damage.

The group will be able to see, by the dim light trickling in from above, a roughly circular cavern, about forty feet in diameter and shaped like an inverted funnel. A stone

stairway once circled the walls, allowing people to climb in and out, but this has long since collapsed, leaving large stone blocks strewn about the chamber. The walls lean inward, past vertical, as the chamber narrows upwards, making climbing without equipment impossible. The investigators will soon realize that the only way out is by means of the dark passageway that slopes downward as it exits the chamber. This passageway runs for about two miles through total darkness until it eventually opens upon the dimly lit Well of Nophru-Ka, ancient worshipping place of the evil priest and his insane followers. When the investigators see the light ahead in the tunnel, a successful Listen roll will reveal the sound of strange, monotonous piping.

If the investigators continue forward, the tunnel will open into a large, circular chamber lit by torches thrust into small holes in the walls. To the investigators' immediate right lies another, similar tunnel that will eventually lead out of the Well. Across the chamber, nearly one hundred feet away, a man dressed in the style of ancient Egypt kneels in supplication before another. The standing figure is tall and of skin so dark as to be almost black, but the flickering torchlight hides his features as well as the features of the two men that stand behind him, arms folded across their chests. The monotonous piping seems to come from a balcony, carved of stone and situated directly above the mysterious group.

The two figures converge in the form of a chant, voiced in an odd tongue (a successful Linguistic roll will indicate that this may be the forgotten language of ancient Egypt, but will not allow any investigator to understand it). Witnessing this scene for more than a minute will cause ancient genetic memories, locked within the cells of the investigators to awaken, causing a loss of 1D6 SAN points and an identical increase in the investigator's Cthulhu Mythos score. These effects are unavoidable and allow no SAN roll.

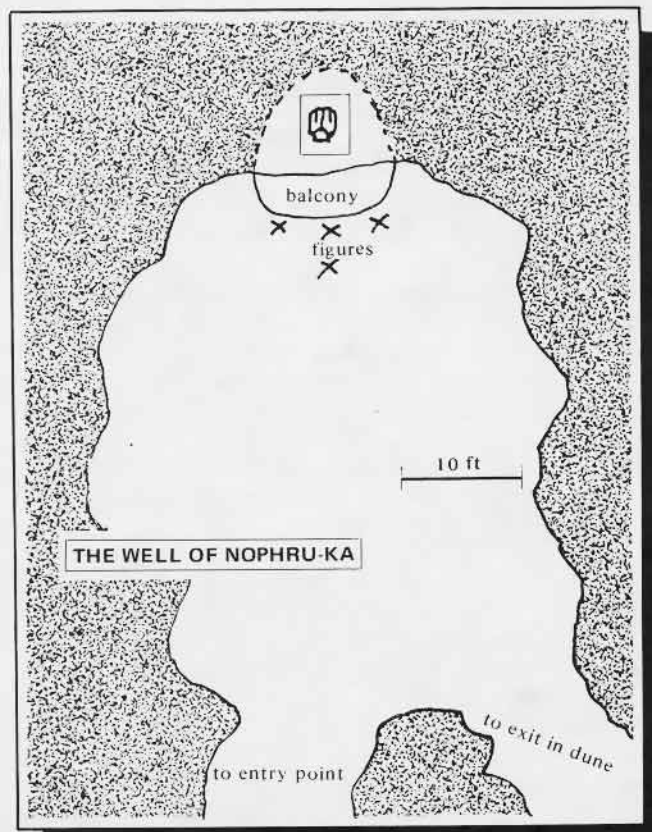
At the climax of this scene, the two figures in shadow, though not the tall dark figure, will step into the light. Investigators will be required to make a SAN roll or lose 1D6 points at the sight of men with the head of crocodiles. At this point the torches will suddenly extinguish themselves as the vision melts away and the chamber is plunged into darkness.

If the investigators attempt to disrupt this scene, the torches will go out and the vision ends immediately.

After a few seconds, the investigators' eyes will adjust to the darkness and they will be able to see quite well, aided by a phosphorescent blue glow emanating from traces of crystal found in the walls of the cavern. This glow is somehow activated by the light from the "immaterial" torches, and will last about thirty minutes before gradually fading away.

The investigators cannot discover any trace of the ceremony just witnessed, but with a successful Climb roll, an investigator can scale the rough stone wall up to the balcony. Here is a small chamber containing a black stone statue of a faceless Sphinx some six feet long. The statue is carved with Egyptian hieroglyphs.

A successful Cthulhu Mythos roll will tell the investigators that this is one of the many forms of Nyarlathotep and a Read Egyptian will reveal that the hieroglyphs contain the spell Call/Dismiss Beast, learnable with an Idea roll if the investigator can Read Egyptian. The whole



scene witnessed is due to a psychic residue left by the many worshipers who came here in honor of their dark gods.

It was Abd Katif, alerted by Hauptman, who decided to dispose of the investigators in this manner, believing that they would be driven mad and eventually starve, unable to leave the Well. What Katif did not realize is that after so many centuries, most Europeans would share at least a few genes with the long-dead priest and because of this, experience a cellular awakening similar to, but not nearly so intense as that suffered by Edward Chandler. Katif did not plan on a recent sandstorm that has uncovered the long-buried exit from the Well. If the investigators travel about three hundred yards along the other tunnel, they will find a narrow, sand-choked opening on the side of the dune. After exiting the Well, a sudden storm will blow up, covering the opening in the dune and ensuring that the investigators are quite lost.

Fortunately for the investigators, the exit is but a few miles from Galloway's camp and they may be able to find it with a little luck. The first day will always be spent in fruitless search. Beginning on the second day, and every day after that, the luckiest investigator in the group should attempt a POWx1% roll. If successful, they will discover the camp. If unsuccessful, each investigator must succeed in rolling CONx5% or take 1D6 damage. A single point of damage is taken anyway.

Keeper's note: If an investigator can show reason to possess some type of desert survival skills, the keeper may wish to adjust the situation slightly. If things begin to look too grim for the group, the keeper can have them rescued by one of the search parties that Galloway has almost certainly sent out. Lost hit points will be regained at a rate of 1 point per day of full rest.

Galloway's Camp

If the investigators come upon the camp on their own, they will be first aware of something when an odd wailing sound drifts toward them from the other side of a large dune. A successful Anthropology roll will tell an investigator that what he hears is a Moslem prayer, distorted by the wind. Without this information, investigators will have to gather their courage and peek over the dune.

Looking down into a narrow valley, the group will see a crowd of 30-40 Arabs kneeling in prayer to the east. A short distance away, near a small cluster of tents, a group of three men in khaki are conversing with a tall, bearded Arab. This is Dr. Galloway and his students, in discussion with Katif. The immediate area is studded with a half-dozen small exploratory digs, but the men have found nothing. Near the men is a half-track vehicle with "Miskatonic University" printed on the side. On the other side of the valley are the tents, safely upwind from the tethered camels.

Everyone will be surprised to the investigators, as the guides had told them that the entire group had been kidnapped by Kemal. Katif will be the most surprised, and a successful Psychology roll will note this reaction. The group will be shown to the tents prepared for them; food and first aid will be offered.

If the investigators show Dr. Galloway the map or information they possess, he will be interested, but disagree with them as to the possible location of the tomb. He has his own evidence, gathered over the years and feels that he

is presently searching the right area. He is backed up in this opinion by Abd Katif, a man that Galloway has worked with before and one who has shown to have a deep knowledge of the Egyptians. The investigators' evidence indicates a location ten miles to the north. One investigator in the group will have to Debate with Dr. Galloway. If this investigator wins the Debate, he will have convinced Galloway and the doctor will begin laying plans to move the entire operation north. Even if the Doctor wins the Debate, he will charitably admit that the investigators may be on to something, and suggest that they take one of the students and a half-dozen diggers to the area they wish to search.

DR. RONALD GALLOWAY

Dr. Galloway is a world-renowned Egyptologist. He is in his mid-fifties and strong and well-tanned from his years in the field. He is a logical sort of person and not likely to be swayed by use of Oratory. Neither will he entertain talk of monsters or secret societies; at least not until after his experiences in the tomb of Nophru-Ka.

If Dr. Galloway survives this scenario, he may be able to provide valuable assistance in the future. He has an impeccable reputation for level-headed honesty and has developed many contacts with government officials and universities all over the world. Anything the investigators may try to present will be more readily accepted by these people if use can be made of Dr. Galloway's influence. At the conclusion of this scenario, Galloway will probably return to the Miskatonic to study his finds.

STR 12	CON 15	SIZ 11	INT 16	POW 15
DEX 12	CHA 15	SAN 75	EDU 26	HP 13

SKILLS: Read/Write Egyptian 90%; Read/Write Arabic 35%; Read/Write Latin 55%; Speak Arabic 65%; Anthropology 35%; Archaeology 95%; First Aid 75%; Geology 20%; History 55%; Library Use 80%; Make Maps 40%; Spot Hidden 55%; Debate 80%; .38 Revolver (always carried in holster) 45%; Rifles 30%.

Camp Features:

Half-track: This is a gas-powered vehicle capable of traversing most terrain and can cover ground at twice the speed of a camel. Unfortunately, it broke down some time ago and has not yet been made serviceable. A couple of hours' time and three successful Mechanical Repair rolls will get it running. It can seat eight people and there are adequate gasoline supplies and spare parts in the tent nearby.

Supply Tent: In addition to gas and parts for the half-track, it contains food, digging supplies, and a case of dynamite with 24 sticks along with blasting caps.

Dr. Galloway's Tent: Contains, besides his books and papers, two .30-06 rifles under his cot, along with ammunition. Galloway brought these with him in case of trouble. So far, they have proven unnecessary.

Abd Katif's Tent: On the other side of the valley, located near the tents of the differs, stands the larger tent of Abd Katif. If the investigators should get the opportunity to search the tent, they will discover any books or papers stolen by Kemal the bandit. They will also discover a letter, written in Arabic, and bearing the postmark of Klausenburg, Romania. If translated, the investigators will receive the information contained in Play Aid 6. With this letter are also two scrolls, both written in Arabic. One of them contains the spell Call/Dismiss Beast, while the other describes some type of warding sign—a magical pass made with the hand. No explanation is given with either of the items, and both can be learned with a successful Idea roll.

The camp contains other supply tents, the students' tent, etc., all of little interest.

PLAY AID 6: Chapter IV
Letter from Hauptman to Katif

Katif,

A matter of urgency. Several foreigners recently appeared in Drovosna, possibly bearing information regarding our plans. They suspect my involvement. I have reason to believe that they have come across information that will lead them to the site of the tomb. They should be dealt with severely if they try to intervene. I will leave the handling of the matter up to you, but at all costs you must steal or destroy the scrolls found in the tomb should they be discovered.

Hail Yog-Sothoth
Hauptman

GALLOWAY'S ASSISTANTS

Both these young men are students at Miskatonic eager for the opportunity to work with Dr. Galloway.

Lawrence Daniels

He is an undergraduate in his fourth year at the University.

STR 10	CON 9	SIZ 10	INT 15	POW 12
DEX 14	CHA 10	SAN 60	EDU 15	HP 10

SKILLS: Read/Write Egyptian 25%; Anthropology 25%; Archaeology 45%; Library Use 55%.

Richard McFarland

He is a graduate student and a personal favorite of the doctor's. He is a large, burly character and tough in a fight. He keeps a .45 in his tent, but does not wear it around camp.

STR 16	CON 15	SIZ 16	INT 15	POW 13
DEX 11	CHA 10	SAN 65	EDU 17	HP 16

SKILLS: Read/Write Egyptian 40%; Read/Write Arabic 20%; Speak Arabic 55%; Anthropology 30%; Archaeology 60%; First Aid 75%; Occult 20%; Pilot Airplane 40%; .45 Revolver 65%; Rifles 60%; Fist 75%; Kick 50%.

ARAB DIGGERS

This crew of men was hired by Katif and while none are truly aware of Katif's intentions, they know that he is a man to be feared and few will be willing to speak of him to the investigators. If an investigator should make a successful Oratory roll in Arabic, the investigators will be told that Katif has been seen having late-night meetings with a strange man (Kemal). Another Oratory, with a different digger, may reveal the suspected hideout of Kemal, about five miles west of the oasis used by the camp.

Nophru-Ka's Tomb Site

This site is located about ten miles north of the present camp. The ground is fairly uneven, and the journey will take four hours by camel, or two hours by half-track.

Once camped in the area, the group will have to search the area for evidence of the location of the tomb. Each person spending one full day in search will succeed if he makes both a Spot Hidden and an Archaeology roll (the diggers are each 25% in both). Once the tomb is located, the student will immediately leave to notify Dr. Galloway, taking two of the diggers with him. Upon hearing of the find, Galloway will leave for the new sight with some diggers and Katif, while leaving the students to oversee the breaking of camp and the move north.

Attack of the Bat-Horrors

Every night that the small party camps at the site of the

tomb, they will be attacked by 1D6 Byakhee that have been contacted by Katif. They will attack in a cautious, hit-and-run fashion, attempting to slay those caught alone or ripping through the tents at night to maul sleeping victims; after which they melt into the darkness. These attacks will cease upon the arrival of Galloway and Katif. The investigators may have some difficulty keeping the diggers with them in the face of these assaults.

BYAKHEE

Assume all have same stats.

STR 16	CON 7	SIZ 17	INT 12	POW 8
DEX 11		Move 5/9		HP 16

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Claw	35%	1D6+1D6
Bite	35%	1D6+1D6 plus blood drain

ARMOR: 2-point fur.

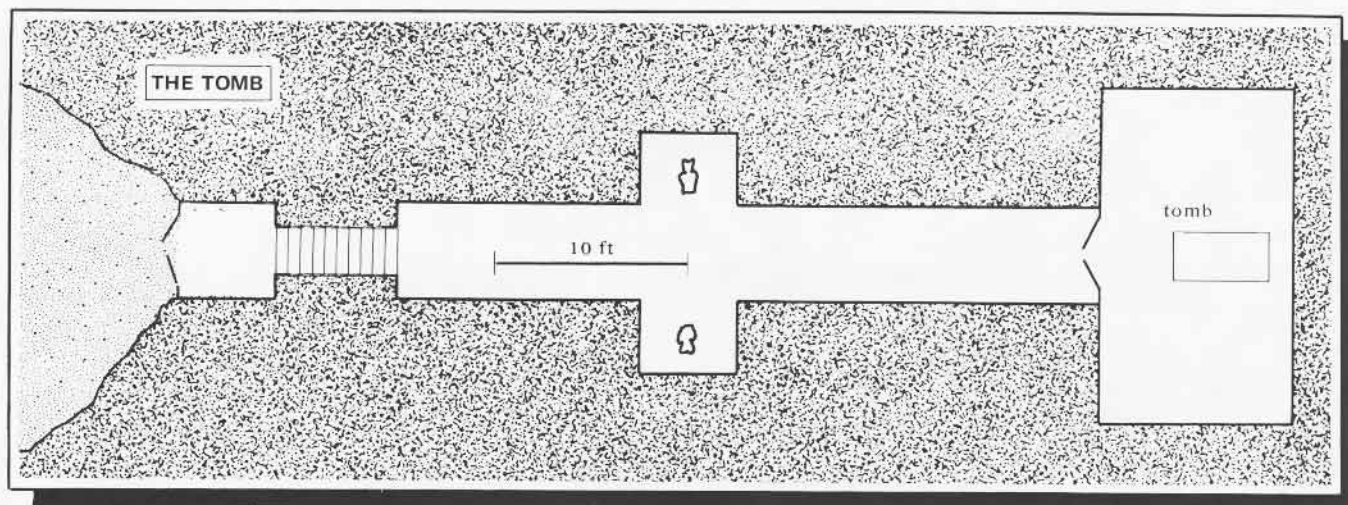
SAN LOSS: Upon seeing a Byakhee if the SAN roll is missed the victim loses 1D6 points. If the roll is successful, victim still loses 1 point.

Nophru-Ka's Tomb

Once Galloway has joined the group, digging will commence in earnest. Within 24 hours, steps leading down will have been cleared and large stone doors will stand ready to be pulled open. The soil blocking the entrance is weirdly loose. (Actually, Hauptman and his comrades laid a dynamite charge above the tomb after they left, and the landslide caused by the explosion now blocks the entrance. A Geology roll will indicate something odd to the investigators.) There will be disappointment expressed by members of the team when they discover that the clay seal on the door has been broken; a sure sign of tomb-robbers.

Once the door is opened, and the stagnant air allowed to clear a little, the group will step onto a small landing above another short flight of stone steps leading down. These stairs are heavily carpeted with dust and there is evidence of recent footprints on the treads. A successful Tracking roll will see that, while there are four sets of prints leading down, there are only three coming back out. The investigator will be able to tell that whoever entered the tomb wore modern boots.

At the bottom of the stairs a short hallway runs ap-



proximately forty feet before ending in a set of stone doors. About halfway down this hall are a pair of deep alcoves, each containing a plain, stone sarcophagus standing upright. These seem to be undisturbed, as they are covered with a thick layer of dust and sealed with a green, wax-like substance. The seal on the doors has been broken, however, and the group will find that they swing inward easily.

Opening the doors, the investigators will discover the final resting place of Nophru-Ka, placed here by his followers with what little treasure they could rescue. While many footprints can be seen in the dust, little seems disturbed at first glance. Crumpled on the floor, near the sarcophagus of Nophru-Ka, lies the body of a man dressed in modern Arab clothing.

If the body is examined it will be found that the back of his head was apparently blown off by a gunshot; dried tissue still adheres to the wall nearby. Coins found in the man's pocket bear dates as recent as 1895. The body is partially mummified by the dry conditions within the tomb.

The walls are covered in hastily chiseled hieroglyphs. A successful Read Egyptian will allow someone to discover that these writings contain the story of Nophru-Ka (Appendix A). It will require two weeks to successfully translate all that is written on the walls.

A quick examination of the tomb's contents by members of the archaeological team will reveal that little was disturbed by the tomb-robbers. The only missing item is the canopied jar containing the liver of the priest, and possibly some scrolls from a table.

These scrolls contain missing portions of the Book of Eibon—in particular the spell, Dismiss Dhole. The scroll containing this spell is the object of Katif's mission; it is to be kept out of the hands of the investigators. The missing canopic jar was taken by Lang-Fu to aid him in summoning the spirit of Nophru-Ka.

The Hybrid Mummies

If the party opens the door to the inner chamber without first making the special Warding Sign near the guardian mummies, the undead sentries will be alerted to the presence of intruders and begin to awaken from the millennial sleep. The first indication of this will be the echoing crash of the stone coffin lids shattering against the floor of the tomb. The mummies will then step out of their sarcophagus

and shamle towards the group through the swirling dust. The investigators will be able to see the withered human bodies topped by ungainly heads of crocodiles, affixed with crude stitches at the neck.

CROCODILE MUMMIES

In the vision in the Well, these beings appear as supremely muscled humans, their necks gradually blending into crocodile heads lined with razor-sharp teeth.

In mummy form they will be found interred with the body of Nophru-Ka; placed there to protect the remains of the slain priest. These mummies are not wrapped, but merely preserved, their flesh dried to a tough, leathery texture and smelling bitterly of strange spices and death. The mummies are actually decapitated humans with the heads of crocodiles sewn crudely onto the neck.

These creatures are magically animated guardians and have identical stats.

STR 21	CON 16	SIZ 15	INT 8	POW 15
DEX 7		Move 6		HP 16

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>
Hand	80%	1D6+1D6
Bite	60%	2D6+1D6

These creatures may attack once per round, using either hand or bite.

ARMOR: 2-point skin. Bullets are useless.

SKILLS: Move Quietly 50%.

SANITY LOSS: Any one viewing these monsters will have to roll their SAN or lose 1D3 points. A successful SAN roll will still cost the viewer 1 point.

After the necessary SAN rolls are made and the group begins to engage the monsters, Katif will use the confusion to try to steal the scroll and hide it in his robes. He will need a Pick Pocket roll to accomplish this without being seen. Katif will then attempt to flee the tomb, using the

The Warding Sign

This is a special hand gesture that is to be performed within the tomb before opening the doors to the inner chamber. If the signal is made properly, the guardians will not be awakened from their slumber. If the guardians are alerted to intruders, they will emerge from their coffins and slay them. At this time the Sign can still be used to pass the guardians, but they will not return to their sarcophagus until the doors to the inner chamber are shut and the proper sign given to them. At this time they will return themselves to their coffins and await the next visitors to the tomb. Attempting to cast the Warding Sign costs 1 Magic Point whether successful or not.



Warding Sign to get by the mummies unharmed. Any investigator witnessing this complex gesture will have a chance equal to his INTx1% to successfully duplicate the Sign if he should attempt to follow Katif out.

Once outside the tomb, Katif will be met by two henchmen with camels waiting to carry them to Kemal's hiding place. If captured by the investigators, Katif will attempt to destroy the scroll before letting it fall into their hands.

ABD KATIF

Katif is tall and slender; his black, almost blue, beard lends his face a menacing look. He has been an agent of Baron Hauptman for several years, but this is the most important task entrusted to him yet. Hauptman would have preferred using another for an operation as delicate as this, but Katif was the only man available. The Baron's fears are proven by the way that Katif bungles the murder of the party. Still, he is a dedicated member of the Brotherhood and if he survives this scenario will turn up with Hauptman in chapter VIII.

Katif claims to be a Copt and does not take part in the Moslem ceremonies attended by the rest of the diggers. He has been Galloway's foreman on this dig since its inception and has worked with the doctor before. Galloway considers Katif an odd fellow, but has come to respect Katif's knowledge of the past and his sometimes uncanny ability to locate obscure, archaeological sites. Galloway trusts Katif completely and will not turn against him unless shown undeniable evidence. The diggers fear Katif. They do not know what he is up to.

If Katif is found out, he will flee to Kemal's lair with his two henchmen and wait for the party to discover the tomb, then attempt to carry out his mission.

STR 14	CON 14	SIZ 13	INT 10	POW 12
DEX 15	CHA 9	SAN 0	EDU 7	HP 14

SKILLS: Speak English 40%; Archaeology 20%; Cthulhu Mythos 40%; Occult 50%; Track 20%; Hide 80%; Move Quietly 80%; Pick Pocket 75%; Oratory 65%; Climb 60%; Dodge 75%; Camel Riding 85%; Large Knife 75%; .32 Pistol (hidden in robes) 35%.

SPELLS: Dread Curse of Azathoth; Summon Byakhee, Call/Dismiss Beast; Warding Sign (for use against mummies).

KATIF'S HENCHMEN

These two Arab diggers work directly for Katif, although this fact is unknown to anyone in the camp. They are ruthless killers who will obey Katif right up until they feel their lives are threatened. At this point they will desert their master and run. They are not aware of Katif's involvement with the Other Gods.

Selim

STR 14	CON 12	SIZ 10	INT 7	POW 8
DEX 17	CHA 8	SAN 40	EDU 6	HP 11

SKILLS: Large Knife 75%; Camel Riding 80%.

Abdul

STR 13	CON 15	SIZ 15	INT 9	POW 6
DEX 14	CHA 10	SAN 30	EDU 5	HP 15

SKILLS: Large Knife 90%; Camel Riding 85%.

CONCLUSION

This chapter provides many clues to the activities of the Brotherhood, but leaves the investigators at an apparent dead-end. If the Well is returned to, its psychic "show" will activate only at the keeper's option.

At this point there is room for an intermission that will give the investigators an opportunity to explore other adventures, or the group could move directly into the next chapter.

V. Mountains of the Moon

Another dream by Paul LeMond sends the investigators to the mountains of Peru to investigate the recent unusual earthquakes there.

INVESTIGATORS INFORMATION

The investigators will receive another recording of Paul's dreams from Irene LeMond. Like the others, it is mostly incoherent, but between the moans and shouts of the tortured sleeper, investigators will hear Paul mumbling about earthquakes and Peru. Somehow these quakes foreshadow the coming of the Beast.

KEEPER'S INFORMATION

The earthquakes in Peru were caused by a group of Mi-Go. The earthquakes were caused in an attempt to lift certain strata above the surface where the Mi-Go could recover and process a material known as Blue John. This is an ingredient used in making the incense required to cast the spell Summon/Bind Dhole. After processing, the fine powder is shipped out of the country by the New World Inc. experimental mining station located in the area.

NWI established the mining operation a couple of years ago and it was publicly touted as an attempt to economically mine the trace amounts of gold, silver, platinum, and other precious metals that are contained in the soil of this mountainous country. The true purpose of the mine—and this is known to only a very few—is to provide a cover for the extraction and shipping of the Blue John. The only person working at the mine site that is aware of this Jonathan Harris, Chief Engineer.

NWI has also taken advantage of their situation to supply local guerillas with rifles as part of the Brotherhood's plan to foster political chaos in the world. These guns are delivered to the rebel leader, an ex-bandit named Goyo, by Melvin Peale, head of security at the NWI mine. Peale is unaware of the mine's connection with the Mi-Go.

Peale has supplied a large number of weapons and ammunition to the rebels over the past six months. The mine has been able to justify the large munitions shipments by suggesting they are being used to help control a large band of militant, primitive Indians who have harassed the mining operation since its beginning. Lately, these Indians have managed to steal several rifles and a small amount of ammunition from the guerillas. The Peruvian government, glad for the participation of NWI in the country's economy, have given the mine security force permission to deal with the Indian problem as they see fit. The Indians have been sniping at the mine camp and Peale has led several

forays into the mountains in an attempt to rout the Indians from the area. He has also enlisted Goyo's aid in controlling them.

Word has come from Edward Chandler at NWI to Jonathan Harris that they have received almost all of the Blue John that will be required, and that Harris is to begin dismantling the operation soon. When this is complete, NWI will publicly announce a phasing out of its mining operation in Peru claiming that it has shown to be unprofitable (true, but they knew this from the beginning).

HISTORY

The Fungi operations in the Andes began thousands of years ago, and survived until finally driven out by Indians over 1100 years ago. These Indians, known as the Huari, pre-date the Incas and were worshippers of Yig, whose aid was called upon to vanquish the Fungi. Most Huari were wiped out by unknown invaders about 800 A.D., but a small tribe has managed to survive isolated high in the mountains. The coming of the NWI mining facility to the area has caused these Indians to believe that a tribal legend is about to be fulfilled. The prophecy goes something like this: "When the pale men come to the mountain, they will release evil spirits within. The faithful of Yig must resist these evil spirits but they will not be delivered until the coming of 'The Ghost that Walks.' These events will mark the beginning of the age of the Beast." This prophecy may be encountered in this chapter in many different forms, as it has been circulating in the area ever since the coming of NWI, but the only complete and accurate version is known by "The Ghost that Walks."

GENERAL INFORMATION

If the investigators do a little searching around of the newspapers and scientific journals, they will discover that there has indeed been a series of intense, localized tremors recorded over the past year centered high in the mountains fifty miles northwest of Peru. The area has a high incidence of earthquakes and even considering the odd pattern of the shocks, would not have drawn as much notice if they had not occurred so close to the American-operated NWI mining facility. Although the epicenter of the quakes was very near the station, a spokesman for the mine said that only minor tremors were felt and that there were no casualties.

The investigators will recognize the name of NWI and be reasonably familiar with the giant corporation on a Knowledge roll (Appendix D: Public Image). Any investigator possessing Geology score above 50% will have heard of the experimental mining station and be at least a little familiar with the purpose of the project; the recovery of precious metals by a new technique. They may also know that NWI, in true public-conscious style, has established a policy of providing food and lodging to visiting dignitaries and scientists. At times, scientific teams have used the NWI site as a base while making field studies of the area.

BEGINNING PLAY

The country of Peru is presently run by the presidency of Augusto Leguia, a former minister of the treasury closely identified with business groups. Passports are easily obtained, and passage to Lima by ship will take approximately six days from New York. Once in Lima, the investigators will have to hire a car or truck to take them the fifty miles to the small village of Huancucho, located halfway up the mountains at the end of the road. A fifty-mile ride on the back of a truck hauling vegetables or livestock could prove uncomfortable, and clever investigators may attempt to make arrangements to travel by jeep with the army patrols that regularly travel the road. From Huancucho, the investigators will have to travel a winding mountain trail high to the site of the mine. Guides can be obtained in Huancucho.

The national language of Peru is Spanish, but the investigators should have little trouble in a city the size of Lima; many people here speak at least a little English. Once outside of Lima, investigators will find that most people speak only Spanish, and the farther up into the mountains they travel the more people use Quechua, an Indian language spoken by the Incas.

This adventure takes place at extremely high altitudes and any investigator activity involving endurance or vigorous actions should take into account the scarcity of oxygen. The native Indians actually have a different physiology that allows them to take advantage of the rarified atmosphere. A lowlander will have trouble running even a short distance and the hike up the side of the mountain will be all the average investigator can bear.

SCENES:

Huancucho and the Trading Post

Huancucho is a small, sleepy village containing about 250 souls. The population is mostly Indian and very poor. Most live in glorified huts, but a few more substantial buildings exist. A few dogs can be seen on the streets.

The largest building by far is the trading post. Originally established to serve the local Indian farmers, it has been used as a jumping-off point for supplies coming in for the NWI mine. This, along with the miners who have no other place to spend money, has caused the business to greatly expand. Once inside, the investigators will see that the store carries tools, canned goods, and other items. One end of the building has been made over into a small bar or tavern. Seated at one of the tables sits a mustachioed man in rumpled peasant's clothing, a holstered .45 strapped to his leg. When the investigators see him, he will turn slowly so that he is facing away from them. An Indian woman with a bored look on her face stands behind the bar, lean-

ing forward on her elbows.

Just after the investigators enter the building, a gray-haired man, about 55, will emerge from a back room. He will be a bit surprised to see the group of strangers, but after acknowledging the man seated at the table, will welcome the group heartily; first in French, and then in English. He will introduce himself as Victor, proprietor of the trading post and will be genuinely pleased to see someone from "a civilized part of the world."

Keeper's note: It is recommended that as the investigators introduce themselves, Victor recognize one of them as someone he knows. Victor will be an old friend of this investigator's father and will tell convincing stories of how he used to bounce this investigator on his knees when he was a child. The investigator was quite young at the time, but will certainly remember "Uncle Victor" who visited the investigator's home when he was young. The exact circumstances behind Victor's relationship with the father is unknown, but the investigator will remember him as a warm, good-natured man; even though Mom did not seem to like him.

Victor will invite the group back to his private room for a drink of the "good stuff." Here he will tell a tale of how he came to this part of the world and how he came to run the trading post. Victor knows nothing about the NWI scheme involving the Mi-Go, but does serve as the link between Peale and the rebels, using the trading post as a transfer point for the rifles. He will not reveal this information unless faced with death. If caught by the Peruvian government, he will most certainly face a firing squad. He can tell the investigators a little bit about the legend of the Ghost, but his version is very inaccurate. He can recommend Sancho, a local and the brother of his wife, as a reliable guide to the mine site.

Gunshots

This conversation will be suddenly interrupted by the sound of gunshots and breaking glass from the other room. Running to the door, the investigators will see three Peruvian soldiers gesticulating and speaking in rapid Quechua. Another soldier lies on the floor in a pool of blood. The Indian woman, Victor's wife, has ducked behind the bar and the man with a moustache is gone, the broken window near the table marking his exit. The soldiers will quickly gather up the fallen soldier and, exiting the trading post, speed off in the direction of headquarters in Lima. They will report that they have just seen Goyo.

Victor will be visibly upset by the incident, and a successful Psychology roll will reveal that his fear seems to run deeper than just a mere response to what took place. Victor will profess to know nothing of the incident, but if an Oratory roll is made, he will tell them that he believes the man the soldiers were shooting at to be Goyo, leader of the rebel guerillas.

Victor will offer the group accommodations for the night and can sell them, at less than the usual inflated price, any supplies they may carry.

VICTOR MONTAIN

Of French nationality, Victor has been in South America for nearly 18 years, the last ten as the owner of the trading post in Huancucho. Victor was arrested in France in 1909 on charges of counterfeiting and forgery, and sentenced to Devil's Island. The clever Victor jumped the prison ship and spent several years in Brazil running a small cargo boat on the Amazon before making his way to Peru. Finding himself in Huancucho, Victor married and built the trading post that has supported him since. Up until lately, Vic-



tor has felt secure that the Peruvian government has no interest in his criminal record.

Victor can fill the group in on local details and color, but will not reveal his connection with the rebels. He knows nothing of the activities of Harris and the Fungi other than an inaccurate version of the "Ghost" legend, which he does not believe.

Beside his normal supplies, Victor also trades in shrunken heads and other artifacts imported from the Amazon region to sell to bored miners. Tucked away with these items is a "treasure map" that Victor brought to Huancucho years ago. This map, purchased from a trader on the Amazon, tells of a great treasure found high in the mountains of Peru; a great idol, carved out of solid gold and ornamented with gems. Convinced that he was soon to make his fortune, Victor found the idol, only to discover that it was made of stone and had no jewels set into it. Disappointed, Victor settled in Huancucho to live out the remainder of his years

Victor is in his late fifties, gray and balding, and overweight. He is usually dressed in a rumpled, slightly soiled, white suit and hat.

SKILLS: Read/Write French 100%; Read/Write English 75%;
Speak English 75%; Speak Quechua 60%; Bargain 90%; Credit
Rating 70%; Oratory 50%.

Victor's wife is a full-blooded Indian, born and raised in Huancucho. She does most of the work around the trading post while Victor orders her around in Quechua. She speaks no English, but if the party manages to communicate, she will be able to provide the most accurate version of the "Ghost" legend to be found.

SKILLS: Speak Spanish 20%; Speak French 20%; Occult (local only) 60%.

Twice a week, a group of soldiers patrol the road to Huancucho. This group consists of three men and a sergeant in a jeep or small truck. The government is aware of the Goyo's local activities, and have lately begun to suspect Victor's trading post. They are as yet unaware of NWI's involvement. If the investigators should approach the government with facts incriminating NWI, the army will move in quickly to investigate. Unfortunately, many of the

soldiers patrolling this area have been bribed by Peale. If the investigators approach one of the patrols with their information, there is an excellent chance (50%) that this group is on the take. If so, they will immediately report the investigator's activities to Peale who will take steps to eliminate them.

The Trail to the Mine

Steep and rocky, the trail to the mine site is so vague at times that traversing without the aid of a guide is almost impossible. Once the investigators have used the trail, they will have no trouble finding it again. It is only twelve miles to the mine, but the steepness of the trail, the scarcity of oxygen, and the balky llamas the investigators will need if they bring supplies, will all lead to a late arrival at the camp.

If the investigators are smart, they will have hired Victor's brother-in-law Sancho to guide them. Sancho's family is pure Indian, and this, along with his insatiable curiosity, makes him a gold mine of information. See character stats for details of this knowledge.

SANCHO

This is the younger brother of Victor's wife and the most modernized native in the village. His goal is to save up a stake and then head out for Lima to make his fortune. To this end Sancho will do practically anything to make money, and is a hard bargainer. He probably knows more about what is going on in the village and the surrounding countryside than anyone, and will part with this information for a price. He will want \$10 to hire llamas and guide the party to the mine. Most tidbits of information go for \$5 each, but he can be bargained down.

Besides occasionally working for Victor in the trading post or helping with supplies to the mine, Sancho also acts as Goyo's spy in the village, reporting back immediately any information that would interest the rebel leader. Sancho is not politically oriented, but he fears Goyo. Sancho is aware that the rebel's guns are coming from NWI, but has told no one. Sancho knows the location of the rebel hideout.

If the investigators ask Sancho if he would guide them deeper into the mountains, he will refuse, saying that the primitive Indians that live near the peaks despise lowlanders, and capture and torture intruders. The only place that Sancho is willing to guide them is the Altar of Yig. He does not know its location, but if the investigators have Victor's map, he will lead them there. When Sancho was a boy, Victor would tell the story of his treasure map and how he discovered a golden idol dripping with jewels high in the mountains. This story stuck with the young boy. To this day he believes the treasure exists. He may suggest that the investigators purchase the map from Victor (he wants \$100 for it) and together they discover the idol and split the treasure found there. Victor may deny the treasure exists, but Sancho is convinced that Victor is lying to keep it for himself.

STR 12	CON 12	SIZ 9	INT 14	POW 11
DEX 14	CHA 15	SAN 55	EDU 8	HP 11

SKILLS: Speak Quechua 85%; Speak Spanish 55%; Speak French 20%; Speak English 25%; Bargain 55%; Climb 90%; Jump 80%; Ride 85%.

Anytime the investigators are on this trail, the keeper may provide encounters as he sees fit. These would include rebels, militant Indians, unfriendly wildlife, or a large pit viper. Sancho will state that such snakes are annoyingly common in these regions.

The Mine Camp

Surrounded by a high, barbed-wire fence and continually patrolled by a pair of armed guards, the camp is comprised of several wooden buildings perched on a small plateau on the side of the mountain. The guards are able to see anyone approaching from the trail, and will have the gates open to allow the party to enter as soon as they arrive. Once inside the compound, a guard will introduce

himself and then escort the group to the administration building to meet Mr. Harris, head of the mine. As the investigators walk across the compound they will see, farther up the mountain, tiny figures operating gleaming machinery at the actual mining site. Binoculars will show that these men are also guarded by uniformed riflemen.

The administration building, like all the others in the compound, is an unpainted, wooden structure showing signs of modular construction. Other buildings include two large barracks for the miners along with a smaller building intended for visitors, a kitchen and mess hall, and several buildings used for the storage of equipment and supplies. A small shed contains a generator used to supply electricity to the camp. At night, the compound is brightly lit by floodlights powered by this generator. The group will be shown into the administration building and will meet Johnathan Harris in his office.

Assuming the investigators have a good cover story for their presence, Johnathan Harris will be friendly and willing to accommodate the investigators. The visitor's barracks are presently empty. However, Harris expects a group of executives from NWI to arrive sometime in the near future and at that time the investigators will have to find other lodgings elsewhere. (This is untrue. Harris will use this excuse to evict the investigators if their presence should prove inconvenient. Short of camping in the mountains, there is no other place to stay.) Harris is used to visiting scientific groups and should have no particular reason to suspect the investigators. He may try to get more information on them, but communications are slow, and getting the message to the states via Lima will take several days.

Harris will caution the group about traveling alone in the upper slopes of the mountain; the local Indians are extremely hostile and lately have managed to obtain some rifles. They will shoot a white man on sight. There are also rebels in the hills, though he does not feel that they pose as great a threat.

If asked about the actual NWI mining operation, Harris will offer them a guided tour of the site, located a half-mile up the mountain. If they accept, Harris will show them how the experimental equipment, developed by another branch of NWI, carefully removes the surface soil, extracts the precious metals found in it, and then replaces the soil, all in one operation. Harris is well-versed in company policy and public relations.

JOHNATHAN HARRIS

Harris is a tall, good-looking man in his late thirties, tanned and hardened by his years as a mine engineer. Recently hired by NWI to head up this operation, he is highly qualified but his past affiliation with the Fungi was the major reason for choosing him.

Harris first came in contact with the Fungi several years ago while on vacation in Vermont. He consented to act as their agent and operated until contacted by Hauptman and hired by NWI. Harris is not a true member of the Brotherhood and is considered expendable. He has not been told of the Day of the Beast.

Harris is always slightly suspicious of strangers, but he is so busy, and communication with the rest of the world so difficult, that he will probably not question the arrival of the investigators unless they tip their hand.

About twice a week, with the aid of Peale and the guards, Harris slips out of camp at night to travel to sector A-48 and oversees the operation of the Fungi. If Harris should discover what the group is up to, he will not hesitate to eliminate them, engineering it to look as though they were killed by Indians. He always straps on his .45 revolver before leaving his office.

STR 14	CON 16	SIZ 15	INT 16	POW 11
DEX 12	CHA 13	SAN 0	EDU 18	HP 16

PLAY AID 7: Chapter V

Letter from Johnathan Harris to Edward Chandler.

Dear Sir:

Please be advised that the operation in sector A-48 is ahead of schedule and nearing completion. Dismantling of the operation will begin soon and a reduction of activity at the NWI site will also begin soon. Our allies from Y. appear to be happy with the future arrangements made for them in your plans. I believe that all will go well.

Ia Shub-Niggurath,
J. Harris

SKILLS: Speak Spanish 25%; Chemistry 25%; Cthulhu Mythos 50%; Geology 95%; .45 Revolver 50%.

SPELLS: Contact Fungi.

The administration building is a treasure-trove of information, but unfortunately, is usually occupied during the day and kept locked at night. The outside door has a resistance STR of 24, and should the investigators attempt to break it down, the noise will alert the patrolling guards. Once inside, the investigators will find that Harris's office and Peale's office are always locked when they are out, while the door to the doctor's office is always unlocked. These doors are of lighter construction than the exterior door and have a STR of 8.

Harris's office contains a desk and a locked filing cabinet. An examination of the contents of the desk will reveal a set of geological survey maps made over two years ago. The maps indicate that a number of different sites were tested before the present location was decided upon. One of the areas shown on the map, sector A-48, is marked with a star. Also in the desk is a first draft of a letter written by Harris. See Play Aid 7.

If the filing cabinet is opened, it will be found to contain the business records for the mine. A successful Accounting roll will tell the investigators that although the operation is now producing at maximum efficiency, it is still losing a phenomenal amount of money every day. In another drawer, the investigators will find a stack of shipping bills of lading bound with a rubber band. These bills all pertain to a material called Blue John, small quantities of which have been shipped to an address in San Francisco over the past year. This address is preceded by two Chinese characters. A Read Chinese roll will translate the characters as Lang-Fu, while a Geology roll will reveal only that Blue John is an extremely rare mineral. Only one site—in England—is previously known of.

In the security office, the investigators will find another desk and filing cabinet similar to Harris's along with a locked gun case containing ten rifles, six .45 revolvers, and ample ammunition. The filing cabinet is unlocked and contains duty rosters and other military-styled paperwork. In the desk, the investigators will find a set of keys to the gun cabinet as well as most of the locks found at the mine site. The only exception is Harris's filing cabinet. Along with the keys, the investigators will also discover a brief note. It reads: "V.M.: G. is to rcv. 2 rifles.—M.P." (This note is intended for Victor and indicates how many rifles

from the next shipment can be safely diverted to Goyo and the rebels.)

The doctor's office consists of two rooms. One is for records and such, while the other serves as a well-stocked emergency hospital. A careful search of the patient records (Library Use) will reveal that two miners have recently died from snake bite. The incidents occurred over the space of a week, but both men were apparently bitten dozens of times and died quickly. It seems that both men had chosen to take a walk outside of the compound in the evening and never returned. Their bodies were found the next morning by the guards, the flesh swollen and blackened. Only the doctor, Harris, Peale, and the four guards who made the grim discoveries are aware of the truth. The company is suppressing the details, telling the miners that their comrades were shot by Indians while at the same time trying to minimize any publicity stemming from the event. A successful Oratory with any of the workers will elicit the rumor that the men were not killed by Indians. Nothing else is known, and the source of the rumor cannot be traced. The others are sworn to secrecy and only the doctor, subject to a successful Debate roll, can be persuaded to discuss the incidents.

The heat and distance involved made shipping the bodies home impractical and they were buried in a far corner of the compound, marked with small head stones. If the bodies are exhumed, it will be obvious that they died of something other than gunshot wounds. Anyone versed in zoology or medicine will be able to know the cause of death of after a quick examination.

MINERS

These men have signed contracts with NWI obligating them to a year's work at which time it may be renewed. Most of the men possess some engineering skills as most of the work involves the operating of special equipment. Little traditional mining is done. The men are well-paid but the confinement and boredom leads to occasional confrontations.

Left uneasy by the mysterious deaths of their two co-workers, there is a fearful air about the workers. If an Oratory is rolled while speaking with one of the men, he may reveal his fears and mention that Harris continues with his late night walks even though the men are restricted to the camp after sunset.

Dead Indians

The first morning in camp, the investigators will awake to find everyone at the mine noticeably subdued in their manner. It will not take long for the investigators to find out that one of the miners is missing. At this very mo-

ment, Peale and four of his guards are searching the surrounding countryside for some sign of the man. All work has been suspended and everyone is presently confined to the compound.

About 10 am, Peale and the guards will return bearing the bodies of two Indians, killed by the guards. Everyone in camp will crowd about the bodies, anxious for a look, and in the resulting confusion, no one will notice one of the guards carrying a blanket-wrapped object into the administration building. If an investigator should make a Spot Hidden roll, he will notice the guard and see, where the blanket has fallen away, that he is carrying two rifles, presumably those taken from the Indians. If the investigator asks, he will recognize the weapons as identical to the arms carried by the guards. (These are some rifles stolen by the Indians from the rebels. Peale does not want these rifles to be connected with NWI.)

MELVIN PEALE

Peale is the head of security for the mine and was chosen for this position because of his loyalty. He agrees with the political tampering conducted by NWI in this area and has done all he can to help the cause. Peale would not allow himself to be employed in a capacity that did not agree with his politics, however. He is totally unaware of NWI's connections with beings of the Mythos or of their plans for global domination, and would be revolted by either.

Told only that he would be responsible for security of the mine in addition to supplying the rebels, Peale signed an oath of loyalty to NWI. He greatly admires Edward Chandler. The Brotherhood considers Peale expendable.

Peale assembled his security force of 16 men from mercenary soldiers and other professionals. They are well-paid and have a great amount of respect for Peale's intelligence and ability. Peale runs the force as a military unit; the guards, as well as himself, must wear uniforms whenever on duty, and must obey strict military discipline. Inspections are common.

It is possible that Peale could be convinced by the investigators that Harris up to no good, but he is so stubborn that to do so will require both a Debate roll followed by an Oratory roll, as well as incontrovertible hard evidence, to get him to act against NWI. Failing either roll or lacking evidence will cause Peale to seriously consider action against the investigators. Remember, Peale has sworn loyalty to NWI.

STR 15	CON 16	SIZ 10	INT 15	POW 12
DEX 16	CHA 9	SAN 25	EDU 14	HP 13

SKILLS: Listen 60%; Psychology 25%; Spot Hidden Object 75%; Track 60%; Hide 75%; Move Quietly 80%; Oratory 65%; Pistol 65%; Rifle 80%; Debate 30%.

SECURITY GUARDS

All top-flight men and dedicated to their commander, Melvin Peale, they are willing to engage in conversation with any investigator, but will reveal nothing of importance and will report anything the investigator may have said to Peale. The only thing that could affect the loyalty of these guards is a direct confrontation with a Cthulhoid event.

The sixteen men are presently on an eight-hours-on, eight-hours-off duty schedule. Two guards are always assigned to duty patrolling inside the fence of the compound, while four men stand guard at the actual mining site to prevent sabotage by Indians. The site is lit at night by floodlights powered by the generator in camp. The remaining two men are assigned to Peale and accompany him on forays or trips to Huanucocho.

Assume all guards have same stats.

STR 15	CON 16	SIZ 14	INT 10	POW 10
DEX 15	CHA 9	SAN 35	EDU 8	HP 15

SKILLS: Track 75%; Spot Hidden 65%; Camouflage 50%; Move Quietly 65%; Knife 60%; Pistol 75%; Rifle 85%.

A successful Anthropology roll while viewing the bodies of the Indians will reveal them to be of the Huari culture. One of the men is adorned with a substantial amount of primitive jewelry and his head is quite misshapen. A successful Anthropology roll will tell the investigator that

this is not an uncommon practice among the Indians of the area. However, a successful Cthulhu Mythos roll will show that he bears the taint of Yig.

A wooden tablet, taken from around the neck of one Indian will be shown to the investigators. It is covered with pictographs used by the Huaris and the bottom portion is missing, shot away by the same bullet that killed the Indian. A successful Anthropology roll, combined with a Linguistics roll, will translate the tablet.

If no investigator expresses an interest in the tablet, it will be given to Lawrence Richards, the camp doctor and an amateur archaeologist and anthropologist, who will effect a successful translation. The tablet contains an invocation to Yig.

DR. LAWRENCE RICHARDS

The camp physician is a young man in his early thirties. He is innocent of any knowledge of wrong-doing on the part of NWI or its employees. His only suspicions revolve around the mysterious snake-bite deaths of the two miners. He has agreed to remain quiet about the deaths until the company reaches a decision.

Richards originally applied for this job both because it paid well, and because its location would allow him to indulge his amateur interests, archaeology and anthropology. It is this knowledge that makes him suspect the primitive Indians are involved in the deaths of the men. Given the chance, Richards can accurately translate the pictographs found on the wooden tablet.

A successful Oratory will get Richards to talk about the miner deaths, and the investigators could enlist him as an ally if the truth of the situation is revealed to him.

STR 10	CON 11	SIZ 10	INT 17	POW 14
DEX 12	CHA 14	SAN 70	EDU 21	HP 11

SKILLS: Read/Write Latin 45%; Anthropology 25%; Archaeology 25%; Chemistry 20%; Pharmacy 20%; First Aid 95%; Treat Disease 95%; Treat Poison 80%; Diagnose Disease 95%.

THE MILITANT INDIANS

The Huari are primitive worshippers of Yig and have lived in these mountains since before the Incas. They speak their own language and the tribe has avoided contact with outside groups for centuries. They have recently been aroused by the fulfillment of an ancient legend, and because of this have harassed against the mining camp. The Indians have avoided the Fungi out of fear, believing the "The Ghost that Walks" will come soon to destroy the spirits of the mountain.

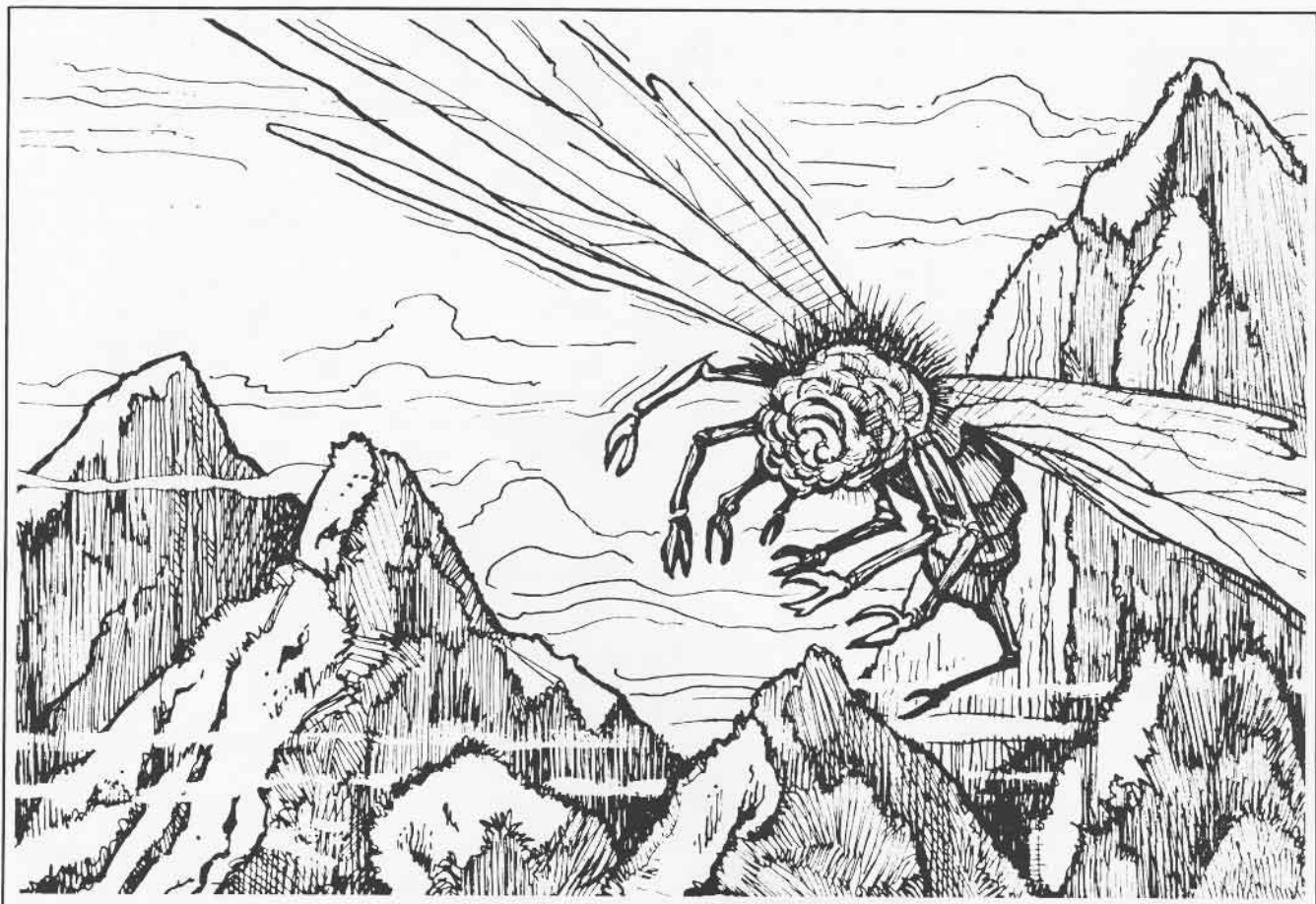
No Indians appear in this scenario except for the two slain by the security guards. One was responsible for Summoning the Children of Yig that killed the two miners. The keeper may wish to supply an encounter with the Indians when the investigators are in the field.

Sector A-48

This area has been devastated by the earthquakes of the past year and huge portions of the Earth's crust have been lifted up, nearly verticle, to expose the underlying strata.

In the daytime, all will be quiet, maybe a little too quiet. A Zoology roll will indicate an unnatural scarcity of wildlife. A Geology roll will the investigators that there is something unnatural about the way sections of the earth have been thrown up; in the way they have been tossed about.

A second Spot Hidden directed at the exposed rock will show traces of careful mining activity seemingly centered around a thin, blue strip of strata. A Geology roll will indicate that this strip is approximately 70 million years old. If samples of this strip are obtained and tested (there are ample facilities at the mine camp), they will be found to contain traces of a heretofore unknown compound Blue John. A Spot Hidden directed at the ground will reveal traces of odd footprints. A Cthulhu Mythos roll or previous experience with the Fungi from Yuggoth



will reveal that these prints belong to the Fungi. A Track roll will allow the investigators to follow the strange footprints a quarter of a mile up the mountain to the hidden cave of the Mi-Go.

If the investigators approach the area at night, they will hear the whir of the strange machinery they are operating. The occasional sound of a human voice can also be heard. Approaching cautiously, the first investigator will step through a small dip and as he comes up the other side will find himself suddenly atop a small rise about fifty feet from the Mi-Go. He should realize that his is outlined against the sky in full view of those below, and if the investigator makes a Dodge or Hide roll, he will be able to throw himself to the ground without been seen—if he does not go insane at the sight.

From a prone position, the investigator will be able to see eight Fungi operating two unusual pieces of machinery under the direction of Johnathan Harris. If the investigator goes insane or fails his Dodge or Hide roll, he will be spotted by Harris and the Mi-Go. Two of these Mi-Go are armed with small weapons of their own design while Harris has a .45 revolver in his holster.

THE FUNGI

These creatures are extremely careful about being seen, and if they become aware that their existence is known to the investigators, they will bend every effort to capture them. This will be done in a manner to avoid witnesses and will most likely occur while the group is in the field. The Fungi will attempt to capture the group alive, transport them to the Moon and remove their brains for shipment to Yuggoth. If the investigators' resistance is too strong, they will try to kill them and dispose of the bodies, leaving Harris to explain their disappearance as best he can.

Mi-Go Cave

Hidden high in the mountains is the secret cave of the Mi-Go. The mouth of the cave is quite large, and if the investigators make a Spot Hidden roll while near the entrance, they will notice marks among some Fungi tracks that look as if they were made by runner; as though something heavy had been dragged in or out of the cave.

This cave penetrates one hundred feet and if an investigator makes a Geology roll while inside, he will realize that it has been made by artificial means. The cave ends abruptly in a flat, smooth wall covered with odd patterns. Anyone knowing the spells Create Gate will recognize them as integral to that spell. Parked nearby are two dull metal machines mounted on runners. The machines are of an odd design, but if an investigator makes a Geology roll, he will be able to determine that they could be used for the extraction or processing of minerals.

The back wall of the cave is a Gate created by the Fun-

Mi-Go Weapon

An odd-shaped piece of gray metal, it looks like a cluster of metal bubbles and glass spines. It shoots an intense visible beam of cold that causes 2D8 points of damage at a basic range of twenty yards. The beam is slow and a successful Dodge roll will allow an investigator to avoid it if he does nothing else that round.

This is a small weapon designed for sentries and holds only twelve charges. An untrained human will have a basic chance of only 10%.

gi to allow them quick travel between the ancient mines in the Andes and a small colony living in trunnels below the surface of the moon. Passing through this Gate will cost an investigator 5 Magic Points.

The Moon Colony

If the investigators go through the Gate, they will be unprepared for the sudden change of gravity as they step through, causing them to bounce uncontrollably and stumble when they come through to the other side. Each round, the investigators may try to make a roll of DEXx1% to bring themselves under control. Once under control, the investigators will not need to make further DEX checks, but many physical actions may be impaired and insane investigators may still not be able to control their actions under these circumstances.

As the investigators step through the Gate, they will be met by an unarmed Mi-Go. This creature is not a guard, but just happens to be in the area. It will take advantage of the investigators' unfamiliarity with the low gravity to try to either destroy a small party or flee a large one, scuttling out the corridor and in the direction of the Mi-Go Surgery.

Once the Fungi has been dispatched, or fled the scene, the investigators will be able to examine their surroundings more carefully. The small chamber they are in is carved from solid rock, showing the evidence of glazing from intense heat. The floor is covered with smooth, white ceramic tiles. The small corridor leading from the room is also tiled, and pentagonal in cross-section. A quick Geology check will show the composition of this rock to be radically different from that found in Peru. The small, dim passageway travels about 150 yards before intersecting a broader, well-lit corridor at a right angle to the smaller. Looking to the left, the investigators will see this broad corridor travel fifty yards before turning to the right where the floor rises in a gradual incline. From this direction the party can hear a deep, throbbing sound, like the rhythm of machinery.

If the investigators turn left, they will find that after the hall turns, it ends suddenly in a pair of doors fitted with small windows and glows phosphorescently with a strange pattern of lights (the Mi-Go symbol for "Surgery"). If a Listen roll is made at the door, the investigator will hear the Mi-Go inside, hard at work. The doors will screen any noise made by the investigators, and if an investigator can make a Hide roll, he can peek into one of the small, crystal windows without being seen.

Inside this room is a group of four Mi-Go working in a room about forty-feet square. If the investigator remains sane, he will see that the opposite wall contains a set of doors identical to those that he stands at, while along the left wall is a row of shiny metal cylinders hung with tags. Another of these odd containers stands on a table near the center of the room and is connected to an electrical device by means of several wires. Near this is a plastic slab on a pedestal, and on the slab rests the missing miner, the top of his head neatly sliced off revealing an empty skull, devoid of brain. The investigator will be required to make another SAN roll or lose 1D4 points.

If the investigators should manage to gain entry to this room, they will find that the tags on five of the cylinders are marked while three are blank. (A marked tag indicates that the cylinder contains a prepared brain and identifies

it. The unmarked tags denote empty cylinders.) A Mechanical Repair roll is needed to open one of the containers. If the tag on the chosen cylinder is blank, the investigator will find a dry, empty cylinder. If he chooses a marked tag, however, he will find the cylinder to contain a living human brain, floating in a thick liquid and attached to the container with several small wires. The investigator must succeed in a SAN roll or lose 1D3 points.

If the nearby machine is examined while making an Electrical Repair roll, the investigator will know how to turn it on. If the investigators turn the machine on, they can converse with the brain of the missing miner, now contained in the nearby cylinder. The ordeal has left the man insane. Between the shrieks and incoherent cries, he will tell the investigators how he became suspicious of Harris and followed him one night to sector A-48. Here he discovered Harris to be in league with horrible creatures that issued from the mouth of a cave in the mountain. He was discovered and captured by the Mi-Go. When he awoke he found himself in the dark and without sound, not even his own voice. He cannot move and does not understand what has happened to him; he will plead with the investigators to help him escape his prison. Rescue is impossible and anyone listening to the pathetic wailings of the man will have to roll their SAN or lose 1D3 points just out of empathy. The best they can do for him is to put him out of his misery.

The double doors on the other side of the room open into a network of corridors and any investigator choosing to explore this part of the colony will find more and more Mi-Go the farther they travel.

If the investigators walk toward the throbbing sound coming from the right, they will walk approximately two-hundred yards up the inclined floor until it opens ahead on a vast, circular chamber of natural rock, lit from above by a soft, blue-green light. From the investigators' vantage point, about fifty feet from the opening, they are unable to see down to the floor of the chamber, but looking across will see that the half-mile wide chamber is open to the sky; a pitch-black sky, sprinkled with thousands of stars. The far edge of the chamber is rimmed by a curving wall of jagged rock, and rising above this wall, the investigators will see suspended in the sky a large blue-green planet, the source of the light. A closer look and the investigators will be able to recognize the oceans and continents of the planet Earth. If they have not figured it out earlier, the investigators will now realize that they are on the Moon, and the passage they are in is leading to the lip of a lunar crater on the surface. The realization will require a SAN throw or loss of 1D8 points.

The humming, throbbing sound is coming from the floor of the crater. A successful Cthulhu Mythos roll will reveal that it is an attempt to Call some type of being. The investigators may wish to approach for a closer view, and this can be easily accomplished due to the fact that the upward sloping floor effectively hides them from the sight of the creatures far below on the bottom of the crater. Overhead, the investigators will be unable to determine what maintains the atmosphere within the crater field or transparent dome, but they will notice that the walls of the crater are dotted with cave mouths similar to the one they are in. As the investigators watch, an occasional pink form will emerge from one of the distant caves and either glide or scramble down the winding trails that lead to the

crater floor. Carefully looking over the edge to the bottom of the crater, the investigators will be repelled by the sight of over a thousand Fungi and at least a hundred humans hopping and wriggling over one another in front of a giant, plastic altar. Viewing this scene will call for a successful SAN roll or a loss of 6 points. A successful roll will still cause a loss of 1D6 points. A daring investigator may continue to watch the ceremony taking place before him. If he does, he will find his nose suddenly assaulted by the smell of a freshly-opened grave and before his eyes will see the sprawling, black, ropy form of Shub-Niggurath, the Goat with a Thousand Young. Any loud screams or gunfire will attract the attention of those below who will immediately come to investigate.

The Rebel Hideout

The most likely way to discover the location of this place is through Sancho, and that will be tough. How the investigators get this from him will be left to the keeper. If the investigators should approach the area, they will find it to consist of a network of small caves located beneath an overhang of rock. There are two rebels on guard at all times. They are armed with NWI rifles and very suspicious of any strangers. They will shoot first and ask questions later. Any investigator captured in the area will be summarily executed as trespassers and/or spies.

GOYO

A former bandit, this man is now inflamed with the dream of revolution. He is totally dedicated to his cause and will let nothing stand in the way. He will not purposely harm the investigators, but if Sancho tells him that the investigators are hauling explosives or a quantity of weapons up the trail, he will certainly ambush and rob them. If the investigators surrender the goods, he will remain fairly polite and friendly, but he has a quick temper and if insulted, may shoot off an investigator's finger or worse.

Goyo, always suspicious, has trailed Harris to sector A-48 and witnessed the man's dealings with the Fungi. He is terrified by what he saw, but is undecided as to what to do as he fears disrupting his supply of weapons from NWI. Goyo may be persuaded to act against Harris, but only if he can be made to understand the terrible magnitude of the situation. He also knows of the Altar of Yig.

STR 15	CON 17	SIZ 16	INT 15	POW 14
DEX 16	CHA 16	SAN 55	EDU 10	HP 17

SKILLS: Speak English 50%; Speak Spanish 75%; Speak Quechua 65%; First Aid 75%; Make Map 60%; Listen 65%; Psychology 75%; Hide 75%; Move Quietly 75%; Pick Pocket 75%; Debate 45%; Oratory 80%; Knife 90%; Pistol 85%; Rifle 90%.

THE REBELS

There are 25 of these men, varying in loyalty to their leader. A few share the revolutionary fervor of Goyo, while most consider themselves no more than bandits.

Assume they all have same stats:

STR 15	CON 14	SIZ 14	INT 10	POW 10
DEX 14	CHA 10	SAN 45	EDU 3	HP 14

SKILLS: Hide 55%; Move Quietly 65%; Pick Pocket 55%; Knife 75%; Pistol 80%; Rifle 70%.

If the caves are entered and searched, papers will confirm Peale and NWI as the suppliers of the rebel's weapons. The Peruvian government would be very interested in this evidence to say the least.

The Altar of Yig

Hidden among the rocky crags stands an ancient, stone edifice nearly twelve feet high. It is carved from a single block of stone and decorated with entwined serpents. The center of the altar is commanded by a huge head, half-



man, half-serpent, with slitted eyes and a gaping mouth baring curved fangs and a forked tongue. Below the head, carved into the rock, are strange pictographs, similar to the ones found on the wooden tablet that was taken from the body of the Indian. Viewing this hideous object will require a SAN roll or loss of 1 point.

A Spot Hidden roll will reveal fairly recent footprints made by Indians around the altar. A successful Archaeology or Anthropology roll will allow the investigator to tell that this altar was built by the Huaris, an Indian tribe that pre-dates the Incas. A successful Cthulhu Mythos will reveal that the altar is devoted to the snake-god Yig. This monument has the ability to enhance certain spells cast within its presence. A Summon Child of Yig spell cast at the altar will cause 10x1D10 Children of Yig to suddenly erupt from the mouth of the stone head, forming a carpet of living serpents about the feet of the caster and his companions, and causing a loss of 1D10 points to all who fail their SAN roll. The Children will harm no one that does not harm them, except at the behest of a priest of Yig or under the influence of some spell.

A contact Yig spell cast at the site will bring the same carpet of snakes along with Yig himself.

YIG

The Father of Serpents has held sway in this area for centuries and resents the intrusion of outsiders. He has told his Huaris worshippers to defend their land against the outsiders, and it is Yig who is the source of the legend of "The Ghost that Walks."

If the investigators dare to Contact Yig, the Great Old One will enlist the investigators to aid in the destruction of the NWI facility and the Fungi. The terms will run something like this: If the investigators do exactly as he says, he will not have them immediate-

Summon Child of Yig

This spell acts as a normal Summons and may only be cast in an area where Yig's worship is found, or has been strong within the last few hundred years. The Child suddenly coils about the caster's leg without warning, and causes a loss of 1D4 SAN points if the caster misses his SAN roll.

Bind Child of Yig

This spell conforms with the Binding spells described in the *Call of Cthulhu* rulebook. If this Binding spell is not properly cast upon a Summoned Child, it may suddenly coil up the caster's leg and bite.

ly killed by hundreds of venomous snakes.

Investigators kneeling with face pointed to the ground when Contacting Yig will not have to see him and will only be required to roll SAN for the accompanying carpet of snakes. Any failure on the part of an investigator to do as instructed will result in his being visited by a Child of Yig. He will try to teach each investigator the spells Summon Child of Yig and Bind Child of Yig (an Idea roll on the part of the recipients will allow them to actually learn the spells).

"THE GHOST THAT WALKS"

This man's name is Ngansa and he is a Montagnais Indian from the sub-arctic Canada. He has journeyed, on foot, to South America because he has been made psychically aware of the presence of the Fungi. He has dealt with these creatures before in northern Vermont where he encountered Johnathan Harris in league with the Fungi. Ngansa's forefathers were also destined to confront these beings and he bears with him an ancient staff, used many times against the Fungi.

This Indian is over 100-years old and looks it—though he is still healthy. He has painted his body with a sticky, white paste that gives him a ghost-like appearance, and if he should surprise an investigator by suddenly stepping out from behind something (as he usually does), the investigator will have to roll SAN or lose 1D2 points.

This mystical shaman may enlist the aid of the investigators if he feels they can help him, but he will not tolerate any interference with his goal, destroying any who stand in his way. His intention is to Call Cthugha, using the monster to destroy the Mi-Go cave and the Gate that it contains. After this, he will turn Cthugha against the NWI mine, burning it to the ground.

Ngansa has no connection with Yig, though the Great Old One was able to predict his coming.

STR 14	CON 18	SIZ 12	INT 18	POW 20
DEX 18	CHA 16	SAN 69	EDU 20	HP 15

SKILLS: Speak French 25%; Speak English 15%; Cthulhu Mythos 20%; Listen 90%; Spot Hidden Object 80%; Track 95%; Hide 100%; Move Quietly 100%.

ARMOR: The paste that Ngansa has smeared on himself is a special mixture that he has prepared himself. It serves to repel Fungi, who are allergic to it. The material is toxic to the Mi-Go's alien biology and induces an extremely painful burning sensation on contact. The paste will also provide some protection from the intense heat generated by Cthugha.

SPELLS: Call Cthugha, Call Ithaqua.

Staff of Ngansa

This piece of carved oak, five-feet long and covered with symbols, is centuries old and has been possessed by Ngansa's family for generations. If properly done, the staff will increase chances of success to 95% for the spells Call Cthugha and Call Ithaqua. It doubles chances for success in Dismissing those deities.

If Ngansa should be mortally wounded in this adventure, he will attempt to pass the staff to one of the investigators, probably the investigator he perceives to be most honest. Ngansa would normally pass this possession on to a son or grandson, but has no surviving family. Acceptance of this gift by the individual will cause him to develop a psychic bond with the staff. When the staff is "willed" to a new owner, the owner will immediately become aware of the powers of the staff along with a knowledge of the spells needed to power it. The investigator will also receive the same psychic awareness of the Mi-Go that brought Ngansa to this place. The investigator may find himself a "slave" to a staff that continually drives him to seek out the Fungi and destroy them.

Keeper's note: No arrival time is set for Ngansa; it will be up to the individual keeper to decide upon his role in this scenario. He may serve to help or hinder the investigators, or even save a doomed one. However, the keeper should not feel obligated to use him at all if he does not wish to do so.

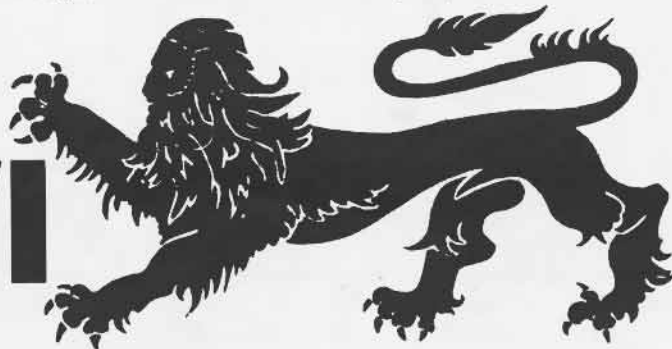
CONCLUSION

This scenario has a variety of possible conclusions, but the most important information is the shipping bills for the Blue John found in Harris's filing cabinet. These contain an address that the investigators will need to move on to the next chapter. If they have missed this clue in their investigations, the keeper will have to see that it comes into their possession by another means. A survivor of the mine's destruction will find it, or it could be provided by Dr. Richards, or even a suspicious Peale. If this proves unfeasible, the keeper can always resort to Paul LeMond to put the investigators back on track.

Another important clue is the letter in Harris's desk. This is the first solid evidence linking Edward Chandler to the Brotherhood. Up until this time, the group should have only come across the name Edward in connection with the Brotherhood. The investigators can easily find that the name of the corporation's head man is Edward Chandler. Another investigator may remember the name of Chandler in the Brotherhood's book.

The last clue at the minesite is contained in the sign mounted over the front gate to the mine. It announces that this is an NWI company and contains the company logo. It is the silhouette of a rampant, leonine beast. □

NWI



The following two chapters differ slightly from the rest in that they each contain a series of events that will take place regardless of investigator actions. Both these chapters move fairly quickly and will give the investigators an opportunity to discover some of the sinister plots of the Brotherhood, along with a chance to try to foil them.

Additionally, part II, which begins with a direct attack on the investigators by an agent of the Brotherhood, can

be overlapped with part I any time beginning with the second night the investigators are in San Francisco. This can prove very confusing to the investigators as clues start to lead in two seemingly different directions, and this approach should only be used by an experienced keeper. If run separately, part II should begin immediately with conclusion of part I.

San Francisco

VI. By The Bay: Part I

The investigators follow the mysterious shipments of Blue John from Peru to San Francisco.

INVESTIGATORS INFORMATION

The investigators should be in possession of the shipping address found on the bills of lading in Johnathan Harris's filing cabinet in chapter V. These bills contain Chinese characters, which can be read as "Lang-Fu," as part of the address.

KEEPER'S INFORMATION

The shipping address is that of a water-front warehouse in San Francisco. Hired men working for Lang-Fu pick the Blue John up and deliver it to a secret location in the city where Lang-Fu oversees the manufacture of the special incense that is being shipped all over the world. Lang-Fu is the leader of an ancient cult of Deep Ones that originated in China. He has nearly completed the processing of the Blue John and is now making preparations to travel to Egypt in anticipation of the Day of the Beast.

This chapter differs from previous ones in that it contains a series of set events that will happen on a day-to-day basis and will occur regardless of investigator actions, though it is possible that the investigators might interfere to the extent that the keeper may have to modify the series of events. They are as follows:

Day 1: Investigators arrive in San Francisco, not far behind the last shipment of Blue John from Peru.

Day 2: Blue John picked up by Lang-Fu's men and delivered to secret laboratory below temple.

Day 3: Processing of final shipment of Blue John is completed and the material is delivered to the Rhon-Paku temple in Mexico City, Mexico. The laboratory is closed down, equipment removed, and all (?) evidence destroyed.

Day 4: Lang-Fu and his cult perform ceremonies at Pearl Beach. Lang-Fu departs for Egypt.

GENERAL INFORMATION

If the investigators should choose to research Lang-Fu, they will find the following information in the library, if their Library Use rolls are successful:

1. Under History, the investigator will find mention of the name in connection with an evil ruler of a southern province of China in the 12th and 13th centuries. This Lang-Fu was said to be a magician and held conversations with a great creature from the sea. He was killed, and his followers wiped out by Kublai Khan in 1264.
2. In the Occult section, investigators will discover the name Lang-Fu in connection with the Thion-to-Hwir (Heaven and Earth League), a mystical brotherhood of Chinese intellectuals that is thought to have died out in 1674.

If the investigators ask around on the streets of Chinatown, they will be able to elicit one piece of information per day if successful Speak Chinese and Oratory rolls are made (keeper's choice as to which piece of information they receive).

1. Lang-Fu is the leader of a strange sect of Buddhists.
2. Lang-Fu is occasionally seen around town in a big, black limousine.
3. Lang-Fu is linked to organized crime.
4. The address of the mysterious temple led by Lang-Fu.
5. Lang-Fu sometimes conducts outdoor ceremonies at a deserted beach up the coast.
6. Lang-Fu is a physician who uses ancient medicines to heal his patients.

SCENES:

The Warehouse

This is the shipping address south of Market Street that is

contained on the bills of lading. The investigators will find it to be an old waterfront warehouse with loading docks on the street side. Inside, they will find a bored-looking warehouseman leading on a counter behind a screened-in area. There is a cold cigar butt stuck in his mouth.

The warehouseman is vague with information until the investigators bribe him. He will ask for \$10, but a successful Bargain roll will bring him down to \$5. He can tell the investigators that "can o' that stuff 's been comin' in one, two atta time for most nearly a year now. Gets picked up reg'lar by some Chinamen." He will tell them that there are a couple of cans in the back right now, but under no circumstances can he allow unauthorized personnel into the area; he could lose his job.

If a couple of investigators should choose to stakeout the warehouse, they will see on the second day, a battered truck with two Chinese men drive up to the loading dock. One of the men will get out and walk with a slight lurch into the building. A few minutes later, he will reappear on the dock, rolling two metal cans into the back of the truck. He will then sign the warehouseman's receipt and drive off with his companion.

If the investigators attempt to follow the truck, they will have to be careful not to arouse suspicion. This will require a successful Drive Automobile roll.

If the roll fails, the men in the truck will become aware of the tail and will do everything they can to lose the investigators. Their driver's skill is 35%. If they cannot shake the investigators, they will most likely crash in the attempt. If captured by the investigators or police, the two men will refuse to talk.

If the investigators successfully tail the vehicle, it will eventually turn down a narrow alley and stop at an unmarked door. Here, the two men will unload the two metal cans and roll them through the door. If the investigators wait them out, they will reappear in about ten minutes and drive off. If the investigators continue to follow them, they will find the men engaged in normal activities for the rest of the day. If unmolested, these two men will be seen again at Pearl Beach.

THE MEN IN THE TRUCK

These two are working for Lang-Fu and carry the blood of the Deep Ones. They will fight to the death if necessary, but will flee if possible. If captured, they will refuse to give any information.

The Driver

STR 11	CON 9	SIZ 9	INT 9	POW 10
DEX 11	CHA 3	SAN 0	EDU 7	HP 9

SKILLS: Drive Truck 35%; Knife 45%.

The Passenger

STR 13	CON 12	SIZ 12	INT 9	POW 9
DEX 9	CHA 3	SAN 0	EDU 4	HP 12

SKILLS: Knife 55%.

The Temple

If the investigators open the unmarked door on the alley, they will see a long hallway ending in another door; framed in gilded woodwork decorated with Chinese symbols. An Anthropology roll will show this style to be typical of Buddhist temples, but with some odd difference. A successful Read Chinese or Linguist roll will tell that some of the symbols are not Chinese at all.

If the investigators choose to open this door, they will see a small, ornate room, decorated in an oriental fashion and smelling of heavy incense. Beneath the scent of the in-

cense is a muskier odor. The walls are decorated with intricately carved wooden panels that cover the bare plaster walls underneath. At the far end of the room, a small golden statue of the Buddha, sitting upon a wooden pedestal, is flanked by two smoldering braziers of iron. A man, dressed in long robes, stands near the statue, watching the investigators enter. His oriental features are barely discernible in the dim light of the temple.

This man is the head priest of the temple (under Lang-Fu), and bears the mark of the Deep Ones. He is very suspicious of outsiders and will not approach the investigators. If spoken to, he will pretend to understand no English other than to tell them that no outsiders are allowed in the temple. If forced to walk towards the investigators for any reason, he will move with a distinct hopping, shuffling movement, and as he steps into better light, the hideous, frog-like distortion of his face will become apparent. Investigators unexpectedly seeing the priest's face must make their SAN roll or lose 1D3 points.

At the first sign of trouble, the priest will attack with a long, wickedly-curved knife that he keeps hidden beneath his robes. The priest will draw the knife and slash once before screaming for help. If he screams, or a gun fired, the group below the temple will hear and come to the aid to the priest. They will suddenly emerge from the hidden trapdoor below the Buddha, causing it to shatter upon the floor. If the investigators should subdue the priest without an excessive amount of noise, those below will be unaware of what has taken place.

TEMPLE PRIEST

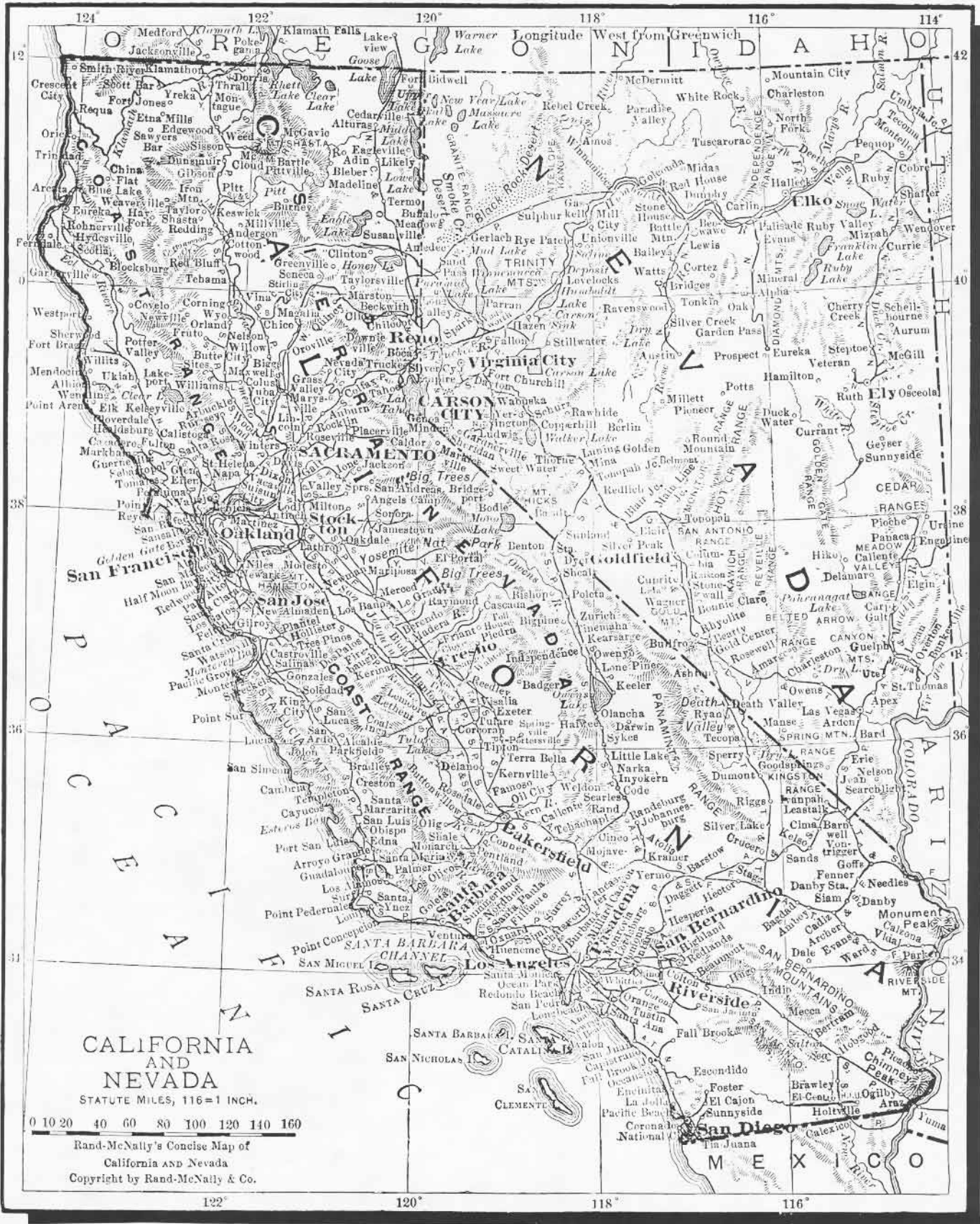
STR 11	CON 12	SIZ 10	INT 14	POW 15
DEX 9	CHA 5	SAN 0	EDU 12	HP 11

SKILLS: Cthulhu Mythos 65%; Hide 50%; Move Quietly 40%; Knife 65%.

SPELLS: Contact Deep Ones; Contact Cthulhu; Dread Curse of Azathoth.

If the investigators get a chance to look around the temple, they will find more writing, similar to that found on the outside door frame. A close examination of the panels shows small figures of sea creatures mixed in with other, more traditional carvings. A Spot Hidden roll while examining the plaster Buddha will show that the plaster is cracked, revealing another, metal, statue underneath. The statue is very heavy, and if the plaster is broken away, the figure underneath will be revealed as a statue of a great Deep One, shaped in an Asian style in gold. Investigators seeing the hideous statue will be required to make a SAN roll or lose 1D3 points. The carving is exquisite and a successful Archaeology or Anthropology roll can tell it was made about 100 B.C. Any investigator making a Cthulhu Mythos roll will recognize the figure as Hydra, great mother of the Deep Ones. On the bottom of the statue is an inscription written in Chinese. If an investigator can read this, he can verify the date that the statue was made and discover that it was made as a gift for someone named Lang-Fu.

If the investigators move the wooden pedestal upon which the Buddha rests, they will discover that it conceals a trapdoor in the floor. Opening the door, the investigators will be assailed by a heavy, fishy odor. The air is moist and a successful Listen roll will detect the distant sound of lapping waves. A flight of wooden steps leads down to where a light can be seen burning.



Beneath the Temple

Proceeding down the stairs, the investigators will come to a landing and another set of stairs going down to the left. At this point, the fishy odor will be much stronger and

sound of waves will be easily heard. A Listen roll will reveal two human voices, speaking in Chinese, coming from below. All investigators proceeding down the second flight of stairs will have to make Sneak rolls or alert those below to their coming.

At the bottom of the stairs, the investigators will see that the light is coming from a small, low-ceilinged room to their left. To their right is a tunnel of earth and rock that seems to be the source of the fishy odor and watery sounds. A moist breeze blows from this direction. Within the room to the left are two Chinese, one operating some kind of small, mechanical press, while the other bends over a table, his back to the investigators (if, however, any of the investigators have failed their Sneak rolls, these men will be waiting for the intruders as will the Deep Ones in the tunnel). These two men bear the marks of Deep One blood and will fight to the death. The Deep Ones themselves, however, will flee to the water if the investigators prove too much for them.

MEN BENEATH THE TEMPLE

These two men are followers of Lang-Fu. One of them is trained in the magical sciences. They are both of Deep One blood and will die fighting rather than surrender.

Man at table

STR 11	CON 12	SIZ 8	INT 15	POW 15
DEX 12	CHA 8	SAN 0	EDU 13	HP 10

SKILLS: Speak English 20%; Cthulhu Mythos 70%; Occult 25%; Knife 50%.

SPELLS: Contact Deep Ones; Contact Cthulhu; Mind Blast; Enchant Incense.

Man operating press

STR 16	CON 15	SIZ 15	INT 7	POW 8
DEX 11	CHA 6	SAN 0	EDU 6	HP 15

SKILLS: Speak English 10%; Cthulhu Mythos 35%; Knife 85%.

If any of the investigators examine the equipment being used by the men and makes a Knowledge roll, he can tell that it is being used to manufacture blocks of incense. The two metal cans containing Blue John are nearby, as is a container of resin used to bind the ingredients into blocks.

On the table, the investigators will find a number of interesting items. On a sheet of paper, written in Chinese, are portions (notes) of a spell called Enchant Incense. Next to it are a number of incense blocks. Nearby is an odd rubber box about the size of a small suitcase and of modern manufacture. It has clasps that open easily. It is half-filled with incense blocks and a carefully folded sheet of vellum. The vellum is written in Spanish, and if an investigator can read it, will find that it contains two spells: Summon/Bind Dhole. If the box is emptied out, the investigators will find the following molded into the bottom of the case: "Manufactured by Pendleton Rubber Co., Peaslee, Ohio: A Division of NWI." An Idea roll by any investigator will allow him to remember seeing this product advertised recently in a magazine. The cases are available in a variety of shapes and sizes. They can be used for the storing and shipping of various items and, among other things, are guaranteed water and moisture-proof. They are available at better stores everywhere.

Pinned to the wall behind the table is some kind of list written in Chinese. All but the last is crossed off. If an investigator can read this, he will find it to contain addresses, each one located in a major city somewhere in the world. The one item on the list not crossed off is an address in Mexico City. One of the addresses is right here in San Francisco, and if checked out will be found to be the local Rhon-Paku temple (see appendix F). If investigators somehow check the rest of the addresses found on the list, they will find them all to be Rhon-Paku temples. If investigators get an opportunity to search the men, one of them will have a scrap of paper with the words 'Pearl

Beach' written in Chinese. This is followed by a date that will correspond to day 4.

The tunnel to the right opens into a small, underground chamber. The floor of the chamber is slimy mud and the room is half-filled with the sea that reaches here from the Bay through an underground passage. 1D6 Deep Ones wait here for the package being prepared for them in the next room. If the investigators get involved in a fight while standing on the slippery floor, they will have to make a roll of DEXx5% each round to avoid falling. The Deep Ones, rather than stand and fight, will attempt to grapple investigators and carry them into the water. Two Deep Ones will usually grapple at once and will match their combined STR against the STR of the investigator. If they are successful, they will leap into the water with their victim and begin swimming out to sea with the unfortunate investigator. Each round, the investigator will be able to attempt to break free by matching his STR against the Deep Ones, while at the same time applying the drowning rules from the *Call of Cthulhu* rulebook. If the investigator should break free, the Deep Ones will abandon him and he may attempt to Swim back, requiring two rounds of swimming back for every one round he was carried out towards the sea by the monsters (they swim faster than men). Attempting to swim in the direction that the investigator was carried will result in certain death by drowning.

Keeper's note: If the investigators should arrive at the temple after day 3, they will find the place deserted and empty. The keeper may choose to allow a piece of evidence to have been over-looked and found by the investigators.

GENERAL INFORMATION

It should be relatively easy to discover that Pearl Beach is located twenty miles up the coast from San Francisco, in a deserted area.

If the investigators check the newspaper files in the library, they will find articles that pertain to Pearl Beach written in July, 1910. The story concerns the accidental deaths of Alexander Chandler, a Chicago-area businessman, and his wife, Pauline, both apparently lost at sea when their small sailboat was caught in a sudden squall while in the Pearl Beach area. The two, on a vacation to San Francisco, failed to return to the dock that evening and the Coast Guard was alerted. The next day, pieces of the small craft were found washed ashore, just north of Pearl Beach, by Peter Baird, described as a self-styled hermit who lives in a nearby cabin. The story goes on to describe Chandler Enterprises and names their son, Edward Chandler, as the sole heir to his father's fortune.

Peter Baird's Cabin

This small, rustic cabin is built entirely of stone and is located about two miles north of Pearl Beach on high ground and about a half mile back from the water's edge. As the investigators approach, they will notice an odd object about two feet in diameter and seemingly made of driftwood or antlers above the door. Before the investigators can examine it, they will be halted in their steps by a well-placed warning shot from a rifle. Peter Baird wants to stay a hermit and will demand that any trespassers leave his land immediately. It will require a successful Oratory

PLAY AID 8: Chapter VI

Newspaper article on Pearl Beach.

SAN FRANCISCO—Pieces of wreckage, believed to belong to the boat piloted by Chicago industrialist Alexander Chandler were found today near a deserted beach about 20 miles north of San Francisco. This discovery confirms the belief held by authorities that Chandler and his wife Pauline are lost at sea.

Chandler and his wife were vacationing in the San Francisco area this week and were apparently surprised by a sudden storm that blew up out of the northwest. They were reported missing last night when their boat failed to return to the dock.

The wreckage was discovered by Peter Baird, described as a hermit who lives in the area of Pearl Beach.

The death of Alexander Chandler leaves only a son, Edward, as sole heir to the growing Chandler Enterprises. Memorial arrangements are still pending.

or Fast Talk roll to persuade him to listen to the group, and if convinced, will invite the investigator who made the roll to come up and enter his cabin.

Once inside, the investigator will be told to sit down while Baird continues to sit near the window, rifle across his lap. If asked about Pearl Beach, Baird will only say that strange things take place there at night, and that he never goes near there after sunset. "The Chinamen go there sometime, but it's no place for white folks." He will tell no more (he does not know much more). If asked about the strange object over his door, he will tell the investigators that it was given to him by his grandfather, a sea captain out of San Francisco. His grandfather got it somewhere in the South Pacific and it is some sort of good luck charm. If the investigators ask him about the broken boat he found years ago, he will grow more quiet and begin to glance out the window more often, as if straining to see something. "I don't know nuthin' but what I tol' the police. And that's that it weren't no rocks that busted up that little boat. That boat was bit in half!"

If the investigator talking to Baird makes a successful Oratory roll, he may be able to convince the old hermit to help them at Pearl Beach.

If the investigators get the opportunity to look at the strange symbol over the cabin door, an Anthropology roll will tell them that it was made in Polynesia, a Zoology roll will reveal it to be made from whalebone, and a Cthulhu Mythos roll will tell the investigators that it is a form of the Elder Sign.

PETER BAIRD

In his mid-sixties, the grizzled old hermit has lived in this secluded location for over thirty years. His grandfather, a sea captain told young Peter many stories about the odd things he had seen on his voyages to the South Pacific. Peter has a small Cthulhu Mythos score.



STR 14 CON 12 SIZ 9 INT 12 POW 10
DEX 8 CHA 10 SAN 40 EDU 8 HP 11
SKILLS: Botany 40%; First Aid 65%; Zoology 50%; Cthulhu Mythos 15%; .30-06 Rifle 80%.

Pearl Beach

If the investigators arrive here during the day to scout around, they will find the area deserted with only the remains of several old bonfires. A successful Tracking roll while exploring the sandy beach will reveal the presence of webbed footprints. A successful Cthulhu Mythos roll will identify them as belonging to a minor monster. A successful Spot Hidden while scanning the horizon will allow an investigator to detect a thin curl of smoke coming about two miles up the coast (this is Peter Baird's cabin).

About an hour before sunset, two battered trucks (one of them the same as the one at the warehouse) loaded with about two dozen Chinese will arrive. Most of the passengers walk with a limping or shuffling motion that the investigators may have seen before. This group is made up of Lang-Fu's cultists. While some begin building large bonfires, the rest will play the small drums, gongs, and flutes that they have brought with them.

Just before dark, a long, black limousine will pull up near the beach and from it emerges an aged Chinese man dressed in a green silk coat decorated with golden symbols (an Occult roll will identify this as a 'Coat of Life,' usually a gift from children to parents to help ensure a long life). Under one arm is a large ceramic jar, while under the other is an odd rubber box that the investigators may or may not recognize. Two larger men, both swathed in black silk,

will also get out of the car. These two will escort the old man down to the beach before returning to the car. (If the investigators make a Spot Hidden roll while looking at the jar, they will notice that it is of Egyptian design. A subsequent Archaeology roll will identify it as a canopic jar, used to hold the mummified organs of dead Egyptians. A successful Idea roll will remind them that one of the canopic jars in Nophru-Ka's tomb was missing.)

Back at the car, the two men will open the trunk and pull a struggling form wrapped in blanket from it. (A Spot Hidden roll examining these two men will reveal that their left little fingers are missing. An Anthropology roll will tell the group that this is the mark of an obscure band of Chinese assassins, long thought dispersed and forgotten.) They will carry their burden down to the beach and deposit it on the sand between the shoreline and the largest of the three fires, then return to take a watchful position between the cultists and the vehicles.

At this point, the cultists will begin to chant to the rhythm of the music while Lang-Fu casts small stones into the water and reads from a large book taken from the rubber box. A successful Speak Chinese along with a Cthulhu Mythos roll will tell the investigators that the man is attempting to Contact the Deep Ones.

After less than five minutes of this, four Deep Ones will emerge from the waves onto the beach as the chanting and music come to a halt (a successful Spot Hidden will reveal other dark forms bobbing among the waves). After SAN rolls, the investigators will see the monsters rip the blankets from the form on the beach revealing it to a young Chinese girl. The Deep Ones will snatch her up and plunge back into the sea. At this point, one of the cultists will throw off his robes, revealing a grotesquely deformed body, and shuffle down to the water's edge to throw himself into the sea behind his "brothers."

The cultists will next join hands in a circle about Lang-Fu as he reaches into the ceramic jar and draws forth a small dark object. He will hold it as if in meditation, and if any investigator seeing this can make an Idea roll, he will realize that the group is performing a ceremony similar to Paul LeMond's Spirit Summoning ability. Whether they realize what spirit is being summoned is up to them.

The summoning will be successful, and the ancient Chinese will begin to chant in a rough, deep voice dissimilar to his own. The language is unrecognizable, but a successful Linguist roll will lead an investigator to believe that it may be the forgotten tongue of ancient Egypt. The words are indecipherable.

At the culmination of the chant, the man will scream the single word "Hydra," at which time the sea about one hundred feet offshore will begin to boil and then explode in froth as a colossal, bloated horror emerges from the depths and wades toward shore. If the investigators do not fail their SAN rolls, they will be able to watch Hydra and the spirit-possessed Lang-Fu converse for several minutes in the same strange language. The spirit within Lang-Fu will then depart. Lang-Fu will then place the book back in the rubber box and climb upon the back of Hydra and be borne out to sea. The jar will be crushed into the sand by the giant paw of Hydra. The cultists will return to their vehicles and drive back to San Francisco.

It is not unlikely that the investigators will attempt to attack this group in the middle of their activities. If attacked, Lang-Fu will try to escape to the sea, aided by Hy-

dra and the Deep Ones. He may take time to cast a spell or two but it must be remembered that he has already cast some spells and his Magic Points will be lower. The cultists will attack insanely with small knives and clubs or flaming brands from the bonfire, but none of these will continue to fight if wounded. The Deep Ones will only remain to fight as long as it takes to get Lang-Fu in the water, when they will retreat. The two assassins will move to place themselves between Lang-Fu and his attackers, laying down their lives if necessary.

It is unlikely that the investigators will be able to either save the unfortunate young girl or stop the evil Lang-Fu from leaving for Egypt. However, a sudden attack against the group will cause Lang-Fu to abandon all he carries—the jar and the rubber box with its contents. If retrieved by the investigators, it will be found to contain an original edition R'lyeh Text that Lang-Fu has possessed for centuries. It is, of course, written in Chinese. Upon opening the book, the investigators will find that it also contains two folded pieces of parchment. One contains the spell Call/Dismiss Beast in Chinese, while the other is a handwritten letter dated July 29, 1910. It is signed by Edward Chandler and written in English. The investigators will find it to be a note from Edward Chandler to Lang-Fu thanking him for the efficient murder of his parents.

LANG-FU

This man is over two-thousand years old. For most of the time he has been involved with a cult of Deep Ones, first on the southern coast of China and then, with the opening of the New World, on the west coast of North America. Lang-Fu first discovered the prophecy of Nophru-Ka and, with Baron Hauptman, formed the Brotherhood of the Beast.

Lang-Fu first concerned himself with plots designed to keep China and other parts of Asia in a state of political instability. His greatest success was the sudden alteration of the Huang Ho (Yellow) River in 1194 which caused the deaths of hundreds of thousands of people. More recently he has helped engineer the shipment of NWI produced armed to various warlords in China, utilizing Deep Ones to transport these items. He is also directly responsible for the deaths of Edward Chandler's parents, who were savagely murdered by Deep Ones under Lang-Fu's instructions.

Lang-Fu has been entrusted with the design and development of the Rhon-Paku temples, and his agents administer to the "holy man" in India. He has spent most of the last year preparing the special incense and spells to be used to call down the Dholes on the Day of the Beast.

Lang-Fu has connections with the Tongs of San Francisco, and has been involved with smuggling opium and illegal immigrants from China. The immigrants form a major supply of sacrifices given to the Deep Ones, and both operations provide a healthy profit for the Brotherhood. Lang-Fu's many connections in San Francisco mean that he will probably be aware of the investigators' presence. Because he is so occupied with the final phases of the plan, he will be unable to take much action against them. He will certainly notify Dr. Dieter (next chapter), and he may send an assassin or some cult members after the investigators.

Lang-Fu is not of Deep One blood himself, and uses his "Coat of Life" to extend his life.

STR 8	CON 12	SIZ 7	INT 20	POW 40
DEX 15	CHA 15	SAN 0	EDU 32	HP 10

SKILLS: Lang-Fu is able to Speak or Read/Write most languages; Anthropology 75%; Archaeology 65%; Astronomy 70%; Botany 55%; Chemistry 50%; Cthulhu Mythos 99%; First Aid 95%; Geology 35%; History 50%; Library Use 95%; Linguist 55%; Occult 70%; Pharmacy 65%; Treat Disease 45%; Treat Poison 65%; Zoology 65%; Listen 85%; Psychology 75%; Hide 75%; Move Quietly 85%; Debate 85%; Oratory 85%.

SPELLS: All spells found in the *Call of Cthulhu* rulebook and *Shadows of Yog-Sothoth*; Enchant Incense; Contact Hydra; Summon/Bind Dhole; Call/Dismiss the Beast; Spirit Summoning Ability; Wither Limb.

Coat of Life

This is an ancient magical device that Lang-Fu has worn for centuries. It is made of green silk and is embroidered with magical symbols in gold thread. It is a personal item and will function only for Lang-Fu. Its powers are as follows:

1. It protects Lang-Fu from all attacks using kinetic energy, reducing all to minimum damage. Impaling weapons will not impale. The Coat provides no protection against fire, electricity, etc.
2. It stores and supplies him with up to 20 additional Magic Points.
3. It is also the secret of Lang-Fu's long life. If it is ever removed for more than a few minutes, Lang-Fu's body will begin an irreversible aging process that will cause him to rapidly die. Witnesses to this will have to make their SAN rolls or lose 1D3 points.

THE ASSASSINS

These men are members of an ancient sect thought to have died out long ago. They can be identified by the missing little finger of the left hand, which is burned off when the member joins the sect. These men dress in black silk and are trained in the use of the knives and poisons. They are fanatically loyal to Lang-Fu and will lay down their lives without hesitation.

Assassin 1

STR 15	CON 14	SIZ 12	INT 12	POW 13
DEX 17	CHA 9	SAN 0	EDU 12	HP 13

SKILLS : Hide 95%; Move Quietly 95%; Pick Pocket 90%; Dodge 95%; Throwing Knife* 75%; Fighting Knife† 80%.

Assassin 2

STR 16	CON 16	SIZ 15	INT 11	POW 12
DEX 15	CHA 9	SAN 0	EDU 12	HP 16

Summon/Bind Dhole

This incantation is thought to have been originally contained in the Book of Eibon of which only a portion exists to day. In the days of ancient Egypt, the magic of Eibon, a great wizard of lost Hyperborea, was brought to the land of the Nile by travelers from Atlantis.

The Summon spell must be chanted *en masse* by a large group of people who each automatically contribute 1 Magic Point to the Summoning. The chant leader's Magic Points are automatically matched vs. the POW of the resisting Dhole, while the rest effect the actual Summoning and call down a Dhole of exactly that size. Therefore, the size of the group will directly affect the SIZ of the Dhole that is summoned.

Wither Limb

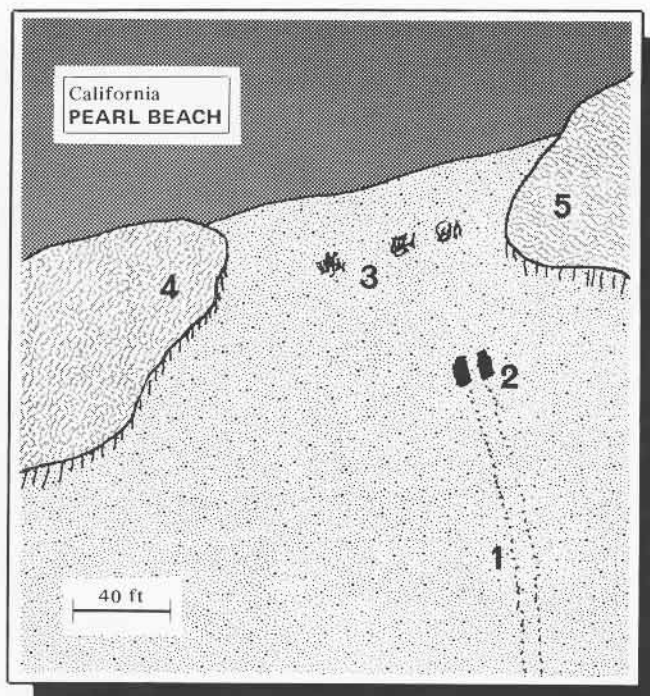
A personal favorite of Lang-Fu's, it costs the caster 5 Magic Points and 1D6 SAN points to use. It takes one round to cast, and if the caster overcomes his victim in a POW vs. POW struggle, he may cause whatever arm or leg he points to to permanently wither and shrivel up, causing 1D8 points of damage and a permanent loss of 3 CON points. Additionally, the victim and any others witnessing this will be required to make their SAN roll or lose 1D3 points.

SKILLS: Hide 90%; Move Quietly 85%; Pick Pocket 75%; Dodge 85%; Throwing Knife* 80%; Fighting Knife† 95%.

*The throwing knife is a small, double-bladed weapon causing only 1D4 points of damage. Its normal range is five yards.

†The fighting knife has wicked curve to the blade and in the hands of a trained individual causes 1D6+2 points of damage. The assassin can use the blade to attack and parry in one round. It is capable of impaling.





If the investigators come to Pearl Beach after day 4, they will find the area deserted with only the remains of the bonfires and a beach littered with tracks. These tracks include both human and Deep One (Cthulhu Mythos to identify). It will be impossible to miss the huge tracks left by Hydra, and while examining these tracks, an investigator will notice shards of pottery in one of the large footprints. Investigation will reveal that it is the remains of a ceramic jar that was broken and crushed into the sand by the huge paw. Archaeology and Knowledge rolls may identify it (as described above) as the missing canopic jar from the tomb of Nophru-Ka. Digging for pieces of pot-

tery, the investigators will also come across the small dark object that it contained. This is a small piece of leathery, dried flesh. If the jar was identified by an Archaeology roll, the investigators will also know that this is the jar that contained Nophru-Ka's mummified liver. A successful Zoology roll will also identify the organ.

Key to Pearl Beach

The vicinity of Pearl Beach is flat and sandy, with clumps of wiry grass and small outcroppings of rocks.

1. A single-laned track that leads back 1½ miles to the main road. There is only width for one vehicle, but cars can pull over to pass. If a driver should go for more than a few feet off the track, however, he will have to make a Drive Automobile roll to avoid getting stuck. Once stuck, different drivers may attempt to drive the car out.

2. This is the area where the trucks of the cultists and the limo will be parked. A successful Track roll will disclose old tire tracks in this spot.

3. Site of the bonfires.

4 and 5. These are both small, rocky cliffs that serve to form the cove in which the beach is located. They rise from the level of the beach to a height of no more than 10-12 feet, dropping off to the sea. From these vantage points, investigators may be able to Hide while watching the ceremonies below. These are the only places that an automobile might be kept out of sight, but it will take a successful Camouflage roll to do so.

CONCLUSION

Lang-Fu is intended to escape this scenario and the keeper should bend all his efforts to this end. At this point, the investigators may wish to follow up on leads to the Rhon-Paku temple in San Francisco, or even try to trace its roots in India. The keeper can use the information contained in appendix F to supply them with information. □

NWI



San Francisco/Oakland

VII. By The Bay: Part II

An attack of one of the investigators by a mysterious being leads them to the NWI research facility in Oakland.

INVESTIGATORS INFORMATION

The Attack

While sleeping in his hotel room in San Francisco, one of the investigators will be awakened by a sudden flash of bright light in the room followed by a quiet, sucking, slurping noise coming from a dark corner near the ceiling (if there is another investigator sleeping in the room, he will awake if he makes a Luck roll). If the investigator switches on the light near the bed he will see a terrible, yellow, dripping thing adhering to a corner of the ceiling. A SAN roll must succeed or 1D8 points are lost. At the light, the thing will open one great saucer-like red eye and launch itself toward the investigator, half-flying, half-falling through the air. The investigator may attempt a Dodge to scramble from the bed as the thing hurtles toward his pillow.

THE THING FROM BETWEEN THE PLANES

This being will appear as a dripping yellowish mass about two feet in diameter. It moves slowly across flat surfaces with a squishing, sucking sound, dripping a sticky fluid that leaves a brown stain on whatever it touches. It sees by means of a single, large, red eyeball hidden in the center of the mass.

STR 8	CON 16	SIZ 4	INT 2	POW 5
DEX 12	Move 4, plus ability to glide			HP 10

Weapon	Attack	Damage
Jump and grasp	75%	1D3*

*This damage is caused on the first round and for every round that the creature remains attached to its victim's face. It is caused by tiny, grasping cilia which secrete a burning acid. Additionally, the creature will form tendrils that will force their way into the victim's nose, ears, and throat. On the second consecutive round of a successful attack, these tendrils will reach the brain and begin to destroy 1 point of INT per round. This simulates brain damage caused by the creature. At the keeper's option, the investigator could also begin to lose 1 point of APP per round due to permanent scarring from the acid.

ARMOR: All kinetic weapons will do minimum damage due to the soft form of the thing.

SANITY LOSS: If the investigator fails his SAN roll 1D8 points are lost, none if the roll is successful. Additionally, a victim of a successful attack must make a SAN roll every round that the being is attached to his face or lose 1D3 points and be unable to take any rational action for the remainder of that round. A person seeing another human being under attack by the thing (as opposed to simply seeing the thing itself) will have a minimum loss of 1D2 SAN points even if a SAN roll is successful.

After five rounds, whether the thing is alive or dead, there will be another flash of light and the thing will quickly

evaporate, leaving only some ugly brown stains on the walls and rugs (the hotel will probably insist that the investigators pay for damages).

The next morning, the investigators will find a small article in the newspaper about sightings of a strange bolt of lightning over the Bay early this morning. The sightings were made about 1:20 am (same time as the attack on the investigators) and described a singularly straight shaft of light that shot across the Bay between the City and Oakland. It seems that there were two flashes, about a minute apart. A professor from the local university is quoted as saying that it was most likely an odd form of ball lightning.

On the page directly directly across from the article, the investigators will see large advertisement announcing the opening of the NWI research facility in Oakland for public tours, "See the Marvels of the Electronics Age." Tours are offered every hour from 9 to 5. A map of the facility's location is provided.

KEEPER'S INFORMATION

The attack originated from the NWI research station and was prompted by a message from Lang-Fu to Dr. Dieter, head of research at the modern, new facility. Fortunately, the equipment used to beam in the creature suffered a failure after only a minute of operation, and the creature was returned to its own plane of existence. If the investigators do not discover the secret of the lab, the attacks will begin again soon.

SCENES

The Research Station

This single building is located in the hills of Oakland, and is constructed entirely of concrete and steel. The architecture is modern and the one-story structure quite pleasant to look at. Due to the large amount of publicity the station has received, there is quite a number of people waiting for their tour and the investigators may have to wait several hours before being allowed into the building. NWI has erected an open-air tourist pavilion a few hundred yards away where visitors can sit comfortably and purchase refreshments from college students that NWI hired as hosts and hostesses for the tours.

The Guided Tour

After the investigators' names are called from the waiting list, they will be grouped together with about 25 other people and ushered to the main gate of the fence surrounding the station. Here they will be met by their guide, a young college student named Brad Thompson who works part-time for NWI. He will explain to the tour group that the entire place is guarded by an electrical surveillance system that eliminates any need for human guards. This system requires all visitors to wear a small lapel pin at all times (these pins are numbered and will be carefully retrieved at the end of the tour).

The tour lasts fifty minutes and begins with a walk up the gravel drive and through the main door on the left. From this point, the guide will stroll slowly through the U-shaped hallway explaining different points of interest and answering questions. Visitors may either keep pace with the guide, or can choose to lag behind while viewing "The Wonders of the Scientific Age."

Investigators taking the tour will get an opportunity to witness actual laboratory research being conducted by NWI along with displays and models demonstrating the many facets of this international corporation.

The exhibits are as follows:

1. Looking through a thick pane of glass, the investigators will be able to see down into a laboratory located, as are all of the labs, one story below ground. Here they will see vegetables and other plants growing without soil. They are suspended above metal tanks containing some colored solution, the roots extending down into the fluid.

This is a hydroponics lab, as any investigator with an existing Botany score can tell.

2. This is a large wind-tunnel display demonstrating the reactions of different types of aircraft to changing atmospheric conditions. Included in the display is a model of an experimental autogyro being developed by NWI.

3. This is a lighted, mechanical display describing something similar to transistor theory in a graphic, semi-animated fashion.

4. In this glass-protected display is a large, lighted, moving model of the heavens.

An investigator making his Astronomy roll will note that there is something wrong with the model. It seems to contain some major stars in locations where there should be none.

5. This large L-shaped lab is stained with oil and other lubricants but is still dust-free. Here several technicians are working with various aspects of industrial robotics. The work is confined to simple mechanical arms and such, but the movements appear quite sophisticated.

6. This is a lighted display that describes the formation of petroleum deposits and demonstrates new methods being developed by NWI to recover them.

7. This is another large L-shaped lab and is filled with aquariums and small cages containing animals. It is tended by two female technicians.

Here NWI is carrying out primitive cloning experiments on salamanders and other lower life forms.

8. This lighted display describes new methods being developed to aid in the preservation of archaeological artifacts, along with new methods of dating them.

9. This large display case is unlit and boarded over. If an

investigator peeks between the boards and makes his Spot Hidden roll, he will see a partially disassembled diorama depicting the NWI experimental minesite in Peru.

10. This small lab has two technicians experimenting with some kind of camera focused on a Felix the Cat toy. An image of the toy, in black and white, appears on a small, round, glass screen located ten feet away.

Inside the Research Station

While engaged in the tour, the investigators will probably note two doors that lead off the main hallway. These doors give access to the lab areas and are clearly marked "No Admittance. Employees Only." As the investigators pass by the first door, one of the technicians will emerge from the doorway and the investigators will get an opportunity to glimpse down the hallway revealed. The investigators will see a second door marked "Restricted Area. Authorized Personnel Only."

At this point the keeper may encourage the investigators to do some unauthorized touring if they want to. Point out that the guide's attention is continually being distracted by questions from the visitors and that after the first twenty minutes of the tour he will have worked his way around the first corner of the hallway and will be out of sight of anyone lingering around the first exhibits.

If investigators should elect to explore the area, they will find that most of the hallways lead to the labs or employee areas. Entering any of these will result in meeting up with some employees who will politely escort them back to the tour group.

If the investigators choose to enter the "Restricted Area," they will find it unoccupied; Dr. Dieter and his assistant (the only two people cleared for this area) are presently taking a break in the cafeteria. At the end of the hallway are two doors. Looking through the left-hand doors, the investigators will see a mechanical/hydraulic lab dominated by a large industrial robot mounted on treads, while a glance through the doors on the right will reveal a large, electronic device sitting on the floor near a black-board covered with mathematical symbols and formulae.

If the investigators explore the mech/hyd lab, a Spot Hidden while inspecting the robot will reveal concealed ports in the front some type of weapon with a solid crystal barrel. On a nearby workbench is a small, black box with several unmarked switches on it. An examination of the wiring schematic found next to it, combined with a

Planes Device

This machine was invented by Dr. Dieter by incorporating lenses produced for him by Baron Hauptman. This machine is capable of generating a field that opens a space between the planes allowing a being, or beings, to exist in this universe. Once the field is collapsed, the being(s) is pulled back into its original dimension.

Dieter has also added a projection device built with the special lenses and prisms that allow him to focus this field up to twenty miles away. Additional lenses may increase this range in the future.

When the projector is turned up, and again when it is shut off, a brief flash of light will travel from the projector to the target area.

The device is highly experimental and has a record of over-heating and failing when used.

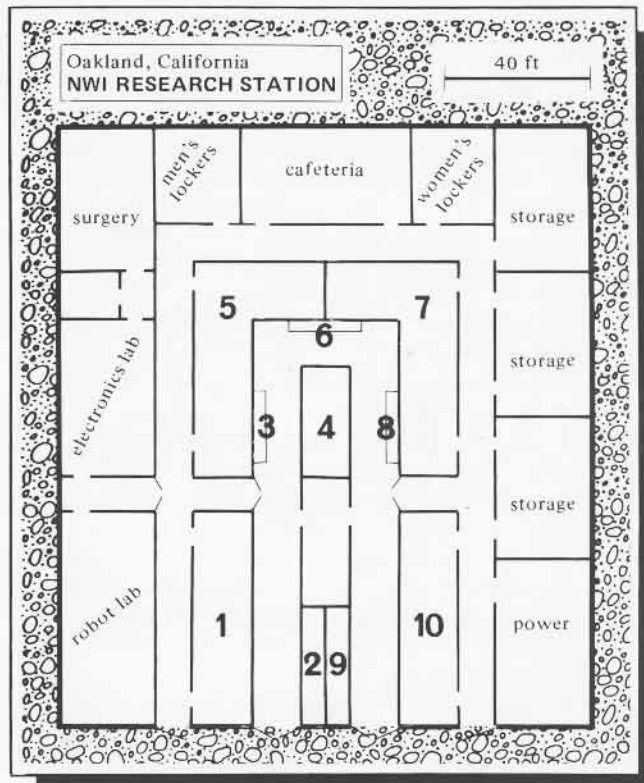
successful Electrical Repair roll will allow the investigator to understand the proper use of the box. Without this information, anyone attempting to operate the robot will cause it to act in a dangerous, berserk manner.

In the electronics lab to the right, an investigator making an EDUx1% roll while studying the blackboard will discover mathematical proof of the existence of dimensions other than the few perceived by humans. An examination of the blueprints found on a nearby table along with an Electrical Repair roll will tell an investigator that the machine on the floor is used for generating some type of electro-magnetic field and then projecting it over a great distance. An examination of the machine itself will reveal that a portion of the circuits have been burnt out. These sections have been removed and placed on a work-bench for repair. Completion of the repairs is near and an investigator making an Electrical Repair roll will be able to finish the job if he desires.

Near the damaged sections of the machine is a logbook written in German. If an investigator successfully reads the book, he will discover that it is a record of experiments involving the machine on the floor. It will be obvious to the investigator that this is the source of the thing that appeared in their hotel room. The last experiment is on that date, explicitly describes both the time and its purpose, and marked at 1:20 am.

The door leading from the electronics lab is locked. If the investigators manage to open it, they will find a short hall that leads to Dr. Dieter's quarters and beyond to his secret surgery.

The doctor's quarters are sparsely furnished with only a bed, chest, and a cluttered desk. The chest contains only the doctor's clothing but on the desk the investigators will find the following: a lab analysis of a mineral called Blue John; a letter (in English) from Lang-Fu to Dieter informing him of the presence of meddlers in town and giving the address and number of the investigator's hotel room;



and another letter (again in English) from Dr. Dieter to Edward Chandler (Play Aid 9). In one of the desk drawers, the investigators will find a large schematic titled "NWI Ship-to-Ship Navigational System." If an investigator studies this complex wiring diagram for a day and a night and then makes a successful Electrical Repair roll, he will be able to determine that this describes not a navigating system, but some type of extraordinary weapon. (If the investigators are or become familiar with the weapon on the robot, they will recognize the similarities between

PLAY AID 9: Chapter VII

Letter from Dr. Dieter to Edward Chandler.

Dear Mr. Chandler,

Once again I am pleased that you have chosen to ask my advice on political matters involving NWI, and am only too happy to respond.

I would first say that continued fueling of bloodshed in China will continue to create a political turmoil much like the one that gripped Russia after the revolution. I would also consider continued funding of anti-British militants in India, but refrain from helping young Congressman Nehru. I do not believe his philosophies mesh well with ours.

I cannot again emphasize how important I feel it is for NWI to continue to support the National Socialist Party in Germany. Their leader's strong beliefs in hereditary superiority indicate a common link with the Brotherhood, and I believe that if the party is informed of the goals of the Brotherhood, it will bend all efforts to see them to fruition.

Respectfully yours,
Dr. Dieter

the two. The ones being planned for the ships are much larger however.)

In the back room, investigators will find a combination electronics lab and surgery complete with operating table. In one corner of the room is a large round tank set into the floor and sealed with an easily removable cover. Nearby are a number of small cages hung with cloth to keep them covered. From within come soft scratchings and scrabbling sounds. There is also a large filing cabinet in the room.

If the covered vat is investigated, it will be discovered to contain an extremely powerful acid (this is used to dispose failed experiments). If someone should lift the curtains to see the inhabitants of the cages, they will be horrified by the sight of what were once normal laboratory rats. The investigators must make their SAN roll or lose 1D3 points at the sight of these disgusting pink rodents. Most are hairless and misshapen. Some have three eyes, some have six legs. A few are totally legless and squirm about the cages like fat, pink sausages. If an investigator should handle one of these animals (they are not dangerous, just ugly) and makes a Spot Hidden roll, he will notice that each has a small, neat scar on the top of their heads. If the cages are moved, it will be discovered that each conceals a small device set into the floor. Flipping back a red cover will expose an ominous-looking throw switch that the investigators will not be able to discover anything about.

Investigating the filing cabinet will turn up Dr. Dieter's notes (written in German), a wiring schematic, and a bundle of photographs. Examining the pictures will require a successful SAN roll or loss 1D4 points will result from viewing photos of animals and humans with various portions of their anatomy removed and replaced by mechanical devices. In an investigator examines the schematic while making an Electrical or Mechanical Repair roll, he will find that it describes the construction of some sort of simple remote control switching device. No clue is given to its purpose.

The doctor's notes are very extensive and it will take a day and a night along with a Read German roll to discover all they contain. However, if an investigator makes his roll in the lab while skimming through them, the keeper may wish to provide a few hints as to their contents. Reading them in their entirety will cost the investigator 1D4 SAN points when he discovers what Dieter has been up to. His earlier notes describe the implanting of electrical devices in the brains of animals to alter their behavior. Later he describes applying these same techniques to humans. Recently he has been using these implants to induce organic changes in animals, growing extra limbs or organs, etc. Attempts on humans have so far proven failures, but Dieter has confidence in the technique. One portion of the notes describes the successes he has had with a group of electronically controlled people he refers to as the "Sons of Terror." The text describes how these "Sons" have successfully influenced unnamed political groups around the world, allowing NWI to turn them to its own purposes. It also describes the fail-safe device built into every one of the "Sons."

Attached to the device that controls the actions of the "Sons" is a small explosive. If anything should go wrong with a Son, a remote control switching device can trigger this tiny bomb, shattering the Son's head. The device is

good up to fifty yards away and can be easily built using the schematic found in the filing cabinet.

Dieter Returns

At some point during the investigators' investigations, a door will open and in will walk a small, white-haired man in a lab coat. If the investigators are still in one of the front labs, he will be accompanied by his assistant Phillip Jurgens. However, if the investigators have managed to get into the secret surgery or his quarters, Dr. Dieter will be alone, as no one else is allowed past this point.

Dr. Dieter will be distressed to find strangers in the restricted area, and doubly so if they are in his quarters or secret surgery. However, he is a distracted sort of individual and a successful Fast Talk will confust him to the point where he will accept any story the investigators give him. If this fails, the doctor will begin questioning the investigators' motives in a loud voice until interrupted by his assistant. Jurgens will intercede in the investigators' behalf and convince Dieter that they are merely victims of circumstance and offer to escort the investigators back to the tour. On the walk back, Jurgens will introduce himself in an attempt to obtain the investigators' names and other information.

DR. DIETER

This man is an utterly brilliant but utterly mad scientist. Imprisoned in Germany for mass murder, he escaped with the aid of Hauptman and the Brotherhood, and was brought to America where, under an assumed name, he went to work for NWI. He is aware of, and fully agrees with the plots of Chandler and the Brotherhood. He has developed the new weapons to be used on the ships coming out of the yards owned by NWI and has aided many of the Brotherhood projects, legitimate and illegitimate.

His greatest contribution is the Sons of Terror, humans whose minds are controlled by electronic implants designed and placed by Dieter. These have infiltrated many groups without flaw and have performed perfectly.

The doctor is about 65-years old, and always wears a bandage wrapped about his left hand.

Dieter is extremely paranoid and almost never leaves the research station for fear of being recognized. He resents the facility being opened to the public and has complained to Chandler on several occasions.

STR 6	CON 7	SIZ 7	INT 22	POW 6
DEX 8	CHA 6	SAN 0	EDU 28	HP 7

SKILLS: Read/Write English 75%; Speak English 55%; Anthropology 25%; Archaeology 20%; Astronomy 35%; Botany 85%; Chemistry 90%; Cthulhu Mythos 15%; Geology 85%; History 20%; Library Use 95%; Pharmacy 85%; Treat Disease 85%; Treat Poison 75%; Zoology 90%; Diagnose Disease 85%; Electrical Repair 100%; Mechanical Repair 100%; Debate 85%.

PHILLIP JURGENS

Jurgens appears in two states in this scenario. The first is his normal self; the other, a controlled "zombie" subject to the commands of the device implanted in his brain by Dieter. Both of these forms will be described below.

1. Formerly a U.S. Treasury agent, Jurgens has spent the last three years in a profession very new to the world, that of an industrial spy. Working for NWI, he has managed to become the assistant of Dr. Dieter. Having managed to steal enough from NWI to retire for the rest of his life, he was about to make his break when he stumbled across the documents naming NWI as a co-conspirator in illegal activities. Forsaking his personal plans, he has attempted to get enough evidence to allow the government to stop NWI. Unfortunately, his plans were discovered by Dieter and between the phone calls received by the investigators, Jurgens was turned into one of Dieter's Sons of Terror.

2. This is the "zombie" form of Jurgens. If the investigators should remove his hat, they will see a shaven patch on Jurgens's head, and a raw, six-inch scar. Dieter did not have time to completely program the new "zombie" but left a simple self-destruct



program in him. If the investigators should expose Jurgens, the mechanism inside his head will short-circuit itself. As Jurgens's body does spastic flip-flops about the ground or floor, the side of his head will begin to smoke and melt from the heat generated inside his skull. This will, of course, kill him, and any investigator failing a SAN roll will lose 1D6 points. If Jurgens should remain unexposed, he will self-destruct as soon as the robot of Dieter comes on the scene.

STR 15	CON 15	SIZ 14	INT 14	POW 12
DEX 16	CHA 13	SAN 60	EDU 16	HP 15

SKILLS: Botany 55%; Chemistry 75%; First Aid 95%; Geology 55%; Library Use 55%; Zoology 70%; Listen 80%; Psychology 50%; Spot Hidden 75%; Track 40%; Drive Automobile 75%; Hide 75%; Move Quietly 75%; Climb 80%; Dodge 85%.

Investigator's Information

At the end of the tour (assuming some of the investigators have met Dr. Dieter and transmitted this information to the rest of the investigators) any investigator making a Knowledge roll will recall a similar name in connection with a bizarre murder trial in Germany around 1920. Successful Library Use rolls while checking the local library's newspaper files will turn up the following two items:

1. August 23, 1920: Germany. A Dr. Dieter Heinmann was sentenced to a special, high-security prison to await execution after being convicted of multiple murders in connection with bizarre surgical experiments. Details of these experiments were withheld from the public.

2. September 14, 1920: Germany. This article states that Dr. Dieter somehow escaped from his locked prison cell in the middle of the night. Except for strange chalk marks on the wall, police have no leads. (This break was engi-

neered by Hauptman, who gated into the cell and then created a return Gate by which the two men escaped. Once back in Transylvania, Hauptman destroyed the Gates.)

Blowing the Whistle

Soon after the investigators make the tour at the research station (probably that evening), they will be contacted by phone by Phillip Jurgens who will wish to speak to whatever investigator(s) he has met earlier that day. If Jurgens did not meet any of the investigators, he will have recognized one of them when the tour group passed by. At least one of the investigators can be identified by Jurgens from some past exploit. Jurgens will request a meeting at a local restaurant with one (or two, if an Oratory roll is made) of the investigators.

Once at the restaurant, Jurgens will confide to the investigators the truth (or most of it) of his past and present activities. He will explain that while searching for industrial secrets that he could possibly sell, he came across certain documents indicting Dr. Dieter and NWI in a conspiracy involving world-wide anarchist activity. It appears that somehow the groups are to be coordinated into attacking different locations on a specific date referred to only as "The Day of the Beast."

Jurgens will supply the investigators with a copy of this information along with a phone number in Washington DC. He will instruct the investigators to make the call and give a certain password that will put them through to a Mr. Albertson.

Jurgens thinks that Dieter may be beginning to suspect

his intentions, but he wants to see if he cannot get some more information before blowing his cover. He will leave the restaurant quickly, promising to call the investigators again in 3-4 days.

Late the next day, the investigators will receive another call from Jurgens. He will tell the investigators that he suspects that Dieter knows the truth about him and that he needs the investigator's help. He has managed to obtain a number of lapel pins that negate the security systems, and that if the investigators will meet him near the station after dark, they can enter the labs and confiscate whatever evidence they find. He may need their help to subdue Dieter if he proves to be a problem.

If the investigator who speaks with Jurgens on the phone has ever had occasion to speak to him before, a successful Psychology roll will tell him that there is something odd about the man's manner.

If the investigators choose to meet Jurgens, he will be found wearing a suit and hat. If the investigators question this, he will explain that as soon as they are finished here, he will be boarding a train for Washington.

The investigators will easily enter the building, but once inside, they will find themselves the victim of a trap. Dieter, hiding around a corridor corner, will direct the giant robot against the investigators as the unfortunate Jurgens, who was trapped by Dieter and implanted with a mind-controlling device, as well as a bomb, begins to self-destruct before the investigators' eyes. Dieter will only expose as much of himself as necessary to direct the robot; anyone shooting at him has only a $\frac{1}{4}$ normal chance for success. If desired, an investigator may aim at the robot control box. If the box is wrecked, Dieter will run back to his secret surgery. The control box will be as hard to hit as Dieter himself.

ROBOT

Ostensibly designed as a prototype worker robot for industry, this model features some particularly destructive options. It is radio-controlled, and can be operated up to 1000 feet away. Solid walls will block transmission, however.

The control box is a small, palm-sized device with a looped antenna. There are about a dozen unmarked switches on the face of the instrument.

The robot itself is a seven-foot tall metal cylinder. It moves fairly quickly on level ground with motorized treads. It can turn on a dime. It has four telescoping arms with grasping claws and a small death ray mounted secretly in its chest.

STR 40 SIZ 25 (very heavy) DEX (% operator's)
Move: 5 HP: 100

Weapons	Attack	Damage
Claws (4)	25%	1D6*
Death ray	20%	1D10

*Once held, the investigator will continue to take damage every round.

ARMOR: This machine is made of tough metal, and all weapons will cause minimum damage. An impaling shot from a firearm will indicate that a partially exposed joint or circuit has been hit rendering one function of the robot useless (keeper's choice). A bucket of water or a wet fire extinguisher may short-circuit the machine, making it useless—there is a 10% chance of this per bucket or per round the extinguisher is played over it.

SANITY LOSS: Seeing this strange contraption rattling down the hall with arms waving will be at least a little unnerving, causing a loss of 1D3 points to those who miss their SAN roll.

If the doctor makes it back to his surgery, he will knock over the rat cages, freeing the animals and exposing the firing mechanism in the floor below. This switch is wired to a buried explosive powerful enough to destroy the entire research facility and Dieter will not hesitate to throw it, causing the lights in the building to flash and sirens to wail. The investigators will find him squatting over the switch as horrible, deformed rodents scamper about the room. Dieter will defend the switch. The investigators have only three minutes before the explosion. If the investigators get to the switch, they can try to shut the system down removing the proper wires. This is accomplished only by a successful Electrical Repair roll. Failure of this roll denotes instant destruction.

CONCLUSION

If the investigators should trust Jurgens and make the contact with Albertson, they will find that all he has told them is true. Supplying the information given to them by Jurgens to Albertson and the Treasury Department will help the government squelch the attacks when they occur. If the investigators stop Dieter's attempts to destroy the lab, they will find (in the filing cabinet) additional information that will aid the U.S. government in ferreting out the anarchists plus documents that pin-point their locations in western Europe. Withholding any of this information means that the attacks will go off as scheduled, causing much death and destruction.

Remember, Dr. Dieter will do everything in his power to blow up the lab and himself. □



Giza, Egypt

VIII. Day of the Beast

*The investigators return to Egypt to foil the Brotherhood
and the prophecy made millenia ago.*

INTRODUCTION

The date for this chapter must be determined by the keeper who is also responsible for getting the information to the investigators. This can be placed in the adventure in a number of ways, either through use of the optional scenes or, as a last resort, as a product of Paul LeMond's strange dreams. It could come to the investigators through the material they discover regarding the Sons of Terror, or they could monitor the Rhon-Paku temples, waiting for them to begin the Holy Day.

INVESTIGATORS INFORMATION

Exactly how much the investigators know will depend largely upon how many clues they have unearthed in past chapters. How much advance notice of the date they have is up to the keeper. However, they will know this much at the very least: the Brotherhood is to meet, at dawn on a given date, on the plateau at Giza.

KEEPER'S INFORMATION

Hauptman and Lang-Fu are presently in Cairo awaiting the arrival of Edward Chandler. Chandler is traveling in a dirigible of modern design, a product of the aircraft division of NWI. His announced reason for coming to Egypt is to inspect the Chandler Foundation digsite near Cairo. The dirigible is to be moored on the site.

The purpose of the trio in Egypt is to Call the Beast, using the Great Sphinx located on the plateau southwest of Cairo. Simultaneously, the Sons of Terror will launch their attacks while the innocent followers of Rhon-Paku unknowingly chant down star-spawned Dholes upon the major cities of the world.

SCENES

Cairo

Edward Chandler will arrive near Cairo about 3 am and moor at the Chandler Foundation digsite. At night, the investigators will see the running lights of the ship, and during the day, the huge, silvery sides of the ship will catch anyone's attention. A successful Spot Hidden or the use of binoculars will reveal the NWI logo on the side of the dirigible.

The Plateau of Giza

If the investigators arrive here before the Brotherhood, any investigator making an Idea roll will notice the absence of guards in the area. The Egyptian government keeps this area well-protected against tomb robbers and it may strike the investigators odd to see the area so deserted (the guards have all been killed by agents of the Brotherhood, the bodies stuffed in the many tombs and ruined temples found on the plateau).

Just a few minutes before sunrise, several cars will drive up the road that leads to the north end of the plateau. Taking a route around the east side of the Great Pyramid, the cars will pull up within a hundred yards of the forepaws of the Sphinx and stop. Four Arabs, armed with tommy-guns, will step out of the cars and while two of them busy themselves with chasing any sleeping Arabs out of the area, the other two will scout around for possible trouble.

ARAB GUARDS

These henchmen were trained by Katif and will lay down their lives for Edward Chandler.

Guard 1

STR 14	CON 15	SIZ 14	INT 11	POW 10
DEX 15	CHA 9	SAN 0	EDU 5	HP 15

SKILLS: Fighting Knife 65%; Tommy-gun 55%.

Guard 2

STR 16	CON 12	SIZ 15	INT 10	POW 8
DEX 12	CHA 7	SAN 0	EDU 6	HP 14

SKILLS: Fighting Knife 75%; Tommy-gun 45%.

Guard 3

STR 11	CON 13	SIZ 10	INT 12	POW 11
DEX 14	CHA 8	SAN 0	EDU 6	HP 12

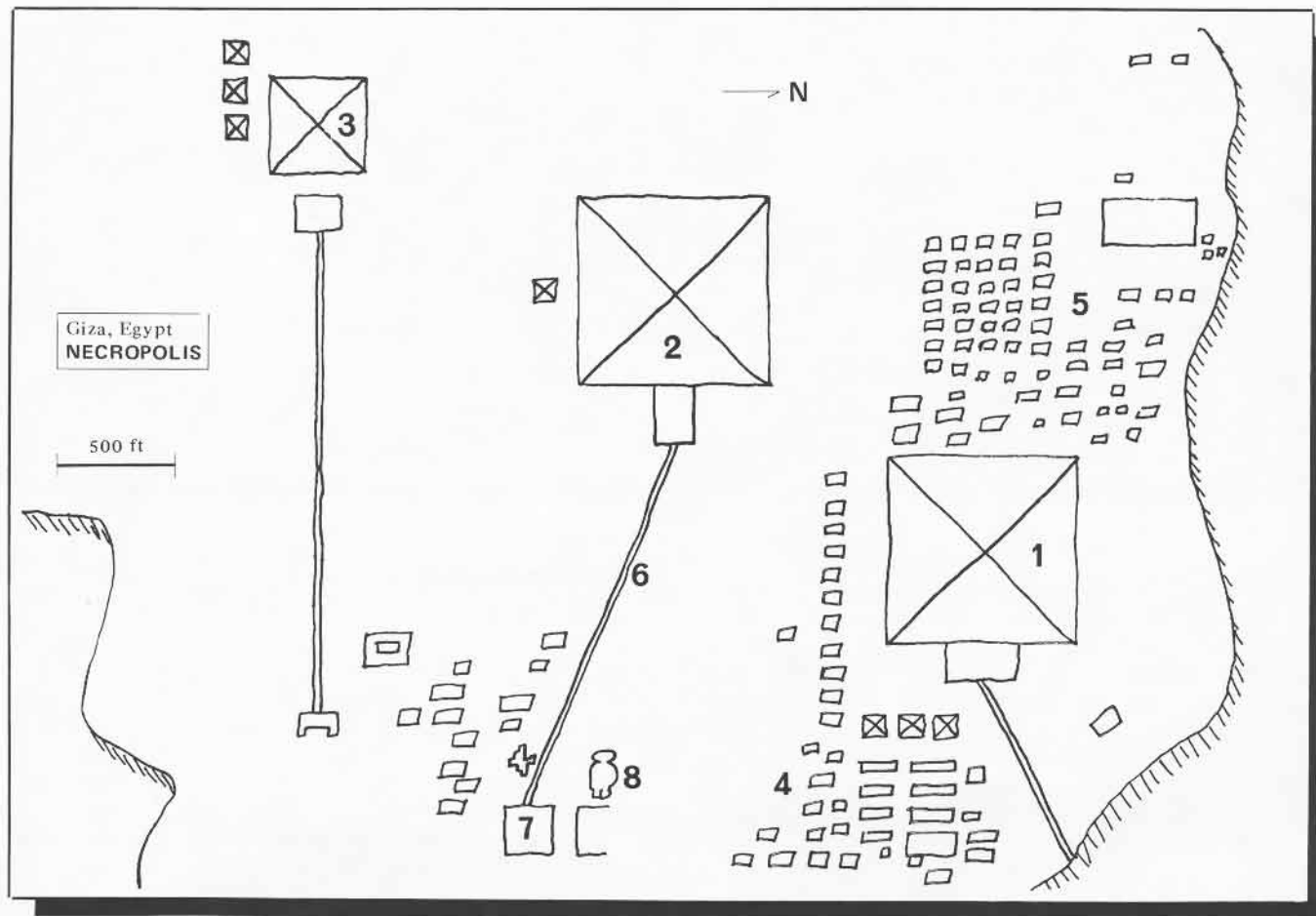
SKILLS: Fighting Knife 45%; Tommy-gun 50%; .45 Revolver 85%.

Guard 4

STR 16	CON 15	SIZ 14	INT 10	POW 12
DEX 13	CHA 7	SAN 0	EDU 5	HP 15

SKILLS: Fighting Knife 65%; Tommy-gun 65%.

Upon a signal from one of the guards, the doors of the cars will open, and out will step Hauptman, Lang-Fu, and six Arabs dressed completely in black robes. These Arabs are here to provide extra Magic Points for the spell and Chandler has made an effort to disguise himself as one. The only possibility the investigators have to recognize Chandler is if an investigator makes a Spot Hidden roll while checking out the Arabs. This will reveal that one of



them looks extraordinarily Western in appearance. It will be up to the investigators to realize that this is Chandler.

The group will approach the Sphinx and immediately begin intoning the chant that will Call the Beast. The Calling will be successful, and as soon as the Sphinx shows signs of life, the group will run to the cars and drive off, trusting the destruction caused by the Beast to cover their presence here. The trio will soon separate, and Chandler will return to his dirigible to fly to America and begin his plan of world conquest.

THE BEAST

The Beast can only assume earthly form when Called by a particular spell cast in the vicinity of the Great Sphinx on the plateau of Giza. Archaeologists claim that the Sphinx was carved from an outcropping of limestone that was left over by the builders of the Great Pyramid, but legend holds that it has lain in the sand since before the coming of man. The Arab name for it is Abu Hol, "Father of Terror."

When the spell is successfully cast, the ground about the Sphinx will quake slightly, signifying that the Beast's essence has entered the stone. The body will flex and the limbs begin to move

with the sound of grinding stone as the face, placed there in later years by the Pharaoh Khafre, cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies.

This monster is nearly mindless and will immediately begin to destroy all nearby, trampling men and buildings beneath its great paws. It will ravage Cairo before turning south to Luxor, site of ancient Thebes. After wreaking havoc there, the Beast will proceed to Jerusalem, and from there will continue around the Mediterranean, wrecking cities as it goes.

STR 200	CON 100	SIZ 500	INT 1	POW 50
DEX 20		Move 12		HP 300
Weapon	Attack	Damage		
Paws (2)	50%	12D6		

ARMOR: 20-point stone-like hide.

SANITY LOSS: 1D20 if the SAN roll is missed, 1D6 if it is successful.

Key to the Necropolis at Giza

1. The pyramid of Khufu (Cheops), or the Great Pyramid. Nearly 450 feet high, it measures over 750 feet at the base. East of the pyramid are the three queen's pyramids, and at the northeast corner a mortuary temple, of which only the basalt pavement remains.

2. The pyramid of Khafre (Chephren). This is almost the size of the Great Pyramid. To the east of the pyramid is the mortuary temple, now reduced to its foundations.

3. The smaller pyramid of Menkaure (Mycerinus). This measures 354 feet at the base, and stands over 216 feet tall. The three queen's pyramids to the south were left unfinished, and the mortuary temple east of the pyramid shows evidence of hasty and incomplete execution. The causeway that runs east from the mortuary temple is nearly ruined.

Call the Beast

This is a special spell given to Nophru-Ka long ago by Nyarlathotep. It resembles Call/Dismiss deity spells.

Chandler, Hauptman, and Lang-Fu all know the spell. Between them, they can expend 199 Magic Points, and Call the Beast in only one minute with a 95% chance of success.

Dismissing the Beast is as described in the *Call of Cthulhu* rulebook, but is difficult due to the high POW of the Beast.



4. **The Eastern Cemetery.** These tombs are arranged in row upon row and provide a good place for investigators to hide.

5. **The Western Cemetery.** This is similar to the Eastern.

6. **Causeway.** This runs from the mortuary temple of Khafre to the valley temple near the Sphinx. The causeway is in fair shape, and the investigators may find a place to hide.

7. **The valley temple.** This is one of the better preserved buildings to be found on the plateau and provides an excellent hiding place near the Sphinx.

8. **The Sphinx.** It is 240 feet long and made of limestone. Between the monster's legs is a small altar and votive stela. This is where Edward Chandler will stand to Call the Beast.

CONCLUSION

This scenario will require the most individual input from the keeper. During playtest, the investigators were allowed only a few hours between the time of their arrival in Cairo and the time of the Calling of the Beast, though keepers may allow the investigators more. Also, the relative fire-power of the guards compared to the investigators must be carefully considered. It is intended that the investigators defeat this menace on their own with the use of

magic. It should be obvious to the keeper at some point what the plans of the investigators are. He should respond by making this climax difficult, but not completely impossible.

If the investigators should choose to attack with guns while the group approaches, the guards will immediately open fire on the investigators while the members of the Brotherhood retreat to Chandler's bullet-proof limo. Here, they will wait until the investigators are wiped out by the Arab guards, or failing that, help the guards by attacking the investigators with spells. Chandler deeply wants to release the Beast, but if the investigators make it impossible, he will flee the plateau, and the investigators may have to come up with something new to stop him.

Magically, the investigators could attempt to Dismiss the Beast, but this requires a lot of Magic Points and is not a guaranteed approach. The most effective method, though costly in terms of permanent POW, is to erect the Barrier of Naach-Tith (to be found on Celaeno) to contain the Beast. If done immediately, they will also trap the members of the Brotherhood within the walls of the barrier where they will probably be crushed to death by the mindless Beast. If the trio escapes the barrier, the investigators may have to pursue them. The Beast will attempt to batter down the barrier in a STR vs. STR contest, but if it fails, will voluntarily take leave of the Sphinx, causing it to turn back to stone. □

Optional Scene 1

Halls Of Celaeno

The investigators travel six trillion miles to a library in search of a scroll containing a vitally important spell.

INVESTIGATORS INFORMATION

Everything required for a voyage to Celaeno can be found in chapter III. If the investigators miss some of the items, the keeper may have to locate alternative items or information at some other point in the adventure. For incentive, the investigators can learn, either through an encounter with Nophru-Ka or by way of Paul's dreams, the existence of the spell Create Barrier of Naach-Tith, which might be used to contain the Beast.

They should have learned that Celaeno is a star found in the Pleiades in the constellation Taurus. It is located between the stars Alcyone and Electra on one side, and Maia and Taygeta on the other, over 1400 light-years from Earth. It requires an expenditure of 13 permanent POW points to create a Gate to span such a distance, so it is most likely that investigators will have to travel by Summoned monster. Space Mead will be required, including enough for the return trip. The Summoned monster(s) may be Bound to wait for and return their passengers to Earth. Traveling this distance under the effects of the Mead will cost 3 Magic Points, and 2 SAN points.

KEEPER'S INFORMATION

The library is located on the mist-shrouded, fourth planet of the star. Untold millenia ago, 'He Who is Not to be Named' placed his servant Byakhee to guard the Great Hall from intruders. They still wait hungrily near the dark ceiling. The books are also protected by one called 'The Sleeper in the Lake.'

SCENES:

The Voyage

In the dream-like state induced by the Mead the investigators will be unaffected by the cold depths of outer space and will be beyond the 'realities' of space and time. As they approach the mysterious planet and descend through the thick of mist, the effects of the Mead will begin to wear off and the investigators will notice that the atmosphere has a distinctly bitter, metallic taste. The difference in pressure will make the investigator's head feel stuffy as well as affect his hearing, causing normal noises to sound tinny and far distant. Continuing to descend, the mists will clear allowing a view of a vast lake, or ocean, below. The water stretches for miles in all directions. No waves

mark the cold, gray, steel-like surface. Arrival on the planet requires a SAN roll or 1D6 points are lost.

Shortly, a monstrous, black building will loom up on the horizon; at first sight of the library, the investigators will need to make a SAN roll or lose 1 point. The forbidding atmosphere of the place will continue to exert a sinister influence on the investigators; they will be required to make further SAN rolls every hour they spend in the vicinity of the building.

The Library

The beasts will deposit their burdens upon stone wharves in front of the library and either fly off or remain here to await their passengers. Under no circumstances will the monsters enter the actual library. As the investigators touch down, they will see small, black things scuttle down the stone piers to disappear beneath the metallic water surface.

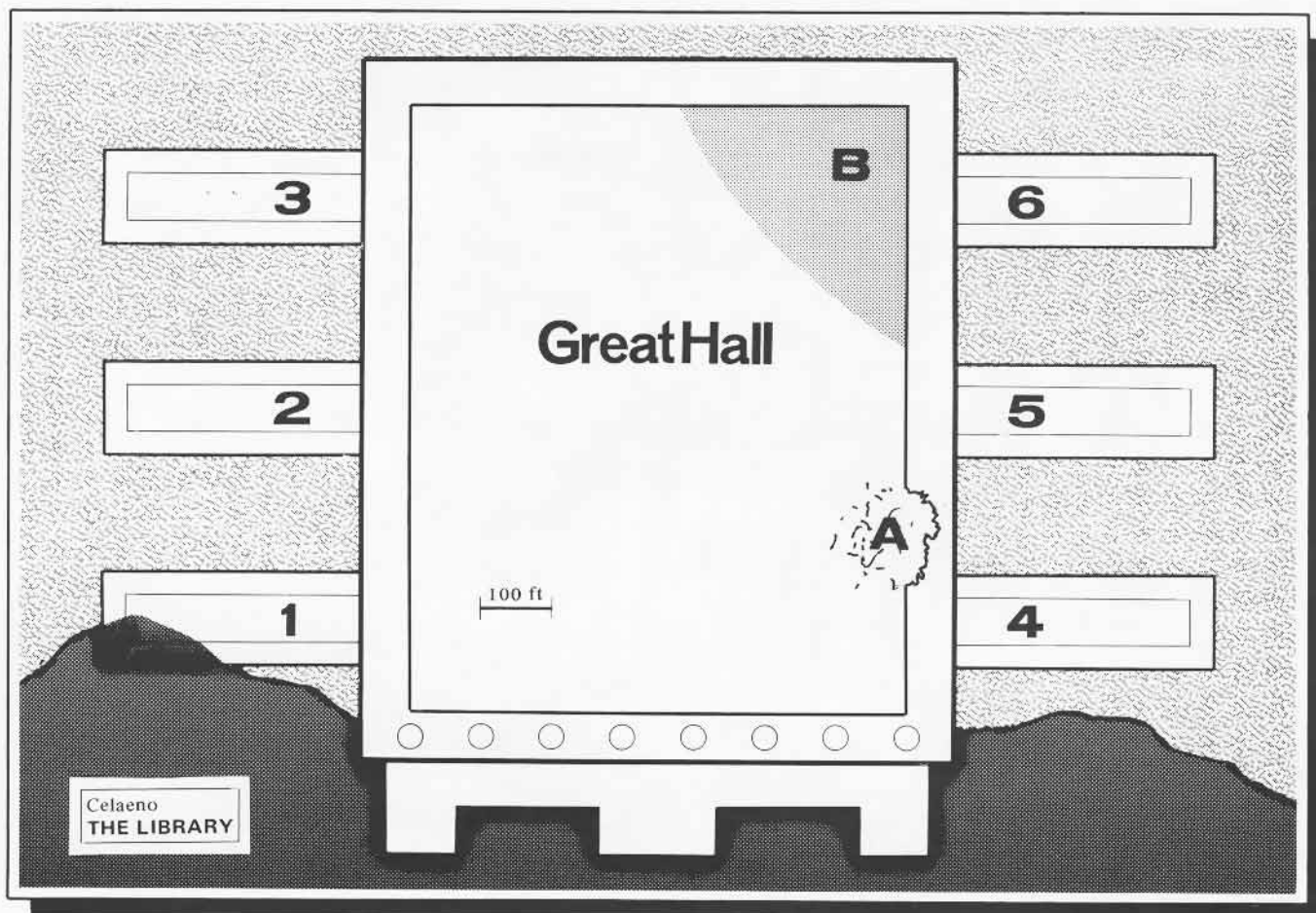
The library itself is constructed of titanic blocks of stone, black and dense, and shot with veins of gold and green. Huge pillars, over 400 feet tall, grace the front of the building and flank the entrance to the Great Hall.

The investigators should have brought a light source, but if they did not, there will be enough gray light spilling through the great rents in the roof to allow them to see dimly while inside.

The Great Hall

As the investigators step into the Great Hall, they will feel dwarfed by the immense scale of the building. Tier after tier of balconies climb the walls on all sides, their shelves filled with strange tomes written in forgotten languages. Huge stairways connect the balconies; the size of the treads indicate that the place was designed for beings of colossal size.

The investigators will notice the decayed condition of the structure; portions of stone arch that have fallen from above make travel difficult. The floor is coated by a thickly-deposited layer of some lime-like substance. A Cthulhu Mythos roll will identify this as the accumulated droppings of some minor Mythos being. As the investigators make this discovery, rustlings and soft whispers will be heard coming from the dark reaches above. At these sounds, investigators will have to make a SAN roll or lose 1D3 points as a chill runs down their spines.



If the investigators obtained the copied page from the R'lyeh Text found in chapter III, it is hoped they will remember the admonishment about looking above. If an investigator should look up, he will see the upper tiers and the arches above teeming with gaunt Byakhees. If the investigator makes a SAN roll he will lose 1 point, but if he fails, he will lose 6 points at once. If an investigator should go insane for any reason while within the library, the results are as follows: The investigator will suddenly develop a morbid fear of the building and, dropping any Elder Sign, will bolt for the front entrance. The Byakhee, seeing that the investigator seems confused and vulnerable, will swoop down in a flock and rend him to bits before returning to their perches above. Anyone seeing this will be required to make their SAN roll or lose 1D4 in addition to SAN lost for seeing the Byakhee. Investigators entering the library without either bearing Elder Signs or successful Hide or Sneak rolls will be dealt with in the same manner as soon as they enter.

A. Here a portion of the roof has fallen, plunging through tiers of balconies and destroying thousands of volumes.

B. Any investigator entering this area will hear a strange, muttered chanting coming from gallery 6.

The Galleries

There are six of these smaller halls entered from the Great Hall by way of a dark archway. The roofs of these sections are intact and admit no light so investigators will be required to provide illumination. The ceilings are also lower, allowing space for only fifteen tiers of balconies

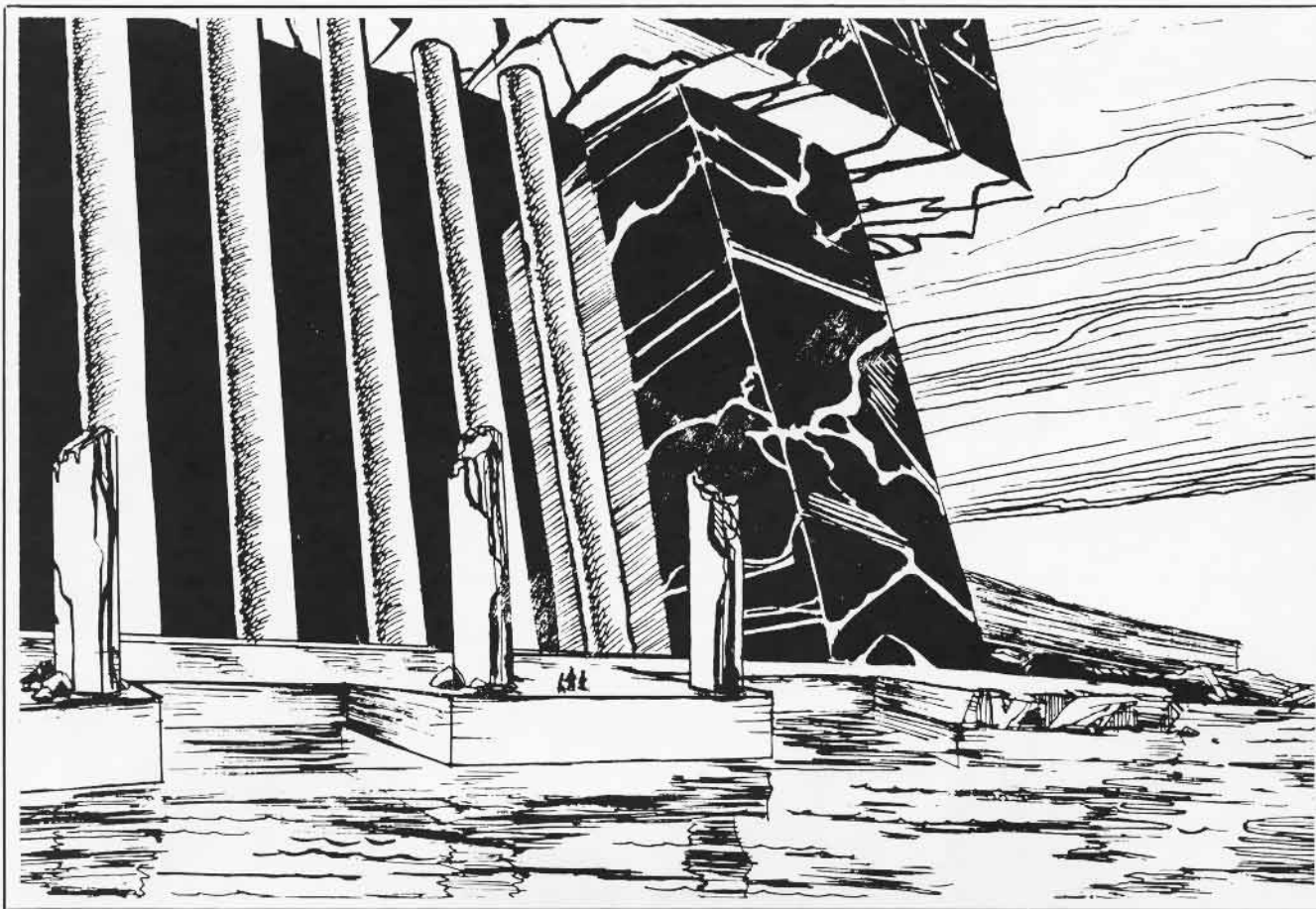
compared to the two dozen or more levels in the Great Hall. These galleries are not guarded by Byakhee.

1. Due to a gradual erosion of the shoreline, the rear section of this gallery has been entered by the lake. If investigators make a Listen roll while standing near the entrance to this hall, they will hear soft, scuttling noises coming from the far end. An Idea roll will tell the investigators that these noises may be caused by the same small creatures that they saw on the wharves.

2, 3, and 4. These hallways are dark and silent.

5. This is the gallery indicated in the R'lyeh Text as containing information on the Beast. The investigators are instructed to climb to the sixth balcony and somewhere on this level they are told they will find articles left by those who have come before. Searching this tier, they will eventually discover a high, stone table covered with a number of items. One is a scroll of papyrus, covered with Egyptian hieroglyphs. This is a copy of the spell, *Call the Beast* made centuries ago by Nophru-Ka. If an investigator can successfully read it, he will notice the signature of the translator. This is a very good copy of the spell and an investigator can learn it in about a day with a roll of INT x 5%, and a Read Hieroglyphs.

Next to this is a piece of paper. It is a copy of the spell, *Create Barrier of Naach-Tith* written in English and signed by Edward Chandler in 1896. This is also a good copy and can be learned in a day's time with a roll of INT x 5%. Nearby is the pen and ink used by Chandler and a small crystal bottle containing Space Mead, left by Hauptman in case of emergency. It is protected with the same seal



found in chapter III.

6. From this gallery comes the strange muttered chanting that can be heard in parts of the Great Hall. If a curious investigator should look down this way, he will see a group of four human-sized figures, dressed in flowing black robes chanting to a large, glowing object floating about four feet off the ground. The investigators must make their SAN rolls or lose 1D3 points. Any disturbance will cause the magicians to turn towards the investigator, stopping the chant and allowing the object to crash to the floor with a resounding echo. They will then fade from view. Any investigator that disturbs the magicians this way will hereon be troubled by nightmares about the sor-

cerors, and will lose 1D3 points of SAN every week until cured by a successful POWx1% roll which may be attempted once per week.

The Sleeper in the Lake

There is another guardian of his library; one that will not heed the Elder Sign. This is the Sleeper in the Lake and it is expressly noted in the R'lyeh Text that no knowledge is to be carried from the library for "he who sleeps will know," and the Sleeper will awake.

If any investigator should attempt to take with him a book from the library or even a piece of paper with something copied from the library, the Sleeper will know. The first indication of trouble the investigations will have is the sight of a large bubble that will form rapidly on the surface of the lake as they fly over. This bubble will suddenly pop and up will shoot a gigantic, scaly limb ending in three talons. This suckered organ will grab the offending investigator and, along with whatever carries him, pull him below the surface. There is no way to avoid this.

The Sleeper will only take one victim, and if a companion is also carrying something from the library, he may escape. □

Create Barrier of Naach-Tith

Only hinted at in the Cthaat Aquadingen, the one known existing version of this spell is contained in the Celaeno Library. The barrier is costly to erect but provides a physical and magical defense. It also affords some protection from insanity by blurring the view of whatever is kept contained within (or without) the barrier.

This spell can be cast at varying strengths and sizes, and can be placed up to a quarter-mile away. It costs 1 POW point to erect a barrier with 1D6 STR. Larger expenditures of POW will create barriers of greater strength. The spell takes one minute to cast and will last several hours. As many people who have learned the spell are able to cast it, each contributing as much POW as they wish.

Anything trapped within the barrier can attempt to physically break it down in a STR vs. STR struggle.

Optional Scene 2

Voice Out of Time

The investigators request a seance with Paul LeMond to contact the spirit of Nophru-Ka.

INTRODUCTION

While it is possible that a clever group of investigators could hit upon this idea earlier, it is not until near the concluding moments of chapter VI that the investigators will be presented with a situation that clearly demonstrates how Paul LeMond could be used to contact the spirit of Nophru-Ka. This scene is written presuming that the investigators will attempt it sometime after chapter VI. If played earlier, the keeper may have to change some details.

SCENE:

The Summoning

This scene will take place at Irene LeMond's house in Buffalo where Paul is still recuperating. Herb Whitefield will be in town for a visit.

If Paul and the investigators attempt to Summon the spirit of Nophru-Ka, they will conduct the ceremony as described in chapter I. As Paul holds the dessicated liver (the only portion of Nophru-Ka available) in his hand and slips into a trance, he will begin to moan softly and rock his head from side to side, drooling on his shirt. He will begin to mumble disjointed phrases in an unknown tongue (ancient Egyptian) occasionally mixed with a word or two of English. It will take a moment for Nophru-Ka's spirit to adjust to the strange body, and another minute or two to seek out the memories that pertain to speech.

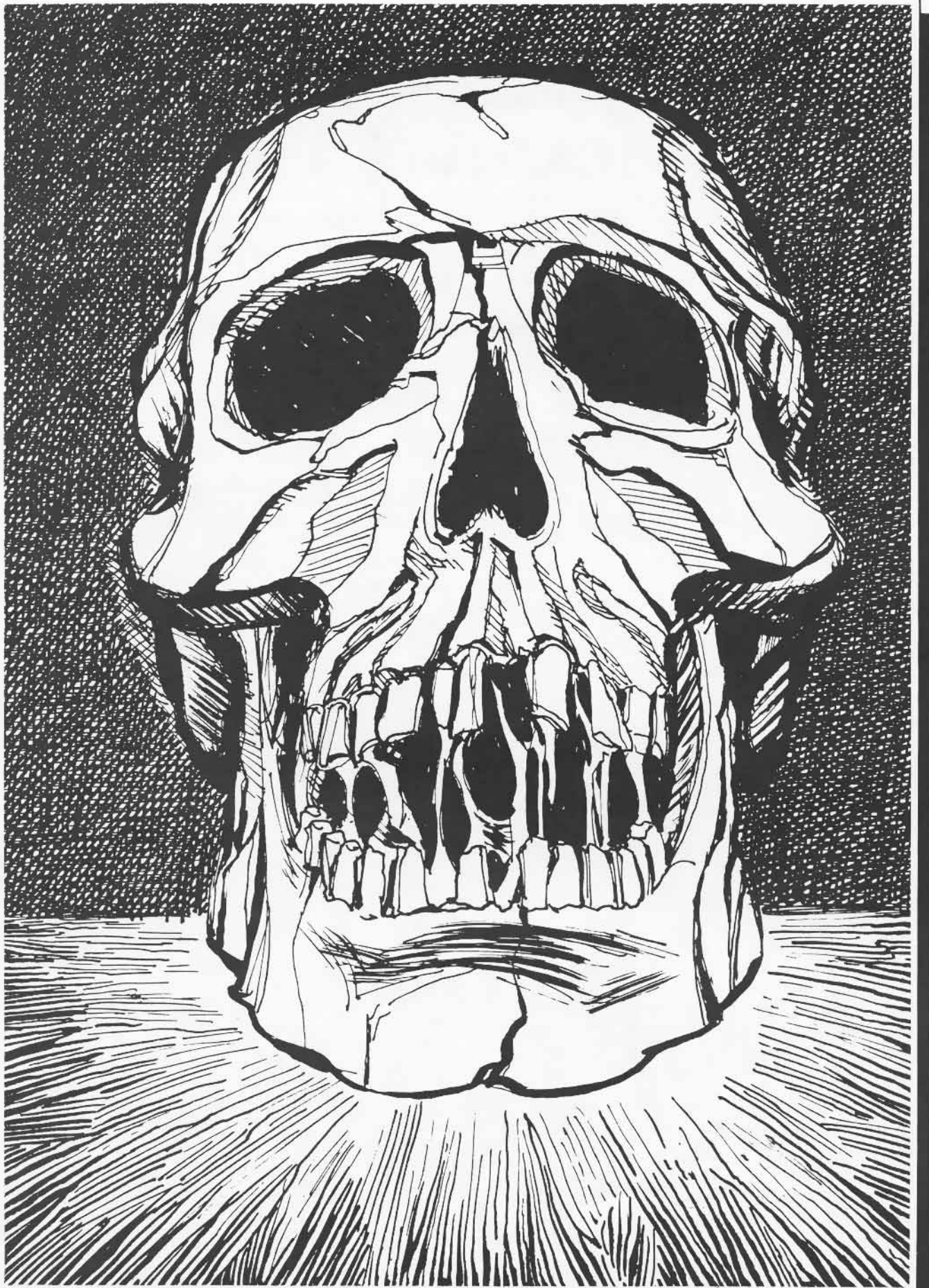
After a few minutes of this, the spirit will begin to speak to the investigators in English, but with the voice and personality of Nophru-Ka; haughty and arrogant. He is aware of the plans of the Brotherhood and may reveal small tid-bits of information as he strides about the room

berating the investigator's feeble attempts to interfere with the fulfillment of his prophecy.

At some point, Nophru-Ka may reveal crucial information regarding the Calling of the Beast; this may be the location and/or the date and time. The keeper must use discretion, but Nophru-Ka is unable to keep from boasting before the triumph. Nophru-Ka is unaware of the sophisticated means of transportation available in the 20th century, and it is inconceivable to him that the investigators could somehow travel to Egypt in the short amount of time left to them.

After a while, Nophru-Ka will tire of bantering with the party and growing uncomfortable in the strange body, will demand to be released. If the investigators should show the least hesitation in breaking the circle, Nophru-Ka will scream "Thou shalt not defy me!" and grasping the stone mantle of the fireplace with both hands, proceed to smash the face of Paul LeMond against the projecting corner, breaking bone and spattering the seated investigators with blood. Investigators will need to make a SAN roll or lose 1D6 points.

Nophru-Ka will be able to perform this action twice per round. The investigators will be too surprised to stop him the first time, but as he tries to smash Paul's face again, the most dextrous investigator at the table will have an opportunity to grapple. If successful, the investigator will have broken the circle and released the angry spirit. If the investigator fails, Nophru-Ka will smash Paul's head again and then turn to the investigators, Paul's face a mass of dripping gore. Each investigator will have to make their SAN roll or lose 1D4 points. At this point, anyone wishing to will be able to break the circle. Paul's body will have received 1D6 points of damage for each blow taken and as the animating spirit leaves, will slump to the floor, gravely injured or even dead. □



Appendices

A. The Death of Nophru-Ka

B. The Brotherhood of the Beast

C. Edward Chandler

D. New World Incorporated

E. The Sons of Terror

F. The Temples of Rhon-Paku

G. Time-Line of Events

APPENDIX A

The Death of Nophru-Ka

A powerful priest and leader, Nophru-Ka was an early member of the separatist movements that took place in the delta region of the Nile and were later referred to as XIV Dynasty. He and his followers worshipped Nyarlathotep in secret underground temples, and it was with the aid of this Other God that Nophru-Ka laid designs against the Pharaoh. These plans called for the secret temples to chant down star-spawned monsters (Dholes) and caused them to wreak havoc in the kingdom of the Pharaoh. When the Pharaoh had sent his armies to deal with the menace, the armed followers of the priest would attack the palaces and governmental buildings of the Pharaoh. In all this, Nophru-Ka was to be aided directly by Nyarlathotep, who had promised to send a messenger.

Learning of the plot against his life and kingdom, the Pharaoh, Khasekhemre Neferhotep I, sent spies and assassins to the farthest points of his realms in search of the evil priest. Nophru-Ka was finally found hiding in a secret, underground temple deep in the western deserts. This temple was known as the Well, and was particularly sacred to Nophru-Ka and his followers. Finding the priest kneeling in prayer, the assassins attacked and mortally wounded him before being torn to pieces by his followers. With his dying breath, Nophru-Ka spoke the prophecy later dreamed of by the mad Arab, Abd al-Azrad.

By the time the Pharaoh learned of the death of Nophru-Ka, the followers of the evil priest had borne his body to a small valley where they buried their fallen leader in a hastily constructed tomb. From here, the followers of Nophru-Ka traveled to central Africa and G'harne, the ruined city of the Old Ones. Here, Shudde M'ell and his children took the followers of Nophru-Ka as prey, leaving alive only the few that carried the blood of Nophru-Ka. The Royal Family was to dwell in alliance with the Cthonians while they awaited the fulfillment of the prophecy. The year was 1733 BC.

APPENDIX B

The Brotherhood of the Beast

This organization was formed by two men, Baron Hauptman and Lang-Fu, in the 12th century AD with the intention of helping fulfill the prophecy of Nophru-Ka.

Lang-Fu, the leader of a cult of Deep Ones in southern China, met Hauptman in Damascus while studying astrology. Lang-Fu possessed a fragment of al-Azif which he claimed had been brought to him by a dark, winged being, from a city buried below the sands of Arabia. This scrap tells of the prophecy, and of the family that waits in G'harne. Together they traveled deep into Africa and there found the miserable remnants of the Royal Family. More animal than human, the descendants of the priest resisted contact by the two men until Hauptman transferred his mind to the body of their chief. As the tribal leader, Hauptman led the people north to the Mediterranean coast where they began to inter-marry, spreading the bloodline east into the Moslem lands and north into Europe.

While Lang-Fu returned to China, Hauptman set up headquarters for the Brotherhood in Europe and began to build a network of agents drawn from the descendants to aid him in tracing the families carrying the blood. These agents are rarely aware of the full plans of the Brotherhood, but know that they are of a specific family of destiny and benefit from the association economically, due to the constant machinations of Hauptman. During these same centuries, Lang-Fu has laid much of the groundwork for the political and spiritual considerations of the Brotherhood.

The Brotherhood originally planned on establishing a kingdom in eastern Europe, but their two attempts were thwarted; first by a political disruption in Poland, and second when the chosen child was accidentally killed by a summoned being. With the coming of the 20th century, the radically changing world conditions have brought about an alteration in their plans. Using a Spirit Summoning ability of Lang-Fu's, similar to Paul LeMond's, they have called the long-dead priest's spirit, and together the three have hatched a desperate plan that calls for the domination of the entire world; a plan very similar to the one that Nophru-Ka planned to use against the Pharaoh.

On a specific day known only as the Day of the Beast, the Brotherhood will launch its plan. This involves unleashing various independent anarchist groups, funded and controlled by the Brotherhood through NWI, against the governments of the world, while the innocent temples of Rhon-Paku, fostered secretly by Lang-Fu, call the Dholes down upon the great cities of the world while calling a

special chant prepared for them for a holy day. It is hoped that this will create a world crisis involving the collapse of several major governments.

Into this will step Edward Chandler, charismatic chairman of the board of New World Incorporated (NWI) and already a popular world figure. He will turn all of NWI's considerable resources against the menaces facing the world and, after emerging victorious, move into a position of world leadership. Failing this, he will turn these same resources, along with the many dark forces connected with the Mythos, against the people in an effort to bring the world to its knees.

Hauptman, Lang-Fu, and Edward Chandler will travel to Egypt where, on the Day of the Beast, they will meet at the feet of the Sphinx on the plateau of Giza. Here they will cast a spell that will call Nyarlathotep down in Beast form and in this form he will destroy Luxor, site of ancient Thebes, capital of the Pharaoh, as well as travel around the Mediterranean, wreaking havoc from Cairo to Ankara.

APPENDIX C

Edward Chandler

His Public Image

Charismatic and intelligent, Edward Chandler has devoted his adult life to the betterment of mankind while, at the same time, developing New World Incorporated (NWI) into one of the world's largest corporations. The Chandler Foundation, established in memory of Edward Chandler's parents, has brought disaster relief to stricken areas of the world and granted large sums of money to projects concerned with the betterment of mankind. Chandler, in his role as chairman of the board, is also responsible for most of the fringe benefits and profit-sharing plans now enjoyed by the employees of NWI. Many of these benefits are extended to foreign employees where NWI has concerns. This policy has made it easier for NWI to enter foreign economies, being welcomed by the governments concerned.

All this effort has made Chandler one of the most recognizable and popular figures in the world. He has been approached by both political parties in recent years as a possible candidate for vice president, and a populist movement during the last election year almost made him a major third party contender for the presidency. Chandler stopped the movement by publicly stating that he had "no interest in politics at this time." He has twice been nominated for the Nobel Peace Prize.

The life of Edward Chandler has been well documented by the news media. A sickly child, young Edward was sent to Europe at the age of ten, where he studied with private tutors hired by his father, owner of a moderately successful tool-manufacturing concern in Chicago. Due to his poor health, Edward lived in virtual seclusion during these years, and apparently had no boyhood friends after leaving Chicago. At the age of 18, Edward returned to America, his health improved to the point where he could enter college. Enrolling in business school at the University of Illinois, Edward soon became popular with his fellow students. His grades were very high, and his rapidly improving health allowed him to join the football squad in his sophomore year. Upon graduation, he joined his father's firm and began working his way up from the

mail room.

It was in July, 1910, while Edward was vice president of Chandler Enterprises, that his parents were tragically killed in a boating accident while vacationing near San Francisco. Edward soon took over reins of the company and began building it into an international corporation with many diversified holdings around the world. A few years later, Edward established the Chandler Foundation and began his rapid rise to world prominence.

Reality

Edward Chandler is a direct descendant of the Egyptian priest, Nophru-Ka, and has been groomed by the Brotherhood to rule the world. Born at midnight on Candlemas (Feb. 1), 1880, his parents, minor members of the Brotherhood, notified Dr. Ambrose Cornwallis in Boston of a new member of the bloodline. Realizing the significance of the birth date, Cornwallis contacted Hauptman with the information. After verifying Edward Chandler as the child of the prophecy, plans were laid for the education of the boy. At the age of ten, he was taken to Boston where, after a short stay, he traveled to Europe with Baron Hauptman. Here he dwelt in the ancient castle in Transylvania studying the arcane tomes found in the library of the Baron.

At the age of sixteen, Edward and the Baron traveled several times of the forbidden libraries of Celaeno where they studied the arcane spells used to call the Beast. His education culminated in a trip to Egypt where they met Lang-Fu and journeyed west to find the long-forgotten Well of Nophru-Ka. Here, the visions beheld by Chandler caused the awakening of long-dormant cellular memories, allowing Chandler to live a sort of dual existence with the long-dead priest. The personality of Nophru-Ka is by no means complete, but does serve to affect Chandler's personality to a great degree.

Chandler has always been careful to cover his links with the dark side, but once, as a consequence of youthful exuberance, committed an almost disastrous error. While attending a drinking party with his fraternity brothers, Edward, unused to the effects of alcohol, began hinting to his companions of the strange things that he had seen and read about. The young men did not believe Edward's wild stories, but after a few more drinks, Edward accepted their challenges, and bets were placed. After kidnaping a co-ed off the streets, the young men proceeded to a nearby park. Police, alerted by the screams, found the fraternity brothers chanting drunkenly to the sky with the poor girl tied up on the ground. The five men were arrested, but due to the influence of their families, the story was kept out of the papers and the girl's family settled out of court. This story could be discovered by persistent investigators.

Edward Chandler is always in the company of several bodyguards these days, and if any of the investigators should try to confront him, they will probably pay the consequences.

STR 14	CON 14	SIZ 13	INT 20	POW 150
DEX 16	CHA 20	SAN 0	EDU 22	HP 14

SKILLS: Read/Write or Speak English, German, Latin, Arabic, Chinese, Egyptian, Greek, French, Spanish, Rumanian 75-95%; Accounting 90%; Anthropology 65%; Archaeology 85%; Astronomy 60%; Botany 45%; Chemistry 55%; Cthulhu Mythos 99%; Geology 50%; History 95%; Law 65%; Library Use 95%; Linguist 25%; Occult 75%; Zoology 55%; Psychology 95%; Pilot Aircraft

Bullet-Proof Vest

This item is worn by Edward Chandler and is capable of stopping any bullet fired by a pistol or rifle. It covers all of Chandler's torso. Shots fired at Chandler have a 50% chance of hitting the vest, which acts as 9-point armor.

75%; Bargain 95%; Credit Rating 100%; Debate 85%; Oratory 95%; Fast Talk 75%; Sing 75%.

SPELLS: All spells found in *Call of Cthulhu* rulebook, Call Beast.

APPENDIX D

New World Incorporated (NWI)

NWI, while not the largest international corporation, certainly has diverse holdings in some of the decade's most imaginative new industries. Major interests include mining, petroleum, and the manufacturing of aircraft. Recently, NWI has acquired several shipyards on the east and west coasts, and in England, where the construction of new vessels is already underway. These ships are of a new design and are being fitted with special electronic navigational gear developed for them by another NWI company located in Oakland, California. This experimental electronics laboratory is one of NWI's pet projects, and is periodically opened for public tours. NWI has promised great boons to mankind from this facility in the future. Lesser known interests include vast holdings of stocks and bonds, interests in international banking, and a controlling interest in a little-known munitions firm in Mexico.

In Chicago, a skyscraper houses the administrative offices of the corporation. The top three floors of the building are given over to the private residence of Edward Chandler, who calls Chicago his home. His many gifts to the city over the years have elevated him to the rank of an honored citizen, and he has been allowed to erect a steel tower atop the Chandler Building to which his private dirigible is anchored.

The secret word in the business world is the NWI has stretched itself too thin as of late and that there is not enough capital to keep the corporation afloat should there be a sudden drain on finances. Rumor also has it that the federal government has begun to take interest in some of the financial dealings of the corporation. Public trust, however, is at an all-time high.

Only a very few of the corporation's highest officers have any idea of NWI's political involvements, and none know of Chandler's ultimate aims.

APPENDIX E

The Sons of Terror

Not truly a single organization but a term used by members of the Brotherhood to collectively refer to the groups infiltrated by the zombies of Dr. Dieter. These various groups were not chosen for political reasons, but on the basis of their capacity for violence, each one a fringe, radical element with suicidal tendencies. The infiltrators, over the years, have risen to positions of influence within their respective groups by being able to supply them with weaponry (NWI-supplied, of course) and will lead them in attacks. Each group believes itself to be acting alone and in its own interests, unaware that similar groups all over the

world will be attacking at precisely the same time on the Day of the Beast.

These groups will center their attacks on national capitals and military installations.

APPENDIX F

The Temples of Rhon-Paku

This is a sudden new religion that has sprung up around the world in the last decade. Its membership consists mostly of disillusioned young people who are attracted by a simple message of brotherly love with a slight, intriguing hint of the occult.

The temples are independently administered and pay homage only to Rhon-Paku, a mysterious holy man who lives in a remote village in northern India. Each temple is headed by a local follower who receives the Revelations of Rhon-Paku through the mail. The only relationship shared by the different temples is a central financial fund into which excess funds are collected to be distributed to less fortunate temples. The temples are all awaiting the announcement of a date for a special Holy Day that is soon to come, and many have received the special prayer and incense that are to be used.

The temples are of course backed by the Brotherhood, which has occasionally funneled money through the Chandler Foundation. When the special Holy Day arrives, the leaders of the temples will unknowingly lead their followers in chanting the spells that will call the monstrous Dholes down from their distant planet. The successful casting of this spell calls for the burning of incense containing the mysterious mineral Blue John.

Absolutely no one involved with the temples is aware of their actual purpose. All members and leaders are totally innocent of any knowledge regarding the Brotherhood or any other involved with the Day of the Beast. If the investigators can locate the village of Rhon-Paku, they will discover the holy man to be an aging hydrocephalic man continually tended by two sinister Chinese. The man was once considered mad by his fellow villagers, but since the coming of the Chinese ten years ago, the village has prospered and the old man is revered. The two Chinese are, of course, agents of Lang-Fu and the Brotherhood.

Temples can be found in the following locations: New York, San Francisco, Paris, London, Berlin, Mexico City, Rio de Janeiro, Brussels, Sydney, and Hong Kong. The temples have been suppressed by Islamic nations and also in Russia.

APPENDIX G

Time-Line of Events

1733 BC: Nophru-Ka is murdered by agents of the Pharaoh.

1732: The Royal Family travels to G'harne. Here they await the fulfillment of the prophecy.

1136 AD: Baron Hauptman meets Lang-Fu in Damascus. The Brotherhood of the Beast is formed.

1190: Baron Hauptman forms the Knights of the Teutonic Order as a front for the Brotherhood.

1212: Baron Hauptman is expelled from the Knights for heresy.

1240: Baron Hauptman routs invaders in Transylvania and begins construction of the castle that will house the rec-

ords of the Brotherhood.

1542: Hauptman successfully smuggles the original *de Vermiss Mysteriis* out of the prison cell of Ludvig Prinn.

1546: Hauptman is excommunicated by the Eastern Church.

1586: Hauptman is visited by the Drs. John Dee and Edward Kelly. While Dee is here, he translates the English version of the Necronomicon from a copy owned by Hauptman.

1628: Hauptman is driven from his castle by angry peasants led by the local priest Jan Savechik.

1792: The castle is reoccupied by Hauptman upon his return from America.

1880, February 1: Edward Chandler born at midnight on Candlemas in Chicago. Dr. Ambrose Cornwallis of Boston is notified of the birth.

1880, February 6: Cornwallis arrives in Chicago. Verifies birth of potential "child" and immediately wires Hauptman in Transylvania. The Brotherhood begins to move.

1880-1890: Due to the intervention of the Brotherhood, Chandler Enterprises begins to grow rapidly.

1886: Hauptman occupies a new body, Count Spanglais of Hungary.

1890, January 9: Cornwallis travels to Chicago; returns to Boston a week later in the company of young Master Edward.

1890, July 21: Hauptman arrives in Boston from Transylvania.

1890, July 29: Hauptman makes a gift of special spectacles to Dr. Cornwallis, then sails for Europe with young Master Edward.

1890, October 23: Mrs. Cornwallis dons spectacles and is attacked by a being from another dimension.

1891, July 3: Jeremy Cornwallis is born.

1891, September 14: The Cornwallis murders occur.

1896: Hauptman and Edward Chandler make a series of trips to the libraries of Celaeno over the course of a year. These trips coincide with a sudden outbreak of vampirism in the vicinity of the castle.

1897: Hauptman and Chandler travel to Egypt where they meet Lang-Fu and journey deep into the desert. After exposing Edward Chandler to the visions of the Well, they enter the tomb of Nophru-Ka. After removing specific items that are needed, they murder their guide and reclose the tomb. Back in Cairo, the trio separates and Edward Chandler returns home to America.

1898: Edward Chandler enrolls in business school at the University of Illinois.

1899: A college scandal involving Edward Chandler is hushed up.

1902, May: Chandler graduates with honors. Immediately goes to work at his father's rapidly growing firm, Chandler Enterprises.

1910, July: Edward Chandler's parents killed in sailing accident engineered by Lang-Fu and the Deep Ones. Edward is sole heir to the family fortune and takes over as the chief executive officer of Chandler Enterprises.

1913: Chandler Enterprises incorporates and begins to diversify.

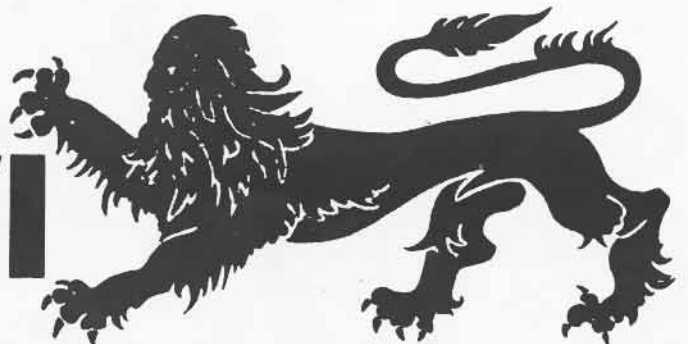
1920: Chandler Foundation formed in honor of Edward's parents. The Foundation begins awarding grants for research in science and medicine, and gives to charitable organizations.

1924: NWI secretly acquires munitions firm in Mexico.

1925: NWI acquires several shipyards.

1927: Hauptman occupies new body, formerly belonging to Lionel Newman, a young British secretary. □

NWI



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PLAY AID 1: Chapter I

Letter from Paul LeMond to his mother, found in Paul's apartment.

Dear Mom,

Sorry to have been so long to write, but I've been very busy with all the bookings that Herb has gotten for me lately. The sessions really take a lot out of me and I haven't been sleeping all that well. I'm afraid that I'm beginning to experience those same dreams again; the ones I suffered just before my attack of amnesia. It seems to be affecting my personality, I just don't seem to be able to get along with people like I might, and Velma and I have been fighting a lot. I know you don't care much for Velma, Mom, but she really is a wonderful girl and I know she loves me.

Later,

Just returned from Velma's apartment. I'm afraid we've had another fight. She said she doesn't want to see me again. I told Herb about it and he wants me to check into a hospital. He thinks I need a rest. I don't want to. I must see Velma but I don't know if I can make it . . . the huge ferns wave in the wind outside my window. Beyond those are spired buildings, . . . I don't remember the way. I'm afraid I'll get lost. I must see Velma, but the Beast waits out there. . .

PLAY AID 2: Chapter II

A series of letters from Baron Hauptman to Dr. Cornwallis.

Dear Dr. Cornwallis,

Congratulations on your discovery. All you have told me indicates that this child is the one. Praise Shub-Niggurath! The prophecy will be fulfilled!

I am enclosing copies of the lineage you requested. This should verify beyond a doubt that the boy is the One. He bears the mark, and the stars are right.

Hail Yog-Sothoth,
Hauptman

Dear Dr. Cornwallis,

Everything is moving according to plan. I should be arriving in America May 27th to take charge of young Master Edward. I hope you have properly prepared the boy for the journey. We must not lose our chances this time. The stars do not promise another birth for over a century and the Brotherhood grows impatient!

I have in contact with the parents and they understand our interest and purpose. I expect no interference from that quarter. He is the typical, short-sighted "man of business" and his company is already benefitting from his decision. They will be quite content, I think.

I will bring with me a present; a gift from the Brotherhood for your invaluable services. It is a pair of spectacles that I have constructed. I will instruct you in their proper use when I arrive.

Hail Yog-Sothoth,
Baron Hauptman

The Testament of Jan Savechik.

I, Jan Savechik, humble priest of the village of Drovosna, in the year of our Lord, 1632, do write this testament in regards to the events surrounding the actions taken by the people of Drovosna against the Baron Hauptman. This testimony differs from the version given to the legates of the Church who were sent to investigate the actions of the villagers, and is the one true version. I am writing this in private, and when finished will seal the document with wax bearing a pagan symbol to guard it against those who would use it to their own purposes, or to signal another who would stand against these forces.

In the year of our Lord, 1627, a book belonging to the Baron Hauptman came into my possession. It was a large volume, written in Greek. Its title shall not be repeated here. Blasphemous things were hinted at in the ramblings of a heathen poet who was supposed to have written the original, and protection against devils and demons were also offered to the reader.

When, in 1628, a young girl of the village was taken by the Baron and later killed and her body thrown from the castle walls, her father, in rage, assailed the door of the castle with his hands and screamed his hate for the Baron. It was then, in full sight of the village, the Baron appeared upon the ramparts above the castle gate and with his evil gaze alone, killed the poor peasant. His body lay at the foot of the castle for two days before anyone dared approach to carry it away.

It was then, though I realized I imperiled my soul, I read that accursed volume. What was spoken within those pages shook me to the very heart of my faith, and I still feel as though a cold, dark hand grips my heart.

The book told me of monstrous beings who live in another place from us and from the notes written in the margins in the Baron's hand, I knew that he worshipped these as gods, in particular, one who dwelt below the castle in a stinking pit. The book also told how to make a sign that these gods would not tolerate and would flee from. Arming the villagers with crucifixes from the church, I led them against the evil Baron.

We broke down the doors and ran through the castle, searching for the Baron. A small group of men found entrance to the catacombs below and bravely entered the dark tunnels. I followed at a distance and heard their cries ahead. I hurried on bearing the pagan symbol and the blasphemous book and rounding the corner, saw a devil, a demon that should not be. I screamed as I watched it devour the villagers, crucifixes still clenched in their hands. With gunshots and torches, we forced it back into its stinking hole, and I hammered the pagan symbol onto a great stone, which we used to seal the hole. We did not find the Baron, though his hated servants were slain, and after pulling down one of the great towers, we left the castle to its abandonment.

I never spoke of the things that I saw below the castle and it was supposed that the lost men had somehow stumbled into the stinking pit found deep below the castle. None of the men dared approach the abyss. I fear that I have risked eternal damnation for my actions, but must write them down to at least cleanse my mind if not my soul.

Jan Savechik

PLAY AID 4: Chapter III

Prophecy from the Kitab al-Azif.

“... and it was dreamed again of the priest Nophru-Ka and of the words he spoke at his death, how the son would rise to claim the title, and the son would rule the world in his father's name, and the son would revenge the father's murder, and the son would call the Beast that is worshipped, and the sands would drink the blood of the children of the Pharaoh, and this Nophru-Ka spoke.”

from the Kitab al-Azif

PLAY AID 5: Chapter III

Baron Hauptman's translation from the R'lyeh Text.

... and the Great Hall is guarded by his servants and man must bear with him the sign of the Elder ones. A wise man would not look above to these servants or they may steal a man's mind. A man should also not bear with him knowledge when he leaves, or the Sleeper will awake to take that knowledge from the man, and the man.

Writings of the Beast are found in the second gallery right, these galleries unguarded by the servants, but the wary traveler would do well to avoid others he might meet.

*Translated from the original R'lyeh Text
by Baron Hauptman, 1238 A.D.*

Katif,

A matter of urgency. Several foreigners recently appeared in Drovosna, possibly bearing information regarding our plans. They suspect my involvement. I have reason to believe that they have come across information that will lead them to the site of the tomb. They should be dealt with severely if they try to intervene. I will leave the handling of the matter up to you, but at all costs you must steal or destroy the scrolls found in the tomb should they be discovered.

Hail Yog-Sothoth
Hauptman

PLAY AID 7: Chapter V

Letter from Johnathan Harris to Edward Chandler.

Dear Sir:

Please be advised that the operation in sector A-48 is ahead of schedule and nearing completion. Dismantling of the operation will begin soon and a reduction of activity at the NWI site will also begin soon. Our allies from Y. appear to be happy with the future arrangements made for them in your plans. I believe that all will go well.

Ia Shub-Niggurath,
J. Harris

PLAY AID 8: Chapter VI*Newspaper article on Pearl Beach.*

SAN FRANCISCO--Pieces of wreckage, believed to belong to the boat piloted by Chicago industrialist Alexander Chandler were found today near a deserted beach about 20 miles north of San Francisco. This discovery confirms the belief held by authorities that Chandler and his wife Pauline are lost at sea.

Chandler and his wife were vacationing in the San Francisco area this week and were apparently surprised by a sudden storm that blew up out of the northwest. They were reported missing last night when their boat failed to return to the dock.

The wreckage was discovered by Peter Baird, described as a hermit who lives in the area of Pearl Beach.

The death of Alexander Chandler leaves only a son, Edward, as sole heir to the growing Chandler Enterprises. Memorial arrangements are still pending.

PLAY AID 9: Chapter VII*Letter from Dr. Dieter to Edward Chandler.*

Dear Mr. Chandler,

Once again I am pleased that you have chosen to ask my advice on political matters involving NWI, and am only too happy to respond.

I would first say that continued fueling of bloodshed in China will continue to create a political turmoil much like the one that gripped Russia after the revolution. I would also consider continued funding of anti-British militants in India, but refrain from helping young Congressman Nehru. I do not believe his philosophies mesh well with ours.

I cannot again emphasize how important I feel it is for NWI to continue to support the National Socialist Party in Germany. Their leader's strong beliefs in hereditary superiority indicate a common link with the Brotherhood, and I believe that if the party is informed of the goals of the Brotherhood, it will bend all efforts to see them to fruition.

Respectfully yours,
Dr. Dieter

Schemes of the Mi-Go



2305

Internationally-famous psychic, Paul LeMond, has disappeared. From the moment your investigators find him, they will be plunged into the black secrets of the sinister Brotherhood of the Beast and its inhuman masters. The investigators must traverse the globe in an effort to track down the manifestations of the Brotherhood and to find when the Day of the Beast is planned. The investigators will visit four continents and possibly an alien planet in search of occult mysteries, madness, and grisly death.

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