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Shadows of Atlantis

Lynne Hardy

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Credits

Written by
LYNNE HARDY

Savage Worlds Conversion by
DAVE BLEWER, LYNNE HARDY & JONATHAN M. THOMPSON

Edited by
LYNNE HARDY

Cover Artwork & Interior Artwork by
DIM MARTIN

Graphic Design, Layout, Cartography & Additional Artwork by
MICHAL E. CROSS

Produced & Art Directed by
CHRIS BIRCH & LYNNE HARDY

Proofreading by
THORSTEN FISCHER, RICHARD J. FORSTER, RICHARD HARDY, T.R. KNIGHT & FRANZ GEORG RÖSEL

With Thanks To
BILL BODDEN, ALEX BUND, JASON DURALL, PACO JAEN, MIKE MASON, SARAH NEWTON, ROB PALMER, LUIS ENRIQUE TORRES & GLYN WHITE

Playtesters
PAUL CRAME, JOE LOWDON, ROSUL MOKHTAR, SCOTT TAYLOR, SEAN TOLAND & GRAHAM WALES

Community Managers
ZARINA KADYLBEK, DAVE McALISTER & DAN WHORL

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35 Turneville Road, London. W14 9PS
info@modiphius.com

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Foreword from Lynne Hardy

I wonder if John Wilson realised what he was starting all those years ago when he first introduced me to ***Call of Cthulhu***...

Now that the ***Achtung! Cthulhu*** Kickstarter campaign is coming to an end, I finally have a chance to sit down and look back over everything we've accomplished in what will be (by the time this hits the bookshelves) almost three years of blood, toil, tears, and sweat (to quote Winston Churchill).

Shadows of Atlantis has been a bit of an odd book for me, because it was the first one I was originally asked to write back in 2012 and, conversely, the last Kickstarter book that I've worked on. It has involved a great deal of research about a variety of stunning places, only a fraction of which actually ended up making it into the campaign.

The largest book I'd ever written purely on my own before this (not counting my PhD thesis, which could be used to stun quite large mammals, should the need arise) was *Fields of Silver* for Pelgrane Press' ***Dying Earth*** RPG. At the time, that was quite a daunting task, but one I learned a great deal from, including the fact that sometimes you just have to take a risk and believe that you can do pretty much anything if you set your mind to it.

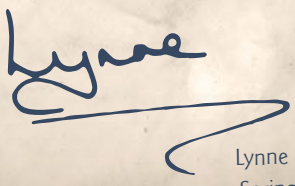
Not that *Shadows* has really been a one-woman operation; it has, like all of the other books we've managed to get to press for ***Achtung! Cthulhu***, been a collaboration between author, artist, graphic designer, and proofreader. I have been very privileged to work with an amazing team, particularly our incredibly talented artist, Dim Martin; our equally gifted layout and graphic design guru, Michal E. Cross; and my long suffering ***Savage Worlds*** rules converter, Dave Blewer (and our much shorter suffering new recruit, Jonathan M. Thompson).

In terms of our proofreaders, T.R. Knight has been there almost every step of the way to double-check we haven't done anything too stupid, as has my ever patient husband, Richard, who has constantly challenged me to up my game. Our backers have also been incredibly helpful when it comes to fact-checking and offering suggestions to help make the book as rooted in history as it can be. Their input and understanding has been most appreciated.

Of course, there are two people without whom this project could not have happened: the original co-creators of the ***Achtung! Cthulhu*** universe, Sarah Newton and Chris Birch. From their foundations, we have built an entire world of Mythos adventure for people to run amok in.

It's been a monster of a project. Things have taken far longer to produce than we expected, and we've hit pretty much every snag a company could along the way, but I hope that it's been worth the wait.

And now, I can sit back with a nice cup of tea and wait to see just where the game goes next. I hope, dear reader, that you have enjoyed the ride so far, and will continue to do so for many years to come.



Lynne Hardy
Spring 2015

Foreword from Dim Martin

When Chris Birch sent me a personal note about my DeviantArt account a couple of years ago, asking for my contribution on a World War Two/Cthulhu related book, I confess that I was a bit reluctant about committing myself to the project. You get so many messages from people over there that promise a lot but don't deliver and don't really know how to manage a project. I sincerely told him that I may have some World War Two-related images on my HD that could be of help and didn't expect he would get back to me.

Thank Cthulhu he did!

He sent me the PDF draft of Three Kings adventure, the first book in the ***Acthung! Cthulhu*** series, written by Sarah Newton, and I was immediately hooked. The attention to detail and the whole atmosphere was second to none. It wasn't just a "Nazis with monsters" tale but a well researched and historically faithful hybrid with a subtle Mythos presence—exactly the way I prefer the fiction element. Being a World War Two enthusiast, I immediately felt at home with the story. As a kid, I drew hundreds of pages that were copying those old combat comics I loved; these were my first attempts at inking and proper storytelling. I always kept in touch with the subject over the coming years, studying the history, playing related war games, etc. So, ***Achtung!*** came at the right time, opened the door and released all the images that had piled up inside my brain for years. I could literally draw anything from that period from memory, so that helped a bit! I also discovered I enjoyed drawing the Mythos bits as well; my art had always been rooted to realism, so this was a pleasant surprise.

The first iconic cover, in poster format—which was Chris' idea—was well received and so were the first two books. Then, the Kickstarter came and the rest is history. Lynne [Hardy] and the other writers did an amazing job on writing all these guides and Michal fitted all the text, maps, and images together so neatly. The art looks so much better in the books than standalone, I must admit. For the epilogue, a big thanks to all the readers and fans for the support and words of appreciation and I hope the backers I drew portraits of for the books are happy and not very angry with the result!

May you all find the Atlantis you've been searching for!



Dim Martin
Spring 2015

Introduction

INTRODUCTION

Old Sins, Long Shadows

"A myth is far truer than a history, for a history only gives a story of the shadows, whereas a myth gives a story of the substances that cast the shadows."
- Annie Besant

David Freiherr von Zelazko looked at the report with a mixture of irritation and disbelief. So, she believed she had finally found a clue to her precious Atlantis after all these years, and all because of an accident of timing. Well, lucky her.

He shook his head in an attempt to clear his thoughts. Once, he had respected Mina; respected her strength and determination, her dedication to Weissler's cause. Her betrayal had been a bitter pill to swallow, although his anger was now tinged with a melancholy that only time could bring.

But this—this was what she'd always dreamed of, what she had sought all along. And with that strutting fool Schäfer's return from Tibet, it would appear that he and this Austrian archaeologist (whoever he was) had all but handed Mina her dreams on a silver platter.

And yet, something told him that it would not be so easy for her to realise those dreams; that a civilisation which had held on to its secrets for so long would not so easily give them up just because she desired them more than anything else in the world.



The Baron settled down with his cigar. He'd been waiting a long time for this report; he might as well savour the moment.

No, the matter was far from settled. Her life had been charmed so far; the Führer's favourite, safe from the retribution she so richly deserved for her duplicity. But, he knew, time and tide, fate—call it what you will—has a way of calling a person to account for their transgressions, one way or another.

Carefully, precisely, he folded the sheet of paper and placed it in his inside jacket pocket. He would watch Nachtwölfe's progress in this matter with great interest. After all, who knew when the opportunity for a little mischief (or, rather, payback) might present itself…

WHAT IS *ACHTUNG! CTHULHU*

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

This book has been created for use with Chaosium's *Call of Cthulhu, Sixth Edition* roleplaying game and Pinnacle Entertainment Group's *Savage Worlds* system. Set in late 1939 to mid-1940, the *Achtung! Cthulhu: Shadows of Atlantis* campaign takes investigators from the cafés of pre-war Vienna to the deserts of North Africa, from the snowy mountains of Tibet to the ancient fire temples of Persia, and from the forests and plains of South America to the frozen wastelands of the Arctic Circle in search of the remains of the Palladion, the technological wonder at the heart of the fabled lost civilisation of Atlantis. Their aim: to stop the shadowy forces of *Nachtwölfe* from acquiring the artefact and using it to build super weapons that will ensure Nazi success on the battlefields of Europe and beyond.



If you are playing ***Call of Cthulhu***, look for this symbol, which highlights the rules relevant to your game.



If, on the other hand, you are playing ***Savage Worlds***, you need to look for this symbol instead.

Race Relations

Alfred Ernst Rosenberg (1893-1946). One of the earliest members of what would become the National Socialist German Worker's Party (NSDAP, or Nazi Party), Rosenberg is actually born within the Russian Empire and only flees to Germany when the anti-Bolshevik counter-revolution of 1917 fails. Once there, he finds work on the *Völkischer Beobachter* newspaper and joins the Thule Society. A thoroughly unpleasant man and a rabid anti-Semite, in 1930 he pens the turgid and allegedly unreadable book *The Myth of the Twentieth Century*, where he raises the so-called "Jewish question", and becomes the Nazis' leading racial theorist. In 1934, he establishes *Amt Rosenberg*, the Nazi cultural policy & surveillance unit, which includes its own group of archaeologists devoted to furthering Rosenberg's own skewed view of Germanic history.

In ***Achtung! Cthulhu***, there is an uneasy relationship between Rosenberg's archaeologists (who see themselves as having far greater professional integrity than their rivals) and those working for Himmler's *Ahnenerbe* (and, by extension, those who actually work for Black Sun using the *Ahnenerbe* as a cover). Rosenberg frequently clashes with Reinhardt Weissler, Black Sun's Exarch, although he does not realise the potential danger this places him in; nor does he understand the true nature of Weissler's machinations, seeing him only as a rival plunderer of the world's rich archaeological resources (see the *Keeper's Guide*, p.81, for more information).

A LOST HISTORY

According to Plato (the widely accepted font of all historical knowledge on all things Atlantean), the fabled island of Atlantis belonged to the god Poseidon and was destroyed by an inundation following a massive series of earthquakes. For centuries, his dialogues on the matter, *Timaeus* and *Critias*, were held to be either historical fact or sharp political allegory by academics, mystics, and those seeking to further their own ends. However, Plato's telling of the tale is incomplete and fragmentary, based on a tissue of truth and a great deal of fancy. Still, at the heart of every good myth there is a kernel of veracity, however small; and it is no different for Atlantis.

There have been many theories over the years as to where Atlantis lies. In one Greek legend, at the end of the *Okeanus Potamus*, the ocean stream, is the holy island of Alba (the "Island of Snakes"), sacred to Apollo, which could well be the mythical land. Francis Bacon placed it in the Americas; Olaf Rudbeck in Sweden, where he named it *Atland* ("Fatherland"). Other theories place it within the Mediterranean Sea, in the centre of the Atlantic Ocean, in Antarctica, or off the coast of India; even Troy has been mentioned as a possible location (a far more accurate prediction than many would care to believe).

The Nazis, for their part, believe in a more northerly Atlantis: Hyperborea. As with holy Alba, it was dedicated to Apollo but lay beyond the north wind, Boreas. Alfred Rosenberg believes that the Atlanteans were a Nordic race from which modern-day Germans are descended. Julius Evola, an Italian Baron and fascist esotericist (p.46), similarly believes that the Atlantean race were the descendants of Nordic Hyperborean supermen from the North Pole. In his eyes, these Hyperboreans were responsible for all of the



high cultures of the world, East and West (including Rome, Greece, Germany, China, the Egyptians, Persians, Incas, and Aztec, as well as Atlantis itself).

Neoplatonists claim that there are hidden pillars in Egypt which preserve the story of Atlantis and those who escaped. Edgar Cayce, an American psychic (p.11), believes that rather than pillars, there is an Atlantean Hall of Records hidden somewhere in the Egyptian desert, possibly even beneath the Sphinx itself. Cayce also believes, similarly to Theosophist William Scott-Elliot, that the Atlanteans were possessed of advanced technology, including flying vehicles powered by mysterious energy crystals. Some (including a few amongst the Nazis) believe that these crystals may be related to the cosmic elementary power and latent energy source "vril", described originally by Edward Bulwer-Lytton; a force which could be moulded by the power of the mind.

Of course, the true history of the world is far more complex. According to those who claim an understanding of the Mythos, millions of years ago a pre-human civilisation arose on the continent of Hyperborea, which lay at a then temperate North Pole. It flourished for millennia until a cataclysm destroyed it. The survivors fled south to Atlantis, driving out the serpent people from their second kingdom and appropriating their technology, which was much superior to their own (a great deal having been lost or forgotten after the destruction of Hyperborea).

The Atlanteans continued to refine their stolen technology and wage never-ending war against the serpent people, transforming their island home into a well-defended paradise of learning and achievement. They discovered orichalcum and mined it assiduously, covering everything precious in it as well as putting it to a variety of more practical uses. They also developed the Palladion, a complex machine which harnessed the energy-carrying capacity of the crystalline deposits found alongside the orichalcum; a machine whose properties enabled their city and empire to reach ever new heights of sophistication (as well as keeping their mortal enemies at bay).

But the Atlanteans dug too deep in their search for power, both literally and figuratively. The original golden crystals they discovered had only a small latent energy signature and had to be "programmed" in order to carry out their respective tasks; raw crystals, although very pretty, were almost useless unless processed correctly. However, the crystals also contained within them an intrinsic flaw, which proved to be a gateway for the consciousness of the Outer God, Daoloth.

Precious Metal?

Although modern scholars are at a loss as to the exact nature of orichalcum, the Atlanteans were almost as obsessed with it as they were with the golden crystals they found beneath the island and scattered across their dominions. The name, which very roughly translates as "mountain metal", is less than illuminating, and there are some theories that it might not even be a metal at all but solidified tree resin; that is to say: amber.

The Palladion

Carved from the golden crystals mined from beneath Atlantis and set into exquisitely modelled glass and blood-red orichalcum mounts, the Palladion is both a beautiful and immensely powerful ancient artefact.

There are five individual pieces that make up the Palladion: a central power source, a defence shield, a weapons system, an observation device, and a time-monitoring component. Although each of the individual elements contains their own finite power reserve, the ancillary systems require the main energy source and each other in order to work to their full potential; making the combined Palladion something which is far greater than the sum of its respective parts.

Being the largest and purest ever mined by the Atlanteans, these particular crystals proved to be remarkably resilient to Daoloth's attempts to infiltrate them and, at the time of Atlantis' destruction, they had yet to become corrupted by the Keeper of True Names.

Its curiosity piqued by the ripples of energy emanating into its dimension from the manipulated crystals, the god's tentative questings into our reality tainted the crystals (both raw and processed), slowly turning them blue. The god's presence also twisted the minds of those using the crystals (the *Keeper's Guide*, pp.100-101), a somewhat ironic fate, given the high regard for Daoloth amongst Atlantean scholars. As a result, the once refined culture began to descend into barbarity and their warmongering spread beyond their ancestral enemies, the children of Yig, and out into the wider world.

Greedy, corrupt, and in constant need of ever more power and material wealth, the Atlanteans' search for crystals with which to power their technology escalated, and in doing so, they sealed their doom. One particular excavation disturbed the nest of that most ancient and gigantic chthonian, Shudde M'ell, destroying countless eggs and larvae in the process. The god's wrath at such a wanton act of vandalism was immense, and it swore vengeance against the city and its inhabitants.

There were some, though, who had realised the dangers facing their people. They had grown alarmed by the changing colour of the crystals, the strange whispers in their minds, and the increasingly feral nature of far too many of their brethren. Plans to seek a new home were already in place when the great worm finally launched its devastating attack on the island in retribution for the slaughter of its offspring. The wisest fled in order to establish new civilisations elsewhere away from the corruption they saw all around them, each taking a precious piece of the Palladion with them.

In many respects, their escape guaranteed Atlantis' immediate destruction; had they left the Palladion in place, the island may well have withstood the subsequent massive earthquakes and tidal waves caused by Shudde M'ell's reprisal. As it was, the city and the island were drowned by the sea and lost to all but memory.

And so the survivors of Atlantis sought out new homes and began new civilisations, each aware that the others had survived but maintaining their distance in order to avert the tragedy they feared should the pieces of the Palladion (which they had come to view as the embodiment of Atlantis' woes) ever be brought back together again.

Gone But Not Forgotten

The legend of Atlantis holds great sway over the imagination of mankind, and is a firm favourite with those of a mystical bent who seek its wisdom, location, and power. By the 1930s, there are many well-known stories regarding its existence and history. Below is a summary of the more widely accepted or currently popular theories and their proponents, such as those the player characters might be aware of. Some hint at the greater, hidden truth, whereas others are mere flights of fancy.

PLATO'S ATLANTIS

The oldest, and probably best known, legend of Atlantis is that penned by the master Greek philosopher and mathematician, Plato, in around 360BC. His first volume to mention the lost civilisation is the *Timaeus*, where he introduces the character of Solon, a great statesman and son of Athens, who receives the story of Atlantis' rise and fall from Egyptian priests at the Temple in Saïs. The bulk of the legend is reserved, however, for the *Critias*, in which the eponymous narrator describes the tale Solon tells to one of his distant ancestors regarding the fabled city.

Placing Atlantis' destruction at around 9,600BC, *Critias* first describes how the earth was apportioned amongst the gods according to lot. Atlantis belonged to the ocean god, Poseidon, who divided it between ten of his children (five sets of male twins born to him by the mortal woman Cleito).

By the 1930s, there are many well-known stories regarding the existence and history of Atlantis.

The first of these children was Atlas, overall King of Atlantis, who ruled from his mountain at the centre of the island. His twin administered the portion of the island facing the Pillars of Hercules, the ancient name for the rocks which flank the Straits of Gibraltar, the entrance to the Mediterranean Sea from the Atlantic Ocean. (Coincidentally, the Pillars also go on to form part of Section M's insignia.) The other four sets of twins split the rest of the island between them.

The *Critias* contains a detailed description of both the island and Atlas' city, carved by the demi-god from the

central mountain and ringed by three huge moats gouged from the island's bedrock. Between each moat lay a portion of the city, built from the black, red, or white stone dug from the moat that surrounded each section, their outer protective walls covered in orichalcum, brass, or tin, respectively. Bridges and tunnels connected the different parts of the city and a great canal stretched down to the sea. At the very centre of the city lay the Temple of Poseidon; and at its heart stood a pillar of pure orichalcum, carved with the Laws of Poseidon and a history of the first Princes of Atlantis.

Originally a utopia, Plato's Atlantis became warlike and belligerent, and sought to enslave the lands surrounding it. The reason for the fall is blamed on the loss of the divine spirit from Atlas' descendants. Only Athens had the courage to stand against Atlantis and drove the Atlanteans back to their island. Zeus, dismayed by what Poseidon's descendants had become, vowed to punish them. The island was then destroyed, sinking beneath the waves of the Atlantic Ocean after a massive earthquake brings about a devastating flood.

What happens to the Atlanteans after the flood is unknown, as Plato never completed the story.

DONNELLY'S ATLANTIS

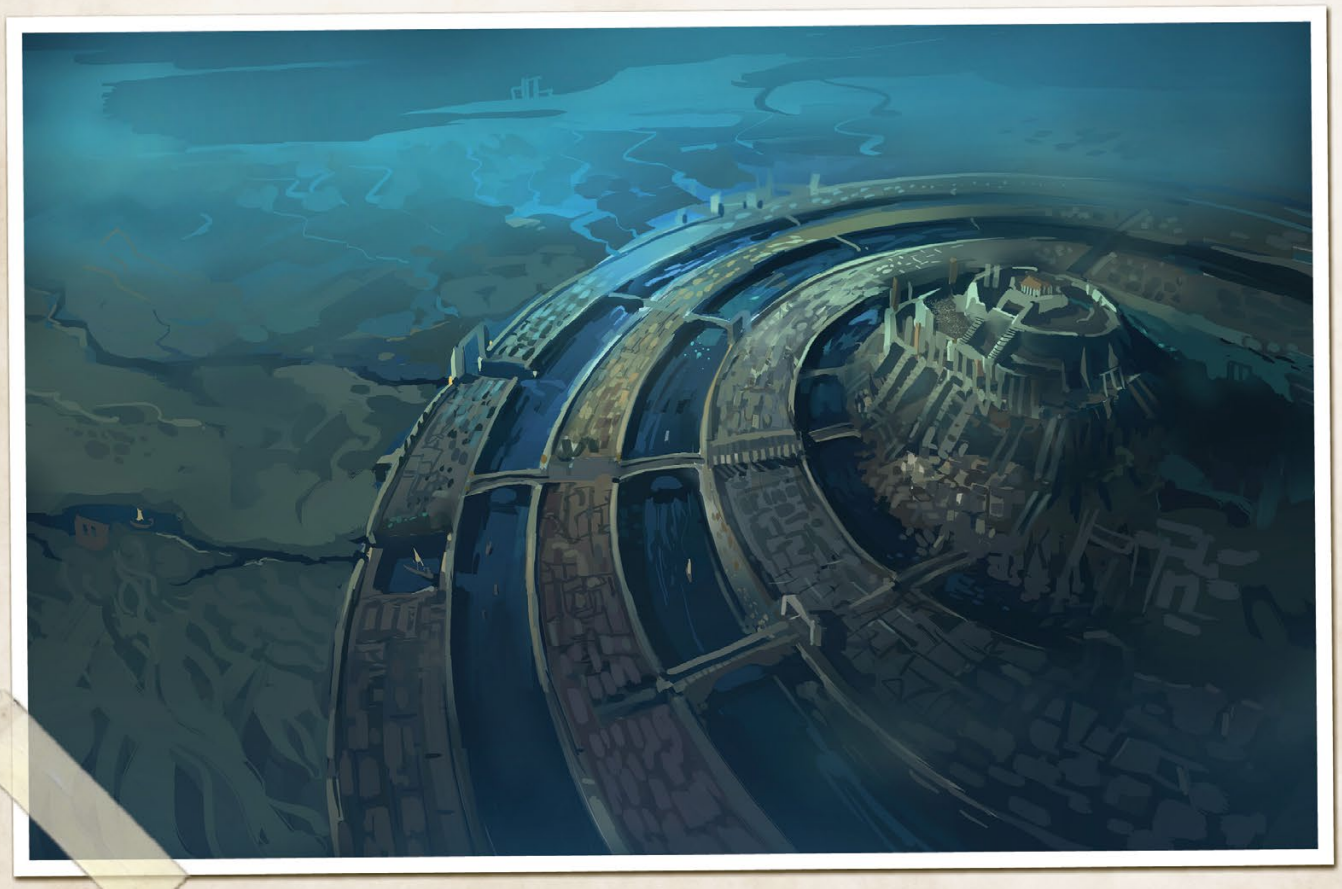
Written by US Congressman, fringe scientist, and author, Ignatius L. Donnelly, *Atlantis: the Antediluvian World* brings Plato's legend to an entirely new audience. Published in 1882, the book takes Plato's description of the lost civilisation as absolute fact whilst introducing some unusual additional elements, such as the Atlanteans being a race of sun worshippers who founded many of the world's greatest ancient civilisations (whose deities were a confused race memory of the island's rulers and heroes). He also posits that Atlantis was a highly technical civilisation, whose discoveries were not far removed from those of 19th Century America (and, in some respects, beyond them).

In his speculative, somewhat fanciful (and repetitive) thesis, Donnelly attempts to tie civilisations from across the globe tightly together by way of their languages, myths, and belief structures. One of his main assertions is that the deluge which destroys Atlantis is recorded in the Bible as the Great Flood, a catastrophe which also crops up in the legends of many other cultures.

In terms of location, Donnelly believed that the islands of the Atlantic were all that could now be seen of Atlantis' mountains and that Greenland once formed the island's northern tip.

THE THEOSOPHISTS' ATLANTIS

Helena Blavatsky, Russian occultist and co-founder of the Theosophical Society, in her first major work, *Isis Unveiled* (1877), initially places Atlantis to the south of Asia. Its inhabitants were, she claims, a race of powerful mediums and magicians who were corrupted by an evil serpent deity; their misuse of black magic led to great conflict and, eventually, the civilisation's destruction.



However, by the time of *The Secret Doctrine* (1888), a book based to a large extent on the various writings of other Theosophists over the intervening years, the island had moved to a mid-Atlantic location and back hundreds of thousands of years into the past. The Atlanteans had become the world's fourth root race (modern humans being the fifth): a race of psychic giants given to building cyclopean structures; a highly advanced race with mastery over science and technology, whose records were preserved on the skins of gigantic ancient monsters. Warped magical practices and war were still the cause of the island's downfall, with the last piece of the fabled continent, Poseidonis (Plato's Atlantis), disappearing below the waves around eleven and a half thousand years ago. The descendants of the few remaining citizens of Atlantis, much reduced in circumstance and power, were responsible for building the first Egyptian pyramids.

Later Theosophists, such as Scott-Elliott and Charles Leadbeater, refined the story even further, delineating factions amongst the Atlanteans that would wage internecine war against one another for overall supremacy. They added flying "air-boats" and amazing metal alloys to the Atlanteans' technological achievements, whilst others credited them with creating incredibly destructive weaponry (although this was not an officially sanctioned view).

THE WORLD ICE THEORY

Created by Austrian engineer Hanns Hörbiger, the *Welteislehre* (*WEL*, or World Ice Theory) provides little in the way of detail on Atlantis, but does suggest yet another alternative theory as to how it came to be destroyed. First published in 1913 under the alternative name *Glazialkosmogonie* (*Glacial Cosmogony*), according to Hörbiger, ice is the fundamental building block of the universe and all creation comes about through the explosive interplay of fire and ice.

The book also describes how the Earth has captured many moons over its long history, with each one doomed to spiral ever closer before crashing into the planet's surface, triggering cataclysmic upheavals and plunging the world into yet another Ice Age. The capture of the current moon not only caused gigantism amongst the Earth's animals and men, but the accompanying tidal disturbances drowned Atlantis.

Although not a particularly popular theory outside the Third *Reich*, Heinrich Himmler is a great proponent of the *WEL* as it perfectly suits Nazi "Nordic" sensibilities, not least because it stands in direct opposition to Albert Einstein's "Jewish" Theories of Relativity. In 1936, the *WEL* is given official SS patronage, having previously been sponsored by the *Sturmabteilung* (SA; the *Keeper's Guide*, p.16).

CAYCE'S ATLANTIS

Although known mostly to those seeking treatment for ill-health and information on their past lives, the American psychic Edgar Cayce (p.11) begins giving "readings" about Atlantis in the early 1920s and on through the 1930s. Heavily influenced by the Theosophists and 19th Century French occultists, Cayce describes Atlantis as a highly advanced, technological society split into two opposing factions: one pure and noble, one wicked and corrupt. Amongst their technological achievements were submarines, flying craft, and a "firestone" that could absorb the energy of the sun and be used to power the city.

Like many of those before him, Cayce believes that Atlantis was destroyed in multiple phases, millennia apart, with the last destruction corresponding to that described by Plato. The first cataclysm was caused by the use of technology to destroy the gigantic carnivorous monsters roaming the earth at that time; the second by internal warfare between Atlantis' two factions when the energy of the firestone was unleashed (possibly by accident) to devastating effect. Some of the noble Atlanteans fled to Egypt and a variety of other locations during this period, establishing refugee colonies and developing their own civilisations.

The last remaining island, Poseidia, was lost thanks to massive land upheavals caused by the still ongoing war and the complete and utter depravity of the now-ruling corrupt faction. All that remains of the former glorious civilisation, according to Cayce, is the island of Bimini in the Bahamas, a revelation that comes to him after a treasure-hunting trip there in 1927.

Cold As Ice

Hanns Hörbiger (1860-1931). Born in a suburb of Vienna, Hörbiger originally trains as an engineer and has a successful career as both that and an inventor, establishing his own business in Budapest before moving back to his home city in 1903. The basics of the *Welteislehre* come to him in a dream after his personal revelation that the moon is, in reality, covered entirely in ice, but it is almost twenty years before he publishes his fully-realised theory. His son, Alfred, takes over the family business in 1925 to permit his father to concentrate on his "scientific" research for the remainder of his life.

In the early 1920s, two institutes are established in Vienna devoted to promoting his *WEL*: the *Kosmotechnische Gesellschaft* and the Hörbiger Institute. The *Kosmotechnische Gesellschaft* ceases to exist after the *Anschluss* in 1938, when the Nazis seize its assets and archives for the *Ahnenerbe* and force its closure. The Institute, home to Hörbiger's scientific papers and objects collected in support of the *WEL*, narrowly escapes a similar fate only because a Special Commission decrees that its contents are actually the private property of Hörbiger's sons.



CAMPAIGN BACKGROUND

The survivors who came to rest in Egypt recorded where each "tribe" of Atlanteans did (or would) eventually settle. At Saïs, they created what many would regard as the sister of the Rosetta Stone, which was itself originally erected in the same temple before being moved to the site at Rosetta where it was rediscovered in 1799. In reality, the Atlantean carving is far, far older than its famous sibling, and has a much greater tale to tell. In fact, it was the priests of Saïs who related the story of Atlantis to the wandering scholar Solon, in whose papers Plato found the ancient fable.

This other "Black Stone" stele was written in hieroglyphics, hieratic (the written language of ordinary Egyptians which later developed into Demotic), and a strange rune-like script which, although very similar to futhark (the Germanic runic alphabet), represented no currently known language. It was discovered buried in a field outside Sa el-Hagar (the village built on the remains of Saïs) at the beginning of the 20th Century by archaeologists from the *Deutsche Orientgesellschaft* (DOG).

At the time, the stone was regarded as something of an oddity because of the third language, but it did direct the DOG to begin work at Amarna, the city of the sun-king Akhenaten, 194 miles (312km) south of Cairo. The DOG abandoned their work and were disbanded at the outset of World War One, their papers (including rubbings and a transcript of the writings on the stone) being archived in Berlin and all but forgotten, except by a select few.

The Sleeping Prophet

Edgar Cayce (1877-1945). Born and raised on a Kentucky farm, young Edgar reveals his psychic "gifts" early in life. Unable to complete his schooling due to his family's poverty, Cayce takes up various jobs, including as a photographer. He loses his voice for over a year and self-diagnoses and heals himself whilst under hypnosis. As a result of his experience, he begins to help others with their illnesses and establishes quite a reputation as a holistic healer.

Each diagnosis, or "reading", takes place in a trance-state, during which Cayce answers questions put to him by another person. It is while in this state that he first begins to speak of reincarnation (something at odds with his deeply held Christian worldview) and Atlantis. Cayce founds the Association for Research and Enlightenment in 1931, and dies in 1945 as the result of a stroke. Many believe over exertion trying to contact the spirits of American soldiers missing in action contributes to his demise.

The Third *Reich* and its associated occult groups begin their "research" into Germanic history and the legends of Hyperborea and Atlantis in earnest in the 1930s. Word eventually seeps out into the wider academic community, and Dr. Botho Ehrlichmann, an archaeologist who trained under one of the DOG expedition members, recalls his mentor discussing the strange, proto-Germanic runes he had found on the Black Stone over thirty years before. Intrigued by the possibilities,

Ehrlichmann unearths the papers from the archive and sets to work. His initial translations of the stele seem to align with the discoveries of Franz Altheim, who in 1937 finds odd runes in Italy suggesting that Rome is of Atlantean (and therefore, originally, Hyperborean) descent.

It has taken Dr. Ehrlichmann a considerable time to carry out his own translation of the DOG's transcripts but, by the summer of 1939, he is confident that he has deciphered their meaning. The Black Stone lists, in terms couched in metaphor and riddle, the locations of five civilisations established across the globe by the survivors of an even older culture. However, as a serious scholar, he cannot bring himself to name that culture as Atlantis. The stele also hints at a fascinating secret within each of the fledgling colonies: a piece of the very heart of the ancient civilisation itself! (Although what that could possibly be, he has no idea.)

As if this discovery is not enough in and of itself, the return of Dr. Ernst Schäfer from Tibet in August, 1939, brings yet more revelations. As well as having all 108 volumes of the holy Tibetan scripture, the *Kangyur*, and the so-called Iron Man statuette (p.118), Schäfer's team has also acquired another manuscript: *The Book of the Machine*.

The community of blue-robed Tibetan monks based in Berlin begins translating the book immediately, and their early work on this strange tome uncovers the description of a fantastical device "of glass and precious metals" rescued from the Kingdom of the North after the fall of the Golden City. The author claims that the pieces of the device were scattered to the distant corners of the Earth for their own protection and outlines, in somewhat flowery terms, what each piece is supposed to do.

Intriguingly, the number of fragments in the Tibetan manuscript corresponds to the number of locations described on the Black Stone, suggesting that the "heart" described therein is, in fact, the "machine" of the book's title. Although the book has not been fully translated yet, its existence is further evidence that Ehrlichmann has stumbled across something very important indeed.

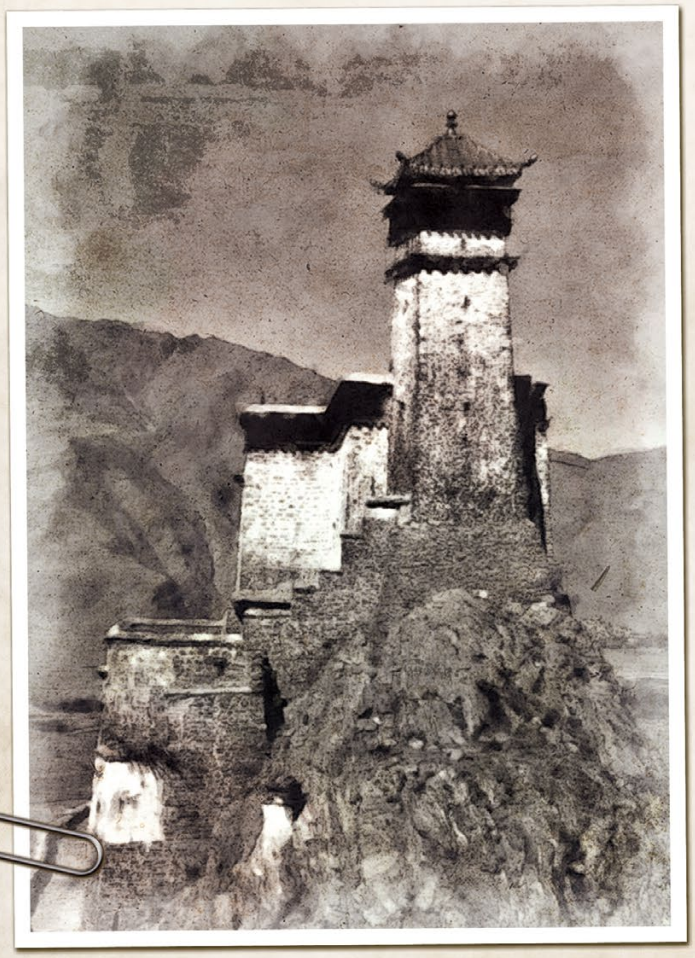


Photo: Ernst Schäfer—*Tibetexpedition, Kloster, Yumbu Lagang, 1938* – Bundesarchiv, Bild 135-S-15-12-21 / Schäfer, Ernst / CC-BY-SA

CAMPAIGN OVERVIEW

Word of the existence of the Black Stone of Saïs and *The Book of the Machine* has reached both Reinhardt Weissler and Mina Wolff, and both feel as if they should have the exclusive right to exploit them in the furtherance of their respective causes; Weissler because he believes that escaping Atlantean sorcerers may have carried with them the secrets of their Hyperborean forebears and, therefore (conceivably, at least), the key to freeing the Black Sun; Wolff because she believes the ancient technology will give her the knowledge she needs to develop a new and terrible arsenal for her beloved *Führer*.

A flurry of letters wing their way between the faction leaders and their patrons, both sides stating (as far as they dare) the reasons why this precious and potentially highly lucrative project should be theirs. Himmler even attempts the gambit that, because part of the information has come to the *Reich* through an *Ahnenerbe*-sponsored mission (Schäfer's), then any extension to that expedition should be within his purview. At the end of the day, much to Himmler's chagrin, Hitler awards control of both the Black Stone research and *The Book of the Machine* to *Nachtwölfe* due to its perceived technological nature.

And so, *Projekt Atlantis* begins: the hunt for the remnants of the lost civilisation and an incredible machine that could power the Nazi war machine and spell doom for the Allies...

Mysterious books, powerful relics, lost kingdoms, and ancient gods— this should prove interesting.

-R.D.



Photo: Frankl, A. - Berlin, Brandenburger Tor und Pariser Platz, 1939 - Bundesarchiv, B 145 Bild-P015394 / Frankl, A. / CC-BY-SA

HOW TO USE THIS BOOK

Achtung! Cthulhu: Shadows of Atlantis is divided into three "adventure books" based on where the action is taking place: Europe and North Africa; the Middle East and Asia; and South America and the Arctic Circle. As written, the campaign assumes that there are multiple teams investigating the revelations discovered in *The Book of the Machine* and inscribed upon the Black Stone. These teams are provided for each section in the form of pregenerated characters (**Book Four**; p.279), but advice is given for how to adapt the scenarios for your own investigators (see the **Pregen or Not Pregen?** sections in each book for further information); there are also notes on how to run the campaign with one team from start to finish.

With the possible exception of the first adventure (set in Vienna and Rome) and the final one (set in Greenland), there is no particular order in which the scenarios need to be run, allowing the investigators, and players, to dot about the world and visit the plot in whichever order most appeals to them. (Although it might be a good idea for the players to at least give their Keeper a little advanced warning as to where they would like to go next to allow him to be properly prepared!)

Achtung! Cthulhu Skill Difficulties

There will be certain situations in an ***Achtung! Cthulhu*** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. Further details of these can be found on p.61 of the *Investigator's Guide*, or the *Keeper's Guide*, p.159.

Cth In this book we have introduced a new designation: *Extreme*. In this situation, the skill's value is divided by five and rounded down. So an investigator with Spot Hidden 30% facing an *Extreme* challenge would need to roll against a modified skill value of just 6%. The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Sav ***Savage Worlds*** already has modifiers built into its skill system but, to reinforce those rules, we will highlight some of the important bonuses and penalties here. An *easy* roll is +1, or +2 to the roll on top of whatever the character gets from Edges; a *difficult* roll is -1 or even -2, and an *extreme* roll is an eye-watering -4.



The events within each scenario are presented as a series of set piece or location "episodes". Although they have been placed in one potential order, the exact sequence in which these episodes are visited after the initial trigger encounter should not affect the flow of the story, enabling investigators to explore each episode in the order they wish.

A NOTE ON TIMING

The events of this campaign begin in late August, 1939. This sets them after the events described in *Achtung! Cthulhu: Zero Point—The Three Kings*, but before the creation of Section M in October, 1939. As written, the investigative teams are drawn into the fledgling British occult agency as the story unfolds around them.

However, once the investigators have visited Rome, the exact timing of the campaign becomes somewhat elastic as not every group will tackle the story in quite the same way. As this is a globe-trotting adventure, it is suggested that, where possible, the events of the campaign are completed by June, 1940 (i.e. during the time of the Phoney War) in order to permit relatively unhindered transportation between the different locations.

Scenario Overview

The first adventure book takes the investigators from occupied Vienna on the eve of war to the capital of Fascist Italy in search of the truth about a murdered man, a missing Section D agent, and a secret hidden beneath the streets of the Eternal City for more than a millennium. From there, the action moves to Egypt in an attempt to uncover the truth behind the Black Stone and find the whereabouts of a second section of the Palladion.

In the second book, the focus shifts to the mystical East. Events take an unexpected turn on a flight from Calcutta to Delhi, and the team find themselves lost in the Forbidden

Heavy Hitters

Cth In-keeping with the advice given previously in *Achtung! Cthulhu: Zero Point—Heroes of the Sea*, if you want your campaign to have a more pulp-action feel to it, and give your investigators a greater chance of surviving the chaos and carnage all around them, then follow the suggestions below:

INVESTIGATORS

Instead of calculating an investigator's Hit Points using the formula (CON + SIZ)/2 and rounding up, instead just add together CON and SIZ to give the total number of Hit Points.

NPCS

Calculate the Hit Points of any "cannon fodder" NPCs as (CON + SIZ)/4. Any mid-ranking NPC's Hit Points can be found by using the standard calculation of (CON + SIZ)/2, with only high-ranking, story crucial NPCs having CON + SIZ Hit Points (at the Keeper's discretion).

Sav Of course, ***Savage Worlds*** is already a pulp-action game, and the appropriate rules for dealing with "throw away" NPCs (as opposed to main antagonists and nemeses) can be found in the core ***Savage Worlds*** rulebook, **Chapter 6—Game Mastering: Extras**.

Opening the Tool Box

As well as the core encounters in each episode, the Keeper will also find additional suggestions that are intended to be used as a toolkit, providing inspiration, adding new dimensions to the adventure, or helping to flesh out the location in which the scenario takes place (in case the investigators should ever find themselves in that part of the world again or are looking for extracurricular activities).

A Note on Page References

Throughout this adventure we refer to pages in the ***Call of Cthulhu, Sixth Edition*** rulebook, *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *the Keeper's Guide to the Secret War*. These are abbreviated, where necessary (such as in stat blocks), as "***CoC6***", "*Investigator's Guide*"/"*IG*", and "*Keeper's Guide*"/"KG", respectively.

Kingdom of Tibet, where they are asked to aid an old man in his quest to disrupt communications between a sect of rogue monks near Shigatse (the home of the Panchen Lamas) and Berlin. Back on their original schedule, the team must hope that they are not too late to prevent a dangerous weapon from falling into the hands of their enemies. And then there are rumours of strange deaths in Persia, linked to the country's ancient fire temples and a beast that stalks the desert eating its victims eyes...

Book Three deals with events in Peru, where the government has asked for a neutral escort party to accompany a German expedition into the Lambayeque region to discover the fate of an earlier group of researchers. When they find only one survivor, do they believe his version of events and can they avoid the original group's grisly fate?

The final adventure begins at a debriefing meeting in London, where the success (or failure) of the missions so far are discussed alongside plans to discover what *Nachtwölfe* are up to in the frozen wastes of Greenland. A specialist team is assembled to travel to the Arctic Circle and stop whatever Mina Wolff's men are planning. But will they prove to be victorious, or will they find themselves trapped in the past with a civilisation tumbling down around their ears?

I WANT DOES NOT ALWAYS GET

There is every chance, depending on the style of your campaign, that the investigators may actually end up being lucky to escape with their lives, let alone all of the pieces of the Palladion. It is not the end of the world (yet) if one or more pieces of the Machine slip through their fingers. There is always the option to attempt to retrieve a "lost" piece, which could allow the investigators to further explore far-flung locations and expose *Nachtwölfe's* insidious schemes.

Losing a piece of the Palladion to the enemy also adds extra spice to the story, which can make the investigators even more determined to thwart their nemeses' plans, as well as making any eventual victory that much sweeter.

Deutsche Reichspost
Telegramm

MY DARLING B.

I SHALL BE HOME SOON - THESE BUSINESS TRIPS ARE SUCH A NUISANCE WHEN THEY KEEP US APART. I DO HOPE THAT YOUR MEETINGS ARE GOING A LITTLE MORE SMOOTHLY AND NOT INTERRUPTING YOUR RESEARCH TOO MUCH. YOU CAN TELL ME ALL ABOUT THEM WHEN I SEE YOU AT THE WEEKEND!

WITH FONDEST AFFECTION,
GISELA.

• Book One •

Europe & North Africa

CHAPTER 1

The City of Broken Dreams

"Heroes need monsters to establish their heroic credentials."
- Margaret Atwood

This chapter introduces what is, in 1939, the fourth largest city in Europe: Vienna, the capital of the former Federal State of Austria prior to its annexation by Germany in March, 1938. It also introduces the investigators to the mystery of the Palladion via an unusual request from an old acquaintance...

GAZETTEER: VIENNA

Also known as Wien, the former administrative centre of the Austro-Hungarian Empire sits in Lower Austria at the gateway between East and West, nestled on the edge of the Vienna Basin beside the mighty Danube. Located at the point where the Amber Road crosses the river, the city can trace its ancestry all the way back to pre-Roman times.

Often described as a smiling face without a soul, Vienna has an odd relationship with the rest of Austria, both politically and socially, and there has long been tension between the refined, cultured capital and the parochial countryside which makes up most of the nation. (Approximately forty percent of the country is forest and woodland, with farmland constituting a further fifty percent.)

The East March

When the Romans arrive in around 15BC, they rename the Celtic settlement they find perched beside a branch of the Danube "Vindobona"; located roughly on the site of the Hoher Markt, it is here that the great Marcus Aurelius dies in 180AD. A century later, the Romans introduce viticulture (the art of growing vines for wine production) to the region, a tradition that can still be enjoyed in the local *Heurige* (vintner's pubs), where a Scots pine branch (*Buschen*) above the door signals the arrival of this year's *heuriger* wine.

It is not until much later that Vienna begins to take on the name by which it is most famously known. Bavarian invaders reach the Wienerwald (often translated as the Vienna Woods) in the 8th Century, bringing the area under the control of Charlemagne when he deposes the Duke of Bavaria in 788 and subsequently forms the Marchia Orientalis ("East March" or Ostmark) to protect his eastern frontiers.

Wenia (Vienna) is first seen listed in the Salzburg Annals almost one hundred years later, and is granted its official town charter in 1221. The Ostmark is transformed by Frederick Barbarossa into the Duchy of Oesterich (Austrie), ruled initially by the House of Babenberg and then the Kings of Bohemia, before ending up in the hands of the Habsburgs in 1278 when Rudolf I kills King Otakar in battle.

Over the next few centuries, Vienna is fortified against incursions from the East. The Holy Roman Emperors make the city their home in the mid-15th Century and, with only a few minor interruptions, remain there until 1806. It is also from the 15th Century onwards that Vienna becomes a target for invasion, first by the Hungarians and then the Turks of the Ottoman Empire; the Thirty Years War (1618-1648) is widely credited as preventing the city from developing into a major cultural centre until much later than its more westerly compatriots, London and Paris.

The Turks did bring one useful addition to Viennese culture with them when they returned to besiege the city yet again in 1683: coffee. A Polish gentleman called Kolschitzky (or Kulczycki) allegedly founds the first coffeehouse around this time, giving rise to one of the greatest Viennese traditions.

Although still very much present, the power of the monarchy in Austria begins to wane with the ascension of Queen

Kahve

The Viennese coffeehouse is a wonder to behold: marble tabletops, gilded mirrors, huge plate-glass windows, copper kettles full of coffee, newspapers on frames, and delicious pastries. Coffee is always accompanied with one or two glasses of cold water, silently and efficiently refilled by the discreet serving staff, and can be ordered in a variety of styles, including the *Einspänner* (a strong black coffee, served in a glass and topped with whipped cream; a favourite Viennese concoction).

The coffeehouse forms the centre of social life within the city, and is a place to come and while away the hours, engage in conversation with friends and colleagues, catch up on international news, or just indulge in card and board games (such as chess). Two well-known examples are Café Central (opposite the Landhaus, the provincial parliament of Lower Austria) and Demel's (located in the Kohlmarkt).

Here, There & Everywhere

Having dominated the life of Vienna for more than six hundred years, the Habsburgs maintained a macabre tradition in death. The Emperors and Empresses could only be buried in the *Kaisergruft* ("Emperors' Crypt") of the Kapuzinerkirche (Capuchin Church), located in the Tegetthoffstrasse, after their hearts and entrails had been removed; the hearts were placed in small, silver urns in the *Herzgruft* ("Heart Vault") in the Augustinerkirche, in the Josefsplatz, while the entrails were interred at the Stephansdom (St. Stephan's Cathedral), in the Stephansplatz.

Maria Theresa in the mid-18th Century. A highly influential ruler, she creates a centralised system of government at the expense of her own personal authority. In 1804, Vienna becomes the capital of the Austrian Empire and is besieged a year later by Napoleon during his rampage across Europe. The city also plays host to the Congress of Vienna (1814-1815), the not entirely successful attempt to carve up the continent between the major European powers in order to ensure a peaceful *status quo*.

An unknown artist by the name of Adolf Hitler moves to Vienna in 1908 in order to pursue his dreams; he is rejected by the Academy of Fine Arts, and makes his living selling watercolour copies of picture postcards and painting posters for shop windows, barely managing to eke out an existence. It is during this time, according to some sources, that he has his first brush with the occult in the form of Ernst Pretzsche's bookshop (p.33). He leaves Vienna suddenly in 1913 (probably to avoid having to carry out compulsory national service), but returns under an amnesty in 1914 and is promptly labelled unfit to serve during his medical.

The Austro-Hungarian Empire collapses at the end of World War One, and Austria becomes the First Republic of Austria in November, 1918. Vienna falls under the control of the Social Democrats and becomes known as "Red Vienna" in contrast to the more traditionalist, right-wing *Länder* (states) that make up the surrounding countryside. Like many countries during the 1920s, Austria struggles financially and suffers from rampant inflation although, thanks to a variety of deals cut with the League of Nations, matters are largely brought under control by 1925.

Political unrest, however, is not so easily dealt with, and Vienna is rocked by a violent revolt in July, 1927, when a group of ex-servicemen are acquitted on charges of murder. The Justizpalast (Palace of Justice) is burned to the ground by an angry mob and police open fire on the crowds, leading to many injuries and deaths. The Social Democrats call for a general strike in protest, but the efforts of right-wing militias (the *Heimwehr*) outside Vienna prevent the action from spreading across the country. Clashes between the *Heimwehr* and the Socialist Party Guard, the *Schutzbund*, rumble on throughout 1927 and 1928.

Yet more financial woes in the late 1920s/early 1930s push Austria into a credit union with Germany, which they are forced to revoke in early 1932 in return for further global support. Around the same time, Nazism begins to spread into Austria, finding fertile ground amongst the *Heimwehr* and other right-wing groups. In Spring, 1933, the Nazis within Austria begin a campaign of terror, bombing railway stations and phone booths. They are backed up by the main Party in Germany, which imposes a one thousand Mark levy on any German wishing to holiday in Austria in an attempt to cripple the tourist industry on which the country so heavily relies.

The Patriotic Front comes too late to prevent the outbreak of civil war.

Desperate to regain control, Chancellor Engelbert Dollfuss bans the National Socialist German Workers' Party (NSDAP; the Nazi Party) in Austria and sets up detention camps for Nazi criminals. He even travels to see Benito Mussolini in Rome to seek assurances of support against Hitler's warmongering, which Mussolini only grants in return for Dollfuss turning Austria into a one party authoritarian regime. As a result, the Patriotic Front replaces all other political parties within the country from September, 1934.

The Patriotic Front, designed to foster nationalistic pride in the country and act as a unifying force, comes too late to prevent the outbreak of civil war in Austria in February, 1934. The *Schutzbund*, officially disbanded in 1933 but still in existence as an underground organisation, squares off against the *Heimwehr* and the Austrian Army after one of its secret arms

caches is discovered in the town of Linz. As a result of the war, the Socialist Democratic Party, to whom the *Schutzbund* officially answers, is also banned, although most of its members go underground, identifying each other with the greeting "*Freundschaft*" ("Friendship"). In a parallel to the *Hitlerjugend* (the Hitler Youth; the *Keeper's Guide*, p.16), young Austrians are encouraged to join the youth branch of the *Heimwehr*.

Dollfuss' scheme to unite Austria also comes too late for him; he is assassinated in July, 1934, during the National Socialist Putsch in Vienna. The Nazis fail to overthrow the Austrian Government and Mussolini steps in, pointing out to Hitler that Italy will not tolerate German interference in the running of the country; Hitler's men stand down. Shocked by the attempted coup, Austria settles down politically, socially, and economically for a few years before Nazism once again rears its ugly head.

In June, 1936, Germany officially recognises the Federal State of Austria's independence and sovereignty but only on the understanding that the country acknowledges that it is a German state. The one thousand Mark levy is repealed, but Germany is under no obligation to issue tourist visas; in return, Austria is forced to offer an amnesty to all but the worst Nazi thugs and criminals (nicknamed the *Globotschnik*), and to import books supporting the Nazi cause (whilst books that do not are secretly repressed).

Matters degrade even further in 1937, when the Nazis start bombing the railways again and hatch plans to murder the current Chancellor, Kurt Schuschnigg. In an attempt to defuse the situation, Schuschnigg sets up the Pacification Committee to look at bringing Nazi officials into the Patriotic Front, but the committee is used as a cover by fifth columnists looking to assassinate either the German military attaché or the German ambassador, Franz von Papen. The plan, designed to implicate the Austrians in the death and leave the door open for an invasion, is uncovered by the Austrian police in January, 1938, before it can be put into action.

As a result of the discovery, Schuschnigg is summoned to Berchtesgaden by Hitler in February, 1938. He is forced to suppress news of the plot, arrange an amnesty for those involved, and appoint prominent NSDAP members to the Austrian Cabinet under threat of war if he fails to comply. Schuschnigg calls a plebiscite the next month in an attempt to establish popular support for Austrian independence, but further threats of violence and military intervention cause the Chancellor to give in and resign. German troops then march triumphantly into the country as part of the *Anschluss* ("Union").

Small Forms of Rebellion

It is widely assumed by many that Austria is overjoyed to become the Ostermark of the Greater German *Reich* in 1938. Indeed, there are considerable numbers who are. But in Vienna, whose political leanings have long been to the left, the Nazis are far from welcome.

In order to show their distaste at being conquered, Viennese citizens who had previously always spoken literary German begin to use the city's soft drawl and frequently pepper their speech with dialect words unknown to the Germans. Many also begin to wear Alpine costume in the city. For men, this consists of a *Janker* (a shooting jacket made of a coarse fabric, sometimes with large, leather elbow patches); a stiff little dark green hat with a bright green ribbon, narrow brim, and a chamois hair "shaving brush" cockade at the back (or, alternatively, a blackcock feather); and, in the warmer months, *Lederhosen*.



Vienna & the Occult

Besides being the home of the Spear of Destiny since 1796, Vienna has other links to the occult. It is here that ariosophy (the "Aryan" esoteric ideologies of Guido von List and Jörg Lanz von Liebenfels) first begins to gain ground when von List sends his theories to the Vienna Imperial Academy of Sciences in 1903. Elements of these racist, nationalistic religious theories are later incorporated into Nazi ideology in a line that can be traced from the Guido von List Society, von Liebenfels' *Ordo Novi Templi* (the *Keeper's Guide*, p.64), and the *Germanenorden* to the Thule Society (the *Keeper's Guide*, pp.79-80) and beyond.

The city also boasts a number of other esoteric and occult organisations. The Theosophical Society founds a branch here in 1887, followed later (around the turn of the 20th Century) by the Association for Occultism. In 1907, both the Sphinx Reading Club (p.29) and the First Viennese Astrological Society open their doors. Johann Walthari Wölfl's *Lumenclub*, secretly used to promote Nazi esoteric ideals when the party is officially banned, is established in Vienna in 1932.

The Spear itself is removed from the Imperial Treasury (the Schatzkammer) in the Hofburg during the *Anschluss* and, along with the rest of the Imperial Regalia of the Holy Roman Empire, returned to Nuremberg, its previous home. Its fate after that remains unclear...

The Basilisk

On the wall of No.7, Schönlanterngasse, is an inscription describing one of the city's stranger legends. Depending on which version you believe, a basilisk (a vile creature hatched by a cockerel from a serpent or toad's egg) was poisoning the water in a well on the site by its noxious presence, but no-one could get rid of the beast because of the evil power of its gaze. Undeterred, a baker's apprentice climbed into the well, armed only with a mirror. The basilisk was so alarmed upon seeing its reflection that it promptly turned to stone; it was placed, still petrified, in the house's façade, and the building became known as *"Basiliskenhaus"*.

Vienna's bakers continued to protect the city from harm over the centuries and another legend associated with them claims that they are the originators of the croissant (*Kipferl* in Austria), baked by them to celebrate the defeat of the Turks in 1683. The bakers, having stayed up all night to provide bread for the besieged city, heard the Turks attempting to tunnel in and raised the alarm, saving Vienna from invasion.

After the *Anschluss*, Vienna ceases to be the capital city of Austria and instead becomes the Great Vienna *Reichsgau*. Its position as central administrator for the country is abolished, with each of the *Länder* (now referred to as *Gaue*) reporting directly to Berlin. The Austrian Army is merged into the *Wehrmacht* but, because Austrians are viewed as "politically unreliable", they are not permitted to form entire units and promotions are rare; there are also very few Austrians cleared to serve in the *Luftwaffe*.

The *Reich*smark replaces the Austrian Schilling as the official currency, and German tourists flock to Vienna to plunder its well-stocked shops, snatching up luxuries that have been unavailable in Germany for years. All Austrian industry, commerce, and banking is taken over by the Third *Reich*, but apart from a minor uprising in November, 1938, life in Vienna (and Austria) carries on very much as it had done before the German occupation.

Ah, Vienna...

Originally what could be described as a "pure" German city, as the Austro-Hungarian Empire spreads, Vienna becomes distinctly cosmopolitan thanks to Magyar and Italian influences. By the 1920s, over one third of Austria's population can be found living in Vienna; by the 1930s, the city is full of anachronisms and has the air of a museum. Never a great industrial or trade hub, Vienna spends much of its life as a fortress before becoming a bureaucratic centre with the rise of the Habsburg Empire. From the 18th Century onwards, it becomes renowned as a place to purchase fancy goods, a popular tourist destination, and a centre of medical excellence; it is also famous for its music and grand balls, known as the *Fasching*.

At the heart of Vienna lies the *Innere Stadt*, the Old Town, split into four quarters: Stubenviertel in the northeast, Kärntnerviertel in the southeast, Widmerviertel in the southwest, and Schottenviertel in the northwest. The Old Town's narrow streets are a muddle of grand buildings and unimposing hovels, all enclosed within the embrace of the Ringstrasse, a wide, pleasant, circular road lined with a double avenue of lime trees. Built during the reign of Emperor Franz Josef in the 19th Century, the Ringstrasse sits on the remains of the city walls and fortifications which had previously prevented the city's expansion.

Nestled in the *Innere Stadt* on the Heldenplatz is the Hofburg, the winter palace of the Habsburg Dynasty from

Vienna boasts a number of esoteric and occult organisations, including the Theosophical Society.

c.1283-1918, home to the *Spanische Hofreitschule* (the Spanish Riding School) and its famous white Lippizzaner horses since 1735. It is from the balcony of the *Neue Burg* (New Castle; part of the Hofburg) that Hitler speaks to the Austrian nation after the *Anschluss* in 1938.

Architecturally speaking, Vienna is an odd mix of the baroque and the modern, with little remaining of the city's earlier buildings. During the 1920s, as well as becoming a leader in educational reform, the city also embarks on an ambitious social housing project, sweeping away many of the old hovels and underground dwellings and replacing them with *Gemeindebauten* ("community housing"), large-scale apartment blocks that also serve as makeshift fortresses during the Austrian Civil War. The rent in such blocks is cheap, although this is used by some employers as an excuse to keep wages down.

TRANSPORT

Most of the inhabitants of Vienna are too poor to own a car, and get about the city either by foot or on the single-decker electric tram system that runs from the city centre to the outskirts. Tourists can avail themselves of the traditional *fiacre* horse-drawn carriages and their uniformed drivers, who are invariably characters and a font of useful local information.

THE CLIMATE

Located at the northeastern edge of the Alps, the winters in Vienna are cold and the summers hot. The mountains also bring with them several local winds. The most well known is the Föhn; this "rain shadow" or "snow-eater" wind, similar to the sirocco, is a hot, dry wind that dramatically raises temperatures in the autumn and winter, and can last for anything up to three days. The wind is also said to cause Föhnkrankheit (Föhn Sickness), a malady that can include migraines and psychosis. Another wind is the Wiener Lüfterl, a light breeze that blows constantly from the west to northwest. It is said that when the wind is in the right direction, you can smell the clean air of the mountains in the heart of the city, even though they are over fifty miles away.



Photo: Schiffer, Conrad H.–*Guido von List, 1913* - Bundesarchiv, Bild 183-2007-0705-500 / CC-BY-SA

The Secret of the Runes

Guido Karl Anton List (Guido von List; 1848-1919). Born and raised in Vienna, List is profoundly influenced as a small child by a visit to the catacombs beneath the Stephansdom, which he believes to be the remnants of a powerful pagan shrine. As an adult, he takes every opportunity to ramble over hill and dale whilst away on business trips, all the while developing his mystical ideologies. After his father's death, he becomes a full-time writer, submitting articles about his adventures and esoteric thoughts to various German and Austrian newspapers as well as writing pseudo-historical novels. By the 1890s, he is well known within the pan-German movement, and by the turn of the 20th Century he has formalised his thoughts into the neo-pagan religion, the *Armanenschaft*. A strong believer in the magical power of runes, he also holds that heraldry contains the secrets of a lost and ancient wisdom.

The Guido von List Society is founded by the Wanniecks (his publishers) in 1908 after his thesis is rejected by Viennese academia; it counts many German and Austrian political and occult movers and shakers amongst its members. List dies in Berlin in 1919, and his ashes are interred at the Zentralfriedhof, Vienna's most well-known (and largest) cemetery. His Society continues, though, until it is suppressed, along with many others, during the 1930s and 1940s (the *Keeper's Guide*, pp.10 & 64). Interestingly, List believes that Atlantis survives within continental Europe, citing the rocking stones of Lower Austria (also known as *Wackelsteine*—"wobble stones") and prehistoric megaliths as evidence.

THE VIENNESE TEMPERAMENT

The term "*Wienertum*" is often used to describe the temperament of the Viennese citizenry; not altogether complimentary or entirely translatable, the overall meaning includes elements of vanity and narcissism. Another word, *Schlamperei*, is used to describe the so-called "Viennese vice"—a lassitude and laziness of spirit, a complacent lethargy, and an easy-going nature that can sometimes get bogged down in the petty minutiae of provincial life (which also has its own term: "*Versumpern*").

The Media

Newspapers are an important feature of the Viennese coffee house, and the largest local paper is the *Neues Wiener Tagblatt*, which becomes a Nazi mouthpiece after the *Anschluss*. Its rival, the *Neue Freie Presse*, issues its last edition in early 1939 before being absorbed into the NWT under Nazi orders. Another paper is the *Wiener Zeitung*, used by the Austrian Government to make official announcements.

The privately owned Austrian broadcasting station, RAVAG, is established in around 1934; after the *Anschluss* it is replaced by the *Reichssender Wien*, part of the *Reichs-Rundfunk-Gesellschaft* network (also known as the *Grossdeutscher Rundfunk* from 1939). Most people in Vienna and Austria, however, continue to listen to the BBC, despite the illegality of doing so, frequently hiding themselves under blankets in an attempt to disguise their activities.

SCENARIO INTRODUCTION

It is the last days of August, 1939, and the storm clouds which have been gathering over Europe look set to break at any moment. For one man, a more literal storm is said to have claimed his life in the Austrian Alps, not far from his home city of Vienna. The sudden and unexpected loss of Dr. Botho Ehrlichmann has come as both a shock and a blow to his academic colleagues and his fiancée, Gisela Waltrun (p.25).

Convinced that his death is far from an accident (in that it bears far too many similarities to that of Otto Rahn less than six months earlier, and because Ehrlichmann had confided in her his concerns about his recent endeavours), *Fräulein* Waltrun has travelled to Vienna to attempt to find out the truth behind her fiancé's death. But she does not plan on doing so directly; there is someone in the city she intends to enlist in her scheme to settle the score with Ehrlichmann's killers...

Death in the Mountains

Gisela Waltrun is correct—Dr. Ehrlichmann's death is far from accidental. Having been summoned to attend several meetings with so-called "academic researchers" regarding the nature of his work on the DOG archives (pp.11-12), the archaeologist became deeply suspicious as to who he was talking to and what they were planning on doing with his research. He mentioned these concerns to both Gisela and one or two select colleagues; unfortunately for him, one of these colleagues mentioned it to someone else, and so on. Before long, his misgivings had worked their way back to their cause: *Nachtwölfe*.

Pregen or Not Pregen?

Although the scenarios in this campaign have been written with the various teams of pregenerated investigators in mind, it is possible to play through with your own investigators. In order to fully take part in the scenarios in **Book One: Europe & North Africa**, there needs to be at least one investigator who can speak German, one who can speak Italian, one who has an interest in the occult, one who can read hieroglyphics, and one who has ties to the secret service. Other than that, the investigators can hail from any country and any background, as long as they have a reason to be in or going to Vienna on the eve of war.

If your players are not using the pregenerated investigators found on pp.279-282, there are several alternatives you can use to introduce them to the plot. Perhaps Weber is a friend of one or more of the investigators, or one of them is actually Gisela's old flame rather than Weber. Maybe Weber has been approached by Gisela and has contacted Headquarters in England, with the investigators being sent to assist in the matter.

It is also possible, depending on the investigators' backgrounds, that Ehrlichmann was their colleague, friend, or lover and that they have decided to independently investigate his death, only crossing paths with Gisela once they reach Vienna. Perhaps they, too, have been sent a page of Ehrlichmann's notes as a hook to bring them into the adventure. They may also be members of the Sphinx Reading Club, concerned that the occult organisation has been infiltrated by powers unknown.

Vienna remains a very cosmopolitan city even after the *Anschluss*, so there is plenty of scope within this scenario for a widely mixed, multinational team of investigators from all walks of life.



Ehrlichmann did not tell his entire story to the *Nachtwölfe* teams he had met with and had kept certain ideas to himself. Aware that his time might be running short, Ehrlichmann decided to hide these thoughts, contained in his private notes and papers, and secret even from his beloved Gisela, in the safest place he could think of: Vienna. He hurriedly arranged a trip home, secreted his papers, and left a coded note for his fiancée in the hands of one Ernst Pretzsche (p.34), the proprietor of an occult bookshop in the Old Quarter of the city.

Before he left for Vienna, Ehrlichmann also posted Gisela a letter apologising for leaving without telling her, and enclosed the first (completely innocuous) page of his main research notes. Knowing her as he does, he is sure that this will pique her curiosity and get her to investigate should anything untoward happen to him. (Perhaps not his smartest plan given the powers arrayed against him, but then, Gisela has a secret even he is not aware of; see p.25).

As soon as he was spotted by a *Nachtwölfe* agent working undercover as one of the members of the Sphinx Reading Club (p.29), Ehrlichmann's days were numbered. Sadly correct in his suspicions, he found himself cornered by Mina Wolff's agents whilst out walking in the Wienerwald. His frozen body was found the next day by hikers far away from the scene of his actual demise, the apparent victim of getting caught out in a storm with inappropriate gear.

Already concerned by Ehrlichmann's letter, Gisela is devastated to hear of her fiancé's death and is determined to get to the bottom of the matter. Through her work, she is aware that there are shadowy forces operating behind the scenes within the *Reich*, although neither she nor her employers have any definitive proof of exactly what is going on. Quite by chance (or is it Fate?), she knows that someone who was once as equally dear to her as Ehrlichmann is stationed in Vienna. Can he be convinced to help her find out what was so important about her fiancé's work and to gain vengeance for his untimely death?

EPISODE ONE: A STRANGE REQUEST

Gisela Waltrun has travelled to Vienna to find her old flame, Maximilian Weber (p.279). Well aware of his true profession as a British agent, she hopes to convince him (either through blackmail or, preferably, by appealing to his former feelings for her and his sense of honour) to look into the events around Ehrlichmann's murder. She has only the first page of Ehrlichmann's notes, the letter, and a hidden clue contained within it to guide her.

Scene 1: Café Gugelhupf

It has been a very long time since you last saw her; almost four years, in fact. You were very surprised to receive that note from her this morning, telling you she would call by for Jause* *later so that you could "chat about old times". Knowing her, it will be far more than that—she never was one to say exactly what she meant…*

**Jause*—an Austrian term, not found in German, describing either afternoon tea or coffee, or a mid-morning/early evening snack.


Cental Vienna
CIRCA 1939
500 yd
500 m
N
Danube Canal
Neues Rathaus
Ringstrasse
INNERE STADT
Ringstrasse
Hofburg Palace
Pretzsche's Bookshop
Hoher Markt
Augustiner-kirche
Kapuziner-kirche
Stephansdom
Sphinx Reading Club
Cafe Gugelhupf
Ringstrasse
Stadtpark
Riesenrad
Wurstel-prater
Danube Canal
Schloss Belvedere
PRATER
Südbahnhof
Arsenal
Zentralfriedhof
4 km / 2.5 miles

The Café Gugelhupf is located in the *Innere Stadt*, the heart of the city, tucked away on a backstreet in such a manner that anyone would think the proprietors did not want people to find it. Those in the know, however, come by regularly to sample the excellent coffee and cake and to engage in a game or two of chess, or quietly sit and read the newspapers (although the variety has somewhat decreased since the Germans took over last year). Many of the men wear traditional Alpine costume (see sidebar, p.19) despite the summer heat, and the café's plate-glass windows have been removed to allow a breeze into the ornately gilded interior.

The investigators are (hopefully) ready and waiting in the café. If the players are not using the pregenerated investigators on pp.279-282, then it is up to whomever Gisela has contacted to organise who will be present; anyone who does attend will need to decide what they are doing as a cover while they wait for Gisela to turn up. If the players are using the pregenerated investigators, then Weber has made sure that di Pietro is on hand and that Tobias Fischer and Livia Sclesinger are also in the café enjoying their daily afternoon game of chess a little earlier than usual.

True to her word, Gisela Waltrun arrives at the Café Gugelhupf in time for afternoon tea or, rather, coffee. She is immaculately dressed in black, her face partially obscured by the netting of her elegant hat. She takes a seat at the rear of the café and orders an *Einspänner* and a slice of *Gugelhupf* (an Austrian version of marble cake).

Those in the know come by regularly to sample the excellent coffee and cake and to engage in a game of chess.

GISELA WALTRUN, GRIEVING FORMER FLAME

Gisela is nobody's fool. Bright and determined, she has no intention of sitting at home and becoming yet another bored *Hausfrau*. She knows that there are better ways to serve her country, and she has been doing so ever since she was recruited into the *Abwehr* (the *Keeper's Guide*, pp.58-59) by a friend of her father's, who was well aware of her ability to wrap men around her little finger. Whilst she is not a Nazi sympathiser Gisela is, like many members of Wilhelm Canaris' spy network, a German nationalist from an old military family and has no doubt that her country is in the right; or, at least, she didn't prior to this events of the last few weeks.

Her faith in the system has been shaken by Ehrlichmann's death and, while she cannot bring herself to believe that it was sanctioned at the highest levels, she is concerned that there is something amiss within the German hierarchy. For her own peace of mind, she needs to know what is behind her fiancé's murder but also knows that she has to achieve it without endangering either herself or her career any more than she has to.

She is unsure what her current feelings towards Max Weber actually are. By rights, she should hate him; he is, after all, the enemy—a British spy working to undermine her government. But their relationship was a very close one (hence her knowledge of his true profession) even if they did not part on the best of terms. As far as she is aware he does not know that she is now a spy, too; she was recruited after he left Berlin. She knows she can rely on him to do what must be done, if only she can persuade him to help.

Appearance: Of medium height with a pale complexion and rich chestnut curls cut into the most fashionable yet practical style, Gisela is not what anyone would describe as a traditional beauty. She is, however, thoroughly captivating, in no small part thanks to her (carefully cultivated) charming personality and her remarkable green eyes.

Cth

STR 10	**DEX** 13	**INT** 16	**CON** 13
SIZ 11	**APP** 16	**POW** 10	**EDU** 16
SAN 48	**Hit Points:** 12		

Damage Bonus: none.

Skills: Bargain 55%, Disguise 30%, Drive Automobile 20%, Espionage 70%, Fast Talk 55%, Hide 40%, Listen 55%, Perform (Cello) 25%, Persuade 65%, Psychology 60%, Sneak 50%, Spot Hidden 65%.

Language Skills: German (Own) 80%, English 40%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Concealed Knife (Melee Weapon—Knife) 35%, damage 1D4, atts 1, base range touch.

Walther PPK (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8.

Skills: Driving d4, Fighting d6, Knowledge (English) d6, Knowledge (Espionage) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d6.

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Curious, Loyal, Stubborn.

Edges: Attractive, Charismatic.

Gear: *Walther PPK* (2d6-1, 10/20/40, Shots 7, Semi-Auto), *Knife* (Str+d4).

If Gisela's contact does not approach her, then she will approach him as soon as she has finished her coffee. On a *Difficult* Spot Hidden roll [Cth]/Notice (-2) test [Sav], it can be seen that Gisela has been crying, although she has done her best to cover up the fact with make-up and the carefully

positioned veil. Before she speaks, she demurely checks her appearance in the mirror of her small, enamelled powder compact (a gift from either her contact or Max during their engagement) and applies a fresh layer of lipstick.

After ordering another coffee and a brief but surprisingly warm series of reminiscences about their time together, and once she is sure she has the investigator's undivided attention, Gisela begins to tell him about her loss. She explains that her fiancé has been killed in the last few days in an accident in the mountains, and that she has come to Vienna to arrange his funeral and collect his belongings. Anyone who knows Gisela can see that she is not telling the entire truth (a *Normal* Spot Hidden roll [Cth]/Notice test [Sav], becoming *Difficult* [Cth]/suffering a -2 penalty [Sav] if the person is unfamiliar with her), and that she seems reluctant to elaborate.

If anyone attempts to question her further, she will finish her coffee and make an excuse to leave. She requests the bill and, as is traditional in Viennese coffeehouses, splits the tip, leaving some on the table for whoever brought her the coffee and giving the rest to whoever brought her the bill, even if it is the same person. She covers the tip on the table with a napkin and promptly leaves. When the tip is recovered, a small note falls from the napkin onto the table (Handout #1).

If the investigators are familiar with Vienna, then they know that the note refers to the Prater, the enormous area of parkland that lies to the east and north of the city centre along the banks of the Danube. The "shadow of the wheel" can mean only one thing: the Wiener Riesenrad, the giant Ferris Wheel constructed by the magnificently-named English engineer Lt. Walter Bassett Bassett in 1897 to commemorate the Golden Jubilee of Emperor Franz Josef. It is a common Viennese custom to stroll through the Prater in the evening after dinner, and the delights of the Wurstelprater (the amusement park) and the various cafés beneath the gaily-lit trees are popular destinations.

It is up to the player of the investigator who spoke to Gisela to decide how much (or how little) he wishes to tell the other investigators about the meeting if they were not present for it, and what the arrangements are to meet again. While Gisela may not appreciate a tribe of people turning up to the meeting, there are other arrangements that can be made to ensure that all of the investigators can attend the *rendezvous* (such as pretending to be a young couple arriving at the Riesenrad just before Gisela's main contact, or one or more investigators following the main contact at a distance using their Sneak skill [Cth]/Stealth skill [Sav], etc.).

Handout #1

The Secret Note

Meet me where young lovers like to stroll and families to picnic, beneath the shadow of the wheel. Tonight at dusk. Don't delay, there isn't much time. I don't know who may be watching.

Scene 2: The Big Wheel

Once the investigators have made any arrangements they feel are necessary, then it is time to meet Gisela in the Wurstelprater. It seems as if almost the entire population of Vienna has also decided to take a stroll on this pleasant evening, and the music from the various bands performing in the Prater competes with the sound of the steam organs and barkers from the fairground.

There is no mistaking the Riesenrad, towering up into the darkening sky, its gondolas swinging gently every time the wheel stops to let people on and off. Gisela is waiting at the foot of the wheel; she has changed and, if anything, is looking even more glamorous than before. Her reaction will depend on how she is approached: a large group of strangers is likely to annoy her and make her reluctant to enlighten her contact any further. However, if she is approached alone or with only one other person, she will greet him warmly and even kiss his cheek in greeting.

Linking arms with her contact, Gisela leads him to a café and takes a seat. This particular café has its own band playing endless variations on the waltz, and the clientele are noisy and distracted; some are even dancing. If her contact does not invite her to dance, Gisela suggests it—it will give them an excellent opportunity to talk further without arousing too much suspicion. She does this regardless of whether her main contact is male or female; there are several pairs of young women dancing together and this is not an uncommon sight.

Regardless of where the conversation takes place, Gisela takes the opportunity to fill in more details of her story, including the fact that she believes her fiancé was murdered by someone in Vienna. It is now that she asks for her contact's help, and she is quite prepared to use underhanded tactics (including blackmail) if all else fails. If the players are not using the pregenerated investigators, discuss with them what dark secret they might be harbouring that Gisela could use against them if she needs to.

The investigators are now faced with a choice: do they help Gisela or not? If they do decide to help her, under what terms do they do so? As friends, or as the victims of coercion? There is the chance that they will decide not to help, consequences be damned. If they do go for this option, then there are several pathways the scenario can take.

If Gisela is attempting to blackmail the investigators, a refusal will mean that their secret(s) will be leaked to the

Handout #2

A Page from Ehrlichmann's Notebook

It has long been my intention to investigate further the stories told to me by my mentor, Herr Doktor Burgdorf, regarding the discoveries made in Saïs before the Great War. And now, with the burgeoning interest in our Germanic history and inheritance, I feel this is the perfect time to embark upon this journey, wherever it may take me.

But each journey begins with a small step, and I must first locate the DOG archives and retrieve the notes he made on the Black Stone and its strange tales of the descendants of a lost civilisation. Perhaps those stories were the misrememberings of an old man but, as a scholar, I feel that I cannot ignore what could be a very important lead in the quest to discover the truth behind our Aryan heritage. The boxes should be in—



appropriate authorities and they may need to beat a hasty retreat from Vienna. If this is the case, then it is around this time that they receive a disturbing message from Rome (p.35; but only if they refuse to help—otherwise, the message does not reach them until some time during Episode 2).

It is possible that the investigators might be asked to help Gisela by their intelligence service masters even if they initially say no to her (or intend to), because the powers that be have some inkling that all is not well and want the matter investigating for themselves. Perhaps they have got wind of Gisela being a spy, and hope to turn her as a double agent for the Allies in return for the investigators' assistance.

If the investigators have no secrets that can be used against them, then they can have been spotted meeting with Gisela by Gotthold Fuchs (p.32), the *Nachtwölfe* agent who has infiltrated the Sphinx Reading Club. Just how much trouble this lands them in is up to the Keeper, and will depend on the kind of campaign you are running (action versus investigation; see the sidebar on p.29 for further details). This may encourage them to investigate further, but it may not; at the end of the day, each Keeper knows best how to appeal to his players to hook them into an adventure without railroading them.

If the investigators do decide to help Gisela, then she "accidentally" drops her handbag, spilling the contents on the floor. Presuming that one or more of them attempts to help her retrieve her belongings, she will use the opportunity to pass the investigators two scraps of paper. The first is a page from Ehrlichmann's notes (Handout #2), while the second is his final letter to her (Handout #3 on the next page). Once she has achieved the hand-off, Gisela will leave, informing the investigators that she will be following their progress with interest and will contact them again soon.

There is something strange about the letter, which can be spotted using either an Espionage or Spot Hidden roll [Cth]/ Knowledge (Espionage) or Notice test [Sav], or any other skill

Handout #3

Ehrlichmann's Letter

My dearest G,

Please, first let me apologise for leaving so abruptly – you must understand that if the circumstances were any different, I would never have felt the need to do so. If I have hurt your feelings, please forgive me – that was never my intention.

These last few weeks have proven to be the most difficult of my career. The triumph of deciphering the archive has been tempered by the seemingly endless strange meetings I have had to endure as a result. These have prompted me to set my affairs in order and I have gone home to think on my future.

Should anything happen to me, know that I love you.

Your devoted B.

Handout #4

The Hidden Message

LOOK TO THE MEXICAN APOTHECARY'S BOOKSHOP. THERE LIES THE KEY TO UNLOCK THE GATES OF HISTORY.



that might identify the slight scent of lemon juice on the paper. The secret message on the letter (Handout #4) can be revealed by gently heating it using either a flame or a light bulb, but care should be taken: overheating the letter will cause it to burst into flames, destroying both it and the message (a Critical Failure on a *Normal* Espionage or a *Difficult* Know roll [Cth]/if the investigator rolls a 1 on his skill die on a Knowledge (Espionage) or Smarts (-2) test, no matter what the Wild Die says [Sav] when figuring out how to reveal the message, for example). If anyone has managed to work out that Gisela is actually a spy, then they might think it odd that she has not discovered this hidden clue for herself...

The investigators may also wish to be discreet about where and when they attempt to decipher the message; after all, as Gisela warned them in her initial note, there is no knowing who is watching them...

Besides the message, there is also a doodle of a creature sitting on a book under an arch of stars. If someone is playing an investigator who has links to Vienna's occult scene (such as Tobias Fischer, p.280), he recognises it instantly if he is himself a member, or on an *Easy* Occult roll [Cth]/a Knowledge (Occult) test (+2) [Sav] if he is not: it is the symbol of the Sphinx Reading Club (p.29). Those who are occult scholars but not from Vienna will recognise it on a *Normal* roll [Cth]/(+0) test [Sav], such is the Club's fame. If all else fails, there is a membership card for the Club amongst Ehrlichmann's personal possessions, which Gisela will show to the investigators upon request.

The Mexican apothecary part is slightly more tricky. There are a myriad of bookshops in the Old Quarter and there may well be one specialising in apothecary but speaking to Gisela about the clue will highlight the fact that Ehrlichmann had no interest in the subject. Any investigator with knowledge of Vienna's occult community will identify that there is one bookshop that could match the clue on a successful Occult roll [Cth]/Knowledge (Occult) test [Sav]: a nameless, badly-lit establishment run by one Ernst Pretzsche, a place as renowned for the odiousness of its proprietor as it is for the rare wonders it contains (p.33). Otherwise, questioning members of the Sphinx Reading Club will locate the shop, although at the risk of alerting *Nachtwölfe* to its importance.

I love the smell of old book shops – all that knowledge, all that potential.

A. T.



EPISODE TWO: CHAOS & TRUTH

Once the investigators have received the documents from Gisela and have deciphered the clues they contain, then they are ready to begin their investigation into exactly what Ehrlichmann was working on and why he was killed. The scenes can be tackled in any order, although different information may become available to the investigators depending on how and when the locations are visited. Armed with what they learn from these scenes, the investigators should be able to uncover the truth for Gisela whilst stumbling onto a secret that could change the entire course of the war...

Action vs. Investigation

Every group has its own style of play; some will be action-oriented and constantly engaged in scraps with the enemy, whereas others will follow a much more investigative path and avoid fisticuffs wherever possible. There are plenty of opportunities throughout this campaign to insert encounters with the forces of *Nachtwölfe*, the *Reich*, and any number of other antagonists to keep the investigators out of (or firmly up to their necks in) mischief but, if your group prefers the more thoughtful path, then feel free to skip them and keep the conflict to a minimum. If, however, your group thrives on confrontation, then by all means—include more!

Scene 1: The Sphinx Reading Club

Established by member of the List Society and occult novelist, Franz Herndl, in 1907, the Sphinx Reading Club is one of many occult study groups in Vienna. The Club is housed in what was once a private residence in the Himmelpfortgasse (Gates of Heaven Street), close to the Ministry of Finance.

GAINING ENTRY

Anyone visiting the house will not be admitted unless they are a member or know a member, and they will be informed of these conditions upon arrival by a smartly uniformed receptionist seated in the house's vestibule. If someone is playing a member (such as Tobias Fischer), then this will not be a problem; nor will it be if the investigators remember that Botho Ehrlichmann was also a member and that they have his membership card (or can get hold of it). Attempts to actually pass one of their number off as Dr. Ehrlichmann (rather than just claiming to be his friend) are risky, particularly if the receptionist knew the

late archaeologist (a failed Perform (Acting), Disguise, or Fast Talk roll [Cth]/Persuasion test [Sav]; a Critical Failure [Cth]/rolling a 1 on the skill die, no matter what the Wild Die reads [Sav] will lead to Gotthold Fuchs (p.32) becoming aware of the investigators' interest in the matter, which can only lead to further problems). Of course, the investigators could always return late at night and attempt to break into the Club instead...

DIGGING THE DIRT

If the investigators gain entry during the Club's opening hours, then they will have the opportunity to chat to members about Ehrlichmann or any other topic that takes their fancy. The Club's current Secretary, Wilhelm Siedler (p.31), is a particularly useful person to speak to; he and several other members are concerned that one or two of the newer recruits are attempting to steer the group towards some very unsavoury areas of research. This is indeed the case, as Gotthold Fuchs and his compatriots seek to establish a firm base of operations for Mina Wolff in Austria ahead of the coming war. Siedler will spot anyone attempting to impersonate Ehrlichmann immediately, having spent considerable time in the archaeologist's company over the years.

Amongst its many other services, the Club provides its members with lockable desks in which they can store their current research materials. Although he was not entirely aware of the Club's infiltration, Ehrlichmann was sufficiently suspicious and smart enough not to leave any of his notes there. The same cannot be said of Fuchs, who has various notes on the state of *Nachtwölfe's* operations in the city, his orders to deal with Ehrlichmann (Handout #5), and a letter informing him of the discovery of both the Black Stone and *The Book of the Machine* stored in his desk. These notes and files do not explicitly contain the word "*Nachtwölfe*"—instead, most of the paper bears a watermark of a shield containing an animal's paw print; the "pad" section of the print appears to be shaped like a gear and contains a single, watchful eye.



Although the information in the newsletter is not comprehensive, it does outline the fact that Ehrlichmann had stumbled onto the potential locations of parts of a device that could prove to be of great use to the Nazi war machine and that no expense will be spared in the hunt to retrieve them. Even if the investigators have yet to find Ehrlichmann's notes, this information alone is highly valuable both to Gisela Waltrun and to any secret service contacts the investigators might have, though for utterly different reasons.

Should the investigators decide to check the members card index in the Club's library/reading room on the first floor of the building, an *Easy* Library Use [Cth]/Investigation (+2) [Sav] roll will enable them to identify that Ehrlichmann's reading material changed over the years. When he was first a member during his university days, his favourite topics were those linked to his study of Egyptology. However, recent visits (those corresponding to the time period during which he was deciphering the DOG archive material) show a switch to books on Germanic myth and lost civilisations, including those of Atlantis and Hyperborea. Checking the cards in these books will identify that Gotthold Fuchs has borrowed each and every one of them in the time since Ehrlichmann's death.

He and several other members are concerned that the newer recruits are attemtping to hijack the group's research.

Besides the Club's extensive library/reading room, social areas, and administrative offices, there is also a small museum of artefacts gathered by members during research trips. Located on the second floor, the rarely visited room is crammed with glass display cabinets. The quality of the pieces on display varies widely, but in one cabinet is a very strange statuette that could prove to be of great use to the investigators or their *Nachtwölfe* adversaries.

How Much Does British Intelligence Know?

In truth, most intelligence agencies, like those of the British and the *Abwehr*, are only vaguely aware of a shadowy research and development organisation buried deep within the *Wehrmacht*. They know that German teams are scouring the world for archaeological treasures and may suspect that someone has an ultimate goal in mind for these relics, but apart from Section D's recent experiences in Czechoslovakia (*Achtung! Cthulhu: Zero Point—Three Kings*), no-one seems to be too sure precisely who is involved or what that actual goal might be.

Handout #5

Instructions

Our Viennese archaeologist friend cannot be trusted. Loose ends must not be left untied. I trust I can leave you to deal with the matter to our satisfaction. Retrieve whatever you can find.

-LM



Lying fallen in a shallow dish made of the same substance, the 3" (7.6cm) figure is carved from a highly-polished black material and is exceptionally heavy for its size; intricately detailed and dressed in ornate robes that are reminiscent of ancient Greece or those of Tibetan monks, the subject is neither clearly male nor female and appears to have one articulated arm. The faded label in front of it merely reads "*ein alter Kompass*?" (An ancient compass?). A very accurate drawing of the figure can be found in Ehrlichmann's full notes (p.37). If they have the opportunity to return for it, the statuette can act as a guide to the location of the pieces of the Palladion, although it is not essential for the purposes of the plot.

Pointing the Way

The tiny statuette in the Himmelpfortgasse is not the only one of its kind. Carved from the same ancient meteorite as the Iron Man statuette brought back from Tibet by Ernst Schäfer in 1939 (p.118), there were at least five in existence—one for each of the surviving Atlantean colonies—and possibly more. However, the location of most has been forgotten; *Nachtwölfe* are currently unaware of the compasses, though they will certainly spare no expense or effort to get hold of one once they know of their existence.

BREAKING & ENTERING

Of course, the investigators might decide that the easiest option is to wait until after the Club has closed for the night and break in. This is, for obvious reasons, a risky strategy but is not completely impossible to achieve. There are gated service passageways between the tightly packed buildings that will allow access to rear courtyards, safely away from most prying eyes.

If the investigators manage to get to the rear of the Club's own building, then they can attempt to break in via the back door. If, on the other hand, they have managed to get into an adjacent building's courtyard, the investigators can attempt to use Climb [Cth]/Climbing [Sav] to scale the three or four storeys up to the rooftops before clambering onto the Club's roof and gaining entry via a skylight or attic storeroom window. It is also entirely possible that the investigators might have "acquired" one or more keys to the building during their daytime visit, meaning that such hair-raising risks will become unnecessary.

It is important to remember that Vienna in late August, 1939, is under German control, and anyone caught breaking and entering could be subject to very severe penalties. Aside from the more mundane threat of being arrested for theft, getting caught will automatically alert *Nachtwölfe* to the team's presence which, even if they can talk their way out of the burglary charges, will make their attempts to solve Ehrlichmann's murder that much more difficult. And then there is the small matter of one or more of the group potentially being identified as a foreign spy...

WILHELM SIEDLER, VIENNESE OCCULTIST

Appearance: An elderly gentleman with thinning, snowy-white hair and an incredibly neatly trimmed goatee, *Herr* Siedler likes to wear comfortable tweed suits when attending the Club—the sort his wife, a well-known matron of Viennese society, would not put up with him sporting at home. Short and quiet, Siedler is a useful contact to have as he knows virtually all of the city's occultists, at least by reputation. As a dabbler in many fields, Siedler will also be able to decipher Ehrlichmann's clue regarding chaos and entropy (p.34) if none of the investigators are able to.

Cth

STR 10	**DEX** 12	**INT** 15	**CON** 12
SIZ 08	**APP** 12	**POW** 15	**EDU** 21
SAN 35	**Hit Points:** 10		

Damage Bonus: none.

Skills: Anthropology 60%, Cthulhu Mythos 10%, Folklore 55%, History 65%, Hypnosis 15%, Library Use 75%, Listen 60%, Occult 60%, Physics 25%, Psychology 70%, Spot Hidden 50%.

Language Skills: German (Own) 99%, Latin 45%, Greek 40%, Arabic 30%.

Spells: Chant of Thoth, Curse of Darkness, Deflect Harm, Detect Enchantment, Implant Suggestion, Levitate.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Investigation d10, Knowledge (Anthropology) d8, Knowledge (Arabic) d6, Knowledge (Folklore) d8, Knowledge (Greek) d6, Knowledge (History) d8, Knowledge (Latin) d6, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Physics) d4, Knowledge (Psychology) d10, Notice d8.

Charisma: +0; **Pace:** 4; **Parry:** 2; **Toughness:** 4; **Sanity:** 4.

Hindrances: Elderly, Lame, Small.

Edges: Scholar (Anthropology, Folklore, History, Occult).

Gear: Natty tweed suit.

Special Abilities

- **Spells:** Wilhelm knows the following spells—*chant of Thoth*, *curse of darkness*, *deflect harm*, *detect enchantment*, *implant suggestion*, and *levitate*.

GOTTHOLD FUCHS, NACHTWÖLFE *SPY*

Recruited from the rank and file of the *Ahnenerbe* in 1938 by Liesel Maurer (p.265), one of Mina Wolff's Inner Circle of seven leading *Obersts* and the woman responsible for *Projekt Atlantis*, Fuchs is yet another pawn in the ongoing silent battle for staff and supremacy between *Nachtwölfe* and Reinhardt Weissler's Order of the Black Sun. Confident and well-spoken, he can be very charming and persuasive when he wants to be, yet he spends much of his time observing those around him, looking to spot any potential weakness that could be exploited. Competent rather than gifted, Fuchs has made himself useful since joining *Nachtwölfe* and takes his role in Vienna very seriously indeed.

Appearance: Apart from being tall and slightly underweight, Fuchs is otherwise unremarkable. He dresses as well as he can afford to, keeps himself clean and clean shaven, and drinks and smokes only a little (although when nervous, he tends to play with his cigarette case, flipping it open and closed repeatedly).

Cth

STR 10	**DEX** 13	**INT** 15	**CON** 13
SIZ 18	**APP** 12	**POW** 17	**EDU** 14
SAN 55	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Anthropology 50%, Archaeology 55%, Cthulhu Mythos 10%, Espionage 35%, Geology 40%, History 60%, Library Use 55%, Occult 40%, Persuade 65%, Spot Hidden 65%, Use Atlantean Tech 15%.

Language Skills: German (Own) 70%, Latin 60%, Arabic 50%, Atlantean 10%.

Weapons: *Walther PPK* (Handgun) 45%, damage 1D8, atts 3, base range 10 yds.

Maschinenpistole 38 (SMG) 35%, damage 1D10, atts 2 or burst, base range 30 yds.

Spells: Elder Sign, Flesh Ward, Mindblast.

Sav

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d8.

Skills: Atlantean Technology d4, Fighting d6, Investigation d8, Knowledge (Anthropology) d6, Knowledge (Arabic) d6, Knowledge (Archaeology) d8, Knowledge (Atlantean) d4, Knowledge (Espionage) d6, Knowledge (Geology) d6, Knowledge (History) d8, Knowledge (Latin) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Fanatic, Habit (Obsessively plays with cigarette holder), Mean.

Edges: Alertness, Charismatic, Level Headed.

Gear: *Walther PPK* (2d6-1, 10/20/40, Shots 7, Semi-Auto), *Maschinenpistole 38* (2d6-1, RoF 3, 12/24/48, Shots 32, AP 1, Auto).

Special Abilities

- **Spells:** Fuchs knows the following spells—*elder sign*, *flesh ward*, and *mindblast*.

NACHTWÖLFE *THUG*

Muscular henchmen hired by Fuchs from amongst Vienna's more ardent Nazi supporters, these goons specialise in intimidation and the removal of unwanted nuisances. It is suggested that there is at least one thug per investigator but no more than two per person, depending on the skills of the investigators involved in any confrontation.

Cth

STR 14	**DEX** 11	**INT** 09	**CON** 17
SIZ 16	**APP** 10	**POW** 10	**EDU** 11
SAN 45	**Hit Points:** 16		

Damage Bonus: +1D4.

Skills: Climb 50%, Dodge 60%, Drive Automobile 45%.

Language Skills: German (Own) 55%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Grapple 50%, damage Special.

Head Butt 45%, damage 1D4+1D4.

Kick 50%, damage 1D6+1D4.

Walther PPK (Handgun) 50%, damage 1D8, atts 3, base range 10 yds.

Maschinenpistole 38 (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Knife 55%, damage 1D4+2+1D4, atts 1, base range touch

OR

Sap/Blackjack (Melee Weapon—Club) 55%, damage 1D8+1D4, atts 1, base range touch.

Not the most charming bunch, eh?
A. T.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10.

Skills: Climbing d8, Driving d6, Fighting d8, Intimidation d8, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Bloodthirsty, Fanatic, Mean.

Edges: Combat Reflexes, First Strike.

Gear: *Walther PPK* (2d6-1, 10/20/40, Shots 7, Semi-Auto), *Maschinenpistole 38* (2d6-1, RoF 3, 12/24/48, Shots 32, AP 1, Auto), *Knife* (Str+d4) or *Sap/Blackjack* (Str+d4, +d8 damage rather than d6 on a raise).

Scene 2: The Paper Chase

The little bookshop in the nameless street in the Old Town is hardly a welcoming sight. The meagre display of books in the shop's window are covered with a thick layer of dust and cobwebs. The windows themselves are equally filthy and a faded watercolour poster depicting a scene from Wolfram von Eschenbach's *Parzival*, probably intended as an advertisement for the shop's wares, hangs askew in one of them.

A suggested location for the bookshop is provided on the map of Vienna on p.24, but the Keeper should feel free to place it wherever is most appropriate for their own game.

HIDDEN GEMS?

The interior of the shop is no more prepossessing than its exterior. Books are piled everywhere—on shelves, on stools, on the floor—and many have slid into shapeless heaps that make navigating between the bookshelves a constant hazard to life and limb. The air is heavy with the smell of mouldering tomes, tobacco smoke, and unfamiliar herbs, while strange paintings and objects dangle at uncomfortable angles from the crowded walls.

There appears to be no-one in the shop when the investigators first enter, but the hollow clonk of the bell above the door summons the proprietor from behind a threadbare curtain at the rear of the premises. His appearance is even more unpleasant than that of his emporium: his watery, dark eyes, set into a toad-like face, watch the investigators with malevolent interest while he waits for them to state their business. This is Ernst Pretzsche (p.34).

Pretzsche was, for such an odious, manipulative man, genuinely fond of Botho Ehrlichmann. Although he strongly believes in much of the occult work he knows the Nazis are carrying out, he has been angered by Ehrlichmann's death and the loss of such a promising acolyte and friend. He knows of Fuchs and dislikes him; he also knows the role Fuchs played in Ehrlichmann's death.

Although part of him would like the Nazis to succeed in their goal of discovering the secrets of Atlantis, Fuchs' stupidity in killing Ehrlichmann before securing his personal notes has irritated Pretzsche in the extreme and he will be



Handout #6

The Formula

Entropy

A state of chaos and decay

$S = k \log W$

more than happy to see the *Nachtwölfe* lieutenant fall from grace. However, like Gisela Waltrun, he has enough sense not to involve himself too closely in such proceedings. (He also believes he has a far different role to play in the upcoming war and will not jeopardise it by interfering directly.)

Pretzsche will not just hand over the information Ehrlichmann entrusted to him; the investigators will need to prove their credentials both in terms of who they are and why they are asking about the late *Doktor*. If they are sufficiently candid with Pretzsche, or they can manage to convince him of their intentions (genuine or otherwise), then he will hand over a dog-eared piece of paper with a mathematical formula scrawled on it (Handout #6).

If, however, Pretzsche is less than impressed with the investigators and their motivations (perhaps as the result of a botched Fast Talk or Persuade roll [Cth]/Persuasion test [Sav]), then he will only hand over the formula in return for some service that the investigators can perform for him. Just what that is will depend on what he thinks the group have to offer. For example, if using the pregenerated investigators, he may expect Tobias Fischer or Livia Sclesinger to steal a rare or valuable manuscript from the University, or Weber and di Pietro to use their contacts to get him potentially damaging information on a rival occultist. This task can be used to add additional encounters to this particular scenario as the investigators attempt to fulfil their

It could be something apparently small and insignificant that Pretzsche may call on them for in the future...

obligation in order to acquire the information they need to progress, or it could be something apparently small and insignificant that Pretzsche may call on them for at some point in future. It could even be something as seemingly innocent as the purchase of a book, or the gift of a lock of an investigator's hair...

Any investigator who has the Physics or Mathematics skill [Cth]/Knowledge (Physics) or Knowledge (Mathematics) [Sav] will recognise the equation as Ludwig Boltzmann's formula describing entropy. Investigators who are familiar with Vienna may also recognise the equation—it is carved on Boltzmann's tomb in the Zentralfriedhof, Vienna's largest and most famous cemetery. If no-one understands the note, then Pretzsche can be persuaded to enlighten the investigators (but again, this may involve a price).

ERNST PRETZSCHE, OCCULT BOOKSTORE OWNER

Well known in Viennese occult circles (or should that be infamous?), Pretzsche has maintained a bookstore dealing with legend, folklore, and the occult in the city for well over twenty years. Once destined to become an apothecary like his father, he became a great student of Aztec rituals and culture when the family were situated in Mexico City during the 1890s. How he came to be in Vienna is something of a mystery and there are many dark tales attached to his name. It is even rumoured that you cannot find his shop unless it wants to be found...

Appearance: It is impossible to say how tall Pretzsche is as he walks with a permanent hunch. His huge paunch threatens to overwhelm his waistband with each step and adds to his overall salientian appearance. His skin is sallow and bloodless and his abnormally long arms are wildly out of proportion with the rest of his frame. Although he must be well advanced in years, he does not show it. Most people attempt to avoid his black, damp gaze as they find it most unsettling.

Cth

STR 11	**DEX** 16	**INT** 16	**CON** 09
SIZ 15	**APP** 07	**POW** 15	**EDU** 17
SAN 15	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Anthropology 60%, Astronomy 55%, Bargain 50%, Cthulhu Mythos 40%, Folklore 60%, History 70%, Library Use 75%, Occult 70%, Persuade 60%, Pharmacy 50%, Physics 45%, Spot Hidden 65%.

Language Skills: German (Own) 85%, Aztec 60%, Spanish 40%, Latin 40%, Atlantean 15%.

Weapons: *Colt .45 Revolver* (Handgun) 40%, damage 1D10+2, atts 1, base range 15 yds.

Spells: Augur, Bind Enemy, Bind Soul, Cause Disease, Compel Flesh, Contact Nyarlathotep, Dominate, Elder Sign, Fist of Yog-Sothoth, Implant Fear, Wrack.

Sav

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d4, Intimidation d8, Investigation d10, Knowledge (Anthropology) d8, Knowledge (Astronomy) d8, Knowledge (Atlantean) d4, Knowledge (Aztec) d8, Knowledge (Folklore) d8, Knowledge (History) d10, Knowledge (Latin) d6, Knowledge (Mythos) d6, Knowledge (Occult) d10, Knowledge (Pharmacy) d8,

Knowledge (Physics) d6, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: -3; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 1.

Hindrances: Habit (Stares intently), Ugly.

Edges: Dodge, Icy Calm, Level Headed, Quick, Scholar (Anthropology, Astronomy, Folklore, History, Occult, Pharmacy).

Gear: *Colt .45 Revolver* (2d6+1, 12/24/48, Shots 6).

Special Abilities

- **Spells:** Pretzsche knows the following spells—*augur*, *bind enemy*, *bind soul*, *cause disease*, *compel flesh*, *contact Nyarlathotep*, *dominate*, *elder sign*, *fist of Yog-Sothoth*, *implant fear*, and *wrack*.

Handout #7

The Strange Note

Pasquino has lost his voice. His dearest Lucrezia is concerned for his health. There are too many sausages in the pantry. Please come home and help your sister. She cannot run the family restaurant alone.

Scene 3: Unexpected News

This scene can take place at almost any time during this scenario (see p.27 for a potential earlier appearance), and can be used to create added tension by interrupting the flow of the investigators' search with what, at first, seems to be an unrelated problem. While the information is important, it has yet to achieve its full significance—that only comes after the investigators have retrieved Ehrlichmann's notes and figured out where the treasures of Atlantis are thought to be hidden.

If one of the investigators has ties to the British Secret Service/Section D, or one of the players has chosen Maso di Pietro as a character, then at some point during their investigations into Ehrlichmann's death, they receive a strange note (Handout #7). It is brought into the Café Gugelhupf, or any other café the investigators are currently frequenting, by a very polite itinerant beggar (as long as they are well-mannered, beggars are permitted into Viennese restaurants and cafés to ask for coins). The beggar skilfully passes off the note as a piece of poetry given in return for a few coppers; in fact, this is one of the regular methods of information transfer used by di Pietro and his team within the city.

Pasquino and Lucrezia are codenames for two Section D agents in Rome, named after the city's famous talking statues (p.49). Something has obviously gone wrong in the Eternal City and, given the lack of subtlety in the message, Lucrezia is fairly desperate for help. Pasquino has apparently disappeared and, going off the less than sophisticated "sausages" references, there has been a sudden increase in German activity in Rome that may well threaten British operations there if not investigated further.

If the beggar is an unsuitable method of getting the note to the investigators in your campaign, or a café is an impractical location, another potential way to get this message to them is to have their spymasters inform them of it during any update communications they have been asked to make, or to have someone "bump" into one of the investigators in the street and deposit the message into a coat or jacket pocket in the process.

Scene 4: That Which Eternal Lies

Located to the southeast of the city centre in the Simmering district, out beyond the Ringstrasse, is the largest of Vienna's numerous cemeteries. It is the final resting place of many of Austria's most notable residents and citizens, including Ludwig van Beethoven, Johann Strauss, and Gustav Klimt. It is also where one of the pioneers of 19th Century physics is interred: Ludwig Boltzmann, whose tomb holds a particular attraction for the investigators.

Boltzmann's tomb is not hard to find; it is located amongst the many other *Ehrengräber* (honorary graves) that act as a macabre attraction for both visitors and locals alike. The equation Ehrlichmann left in Pretzsche's care is carved into the top of the large marble slab that makes up the bulk of the monument. Below it sits a stern and imposing bust of the physicist himself. The tomb is flanked on either side by two smallish yew trees, and the grave is covered with flowers. There are no signs that the ground in front of the headstone has been disturbed since Boltzmann's wife was buried here last year (1938).

Ehrlichmann did not disturb the physicist's tomb in order to hide his notes; instead, he buried them beneath the yew tree to the left of the memorial. A successful Spot Hidden roll [Cth]/Notice test [Sav] will identify that the earth there has recently been turned over, even though Ehrlichmann took great care to hide the fact. Excavating the spot will reveal an oilskin parcel, tied tightly with several lengths of coarse, brown string.

Inside the package is a battered notebook, held shut with a frayed piece of black elastic. The first page of the book is missing (as it forms Handout #2) and the rest of the journal is stuffed full of notes, sketches, and other pieces of paper (including ticket stubs, café bills, and the receipt for an expensive engagement ring; a reminder, in case it is needed, that they are undertaking this investigation on behalf of someone else). The investigators will need to take the notebook somewhere safe to be able to decipher it properly (see p.37 for a brief overview of what the notes actually contain).



If the investigators attempt to retrieve Ehrlichmann's journal during daylight hours, they are going to attract a great deal of unwanted attention. The Zentralfriedhof is a busy place and is a tourist attraction—large numbers of people do come specifically to view the *Ehrengräber*, and unless they have disguised themselves as groundsmen, rooting around in the dirt next to a well-known monument is potentially going to get them into a lot of trouble. This could be a way to alert *Nachtwölfe* to the group's activities if they have not already cottoned on to the fact that someone else is looking for Ehrlichmann's notes.

If, on the other hand, the investigators decide to retrieve the notes under cover of darkness, then they are much less likely to cause a disturbance; unless, of course, they have not been entirely subtle in their investigations so far. The cemetery makes an excellent location for a showdown between Fuchs and the investigators if this fits with the group's style of play (p.29) and statistics for Fuchs and a sample henchman can be found on pp.32-33. If the investigators are not that action-oriented, then there is no need to force a direct confrontation; it is quite within Fuchs' power to cause trouble for the investigators in other ways...

Should there be an encounter in the graveyard, then Fuchs will wait until after the investigators have retrieved the buried package before showing his hand. After all, he might as well let them do his dirty work for him before walking off with the spoils. If he does manage to wrest the notes from the investigators and they survive the encounter relatively unscathed, then it will be in their best interests to reclaim the journal and deal with Fuchs before he can tip off the authorities as to their presence or get the notes back to Berlin and his boss, Liesel Maurer.

EPILOGUE: ENLIGHTENMENT

By now, the investigators should have discovered the truth behind Dr. Ehrlichmann's fate and have access to the information they need to figure out what was so important that he had to be silenced. Besides informing Gisela Waltrun of what they have found, it is possible that the investigators may wish to revisit certain locations; but the clock is ticking, and World War Two is about to commence...

Deciphering the Book

There is a wealth of information in Dr. Ehrlichmann's journal, and to fully comprehend its entire contents would be the work of many weeks of intense study. However, there are several important snippets that can be gleaned relatively quickly with a successful Library Use [Cth] roll/Investigation test [Sav]:

- Ehrlichmann began translating the Black Stone in an attempt to trace the ancient origins of the Germanic peoples.
- There appears to be some sort of powerful ancient artefact that was split up in antiquity and the parts hidden in five far-flung locations scattered across the globe.
- One of these locations is the Eternal City itself: Rome.
- The artefacts are allegedly from the lost civilisation of Atlantis.

- A German expedition has recently brought back a manuscript from Tibet that corroborates the information found on the Black Stone.
- Ehrlichmann is convinced that someone within the *Wehrmacht* is determined to collect the artefacts and intends to use them as the basis of weapons research for the Third *Reich*.

A Critical Success (01-05) [Cth]/a raise on the Investigation roll [Sav] reveals information regarding the compass hidden in the Sphinx Reading Club's member's museum which, if the investigators have time, they may wish to retrieve.

Hopefully, the fact that one of the artefacts is in Rome (a city the investigators have just received a plea for help from) will encourage them to carry on their investigations beyond finding out who was responsible for Ehrlichmann's death. At the very least, it should prompt them to contact their home intelligence agency with the news of what they have found, prior to receiving further instructions.

DR. BOTHO EHRLICHMANN'S BLACK STONE JOURNAL—*in German, Botho Ehrlichmann, unpublished c.1938-1939*. Written in Ehrlichmann's own hand, the journal contains fresh translations of the Black Stone discovered by the DOG at Saïs before the Great War, as well as the archaeologist's own research notes regarding his discoveries about the Palladion.

Upon close inspection it can be seen that the journal is split into sections, the first of which is Ehrlichmann's justification for carrying out the research. After this comes what appears to be a long and rambling story which takes up several pages, marked as "Burgdorf's Translation". The next section appears to be a repeat of the one before it, but certain areas are heavily underlined in red ink. At the end of that section are notes pertaining to the highlighted stretches of text, which seem to suggest that there was something flawed in the original translation carried out by Prof. Burgdorf.

After that come five more sections, each headed with a small snippet of the translated story from before. Beneath the quoted text are Ehrlichmann's conjectures as to what the clues mean and a variety of sketches, plans, questions, and surmises based on his personal research. There are diagrams of strange-looking pyramids, odd statues, and something which looks very like the Rosetta Stone, amongst many others. Details of what these sections contain can be found in the relevant scenario chapters.

Tellingly, towards the rear of the journal, there are notes on his meetings with his inquisitors. They are very brief, but full of misgivings and foreboding. The final sentence reads: "I have given them only Burgdorf's translation as my own. Something in their questioning bothers me greatly, and I can always plead ignorance should the old man's work prove to be as flawed in certain areas as I suspect."

Stuffed into the leaves at the back of the book is a separate rubbing of the Stone itself, close to something that resembles a grammar key. Egyptian hieroglyphics are written down next to the strange, runic script from the bottom section of the Black Stone, with German translations next to them. Anyone who manages to fully study the key and the Black Stone inscriptions gains +10% [Cth]/an increase in the skill die type [Sav] in the Atlantean language skill.



No Sanity loss; Occult +5 percentiles; average two weeks to read fully/2 hours to skim. No Spells.



Language: German (+0). 1 successful roll needed to read the book. **Spells:** successfully reading the notebook provides the reader with a special Benny, which can only be spent on Knowledge (Occult) rolls.

Revisitations

It is entirely possible for the investigators to revisit the locations in Episode Two: Chaos and Truth after they have deciphered Ehrlichmann's journal. In fact, it may contain the clues they need to cement their understanding of what has happened, or to fill in any remaining blanks.

One obvious example is that of the ancient compass (p.31) but, depending on how their meeting went with Pretzsche, they may have to return to his premises to fulfil any bargains they have struck with the odious shopkeeper. It may also be the case that the investigators will wish to return to the Reading Club to check on any books they have identified from Ehrlichmann's notes (which could give the Keeper an opportunity to introduce at least some of what is the widely held view on Atlantis in the late 1930s; pp.8-10).

The main issue that is likely to arise is that of time; this scenario is, after all, set at the end of August, 1939 in German-held territory...

Loose Ends

There is, of course, the question of how the investigators handle the information they have received regarding Ehrlichmann's murder. There are several possibilities, the first of which involves relaying what they have found straight to Gisela. If they do this and take no further action, then she will thank them coolly for their assistance. She had hoped to avoid engineering any retribution herself, but is prepared to do so if she has no other option. She is not without contacts, all of whom she is certain can be manipulated into taking care of Fuchs and his henchmen.

There is also the question of her fiancé's journal. Gisela would like it back, both for its sentimental value and because she realises that there could be something of use to Canaris and his spy network in there. The notebook is, however, really too important to the upcoming Allied war effort to be given away so easily, so the investigators

may have to lie and/or steal to maintain control of it (as they certainly do not have time to have the information it contains copied).

A second possibility is that the investigators have already dealt with Fuchs during their investigations; this is particularly likely if they have been careless or obvious when tracking down Ehrlichmann's notes and have had a showdown with him and his thugs. If they have done so, Gisela will be very grateful and will be much more willing to part with the book in lieu of payment for the investigators' help.

There is yet another possibility: that the investigators have identified Fuchs and his men as the perpetrators of the crime but plan to exact punishment far more subtly than through open confrontation. At the very least, they should be able to have Fuchs kicked out of the Sphinx Reading Club if they have discovered his hidden cache of communications from Berlin. Despite the fact that several of the Club's members have Nazi sympathies, they will not take kindly to the fact that someone was attempting to use the group for their own, dark ends.

It is also possible that the investigators will have a more creative way of getting Fuchs into trouble, such as implicating him for some other crime (perhaps even one they have committed during the course of the scenario). Even if their plans do not deal with him permanently, they will hamper his mission in Vienna and are likely to lead to his recall to *Nachtwölfe* Headquarters for a severe dressing down (or worse). Depending on what happens, Fuchs could even become the European team's nemesis, dogging their steps across southern Europe and North Africa, desperate to gain vengeance for his humiliation...

Out of Time

It is obvious to most that by the late summer of 1939, war can no longer be avoided; the only question is both where and when the hammer will fall. When it does, Vienna will become an even more dangerous place for foreign nationals, spies, and other such "undesirables".

Provided that Gisela is largely satisfied with what the investigators have discovered, she will inform them that Germany is planning to invade Poland on 1st September and that they would be wise to get out of Vienna, especially given the nature of who they have recently been tangling with. Her warning should be timed so that the investigators have had sufficient chance to complete some research on the notebook but not fully translate it, and have had the opportunity to deal with any loose ends they wish to without getting bogged down in any further large-scale investigations.

Even if Gisela does not alert them to the danger they are in, any investigators with ties to the intelligence services will be informed that the situation is becoming critical as their investigation draws to a close. It is possible that, based on what they have found, some or all of the investigators (depending on how many are intelligence operatives) may be recalled to their home base or the nearest equivalent for a debriefing and assessment of their discoveries.

It is obvious to most that by the late summer of 1939, war can no longer be avoided.

And then there is the message from Agent Lucrezia. There is a direct sleeper rail service from Vienna's Südbahnhof (South Station) to Rome's Termini Station, which crosses the Alps via the Brenner Pass. In terms of expediency, it would be far better for the investigators to travel straight from Vienna to Rome to deal with the problem as quickly as possible, regardless of the fact that one piece of the strange, ancient artefact mentioned on the Black Stone also happens to be in the Eternal City. Italy has one other thing in its favour: at the moment, it is a relatively safe destination, as Mussolini does not declare war on Britain and France until June, 1940 (which is currently more than nine months in the future).

As long as the investigators leave Vienna before 1st September (and before the 3rd at the absolute latest if they are British) then, although the journey may be difficult, they should still be able to reach a neutral or safe destination before the war in Europe is officially declared.

CHAPTER 2

Into the Mouth of Truth

"The hunting of monsters is not for the faint of heart."
– Tess Gerritsen

Where the son of a mortal princeling and the planetary embodiment of love does bring his stolen power, so shall a city be raised on the corpse of a sibling who has cheated death on the waters but could not outrun its curse a second time. And the city shall be great, unending, glorious in its power and conquest; the heart of empire, built on the blood of their lost forebears and the faith and strength of men who know no fear because they have forgotten what befalls the mighty when they grow too arrogant and proud: that warmongering raises enemies who glance with envious eyes at the heart which lies hidden beneath that which marks the centre of the universes, the centre of Thule about which all the worlds revolve. And not all such enemies are so easily put down as mortal man.

—Extract from the Black Stone of Saïs,
as translated by Dr. Botho Ehrlichmann, c.1938-39.

In this chapter, the investigators are introduced to the wonders of the capital city of the united Kingdom of Italy, as well as some of its bizarre history. They also come face to face with the first inklings of the vast, ancient, and unworldly powers arrayed against them in their quest to gather the pieces of the Palladion.

GAZETTEER: ROME

Located in the region of Lazio in virtually the centre of the Campagna (the low-lying, fertile area around the Italian capital), the ancient city of Rome grew up amongst the hills surrounding the only natural ford across the River Tiber. Named either for one of its founders or the ancient name of the river it sits astride, there has been a settlement on the site for over ten thousand years.

Built in an area that was originally home to the Latini people, the city's origins are shrouded in myth and legend. Through kingdom, republic, and empire; through yet another kingdom, papal state, and back to kingdom once again, the Eternal City has stood watch over the surrounding countryside and its often bloody history.

The Stuff of Legend

Before the founding of Rome, there existed the great city of Laurentium, home to King Latinus. As the story goes, the hero Aeneas fled to Laurentium after the Fall of Troy, guided there by the spirit of the River Tiber, Tiberinus (the son of Oceanus, the World Ocean, and Tethys, his sister and consort). Impressed by the Trojan warrior, who also happened to be the son of the goddess Aphrodite (or Venus, to give her her Roman name), Latinus permitted Aeneas to marry his daughter, Lavinia. Their son, Ascanius, then built the fabled settlement of Alba Longa in the Alban Hills, and it was to a daughter of the Kings of Alba Longa that the founders of Rome were born.

Romulus and Remus did not have a particularly auspicious start in life. Their mother, Rhea Silvia, fell pregnant, much to the horror of her wicked uncle, Amulius, who had previously seized the throne, murdered her brother, and forced her into becoming a Vestal Virgin to prevent her from bearing any offspring who might threaten his rule. The fact that their father was Mars, the god of war, did not protect either the twins or their mother when they were born; Rhea Silvia was imprisoned and her sons cast into the River Tiber to drown.

But the spirit of the Tiber protected the children, and safely washed the basket in which they had been set adrift into the roots of a fig tree at the foot of what would later become the Palatine Hill. There they were found by a she-wolf, Lupa, who had just lost her own cubs. She suckled the boys as they grew while a woodpecker, Picus, brought them food. When they were older, the twins were discovered by Faustulus, a local herdsman, who took them home to his wife, Acca Larentia, where they were raised as their sons.

Tall Poppies

Besides being an avaracious, abysmal, and brutal leader, Tarquinius Superbus, the last King of ancient Rome, has one other claim to fame: that of inventing Tall Poppy Syndrome (at least according to the Roman historian, Livy). Also known as Tarquin the Proud, he one day received a messenger from his son requesting advice on how to handle the city he had just conquered. Instead of answering the messenger directly, the King went into his garden, took up a long stick, and began thrashing it over the poppies that were growing there, hacking down only those that grew head and shoulders above their brethren. Assuming that this was his answer, the messenger left and, as a result, Tarquin's son promptly executed all the leading lights in his new city in order to secure absolute control.

The first use of the term does not appear in English until the 18th Century and makes its way to the Untied States around the beginning of the 19th, although by this time it refers to cutting a person's reputation down to size if they should stick their metaphorical head above the parapet rather than anything more bloodthirsty.

As in all good fairy stories, good eventually triumphs over evil, and the twins, upon discovering who they really were, slew their wicked great-uncle and restored their grandfather, Numitor (a direct descendant of Aeneas), to the throne. Unwilling to wait to become the Kings of Alba Longa, the brothers decided instead to found their own city close to the spot where Lupa had saved them all those years before.

So, on 21st April, 753BC (the official date of the founding of Rome), Romulus climbed the Palatine Hill and Remus, the Aventine, and they sat down to wait for a sign from the gods as to where to begin building. Remus saw six storks fly over him and became convinced that he had chosen the correct location, but Romulus saw twelve storks fly over the Palatine and began to build there instead. Incensed at the perceived sleight, Remus jumped over the walls his brother had constructed and in doing so destroyed the protective spell that was laid upon them. A massive fight ensued, during which Romulus was obliged to kill his brother in order to restore the security of his city-to-be.

Romulus became the first King of Rome; the first of seven. His reign ended when he vanished into a cloud on the Campus Martius whilst inspecting his troops during a thunderstorm (although a less romantic version has him murdered by the Senate for stealing their power). The final king of Rome, Lucius Tarquinius Superbus, was driven from the city in around 509BC; his abdication heralded the beginning of the Roman Republic.

Although the Republic was supposed to do away with the corruption of the monarchy, it was only a matter of time before political rivalries led to large scale violence and murder. To add insult to injury, all records of Rome's foundation were lost when the Gauls sacked the city in 390BC. By the end of the 1st Century BC, the Republic was on its last legs and, circa



27BC, Augustus became the first Roman Emperor. Finally Rome began to enjoy a period of peace and prosperity known as the *Pax Romana*, which lasted for around 200 years.

But trouble was never far away, as the history of the later Roman Emperors shows. Rome gave up its pagan heritage with the ascension of Constantine (the first Christian Emperor) in 312AD, and the Empire itself was split in two just over eighty years later. The city had ceased to be the heart of empire only a dozen years or so after Constantine took the throne; Byzantium (Constantinople, or, as it officially becomes in 1930, Istanbul) was made the sole capital until the division into East and West.

After being sacked by Alaric, King of the Visigoths, in 410AD, the once magnificent city was passed backwards and forwards between Byzantium and various Germanic tribes, falling into ever greater ruin and despair. Much of the population fled and large parts of the city became uninhabited, whilst other areas were turned into farmland. By the middle of the 8th Century AD, the city was in the hands of the Lombards, who gifted temporal control of it to the Pope, leading to the formation of the Papal States.

Once again, Rome became the centre of a power struggle, with rival Popes and important families all vying for control of the city. The Popes left for Avignon in 1308, and the city was torn apart by violence; in fact, by the end of the 14th Century, Rome was barely even recognised as a provincial town. The Popes returned in the 15th Century and began to rebuild. By the early 16th Century, the city was reaching ever greater cultural heights under the Medicis and made a notable contribution to the Italian Renaissance movement.

In February, 1798, Napoleon's troops arrived in Rome and established their own Roman Republic. This latest Republic was a very short-lived one, surviving for only two years before the Papal States were reinstituted. In 1814, Napoleon's brother-in-law, Joachim Murat (the King of Naples), took control of the city allegedly to defend it against Austrian aggression. His tenure was even shorter than that of the Republicans and he was ousted from the city in 1815 by the return of the Pope, as decreed by the Congress of Vienna (p.18).

The city entered yet another brief Republican era as a result of the massive political upheavals sweeping Europe in late 1840s. In another bizarre twist of history, Rome was declared the capital of the new Kingdom of Italy in 1860, even though the Papal States fiercely resisted the *Risorgimento* (Italian unification) and did not join with the rest of the country until 1871!

The political landscape of Rome and Italy changes markedly in October, 1922, when the *squadristi* of the National Fascist Party (*Partito Nazionale Fascista*; PNF) march on Rome demanding that King Victor Emmanuel III give control of the country to their leader, Benito Mussolini; Mussolini himself stays out of the way in Milan until his Blackshirt rabble-rousers force both the resignation of the then Prime Minister, Luigi Facta, and the hand of the King. Although initially promising an era of co-operation with his Socialist counterparts, by 1925 Italy is a one-party, totalitarian state and Mussolini is ruling the country with an iron grip as the dictator *Il Duce*.

Unfortunately for Italy, the Fascists have no real policies other than to destroy the country's communist element. For Mussolini, the party is all about spontaneity rather than planning, with intuition and impulse lauded as exemplary character traits. Although the country technically becomes a corporate state (i.e. industry is controlled by worker/employer syndicates as part of the governmental structure) in 1934, management of Italy's economy is mostly in the hands of big business and major landowners, with inevitable consequences for the working man. After all, fascism is, according to its basic tenets, more interested in forging a national identity than bothering itself with the establishment of economic stability.

Well aware of how reliant the country is on other nations for raw materials, 1925 sees the beginning of a series of so-called "Battles" designed to make Italy as self-sufficient as possible and, almost as an aside, ready the country for war. Despite novel initiatives, such as replacing wool with a synthetic fabric called lanitol (which is made from cheese), by 1939 the country can still only provide around twenty percent of its primary material requirements, leaving it in a very vulnerable position.

Credere Obbedire Combattere

The forerunner of the National Fascist Party (PNF) is established in Milan in 1919 by ex-soldier and journalist Benito Mussolini. His *Fasci di Combattimento* only really begins to gain popularity in late 1920 as the Italian economy slips into recession; paramilitary groups, called *squadristi* and managed by charismatic local squad leaders (*ras*), begin to flourish and take violent action against their main rivals, the Socialist Party. By 1921, the Fascists are beginning to make parliamentary gains, and the PNF officially comes into being in October of that same year. Joined by the Nationalists in February, 1923, the Fascists grows ever more powerful both officially (through increased parliamentary representation) and unofficially (through violence, intimidation, and murder), until Mussolini is forced to curb the *squadristi* through a series of purges in 1926-1929 or risk losing control of his own party.

Fascism sees itself as a spiritual doctrine rather than a materialistic one and as a revival of the ideals and spirit of Ancient Rome (*romanità*). It also becomes centred on the idea of the heroic individual and so, from 1926 onwards, it also develops into the Cult of *Il Duce* (as well as being the only legally-permitted political party in Italy).



Image is Everything

The Fascists, who are well aware of the continuing power of myth and symbolism, make extensive use of a variety of motifs from Ancient Rome to bolster and legitimise their regime. In 1926, the *fasces* (a bundle of wooden sticks bound with leather thonging and with either one or two axe-blades emerging from its centre) which give the party its name, are adopted as the official emblem of the Italian State. The bundles, carried by Roman *lictors* (magisterial bodyguards), were a symbol of power, possibly even representing strength through unity.

Interestingly, according to Julius Evola (p.46), the *fasces* are, in truth, a symbol of the lost civilisation of Hyperborea...

Such self-sufficiency even extends to the language itself, with a campaign in 1926 to remove adopted foreign words in order to "purify" Italian speech. Although slow to start, by the mid- to late 1930s, the crusade really takes off; the word "cocktail" finds itself replaced by the term "*arlecchino*", and Cognac becomes known instead as "*ratafià*".

In 1938, the "Reform of Customs" takes the principle a step further and bans the handshake as a form of greeting (in part because it is classed as unhygienic); the Roman salute (the right forearm extended straight up into the air) must be used instead. The Reform also bans certain forms of address because they are not deemed to be sufficiently "manly", civil servants are ordered to wear military uniforms (having already been forced to join the PNF from 1933 onwards), and coffee drinking is restricted for being far too decadent.

From the late 1920s onwards, Mussolini speaks increasingly of Italian colonial expansion and the principle of *spazio vitale* ("vital space"; virtually identical to the German concept of *lebensraum*). In 1935, he directs the invasion of Abyssinia (Ethiopia), much to the disgust of Britain, France, and the League of Nations, which imposes sanctions against the country in 1936; the same year that Mussolini announces the formation of the new Italian Empire from the balcony of the Palazzo Venezia in Rome. (For more information on Italian East Africa, see *Achtung! Cthulhu: the Guide to North Africa*.) The invasion is popular in Italy, and succeeds in pushing the country into closer relations with Nazi Germany which, apart from a few spats over Adolf Hitler's repeated aggression towards Vienna (p.19), Mussolini had largely been ignoring. In 1937, Italy, like Germany before it, quits the League of Nations.

Mussolini first visits Berlin in the autumn of 1937 and is given a very warm welcome. Back at home, he increasingly introduces measures to prove to Hitler that Nazism and fascism are closely aligned, introducing anti-Semitic laws (to the outrage of Italian society which had, at this time, a

Cinema City

During the Fascist regime, the most popular public diversions are sport and the movies. Determined to spread the ideals of both Italy and fascism beyond the country's borders, Mussolini, his son, Vittorio, and the Head of the General Directorate of Cinematography, Luigi Freddi, set up Cinecittà ("Cinema City") on the southeastern outskirts of Rome. Built on the remains of a former film studio, Cines, the extensive complex takes almost a year to construct and opens in April, 1937. Its motto is: "*Il cinema è l'arma più forte*" ("Cinema is the most powerful weapon"). The protectionist Alfieri Laws of 1938 help to establish Italian cinema as a force to be reckoned with—in Italy, at least—by restricting the availability of foreign films and subsidising Italian filmmakers. The studio churns out a slew of historical, aspirational ("white telephone"), and propaganda films until it is bombed by the Allies in 1943 and production moves to Venice.

Open For Business

If a nation declares somewhere to be an "open city", it means that the forces occupying it will not defend it against an invading force; the idea being that those coming to seize the city will not bomb, shell, or attack it in any way. This is usually done to preserve any historic buildings in a location and to protect the civilian population.

well-integrated and well-liked Jewish population) and even the goose-step (renamed the "*passo romano*") as the official march of the Italian Army. Hitler visits Rome in 1938. Mussolini, determined to impress the German leader, puts on quite a display of Fascist pomp and ceremony; but the King, Victor Emmanuel III, is less than impressed with his visitor and takes an instant dislike to him.

The increasingly cordial relations between Italy and Germany leads to the signing of the *Patto d'Acciaio* (Pact of Steel) in May, 1939; promising continued co-operation and support between the two countries, as well as containing secret protocols regarding joint military and economic development, Mussolini initially wants to call the agreement the Pact of Blood, but is finally persuaded to adopt the slightly less threatening term instead.

Mussolini, determined to impress the German leader, puts on quite a display of Fascist pomp and ceremony.

Horrified by the discovery that Hitler plans to invade Poland in September, 1939, Mussolini only narrowly avoids being drawn into a conflict that his War Production Undersecretary (Carlo Favagrossa) insists the country will not be fully ready for until at least October, 1942, by demanding huge amounts of munitions from Germany. When they are not forthcoming, Italy declares itself non-belligerent despite being one of the founding members of the Axis, and does not declare hostilities against Britain and France until June, 1940 (much to the confusion and dismay of the Italian population).

Life in Rome during the war is reasonably quiet, up until 1943 and the beginning of Operation Husky (the Allied invasion of Sicily). The outskirts of the city are bombed by the Allies in May, despite repeated appeals from the Pope; it is bombed again on 19th July and 13th August before being declared an "open city" in order to protect the historic buildings and art treasures (and its civilians) the next day.

Mussolini is toppled from power on 26th July after the second bombing attack; further details on his arrest, imprisonment, and dramatic rescue by Otto Skorzeny can be found in the *Keeper's Guide*, pp.12 & 36. Italy surrenders to the Allies on 3rd September, although the announcement is not officially made until five days later.

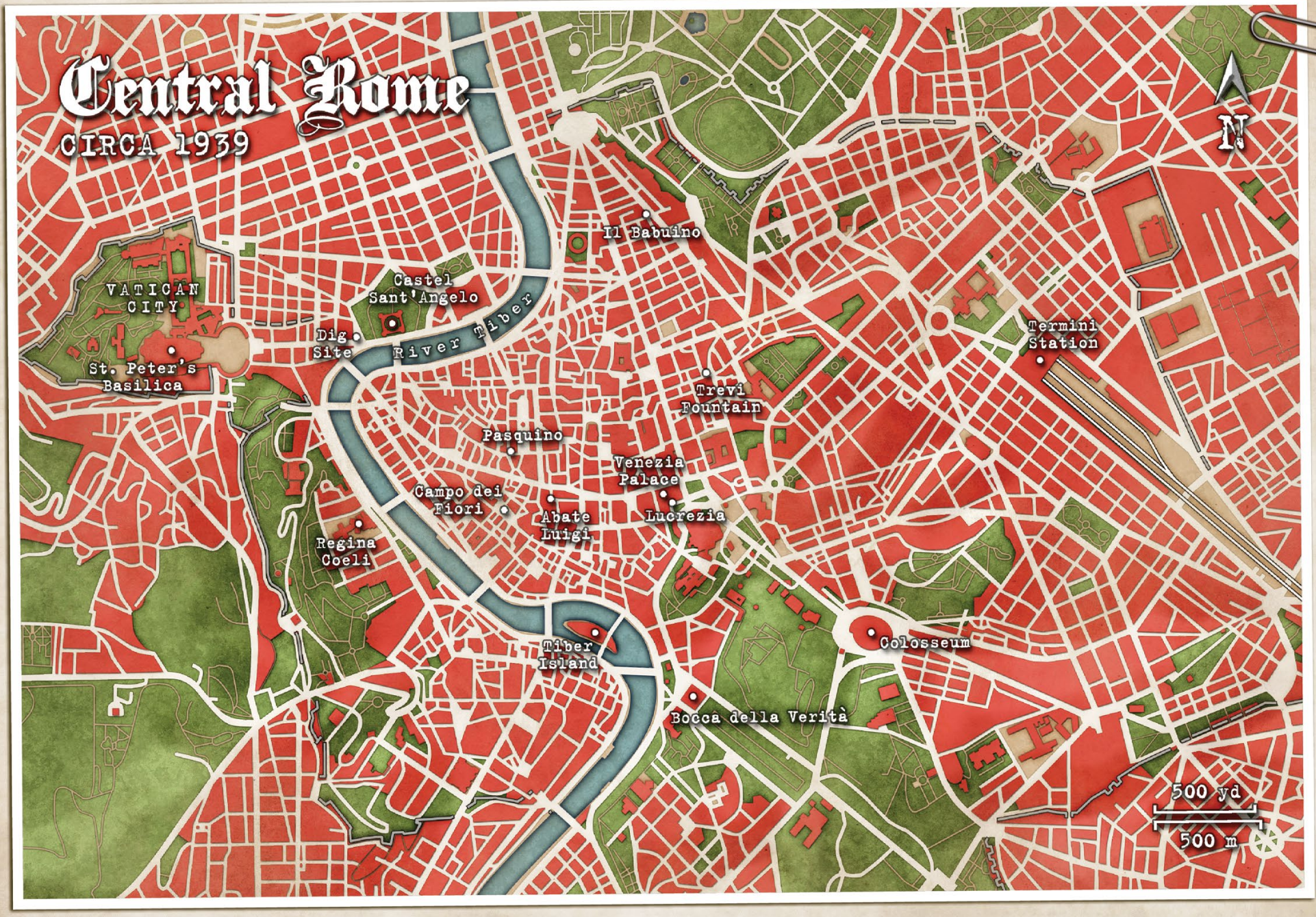
The King and his new government flee Rome shortly after the armistice is announced, leaving the city practically undefended; German forces under Field Marshal Albert Kesselring enter Rome practically unopposed. There is some resistance from within the city's population, but the brutal and violent retaliation carried out by the Germans to a partisan attack in the Via Rasella in March, 1944 (three weeks after Germany had bombed the Vatican), when over 300 men and boys who had nothing to do with the attack are massacred in the catacombs under Via Ardeatina, underlines just how dangerous defiance is.

Rome is finally liberated by the Allies on 4th June, 1944.

When in Rome...

Built on the ruins and detritus of several thousand years and divided into twenty-two administrative districts (*rioni*), Rome is a mish-mash of the very ancient and the very new. Determined to leave his mark upon the city, Mussolini begins a massive programme of modernisation, with anything and everything built in the Middle Ages seen as a potential target for removal. But Mussolini's architectural vision of the future (the so-called "imperial style") very much hearkens back to the past, taking its inspiration from the Roman Empire he is so desperate to re-establish.

From 1924 until its official opening in 1932, hundreds of historic buildings in the heart of the original Roman Forum are torn down to make way for the Via dell'Impero between


Central Rome
CIRCA 1939
N
Il Babuino
VATICAN CITY
Castel Sant'Angelo
River Tiber
Dig Site
St. Peter's Basilica
Termini Station
Trevi Fountain
Pasquino
Venezia Palace
Campo dei Fiori
Abate Luigi
Lucrezia
Regina Coeli
Tiber Island
Colosseum
Bocca della Verità
500 yd
500 m

The Magic Number

Rome is built on seven hills: the Aventine, Caelian, Capitol (or Capitoline), Esquiline, Palatine, Quirinal, and Viminal. Although there are two more hills within the city limits (the Pincio and Janiculum), they are not included in the official tally as they were not part of the ancient city.

Freedom of the Press

The security of State is far more important to the Fascist regime than the freedom of the individual and censorship of the press comes into full swing from the moment Mussolini's dictatorship begins in January, 1925. Any journalist who speaks out against the regime is sacked or, from 1926 (when the Public Safety Law is introduced), can be subject to *confino* (internal exile) for up to five years for engaging in subversive behaviour. Taking its lead from Nazi Germany, the Ministry of Popular Culture is established in 1937 to further control the press and regulate Italy's propaganda output.

the Capitol and the Colosseum; no less is true for the construction of the Via della Conciliazione between the Castel Sant'Angelo and St. Peter's Basilica (p.56). When bored, *Il Duce* often strolls from his desk in the Sala del Mappamondo, Palazzo Venezia, to survey the progress of his works.

It is not just the buildings that are scheduled for improvement: the Pontine Marshes to the south of Rome are also subject to large-scale municipal building projects. The marshes, once a malaria-infested swampland, are drained as part of the Fascists' integral land reclamation programme, leading to the appearance of many new small farms and villages.

THE CLIMATE

Situated not too far from the coast (which lies approximately 13 miles/21km from the city centre), Rome enjoys a Mediterranean climate, with hot, dry summers and mild, humid winters. The *Tramontana* winds blow through the city in December and again in the Spring, with *siroccos* in the summer months.

TRANSPORT

Italy does not have a large automobile industry compared to that in Britain in the 1920s and 1930s due to a lack of home demand. However, the railways are electrified with the coming of Fascism, even if Mussolini does not actually get all of the trains to run on time (regardless of what he may claim).

Rome has two large stations, both of which see extensive building work in the 1930s and 1940s: Roma Ostiense, which is built on the site of a previous station to officially celebrate Hitler's visit in 1938 (even though it is not actually inaugurated until October, 1940) and is decorated with an elaborate mosaic floor showing scenes from Roman history; and the Termini Station, which is demolished in 1937 to be rebuilt for the proposed World's Fair in 1942 (which never takes place). Only part of the station is rebuilt during the war, with construction ceasing in 1943.

The city also has plans for an underground rail system. Although construction begins in 1938 and some of the stations and tunnels are excavated, work ceases when Italy finally enters the war ten months after Germany, France, and Britain. Some stations (such as Termini, Cavour, Colosseo, Circo Massimo, and Piramide) are later used as air-raid shelters, although Rome largely escapes any bombing until 1943 (p.43).

SCENARIO INTRODUCTION

Having discovered that someone within the German hierarchy is hunting for a mysterious set of artefacts (allegedly smuggled from Atlantis as the civilisation fell) and who is prepared to stop at nothing (including murder) to get them, the investigators find themselves in Rome, the Eternal City, looking for a missing Section D agent and an ancient secret hidden beneath the city's streets, as well as facing the descendants of the Atlanteans' oldest foe: the serpent people.

The Power of Rome

When Aeneas fled Troy, he brought something of great power with him to Laurentium: a piece of the Palladion. Over time, the truth of this became confused with another object with a similar name: the Palladium, a carved wooden statue of Pallas Athena stolen from Troy by Odysseus and Diomedes and also brought to Rome by Aeneas, where it resided in the Temple of Vesta in the Forum. As long as the statue remained in the city, its safety would be protected; indeed, it is said that the Greeks' wooden horse gambit only worked because the Palladium had been removed from Troy.

But the true protective power lay not in Pallas' wooden image, but in the shield component of the Atlantean relic stolen alongside it. Hidden safely in a labyrinth of tunnels beneath the Pyramid of Romulus (the *Meta Romuli*, or just the Meta), and maintained by a coterie of priests, the "Power of Rome" (more commonly referred to as the Clypeus) protected the city more or less successfully until the coming of Christianity. Fearing what could be done with the relic and concerned by the increasing number of incursions by their ancient enemy, the serpent people, the priests sealed away both the crystal and the labyrinth sometime in

The Northern Light

Giulio Cesare Andrea Evola (1898-1974). Better known as Julius, Evola (the son of Sicilian nobility) originally studies engineering before abandoning it as being "too bourgeois". Instead, he becomes a philosopher and esotericist, developing theories on the cycles of time and the degeneration of mankind from its heroic golden days in a Nordic Hyperborea. Never a member of the Fascist Party, the Baron classes himself as a right-wing intellectual with a traditionalist outlook. One of his most famous works, *Revolt Against the Modern World*, is published in 1934.

Although his particular brand of misogynistic and racist theorising is not *quite* as blunt and brutal as that of the Nazis (as, to him, a person's race is both biological and spiritual), Evola moves to Berlin after the Italian Armistice in 1943 to work for the *Ahnenerbe*. He is paralysed from the waist down by Russian shrapnel whilst out walking during a bombing raid in 1945.

Interestingly, Evola believes that an entity he calls Saturn-Kronos used a hidden power (the *latens deus*) to build the fortified settlement that was the forerunner of Rome, and that the Romans are descended from the Nordic tribes of Hyperborea via Atlantis. He also believes that Romulus placed a black stone as a "sign of the centre" at the beginning of the Via Sacra...

The Knee Bone's Connected...

Those visiting the Capuchin Church of Santa Maria della Concezione, close to the Fountain of Triton in the Piazza Barberini, are in for a gruesome surprise. For there, in the dimly-lit crypt below the church, are five chapels decorated in a most unusual way: with the bones of the Capuchin brothers who once worshipped there.

The earth in the chapels was imported from the Holy Land when the church was constructed in the early 17th Century. When the burial space was full, the bones of over 4,000 previous friars were dug up and arranged into decorative items for the crypt's vaults. Chandeliers made from finger and jaw bones dangle from the ceiling, while hourglasses fashioned from pelvic bones adorn the walls. One whole skeleton even carries a scythe constructed from the clavicles of the dead in one hand; in the other is a set of scales made from their kneecaps.

There is also a sixth chapel. This one contains no bones, only a jumble of inscribed tablets, an altar, and the preserved heart of one Maria Felice Peretti, sealed into a pagan plaque bearing the inscription "DOM" ("*Deo optimo maximo*"—"To god, the best and greatest").

the late 3rd Century AD and fled, taking their secrets to the grave (p.64).

Already touched by Daoloth's influence (although only slightly), the Power of Rome grew increasingly unstable without the priests' attentions. Awoken periodically by men's desire to find the (by now mythical) Clypeus, it was responsible for much of the upheaval Rome suffered over the following centuries as a result of the madness it inspired in all those who deliberately sought it through greed for their own glorification.

There came a brief respite in the 15th Century when the Roman Academy (a semi-secret group of humanists working in the papal administration, led by Pomporio Leto) accidentally managed to perform something akin to the stabilising rites of the old priests in their attempts to revive ancient Roman rituals and classical ideals. The society was suppressed by the Pope for its pagan practices, and the Power once again slowly fell into a cycle of erratic instability, before finally falling dormant.

The Clypeus remains sleeping throughout the 20th Century until Mussolini's lust for conquest begins to awaken it once again. The spate of building work across Rome, coupled with the revival of ancient Roman ideologies, has spurred a renewed interest in the city's history and, when the crews working on the Via della Conciliazione by the Castel Sant'Angelo discover an entrance into a previously unknown set of catacombs, Mussolini is eager to send in his archaeologists to see what treasures lie below...



Photo: Unknown—Rom, *Ansprache Mussolinis an die Jugend*, September 1931 - Bundesarchiv, Bild 102-12292 / CC-BY-SA

EPISODE ONE: NEW ARRIVALS

It is expected that the investigators have made their way from Vienna to Rome having discovered the identity of Dr. Botho Ehrlichmann's murderers and his private notebook discussing the secrets of the Black Stone of Saïs. They may have done this directly by train, fleeing the outbreak of war in Austria, or they may have travelled in via other routes having first reported their findings to some higher authority. It is possible that they may not even be the same team that was operating in Vienna, but a new set of investigators sent to continue the exploration of what happened across the Alps.

As mentioned on p.45, there are two main railway stations in Rome with good services to other destinations in Europe. Rome is also served by a port in the ancient town of Civitavecchia, 50 miles (80km) to the northwest of the city and linked to it by rail. Although the Tiber empties into the Tyrrhenian Sea at Ostia, the river itself is no longer navigable up to the city and the original, ancient port of Rome lies 4 miles (6km) inland. It is possible to drive into Rome, should the investigators have access to a car or other motor vehicle. The city is also served by Ciampino Airport, approximately 7 miles (11km) to the southeast of the city centre.

Regardless of how they get there, the investigators arrive in Italy's capital in very late August/early September. Despite the declaration of war elsewhere in Europe (which can happen either before or just after they leave Vienna or arrive in Rome), the city appears to be remarkably unperturbed and going on about its business as usual under the Fascist regime.

Although not at war with Britain, anti-British sentiment has been openly displayed in Italy since the mid-1930s, so any British investigators should take care not to openly flaunt their nationality if they want to avoid any trouble with the Blackshirts and OVRA (p.48).

As with Book 1, Ch.1, the scenes within each episode can, pretty much, be played in any order, apart from **Episode Three** (p.62), where there is a very definite sequence of events.

Making Tracks

As an additional encounter, the investigators may attract the attention of German or Italian troops whilst travelling, or they may be being pursued by Gotthold Fuchs (p.32). Depending on the means of transport, this could provide the opportunity for a close shave, a punch-up, or a dramatic chase. This may not suit the style of your campaign, so feel free to ignore it. Stats for Fuchs and his *Nachtwölfe* goons can be found on p.32; those for typical German soldiers can be found on p.58; and those for Italian police and MVSN troops are on pp.48 and 54, respectively.

EHRLICHMANN'S NOTES: ROME

From his translations and research, Ehrlichmann deduced that Rome was the city referred by the strange, rambling excerpt on p.39. There are snippets of the legend of the founding of Rome, including Aeneas' flight from Troy, the rescue of the twins by Tiberinus and the slaying of Remus by his brother, and sketches of the famous She-wolf statue suckling the infant twins.

The notes also contain sketches of an unusual pyramid, much taller and less squat than the familiar Egyptian types. Alongside the pyramid are the words "Cestius or Remus? Porta San Paolo. Or lost white tomb of Romulus? Borgo/Vatican. Nubian not traditional Egyptian". Beneath that is a brief discourse on what pyramids represent, including the world tree, the *Axis Mundi*, the link between heaven and earth, and a drawing of St. Peter's Square and its obelisk.

In game terms, Ehrlichmann's notes can be studied whenever the investigators are in transit or have a spare few moments; they can also be used to help provide the investigators with clues that they have potentially missed elsewhere. What it cannot provide is details on what the Clypeus does; that information is contained only in *The Book of the Machine*, which Ehrlichmann never saw and only guessed existed.

The notes also contain sketches of an unusual pyramid, much taller and less squat than Egyptian ones.

Scene 1: Closed for Business

The note the investigators received from the agent known as Lucrezia (actual name Sibilla Zanetti; pp.61-62) was garbled, but indicated that something had happened to her fellow agent, Pasquino (better known as Niccolò "Nicky" Filippi; p.52). It is essential that the investigators make contact with Lucrezia/Sibilla as soon as possible to try and identify what has happened. If at least one of the group is a Section D agent (such as Maso di Pietro, p.281), then they may know Sibilla from having worked with her before; alternatively, they may have been informed of her identity by their spymasters.

The Section D operation in Rome is run along similar lines to that in Vienna: a small business that enables quite a large through-put of people that is unlikely to arouse suspicion. In this case, however, the business is not a café but a stationers and art supplies shop in the Via della Madonna dei Monti, not far from the Forum.

However, when the investigators arrive, the shop is closed and its front covered in notices from the OVRA (see The State of Policing, p.48) declaring it to be a haven for

political undesirables. The name of the shop is carved into a large, wooden oak-leaf above the door: Carlevaro's. It is hanging askew and an attempt has been made to paint the name out. The pane of glass in the door has been smashed and replaced by a wooden board; fragments of broken glass are still visible in the door and underfoot. Peering through the windows of the shop identifies that the interior has been wrecked; paints, notebooks, sketchpads, and other pieces of artists' equipment are scattered all over the floor, and several shelves have been dislodged from the walls.

Tarrying too long examining the shop during daylight hours is a dangerous thing; if the investigators remain there for more than a few minutes, they are likely to attract the unwanted attention of either the city's police or the OVRA, who may very well be keeping an eye on the shop to see who visits it. Breaking in at night to search the shop is an option, particularly as the investigators will be harder to spot; there is access to the rear courtyards of the Via della Madonna dei Monti from the Via Cavour.

The State of Policing

Policing in Rome (and Italy) is a complex affair. During the early days of the Fascist regime, it is largely handled by the Voluntary Militia for National Security (*Milizia Volontaria per la Sicurezza Nazionale*, or MVSN—the notorious Blackshirts) but a reorganisation of the National Police Force (*Pubblica Sicurezza;* SP) along fascist lines from 1926 onwards sees them taking control once again. Although most Blackshirt units are then converted into military combat battalions (see the *Guide to North Africa* for further details), some remain in places like Rome to carry out special duties, such as acting as Mussolini's personal bodyguard, the *Moschettieri del Duce* (*Il Duce's* Musketeers).

On top of that there is the *Arma dei Carabineiri* (usually just referred to as the *Carabinieri*), a military police force with jurisdiction over both the military and civilian populations, who usually deal with serious crime. There is also the Organisation for Vigilance and Repression of Anti-Fascism (*Organizzazione per la Vigilanza e la Repressione dell'Antifascismo*; OVRA), formed by Mussolini in 1927 to act as his secret police, who perform a similar role to that of the *Gestapo* in Germany.

ROME SP POLICE OFFICER

Rather plainly dressed compared to the more strikingly attired Blackshirts and *Carabinieri*, the SP officer wears grey trousers and a grey fitted jacket, and has responsibility for the smaller, petty crimes deemed too lowly for the black and red bedecked *Carabinieri*.

Cth

STR 12	**DEX** 13	**INT** 15	**CON** 13
SIZ 15	**APP** 12	**POW** 12	**EDU** 13
SAN 60	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Dodge 50%, Drive Automobile 30%, Fast Talk 40%, First Aid 35%, Listen 45%, Law 50%, Persuade 50%, Psychology 50%, Sneak 45%, Spot Hidden 45%.

Language Skills: Italian (Own) 65%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Baton (Melee Weapon—Club) 55%, damage 1D6+1D4, atts 1, base range touch.

Beretta M1934 Pistol (Handgun) 45%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d8, Healing d6, Intimidation d6, Knowledge (Law) d8, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Stealth d6, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Vow (Uphold the law).

Edges: Combat Reflexes.

Gear: *Baton* (Str +d6), *Beretta M1934 Pistol* (2d6, 12/24/48, Shots 8, AP 1, Semi-Auto).

OVRA AGENT

Immaculately dressed in a manner most reminiscent of a movie detective (or gangster), the OVRA agent wears a double-breasted suit, a bow tie, and a boater or fedora—some have even been known to don spats. Not quite as conspicuous as their German counterparts, or as bloodthirsty, OVRA agents rely on a network of informers to let them know who is engaging in anti-fascist behaviour. Perpetrators can expect to be hauled up before the *Tribunale Speciale* (Special Court) to answer for their crimes. OVRA is also responsible for compiling and maintaining the *Casellario Politico Centrale* archive, which contains files on all known subversive elements within Italy.

Cth

STR 14	**DEX** 12	**INT** 14	**CON** 13
SIZ 14	**APP** 11	**POW** 13	**EDU** 15
SAN 55	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Anthropology 30%, Dodge 45%, Drive Automobile 40%, History (Politics) 40%, Law 60%, Listen 55%, Persuade 65%, Photography 35%, Psychology 55%, Sneak 50%, Spot Hidden 60%.

Chatterboxes

Rome's six talking statues, also known as the "Congregation of Wits", have acted as an outlet for political expression since the 16th Century. The first, Pasquino (actually a Greek statue of King Menelaus), is located just off the southwest corner of the Piazza Navona in a small, triangular piazza of his own; allegedly named after a local tailor with something of an acid tongue, poems and commentaries began to be pasted on to him shortly after he was discovered during road construction works in 1501.

As soon as guards were assigned to watch Pasquino to see who was posting what, other statues began to talk, including Marforio, who takes his name from the granite basin inscribed with the words "*mare in foro*" with which he was found. This statue of Ocean (or, possibly, Tiberinus) is located in the Capitoline Museum's courtyard in the Palazzo Nuovo, and was renowned for the conversations he had with his friend Pasquino before he was safely shut away for his own "protection".

Madama Lucrezia is the only female talking statue, and can be found against the wall of the Palazzo Venezia in the Piazza San Marco. The badly damaged statue of a woman (possibly a representation of the goddess Isis) is named after a courtesan of the King of Naples. There are three other talking statues dotted about the city: *Abate* Luigi (Piazza Vidoni), *Il Facchino* (the porter; Via Lata, in the wall of the Bank of Rome), and *Il Babuino* (the baboon; the Stranger's Quarter, Via del Babuino), who have all made their contributions to political debate in Rome over the centuries.

Language Skills: Italian (Own) 75%.

Weapons: *Fist/Punch* 45%, damage 1D3+1D4.

Knife 55%, damage 1D4+2+1D4, atts 1, base range touch.

Beretta M1934 Pistol (Handgun) 45%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d8, Intimidation d8, Knowledge (Anthropology) d6, Knowledge (Law) d8, Knowledge (Photography) d6, Knowledge (Politics) d6, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Fanatic, Mean.

Edges: Combat Reflexes, Strong Willed.

Gear: *Knife* (Str +d4), *Beretta M1934 Pistol* (2d6, 12/24/48, Shots 8, AP 1, Semi-Auto).

If the investigators do decide to break in, the shop and living quarters behind it have already been thoroughly searched. On a successful *Easy* Spot Hidden roll [Cth]/Notice (+2) test [Sav], they will find lots of paper "oak leaves" scattered about the various rooms, reminiscent of the shop's sign. Anyone with History [Cth]/Knowledge (History) [Sav] will, on a successful roll, recall that the ancient Sybil of Cumae (author of the *Sybelline Books of Fate*, and Aeneas' guide to the Underworld) used oak leaves to record her prophecies.

There are also a lot of postcards strewn about the floor. Although there is a fair cross-section of what most people would consider to be the city's main tourist highlights (such as the Colosseum, the Castel Sant'Angelo, and St. Peter's Basilica), there seem to be quite a few oddities, such as cards of badly-damaged statues. Carefully checking these cards for details reveals the names "Pasquino", "Marforio", and "Madama Lucrezia"—some of the famed talking statues of Rome, including the very ones the two missing Section D agents are named after. There is also a well-thumbed copy of a tourist guide to Rome in the shop, which looks as if it might have been used by customers looking for information on the best painting spots.

Anyone who has worked with Lucrezia/Sibilla (such as Maso di Pietro) will instantly recognise the oak leaves as her calling card and is aware of how the Rome office use these and the talking statues to pass messages between agents and informers.

Scene 2: Loose Lips

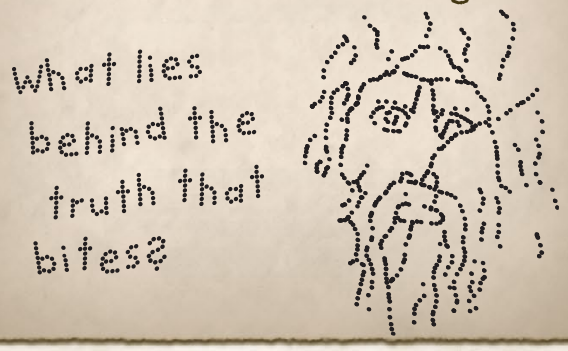
Just as the Viennese operation has its own method of handing off information between informants (p.35) so, too, does the Rome branch. The clue to what it is lies in the names of its agents: Pasquino and Lucrezia—two of the city's talking statues (see box, above). Information on the statues can be found by the investigators if they buy a tourist guide book, or find the one in Carlevaro's.

Unfortunately, Madama Lucrezia is located right outside one of the main doors into Mussolini's headquarters in the Palazzo Venezia and, as such, would be a very dangerous place to try and leave a message; Marforio is inside a closed courtyard within his Palazzo; and Pasquino is watched constantly thanks to his reputation. The other three statues are less well-known, but are easy to locate.



Handout #8

The Oak Leaf Message



A tour of the statues during the day will not seem overly suspicious, particularly as all of them are close, or on the way, to other tourist destinations. However, if the investigators were spotted at Carlevaro's, they may well have a tail (a Spot Hidden or Espionage roll [Cth]/Notice or Knowledge (Espionage) test [Sav] should identify if they do or not).

Il Babuino is the statue the investigators are looking for. This strange, pocked-marked figure of a reclining man, whose head appears to be made of a different stone to his body, sits above a rectangular trough of water; the whole object is a fountain, supposedly representing Bacchus' favourite companion, Silenius.

As with most fountains, there are a number of coins in the base of the trough, but there is also something else. In daylight, it is easy to see that there is an oak leaf partially obscured by the coins (an *Easy* Spot Hidden roll [Cth]/Notice (+2) test [Sav]), which is odd as there are no oak trees anywhere near by. If the investigators know the Rome system (because they have worked as part of it), have been informed of it by their superiors, or have found the paper oak leaves in Carlevaro's, then they should realise that this is a clue.

The area around the fountain is busy with tourists as the Strangers Quarter contains lots of lodgings for foreigners, as well as the famous Spanish Steps and notable cafés, such as the Caffè Greco and Babington's Tea Rooms. The Via del Babuino also leads from the Piazza di Spagna to the Piazza del Popolo, a large public square that used to be most tourists' first view of Rome. Subtly retrieving the oak leaf in daylight can, therefore, be achieved with some sleight of hand (pretending to drop something into the basin and attempting to rescue it, for example, using a standard skill check) without attracting any untoward attention. The area is also bustling with nightlife after dark, making any rolls to retrieve the oak leaf then *Easy* [Cth]/+2 [Sav].

Once retrieved, the oak leaf appears to have a series of little holes pricked into it; a very old and simple way of hiding a message, as anyone with the Espionage skill [Cth]/Knowledge (Espionage) [Sav] will automatically know. The investigators will need to find somewhere undisturbed to decipher the message, and will need some soot or other fine, dark powder and a sheet of paper (see Handout #8), although (with a considerable degree of concentration) it is possible to read the oak leaf by holding it up to a strong light source instead.

Accompanying the message, and somewhat distorted by the lack of space, is an odd drawing of what appears to be a circular face with an open mouth. Anyone who knows Rome will realise that it is probably meant to be the Bocca

della Verità, the "Mouth of Truth", a gigantic stone mask 6ft (1.8m) across that sits in the portico of the church of Santa Maria in Cosmedin. Flicking through a guidebook should also bring up a picture of the face and the strange legend associated with it (see below).

Scene 3: Out of the Mouth of Babes?

Santa Maria in Cosmedin is easily recognised by its unusually tall, red brick, Romanesque bell tower, jumble of buildings and large, red brick portico. Nestled against the wall at the left hand end of the portico, on top of what looks like the broken capital of an ancient Corinthian column, sits the Bocca della Verità, the fabled Mouth of Truth. Legend has it that anyone who puts his hand in the mouth and then tells a lie has his hand bitten off in retribution.

No-one knows who the strange face belongs to, or really what the mask actually is, only that it is very, very old. Some claim it is Oceanus because of the four, odd-looking "crab" claws on his head and in his beard; others think that it is Tiberinus, the spirit of the Tiber who saved Romulus and Remus (both of whom are also candidates for the true identity of Marforio; p.49).

A cursory check around the mask shows that there is nothing behind it (it lies practically flush to the wall and, given its size, is unlikely to have been moved by anyone recently); neither is there anything in its mouth, nor tucked behind its pedestal. To the left of the mask is a locked door which, based on the remaining width of the portico, must lead into either a corridor or a very small room.

Entering the *basilica* (also the home of St. Valentine's skull) reveals a very ancient building. To the left and right of the door are columned aisles, and in the left hand aisle are two small chapels and a baptistry; the baptistry lies closest to the Mouth, but there does not appear to be anything conspicuous in or close to the font, nor anywhere obvious to hide something.

Anyone who turns around to face the door through which the investigators entered the building can see two niches in the front wall of the church, one on either side of the door. In the niches are jet black stones which have obviously been shaped by man; yet another legend associated with the church is that the two stones were used to beat pagans' heads against until they converted to Christianity. Tucked into the niche next to the right hand stone (as the investigator faces it) is an oak leaf.

It should be relatively easy for the investigators to examine the stone without attracting too much attention, unless they have timed their arrival to coincide with a service. There are no holes pricked into this oak leaf, but feeling around the back of the black stone will find an envelope. The single page inside it is in code, but the cypher is a simple one and anyone with the Cryptography skill [Cth]/Knowledge (Cryptography) [Sav] will be able to crack it quite quickly if they are undisturbed. The message is only a few lines long; see Handout #9.

Handout #9

Lucrezia's Notes

P. taken to Regina Coeli, moved to CSant'A road crew

Archaeologists present, appear to be looking for something

Germans have arrived—strange badge on uniform

Bodies from the site taken to Tiber Island hospital (Aesculapius?)

Situation escalating. Sent for help

Anyone who has a knowledge of Latin will know that the words "*Regina Coeli*" mean "Queen of Heaven". Anyone who knows Rome knows that the words "Regina Coeli" mean far more than that: a notorious prison on the west bank of the Tiber. Originally built as a convent, it became a place of incarceration in the late 19th Century, based on Jeremy Bentham's Panopticon design; since Mussolini took control of Italy, he has used the gaol to inter political prisoners.

A little more research in either a guide book or a local library (or reasonably common knowledge if any of the investigators are familiar with/from Rome) will identify the Castel Sant'Angelo, the imposing, cylindrical fortress originally built as a tomb for the Emperor Hadrian and his family before it was converted by the Popes into a castle in the 14th Century. There have been a lot of roadworks in the area for the last three years or so as Mussolini builds a triumphal way between the tomb and St. Peter's.

Tiber Island sits in a bend of the River after which it is named, very close to the Bocca della Verità. It is the site of the Basilica di San Bartolomeo all'Isola, and that of the newly rebuilt and refurbished *Fatebenefratelli* hospital (p.53).

Scene 4: An Unwelcome Discovery

This scene can be moved around depending on how the investigators' research is going and can either occur during their hunt for the statues, on their way back from finding *Il Babuino's* oak leaf, or after they have left Santa Maria in

Cosmedin. It can be used as an alternative method of getting the various clues to the investigators, particularly if they are struggling to decipher them on their own. It can even occur as part of **Episode Two** (p.53), if necessary.

As the investigators are wandering through the maze of little side streets and alleyways they come across a pitiful sight: a filthy beggar, wild-eyed and raving. He grabs at them and babbles in a broken mixture of English and Italian. Although he is difficult to understand, he seems to be calling one of the investigators (the oldest male one) "*Abate*" and "Father" and rambling about his "message". There are other words scattered in amongst his strange mewlings: "tunnels", "snakes", "darkness", "secrets", "mouth", "baboon".

How the beggar reacts will depend very much on how the investigators treat him; his odd behaviour could attract all sorts of unwelcome attention, but the man is obviously distressed and in need of help. If they attempt to calm him, they can, on a successful Persuade roll [Cth]/Persuasion test [Sav] get a little more coherent information out of him: he has a secret, but he is not really a man anymore—he is a statue that can talk; a statue called Pasquino.

NICCOLÒ "NICKY" FILIPPI, MISSING SECTION D AGENT

Although now a broken shadow of his former self, Nicky's blue eyes still retain some of their sparkle, even if it is from madness rather than his former mirth. Italian by birth, Nicky was once something of an artist and a firebrand and had to flee his home in Milan to avoid the Blackshirts. He fell in with an underground communist group in Rome and was subsequently recruited by Section D to keep an eye on the political situation in the city.

Captured during a botched attempt to blow up the tracks at Termini Station, Nicky was dragged straight to the infamous Regina Coeli prison (p.51). Not long after, and without even appearing before the *Tribunale Speciale*, he was sent to the road construction and dig site below the Castle Sant'Angelo and down into the catacombs (p.56). What he found there has driven him quite mad. In his flight from his work gang, he managed to find a way out of the labyrinth, and is attempting to make his way to the *Abate* Luigi statue to leave a message for Lucrezia when discovered by the investigators.

Appearance: Nicky's blonde hair is filthy and caked with mud and what appears to be blood. His fingernails are broken and encrusted with dirt, and his clothes are torn and stained. There is almost nothing remaining of the good-looking young man from the north, and his previously infectious laughter is now distinctly unnerving.

Cth

STR 11	**DEX** 13	**INT** 16	**CON** 10
SIZ 14	**APP** 08	**POW** 12	**EDU** 18
SAN n/a	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Art (Painting and Sketching) 65%, Conceal 45%, Cryptography 35%, Cthulhu Mythos 05%, Demolitions 45%, Disguise 40%, Espionage 45%, Handgun 40%, Hide 50%, Persuade 55%, Radio Operator 25%, Sneak 60%, Spot Hidden 55%, Submachine Gun 35%.

Language Skills: Italian (Own) 90%, English 60%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Knife 35%, damage 1D4+2+1D4, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Knowledge (Art) d8, Knowledge (Communications) d4, Knowledge (Cryptography) d6, Knowledge (Demolitions) d6, Knowledge (English) d8, Knowledge (Espionage) d6, Knowledge (Mythos) d4, Notice d8, Persuasion d8, Shooting d6, Stealth d8.

Charisma: -5; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 0.

Hindrances: Habit (Unnerving Laugh), Outsider, Ugly.

Edges: Dodge, Quick.

Gear: *Knife* (Str +d4).

Special Abilities

- **Insane:** Nicky's experiences have left him totally insane. As such, he gains a +2 on Toughness and attempts to unshake; he also ignores wound penalties.

Any investigator who knows Nicky (such as Maso di Pietro; p.281) can recognise him on a Spot Hidden roll [Cth]/Notice test [Sav], even if they do not manage to coax the information out of him; realising who he is should trigger a Sanity roll (0/1D4) [Cth]/Nausea test [Sav].

Further discussions with him (and another successful Persuade roll [Cth]/Persuasion test [Sav]) will reveal the following information:

- He was arrested by the OVRA.
- He spent a little time with the Queen of Heaven (something he finds very funny).
- He was assigned to a gang of labourers working on the road construction between the Castel Sant'Angelo and St. Peter's, but they were really sent in to clear tunnels under the road.
- He knows a way into the labyrinth where the "snakes" are (Special Success or better [Cth]/a raise on the Persuasion test [Sav]).
- Any other information that will help the investigators (if they are struggling to find the necessary clues and put them together).

As he escaped from the catacombs just before Lucrezia was brought to the excavation site, he cannot help the investigators as to where she might be, but he can make an educated guess that she will have suffered the same fate as him and countless other prisoners over the last week or so.

If the investigators are threatening to Nicky in any way, he will pull out a knife and start screaming at them. If they do not attempt to subdue or quieten him, he will suddenly start to laugh, saying: "I'd give my right hand to get away from them and you..."

Without warning, he turns the knife on himself and starts to hack at his right wrist. If the investigators wish to subdue him, he can be overpowered by a STR versus STR roll (see the Resistance Table on p.55 of the ***Call of Cthulhu, Sixth Edition*** rulebook) [Cth]/opposed Strength tests [Sav]. The sight of him attempting to saw off his own hand triggers a Sanity roll (1/1D6) [Cth]/a Horror test [Sav], depending on the investigators' backgrounds. Even if the investigators have treated him well, there will come a point in the conversation where he will attempt to cut off his hand, driven mad by recalling the events of his incarceration and his flight out of the darkness.

If the investigators do not stop him, then there is every chance that Nicky will bleed to death if they do not get him to a hospital; there is one not too far away on Tiber Island (the *Fatebenefratelli* hospital; p.53). Even if they do manage to get the knife away from him before he does too much damage, he will need medical attention (which they may be able to take care of themselves, depending on the severity of his wounds).

Of course, the longer the interrogation takes, and the louder it is, the greater the risk of being spotted by either an informant or a member of the police...

An Arresting Development

Do not be afraid of having one or more of the investigators seized by the police at any point in this scenario; in fact, it might actually help them to get to where they need to be! Anyone who is arrested for apparent crimes against the Fascist State (which could be pretty much anything, given that it *is* a fascist state) will, like Nicky, be briefly incarcerated in the Regina Coeli before being sent into the secret catacombs under the site where the Meta once stood (p.62).

EPISODE TWO: SNAKES & LABYRINTHS

Having discovered that something strange is indeed going on in Rome, the investigators have two specific locations they can now explore further: the hospital on Tiber Island and the building-cum-archaeological site below the Castel Sant'Angelo.

Scene 1: The Boat in the River

Tiber Island, the *Isola* or *Insula Tiberina*, was allegedly formed after the body of the hated final King of Rome, Tarquin the Proud, was hurled into the river by an angry mob; in other versions, the river's silt built up around the king's discarded grain stores instead. Only approximately 300yds (270m) long and 75yds (67m) wide, the islet has been carefully and deliberately shaped over time to resemble a boat, particularly at its western end.

The reason for this is the story of the founding of the Temple of Aesculapius (Asclepius to the Greeks; the god of medicine and the son of Apollo). During an outbreak of the plague in the 3rd Century BC, the Sibyl told the Senate to send to Epidouros (the centre of Aesculapius' worship) for a holy statue to act as the foundation for a healing temple in Rome and thus bring about an end to the death and devastation sweeping the city.

When the ship carrying the delegation arrived in Aesculapius' home town, a giant snake slithered from god's temple onto the deck and curled itself around the mast. Considering this to be a good omen, the ambassadors collected the statue they had been sent for and returned home with both it and the serpent. As the ship moored in the Tiber for the officials to decide where the statue should be unloaded, the snake woke and swam onto the *Insula Tiberina*, making the decision for them. After that, the island was remodelled to look like the boat which brought the god's messenger. Carvings of Aesculapius' symbol, the staff twined about with a serpent, can still be seen on the rocks below the Basilica di San Bartolomeo all'Isola (St. Bartholomew's) at the island's eastern end even now.

Although the temple was later replaced by the Christian church, medical care continued on the island throughout the ages, and in the 16th Century the Hospitaller Order of St. John of God built the first of their infirmaries at the west end of the island. Having bought up all of the buildings on their half of the *isola* in 1930, a new and improved hospital opens to the sick in 1934.

Perhaps the island's long association with snakes is the reason the men in charge of the dig have been sending their corpses here, human and serpent person alike, particularly as there is a hospital, the Ospidale di Santo Spirito, right next to the Via della Conciliazione construction site. The Brother's discretion may also be a factor, although the priests do not know what is happening in the room they have set aside for the unfortunate "accident" victims that seem to flow in steadily.

The island is linked to the rest of the city by two bridges: the Ponte Fabricio, which leads to the Fields of Mars on the river's left bank (north), and the Ponte Cestio,

which connects to the Trastavere *rione* on the right bank (south). As the island is home to both a functioning hospital and a church, access is relatively easy at all times of the day and night. The only part of the hospital which is guarded is the exterior door which leads directly into the lower level at the far east end of the complex which, in turn, leads to the makeshift morgue in one of the hospital's basements. There is an internal door, but that is now locked and bolted to keep people out.

If the investigator's decide to watch the island to try and identify what Lucrezia's note means, they will not have to wait long before a truck pulls up at the rear of the hospital (the Ponte Cestio side) and a mix of German troops and MVSN begin to lift what look distinctly like two bodies wrapped in sheets out of its rear. There is something more than a little off about the look of the bundles, which are manhandled down a set of metal stairs to below ground level. A short while later the troops reappear, climb back in the truck and leave.

Anyone close enough can, with a successful Listen roll [Cth]/Notice test [Sav], catch snippets of conversation that convey that these are two more corpses from the Castel Sant'Angelo construction site. It is also obvious that the soldiers are not happy about something, but it is unclear exactly what has them quite so rattled.

There are several ways the investigators can gain access to the hospital: for example, they could walk in through the front door with a patient (perhaps Nicky Filippi), break in to another part of the hospital and try to find a way down to the correct basement, or overpower the guard on the external basement door.

All six tables are occupied by strange, shrouded figures covered with bloody sheets.

If they have successfully infiltrated the hospital from the inside, then finding the correct door to the basement should not be too difficult; for a start, it is one of the few locked doors in the building (the dispensaries are kept locked for obvious reasons). A successful Locksmith roll [Cth]/Lockpicking test [Sav] will quickly undo the lock and the bolts are new and easy to pull. Interestingly, the bolts are on the hospital side of the door, perhaps suggesting that whoever put them there was just as concerned about keeping something in as keeping people out...

The stairs down into the basement are unlit, and the investigators must take care if they do not want to alert anyone to their presence. Security seems pretty lax on this side of the building (especially at night) and no guards will be encountered inside until they reach the actual mortuary, and then only one or two. If the investigators attempt to get in shortly after the corpses have been delivered then there will be much more activity—people in medical gowns and face masks bustling around with an array of trays, bottles, and surgical instruments, all with the purpose of collecting a variety of samples for scientific study.

There are several unlocked storerooms the investigators can hide in if they want to observe the situation further (the autopsies may take several hours, for instance), or if they just need to get out of someone's way.

MVSN GUARD

Part of a unit kept in Rome to deal with unusual crimes, the Blackshirt guard is dressed in typical MVSN uniform: a black jacket, grey jodhpurs with a black stripe, knee high black boots and a knitted black cap with a dangling tassel. Although hardened by years fighting the fascist cause, he never expected to be standing guard over something quite this terrifying...

Cth

STR 13 **DEX** 11 **INT** 12 **CON** 14
SIZ 14 **APP** 11 **POW** 12 **EDU** 11
SAN 55 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 30%, Close Combat 40%, Cthulhu Mythos 05%, Dodge 35%, Fieldcraft 20%, First Aid 35%, History (Politics) 40%, Listen 55%, Spot Hidden 60%, Throw 30%.

Language Skills: Italian (Own) 55%.

Weapons: *Fist/Punch* 65%, damage 1D3+1D4.

Beretta M1934 Pistol (Handgun) 30%, damage 1D10, atts 2, base range 15 yds.

Modello 1891 Rifle 45%, damage 2D6+1, atts 1/2, base range 90 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d6, Healing d6, Knowledge (Politics) d6, Knowledge (Mythos) d4, Notice d8, Shooting d6, Stealth d4, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 5.

Hindrances: Fanatic, Mean.

Edges: Brawny, Combat Reflexes.

Gear: *Beretta M1934 Pistol* (2d6, 12/24/48, Shots 8, AP 1, Semi-Auto), *Modello 1891 Rifle* (2d8-1, 20/40/80, Shots 6, AP 1, Semi-Auto).

The temporary mortuary contains six trestle tables, several cabinets of equipment, movable lighting rigs, and a desk. All six tables are occupied by strange, shrouded figures covered with bloody sheets. Although the size and shape is approximately human on four of the tables, anyone with

Biology, First Aid, or Medicine [Cth]/Healing [Sav] will know that something is not quite as it should be.

Pulling back the sheet on one of the unusual corpses reveals a horrific sight—a reptilian head with slitted, sightless eyes (triggering a Sanity roll [Cth]/Nausea (-1) test [Sav]; see p.64 for further details). Removing the sheet entirely uncovers a scaled, sinuous body, complete with a stunted tail and clawed feet and hand. Where the other hand should be is a stump, although that wound appears to be an old one and long since healed, unlike the myriad bullet holes in the rest of the corpse. Examining the claw reveals that there are traces of what could very well be blood on them. The are three other serpent person corpses similar to this one, all with virtually identical wounds.

The other two corpses are human, although one is so swollen and mottled that the face is barely recognisable as that of a man. Both of these bodies (the site of which also triggers a Sanity roll (0/1D4) [Cth]/Nausea test [Sav] for those not used to dealing with the dead) are covered in slash marks which correspond to the creatures' claws. The bloated corpse has something that might be a bite on one shoulder, but it is hard to tell; anyone with a Medicine [Cth]/Healing [Sav] skill should be able to identify that this person has probably been poisoned. All of the corpses show signs of autopsy and dissection.

Several bundles of soiled, blood-stained clothes are folded neatly on another table. Examining these reveals that neither of the two humans was a soldier. If the investigators have already met Nicky Filippi (p.52), then they recognise the clothing (a dark blue vest, rough grey trousers, and a grey overshirt) as being the same as his—presumably these two men were also prisoners from the Regina Coeli. (If the investigators do not meet Nicky until after their visit to the hospital, then allow them an Idea roll [Cth]/Smarts test [Sav] to realise this fact once they have had a chance to talk to him.) The other bundles of clothing, those belonging to the serpent people, consist of tattered loincloths and short cloaks.

On the desk is a microscope. Next to it are several glass slides, carefully labelled as "Human blood smear Giemsa", "Snake blood smear Giemsa" and "Subject S1 blood smear Giemsa". The human and snake slides are old; their printed labels are faded and peeling, whereas the "Subject S1" slide has obviously been relatively freshly made.

Anyone who checks the slides under the microscope will see clear differences in the shapes of the blood cells between the human and snake samples, although only those with Biology or Medicine [Cth]/Knowledge (Biology) or Healing [Sav] are likely to truly appreciate the diagnostic difference. Subject S1's blood, although not completely identical to the snake sample, is very different to that of a human.

There are also a collection of notes on the table: details of where the corpses have come from, carefully annotated dissection diagrams, blood test report results (confirming that the blood is reptilian in origin), measurements of the creatures' physical proportions, etc. From the dates on the reports, the first serpent corpse arrived only a day or two before the investigators received their telegram from Lucrezia.



Scene 2: The Pyramid of Romulus

Hadrian's Mausoleum, better known by its modern name of Castel Sant'Angelo, stands proudly on the right (north) bank of the Tiber, its golden angel keeping a careful watch over the city. Not far away stands St. Peter's Basilica, a vast, Renaissance-style church that forms part of the Vatican City and a focal point of many Catholic pilgrimages (even though it is not the official Papal cathedral). Between the two, in an almost constant state of construction, lies the Via della Conciliazione.

There is a great deal of demolition and building relocation taking place in order to permit construction of the road which will eventually link the Vatican to central Rome. During recent work at the eastern end of the road, in the shadow of the Castel, labourers accidentally discovered the foundations of the Meta and the sealed entrance into the Clypeus' catacombs.

Due to the obvious archaeological nature of the site, the area was cordoned off and, initially at least, assigned to Dr. Sabino Aloia to investigate. In-keeping with Italian archaeological practices of the time, the road construction labourers were hired to work the dig site (rather than a team of professional archaeologists), but when they began disappearing in the depths of the catacombs, an even more expendable workforce was acquired—political prisoners from the Regina Coeli. When the first of the serpent people corpses is retrieved, Mussolini sends to Germany for help, aware that there is more going on than his men can potentially deal with.

Nachtwölfe, having discovered that a piece of the Palladion was located in Rome, were desperate to find a way to search the city that would not cause a diplomatic incident, particularly after Himmler's unsuccessful attempts to secure the *Aesinas Codex* from Count Baldeschi-Balleani (the *Keeper's Guide*, pp.189-190). Liesel Maurer is, therefore, overjoyed when the request for assistance is forwarded to her by the *Ahnenerbe* (Mussolini's only prior contact with the esoteric research community in Germany) on Himmler's orders. The irony of her rivals being forced to hand the matter over to her has only made the moment even sweeter.

Dr. Emil Küster (p.57), a new *Nachtwölfe* recruit, has only very recently arrived in the city to take control of the investigation, along with two *Gruppen* of *Wehrmacht* soldiers (p.58) and a most unusual travelling companion (p.59). Küster's knowledge of Roman myth and ritual secured him the position, and this is something of a test to prove his worth to Maurer, but the deeper into the catacombs the prisoners dig, the worse the problem is becoming and Küster fears he may run out of men before the Clypeus is secured.

SABINO ALOIA, ITALIAN ARCHAEOLOGIST

Trained by the famous Fascist archaeologist Luigi Maria Ugolini, Dr. Aloia is used to interpreting his findings to suit *Il Duce's* propaganda needs. Although he has no real idea as to what might be found under the remains of the Meta, thanks to his training, he is more than aware of the myth that Aeneas brought an object of power to Rome from Troy and, despite Ugolini's "findings" in Albania, he considers himself a sceptic when it comes to the veracity of that particular fairy story. That does not stop him from protecting his own neck when it comes to manipulating historical evidence; he has been around for too long and seen too many academics renounced by the Fascists to take any risks.

An ex-soldier who, as a young man, fought for his country in World War One, Aloia knows that whilst he is not the greatest archaeologist in Italy, he certainly does not need help from a wet behind the ears German who jumps at shadows. Even though he can speak sufficient German to converse with Küster, he insists on only speaking in either Italian or Latin, just to make a point. He does not take kindly to being given orders by "*Il Ragazzo*" ("the boy") but is smart enough to realise that now things are going wrong, the young hot-shot will make a good scapegoat.

He does not mind getting his hands dirty (it gives him an excuse to be away from Küster), but even he will not venture far into the labyrinth—he has more sense. If he had his own way, he would dynamite the entrance shut and be done with it, no matter what might prove to be down there.

Appearance: Aloia's age is beginning to show as his quite tall, once rangy frame is starting to fill out around the midriff (either that, or it is his wife's cooking), straining the buttons on the waistcoat of his tailored suit. Almost the archetypal swarthy Italian, grey hairs are beginning to creep in at his temples and his dark brown eyes are surrounded by an increasing number of wrinkles.

Cth

STR 12	**DEX** 11	**INT** 15	**CON** 12
SIZ 16	**APP** 11	**POW** 10	**EDU** 18
SAN 40	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Archaeology 65%, Close Combat 45%, Cthulhu Mythos 03%, Fast Talk 65%, Fieldcraft 35%, Folklore 25%, History 75%, Library Use 65%, Persuade 60%, Psychology 65%, Rifle 45%, Spot Hidden 75%, Throw 45%.

Language Skills: Italian (Own) 90%, Latin 60%, German 35%, Albanian 35%.

Weapons: *Fist/Punch* 55%, damage 1D3+1D4.

Beretta M1915 Pistol (Handgun) 50%, damage 1D8, atts 2, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d6, Investigation d8, Knowledge (Albanian) d6, Knowledge (Archaeology) d8, Knowledge (Folklore) d4, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Latin) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Mean.

Edges: Scholar (Archaeology, History).

Gear: *Beretta M1915 Pistol* (2d6, 12/24/48, Shots 8, AP 1, Semi-Auto).

EMIL KÜSTER, NACHTWÖLFE *ARCHAEOLOGIST*

Dr. Küster considers himself something of an expert in Roman archaeology and antiquities. Inspired by the activities of the Hyperborean Roman Company (a group of early 19th Century Northern European academics who made a detailed study of Roman antiquities in Rome before transferring to Berlin and becoming the German Archaeological Institute), Küster has devoted his young life to finding out as much as possible about the country he considers to be one of the true birthplaces of civilisation.

Küster has not been qualified for long and this is his first expedition for *Nachtwölfe*. Recruited by Liesel Maurer because of his knowledge of Roman myth and ritual, he has seen carefully censored excerpts of Botho Ehrlichmann's notes regarding the Clypeus and nothing more. Although Maurer knows she is taking a risk sending someone untried into the field, she has high hopes for the young man. However, despite his air of confidence and bravado, Küster is more of an academic archaeologist than a practical one and is struggling to cope with the worsening situation in Rome.

Although Maurer knows she is taking a risk sending someone untried into the field, she has high hopes.

Appearance: Very short and slight, Küster is not a physically strong man as a result of a serious illness in childhood. Though not unattractive, he can be a bit of a bore when he gets started on his favourite subject, although he does seem to have a real knack for getting the information to stick in people's brains. He does not like to get his suit dirty, so prefers to direct the dig site from above ground. He is also starting to develop a fear of corpses (necrophobia).

Cth	**STR** 09	**DEX** 12	**INT** 16	**CON** 09
	SIZ 10	**APP** 12	**POW** 12	**EDU** 21
	SAN 45	**Hit Points:** 9		

Damage Bonus: none.

Skills: Anthropology 50%, Archaeology 55%, Cthulhu Mythos 05%, Folklore 65%, Geology 40%, History 75%, Library Use 70%, Occult 45%, Persuade 55%, Spot Hidden 75%, Teach 40%.

Language Skills: German (Own) 95%, Latin 50%, Italian 45%, Greek 40%, Atlantean 05%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Walther PPK Pistol (Handgun) 30%, damage 1D8, atts 3, base range 10 yds.

Sav	**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4.			

Skills: Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Atlantean) d4, Knowledge (Folklore) d8, Knowledge (Geology) d6, Knowledge (Greek) d6, Knowledge (History) d8, Knowledge (Italian) d6, Knowledge (Latin) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 3; **Sanity:** 4.

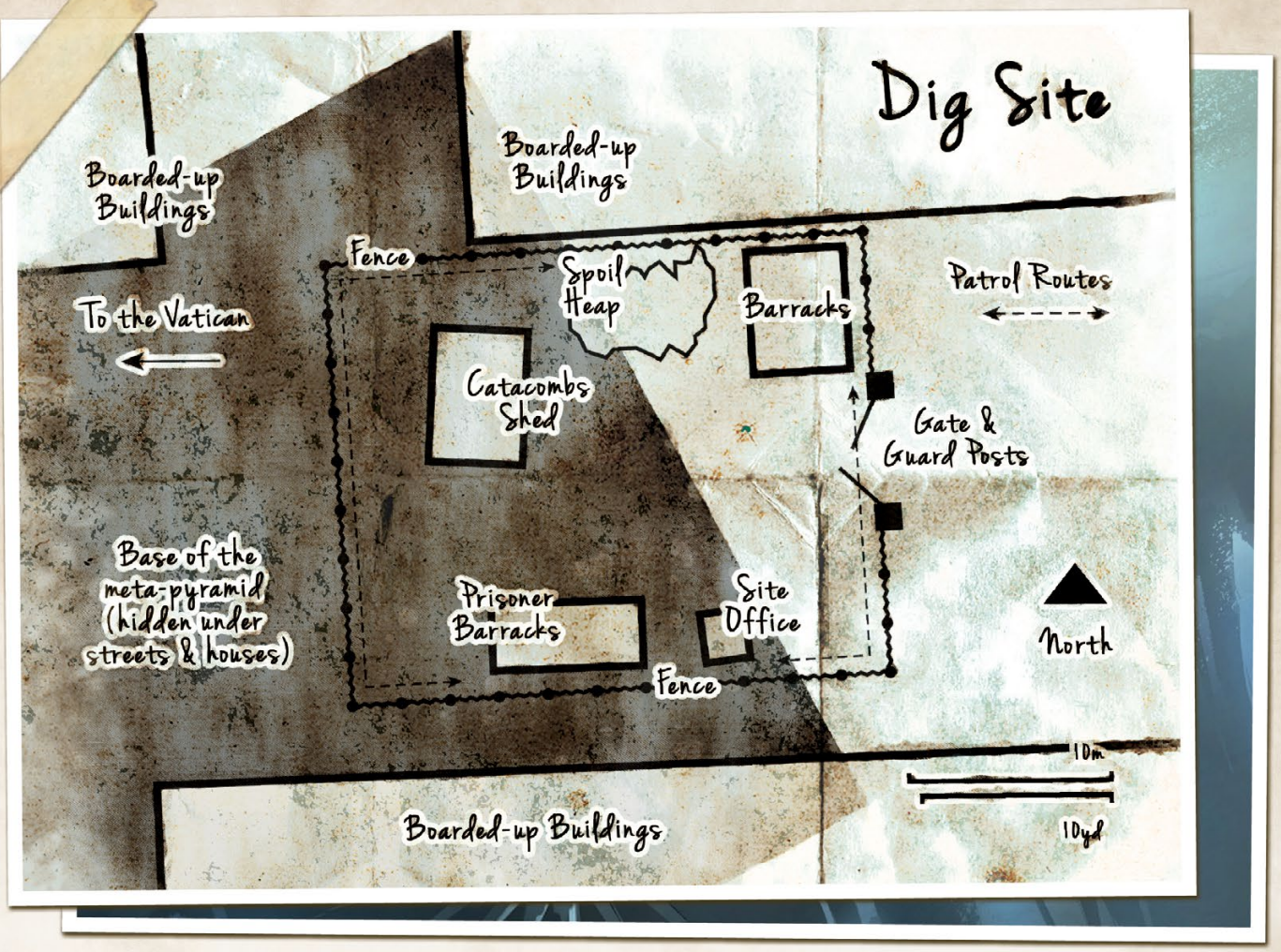
Hindrances: Phobia (Corpses), Quirk (Fastidiously Clean), Small, Vow (*Nacthwölfe)*.

Edges: Alertness, Attractive, Scholar (Anthropology, Archaeology, Folklore, History).

Gear: *Walther PPK Pistol* (2d6-1, 10/10/40, Shots 7, Semi-Auto).

During the day, the dig site is guarded by a number of German soldiers and Italian Blackshirts (see p.54 for sample MVSN statistics); everyone involved is trying to keep the matter as low profile as possible in order to prevent sparking a panic in the city. A rough, shed-like building has been constructed over the entrance to the catacombs and the entire area is fenced off. Mostly constructed of rough planking topped with barbed wire, there are quite a few small gaps in the fencing that can be spied through; only the front gates are made completely of wire mesh.

Inside the perimeter are a small barracks for the German soldiers (the Blackshirts just go home when they are not on duty), a small building which acts as the site's office, and another, larger block which acts as accommodation for the prisoners who work on site. The site office, like the prisoners' dormitory, backs onto the fencing erected between the row of buildings to the left of the main gate and the construction site. As these properties are not due for demolition, a narrow alleyway has been left to allow access for their occupants. The fence on the other side of the site is flush with the adjacent buildings, which are going to be torn down fairly soon (indeed, some already have been).



The rest of the site consists of hard-packed dirt where the lorries come in to collect the spoil from the underground excavations, footpaths linking the various buildings, and a variety of carefully dug trenches. One or two of the trenches have planks over them to allow easy access to different parts of the site.

WEHRMACHT *SOLDIER*

These particular *Wehrmacht* soldiers have been seconded to the dig site by Liesel Maurer. Their usual grey uniforms have been augmented by the addition of a new arm patch that should be familiar to anyone who saw Fuchs' notes in Vienna—a black shield containing a silver paw print, and a bright blue, staring eye (a successful Spot Hidden roll [Cth]/ Notice test [Sav]).

Cth

STR 14	**DEX** 13	**INT** 11	**CON** 14
SIZ 12	**APP** 10	**POW** 11	**EDU** 11
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Climb 40%, Close Combat 40%, Cthulhu Mythos 02%, Dodge 35%, Drive Automobile 35%, Fieldcraft 35%, First Aid 40%, Heavy Weapons 30%, Listen 60%, Spot Hidden 55%, Submachine Gun 35%, Throw 30%, Track 10%.

Language Skills: German (Own) 55%, Italian 20%.

Weapons: *Luger P08* (Handgun) 45%, damage 1D10, atts 2, base range 15 yds.

Kar. 98k (Rifle) 50%, damage 2D6+4, atts 1/2, base range 90 yds.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Italian) d4, Notice d6, Stealth d6, Shooting d6, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Edges & Hindrances: none.

Gear: *Luger P08* (2d6-1, 12/24/48, Shots 7, Semi-Auto), *Kar. 98K Bolt-action Rifle* (2d8, 24/48/96, Shots 5, AP 2, Snapfire).

Due to the hustle and bustle of the site during working hours, it is quite easy to watch the proceedings from several locations without attracting any great attention, including

from the walls of the Castel. Entry to the site is by a single main gate, which is manned at all times; everyone going in has their papers carefully checked by the MVSN guards. The rest of the soldiers are not patrolling the perimeter, but seem to be concentrating their attention on one particular building just to one side of the site, and on the workforce.

The "workers" can be seen passing basketfuls of dirt from the guarded building (the one covering the entrance to the labyrinth) in a bucket chain and depositing it in lorries to be taken away for disposal; they all appear to be dressed exactly the same way, in grey trousers, a grey shirt, and a dark blue vest, which is unusual for a work crew. Periodically, the pile of baskets at the front of the chain is collected and taken back to the hut by another worker. Anyone who is watching the labourers (i.e. the prisoners) will notice that the gang consists of men and women, another unusual feature as women do not usually work on construction projects as anything other than secretaries to the men in charge.

All in all, this does not look like a typical road construction site; granted, one might be cordoned off to prevent civilians from accidentally wandering into danger, and there have been the occasional sabotage attempts around Rome, but they usually target the rail or communications infrastructures. And while an archaeological dig might be need to be fenced off to protect it from curious sightseers and treasure hunters, the presence of armed soldiers (especially German ones), the careful security checks on the gates, the inward focus of the other guards, and the oddness of the workers suggest that there is more to this than meets the eye.

If the investigators watch for long enough, they can see and hear two men (Aloia and Küster) arguing in what sounds like Latin (if they are close enough); anyone who succeeds at an Other Language (Latin) roll [Cth]/Knowledge (Latin) test [Sav] can make out odd words, such as: "caves", "serpents", "workers", "fear", and "unacceptable". Anyone who achieves a Special Success or better [Cth]/a raise [Sav] gets the general gist of the conversation: there are serious problems in some sort of tunnel system under the dig site, caused by what sounds like "snake issues". Overlaid on top of their conversation is the thrum of a diesel generator, which appears to be coming from the building covering the tunnel entrance.

Accompanying the two men is a very incongruous figure. Not particularly tall, the olive-skinned man has a closely shaven head and is wearing floor-sweeping violet blue robes; were it not for the colour of his garments, he could easily be mistaken for a Buddhist monk. He is listening intently to the conversation, nodding occasionally but saying nothing.

BLUE HAT TIBETAN MONK

Appearance: Clad in a burnt umber undershirt and what at first appear to be the long, flowing robes of a Tibetan monk only in a rich, violet blue colour, the adherent of the Blue Hat sect no longer follows Buddhist teaching but something much darker (although few in the outside world would necessarily be aware of this). For further details, see p.125.

Cth

STR 15	**DEX** 16	**INT** 14	**CON** 15
SIZ 10	**APP** 14	**POW** 15	**EDU** 17
SAN 50	**Hit Points:** 12		

Damage Bonus:+1D4.

Skills: Conceal 35%, Cthulhu Mythos 10%, Dodge 50%, Grapple 55%, History 40%, Jump 45%, Listen 45%, Martial Arts 45%, Natural History 40%, Occult 35%, Persuade 45%, Sneak 50%, Spot Hidden 55%, Survival (Mountain) 40%, Theology (Eastern Mysticism) 45%.

Language Skills: Tibetan (Own) 95%, Atlantean 35%, German 25%, Italian 25%, English 25%.

Weapons: *Fist/Punch* 55%, damage 1D3+1D4*.

Kick 45%, damage 1D6+1D4*.

*If the attack roll is equal to or less than the monk's percentage skill in Martial Arts, then the attack deals double damage.

Spells: Command Ghost, Create Gate, Deflect Harm.

Sav

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (Atlantean) d6, Knowledge (English) d4, Knowledge (Eastern Mysticism) d6, Knowledge (German) d4, Knowledge (Italian) d4, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Occult) d6, Notice d8, Persuasion d6, Stealth d8, Survival d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider, Small.

Edges: Acrobat, Dodge, First Strike, Martial Artist, Quick.

Gear: *Fist/Foot* (Str+d4).

Special Abilities

- **Spells:** the monk knows the following spells—*command ghost*, *create gate*, and *deflect harm*.

While the investigators are watching, another lorry arrives. One of the workers suddenly throws his basket of spoil to the ground and starts running for the gates. All hell breaks loose, with most of the prisoners cheering and the guards yelling at him to stop. The outcome is almost inevitable; a shot rings out and the prisoner falls motionless to the ground (possibly prompting a Sanity roll (0/1D4) [Cth]/a Nausea test [Sav], depending on the investigators' experience). Two soldiers retrieve the body and take it into the larger, ramshackle building used by the prisoners as their dormitory.

A successful Spot Hidden roll [Cth]/Notice test [Sav] will allow the investigators to notice something about one of the female workers: not only was she not cheering while the prisoner was attempting to escape, she is none other than the missing Section D agent Lucrezia, Sibilla Zanetti. This test becomes *Difficult* [Cth]/-2 [Sav] if the investigators do not know Sibilla or are working purely from a physical description or a photograph. If the investigators have no information on what Sibilla looks like, it is still possible to notice her atypical reaction to the situation with a *Difficult* Spot Hidden roll [Cth]/Notice (-2) test [Sav].

If the investigators have not yet been to the hospital (p.54), then the truck that prompted the escape attempt is not being filled with dirt from the tunnels, but instead a small group of soldiers appear to be loading what look like two bodies wrapped in sheets into the back of it. Something is definitely not quite right about the shape of them, though it is hard to say exactly what. Following the truck will lead the investigators to the *Fatebenefratelli* hospital on Tiber Island (p.53).

If, on the other hand, the investigators have already been to the hospital, the truck is just there to collect the excavation debris.

In the evening, the camp changes. The workers are herded into their dormitory and locked in as soon as darkness falls (much to the disgust of the Germans, who would work them through the night if they dared). The MVSN troops all go home, leaving only a small contingent of *Wehrmacht* soldiers in residence; no more than two *Gruppen*, totalling twenty men in all (one *Gruppe* on duty during the day, the other at night). There are still two guards on the main gate.

It is possible to break into the camp under cover of darkness in the gaps between the perimeter patrols; the area is not particularly well-lit apart from the main gate and above the doors of the various buildings. Once inside, the investigators have several options: they can attempt to break in to the site office, gain access to the catacombs, or try and find agent Lucrezia to gather further intelligence.

Handout #10

Küster's Telegram

TO: DR. E. F. KÜSTER

REQUEST UPDATE ON PROGRESS OF THE SEARCH FOR THE ITEM. SPEED IS OF THE ESSENCE.

LM

PATROLS

Anyone watching the site now that darkness has fallen can work out that there are two patrol routes for the sentries: the first is from the barracks, across the site entrance to the fence opposite, then up to the edge of the site office. The second is from the outside edge of the prisoners' dormitory, up along the back fence (which juts out a few feet into the crossroads at the top of the site) and down behind the catacomb entrance shed to a spoil heap next to the barracks. Interestingly, the patrols leave a dead spot between the site office and the dormitory.

There are notes about the subterranean excavations and a rough map of what has been cleared so far.

THE SITE OFFICE

The planks of the fence between the site office and the dormitory can be pried away with relative ease, provided the investigators are careful. Rather conveniently, there is an insecure-looking window in the office's wall facing into the dead spot. Like all the other buildings on the site (bar the entrance to the catacombs), the office is built up on concrete blocks to lift it from the ground. There is enough room for an investigator to squeeze underneath the building, should he wish to, permitting him the chance to "tunnel" up into the premises by prising out the floorboards.

Attempting to get into the office by the actual door would be very risky indeed; it is both lit and clearly in view from both patrol routes, although there may just be a tiny window of opportunity at certain points in the patrols. If an investigator wishes to attempt such a feat, it requires an *Extreme* Locksmith roll [Cth]/Lockpicking (-4) test [Sav] to succeed without getting spotted.

Once inside the office, various drawings and plans can be seen pinned to the walls. There are also two desks and accompanying chairs and a small table with a gas ring and a kettle. Both desks are neat and orderly, but only one has any personal effects on it: Aloia's (a photograph of a smiling woman and three children of various ages standing in front of a church, as well as a few children's drawings, one of which is fastened to the wall above the desk). Searching the desks will find various records of the dig in Italian and German, but only about the surface trenches.

There is, however, a locked draw in one of the desks; the one without the photograph. A successful Locksmith roll [Cth]/Lockpicking test [Sav] will get the draw open. Inside is a notebook, not all that dissimilar to Botho Ehrlichmann's; it is relatively new and most of the pages are blank, but there are notes about the subterranean excavations and a rough map of what has been cleared so far, as well as sketches of a very steep-sided pyramid (not in the Egyptian style) with the word "Meta" next to it and some associated jottings; the

pyramid should look familiar to anyone who has read Ehrlichmann's personal journal (p.47).

More interestingly, there are notes (in German) that refer to Black Stone and the Palladion, obviously based on Ehrlichmann's research. But there is something more, something that the late Austrian did not refer to in his own book. Unless the investigators steal the notebook, they will not have time to fully translate everything but a cursory read will reveal that the artefact under Rome is some sort of shield, suggesting that there is more information out there somewhere that the Germans have access to that the Allies do not. Whether the artefact is literally a shield or whether the word "shield" is a description of its power is unclear.

Tucked into the notebook is a copy of the same newsletter that Gotthold Fuchs had in Vienna (p.30) and a telegram from Germany dated that day (Handout #10).

Depending on how much trouble the investigators caused in Vienna, or how any confrontations with Gotthold Fuchs played out, they may even find a telegram warning Küster to be vigilant about strangers who may be out to sabotage the dig (either from Fuchs or Liesel Maurer herself)!

THE PRISONERS' DORMITORY

Although there are no windows in the dormitory that face into the blind spot, the walls are not very well constructed and there is a gap under the building through which the investigators can crawl.

If the investigators do gain access to the building, Sibilla is awake and waiting for them; she spotted them watching the site earlier in the day and has been expecting their arrival. The other prisoners are asleep through sheer physical exhaustion, although most are twitching and muttering as if gripped by terrible nightmares. On one bunk is the corpse of the man they saw attempting to escape earlier in the day. The stench inside the hut is terrible.

Sibilla can fill the investigators in on what she knows: that the Germans are looking for something very specific they are calling the Clypeus, although they do not appear to be quite sure what it looks like. The Italians on site are not happy that the Germans are there, but then they are not happy to be there, either, what with all the strange ambushes in the darkness of the tunnels of late and the increasing number of corpses they are having to retrieve as a result.

Agent Lucrezia has survived a serpent people attack purely by running for it; the creatures suddenly appear out of the darkness from goodness knows where and snatch people. Sometimes, from what some of the other prisoners have told her, they just attempt to kill on the spot rather than trying to carry anyone off. She will be relieved if the investigators can tell her something about Nicky Filippi; she had assumed, from what her fellow inmates had told her, that he had been snatched by the monsters and was long dead.

It is possible for the investigators to get Sibilla out of the camp the way they came in, although this is likely to cause uproar in the morning when her absence will be noted and security subsequently heightened, making any attempts to get into the site again that much harder. Thanks to her experiences underground, it is unlikely that Sibilla will want to accompany the investigators as they attempt to retrieve the Clypeus, but a Special Success or better on a Fast Talk or Persuade roll [Cth]/a raise on a Persuasion test [Sav] might just convince her otherwise.

SIBILLA ZANETTI, MISSING SECTION D AGENT

The daughter of an old aristocratic family, Sibilla is something of a disappointment to her family. Quiet, introverted, and ordinary, her mother's hopes of reliving her youth through her daughter's glittering social life come to nothing, and her father's hopes of her marrying well to secure money to repair the family estates are equally frustrated.

Sent off to a variety of finishing schools across Europe, Sibilla hones her talent for observation through her artistic endeavours and also discovers a love of puzzles and riddles. Having been raised under Mussolini's regime, she despises it and wants to see her country freed from his domination, so much so that she volunteered her services to the British Secret Services when visiting London a few years ago.

Captured not long after sending the telegram to Vienna, Sibilla has been working in the catacombs ever since.

Appearance: Of average height with average brown hair and brown eyes, Sibilla is very inconspicuous. She dresses neatly and sensibly, all of which adds to her rather handy forgettableness. If anyone bothers to pay attention, they will see her watching them closely, absorbing every detail and storing it away for future reference. Years of resisting her parents' plans for her have also given her a steely determination, and she is far more stubborn and resilient than she looks.

Cth

STR 11	**DEX** 14	**INT** 17	**CON** 13
SIZ 11	**APP** 11	**POW** 12	**EDU** 20
SAN 56	**Hit Points:** 12		

Damage Bonus: none.

Skills: Art (Painting and Sketching) 70%, Conceal 50%, Cryptography 60%, Cthulhu Mythos 02%, Espionage 40%, First Aid 50%, Handgun 45%, Hide 45%, Listen 65%, Perform (Piano) 45%, Persuade 65%, Radio Operator 40%, Sneak 60%, Spot Hidden 70%, Submachine Gun 25%.

Language Skills: Italian (Own) 95%, English 45%, French 50%, German 35%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Make sure we recruit this one, Alec.

-R.D.

Sav **Attributes:** Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d6, Healing d8, Intimidation d6, Knowledge (Art) d8, Knowledge (Communications) d6, Knowledge (Cryptography) d8, Knowledge (English) d6, Knowledge (Espionage) d6, Knowledge (French) d8, Knowledge (German) d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Taunt d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Heroic, Loyal, Stubborn.

Edges: Combat Reflexes, Improved Level Headed, Strong Willed.

Gear: none.

EPISODE THREE: THE TRUTH WILL OUT

By now, the investigators should have all the clues they need to realise that something powerful and deadly lies beneath the Via della Conciliazione, and that part of the mystery is the very thing they seek: the fragment of the Palladion mentioned in Botho Ehrlichmann's notes.

Scene 1: Wanderings in the Dark

There are several ways the investigators can access the labyrinth; the most obvious of these are to break in to the site somehow and go in through the Meta's foundations, or to get themselves arrested as political prisoners and hope they get assigned to the dig site (which they almost undoubtedly will).

If the investigators have managed to talk to Agent Lucrezia/Sibilla, then she may be able to help them get in via the main tunnel system, either by causing a distraction to get the guards' attention and giving them enough time to get into the building over the tunnel entrance, or by convincing some of the prisoners to give the investigators their clothes in order to infiltrate the mine as part of the work crew.

Should the investigators end up either as prisoners or pretending to be them, then their best opportunity to slip away underground will come during a serpent people attack, although chances will present themselves at other times (a successful Sneak and Hide, or Fieldcraft roll [Cth]/Stealth test [Sav] if carrying baskets through the tunnels, becoming *Difficult* [Cth]/-2 [Sav] if actually excavating a rock fall, due to the presence of more guards).

There is also at least one other way, depending on whether or not he is still alive and how the investigators treated him: Nicky Filippi, who managed to escape from the catacombs without the guards realising. If he is still alive and the characters have treated him well, say (for instance) by getting him medical help or finding someone to take care of him, then he can be persuaded to show (or tell) them where he got out.

Nicky's exit was via a drain cover from the old sewers under Rome, the exact location of which will depend on where and when the investigators found him. Possible locations included the Strangers Quarter, not far from *Il Babuino*, or around the Campo de' Fiori marketplace not far from the *Abate* Luigi statue. A few yards/metres along the sewer from the drain cover is a crack in the wall that leads into the catacombs. It is a bit of a tight squeeze, but the investigators should all be able to manage it. Nicky will not, under ***any*** circumstances, go back into the tunnel-system and will become hysterical and violent if anyone attempts to force him to do so (attracting quite a lot of attention in the process).

Once they are down into the labyrinth, it should be quite easy to follow the various signs and trails to reach the furthest point of the excavations. If the investigators have somehow gained entry from the main site, the tunnels have electric lights screwed into the walls at regular intervals (although these will be off at night), forming a wall-mounted trail of breadcrumbs for them to follow.

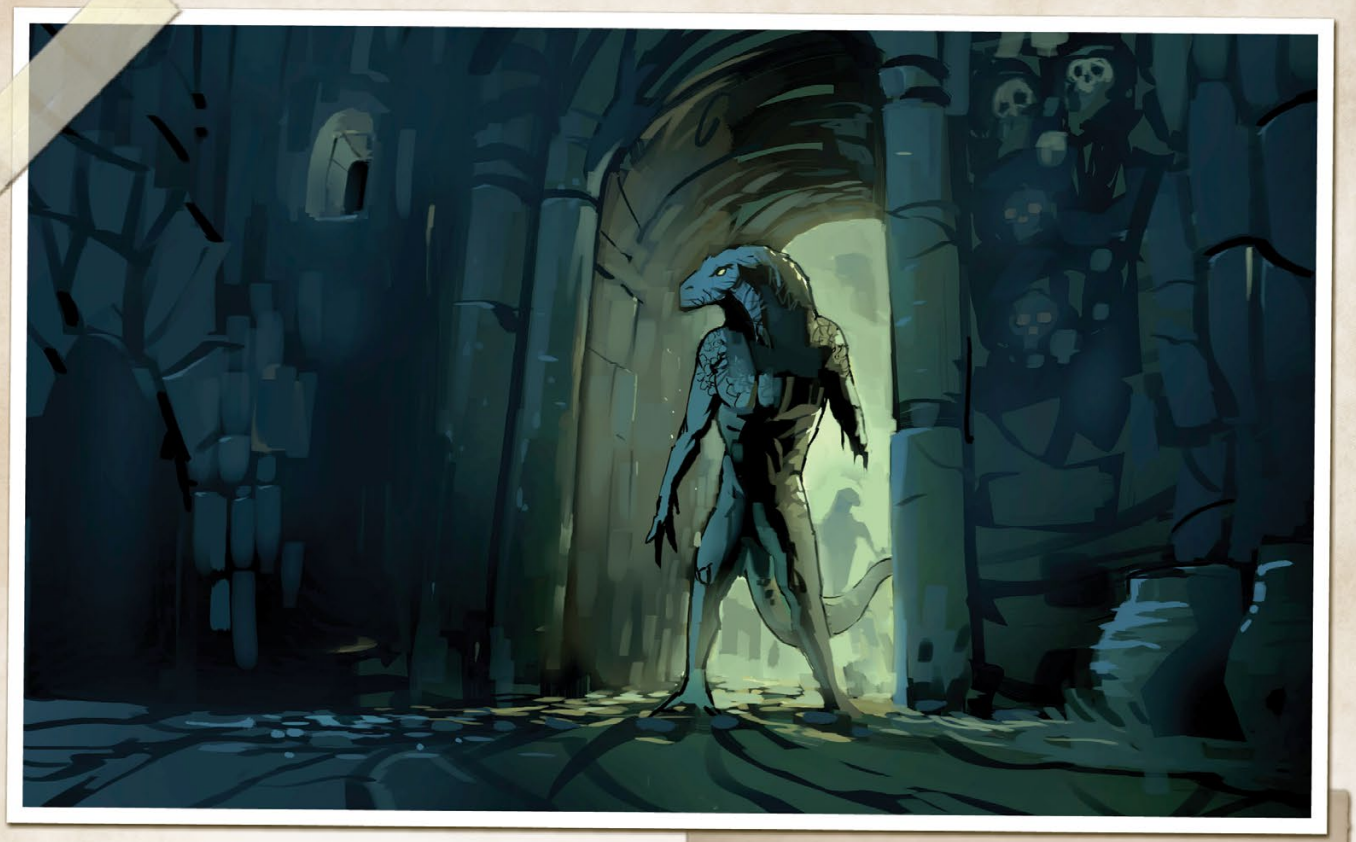
The catacombs are, like the more famous St. Callixtus, St. Sebastian, and Domitilla catacombs to the southeast of the city centre, on several levels and the electric lights do not go all the way down to the deepest ones, meaning that at some point the investigators will be reduced to having to find their own way. If they found Küster's map in the site office (p.60), this will also help them, as will the little statuette from Vienna (p.31), if they have it (the nearer they get to the artefact, the more horizontal its arm becomes, roughly pointing in the right direction).

If the investigators have gone in via Filippi's escape route, then his footprints can easily be seen in the dust covering the tunnel floor. The further in they go, different footprints also begin to appear; ones that look very like the clawed feet they may have seen at the hospital on Tiber Island.

The air in the tunnels is warm and slightly damp, with an odd musty smell to it; if the lights go out, then the darkness is absolute. The further in and further down they go, the thicker and heavier the air becomes. The tunnels also change from the smooth, tool-hewn walls found close to the surface, becoming wider and more irregular in the depths of the catacombs, more like natural caves than the man-made structures up above.

Strange carvings, obviously ancient, begin to appear on the walls; anyone who has looked at Ehrlichmann's notebook will recognise many of the symbols as Atlantean. There are also cruder, fresher carvings in places; odd petroglyphs (rock carvings) resembling those found at prehistoric sites all across the world, yet somehow more disturbing.

And then there are the sudden, shocking splashes of dark colour where the rock has absorbed recently spilled quantities of blood, and the strange noises in the dark that might just be rats after lost scraps of the prisoners' food. But then again, perhaps it is something much larger than rats...



Scene 2: The Ophidian Enemy

If the investigators are following the prisoners' route from the dig site, before long they come up against the rock fall that has stopped the German excavations in their tracks. Working back in an attempt to find a way around it, they notice a strange crack in one of the side-tunnel walls. Although it is a tight squeeze, it is possible for them to wriggle through into another set of tunnels that appear to run parallel to where they have just come from.

If the investigators have come into the catacombs via Nicky Filippi's route, then they are already in this parallel set of tunnels.

There have been strange whispering, scratching, and rasping noises accompanying the investigators for a while now; ahead, behind, above, off to one side, sometimes close, sometimes far away. Any investigator who has the Track [Cth]/Tracking [Sav] skill will have the unnerving sense that they are being followed; those without can make an Idea roll [Cth]/Smarts test [Sav] to come to the same conclusion.

As the investigators enter a chamber that is larger than almost every other one they have encountered so far, they also find that they appear to have hit another dead end. The wall in front of them is richly carved with all manner of strange symbols and lettering and a smaller representation of something the investigators have seen before: the Bocca della Verità.

As they study the carvings, the investigators hear a noise behind them, much louder and more definite than before. As they turn to discover what it is, they find themselves confronted with a number of hideous creatures, all resembling those terrible corpses in the mortuary at the *Fatebenefratelli* hospital. And each and every one of them has only a single, clawed hand...

How Long is Too Long?

The amount of time the investigators spend wandering the catacombs will very much depend upon the group of players involved. While technically it is possible for the investigators to be heading the wrong way, that really would not be much fun for anyone so, although they may occasionally feel that they are lost (walking into dead ends, turning back on themselves, finding their path blocked by fallen debris), the investigators should be steadily but surely making their way in the right direction.

How long it takes them to get to the lowest level of the catacombs will depend on how much you, the Keeper, wishes to ramp up the tension, or if it looks like the players might be getting bored and are ready for the next step. There are plenty of ways to simulate time passing in the game (such as narrative montages and dissolves) without actually making the players feel as if they have been trapped down in the bowels of the earth for hours on end.

Depending on the number of investigators there are, and on their combative abilities, there are between 1D6-2D6 serpent people, plus an additional second wave equal to the number of investigators still standing. (This second wave can be dispensed with if the investigators are really struggling, or combat is not the main focus of the campaign; see p.29.)

DEGENERATE SERPENT PEOPLE

Trapped underground when the Roman priests of the Clypeus sealed the catacombs, the serpent people of Rome have steadily degenerated over the centuries. Drawn from the dark places under the city by the golden crystal, they slip in and out of torpor as the power of the Clypeus wanes and waxes. They cannot access the crystal due to the technology the first priests installed in the original Bocca della Verità (p.66), but placing a hand in the vault's mouth has become a rite of passage for all adult serpent-folk (which is why none of them have two hands).

Occasional sightings of serpent people over the millennia are responsible for almost all of Rome's (and Italy's) rich snake-related mythology.

Cth

STR 3D6 **DEX** 1D6+6 **INT** 2D6 **CON** 3D6
SIZ 2D6+6 **APP** n/a **POW** 1D6+6 **EDU** n/a
SAN n/a **Hit Points:** variable (7-18)

Damage Bonus: varies. **Move:** 8.

Weapons: *Bite* 25%, damage 1D8 + poison, see Special Rules.

Claw 35%, damage 1D4+2+db, atts 1.

Tail Thrash 30%, damage 1D6+2+db, atts 1, base range touch.

Armour: 1 point of scaly hide.

Sanity Loss: 1/1D6.

Special Rules: the POT of the serpent person's venom is equal to his **CON** (see the poison rules on p.57 of the ***Call of Cthulhu, Sixth Edition*** rulebook). There is a chance that the person bitten will suffer an allergic reaction to the venom as well (a failed Luck roll), meaning that as well as the convulsions and hallucinations caused by the venom, the person will begin to swell up and suffer from dizziness and shortness of breath as well.

Sav

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d6, Notice d6, Stealth d8.

Pace: 8; **Parry:** 6; **Toughness:** 7 (1).

Special Abilities

- **Armor (+1):** scaly skin.
- **Bite:** Str+d4.
- **Boneless:** serpent people melee attacks ignore shield bonuses.
- **Horror:** anyone who sees a serpent person must make a successful Spirit test or roll on the Horror Effects Table (*the Keeper's Guide*, p.181).
- **Poison (-2):** anyone who is Shaken or wounded by a serpent person's bite must succeed at a Vigor (-2) roll or die within 2d6 minutes. Even those who succeed suffer a wound and are Exhausted; if they score a raise on the roll, they are merely Exhausted.
- **Supple:** serpent people gain a +1 Parry bonus.

Once the fight is over, the investigators can explore the carvings properly. There is no hole in the central Bocca carving for anyone to put a hand into, but the rock surface where the hole should be is pitted and scratched, as if centuries' worth of fingers (or claws) had born down on it.

Pressing the mouth causes a strange grating noise and, slowly but surely, the central carved panel swings inwards, revealing a doorway through to a dimly lit cavern...

Scene 3: The Subterranean Grotto

Through the carved door is a large cavern, which appears to be illuminated by the reflected glow from phosphorescent fungi in both the veins of crystal running through the cavern walls and from the surface of what appears to be a lake at the chamber's heart.

There is something very unsettling about the cavern's walls, besides the strange blotches of glimmering mold. Strange patterns and crude symbols cover them, but they have not been carved into or painted onto the rock. Closer inspection reveals that they are made up from thousands of bones and claws carefully strung together with sinew; anyone with the Biology or Medicine [Cth]/Knowledge (Biology) or Healing [Sav] skills can see that the bones are from the fingers, hands, and wrists of something inhuman, and probably belong to the serpent people based on their size.

There are no skulls, no vertebrae, ribs or other types of bone in the chamber. In places, the fungi have grown over the bone sculptures, distorting their shape even further.

Strange patterns and crude symbols cover the cavern's walls.

Those of a delicate constitution may need to make a Sanity roll (1/1D4) [Cth]/Nausea test [Sav] once the realisation of what they are looking at sinks in, although anyone who has visited the crypts beneath the Capuchin Church of Santa Maria della Concezione by the Spanish Steps (p.46) will have seen something very similar already.

As if the bone decorations, were not unnerving enough, in the centre of the cavern's lake is what appears to be a fountain. It bears an uncanny resemblance to the Fountain



The Vault

Built millennia ago to store the precious Clypeus, the vault contains a highly advanced security mechanism to protect the jewel from the Atlanteans' most ancient enemy: the serpent people. Based on the haematological differences between the two races, Aeneas' companion priests constructed a lock that only someone carrying Atlantean blood could open.

To open the lock, the person had to insert their hand into a sampling and detection device (the Bocca's mouth). Anyone lacking the correct blood would have the offending hand severed at the wrist as both a punishment and a warning to others. This passed into legend, propagated and nurtured by the remnants of the Clypeus' priesthood, surviving right up to the modern day (as can be seen from the giggling tourists who put their hand in the Santa Maria in Cosmedin copy of the true Bocca della Verità).

Thankfully, as the Atlanteans had a hand in establishing several ancient civilisations across time, and the Romans and their other empire building cousins all looked to further shores, enough elements of their Atlantean forebears' blood remains in modern man's veins to be able to unlock the vault and free the Clypeus, whether for good or ill.

of Triton in the Piazza Barberini, but far, far older and much more sinister. Four grotesque, uncomfortably alien "dolphins" rise from the shallow water, each pointing in a cardinal direction. Their splayed out tails form the support for a massive, upright clam shell.

While one side of the clam is carved into the familiar ripples you would expect, the other has a very familiar face staring back at them. Virtually identical to the Bocca at Santa Maria in Cosmedin, this face is much less damaged and worn, although the mouth is stained a dark brown colour. Flat rocks have been carefully piled on this side of the fountain like steps so that the face can be reached and there is a strange sensation in the air, almost a kind of static electricity.

Hopefully the investigators will realise that this is what they have been searching for; or, at least, that this is where what they have been searching for is hidden, and that the only way they are going to get it open is to put their hand in that fearful mouth and hope for the best. If they are struggling with this, permit them an Idea roll [Cth]/Smarts test [Sav] to recall seeing a crude carving somewhere in the tunnels of a creature with its arm emerging from the Bocca's mouth.

There is the possibility that the investigators will wish to test their theory before they actually risk placing their own hand into the Bocca. Placing inorganic objects in the Bocca's mouth has no effect whatsoever. If they have access to a serpent person's corpse, then removing the arm and placing its hand in the Bocca will cause the offending appendage to be chopped off.

This may convince the investigators that putting anyone's hand in there is a bad idea, but inspecting the severed serpent hand (which has been unceremoniously ejected by the Vault) will reveal a small circular puncture wound in the palm that is oozing blood. Hopefully the investigators will remember the microscope and slides they found in the Tiber Island hospital and the marked differences between human and reptilian blood.

If anyone does place their hand in the Bocca's mouth, they will feel a growing pressure on their wrist which makes it impossible to withdraw their hand, followed by a sharp, stabbing pain in their palm. Withdrawing the hand identifies a small spot of blood, but otherwise they are unharmed. A few seconds later (which will no doubt feel much longer), there is a whining, grating noise and the two halves of the clam shell begin to pull away from each other. They continue opening out until they lie flat against the dolphin's tails.

And there, inside the vault, gently spinning a foot or so above the clam shells, sits the Clypeus: a beautiful golden crystal shot through with blue veins, carved into the form of a rounded shield, surrounded by a gleaming red metal and glass mount in the shape of a female warrior, approximately 2ft (61cm) tall. Anyone with the Archaeology or History [Cth]/Knowledge (Archaeology) or Knowledge (History) [Sav] skills can roll to see if the figure is familiar; if they succeed, they are aware that the woman reminds them of Greek depictions of Pallas Athena, but she is not quite the same, although it is hard to put their finger on exactly why.

Retrieving the Clypeus is quite straightforward: someone just has to be brave enough to reach up and take it. There is a definite sense of power emanating from the item and the first person to touch the Clypeus receives a static shock. The glow in the chamber dims briefly before recovering, and the atmosphere in the cavern feels somehow less oppressive.

The statue is remarkably light for its size but feels quite robust. The craftsmanship is exquisite; whatever it might actually do, it is an incredible piece of art in its own right. Although it has been touched by Daoloth (the reason for the blue veins), as long as the investigators do not start to covet the object for themselves or their own glory, then it will not have the usual effects of Atlantean blue crystal (the *Keeper's Guide*, pp.100-101).

To check to see if investigators are affected by the crystal's contamination, roll POW versus POW (the crystal has POW 14; see the Resistance Table, ***Call of Cthulhu, Sixth Edition*** rulebook, p.55) [Cth]/an opposed Spirit roll against the crystal's Spirit of d8 plus a Wild Die [Sav]. If they fail, even though there is far less blue crystal present than normal, they begin to feel the effects of Daoloth's probing in their minds, but must only roll their Sanity check [Cth]/Horror (+0) test [Sav] once per day to avoid falling under its full

effects. Alternatively, if the Keeper wishes, as a result of the small quantity of crystal involved, the affected investigator may just begin to suffer from paranoia and any other relevant phobia or mania (to be decided on jointly by the player and the Keeper).

EPILOGUE: LIBERATION

The investigators have achieved what they came to Rome for: solving the mystery of Section D's missing agent and rescuing the ancient artefact mentioned in Botho Ehrlichmann's notes. Now all they have to do is get that artefact to safety.

Escaping the Catacombs

Depending on how the investigators got into the catacombs will determine just how tricky this actually is. If they followed Nicky Filippi's tunnels, then they can trace their path back out again with little or no resistance, and will emerge from a drain cover in a darkened side street (or in bright daylight, depending on how long they have been underground and when they went in).

There is always the option of another serpent people encounter along the way, particularly as the investigators have something they have been trying to get their hand(s) on for a very long time indeed (although this is by no means compulsory).

If, on the other hand, they went in through the dig site, things could be a little more tricky. Depending on the time of day, they may well encounter the prisoners coming on shift or already working and, if they are not dressed in a similar manner, they will immediately attract the attention of any guards present. If they are dressed as prisoners, they could always just join the work crew for the day, then attempt to smuggle themselves out of the camp under cover of darkness in the same way they got in (provided that way in was not getting arrested in the first place).

Provided the investigators are not discovered making off with the Clypeus, work will continue on the site for several more weeks with ongoing confrontations between the guards, prisoners, and serpent people before the prisoners finally reach the open door of the bone-decorated chamber, only to find the vault plundered and the Clypeus long gone.

But What If?

There is always the chance that the investigators could get caught with the Clypeus by the site's guards whilst attempting to make their escape. If this does happen, go with it: Küster will be very pleased to have had someone rescue his prize for him. Although the investigators are in a potentially sticky situation, Küster will not have them killed (that's just not his way) so there is always the chance of escape another day; it just might have to be without the Clypeus.

Even if Küster does end up with the Clypeus, it will not be plain sailing for him to get the item out of the country. Aloia will immediately claim it for Italy and there will be a protracted and unpleasant period of wrangling (which could last for months) between the Italian and German High Commands as to who should keep the item. Germany will win out eventually, but the delay could give the investigators time to stage a rather daring robbery...

Home, Sweet Home

Once the investigators have made good their escape, they need to think about getting their precious discovery back to home base, or at least the nearest safe haven, and on to those who can start to investigate it and find out just why the Germans are so interested in it. This can be played out in as much, or as little, detail as the Keeper and group wishes; this is the period of the Phoney War in Europe (September 1939-April 1940), when everyone is expecting something major to happen, but nothing really does.

As such, while travel out of Italy might be a little fraught given the hostile political situation, travel across France will be straightforward. Investigators might wish to get a boat from Civitavecchia or Livorno to somewhere like Malta or Gibraltar, if they are working for the British; they may even decide to travel straight on to Cairo (one of the other locations mentioned by Ehrlichmann) with the Clypeus in order to hand it off to the British authorities there.

Regardless of their decision on where to go, the investigators now need to look more closely at Ehrlichmann's notebook and try to figure out what they have to do next in their search for the rest of the Palladion.

I suppose now we know why Rome has so many serpent myths...
– Peggy

CHAPTER 3

A Light on the Horizon

"Man is a creature who walks in two worlds."
- Morris West

In the red and white land, the land of the black earth and the bountiful waters, they shall make a home, promising to remember the mistakes of the past so that they might never repeat them. That which they carry with them besides their thoughts and memories and fears shall be guarded, protected, and nurtured until such time as it is no longer safe to leave it be. And so they will seek to hide it, burying it deep in the hope that the light of darkness will never find it and bend its will to that of rigid order and insanity. At the rising of the sun on the horizon, there shall come a day which they should have foreseen but have been blinded to in the surety of their faith and understanding. And there it lies in the maw of that most ancient enemy born out of sleep's hollow nightmare and awaiting its revenge, ready for the taking, the light which cannot be.

—Extract from the Black Stone of Saïs,
as translated by Dr. Botho Ehrlichmann, c.1938-39.

According to one Egyptian myth, all life sprang from the Primordial Mound.

In this chapter, the investigators encounter Ehrlichmann's Black Stone, the artefact that first sparked their quest, and discover that Egypt's history is not all that they were taught in school. As they become more deeply embroiled in retrieving the pieces of the Palladion, they journey to strange new lands and face rivalries ancient and modern.

It is not necessary for the Keeper to own *Achtung! Cthulhu: the Guide to North Africa* to be able to run this scenario, although it does provide additional details on Cairo, the rigours of attempting to survive in desert conditions, and some additional threats that might endanger the investigators.

GAZETTEER: EGYPT

Ta-meri, the beloved earth; *Ta-nutri*, the land of the gods; or even *Khemet*, the black land: whatever its name, Egypt is almost impossibly old, at least by human standards. Formed by the narrow, fertile strip of black earth along either side of the River Nile and its delta, the Two Lands of Upper and Lower Egypt are steeped in history and myth. The plethora of vast monuments, baffling objects, and intriguing writings have spurred on some of the greatest academic undertakings and the most vainglorious treasure-seeking quests the world has ever seen in almost equal measure, all keen to understand the secrets hidden deep within the sands.

Iteru

The River Nile (*bahr en-nil*), once known only as "the river" ("Iteru"), is the longest river in Africa (and the world) at well over 4000 miles (6400km) in length. Its two main tributaries rise deep in the Dark Continent; the White Nile somewhere above Lake Victoria, British Protectorate of Uganda (modern day Uganda), and the Blue Nile in Lake Tana, Abyssinia (modern day Ethiopia).

The rivers flow together at Khartoum, Sudan, before the waters wend their united way through the Nubian desert and over a number of cataracts before reaching the Nile Valley and the dam at Aswan, which was built in 1902 by the British to control the flow of the Nile. Unfortunately, the dam also stops the annual inundation and the replenishment of the valley's land with the river's fresh, fertile silt.

At Cairo, the river splits into the western Rosetta branch and the eastern Damietta branch, forming the first lands of

Top to Bottom

In ancient times, Lower Egypt was considered to be the land of the Delta, stretching from just south of where Cairo now stands to the sea and under the dominion of the god, Set. Upper Egypt ran all the way along the Nile Valley from Memphis to Aswan and belonged to the hawk-headed god, Horus. Some scholars believe that the battles between Set and Horus in Egyptian mythology represent the actual battles that raged between Upper and Lower Egypt before their unification (although the political instability of the II Dynasty has also been used to explain these conflicts).

Not satisfied with having only two lands to worry about, scholars also introduced an additional region: Middle Egypt, running from Memphis to the bend of the Nile at Qena. This truncated Upper Egypt, which historians declared now ran from the Qena Bend to Aswan. In practice, most people ignore the distinction.

the Delta. The Nile divides time and again as it makes its meandering way to the Mediterranean Sea, and the mouth of the Delta stretches out beyond fabled Alexandria in the west to bustling Port Said at the head of the Suez Canal in the east.

Earth & Stone

According to one Egyptian myth, all life in the world sprang from the Primordial Mound, also known (at least in ancient Heliopolis, now under the streets of Cairo) as the *Benben*, the sacred black stone upon which the first sunlight fell. There is evidence of human life in the area stretching back over 250,000 years, although civilisation in the form of herding and farming came much, much later.

There have been many theories as to how these civilisations started, but there are strange drawings in the Red Lands of the Eastern Desert that seem to show an invading force arriving from the sea. All that is known is that, from around 4000BC, communities began to flourish along the Nile, forming loose confederations; those in the north would become known as Lower Egypt, while those in the south around Behdet (Edfu) and Naqada would become known as Upper Egypt.

Approximately one thousand years later the great king, Menes, led his armies out of Upper Egypt to unite the red crown of Lower Egypt with the white crown of the south. Whether Menes was real or not has been the subject of much debate, even though his alternate name, Narmer, was found on a black slate buried in the Red Mound of Heirakonpolis, the centre of pre-dynastic Upper Egypt.

Egypt now entered what historians decided to call the Archaic or Early Dynastic period; a time of legend and



I do wonder what Hercule Poirot would make of all this oddness.
– Peggy

uncertainty, during which writing, art, and architecture all flourished in ways they had never done before. Menes built his new capital at Memphis at the junction of the two kingdoms and began the I Dynasty. The period survived the many troubles of the II Dynasty to reach new heights under the III, with technology advancing at an unprecedented rate.

Sometime during the 27th Century BC, the great architect Imhotep built the first pyramid for his pharaoh, Djoser: the step pyramid at Saqqara. Interestingly, the Ptolemies (the last pharaonic dynasty; p.70) equated Imhotep with Aesculapius, their god of healing (p.53). Dark rumours abound regarding the end of the III Dynasty, but most mainstream scholars scoff at the notion of a so-called "Black Pharaoh" who subverted the cults of the Nile at the behest of something referred to as "the Crawling Chaos", citing the complete and utter lack of evidence in support of their colleagues' wilder theories.

The coming of the IV Dynasty around the turn of the 26th Century BC heralded the beginning of the Old Kingdom, yet another somewhat arbitrary demarcation of the ancient civilisation's history. During this era, pyramid building reached new heights (quite literally) with the construction of the three great pyramids at Giza. The end of the Old Kingdom with the fall of the VI Dynasty is also mired in some controversy, with certain fringe academics claiming that the darkness destroyed by Pharaoh Sneferu rose again under the Queen known as Nitocris; as before, there is little to no evidence to support such an assertion.

For several hundred years between the 22nd and 20th Centuries BC, chaos reigned in the Land of Khem and the kingdom was once again split in two. Order was restored with the establishment of the Middle Kingdom and the XI Dynasty, the reunification of the red and white crowns, and a move to a new capital at Faiyum. The last pyramid was built by Amenemhat III of the XII Dynasty at Hawara, close to Crocodilopolis (for further details on the Faiyum area, see *Achtung! Cthulhu: the Guide to North Africa*).

After Amenemhat III, disarray descended once again. Lower Egypt was seized by the *heka kaswt* (rulers from a foreign land), more commonly referred to as the Hyksos, who ruled from Avaris in the Delta; they were not expelled until the end of the XVII Dynasty (mid-16th Century BC) by the Theban pharaoh Ahmosis I, who went on to found the New Kingdom with his own XVIII Dynasty.

Many claim that Ancient Egyptian civilisation reached its peak during the time of the New Kingdom. The capital moved once more, this time to Thebes (modern day Luxor), apart from a brief spell at Amarna under the heretic god-king Akhenaten in the mid-14th Century BC (p.77). The pharaohs of this period are some of the best known: Tutankhamen, Ramses II, Nefertiti, to name but a few. So great was Ramses II's reach that he was still worshipped as a god over a thousand years after his reign had ended.

But after great heights came great lows. A succession of weak pharaohs (who all took the name Ramses to try and invest themselves with some of the grandeur of their legendary forebear) watched the kingdom fall into a third period of anarchy between the 11th and 8th Centuries BC. Priest-kings ruled in both Thebes and the city of Tanis in the Delta. Libyans, Thebans, and Abyssinians all vied for dynastic control, leading to bloody civil war and shifting centres of administration.

Order was (briefly) restored by the Nubian XXV Dynasty during what is referred to as the "Late Period" and there was, once again, a flourishing of art and culture in this, the last great pharaonic age. The XXVI Dynasty moved their capital to Saïs in the Delta after Assyrian forces sacked Thebes in 664BC. The Assyrians were followed by the Persians, who invaded the kingdom in 525BC and established their capital at Babylon-in-Egypt (now part of the Old City in Cairo). The final dynasty, the XXX, was the last native one to rule the country, albeit as a satrapy (governed province) of the Achaemenid Persian Empire.

And then came Alexander the Great, who took Egypt as a gift from the Persians in 332BC, much to the relief of the Egyptian citizenry. He spent little time in the country as his quest for world domination continued, but his governors caused the great city of Alexandria to be built. After Alexander's death in 323BC his general, Ptolemy, established his own dynasty in-keeping with the Egyptian model, and turned Alexander's city into his capital and a haven of academic learning and excellence. Greek now became the official language and Hellenistic influences began to shape the country's art and culture, but the Ptolemies still worshipped Egyptian gods, after their own fashion.

This last revival of ancient glory was not to last, though. The power of Rome was expanding ever outwards, and Julius

Rise & Fall

The reason for Egypt's appeal to outside invaders is clear: the fresh, rich soil deposited every year by the river's flooding made the country a productive grain-basket, a tempting target to empires struggling to feed their citizens.

So important was the Nile's annual cycle that the Ancient Egyptian calendar was created around it. The year was split into three portions, each containing four months with thirty days apiece. The first season was *Akhet* (the inundation), when the Nile burst its banks; the second was *Peret*, the growing season; the third, *Shemu*, the harvest season when no rain fell.

Dark rumours abound regarding the end of the III Dynasty, but most scholars scoff at the so-called "Black Pharoah" theory.



Caesar arrived in 54BC to take Alexandria for his Empire. His love affair with the last of the Ptolemies, Cleopatra VII, produced a son, Caesarion, but Caesar's death and Cleopatra's failed rebellion (in league with her lover Mark Anthony) sealed Egypt's doom. In 30BC, Emperor Octavian had Caesarion killed after his mother's suicide and declared the country a province of Rome, taking all the grain he could from the fertile land to bolster his power at home.

Annis Domini et Hegirae

Egypt continued under Roman then Byzantine rule but in 640AD, the Muslim Army under Amr Ibn al-As took Babylon-in-Egypt and, two years later, Alexandria. Amr built himself a new city, Fustat, just to the northeast of the Persians' former capital and Egypt found itself a part of the growing Islamic Caliphate. Just as the people had turned their backs on the old gods with the coming of Coptic Christianity, so they now slowly but steadily embraced the newer faith of the prophet, Mohammed.

As a part of the Caliphate, the country found itself ruled by new dynasties whose seats were far, far away. The first of these, the Rashidun, ruled from Medina; the second, the Umayyads, from Damascus; their successors, the Abbasids, ruled from Baghdad for a little over 500 years, with one or two notable periods of self-declared Egyptian independence.

The first such period of independence came in 868, when Ahmed ibn Tulun established his own Tulunid Dynasty and built his capital of Al-Qitai, just outside Fustat. The Abbasids turned a relatively blind eye until 905, when they had all of the Tulunid heirs killed and reasserted their dominance. A large degree of independence was granted to the Ikshid Dynasty in 935 with the blessing of the Abbasid Caliphate, but in 969 the Shi'ite Fatimids invaded the country from Tunisia, establishing their own dynasty and building their own capital outside Al-Qitai, which they named Al-Qahira ("the Triumphant"). The Fatimids lasted until 1171 and the coming of the great hero of the Crusades, Salah al-Din (Saladin).

The First Sultan

Salah al-Din Yusuf ibn Ayyub (?1137-1193). A Kurdish Sunni Muslim, Saladin climbed the ranks of the Fatimid government in Egypt as a result of his military successes against the Christians during the Crusades (which had, incidentally, begun in a large part thanks to the tyrannical behaviour of the third Fatimid Caliph, Al-Hakim, and his destruction of the Church of the Holy Sepulchre in Jerusalem). Saladin's first calling had been theology not warfare, but he proved to be a very adept and chivalrous commander.

Upon assuming control in Cairo, he realigned Egypt to the Abbasid Dynasty, adopted the secular title Al-Sultan ("the power") and established his own independent dynasty, the Ayyubids. He built the imposing Citadel in Cairo, and established *madrassas* within the city—teaching mosques whose presence turned Cairo into a respected capital of learning and academia.

Throughout their reign, the Abbasids had built up an army of foreign slave troops of largely Turkish and Georgian descent, loyal only to them: the Mamlukes. In 1250, the *amirs* (commanders) of a Mamluke faction garrisoned by the Nile, the so-called *Bahri* ("river") Mamlukes, took control of Egypt from the Ayyubids. They were displaced by the *Burgi* ("tower") Mamlukes in 1382 under Barquq, who then proceeded to almost entirely bankrupt the Sultanate in order to prosecute his war against the Mongols.

Altogether, the Mamlukes ruled Egypt independently for over three centuries, largely through the use of assassinations and coups. Even when the Ottomans arrived in 1517, the Mamlukes still held on to a large degree of power as Imperial overseers. The country was now governed not by a Sultan but a Pasha (a civil servant trained in Istanbul), but the Mamlukes' stranglehold on Egyptian affairs saw the country fall ever further into decline.

Napoleon's arrival in 1798 finally saw the beginning of the end of the Mamlukes' power, although the Frenchman's own conquest of Egypt did not last for long. His fleet destroyed by Admiral Lord Nelson, Napoleon snuck back to France in secret, leaving General Menou to declare the country a French Protectorate. The British did not care for this one little bit and teamed up with the Ottoman Turks to drive the French out, clearing the way for Egyptian independence.

Mohammed Ali Pasha, a Turkish officer in the Albanian Corps, rose to power a little after the turn of the 19th Century. He ruthlessly removed the remaining Mamlukes and began to modernise his adopted country, making great use of European know-how in the process. He adopted the title "Khedive" (Viceroy), although the Ottomans refused to recognise it until 1867, in the reign of Ali's grandson, Ismail.

Khedive Ismail tried to follow in his grandfather's footsteps and continue the country's modernisation, but he became deeply indebted to foreign creditors as a result, and was forced to sell Egypt's shares in the Suez Canal (designed by French engineer Ferdinand de Lesseps and completed in 1869) to pay off the exorbitant interest accruing on the loans.

The British then began to assert themselves in Egypt, installing Ismail's son, Tewfiq, as Khedive after arranging his father's deposal with assistance from the French government. But Tewfiq was a weak ruler and trouble followed. The British took advantage of this and invaded in 1882, declaring Egypt to be a "veiled protectorate", much to the chagrin of its people.



Photo: Krause, Ernst—*Tibetexpedition, Port Said, Hafenszene, 1938* - Bundesarchiv, Bild 135-KB-01-033 / CC-BY-SA

Matters grow worse with the outbreak of World War One. Still officially a part of the Turkish Ottoman Empire, which sides with the Central Powers of Germany, Austria-Hungary, and Bulgaria, the British now declare that Egypt is a full protectorate of theirs to prevent the country from entering the war on the "wrong" side. They insist that the term "Khedive" is dropped to further underline the separation, instating the old term "Sultan" once again.

The war also sees an upswing in native calls for autonomy; calls which are largely ignored by the British until 1922, when they recognise Egypt as an independent state. Sultan Fouad becomes King Fouad, but still has little real power in his own country thanks to the British maintaining control of the judiciary, defence, communications, and the Suez Canal.

In 1936, Fouad's successor, Farouk, signs the Anglo-Egyptian Treaty, a twenty-year agreement ending British occupation (apart from along the Suez Canal, which Britain retains due to the importance of the shipping route to its Empire and Commonwealth). The following year, Egypt joins the League of Nations as part of its journey towards true independence; a plan that is halted by the outbreak of World War Two.

King Farouk is forced to declare his country's support for the Allies by a clause in the Anglo-Egyptian Treaty in September, 1939. This does not sit well with the Egyptian populace, who hate the British and their high-handed ways and would cheerfully align themselves with anyone who would help them to get rid of their colonial oppressors.

Baksheesh

The main Egyptian currency is the Egyptian pound, abbreviated to LE (*livre égyptienne*); tied to the value of the British pound, it is worth approximately the same amount. Each Egyptian pound is split into 100 *piastre*, and each *piastre* into ten *milliemes*.

A common cry when wandering the streets of an Egyptian settlement is that of "*Baksheesh! Baksheesh!*" ("Alms! Alms!"). As Islam encourages acts of charity, little is thought of such requests other than as a chance to practice one's faith, although wealthy foreign visitors (and they must be wealthy, after all, if they can afford to travel to Egypt) soon tire of it.

Baksheesh is almost like tipping, but not quite. It is also sometimes mistaken for bribery, which it can be to some extent (for example, encouraging someone to turn a blind eye to minor infractions or for gaining entry to otherwise off-limits locations), although outright bribery for serious matters has its own rules and is a very dangerous game to play.

Italy invades Egypt in September, 1940, reaching as far as Sidi Barrani; its troops are driven back out again by December of the same year. Matters change with the arrival of Erwin Rommel and the *Afrika Korps*, who enter Egypt in June, 1942. Technically neutral despite the situation on the ground, the Egyptian government holds negotiations with Germany regarding entry into the Axis should the Allies' Western Desert Campaign fail.

German and Italian forces are eventually pushed back into Libya in November, 1942, after the Second Battle of El Alamein. With the outcome all but a foregone conclusion, Egypt finally officially declares war on the Axis in February, 1945. For further details of the war in both East and North Africa, see *Achtung! Cthulhu: the Guide to North Africa*.

The conflict brings great benefits for Egyptian industry. All but dead thanks to the practices of the colonial administration, Egypt's need to supply itself causes something of an economic resurgence. Already renowned as a producer of grain and cotton, the country also begins to produce its own silk and wool. On top of this industrial growth, the Allies spend a small fortune throughout the war on a variety of services, and the military employ large numbers of locals in support and maintenance roles.

THE CLIMATE

As a country predominantly consisting of desert, Egypt experiences hot, dry summers, although the winters are mild and can be quite damp and breezy along the Mediterranean coastline; Cairo has even been known to be positively chilly at such times. The *Khamaseen* wind, laden with sand, blows from the south in the Spring, in the opposite direction to the winds that aid the transit of the Nile's vast fleet of sailing boats throughout the winter.

Because of the scarcity of water and the high summer temperatures, great care must be taken to avoid dehydration and heat stroke, amongst other things. Detailed rules covering these topics can be found in **Chapter 7** of the *North Africa Guide* [Cth]/**Chapter 4: Situational Rules—Hazards** in the ***Savage Worlds*** core rulebook [Sav].

TRANSPORT

Just as the Nile is a lifeline in terms of water and agriculture, so it has also been with respect to transport. A myriad of boats ply the river from Cairo down to Wadi Halfa, Sudan, and beyond. Tourist and government steamers with their characteristic side-mounted paddle-wheels jostle for space with *feluccas* (small sailing boats) and the occasional privately-hired *dahabiya* (house boat), although these are now mostly moored up in Aguza, Cairo, and primarily used for illicit *rendezvous*. Only the government boats are allowed to sail at night; all others must moor up in the hours between dusk and dawn.

The coming of the railways in the 19th Century dented the river trade to a certain extent. The first stretch, built by British engineer Robert Stephenson at the behest of Pasha Abbas I, and running between Alexandria and Kafyr el-Zayat

Read All About It!

Egyptian newspapers are tightly controlled by the Egyptian Government, but can be of use when it comes to finding local information. Two of the main Arabic newspapers are *Al-Waqa'i'a al-Masriya* (*Egyptian Affairs*; the official government gazette, founded in 1828 on the orders of Mohammed Ali Pasha), written in Ottoman Turkish and Arabic, and the daily *Al-Ahram* ("*The Pyramids*"; founded in 1875), written in Arabic. For English-speakers, the *Egyptian Gazette* is the main source of printed news; established in 1880 in Alexandria, the paper moves to Cairo in 1938. It appears in the evenings from 1941, with its associated paper, the *Egyptian Mail*, appearing in the morning.

Finding Your Way

Cairo can be a confusing place, full of hustle and bustle and people attempting to separate a visitor from his money. A few words of Arabic can come in very handy, although most visitors do attempt to find a reputable local guide to aid them if they plan on venturing into the Old City. A few select terms are listed below, partly to help with navigation, but also to help smooth any potential negotiations.

Hello—*assalaamu aleikum*	Goodbye—*ma'a salaama*
Yes—*aiwa*	No—*la*
Thank you—*shokran*	Enough!—*khalas!*
When?—*emta*	Where is...?—*feyn...?*
How much?—*bi-kam?*	Wait—*estana*
House—*beit*	Square—*midan*
Listen—*ismaa*	Street—*sharia*
Water—*mayya*	

in the Delta, was completed in 1854 and extended to Cairo by 1856. Cairo and Suez were connected two years later, and by 1898 the line had extended south all the way through Qena to Luxor and Aswan.

By the mid-1930s, there are two trains per day running between Cairo and Luxor, covering the 340 miles (547km) in around twelve hours. Understandably, many tourists prefer to take the *wagon-lits* sleeper service, particularly the luxurious "Sunshine Express". There are also seven trains per day between Alexandria and Cairo, taking between two and a half and two and three-quarter hours to cover the 120 miles (193km) between them. Special trains that pull right up to the quay are put on for those tourists arriving at Alexandria on liners from Europe.

Air travel is also a possibility, certainly before the outbreak of the war. In 1938-1939, there are four flights a week from Croydon Airport, London, to the Almaza Aerodrome at Heliopolis by the British company, Imperial Airways, alone. Misr Airlines, founded in 1932, operates services between Alexandria and Cairo from mid-1933, and by late 1933 are offering twice-weekly flights from the capital to Luxor and Aswan for those that can afford them. The Egyptian Government takes over all of Misr Airlines' routes in September, 1939.

Once Italy joins the war in June, 1940, the Mediterranean becomes too dangerous for Allied ships, and troops are forced to be routed round the Horn of Africa to Port Said for deployment in the desert theatre. Air travel also becomes risky; although some flights do brave the skies directly between Britain, Gibraltar, and Cairo, the more usual route becomes Gibraltar to Ghana, followed by a series of short hops on to the Egyptian capital.

Ah, Cairo — where history and indolence are all pervasive.
-R.D.

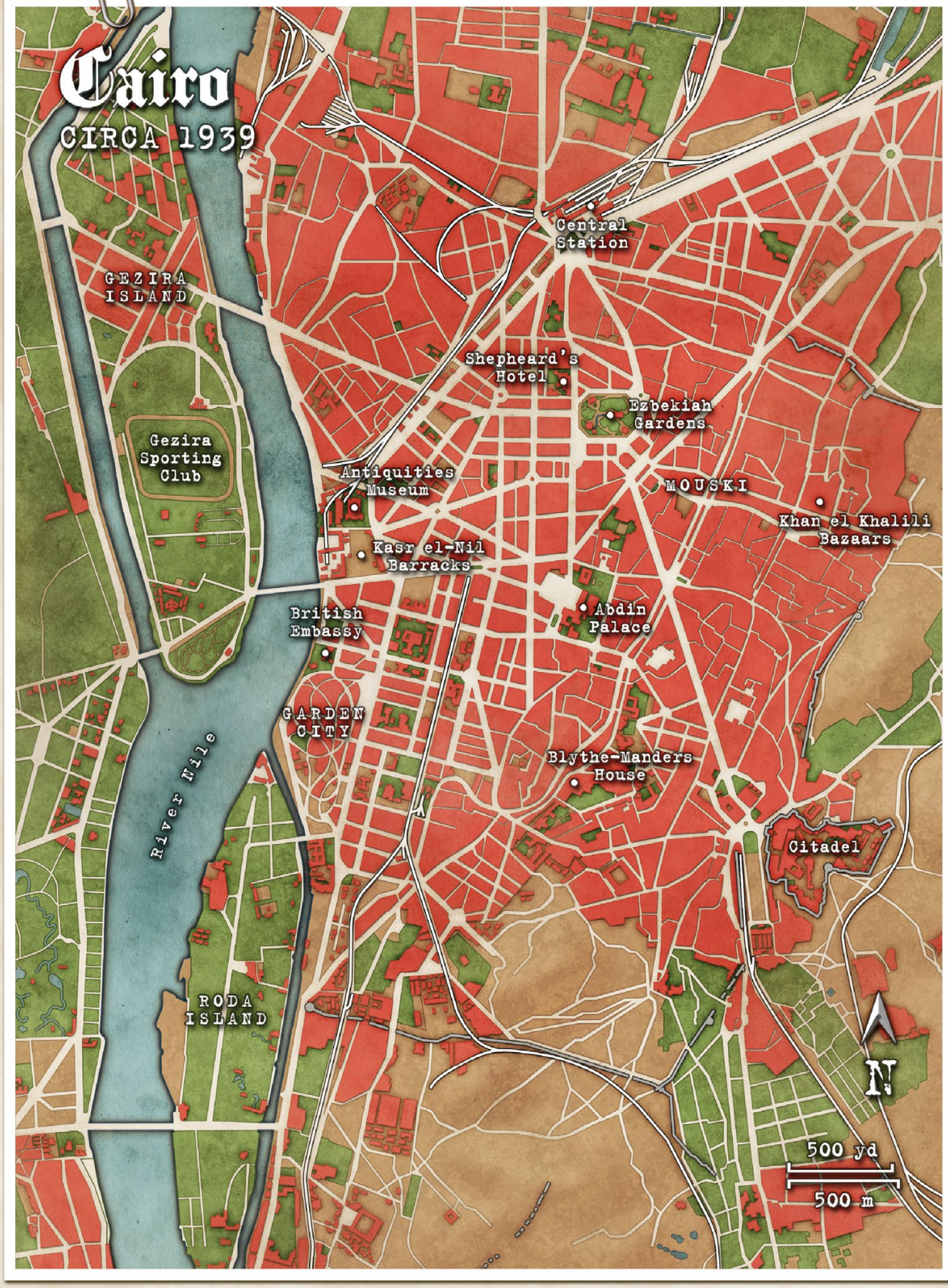
The Mother of Cities

Also known as Masr (which, confusingly, can alternatively be used to refer to Egypt itself), there have been many cities in the area where modern Cairo now stands, each built alongside its predecessor. First came Heliopolis, then Babylon-in-Egypt; to be followed by Fustat, Al-Qitai, and, finally, Al-Qahira.

Still consisting of a seething warren of tiny, confusing streets in the Old City, Khedive Ismail rebuilt large swathes of Al-Qahira—effectively "New" Cairo—in the 1860s, modelling it along the lines of Paris and its graceful boulevards; Ezbekiah Gardens, surrounded by the European Quarter in the 20th Century, was designed by M. Barillet, a former head gardener of Paris, in the 1870s.

Many tourists prefer to take the *wagon-lits* sleeper service, particularly the luxurious "Sunshine Express".

Cairo is also in possession of an extensive tram network, first developed by the Belgian engineer, Baron Édouard Empain in 1874, who also built the modern suburb of Heliopolis (not to be confused with the ancient city of that name, which lies under the streets of Matariyya, one of Cairo's many suburbs). Although not as old as the network in Alexandria, Cairo boasts well over a dozen lines in the 1930s, including one which goes all the way out to Giza for those wishing to see the pyramids.


Cairo
CIRCA 1939
Central Station
GEZIRA ISLAND
Shepheard's Hotel
Ezbekiah Gardens
Gezira Sporting Club
Antiquities Museum
MOUSKI
Khan el Khalili Bazaars
Kasr el-Nil Barracks
British Embassy
Abdin Palace
GARDEN CITY
River Nile
Blythe-Manders House
Citadel
RODA ISLAND
N
500 yd
500 m



Because of its strategic importance, British Middle East Command is established in the city from June, 1939. Cairo is very much in the grip of the Old Boys' Network both before and during the war. Virtually no-one in "the Establishment" works between 1-5.30pm, and far too much business is carried out in coffee shops or officers' clubs with little thought for security.

Even after the outbreak of war in Europe, and for much of the time during the North Africa campaign, life for the British continues as it ever did in Cairo: an apparently never-ending swirl of social engagements, cocktail parties, cabarets, and polo. Many visitors, in particular certain Commonwealth soldiers, find it hard to reconcile the swanky lifestyle of the Europeans with the often crushing poverty experienced by the native inhabitants of the city.

As you would expect in such a cosmopolitan place, many languages are in use on a daily basis, though not all equally. Arabic is the most widely spoken, almost exclusively by the city's Egyptian inhabitants, which can make life tricky for those who are not conversant in at least the basics. Greek, French, English, and Turkish can also be heard, depending on where you are. It is advisable for those who do not speak Arabic to employ a reputable guide when wandering away from the "European" sections of the city, for their own protection.

Far too much business is carried out in the city's coffee shops or officers' clubs with little thought for security.

Further details regarding a variety of locations important to both the military and social life of Cairo during the war can be found in *Achtung! Cthulhu: the Guide to North Africa*.

SCENARIO INTRODUCTION

The investigators have had their first brush with an actual piece of the Palladion in their explorations beneath Rome. Now, in an even more ancient city, they must uncover a way to retrieve the next piece of the artefact, hidden beyond the reach of mere mortals, before travelling to a place of healing to face the ancient gods and claim it for themselves.

Coming Into Being

The refugees who fled to Egypt from Atlantis took with them the central piece of the Palladion: the core power source, known as the "Life Giver". In the desert lands they found a country teetering on the brink of a great civilisation and saw it as a sign; a chance to start anew, learning from the mistakes of the past. They integrated themselves into the society as priests and advisors, passing on their secrets a little at a time, and watched as the nation grew in strength and sophistication.

It was not unduly difficult to hide their arrival and the force they carried with them, weaving the golden disc of the Life Giver into legends of the all-powerful, divine sun, Atum-Ra. Over time, even their folk-memory of Shudde M'ell's destruction of their former home became a part of the myth as the giant serpent Apophis, locked in permanent battle with the sun and destined to destroy the world.

The disc itself was cared for by a select few members of the priesthood, but over time they, too, forgot the real truth of what it was they were guarding, only that it should be kept hidden. In the chaos between the times of the Old and Middle Kingdoms, and to prevent it from falling into the wrong hands, the Life Giver, Atum-Ra, was secreted away and the myths subtly altered to give the sun new aspects, not just that of the shining, golden disc.

Gods rose and fell; a few, shades of what the survivors had inadvertently brought with them from Atlantis, sought to re-establish themselves and hid behind new faces. Some aspects of Daoloth, whose probings into our dimension had corrupted Atlantis in the first place, surfaced in the worship of the goddess Ma'at, the personification of truth and order in the universe. Nyarlathotep, dark messenger of the Outer Gods, manifested in many forms, though what the Crawling Chaos' ultimate purpose was remains uncertain.

On the whole, the people of the Two Lands became oblivious to the reality behind the sun disc and were content to worship it as the god of many forms who travelled across the heavens in his barge and spent the twelve hours of night in the Duat (underworld), accompanied by his divine companions and battling the serpent Apophis before being reborn in the eastern mountains of the sky every morning.

And so it would have continued, the Life Giver safely hidden away both literally and metaphorically, but for one man: Amenophis IV, better known as Akhenaten. It is unclear just how he learnt of the sun disc in the fifth year of his reign, although it would not be beyond the realms of possibility that Nyarlathotep had a hand in the discovery. The pharaoh renamed the Life Giver as the Aten, the all powerful disc of the noon-day sun, and began to build a new, monotheistic religion around it, much to the disgust and concern of the existing priesthoods.

The pharaoh and his Queen Consort, Nerfertiti, moved their court to the new city of Akhetaten ("the horizon of the Aten", now known as Amarna), the location where the disc had been safely secreted for over one thousand years. As his obsession with the Aten grew, Akhenaten attempted to purge the worship of the old gods, many of whom did not want to be displaced. Determined, eldritch forces began to move against the new regime, eventually bringing about its downfall and erasure from the records. The Amarna Heresy was crushed, the old ways were restored, and the remaining few priests of the Life Giver's order stole the Aten away once again, hoping this time that it would stay hidden forever.

BEWARE OF GREEKS

There was, of course, more than one branch of the priesthood descended from Atlantean stock. Although some devoted themselves to the protection of the Life Giver, others vowed to preserve the knowledge they had carried with them from their lost home. These priests settled in the Delta at Zau (Saïs) and took Neith, the goddess of wisdom and the hunt (who the Greeks would later acknowledge as Athena), as their patron deity.

During the turbulent times that followed the second concealment of the Aten, the priests grew afraid that the knowledge they carried with them would be lost and that Neith would punish them for their carelessness. They carved what they remembered and what they knew would come to be onto a black stone in three languages so that it would not be forgotten. But, trapped by the conundrum of preserving their knowledge without allowing its secrets to fall into dangerous hands, they kept the wording vague so that the uninitiated would be at a loss to understand its true meaning. Then they buried it beneath their temple for safe-keeping.

When, approximately four centuries later, the Greek statesman Solon journeyed to Saïs, the priests had all but forgotten their heritage and happily recounted to him the tale of Atlantis, never realising that they were its descendants and guardians. But the secrets of the Black Stone remained hidden until the beginning of the 20th Century, long after the last of the priests of Neith had apparently followed the sun in his journey into the realms of the Duat (p.77).

DIGGING DEEP

When the archaeologists of the *Deutsche Orientgesellschaft* (DOG) stumble across the Black Stone during their work at Saïs, they are amazed by the discovery. Their translations of the hieroglyphic and hieratic scripts lead them to commence work at Amarna, located on the east bank of the Nile, approximately half way between the ancient cities of Memphis and Thebes.

Beauty Secrets

There have been many arguments over the years regarding the exact facts of the matter, but somehow the bust of Nefertiti (p.78) is smuggled out of Egypt a few months after its discovery, ending up in the Berlin *Ägyptisches* Museum where it is finally put on show to the public in 1924 (Borchardt having blocked its display for over a decade). It is then transferred to the Neues Museum and left on view until 1939 when the museum closes due to the war. Having been stored in the basement of a bank and a flak bunker, the bust is finally interred in a salt mine in Thuringia in March, 1945, for its own safety.



Photo: Kohls, Ulrich - Ägypten, Besuch Walter Ulbricht, 27th February, 1965 - Bundesarchiv, Bild 183-50227-0053-004 / CC-BY-SA

The DOG, who arrive at Amarna for the 1907 season, are not the first to explore the site, as the heretic city's boundary stelae were first recorded by the French Jesuit priest, Claude Sicard, in 1714. Neither are they the first Germans to work there, as Richard Lepsius' Prussian expedition mapped the site in the 1840s, although some of his plans are still being published during the time the DOG are excavating the ruins.

Although the archaeologists, working under Ludwig Borchardt, are aware that there is some form of treasure buried at Amarna, they are oblivious to its true nature and come to believe that they have, in fact, discovered it in December 1912 when they unearth the now infamous bust of Queen Nefertiti in the workshops of the royal sculptor, Tuthmose (p.77).

The DOG only manage one more digging season in Egypt before World War One stops their excavations and forces their disbandment. Those who survive the war and know of the Black Stone, believed lost or accidentally destroyed during the course of the conflict, largely remain convinced that they already have the Amarna treasure it speaks of. Too preoccupied with rebuilding their lives and careers, few wonder about the additional treasures the stone mentions.

The British-based Egyptian Exploration Society undertakes several expeditions to Amarna from 1921-1936, completely unaware of its occult significance. No-one has worked on the site for several years since then or paid it any great attention until Ehrlichmann's rediscovery of the Black Stone archive points *Nachtwölfe* in its direction. Operating in secret, and without the official permission of the Egyptian Department of Antiquities, a small team of *Nachtwölfe* field researchers are endeavouring to locate the Aten sun disc in Akhenaten's once great city.

EPISODE ONE: REFLECTIONS

It is assumed that the investigators, if they have managed to retrieve the Clypeus during the course of their adventures in Rome, will have taken the opportunity to get it to a safe place. As mentioned in the last chapter, this might involve returning it to Britain, or transporting it to the British in Cairo (either voluntarily or under orders from their superiors).

If the investigators have returned to their "home" base of operations before they journey on to the next stage of their mission, then they will have time to study Ehrlichmann's notebook for further clues. They are under no obligation to travel on to Cairo first, and may wish to travel to any of the other locations listed if the adventure is being played with one investigative team rather than the suggested ones for each region (see the relevant scenario sections); or, they may wish to pick up the story with a new team of investigators in one of the other regions (see Book Four, Ch.1 for sample new pregenerated teams).

However the players decide to proceed, they should be aware that the clock is ticking and that their investigators are not the only people looking for the Palladion. Time really is of the essence if they are to beat the Germans to each of the pieces.

GETTING THERE

The Transport section on pp.73-74 discusses some of the methods of transportation the investigators can use to make their way to Egypt; it is also technically possible to get there by train from Europe, travelling via Istanbul and the Middle East, but this will add extra time and complications to the trip. Anyone arriving by ship will dock at either Alexandria or Port Said and then make their way to Central Station in Cairo by train; thankfully, such services run regularly.

Travel also affords the investigators a further chance to study Ehrlichmann's notes, even if they no longer have the originals. It is entirely possible that, if they have returned home prior to journeying on to the next location, their superiors will have taken the journal for further research, leaving the investigators with copies of the potentially useful pages for each location. (The investigators may even have made their own copies.) At the Keeper's discretion, an investigator who manages to study the journal for a sufficient period of time can make a skill check [Cth]/use a levelling up opportunity [Sav] to see if they have acquired any understanding of Atlantean (this is in addition to the bonus listed in the notebook's description on p.37).

It might even be the case that the investigators taking part in this chapter of the quest are not the same as those in either Rome or Vienna. Due to both Britain and France's long-established presence in the area, and the very nature of the country itself (which attracts an eclectic mix of residents and visitors), there are plenty of opportunities to introduce new characters to the mix, be they secret agents, archaeologists, or members of the military. And, depending on when the events of this scenario take place, the investigators may well have been recruited by the fledgling Section M, which officially opens its doors for business towards the end of October, 1939.

Added to this, depending on how operations have gone elsewhere, *Nachtwölfe* may well be aware of the investigators' activities and of their transit to Egypt. Investigators may, therefore, wish to take additional care to ensure that they are not being watched or followed while engaged in their mission. Even if the German contingent are not initially aware of the investigators' presence, they will be by the end of the scenario (p.97).

EHRLICHMANN'S NOTES: EGYPT

The section on Egypt in Ehrlichmann's journal is by far the largest in the book. In it, he mentions the stories told to him by his professor that led him to the DOG archives in Berlin and the rediscovery of the Black Stone, which Ehrlichmann is convinced can still be found in the basements of the Antiquities Museum in Cairo, safely stored away and forgotten about in the intervening years.

More interestingly, according to his notes, Ehrlichmann is sure that there is something wrong with the original translation and interpretation of the hieroglyphic and hieratic scripts on the stone, something he had hoped to confirm at some point by visiting Cairo himself to hunt down the original source. He cannot quite put his finger on why he thinks that Amarna ("the rising of the sun on the horizon") is not the place to be searching for the artefact; a hunch which, from his writings on the matter, obviously concerned him deeply because it had no basis in the observable facts at his disposal. (Anyone checking the translation from the rubbing or the transcription in the notes will agree that Prof. Burgdorf's version is an accurate one, although they, too, will be strangely unsettled by it.)

Around the notes on Amarna, Akhenaten, and his strange reign there are sketches of a swirling symbol, which look very much like a blemish found on the rubbing taken of the Black Stone in the sections referring to Akhetaten. There is also a name: Major Aloysius Blythe-Manders, with the word "Cairo" and a query next to it.

The notes at the back of the journal regarding his suspicions make it clear that those interviewing him were under the impression that the Black Stone was no more, a belief he did nothing to disabuse them of.

Scene 1: Out of the Past

The journal has two possible locations the investigators could follow up on now that they have arrived in the vibrant, overwhelming city of Cairo. The first is the Egyptian Antiquities Museum, also known simply as the Cairo Museum. It can be found down by the river on Sharia Mariette Pasha, where its imposing orange-pink walls and massive white entrance portico tower over visitors. Large mauve flowers with golden centres float peacefully on the surface of the ornamental pool in front of the entryway, a tiny oasis of calm in the midst of the city centre.

Although there had been an antiquities museum in existence prior to 1858, the current museum is the one founded by Auguste Mariette, the Director of the new Egyptian Department of Antiquities, although it has had several homes before the current one next to Gezira Island. The current director of both the department and the museum is *Abbé* Étienne Drioton, who is ably assisted in the day to day administration of the museum's collections by M. Lucien Kutay and *Mlle*. Micheline Descoteaux.

If one of the investigators is an archaeologist or an Egyptologist (such as Tobias Fischer; p.280), then they may already have contacts within the museum. If they are not, then they will require some sort of a letter of introduction before they will be allowed to delve into the archives and store rooms; such a thing can easily be procured from the authorities if at least one of the investigators is part of the intelligence community or the military. Security is not especially tight at the museum, so illegal entry is always an option, if necessary.

Blooming Wonderful

Once the investigators have spoken to Sheikh Janin el-Rauf at the Blythe-Manders house (p.82), they may need to return to the Museum to retrieve a sample of those mauve flowers from the ornamental pond at its entrance. The blossoms are, in fact, the increasingly rare and narcotic blue lotus, an essential ingredient for the "red ale of truth" the investigators will need to continue their hunt for the Palladion piece.

The flower is almost impossible to find elsewhere in Cairo and they will require fresh specimens to achieve the necessary effects of breaking down the barriers between this world and the Dreamlands. Any investigator with either Biology, Natural History, or Pharmacy [Cth]/ Knowledge (Biology), Knowledge (Natural History), or (Knowledge (Pharmacy) [Sav] will recognise the flower for what it is.

LUCIEN KUTAY, LINGUIST & EGYPTOLOGIST

The son of a wealthy Turkish-Egyptian businessman and a French socialite, M. Kutay has always known the finer things in life. Born in Cairo but educated in the best French schools and universities, Kutay has a good ear for languages and a fascination with his country's history. After a brief spell at the Louvre in Paris under *Abbé* Drioton, Kutay returns to Cairo to take up a position at the Antiquities Museum at Drioton's request.

Despite his mixed ancestry, he considers himself to be Egyptian and despises British rule; his other pet hate is those who seek to steal Egypt's archaeological treasures. He is well aware of his privileged lifestyle but refrains from displays of ostentation, preferring instead to live as comfortably but simply as possible and refusing to join his parents in their palatial residence in modern Heliopolis.

Appearance: Kutay's meticulous and exacting nature when cataloguing the Museum's treasures is reflected in his manner of dress. He is always smart, his pale suits freshly pressed and spotless, his dark hair elegantly swept back from his handsome, thoughtful face. He does suffer from a delicate constitution, which seriously limits the amount of field work he can undertake (or, at least, he claims it does).

Cth

STR 12 **DEX** 16 **INT** 15 **CON** 09
SIZ 14 **APP** 15 **POW** 13 **EDU** 19
SAN 65 **Hit Points:** 11

Damage Bonus: +1D4.

Skills: Archaeology 50%, Anthropology 50%, Bargain 45%, Drive Automobile 40%, Folklore 65%, History 70%, Library Use 65%, Listen 55%, Persuade 55%, Photography 40%, Rifle 45%, Shorthand and Typing 25%, Spot Hidden 55%, Survival (Desert) 25%.

Language Skills: French (Own) 95%, Turkish 65%, Arabic 50%, Hieroglyphics 45%, English 35%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Arabic) d6, Knowledge (Archaeology) d8, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (Hieroglyphics) d6, Knowledge (History) d8, Knowledge (Photography) d6, Knowledge (Shorthand and Typing) d4, Knowledge (Turkish) d8, Notice d8, Persuasion d6, Shooting d6, Survival d4.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 6.

Hindrances: Anemic, Quirk (Despises the English), Quirk (Very Neat).

Edges: Attractive, Rich.

MICHELINE DESCOTEAUX, ADMINISTRATION ASSISTANT

The apple of her late father's eye, *Mlle*. Descoteaux has worked hard to secure her position at the Antiquities Museum. Not a naturally gifted scholar, she is, though, a hard worker; coupled with years of experience working in her parents' antiquities business in the Old City and with M. Kutay and the *Abbé's* tutelage, Micheline is progressing well in her studies and hopes to take on her own, albeit small, department relatively soon.

Recently orphaned and a young woman alone in Cairo, she relies very much on her colleagues for moral support and guidance, although she tries to let nothing dampen her naturally cheery disposition. Money is tight for *Mlle*. Descoteaux as she does not have the time to run the family business and carry out her work at the museum. She still lives behind the shop, but has almost run out of things to sell. She is, however, too proud to ask for help in such matters (particularly as she is well aware of M. Kutay's financial situation).

Appearance: Blonde and bronzed by the ever-present sun, Micheline cannot afford to be stylish but she does her utmost to maintain her appearance, in part because she knows that, sadly, her looks will be just as important in ensuring her future career as her brains. Anyone paying attention will notice that her clothing has been carefully repaired several times and that the soles of her shoes are almost worn through.

Cth

STR 09 **DEX** 15 **INT** 13 **CON** 14
SIZ 11 **APP** 16 **POW** 12 **EDU** 15
SAN 60 **Hit Points:** 12

Damage Bonus: none.

Skills: Anthropology 30%, Art (Sketching) 35%, Bargain 55%, Folklore 40%, History 55%, Institutional Lore 50%, Library Use 35%, Listen 50%, Persuade 45%, Psychology 65%, Shorthand and Typing 60%, Spot Hidden 65%.

Language Skills: French (Own) 95%, Arabic 40%, English 25%, Hieroglyphics 15%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Investigation d6, Knowledge (Anthropology) d6, Knowledge (Arabic) d6, Knowledge (Bureaucracy) d8, Knowledge (English) d4, Knowledge (Folklore) d6,

Knowledge (Hieroglyphics) d4, Knowledge (History) d8, Knowledge (Psychology) d6, Knowledge (Shorthand and Typing) d8, Knowledge (Sketching) d6, Notice d8, Persuasion d8.

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 5.

Hindrances: Poverty, Quirk (Proud).

Edges: Very Attractive.

M. Kutay has been working for the last few years to update the Museum's catalogue ready for a new visitor's guide (and to figure out just what the Museum does and does not still have in its possession). If asked, he will confirm that he has yet to come across anything matching the Black Stone's description but, then, his and *Mlle*. Descoteaux's project is an ongoing one and there are still plenty of store rooms they have not had a chance to fully explore.

To aid them in their endeavours, Kutay and Micheline have been cross-referencing their discoveries with an old card index made just after the Great War. If the investigators know about the index (either because they have observed it in use, or because they have managed to get either Kutay or Micheline to mention it or show it to them) they can attempt to search it for any evidence of the Black Stone.

The handwriting on the cards is crabby and faded, but a successful Library Use roll [Cth]/Investigation test [Sav] will find them the information they are seeking after about an hour of dedicated searching. A Special Success or better [Cth]/a raise [Sav] will cut the amount of time taken to discover the relevant information to around thirty minutes; failed rolls can be attempted again after a further hour of research. Handout #11 shows what is written on the dog-eared index card.

If the investigators have visited the Museum's basement storage areas before, then they will quickly be able to locate Room XXVI. If they have not, then they will need to either be shown where it is or persuade someone to tell them how to gain access to it. The door to the basement is locked, but this can be easily overcome by a successful Locksmith roll [Cth]/Lockpicking test [Sav], or by finding and/or pickpocketing the actual key from M. Kutay or his office.

Handout #11

The Index Card

Polished black stele, age unknown (Dynasty?). Recovered Saïs c.1905 DOG. Three scripts, hieroglyphs, hieratic, unidentified. Condition: damaged. Location: XXVIa13jb.

Once they have gained entry to Room XXVI, the investigators will need to locate section A, row 13, and a substantial wooden packing crate labelled "J. Burgdorf, DOG". The crate is far too heavy to be sensibly moved, although the investigators can try if they so wish by beating STR 30 on the Resistance Table (***Call of Cthulhu, Sixth Edition***, p.55) using the combined STR of at least two investigators [Cth]/Strength (-4) test, though characters can co-operate to offset the penalty [Sav]. Alternatively, the crate can be opened through the judicious use of a crow bar and the packing straw removed to reveal two lumps of black granite, densely carved with a variety of symbols: the Black Stone of Saïs.

The individual pieces of the stele are far more easy to manhandle once out of the box (STR 15 [Cth]/Strength (-1) test [Sav]), particularly if two or more people co-operate. Comparisons of the rubbings made by Burgdorf to the actual stones show that they are, like his translation, perfectly accurate if a little poorly executed in places, including around the sections in each script that discuss Amarna. Now that the investigators can see the swirl pattern more clearly, it somehow appears to lie both under *and* over the carved letters.





Provided that they have the necessary materials, the investigators can take new and sharper rubbings. These will come in handy for finding out the true location of the Aten Life Giver, particularly as neither Kutay nor *Abbé* Drioton is going to permit them to remove the Black Stone from the Museum. The investigators could always attempt to steal it but, apart from the obvious portability issues, they would be very obvious suspects, especially if they have already made enquiries about it.

ADDITIONAL INFORMATION

The staff at the Museum are not just useful sources of information regarding the potential whereabouts of the Black Stone; they can also help the investigators to locate Major Blythe-Manders (p.82) who, as an avid collector of antiquities, is a regular visitor to the Museum and on good terms with almost everyone who works there (Kutay being polite but suspicious of the Major's ultimate intentions for his fine collection).

Using the bell-pull summons a tiny, gnarled man with stunning blue eyes.

Scene 2: An Englishman Abroad

The Saiyida Zeinab district of Cairo is named after the city's patron saint, Zeinab (granddaughter of the prophet Mohammed) and lies just south of the main centre. Historically a working-class area, its inhabitants have long supported Egyptian independence and there are many important mosques and shrines within its boundaries.

It may seem like an odd place to find a retired British Army Major but the district is, unusually enough, home to more than one; however, the only one of interest to the investigators is Major Aloysius Blythe-Manders, whose name is scribbled in amongst Dr. Ehrlichmann's notes on Cairo.

It is not hard to find Blythe-Manders' home, if you know what you are looking for; although perhaps it might be better to say that it is not hard to find Blythe-Manders himself, who is well known both amongst the military personnel in Cairo, the members of the Gezira Sporting Club (*Achtung! Cthulhu: the Guide to North Africa*, p.21), and all those who work with the remains of Egypt's ancient history.

The house stands back from the street behind sheltering walls that protect both its gardens and its privacy; admittance is by a latticed wooden gate set deep into the thick outer wall. A metal bell-pull with a highly polished brass handle is affixed to the wall to the right of the gate, and pulling on it summons a tiny, gnarled man with stunningly bright blue eyes: Sheikh Janin El-Rauf, the Major's gardener and gatekeeper (pp.83-84).

El-Rauf carefully sizes up the investigators when meeting them for the first time before chuckling unnervingly to himself and ushering them into the property. If anyone attempts to show him a letter of introduction, he will chuckle even more and wave it away. Anyone who speaks Arabic is almost certain that he mutters something about knowing exactly who they are whilst complaining about how long they have kept him waiting.

The house lies behind a small but well-tended garden that appears to have a shrine nestled in one corner. The building's exterior is barely any more decorated than the walls facing out onto the street, apart from one or two intricately carved blocks of stone. The *sheikh* escorts the investigators through the main door, into the airy and modestly decorated *salamlik* (greeting area) of the house, where the Major is happily puffing away on a *sheesha* pipe. He stands to greet his guests, warmly shaking hands with everyone before inviting them to join him.

It is possible that one or more of the investigators may already be acquainted with the Major, depending on whether or not they are based in Cairo or are involved with the study of Egyptology or antiquities. Regardless, the Major is a gracious host and refreshments appear shortly after the investigators do.

MAJOR ALOYSIUS BLYTHE-MANDERS, RETIRED ARMY ENGINEER

The Major has lived in Egypt for a very long time, having first been seconded to the Egyptian Army as an engineer a decade before the Great War began. His job, which came to include consulting on a variety of civilian as well as military engineering projects, took him the length and breadth of the Nile and permitted him to indulge his passion for trinkets, nick-nacks, and beautiful things.

Such was the Major's reputation for acquisition in those days that local hawkers, con-men, and reputable traders would seek him out wherever he was working in order to bring him their "finest" wares. Thanks to his keen eye and no-nonsense attitude, the less honest among them soon stopped trying to sell him faked objects and he succeeded in building a stunning collection, the envy of many museums and professional antiquarians.

Although he retired from the army and public life many years ago, he is still generous with his time and energies when it comes to conserving Egyptian heritage, both ancient and considerably more modern. He even manages to convince his friends in the Egyptian Government not to demolish a beautiful old residence in the Saiyida Zeinab district and dedicates his retirement to refurbishing the property in a traditional manner and using it to house his "trinkets", as he likes to call them.

The Major likes to keep abreast of current developments in the world at large and has many friends among both the British and the local populations. He enjoys an occasional gin and a good polo match, but otherwise lives very simply

and delights in sharing his knowledge with those who come to visit. A benevolent man, he is no fool and does not take kindly to those who attempt to use him (or others) for their own selfish ends.

Appearance: Rather portly, slightly florid, and just a touch vain, the old Major's white hair and fine set of moustaches mark him out as both a military man and one who belongs to days past. His old uniform may still hang in his wardrobe, but these days he prefers to dress in well-tailored, comfortable linen suits and has a fine selection of silk cravats and matching handkerchiefs. His shoes also betray his military training and, despite the dusty environment, they are always buffed to an impressive shine.

Cth

STR 11	**DEX** 09	**INT** 16	**CON** 11
SIZ 13	**APP** 13	**POW** 09	**EDU** 19
SAN 45	**Hit Points:** 12		

Damage Bonus: none.

Skills: Archaeology 50%, Bargain 65%, Combat Engineer 55%, Command 65%, Demolitions 55%, Drive Automobile 40%, Fieldcraft 45%, History (Egypt) 70%, Mechanical Repair 45%, Psychology 60%, Riding 60%, Tactics 35%.

Language Skills: English (Own) 95%, Arabic 60%, French 40%.

Weapons: *Webley Mk.IV Service Revolver* (Handgun) 50%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 45%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Knowledge (Arabic) d8, Knowledge (Archaeology) d8, Knowledge (Battle) d6, Knowledge (Demolitions) d8, Knowledge (French) d6, Knowledge (History) d8, Knowledge (Psychology) d8, Notice d6, Persuasion d8, Repair d6, Riding d8, Shooting d8, Stealth d6.

Charisma: +2; **Pace:** 5; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Code Of Honor, Obese, Quirk (Clean Shoes).

Edges: Charismatic, Connections (Local Authorities), Rank (Officer), Very Rich.

Gear: *Webley Mk.IV Service Revolver* (2d6+1, 12/24/48, Shots 6, AP 1), *Lee Enfield Mk.III Rifle* (2d8, 24/48/96, Shots 10, AP 1, Snapfire).

Good chap, old B-M.

A.T.

SHEIKH *JANIN EL-RAUF, HOLY MAN & GARDENER*

Sheikh Janin has lived his entire life at the house in Saiyida Zeinab, raised by his father to take care of the gardens, shrines, and stories of the building, as he was by his father before him. Although his relationship with the Major was a little prickly to begin with, the Sheikh has come to appreciate the Englishman's love and respect for Egypt and its customs and the care he has lavished on the once dilapidated property.

As a holy man (the meaning of the word "*sheikh*"), el-Rauf takes his duties very seriously. He is the guardian of the earthly house and grounds, and the grave of the ancient seer buried here; the grave's occupant is officially the first of el-Rauf's Arabic ancestors, although his true lineage is far older than that, given that he is actually a descendant of the Atlantean priesthood (a fact he is well aware of). In addition, he also acts as gatekeeper to the property's well, a structure far more archaic than the house itself (p.86). His knowledge of its capabilities is shared by no-one else and will, unfortunately, die with him as he has no children of his own to pass his secrets on to.

The *sheikh* crafts a variety of charms and protective amulets to sell for a few *piastres* to any visitors to the house. (Whether or not these have any actual effect against evil forces is left to the Keeper's discretion.)

Appearance: A tiny, ancient creature, wizened like a walnut and with bright blue eyes, the *sheikh* has few teeth but almost all of his marbles. Dressed in a simple white *jellabiya* and *ammama* (turban), he speaks little but misses nothing. Apart from his blue eyes, the *sheikh's* most unusual physical feature is the strange, swirling tattoo on the inside of his right fore-arm, just above his wrist (frequently hidden by his sleeves).

Cth

STR 11	**DEX** 13	**INT** 15	**CON** 11
SIZ 09	**APP** 09	**POW** 16	**EDU** 18
SAN 40	**Hit Points:** 10		

Damage Bonus: none.

Skills: Bargain 55%, Cthulhu Mythos 30%, Craft (Charms) 55%, Dream Lore 50%, Dreaming 65%, Folklore 75%, Listen 65%, Natural History 45%, Occult 70%, Persuade 55%, Pharmacy 65%, Spot Hidden 60%.

Language Skills: Arabic (Own) 95%, Atlantean 60%, French 30%, English 25%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Knife 45%, damage 1D4, atts 1, base range touch.

Spells: Augur, Bind Enemy, Bless Blade, Brew Dream Drug, Deflect Harm, Detect Enchantment, Dust of Suleiman, Evil Eye, Healing, Warding the Eye, Wrack.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6.

Skills: Dreaming d8, Fighting d6, Knowledge (Atlantean) d8, Knowledge (English) d4, Knowledge (Folklore) d10, Knowledge (French) d6, Knowledge (Mythos) d6, Knowledge (Natural History) d6, Knowledge (Occult) d10, Knowledge (Pharmacy) d8, Notice d8, Persuasion d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 4; **Sanity:** 3.

Hindrances: Loyal, Small, Vow (Tend the gardens and house).

Edges: Alertness, Scholar (Folklore and Occult).

Gear: Knife (Str+d4).

Special Abilities

- **Spells:** Sheikh Janin knows the following spells: *augur, bind enemy, bless blade, brew dream drug, deflect harm, detect enchantment, dust of Suleiman, evil eye, healing, warding the eye, wrack.*

After the investigators have had something to eat and drink, Blythe-Manders will show them around his home and his collection. The house is on three levels and built around a cool and airy central courtyard, in the centre of which is an ornate cover for an ancient well, no longer in use thanks to modern plumbing. The whole building is a fine example of Islamic architecture and engineering, which manages to stave off the worst of the city's heat in summer (no mean feat).



As for the antiques, anyone who has any knowledge in this area (such as having percentiles in either the Archaeology or History skill [Cth]/die levels in Knowledge (Archaeology) or Knowledge (History) [Sav]) will soon realise that the Major's acquisitions really are special, and include a great deal of material from the Amarna period, which he is more than happy to chat to them about (a useful way to fill in any blanks the investigators might have regarding the story of the heretic pharaoh and his court; p.77).

It is up to the investigators just how much they tell Blythe-Manders about their business in the city. He will not press them unduly for information unless he thinks they are attempting to trick him into revealing something (perhaps as the result of a Critical Failure on a Fast Talk or Persuade roll [Cth]/Persuasion test [Sav]), at which point he is likely to ask them to leave.

If they question the Major about Botho Ehrlichmann, he will confirm that he did meet the young man once many years before and received a letter from him a twelvemonth or so ago but that he has heard nothing from him since. (The dates tie up roughly with when Ehrlichmann began researching the Black Stone and can be massaged to fit with how long it has taken the investigators to reach this point.) He will be most saddened by the news of Ehrlichmann's death, if the investigators choose to inform him.

When it comes time for the investigators to leave, the *sheikh* is waiting for them by the garden door. His sleeves are rolled up to his elbows and it is obvious that he has been weeding from the dirt on his hands. A more pertinent observation is that there appears to be an old, slightly faded tattoo on the inside of his right fore-arm, something which he is taking great pains to let them see.

Making a House Call

There are alternate methods of providing the investigators with the most pertinent pieces of information described above if they decide not to visit Major Blythe-Manders. Perhaps they "bump into" el-Rauf as they are wandering around Cairo, when he can either make his tattoo visible to them or slip them a note inviting them to a secret *rendezvous* at the house.

He may even disguise himself as a beggar and attempt to elicit alms from the investigators as a way of making contact. Then again, he may just appear at their hotel or at the Museum and attempt to get himself hired as their guide around the city, which in turn could lead them to the Saiyida Zeinab district and his home.

Anyone who has observed the swirling symbols on the Black Stone rubbings (particularly if they have already been to the Egyptian Antiquities Museum and looked at the stone itself) or the sketches in Ehrlichmann's notebook will recognise the tattoo immediately, for the designs are one and the same. This can, of course, work in reverse to confirm the odd, smudged shapes on the rubbing if the investigators' visit Blythe-Manders before they visit the Museum.

Once he is sure that the investigators have noticed the markings on his arm, the *sheikh* will take the hand of the investigator with the highest Folklore or Occult [Cth]/Knowledge (Folklore) or Knowledge (Occult) [Sav] skill and speak to them in their own language if he knows it (pp.83-84), or in an odd mix of Arabic, French, and English if he does not. His meaning is plain, though: he wants them to return after dark and they must bring with them the flowers of the blue lotus (he underlines this by drawing the Ancient Egyptian symbol for the lotus in the dirt with a stick and pointing at his eyes).



If the investigators have already visited the Antiquities Museum, then they may well recall having seen lotus flowers in the ornamental pond by the entrance (p.79). Just how they acquire these flowers is entirely up to them. They could attempt to steal them from the pond, or they could try to find someone to purchase them from in the bazaars of the Khan el-Khalili; after all, pretty much anything is available in the ancient *souks* of Cairo (although they can expect to pay a high price for such rare and precious objects).

Scene 3: A Different Light

After the investigators have visited both Blythe-Manders and the Museum, they are ready for the next step of their quest: to find where the Aten is hidden.

Once night has fallen, Cairo is a much more menacing place, particularly for the unwary in a predominantly non-European section of the city. The investigators will need to take care that they do not run afoul of any local thugs who are looking to take advantage of lost "tourists". Of course, if the players like a bit of rough and tumble, then please feel free to insert just such an encounter as they return to the Blythe-Manders house. Sample stats for a street thug are provided below.

EGYPTIAN STREET THUG

Appearance: Dressed in traditional garb, the age of this thug is hard to determine—either he is old beyond his years or is not old enough to have learned that there are probably better ways to make a living, ones that will not anger the occupying forces. But then, beggars usually cannot be choosers...

Cth **STR** 12 **DEX** 12 **INT** 11 **CON** 13
SIZ 10 **APP** 09 **POW** 13 **EDU** 10
SAN 65 **Hit Points:** 11

Damage Bonus: none.

Skills: Dodge 45%, Fast Talk 40%, Hide 45%, Sneak 50%.

Language Skills: Arabic (Own) 50%, French 10%, English 10%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 50%, damage 1D6.

Cosh (Melee Weapon—Club) 45%, damage 1D6, atts 1, base range touch.

Knife 45%, damage 1D4, atts 1, base range touch.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Persuasion d6, Stealth d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Mean, Vengeful.

Edges: Combat Reflexes.

Gear: *Cosh* (Str+d6, +6 damage when attacker has the Drop), *Knife* (Str+d4).

When the investigators arrive back at the Blythe-Manders house, Sheikh Janin is waiting for them at the gate and silently ushers them in. Only when they are safely inside will he ask for the blue lotus flowers, which he will haltingly explain are important if they are "to travel the road of truth", as he puts it. He will also ask to see "the mark" (revealing his tattoo again if the investigators seem unsure as to what he means). Showing the old man either the old or new rubbing of the Black Stone, or the designs in Ehrlichmann's notes will elicit a grunt of satisfaction.

Pressing his forefinger firmly to his lips in the universally recognised sign for silence, he leads the investigators through the *salamlik* to the interior courtyard, which is bathed in the cool silver light of the moon. If anyone asks the *sheikh* why he is helping them, he will merely smile and say "Because I have helped you, am helping you, and will help you, as I have always done."

Those who succeed at a Listen roll [Cth]/Notice test [Sav] can hear the sounds of fairly thunderous snoring coming from somewhere inside the house; the Major is well and truly asleep and oblivious to their presence. The investigators can try to wake him if they wish, but then they are going to have to explain exactly what they are doing in his house in the middle of the night.

Indicating that he requires assistance, el-Rauf will begin to remove the rather large ornamental cover from the courtyard's well. Although he can manage the task alone, he will



appreciate any help; such aid will also make him more forthcoming with any information the investigators need and avoid him attempting to sell them his charms in return for his secrets. A small raised lip of stone, only a few inches high, supports the cover and, once exposed, the calm, dark waters of the well can be seen only a foot or so (around 30cm) below the courtyard's flagstones.

As before, the little *sheikh* speaks either in the investigators' main shared language or a mixture of French and English. Even though he is not a native speaker, they have no real difficulty in understanding the old man, who patiently explains that the power of the sun has entered the Duat (underworld) and lies there waiting for them to free it. But first they must find the doorway to the land of the night, and the only way they can do that is through the Well of Stars, which grants a vision to those who know how to conjure up its secrets.

The *sheikh* hands a long, fluffy brown ostrich feather to the investigator with the highest Folklore or Occult [Cth]/Knowledge (Folklore) or Knowledge (Occult) [Sav] skill and mimes making a swirling action with his right hand while pointing at the well. To make it perfectly clear what he means, he also draws a symbol in the dirt - the all too familiar double swirl. He tells the investigators that the answer to at least one of their questions will appear when the ripples from their actions have ceased.

The investigator with the feather will have to kneel next to the well in order to trace the double swirl onto the surface of the water. The well is big enough for at least two other people to kneel around it, but no more than a total of four will be able to fit comfortably in the space (five at an absolute squeeze if all of the investigators are of small build). Before the investigator begins, the moon (whatever stage it may be in) is clearly visible in the mirror-like surface of the well, as are the group's reflections. The feather's touch instantly breaks the image, fragmenting and distorting it. All the while, the *sheikh* is chanting something softly to himself; he stops only when the investigator ceases drawing the symbol on the water.

At first, it looks as if nothing is happening but, as the ripples fade, what the investigators can see in the well is most definitely not their reflection. Instead, there is a massive sandstone façade supported by six pillars; each of the pillars contains the carved head of a woman with cow's ears: the goddess Hathor, who is immediately recognisable to anyone with either the Archaeology or History [Cth]/Knowledge (Archaeology) or Knowledge (History) [Sav] skill (el-Rauf can provide these facts if no-one in the group has these particular skills).

The image shifts to the ruins of a building to the right of what is undoubtedly a temple and, as the investigators watch, the ground splits open and the sun begins to rise through the crack in the stone flagging, blinding them. When their vision clears (after a few seconds), the well has returned to normal and their own faces are staring back at them.

SIGNS & PORTENTS

Sheikh el-Rauf now moves to cover the well again, and retrieve his ostrich feather. Depending on whether or not the investigators helped him move the cover in the first place will now determine whether the investigators need to grease the wheels of diplomacy or whether the old man will impart his information for free. Of course, a good haggle is all part of the charm and ambience of visiting Cairo, so if the players will enjoy it, by all means encourage them to barter and bargain for the following information (if the investigators have not already discovered it for themselves).

The Temple of Hathor that the investigators saw is located a few miles to the southwest of Qena on the opposite (west) bank of the Nile, just outside the small town of Dendera; an investigator with the Archaeology or History [Cth]/Knowledge (Archaeology) or Knowledge (History) [Sav] skill will soon be able to recall this without the need to roll. However, there is something else about the site that

The Final Road

It is possible for the investigators to carry out a little more research into the Egyptian underworld while they wait for the *sheikh* to brew the red ale for them. The salient details can be found in a part of the *Books of the Dead* known as the *Book of Gates*, a translation of which by E. A. Wallis Budge can easily be found in the Antiquities Museum's library.

THE SHORT FORM OF THE AM-TUAT AND THE BOOK OF GATES (VOL.II)—*in English and Hieroglyphics, E. A. Wallis Budge, pub. 1905*. The second in a series of three, Budge's work contains the hieroglyphic text of the short form of the *Am Tuat* (the journey of the soul through the Egyptian underworld, whose complete text is in Volume I) and the hieroglyphic text of the *Book of Gates*, along with his translations of both. The *Book of Gates* describes the journey of the barge of the Sun through the Duat (representing both the underworld and night) and the challenges Ra faces before he is reborn again in the morning. Split into twelve *decans* (portions or hours), each stage of the journey is blocked by a gate the barge must travel through in order to continue on its way. Each of the gates and the lands, gods, and strange creatures associated with them is described in slightly baffling detail.

Various weapons are mentioned for defeating an array of different snake gods, but one appears to be called a "*metau*" (a forked stake used as a stabbing weapon), whilst the god Apep/Apophis is finally defeated by being bound over with five sets of heavy chains.

Cth — No Sanity loss; Occult +10 percentiles if read fully, +5 if skimmed quickly. No spells.

Sav — **Languages:** English and Hieroglyphics. **Spells:** successfully reading this book provides the reader with a special Benny which can only be spent on Knowledge (Occult) tests.

does require a successful roll using one of the aforementioned skills (or bargaining to learn it from the *sheikh*): hidden deep in a subterranean crypt within the temple are strange carvings that some purport to show the ancient equivalent of light bulbs (the so-called "Dendera Lights").

The investigators did not see this crypt in their vision, but did see another building. Egyptologists will know that this was once the Sanatorium, where the sick would come to find cures for their ailments through prophetic dreams, induced by the drinking of narcotic beer; el-Rauf can also give the investigators this information if there are no Egyptologists present.

The *sheikh* will calmly inform the investigators that in order for them to reclaim the sun, they must make their own journey into the Duat and face the challenges the gods have waiting for them. If their hearts are found to be in the balance (a reference to the belief that the goddess Ma'at weighs the hearts of the deceased against her feather of truth, and any that fail the test are devoured by the eaters of the dead: the *am'mut*, terrifying hybrids of lion, crocodile, and hippopotamus) and they can defeat the dread Apophis (the evil snake god who will destroy the world), then the sun will be theirs.

The old man also volunteers to make for them the "red ale of truth" that they will need in order to undertake their journey into the Duat; in reality, the red ale is a variation of the dream drug produced by the spell of the same name (**COC6**, p.221 [Cth]/KG, p.198 [Sav]), which uses the blue lotus flowers that the investigators acquired earlier as an essential component.

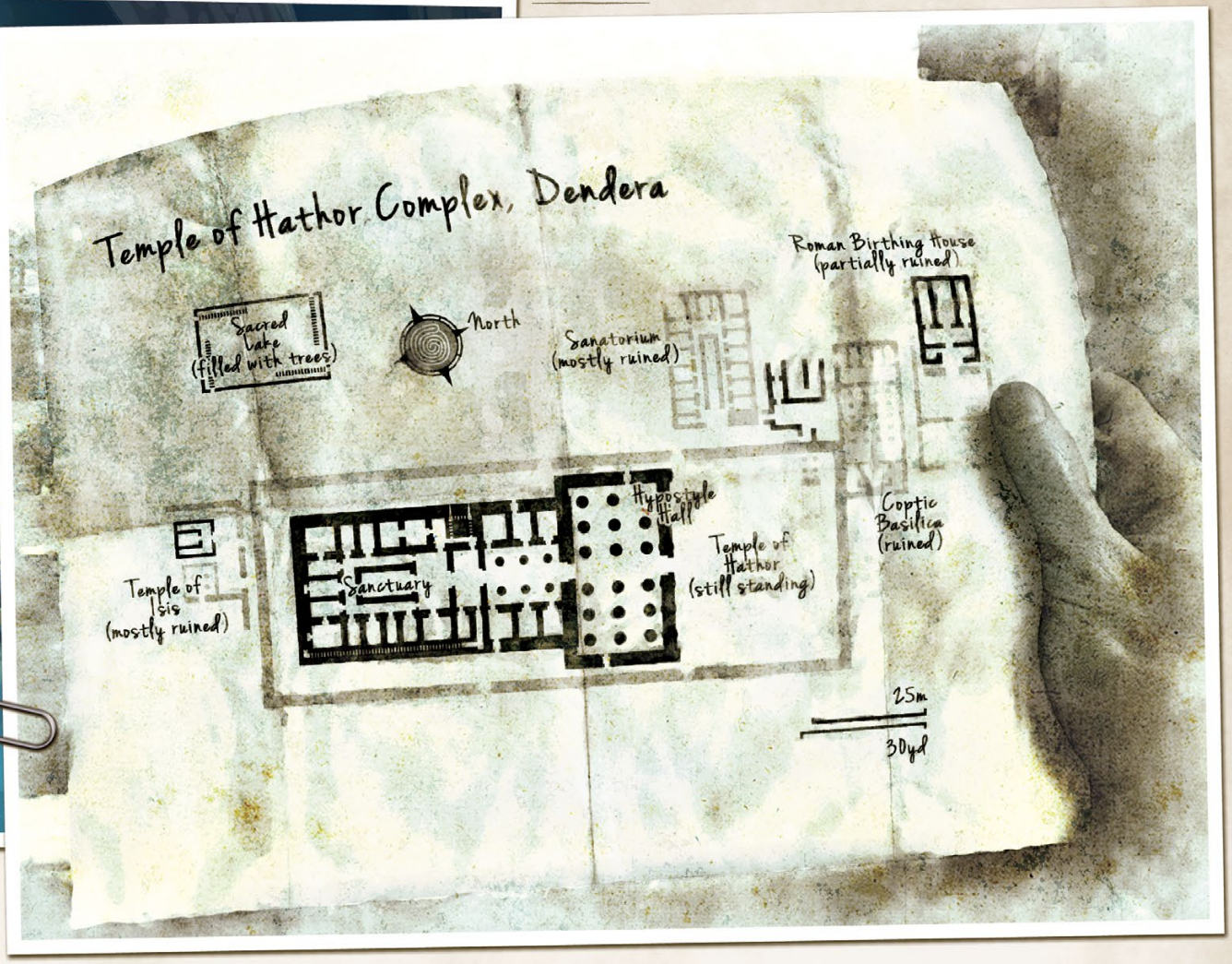
Some of the investigators may have heard of the drug, and may even have used it before, depending on their previous experience. If not, the *sheikh* will explain why they need it and how to use it. The potion itself will be ready for them in the morning, but they cannot stay until it is finished; el-Rauf needs peace and quiet in order to prepare it properly and will shoo them out once he has finished answering any relevant questions they may have about what they have seen and what they need to do.

When the investigators return to collect the red ale, Sheikh Janin carefully instructs them again in its proper use before uttering the following as he hands them the precious drug: "Keep your *metau* sharp, and do not be chained by thinking that willow is only of use for making cricket bats." The old man will not be drawn further on what he means by this and will firmly shoo the investigators away if they persist in questioning him.

Once the investigators have collected the red ale, then they will need to organise a trip down the Nile to the ancient ruins of Dendera and prepare to face whatever dangers the Duat holds for them...

Remind me to seek out this Sheikh Janin the next time I'm in Cairo — I suspect there's quite a bit more he could teach us about the occult history of the area...

-R.D.



EPISODE TWO: INTO DARKNESS

There are three main ways the investigators can reach Qena and, from there, Dendera. The first is the most evocative (particularly for fans of Mrs. Christie's 1937 novel, *Death on the Nile*), and the longest: a trip down the Nile on a steamer or *felucca*. Dendera is around 370 miles (595km) south of Cairo and, even if the investigators can wangle their way onto one of the faster government steamers, this would constitute a journey of several days by river.

The second method is by train, catching the overnight *wagon-lits* service from Cairo Central Station to either Luxor or Aswan and then a local train back up to Qena, followed either by a walk or a taxi-ride of around 3 miles (5km) to the temple. Alternatively, a day service is available to Qena, but this is a much slower journey.

The third method is to catch a plane from the Almaza Aerodrome (p.74) to Luxor or Aswan, then the train back downriver; this is by far the fastest and the most expensive method of travel, and may well be beyond the pocket-books of some investigators. There is also the potential, if the investigators are affiliated to the military in some way, of hitching a lift with any Army convoys that are headed upriver; a journey that will, once again, take several days.

Depending on the route taken to get to Dendera, the investigators may have to pass close to Amarna, which lies approximately 190 miles (305km) north of their intended destination. It may even be possible to see the *Nachtwölfe* archaeological team at work. If this is this case then, as in Rome, the archaeologists appear to be accompanied by at least one blue-robed monk (see p.59 for a description).

> As in Rome, the *Nachtwölfe* archaeologists appear to be accompanied by at least one blue-robed monk.

The journey can be played out in as much, or as little, detail as will be entertaining for the players. Depending on whether or not the investigators have been pursued from Rome or Vienna, the trip could present their adversaries with a unique opportunity to sabotage their attempts to gain the Aten, far from the observant eyes of the British military community in Cairo. It can also provide the investigators with a

Music & Joy (& Death)

The cow-goddess Hathor, most usually portrayed as a woman with a cow's ears and horns, is seen as a nurturing goddess who acted as both Horus' wet-nurse and wife. Over time, she acquired the characteristics of other goddesses and took on responsibility for healing, joy, gold, turquoise, music, and being the body of the sky, amongst many other roles. The Greeks associated her with the goddess of beauty and love, Aphrodite.

In a darker tale, Hathor, as the avenging eye of her father, Ra, almost destroys mankind after he sets her off on a rampage against man's wickedness. Repenting of his desire to remove man and start again, Ra tricks Hathor into slaking her blood-thirst on beer that has been stained red to look like human blood. She becomes very drunk and falls fast asleep, thinking everyone is dead and that her task is complete. When she wakes, she is peaceful once again and takes on the mantle of the goddess of beer and revelry...

Odd Man Out

If an investigator really does want to stay on guard, perhaps because he has had a bad experience in the Dreamlands before or is afraid to take the dream drug because he suffers from narcotic addiction issues, then by all means, let him.

In such cases, add in an encounter for the guard at some point through the other investigators' exploration of the Dream Duat. It need not be anything major—perhaps as simple as frightening himself with the shadows and noises of a deserted, ruined temple at night, or the site's watchmen taking him by surprise as he makes his rounds—but it can be used to heighten the tension for this investigator and to provide a break for those searching directly for the Aten.

chance to acquire any specialist weaponry or equipment they think they might need for their trip into the Duat, either before they set off or in any of the towns they stop at along the way.

Scene 1: Sand & Stone

Qena is an ancient town that toils under a hot desert sun in the summer and has been known to freeze at night in the depths of winter. The main reason for anyone to visit is its proximity to the ruins at Dendera and, as such, it is used to dealing with visitors. Taxis and carriages are on hand at the railway station to take tourists to the temple complex on the west bank of the river, and camels and horses can also be hired after an intense bargaining session. The actual town of Dendera lies approximately 1.5 miles (2.4km) northwest of the temple ruins; smaller than Qena, it is no less used to dealing with those who flock to view the nearby ruins.

The Ancient Egyptian name for the temple complex itself is Nikentori (or Nitentori), meaning "willow wood" (or "willow earth"). Although the ruins that can be seen here date from towards the end of the Ptolemy Dynasty, there has been a temple to the goddess Hathor on the site for more than four and a half thousand years.

As soon as the investigators arrive at the temple, all those who gazed into the Well of Stars recognise the temple's façade and its Hathor-headed columns. If they arrive in daylight, then there is plenty of time to explore the site; the ceiling of the hypostyle hall (the many-columned room immediately behind the façade) shows not only the stages of the moon, but also the various legs of the Sun's journey through the Duat, a version of which they themselves are about to undertake.

Depending on what information the investigators manage to glean from Sheikh Janin el-Rauf, they may even be able to find the hidden crypts containing the "Dendera Lights" carvings, which are located two floors below the main ground level in the easternmost crypt under the south wall of the main temple. The rooms are accessible only by a very narrow shaft and visiting them is not a good idea for anyone with a phobia of the dark or confined spaces.

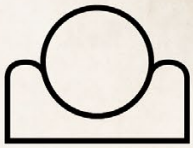
The Sanatorium is to the right of the main temple, tucked behind the remains of a birth house and a Coptic *basilica*. There is little left, but some shelter can be gained from the fragments of walls still standing. The local watchman can easily be bribed with a little *baksheesh* to look the other way if the investigators wish to light a fire (and as night falls, they may well need to, both for lighting and warmth).

El-Rauf was most specific that the investigators should begin their journey as the sun set, so, as darkness comes to the desert, it is time for them to drink the red ale that the old man has prepared for them. The deep red liquid is sweet and only mildly alcoholic and works as described on p.221 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/p.198 of the *Keeper's Guide to the Secret War*. All those who drink the red ale (and there is more than enough for everyone) quickly drift off to sleep.

It may be advisable to leave a guard on watch, particularly if the investigators have had run-ins with any *Nachtwölfe* members whilst in Egypt. The guard might be a faithful retainer that they hired in Cairo, or a not-so-faithful one from any town they have visited on the way to Dendera;

it could even be the watchman. It would be best if it were not one of the investigators, or the character in question will miss out on taking part in the following scene (p.89).

Scene 2: The Journey Below



Everyone who drinks the red ale wakes to find themselves on a wide, rectangular stone pavement, facing a range of mountains. The sun is rapidly sinking down into a gap between two peaks, a sight that reminds all Egyptologists present of the hieroglyph for the horizon. Desert stretches as far as the eye can see in every other direction, but the fading light of the sun illuminates a pathway leading to the peaks.

The investigators have awoken not in the Egyptian Underworld, but in a pocket of the Dreamlands used by the Aten's priests to hide their precious artefact. As such, any modern weaponry the investigators might have been carrying when they fell asleep permamently transmogrifies on first use into its ancient equivalent (firearms becoming bows, for example), made from the appropriate materials. As long as they are not wearing any synthetic fibres, then their clothing will have remained the same (otherwise it, too, transforms into something more anciently appropriate).

Distances are deceptive in this version of the Duat; as the journey is purely symbolic, the different stages take just as long as they need to—no more, no less. Walking from the stone pavement to the mountains takes a matter of minutes rather than the hours the investigators might expect it to, given how far away they look to be on first inspection.

Once they are through the mountain pass, the investigators find themselves on a path across a sandy plateau; Ahead lies a massive gateway with walls that apparently stretch off to infinity on either side. The gateway is guarded by a number of mummies (at least one per investigator, with a maximum of nine) and a strange, snake-like guardian. Although the guardian is most definitely not a serpent person, anyone who lost Sanity [Cth]/gained Dementia [Sav] upon seeing a serpent person in Rome automatically loses 1D6 Sanity [Cth]/must make a Horror (+0) test [Sav] upon catching sight of the creature, as does anyone with a snake phobia.

MUMMY GUARDIANS

Appearance: Swaddled in bandages and protective amulets, these mummies have guarded the gate into the Dream Duat for a very long time indeed. Only their heads are uncovered, the skin stretched taught over a broken nose and rictus grin. A few wisps of hair still cling to their scalps, their bared teeth are yellowed and cracked, and their eye sockets are largely empty.

Cth

STR 16	**DEX** 11	**INT** 10	**CON** 12
SIZ 15	**APP** n/a	**POW** 16	**EDU** n/a
SAN n/a	**Hit Points:** 13		

Damage Bonus: +1D4; **Move:** 6.

Skills: Sneak 50%, Spot Hidden 55%.

Weapons: *Fist/Punch* 70%, damage 1D6+1D4.

Grapple 35%, see **COC6**, pp.68-69.

Armour: 2 points of toughened skin and bandage. Impaling weapons do no damage unless they are used to sever limbs.

Spells: Deflect Harm, Evil Eye, Hands of Colubra, Summon/Bind *Am'mut*.

Sanity: 1/1D8.

Special Rules: Fire is particularly effective against mummy guardians, inflicting twice the usual damage (see **COC6**, p.57 for further details).

Sav

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6.

Skills: Fighting d8, Notice d8, Stealth d8.

Pace: 6; **Parry:** 6; **Toughness:** 9 (1).

Special Abilities

- **Armor (+1):** toughened skin and bandage.
- **Bash:** Str+d4.
- **Horror (-2):** those who see a mummy guardian must succeed at a Spirit (-2) test or check the Horror Effects Table.
- **Resistance (Bullets/Piercing Weapons):** mummy guardians take half damage from these attacks.
- **Size +1:** mummy guardians are larger than the average man.
- **Spells:** mummy guardians know the following spells: *deflect harm, evil eye, hands of Colubra, summon/bind am'mut*.
- **Undead:** +2 Toughness; +2 on rolls to recover from being Shaken. Called Shots do no extra damage.
- **Weakness (Fire):** double damage from fire attacks.

SNAKE GUARDIAN

Appearance: A large boa-like snake with mottled gold and lapis skin, the guardian balances upright on a curve of its great, muscular tail. Its voice is clear and bell-like, with no trace of sibilance.

Cth

STR 25	**DEX** 17	**INT** 12	**CON** 14
SIZ 17	**APP** n/a	**POW** 10	**EDU** n/a
SAN n/a	**Hit Points:** 15		

Damage Bonus: +2D6; **Move:** 10.

Skills: Hide 70%, Sneak 75%.

Language Skills: Any required to make itself understood to the investigators.

Weapons: *Bite* 45%, damage 1D3+2D6.

Crush 40%, damage 1D6+2D6.

Grapple 40%, see Special Rules.

Armour: 2 points of thick, scaly skin.

Spells: Deflect Harm, Implant Fear, Implant Suggestion, Summon/Bind *Am'mut*, Wrack.

Sanity: 1/1D6.

Special Rules: Instead of just crushing or incapacitating the victim, on a successful Grapple attack, the snake guardian can choose instead to swallow the victim in the next round. The target can attempt to free themselves with a STR versus STR roll (see the Resistance Table, **COC6**, p.55).

Sav **Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d12+4, Vigor d8.

Skills: Fighting d6, Knowledge (any required language) d8, Notice d6, Stealth d10.

Pace: 6; **Parry:** 5; **Toughness:** 10 (1).

Special Abilities

- **Armor (+1):** thick scaly skin.
- **Bite:** Str+d4.
- **Crush:** Str+d6; can only be used against foes who have been entangled.
- **Grapple:** both the snake guardian and its target make an opposed Fighting roll. If the snake guardian wins, then the target is entangled. If the snake guardian gets a raise, then the target is also Shaken. Next round the target may attempt to escape using either Strength or Agility, opposed by the snake guardian's Strength.
- **Horror:** those who see a snake guardian must succeed at a Spirit test or check the Horror Effects Table (the *Keeper's Guide*, p.181).
- **Size (+3):** the snake guardian is incredibly big.
- **Spells:** the snake guardian knows the following spells: *deflect harm, implant fear, implant suggestion, summon/bind am'mut, wrack.*
- **Swallow:** the snake guardian may choose to swallow rather than crush a grappled foe; to do so requires the snake guardian to succeed at two opposed Strength rolls. Once the target is swallowed, they take 2d8 damage per round and must be either cut out or vomited out by the snake guardian.

The snake guardian addresses each of the investigators in turn, asking them their name and why they wish to travel through the Duat. Anyone who lies to the guardian, or who is working against the rest of the group, i.e. is actually a double agent, or someone who has plans to betray the others (or already has in some way) will be automatically dispelled from the Dream Duat and wake to find themselves back in the ruins of the Sanatorium. Provided there are still some investigators left once the snake guardian has finished questioning them, then the double gates will swing open and they will be allowed to proceed across the next sandy plain.

It is possible to fight the mummies and the snake guardian although it will be a tough altercation, particularly as the mummies can summon *am'mut* to aid them (p.92). Should the investigators chose to confront the guardians in such a way and manage to defeat them, unless they have a spell such as Parting Sands (**COC6**, p.240 [Cth]/p.317 [Sav]), they will find their way blocked by the gate and will have to remain there until they wake once again in the real world. They will be able to re-enter the Dream Duat at sunset to try again the next day, should they so wish.

The next gate the investigators come to is also watched by mummies and a snake guardian, but in front of it sit two chairs and a table whose top is inlaid with ivory in a grid pattern three rows deep and ten columns wide. The table's legs have been carved to look like those of an animal, but none known to the investigators. Egyptologists will recognise the table as a Senet board, the so-called "game of passing" referred to in the *Books of the Dead* as a talisman to those passing through the underworld.

The snake guardian invites the investigator with the highest Luck score [Cth]/Spirit trait [Sav] to join him at the table. Somehow, without hands, the guardian places the playing pieces on the board and briefly explains the rules of the game, which seem clear enough while the investigator is playing but are remarkably difficult to recall should he attempt to explain them to someone else afterwards. (No-one in the waking world really knows what the rules of Senet were, although there are several theories; if the investigator can remember them when he wakes up then he could make quite a name for himself in the field, provided these are the actual rules, of course...)

The guardian then challenges the investigator to a game. Provided the investigator succeeds at a POW versus POW contest (see the Resistance Table, ***Call of Cthulhu, Sixth Edition***, p.55) [Cth]/an opposed Spirit test [Sav] with the guardian, then he has won. If he fails, he wakes up back in the real world. Only one investigator needs to succeed in order for everyone remaining to pass through the second gate.

THE BALANCE OF JUSTICE

After passing through two more gates, both guarded but with no more challenges, the investigators arrive at another; passing through this gate does not lead on to yet another featureless plateau but into an oddly decorated, low room. The severed heads of bizarre, nightmare creatures hang upside down from the ceiling (SAN loss 0/1D4 [Cth]/Nausea (+1) [Sav]), and the walls are richly carved and painted with images of the gods and scenes from the *Books of the Dead* that describe this very chamber: the Judgement Hall of Osiris.



In the centre of the hall is a raised stone daïs, on which stands a large set of balance scales. Any Egyptologist, or someone with the History [Cth]/Knowledge (History) [Sav] skill, will recognise the object as the scales on which the hearts of the dead are weighed by Ma'at. To either side of the scales is a large, grotesque figure of a monster; these are the fearsome *am'mut*, the eaters of the dead.

AM'MUT,
EATER OF THE DEAD

Appearance: When not in action, the creatures appear to be a bizarre taxidermy experiment. They have the head of a crocodile, the mane and forelimbs of a gigantic lion, and the hindquarters of a hippopotamus. Once activated or summoned, they spring into action, their breath stinking of the charnel house and their slitted red eyes glowing with intense malevolence. You can attempt to run from an *am'mut*, but they are renowned for their persistence once they have determined a target.

Cth

STR 6D6+12 **DEX** 2D6+12 **INT** n/a **CON** 4D6+6
SIZ 5D6+12 **APP** n/a **POW** 3D6 **EDU** n/a
SAN n/a **Hit Points:** variable (13-36)

Damage Bonus: varies; **Move:** 6.

Skills: Grapple 55%, Track 80%.

Weapons: *Bite* 55%, damage 1D10+db.

Claw 50%, damage 1D8+db.

Armour: 4 points of thick hide (scales, fur, or thick skin, depending on the location).

Sanity: 1/1D10.

Sav

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d12+6, Vigor d10.

Skills: Fighting d8, Tracking d10.

Pace: 6; **Parry:** 6; **Toughness:** 13 (2).

Special Abilities

- **Armor (+2):** thick hide.
- **Bite:** Str+d8, AP 2.
- **Claw:** Str+d6.
- **Improved Frenzy:** an *am'mut* gets two attacks per round when attacking with its claws.
- **Large:** attacks against the *am'mut* gain a +2 bonus.
- **Pounce:** the *am'mut* can pounce up to 6", gaining a +4 to its attack and damage rolls. The creature suffers a -2 to its Parry until its next action.
- **Size +4:** an *am'mut* is truly enormous.
- **Terror:** those who see an *am'mut* must succeed at a Spirit test or check the Terror Effects Table (the *Keeper's Guide*, p.182).

On one pan of the scales rests a large, brown ostrich feather, almost identical to the one the investigators used in the Well of Stars. Although the *Books of the Dead* call for a person's heart to be weighed, there is no need for the investigators to go to such drastic lengths as performing major (and fatal) surgery on themselves; studying the wall carvings and paintings shows people actually sitting in the balance pans—a much less bloody and terminal solution to the problem at hand.

All those who have made it this far should be able to pass Ma'at's test; after all, they should not have been able to enter the first gate into the Dream Duat if they were not "good". Getting into the right position to sit on the pan will be awkward, requiring a successful DEX×3 roll [Cth]/Agility (-1) test [Sav] but, apart from some bruised pride, falling off the pan causes no physical harm and can be attempted as many times as is necessary. The main requirement is to have

faith; as long as the investigators have nothing to hide, then the pan will support their weight and will not move.

Of course, if one of the investigators *does* have something to hide that was not relevant to the first snake guardian or the quest for the Aten but is still a major personal secret, it could lead to a momentary dipping of the pan towards the ground. As long as the secret does not threaten the Dream Duat or the Aten's retrieval then the pan will right itself, but this allows the Keeper to inject some tension into what might have become a slightly comedic interlude.

Only once all of the investigators have passed the test (or have been sent back to the waking world) will a hidden door on the far side of the room open. The lands beyond the Judgement Hall are not the same as those encountered so far: the road is lined with jackal-headed standards, each with a body

The road is lined with jackal-headed standards, each with a body lashed to it.

firmly lashed to it. Examining the faces of the dead reveals that they are known to the investigators; everyone who has ever crossed them or attempted to harm them (or succeeded in doing so) is there, even if they are still alive in the waking world (Sanity loss 1/1D4 [Cth]/Nausea (+1) test [Sav]). The corpses' sightless eyes watch the investigators' every move, their heads tracking with the group as they move past them.

This time, however, the road does not lead to another gateway, but instead to the shores of a lake whose inky black waters are as smooth as polished glass. At the lake's centre is an island on which stands a temple, not dissimilar to the one at Dendera, only on a smaller scale.

Patches of trees line both the shore and the island's edges; anyone with the Biology or Natural History [Cth]/Knowledge (Biology) or Knowledge (Natural History) [Sav] skill will recognise them as a species of willow. If the investigators have forgotten Sheikh el-Rauf's final words to them (p.87), permit them to make either a Know or Idea roll [Cth]/Common Knowledge test [Sav] to recall them, and the instructions for defeating Apophis described in the *Book of Gates*.

If the investigators have not brought *metau* with them, then the willow can be used to fashion them but its main purpose is to craft the chains that will be needed to bind the snake god so they can enter the island temple and claim the Aten. Willow is very flexible, and even an investigator with no Craft [Cth]/Repair [Sav] skill will be able to make such chains here precisely because they are what is needed to complete the quest. As a result of the interdependent, circular nature of everything within the Dream Duat, the five chains the investigators need can be fashioned very quickly indeed.

A small barque is moored to a wooden jetty where the road ends; there are enough seats (and oars) for everyone present. If the investigators wish to reach the island, then they are going to have to row.

The Heart of the Matter

If you would prefer a darker scene as an alternative to having the investigators attempting to balance themselves on Ma'at's scales then, when they approach the daïs, the *am'mut* automatically activate and advance on the group. The investigators can defend themselves, but if they manage to inflict enough damage to destroy one of the creatures, another appears to take its place.

On a successful Grapple attack [Cth]/Fighting test [Sav], one of the *am'mut* manages to pin the unfortunate investigator's arms whilst ripping out his heart with his claws. Although the investigator will undoubtedly end up on his knees staring at a bloody hole in his chest (1/1D6 Sanity loss [Cth]/Horror (+1) [Sav]), he does not die or wake up. Instead, he gets to watch the *am'mut* place his heart on the scales to be weighed in judgement. Provided the heart passes the test, the investigator will heal immediately; if it fails, then he wakes up whole and shaken in the real world.

Each investigator must take the test before the door out of the Judgement Hall will open for those still remaining. Allow the investigators an Idea roll [Cth]/Smarts test [Sav] after witnessing the first couple of heart removals if they are struggling to grasp what is going on. Submitting to the process will be no less terrifying if done willingly, but it will get the whole thing over and done with far more quickly.

Scene 3: Decisions, Decisions

The journey across the lake is an easy one. The barque takes little effort to row and does not appear to need steering as it hones in on the jetty on the island's shore (matching the one on the mainland), where it can be safely moored. As soon as the last of the investigators steps from the barque, the waters of the lake burst into flame and twisted hybrid creatures (some of them bearing an uncanny resemblance to the ones they saw hanging in the Judgement Hall of Osiris) can be seen swimming through the fire.

If the investigators have not taken the opportunity to craft and arm themselves with *metau* and chains whilst on the mainland, they should do so now.

As soon as the investigators get close to the temple gate (whole here, unlike the ruined one they saw at Dendera), anyone who succeeds at a Listen roll [Cth]/Notice test [Sav] will hear what sounds like an approaching train; they may also be able to spot the ground rippling with a successful Spot Hidden roll [Cth]/Notice test [Sav]. If anyone achieves a Special or Critical Success on the Spot Hidden roll [Cth]/a raise on the Notice test [Sav], then they also see, out of the corner of their eye, a blue-robed

figure watching them from the far shore; the figure vanishes if they turn to look in his direction.

Suddenly, a grotesque, massive worm-like creature erupts from the ground in front of them, barring their way. If the investigators did not brace themselves in readiness, then they are knocked to the ground unless they succeed at a DEX×3 roll [Cth]/Agility (-1) test [Sav].

If any of the investigators have seen a chthonian before, then this creature is very reminiscent of one, apart from two salient facts. Instead of a mass of writhing tentacles for a maw there is a huge, distorted human face; accompanying it are eleven other, more normal-sized faces, poking out from folds all along the creature's repulsive body. The faces undulate and change, scream and sob, threaten and cajole; they will also attempt to bite if anyone gets within reach. This bloated monstrosity is the temple's guardian, Apep-Apophis.

APEP-APOPHIS, FINAL GATEKEEPER

Created from a hazy memory of the creature partly responsible for the destruction of Atlantis, Apep-Apophis was placed here in the Dream Duat to protect the Aten Life Giver from the unworthy.

For added effect, the heads on the creature's body can once again be those of the investigators' enemies, especially any they themselves have killed as part of their search for the Palladion; they could even be the faces of people they have yet to meet (see the other sections of this book for potential candidates who the investigators will, of course, have a strange feeling they have met somewhere before). If you would really like to unnerve the investigators, have their own faces appear...

Cth

STR 30	**DEX** 07	**INT** n/a	**CON** 27
SIZ 25	**APP** n/a	**POW** 17	**EDU** n/a
SAN n/a	**Hit Points:** 26		

Damage Bonus: +2D6; **Move:** 6.

Weapons: *Bite* 40%, damage 1D3+½db (small heads), 1D6+db (main head).

Crush 60%, damage 1D8+db.

Armour: 4 points of hide and muscle, except for the all of the creature's faces, which have only 1 point (see Special Rules). Willow weapons ignore armour and burn the flesh of the creature for an additional 1D4 damage.

Sanity: 1/1D10+2.

Special Rules: to fully defeat Apep-Apophis, each of the eleven smaller heads must be destroyed before the creature can be weighed down with willow chains, forcing it back underground. To destroy a head requires either a Special or a Critical Success (indicating that the investigator has managed to specifically target a head as opposed to the bulk of the rest of the creature). Use of a willow *metau* makes all attack rolls against Apep-Apophis *Easy*, and thus increases the chances of achieving a Special Success (based on one fifth of the doubled percentage chance).

Sav

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+8.

Skills: Fighting d8, Notice d8, Stealth d4.

Pace: 6; **Parry:** 6; **Toughness:** 20 (2).

Special Abilities

- **Armor +2:** Heavy Armor. The hide of Apep-Apophis is thick and leathery.
- **Bite:** Str +d8 for the larger head; Str +d4 for each of the smaller heads.
- **Crush Attack:** Apep-Apophis can make a crush attack for d12+6.
- **Eleven Heads:** to fully defeat Apep-Apophis, each of the eleven smaller heads must be destroyed before the creature can be weighed down with willow chains, forcing it back underground. To destroy a head requires a Called Shot at a penalty of -4; success destroys a head. Use of a willow *metau* reduces the penalty to -2.
- **Huge:** attacks against Apep-Apophis gain a +4 bonus due to its massive size.
- **Size +6:** Apep-Apophis is mind-bogglingly huge.
- **Terror (-2):** investigators seeing Apep-Apophis must succeed at a Spirit (-2) test or roll on the Terror Effects Table.

Apep-Apophis will only attack the investigators if they attempt to enter the temple gate; if they back off, it will remain but will make no move against them (this can be used as an opportunity for the investigators to regroup if they have not yet fashioned the willow chains they need to defeat the creature).

To bind the creature in a chain requires a successful Throw roll [Cth]/Throwing test [Sav], which must be repeated for all five chains. For each chain the creature is bound by, its attack skills decrease by 5% [Cth]/suffers a -2 on its attack roll for the first chain; the second chain drops its attack die to a d6, which suffers a -2 penalty for the third chain, and then finally drops to a d4 once the fourth chain is applied. The creature's Parry also drops to 5 when the second chain is applied, and drops again to 4 once the fourth chain is thrown over it [Sav]. Once the fifth chain is in place, Apep-Apophis sinks back below the earth, leaving the way clear for the investigators to enter the temple.

Should Apep-Apophis kill any of the investigators during the confrontation, they wake in the real world back beside the camp fire in the ruins of the Sanatorium. If all of the investigators are killed, then they will need to attempt to enter the Dream Duat again the next night at sundown if they wish to retrieve the Aten.

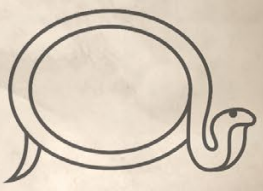
The Myth of Fingerprints

As with its fellow piece of the Palladion, the Clypeus, the Aten Life Giver also has a built in security mechanism, this time based not on blood but on fingerprints. As long as whoever attempts to pick it up is both human and making direct contact with the frame (i.e. they are not wearing gloves or have not otherwise obscured their fingertips), the depressions in the frame (the fingerholds) read their prints and deactivate the electrical discharge defence system. Repeated attempts to pick up the Aten with obscured fingerprints increases the damage caused by the charge from 1D8 to 1D10, then 1D12, and so on up to 1D100 [Cth]/adds a d6 to the damage inflicted each time [Sav].

The spikes emanating from the central ring frame are not strong enough to be used to pick up the Aten; neither are the odd-looking clips on the end of those wires.

Bright Lights

There were multiple ways to portray the sun in Ancient Egypt. Some were quite simple, consisting of a disc surrounded by a snake (usually an asp, representing the power of life and death); this symbol is held by the statue in the southeast corner of the Sanctuary.



Another is the sun disc held between the horns of a cow, a form which is usually associated with Hathor; the statue in the southwest corner is holding this symbol.



A third, and more complex, representation is that of the winged sun disc, with Horus' falcon wings on either side of the central disc and two uraei (protective fire-spitting serpents) rearing up around it. This symbol is held by the statue in the northeast corner of the Sanctuary.



And then there is the one used by Akhenaten himself: a simple disc with mutiple rays of light falling from it, each ray ending in strange, hand-like symbol...



SANCTUARY

The temple interior is in almost total darkness, apart from a diffuse light which appears to emanate from the rear of the building. Any Egyptologists present will be able to hazard a guess that the light is coming from the Sanctuary, where the statue of the temple's patron deity should be housed alongside their ceremonial barque.

As the investigators move towards the rear of the temple, the light does indeed become stronger. Once they reach the Sanctuary, the investigators can see that instead of one statue, there are four; one in each corner of the room, each holding a variation of the sun disc in front of them.

It is up to the investigators to choose wisely—only one of these discs is the Aten. Those who were paying attention at Major Blythe-Manders' house, or who have studied Egyptology, should be able to recognise something which looks sufficiently like the sun disc associated with the Amarna Heresy in the hands of the statue in the northwest corner of the Sanctuary (the direction from which the Aten was originally brought into Egypt).

There are some notable differences, however: not only is it in a different orientation (with the "hands" reaching for the sky), but the central sun consists of both a large, golden crystal and the strange red metal the investigators first encountered as part of the Clypeus in Rome (p.66).

In all, the central sun disc is a little over 2ft (61cm) wide, with the rays adding another 8" (20cm) or so to the overall size. There also appears to be a series of indentations along the lower edge of the crystal's frame, like fingerholds (which is exactly what they are; see above).

Anyone who touches the wrong sun disc is apparently incinerated in an instant in a blinding flash of light; however, as for everyone else who has been expelled from the Dream Duat, they awake safe and sound, if a little shaken, in the Sanatorium. Anyone who attempts to claim the real Aten whilst wearing gloves (or anything else that prevents their fingers making direct contact with the orichalcum mount) receives a massive electrical shock, which throws them across the room and causes 1D8 Hit Points of damage [Cth]/2d6 damage [Sav]. As long as the investigator handling the Aten is not wearing gloves, then there will be no shock and the piece can safely be removed from the statue holding it.

Once the Aten has been retrieved, allow all of the investigators to make a Spot Hidden roll [Cth]/Notice test [Sav]. On a success, they notice a movement by the Sanctuary's



door. If anyone goes to check what might have caused the movement, they see the shape of a robed man retreating into the darkness; a man dressed exactly like the monks the investigators saw in Rome. Attempts to follow him will not be met with success, as retrieving the Aten triggers each of the investigators to wake up in the real world, which they will all do within a few seconds of each other.

EPILOGUE: RISE & SHINE

Now that the investigators have retrieved the Aten, all they have to do is keep it out of enemy hands and return it to their superiors, which may be harder than it at first appears...

Seeing Blue

Hopefully, on at least two occasions whilst in the Dream Duat, the investigators will have noticed that they were being spied on by a blue-robed monk. The only other time they have encountered such monks is in Rome at the Meta dig site in the company of *Nachtwölfe* staff and soldiers (not that the investigators necessarily know them by that name even now, depending on the group's previous run-ins with such people).

It should not be too much of a leap for the investigators to believe (correctly) that *Nachtwölfe* will have been tipped off regarding their acquisition of the Aten and will, undoubtedly, soon be in hot pursuit. This knowledge could spark a frantic race back to Cairo by whatever means the investigators have at their disposal. The journey will have to be planned with care; after all, they may well have to pass uncomfortably close to the *Nachtwölfe* dig site at Amarna to get back to safety, depending on which route they decide to take.

The investigators may even be desperate enough to risk a trip across the desert fringes to avoid being spotted again; a trip which could lead them into confrontation with malign desert entities like the sand dwellers (**COC6**, p.170 [Cth]/ *KG*, pp.230-231 [Sav]). Such a desperate flight might actually play right into the hands of *Nachtwölfe*, allowing them to ambush the investigators using summoned sand dwellers (or other means) before swooping in to try and claim the Aten for themselves.

Alternatively, *Nachtwölfe* may decide to wait until the investigators return to Cairo before making their move; after all, despite the presence of the British Military, visitors are always wandering off and getting themselves robbed in the seamier parts of the Old City.

Nachtwölfe operations at Amarna are currently under the watchful eye of Dr. Reid Ystenson; use the stats on pp.58 & 85 for any *Nachtwölfe* personnel and local thugs who may be working for him. There will also be at least one blue-robed monk present during any attack (p.59).

DR. REID YSTENSON,
NACHTWÖLFE *FIELD RESEARCHER*

Originally from Norway, Ystenson cannot abide the cold and was desperate to get away from his freezing homeland to somewhere he could bask in the sun. Very bright and engaging, his boyish face does work against him; few people treat him with the respect he feels he deserves because they always assume him to be much younger than his actual age of twenty-nine.

Having trained with Prof. Ottilie Eshe (p.98) first in Germany and then Egypt, Ystenson became her star pupil and personal research assistant, travelling with her everywhere she went. As the Professor's star waxed, Ystenson became aware that his own career was not blossoming as it should and that Eshe was passing more and more of his work off as her own. He tried to stick it out for a while, in part due to her mysterious benefactors, who seemed quite willing to fund their rather more "fringe" archaeological activities, permitting them to live in relative comfort on digs and stay at a nicer class of hotel when not.

But then things changed; Eshe made it perfectly clear after one especially fractious expedition that any discoveries made by him belonged to her and her sponsors—he would have none of the glory as it was his role to serve her in gratitude for her looking after his interests for all these years. He handed in his resignation on the spot, and shortly afterwards was approached by Liesel Maurer.

Maurer said everything that Ystenson wanted to hear, promising him not necessarily fame and fortune, but recognition of his talents and the backing he needed to eclipse his former mentor. Although he is not entirely sure about the role he is playing in the German war effort, his desire to best Eshe has caused him to bury his scruples deep. He dearly wants to believe in a long lost master race, he is just not sure that he wants it to be from the frozen North.

As a Norwegian citizen, Ystenson is still free to wander around Egypt, although he takes great care to attract as little attention as possible; his former association with Prof. Eshe could still cause too many questions to be asked if he upsets the wrong person and he is too smart to openly risk being thrown out of the country (and will, therefore, employ others to do his dirty work for him).

Appearance: A mantle of sun-bleached blonde hair frames Ystenson's round, slightly chubby face, which really does look far younger than it is. His slate grey eyes have a tendency to sparkle with childlike wonder whenever he finds something unusual or receives praise from someone he respects. The Norwegian's dress sense can definitely be described as "old-fashioned" as he desperately tries to convince people that he is both serious and mature.

Cth

STR 16	**DEX** 11	**INT** 14	**CON** 16
SIZ 16	**APP** 12	**POW** 09	**EDU** 17
SAN 40	**Hit Points:** 16		

Damage Bonus: +1D4.

Skills: Anthropology 60%, Archaeology 65%, Bargain 45%, Cthulhu Mythos 05%, Drive Automobile 30%, Folklore 55%, Geology 45%, History 65%, Library Use 65%, Occult 35%, Persuade 45%, Ride Camel 25%, Spot Hidden 55%, Survival (Desert) 15%.

Language Skills: Norwegian (Own) 85%, German 60%, Hieroglyphics 50%, English 20%, Atlantean 15%.

Weapons: *Fist/Punch* 55%, damage 1D3+1D4.

Walther PPK Pistol (Handgun) 25%, damage 1D8, atts 3, base range 10 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d10, Vigor d10.

Skills: Driving d6, Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Atlantean) d4, Knowledge (English) d4, Knowledge (Folklore) d8, Knowledge (German) d8, Knowledge (Geology) d6, Knowledge (Hieroglyphics) d8, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Notice d8, Persuasion d6, Riding d4, Shooting d4, Survival d4.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8; **Sanity:** 4.

Hindrances: Cautious, Outsider (Boyish Looks).

Edges: Alertness, Brawny, Scholar (Anthropology, Archaeology, Folklore, History).

Gear: *Walther PPK* (2d6-1, 10/20/40, Shots 7, Semi-Auto).

The Enemy of My Enemy

Nachtwölfe, of course, are not the only German occult outfit operating in Africa and the Middle East; Black Sun, too, are busily searching the desert sands for Hyperborean and other magical artefacts (see *Achtung! Cthulhu: the Guide to North Africa* for more in-depth details of their work there).

The relationship between *Nachtwölfe* and Black Sun in Africa is officially friendly and co-operative, but in reality a deep-seated rivalry and mistrust exists between the two organisations, especially as many of the *Nachtwölfe* agents currently in North Africa defected from Black Sun with Mina Wolff. On top of that is the resentment that *Nachtwölfe* was awarded the task of retrieving the Palladion over Black Sun, which some within that group have taken as a personal slight and an excuse to settle old scores.

Should *Nachtwölfe* attempt to snatch the Aten from the investigators somewhere remote (or with a distinct lack of witnesses) then, if the investigators are struggling to defend themselves and their prize, Black Sun will send in a small *incognito* contingent of their own members to extricate them. This may well be the first time the investigators have encountered Black Sun operatives, although they will not be wearing anything that could identify them as such, just in case things do not go to plan.

Black Sun will not attempt to take the Aten from the investigators if its members do come to their assistance; their involvement in hampering *Nachtwölfe's* operations would be far too obvious if they did, and they would only be forced to hand the piece over anyway. They will merely be content to have embarrassed their rivals whilst ensuring that the Allies owe them one in future...

In reality, a deep-seated rivalry and mistrust exists between *Nachtwölfe* and Black Sun in North Africa.

PROF. OTTILIE ESHE, BLACK SUN FIELD CO-ORDINATOR

Prof. Eshe always dreamed of finding something important that would make her name in academic circles. Sadly, her talents have never quite been up to the task of uncovering such wonders; instead, they lie somewhere else entirely. Magically gifted, Eshe uses her "skills" to nevertheless rise steadily if unspectacularly through her field before she is discovered by Astrid Urner, Prior of the Black Sun (*KG*, pp.89-90) and recruited into the *Hexenzirkel*, Black Sun's specialist magical division.

A clever manipulator of people, Prof. Eshe always seems very friendly and polite but is not one to let an opportunity for self-advancement pass her by. She has not been inducted into the ranks of those who know the true secret behind Reinhardt Weissler's organisation but she is confident that her association with the Order can only bring her power and prestige, particularly as she knows that the Exarch has the *Reichsführer-SS*' ear.

With the outbreak of war, Prof. Eshe has gone to ground with her Black Sun fieldworkers, reluctant to abandon her work as artefact recovery co-ordinator for the Nile Valley and Delta. Originally based in Cairo, the Professor and her small team shelter with local Nazi sympathisers in towns and villages all along the river, always one step ahead of anyone who comes looking for them.

Eshe's feelings towards Reid Ystenson (p.97) are complex; after all, the young man's work has certainly helped her to advance her own career. She is fond of him in the same way a maiden aunt might be fond of a distant nephew, but also deeply jealous of his academic talents. She regrets the schism between them that has led to him joining *Nachtwölfe*, but she is sure that it is just an attempt to prove a point and that he will see the error of his ways sooner rather than later.

Appearance: Quite tall and spry for her advancing years, Prof. Eshe is tanned and weather-beaten from several decades of working on dig sites under the fierce African

sun. Her fingernails are permanently ingrained with dirt and she has a tendency to squint thanks to so much bright sunlight. Her dark hair is unruly and barely restrained by a tight, old-fashioned bun and a floppy sunhat that has definitely seen better days. Dressing practically when in the field, she is also well aware that first impressions count and always rises to the occasion when not on a dig.

Cth **STR** 10 **DEX** 14 **INT** 16 **CON** 12
SIZ 14 **APP** 10 **POW** 14 **EDU** 19
SAN 45 **Hit Points:** 13

Damage Bonus: none.

Skills: Anthropology 45%, Archaeology 50%, Astronomy 40%, Art (Drawing) 40%, Cthulhu Mythos 15%, Fast Talk 65%, Folklore 35%, History 60%, Library Use 55%, Listen 65%, Meteorology 15%, Natural History 40%, Occult 45%, Persuade 65%, Spot Hidden 55%, Teach 20%.

Language Skills: German (Own) 95%, Hieroglyphics 60%, Greek 50%, French 25%, Atlantean 15%.

Weapons: *Fist/Punch* 45%, damage 1D3.

Spells: Bind Enemy, Bring Haboob, Chant of Thoth, Cloud Memory, Contact Sand Dweller, Deflect Harm, Evil Eye, Implant Fear, Implant Suggestion, Mental Suggestion, Prinn's Crux Ansata, Shrivelling.

Sav **Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Investigation d8, Knowledge (Anthropology) d6, Knowledge (Archaeology) d8, Knowledge (Astronomy) d6, Knowledge (Atlantean) d4, Knowledge (Drawing) d6, Knowledge (Folklore) d6, Knowledge (French) d4, Knowledge (Hieroglyphics) d8, Knowledge (History) d8, Knowledge (Greek) d8, Knowledge (Meteorology) d4, Knowledge (Mythos) d6, Knowledge (Natural History) d6, Knowledge (Occult) d6, Notice d8, Persuasion d10.

Charisma: -1; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 4.

Hindrances: Curious, Habit (Ruthless), Quirk (Ingrained dirt under fingernails).

Edges: Scholar (Archaeology, History).

Special Abilities

- **Spells:** Professor Eshe knows the following spells: *bind enemy, bring haboob, chant of Thoth, cloud memory, contact sand dweller, deflect harm, evil eye, implant fear, implant suggestion, mental suggestion, Prinn's crux ansata, shrivelling.*

BLACK SUN HEAVIES

Employed by Prof. Eshe to act as security whilst out in the field, and as protection when evading British and Commonwealth forces, these heavies are unaware of the true nature of their masters. Some are happy to serve because they hate the British occupation of their country; others are mercenaries and drifters who do not care whose shilling they take.

Cth **STR** 14 **DEX** 11 **INT** 12 **CON** 13
SIZ 11 **APP** 09 **POW** 11 **EDU** 10
SAN 45 **Hit Points:** 12

Damage Bonus: +1D4.

Skills: Dodge 60%, Hide 50%, Jump 45%, Sneak 40%.

Language Skills: Own (As appropriate) 50%, Other Language (German or Arabic) 25%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Head butt 50%, damage 1D4+1D4.

Kick 55%, damage 1D6+1D4.

Knife 55%, damage 1D4+2+1D4, atts 1, base range touch.

OR

Sap/blackjack (Melee Weapon—Club) 55%, damage 1D8+1D4, atts 1, base range touch.

OR

MAS Modèle 1873 Revolver (Handgun) 55%, damage 1D10, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (German or Arabic) d4, Notice d6, Shooting d8, Stealth d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Greedy, Mean.

Edges: Combat Reflexes.

Gear: *Cosh* (Str+d6, +6 damage when attacker has the Drop), *Knife* (Str+d4), *MAS Modèle 1873 Revolver* (2d8, 12/24/48, Shots 6, AP 1, Revolver).

Perhaps we could turn these rivalries to our own advantage?

A.T.

• Book Two •

The Middle East & Asia

CHAPTER 1

The Roof of the World

"The more you travel, the more you see and hear."
- Tibetan saying

This chapter, the first of Book Two: The Middle East & Asia, introduces a different continent and a different view of the world on the eve of war. It offers an opportunity to ring the changes with a new set of investigators, or continue the adventures of those already touched by the shadows of the lost civilisation of Atlantis.

GAZETTEER: TIBET

Khangjung, the "Land of Snows", is known to its own people as "Bö"; the European name "Tibet" does not appear in anything like its current form until the 18th Century, taken from the Turkic word for "the heights". Closed to the outside world for most of its history, both by its physical and, later, its political situation, the high altitude deserts, plains, and mountain forests of Tibet have proved to be an irresistible magnet for explorers, geographers, and theologians throughout time.

Khangjung, the "Land of Snows", is known to its people as "Bö".

Touching the Sky

When the landmass of the Indian sub-continent drifted inexorably into the bulk of Eurasia some fifty-five million years ago, it gradually forced up the towering peaks of the Himalayas and, behind them, the former floor of the Tethys Sea, whose remnants can still be found in the brackish, dead lakes of the Changtang in northern Tibet. This high plateau, hemmed in by the Karakorum Mountains to the west, the Kunlun and the Altyn Tagh to the north, and the Himalayas to the south, stretches for a little over 600 miles (approximately 1000km) north to south and around 1550 miles (2500km) east to west.

At an average altitude of around 14,700ft (4500m) above sea level, the Tibetan plateau tilts downwards from the deserts of the northwest to the forests of the southeast before dropping off suddenly towards the plains of Sichuan, China. Traditionally split into three regions—Kham in the east, Amdo in the north, and Ütsang in the west—by the 20th Century the country has seen its borders nibbled away by the Qing and Manchu Dynasties and the Kuomintang (the Chinese Nationalist Party), with almost the complete loss of Amdo.

Of the land remaining, central Tibet consists of the regions known as Ü (to the north) and Tsang (to the south); Kham still remains to the east, with Ngari forming the western portion of the country. Although home to the sources of the Indian subcontinent's greatest watercourses, Ngari is largely barren except along its river valleys, which are home to two ancient lost kingdoms (see pp.104 & 115 for further details). Kham, at the other extreme, is lush and green, the beneficiary of its many rivers and the monsoon rains which sweep up from India.

The rivers of Tibet bring water to vast numbers of people living in Asia. Danish explorer and Nazi sympathiser, Sven Hedin, proves in 1908 that the four greatest rivers—the Karnali (Ganges), the Yarlung Tsangpo (Brahmaputra), the Langchen Tsangpo (Sutlej, or Elephant River), and the Indus—all rise in the Kailash range in Ngari. The Yarlung Tsangpo, the highest of the rivers, wends its way east along the Himalayas, bringing life to Tibet; indeed, all of the country's major towns and cities can be found along its river basin, or those of its tributaries.



A Question of Faith

Tibet is a land where religion, landscape, and life are closely intertwined. A theocracy for a large part of its history, the clerical hierarchy of the country and the unique blend of ancient religious practices can seem bewildering and somewhat otherworldly to outsiders.

THE MANY FACES OF THE GODS

In Tibetan Buddhism, all deities are considered to be aspects of the human ego; these aspects take on the form of various buddhas, enlightened beings (*bodhisattvas*), protector gods (*dharmapalas*), and personal meditation deities (*yidams*). Part of the Mahayana School, Tibetan Buddhism heavily promotes the concept of *nyingje* (compassion) as well as scholarly study and meditation on the words of the Historical Buddha, Siddhartha Gautama, known to the Mahayana as Sakyamuni (or, less commonly, Sakya Thukpa).

Tibetan Buddhism advocates the so-called "middle way": a life of moderation, giving in neither to the seductions of earthly delights or to the harsh rigours of an ascetic existence. Its followers tread the long road towards enlightenment, which is supported by the Four Noble Truths of *dukha* (suffering), *tantra* (desire), *namtrol* (release; better known as *nirvana* in the West), and the Noble Eight-fold Path (right action, right concentration, right effort, right livelihood, right mindfulness, right speech, right thought, and right understanding).

Those who achieve enlightenment escape from *khonwa* (*samsara* in Sanskrit), the endless cycle of death and rebirth. Not all choose to fully accept *nirvana*, though; some—the *bodhisattvas*—remain in their pure lands (equivalent to the Christian Heaven) to assist those still trapped on the wheel in their struggle to find release. An individual can help themselves by acquiring *sonam* (merit) in their current life and all are conscious of the effects of *las* (*karma*) on what they may be reincarnated as after their travels through the Bardo (the Tibetan underworld inhabited by spirits moving between death and their next incarnation).

In the 5th Century AD, according to legend, 400 sacred Buddhist texts fell from the sky onto the roof of Yumbulagang. Although no-one could read them, their appearance was taken as a sign and the texts, known collectively as *nyenpo sangwa* ("the Awesome Secret"), were kept safe until the arrival of Guru Rinpoche (also known as Padmasambhava) some 300 years later. Guru Rinpoche, a great sage and magician considered to be the father of Tibetan Buddhism,

No Good Turn...

The personage of the Panchen, or Tashi, Lama was created in the 17th Century by the fifth Dalai Lama, Ngawang Lobsang Gyatso, as a mark of respect for his mentor and friend, the abbot of Tashilhunpo Monastery, Lobsang Chökyi Gyaltsen. The new Panchen Lama (literally "Great Scholar"), like the Dalai Lama before him (p.106), immediately backdated the title to the monastery's prior abbots, making himself officially the fourth to hold the title.

The two lineages fell into the habit of officially recognising each other's reincarnations, but over time there came to be a great deal of rivalry between the supporters of the two holy men and frequent disagreements, which often led to one or other of the two fleeing the country for his own safety (p.109).

defeated the wild demons and devils that inhabited the country at a site known as Hepo Ri (near Samye, in Ü) and tamed them, bringing them into the Buddhist pantheon as Tibet's protectors.

The chief of these was Chenresig, who the Buddhists identified as Avalokiteshvara, the glorious gentle one and the Buddha of Compassion. The Dalai Lama (p.106) is considered to be a manifestation of Chenresig as well as a *tulku* (an incarnate *lama*). The Panchen Lama, second only to the Dalai Lama, is seen as both a *tulku* and a manifestation of Öpagme (Amitabha), the Buddha of Infinite Light.

RED HAT, YELLOW HAT

There are many different schools, or orders, of Tibetan Buddhism, whose power and influence have waxed and waned since the country officially became Buddhist in the 8th Century AD. The first, the Nyingmapa (alternatively known as the Red Hats), was founded around that time and the first Tibetan monastery was built at Samye. It is regarded as an ancient school, based on the teachings of Guru Rinpoche and associated with magical practices and, therefore, has a close affinity with Bön and Vajrayana.

Nyingma was the only school of Buddhism in Tibet until the 11th Century, when Atisha (a renowned Bengali scholar, known as Jowo-je in Tibet) founded the Kadampa with his disciple, Dromtömpa. Not long afterwards, Marpa and his disciple Milarepa founded the Kagyu order. The Kagyupa (Black Hats) contain a branch known as the Karma Kagyupa, or Karmapa, who introduced the concept of reincarnation lineages for *lamas* (*tulku* lineages). The head of the Karmapa (also confusingly known as the Karmapa) is the third most senior *lama* in Tibet, after the Dalai and Panchen Lamas.

Another order, the Sakyapa, was also founded in the 11th Century by the Kön family, who declared the abbotship of their home monastery in Tsang would be inherited in a much more earthly manner than that of reincarnation. As a result, the abbots of Sakya were free to take wives and have children to secure the succession. Sakya's most famous son, Sakya Pandita (literally "the scholar from Sakya") gave immense power to the order through his relationship with the Mongols (p.106). Sakya Pandita and his descendants are, despite their mundane inheritance policy, still regarded as manifestations of a spiritual being, this time Jampelyang (Manjushri), the Bodhisattva of Insight and Wisdom.

The Gelugpa order was founded by Tsongkhapa in the 14th Century. Meaning "the Virtuous", the Gelugpa (also referred to as the Yellow Hats) returned to a more traditional form of Tibetan Buddhism based on the teachings of Atisha in an attempt to move away from the political involvements and rivalry of the Sakyapa and Kagyupa. The order eventually subsumed the earlier Kadampa school, and the Gelugpas steadily rose to become the predominant and most powerful order in Tibet, counting both the Dalai and Panchen Lamas amongst their number.

And then there is Bön, the religion displaced by the rise of Buddhism. An ancient, animist faith governed by shaman, most Tibetans regard Bön with a certain degree of suspicion, even though many of its aspects have been incorporated into the country's take on the Buddhist faith. Founded by Tonpa Shenrab Miwoche, Bön was based on dispelling and controlling evil spirits through magic, and was the state religion of the Shang-Shung Kingdom (p.104) and the rest of Tibet until the rise of Songtsen Gampo (p.105).

There is also a strong esoteric/Tantric tradition in Tibet. Officially known as Vajrayana, those following the Tantric school believe that it is possible to achieve enlightenment in the course of one lifetime (as accomplished by Milarepa) by taking the "Short Path". Tantric teachings are not written down but passed from master to disciple; usually, a practitioner chooses a *yidam* and uses deep meditation and unconventional techniques to "bounce" himself towards nirvana.

Although referred to in the West as monks, the religious scholars and students who inhabit Tibet's monasteries are known there as *trapas*, and the female scholars as *anis* (roughly equivalent to a Western nun). Not all who wear the robes have taken monastic vows, although most do aim to become fully ordained after many years of study and reflection. Most earn their living by praying on request and by carrying out ceremonies. *Lamas* (equivalent to the Sanskrit term "*guru*"—a teacher) are not the same as *trapas* and are chosen because they are recognised as reincarnations in a *tulku* lineage (whereas anyone can become a *trapa* or *ani*).

A Sacred Landscape

Tibet's mystique is as much to do with its religion as its geography; even the landscape is not exempt from this. Mountains, rivers, and lakes frequently have divine aspects and, according to the old folk-religions (*mi-chös*) of the

A Multiplicity of Meanings

The swastika, in European eyes, represents one thing and one thing only: Nazism. However, in Asia it is an ancient symbol, its meanings many and varied. Originally it is believed to have depicted the revolving rays of the sun or the wind turning away those same rays, the whirling motion of its arms representing a creative force. Later it came to be a symbol of good fortune, as well as a variety of other aspects depending on who was using it.

In Tibet, as the *yungdrung*, it represents eternity; the direction of its arms supposedly tell you whether the symbol is being used by the Bönpo (anticlockwise) or Buddhists (clockwise). In Hinduism, it is the symbol of the god Brahman, energy, and the four directions, as well as representing wealth, liberation, and desire.

Mouse Protective

There are two shrines to Palden Lhamo in the Jokhang Temple in Lhasa; one in her vengeful guise and one in her more benign aspect. Both shrines are overrun with mice, which the locals believe to be manifestations of the deity. No-one harms the mice for fear of retribution, but legend has it that the skins of the mice are both bullet- and arrow-proof...

region, everything has a spirit. From the *nyen* of the rocks and trees to the *lu* of the water; the *sadok* (lords of the earth) to the sickness-causing *tsen* of the air and the mountains; and the peaceful spirits of the home and hearth, all form part of every day life and must be treated with respect.

Two of the most important sacred sites in Tibet are Mount Kailash and Lake Manasarovar in Ngari. Isolated, desolate, and surrounded by shifting dunes of sand, the first European to officially see them is Sven Hedin, although rumours abound that Italian priest Ippolito Desideri beat him to it by approximately two hundred years.

Venerated by both Hindus and Buddhists alike, Mt. Kailash has never been scaled. Known as Kang Rinpoche ("the Precious Jewel of the Snow") to the Tibetans, the four-sided mountain, also called the White Pyramid, has each of its faces aligned with one of the cardinal points of the compass and is said to represent Mount Meru, the world navel. To Hindus, it is the home of Shiva and his consort, Parvati; to Buddhists, it is where Korlo Demchok (Chakramsamvara, the god of supreme bliss) dwells with Dorje Phagmo, the Diamond Sow, whose incarnate *lama* (traditionally female) is in charge of the Samdung Monastery in Tsang; to the Jains, it is where their first saints ascended to *nirvana*; to the Bönpo (the followers of Bön, the predecessor of Buddhism in Tibet), it is the Yungdrung Gutseg, the nine-stacked swastika mountain, where Tonpa Shenrab Miwoche (the religion's founder) came down from heaven.

Palden Lhamo is supposed to determine the fate of her victims using the black and white dice she carries...

Lake Manasarovar (Mapham Yum-tso, the "Victorious Lake", to Tibetans), is equally revered; it is even mentioned in the Puranas, the ancient Hindu stories of the gods and the history of the world. Its icy waters are linked to a smaller lake with a much less auspicious reputation: Rakhshas Tal, to Hindus the home of the demon-king, Ravana. Manasarovar is one of Tibet's four sacred lakes and, in Tibetan myth, forms the gateway to other worlds.

Like its fellow sacred lake, Lhamo la-tso in Ü is similarly imbued with magical powers, although in this case visions (usually of the future) can be glimpsed in its mirrored waters. Lhamo la-tso is also home to the protector goddess Palden Lhamo (Shri Devi; probably derived from the Hindu goddess, Kali), who wears the skins of her human victims and eats their brains from their skulls. The Tibetans believe that this wrathful aspect of the goddess (who also has a gentler side) was reincarnated as Queen Victoria. Interestingly, Palden Lhamo is supposed to determine the fate of her victims using the black and white dice she carries in a bag at her waist.

The Wheel of Life

According to Tibetan legend, all the world was once covered in water, which one day receded in the region around Gangpo Ri (one of Tibet's four sacred hills). Chenresig, the patron deity of Tibet, took the form of a monkey and, in a cave on top of Gangpo Ri, he mated with the white demoness, Sinmo. Their children formed the ancestors of the six clans of Tibet: the Se, Mu, Deng, Tong, Wra/Ra and Dru, who are represented by the six red bands on the Tibetan "snow lion" flag.

In less mythical terms, there is evidence that humans have been living on the Tibetan plateau since at least 26,000BC. The earliest Tibetan histories have waves of people moving from Amdo into the west, where they established the Shang-Shung Kingdom near Tsaparang in Ngari. Its capital resided at Kyunglung (the Silver Palace of the Garuda) on the Langchen Tsangpo River, to the southwest of Mt. Kailash. Some of these texts also link the Sutlej Valley to the fantastical land of Shambhala, better known in the west as Shangri-la.

The Shang-Shung Kingdom fell in the 7th Century AD to the king of a rival dynasty, one founded in the Yarlung Valley in central Tibet. According to their legends, sometime in the 2nd Century BC the "true" kings of Tibet descended from heaven by means of a silken rope, arriving on the hill known as Lhabab Ri before setting up home across the valley in Yumbulagang (allegedly the oldest building still standing in the country).

The first king, Nyatri Tsenpo, was a hideously ugly, frightening creature with a gigantic tongue, one foot, and webbed fingers, who was expelled from his own home lands by the terrified natives. The residents of the Yarlung Valley took him for a god and made him their king. Instead of dying, his descendants merely climbed back up the rope to heaven when their reign ended, at least until the time of King Drigun Tsenpo, who was forced to cut the rope (and therefore become mortal) after an argument with either his court magician or his stable master (depending on which version you hear).

Most kings of the Yarlung Dynasty, as it became known, are more mythical than historical, until the 6th Century AD when Namri Songtsen, the thirty-second King of Tibet, began to unite the country under his banner (or challenge the Shang-Shung for control, according to whose story you believe). The first political delegation to visit the Chinese Emperor was sent by Namri Songtsen in 608, heralding a long and frequently fraught relationship with the Imperial behemoth to the east.

Songtsen Gampo, Namri Songtsen's son, became king in the early 7th Century and continued his father's work of unifying the country and seizing new territory. So afraid were

Shangri-la

Known both as the land of living fire and as Tsang Shambhala, the northern city of peace, Shambhala first appears in stories outside Tibet around the time of the 10th Century. The *Kalachakra* (*Time Cycle*) book of Tibetan Buddhism describes the kingdom as Shangri-la, a lost paradise on earth, whilst in Sanskrit legends it is a golden city hidden by snowy mountains and filled with super-human beings. Both Buddhists (p.102) and Zoroastrians (p.184) believe that the city's inhabitants, the guardians of knowledge, will emerge one day to defeat a great evil that threatens the world.

Shambhala has had many faces and locations through time. The Theosophists place it not in Tibet but in the Gobi Desert; its inhabitants are the descendents of those who defeated Atlantis' evil sorcerers (p.10). In other stories, it is twinned with Agarthi/Agartha in a dualistic relationship; here, though, it becomes the evil city of Shampullah, ruled by the King of Fear, with Agarthi taking on the role of guardian and protector.

The myth of Shangri-la sees a resurgence in the 1930s, first in 1933 with the release of James Hilton's book, *Lost Horizon*, followed by the Frank Capra film adaptation in 1937. Based on 16th Century stories, it tells the tale of a utopian society hidden deep in the mountains of Tibet. The movie reawakens people's interest in a peaceful, idyllic society in a world still reeling from one war and afraid of the descent into another.



China and Nepal of the Tibetans' prowess in battle that they both entered into political marriages with the king in order to pacify him. The Chinese princess, Wengcheng, and the Nepalese princess, Bhrikuti, are credited with helping to cement Buddhism as the main religion of Tibet, at least amongst the aristocracy. Songtsen Gampo's sister, Sadmakhar, was married off in a political alliance to the King of Shang-Shung, although she was also involved in his betrayal and death at the hands of her brother (and, therefore, the fall of that kingdom).

Songtsen Gampo moved his capital from the Chongye Valley to Lhasa, the "Place of the Gods" in the Kyi Chu Valley, building his palace on the Marpo Ri ("Red Hill"), the site where the Potala Palace of the Dalai Lamas now stands. It remained the capital until the fall of the Yarlung Dynasty, not re-emerging as the site of power in the country until 1642 (p.107).

By the late 8th Century, Tibet, under King Trison Detsen, encompassed a vast area, including parts of the Silk Road. The king even had the temerity to attack the Chinese capital, Chang'an, in 763 when a tribute payment was late. Buddhism had, by this time, firmly become the state religion, replacing the previous Bön faith while incorporating many of its animist elements; Samye, the country's first Buddhist monastery, was begun only two years after the attack on Chang'an.

But Buddhism was not fully accepted by all, and Trison Detsen's successor, Tritsug Detsen Ralpachen, was assassinated by his brother, Langdharma, who began a campaign to rid his country of the religion as soon as he seized power. In 842, the usurping monarch was assassinated by a Buddhist monk called Lhalung Palye, whose actions are commemorated in the Black Hat Dance (supposedly the dance the monk performed for the king in order to get close enough to deliver the killing shot with his bow).

With Langdharma's death, Tibet descended into civil war and broke into petty fiefdoms with no central authority. China took the opportunity to reclaim almost all of the territory it had previously lost to the Tibetans and diplomatic relations between the two countries foundered as a result of the central power vacuum.

Roly-Poly

Marriage practices in Tibet over time have involved both polyandry (more than one husband) and polygamy (more than one wife). In rural communities, polyandry was seen as a way of preventing the break-up of family lands; a woman married not only the eldest brother but also all of his younger male siblings, keeping things, quite literally, in the family when the incumbent male head of the household died. Polygamy was seen as a way of cementing political relationships with multiple kingdoms, as well as ensuring the production of an heir.

And then, in the 13th Century, a new power turned its eyes towards the Land of Snows: the Mongols. In 1240, Prince Godan, the grandson of Genghis Khan, entered the country at the head of his army. Kunga Gyaltsen, also known as Sakya Pandita, (p.103), was sent to negotiate with the Prince on behalf of the Tibetans. So impressed was the Prince with the holy man's wisdom and knowledge that Godan appointed him as his spiritual adviser and the secular leader of Tibet, establishing the interdependent priest-patron relationship between the country and the Mongols and putting control of Tibet into Sakya hands for the next century. The move also effectively established Tibet as a religious autocracy, a system that became firmly cemented in the 16th and 17th Centuries.

In the early 1250s, the Mongols raided into central Tibet once more, and once again the monasteries acceded to their demands. Kublai Khan, now in charge of the Mongol Empire, made Sakya Pandita's nephew, Phagpa, his Imperial Preceptor; the country was firmly integrated into the Mongol administration whilst still retaining a large degree of political autonomy. Throughout the Yuan Dynasty (established by Kublai Khan in 1271 and ending in 1368), Tibet was governed by whoever held the post of Sakya Pandita, although the *dpon-chen* ("Great Administrator") held the country's military and administrative reins.

Sakya power in Tibet began to wane with the death of Kublai Khan at the end 13th Century, with them finally losing control sixty years after Kublai's demise as a result of their rivalry with the Kagyupa Order (p.103). The country once again lacked a central authority, a situation which remained until the Kings of Tsang seize secular control in the mid-16th Century. Based in Shigatse, the Tsang kings were allied with the Kagyupa Order, who took on the spiritual leadership of the country.

In 1578, the third head of the Gelugpa Order (p.103), Sonam Gyatso, met with the Mongol leader, Altyn Khan, resulting in the creation of one of Tibet's most recognisable personalities. The Khan, like his predecessor Prince Godan before him, was so impressed with the *lama* that he bestowed the title "Dalai" ("Ocean of Wisdom") upon him, and thus created the position of Dalai Lama. Although he was technically the first to carry the honorific, Sonam Gyatso promptly backdated the title to his two predecessors, making him officially the third Dalai Lama.

When the fourth Dalai Lama was identified as the great grandson of Altyn Khan, the relationship between Tibet and the Mongols deepened even further, although the Tsang kings grew increasingly alarmed at just how close the Gelugpa Order and their Khan overlords were becoming. They attacked several major monasteries as a result, forcing the fourth Dalai Lama to flee the country.

After the death of the fourth Dalai Lama, the fifth, Ngawang Lobsang Gyatso, was escorted back into the country by his Mongol allies. With the death of the last King of Tsang at the hands of Gushri Khan in the early 1640s, the fifth

Dalai Lama gradually began to assert his spiritual and temporal control of Tibet with Mongol support, reunifying the country and making Lhasa the capital once again.

Although he died in 1682, the fifth Dalai Lama's death was hidden for over twelve years, largely through the fear that the still only recently reunited country would descend into anarchy once more if the guiding presence of the holy man was no longer there. Instead, he was said to have gone into retreat and left the country in the hands of his Regent, the Desi.

When the secret finally came out, the Regent was forced to hurriedly pick a new Dalai Lama. His choice of Tsungyang Gyatso was not a wise one; something of a playboy, the new Dalai Lama refused to take his final vows and frequently escaped from the Potala Palace to carouse in the whorehouses and bars of Lhasa, using the pseudonym "Norsang Wangpo" to "disguise" his true identity.

Disgusted in the sixth Dalai Lama's behaviour and lack of leadership, a Mongol Prince called Lhabzang Khan went to Kangxi, the second Manchu Emperor of China, for support in his plan to assert control over Tibet. Kangxi, angry that the fifth Dalai Lama's death had been kept from him, agreed, and a Mongol force, backed by the Chinese, took Lhasa and deposed Tsungyang Gyatso in 1705.

The regents wrested almost complete control from the Dalai Lamas.

Twelve years later another group of Mongols, known as the Dzughar, killed Lhabzang and deposed Yeshi Gyatso, the seventh Dalai Lama. This brought direct interference from Kangxi and China, who routed the Dzughar a few years later and reinstalled the seventh Dalai Lama as Tibet's figurehead. The country now became a Chinese Protectorate under Manchu overlordship, represented in Lhasa by two *ambans* (court officials) and garrisoned by Chinese troops.

The Kashag, the cabinet of the Tibetan government, was convened in the 1720s after the Chinese established their presence. Consisting of four members (*shapés*, also known by the title "Kalön"), three of whom were lay officials (i.e. not belonging to the clergy), the Kashag's role was to discuss matters arising in Tibet and pass their findings and recommendations either to the First Minister (the Lönchen, if he existed) or directly to the Dalai Lama and the *ambans* (if there was no Lönchen).

Below the Kashag were seven ministries, each represented by one lay and one clerical official, with the exception of the Ministry of Finance, which had three lay representatives known as the Tsipön. The Kashag had no jurisdiction over monastic and religious affairs, and these were managed instead by the Yigtsang, headed up by the Chigyub Khembo, who was supported by four monks known as the Trunyichenmo. The Chigyub Khembo was responsible for passing on the Trunyichenmo's deliberations to the Dalai Lama, subject to his own personal approval and alteration.

Following increasing political unrest in the country and the events of the Sino-Sikh War of 1841-1842 (when the Sikh Army invaded from Ladakh on Tibet's western border, having annexed the territory from Tibet only seven years earlier), the Kashag was reorganised by the Qianlong Emperor in 1751, giving the *ambans* and China even greater control over Tibetan affairs; the traditional post of Desi was also discarded at the same time.

A new regent post, the Gyeltshab, was created in 1757 when the seventh Dalai Lama died, allegedly to enable his successor to grow up before he took power. Unfortunately, the regents managed to wrest almost complete control of the country from the Dalai Lamas, only two of whom managed to grow to adulthood (the eighth and the thirteenth); the rest mysteriously died in childhood without ever ascending to their thrones.

Matters went from bad to worse when the Gurkhas invaded in 1788, in part due to a dispute over the production of Tibet's silver coinage. Although the *ambans* managed to get both the Dalai Lama and the Panchen Lama (p.103) to safety, China did not develop a military response to the

Honoured Be Thy Name

Naming conventions in Tibet are complex. Each child has a given name when they are born, consisting of two parts. Names are usually unisex, although there are some predominantly used for girls and others for boys. Many Tibetans are called after the day of the week they are born on; failing that, parents pick what they consider to be the most auspicious names available, even applying to the Dalai Lama for a name in order to give their child the best possible selection.

With the exception of the nobility (and not even all of them), family surnames are non-existent. The country's nomads (*drokpa*) tend to use a clan name, and families in rural communities may use the name of their household, but usually everyone in a family will have a completely different name to each other.

It is considered terribly bad form to refer to a person of higher status than yourself by their given name. As a result, many people are known purely by their titles, such as the Dalai Lama, although Tibetans refer to him as Yeshi Norbu (Wish-fulfilling Gem) or, more simply, Kundun (the Presence). In other cases, one (or both) of the given names is followed by a title. On top of that, monks often change their name when they take holy orders, meaning that a single person can have as many as four (if not more) different names that they are known by, depending on who they are talking to.

A Well Travelled Woman

Louise Eugenie Alexandrine Marie David (1868-1969), also known as Alexandra David-Néel. Although born near Paris to a French journalist and teacher father and a devout Belgian Catholic mother, Louise is raised in Belgium after the family moves there during her early childhood. Determined from a young age to travel and see the world, "Alexandra" has a history of running away from home and, upon reaching her majority, goes to live at the Theosophical Society in Paris. Whilst in the French capital she becomes something of a radical and esotericist, attending the meetings of secret societies and writing highly political pamphlets.

In the early 1890s, she visits India twice and falls in love with Asia. She even tours Indochina as an opera singer before finding herself in Tunisia, where she marries French railway engineer, Philip Néel. Married life does not suit her and the pair decide to lead separate lives, with Alexandra returning to India and the Far East. Over the course of the next thirty-five years, she thoroughly explores both Asia and its religions, becoming an expert on Tibet and Buddhism. After returning to France, she publishes the story of her 1924 secret trip to Tibet's capital in the book *My Journey to Lhasa*; at the time of her adventure, disguised as a beggar to avoid detection by the British, she is 56 and becomes the first European woman ever to reach the country's capital. She also writes *Magic and Mystery in Tibet*, detailing some of her Buddhist studies and the powers ascribed to Tibetan *lamas*.

Her attempts to return to Tibet in the late 1930s are scuppered by the outbreak of war and she and her adoptive son, the Tibetan *lama* Aphur Yongden, become trapped on the China-Tibet border throughout the conflict.

invasion and the Gurkhas simply went home again. However, when the Gurkhas returned three years later, they were driven out by a combined Chinese/Tibetan Army. Following yet another administrative reorganisation as a result of the invasions, China took even greater control of Tibet by ensuring that the *ambans* had more power than the Kashag and the Dalai Lama combined.

Tibet's borders were closed to outsiders from the 1850s and foreigners were banned from the country unless they hailed from those nations sharing a border with Tibet (in order to maintain vital trade relationships). This did little to stop Britain from beginning a secret mapping project of the plateau in 1865, and even less to discourage determined adventurers like Alexandra David-Néel (see above) and the Japanese Zen monk, Ekai Kawaguchi, from exploring the country.

The thirteenth Dalai Lama came to power in the mid-1870s and presided over yet another tumultuous period in Tibetan history. Sikkim, one of the main gateways into Tibet from India, was ceded to the British in 1893. During the late 1890s and early 1900s, three Russian deputations, led by Agvan Dorjieff on behalf of Tsar Nicholas II, were welcomed into Lhasa while British attempts to gain an audience with the Dalai Lama were rebuffed.

Lord Curzon, a fervent anti-Russian and the Viceroy of India, became increasingly concerned about the safety of India's borders, as well as fearing that the Russians were gaining an upper hand in "the Great Game" (the battle for supremacy between the two empires in Central Asia). He demanded an audience with the Dalai Lama to address the matter; the Chinese ordered the Dalai Lama to attend but he refused and also declined to provide transport so that one of the *ambans* could attend in his stead.

Convinced that the Chinese have no control over their protectorate, in late 1903 Lord Curzon mobilises a "British Expedition to Tibet" by the Tibet Frontier Commission (basically, the British Army) under Col. Francis Younghusband. Over the next nine months, Younghusband makes his way from Sikkim to Lhasa through a series of increasingly bloody and one-sided encounters with the Tibetan Army.

Once in Lhasa, Younghusband forces the regent and the Tsangdu (the acting government after the Dalai Lama fled to Outer Mongolia for his own safety) to sign a convention between Britain and Tibet guaranteeing trade between the two countries, consolidating the borders of Sikkim, and preventing Tibet from having diplomatic or trade relations with any other country besides Britain (as well as demanding huge reparation payments for the inconvenience of having had to invade them to get them to sign the convention in the first place). Tibet is, now, to all intents and purposes, a British Protectorate.

The Chinese refuse to acknowledge the convention as they had not been a party to it, and a new one is signed in 1906, this time recognising Tibet as a suzerainty of China. This convention is also accepted by Russia a year later, considerably easing tensions in the area.

In 1910, in the dying days of the Qing Dynasty, Gen. Zhao Erfeng invades Tibet, forcing the thirteenth Dalai Lama to flee to India and the British for protection. But by 1911, the Manchu's days in power are over and the last of China's troops and the *ambans* are escorted from Tibet in 1912. When the Dalai Lama returns from exile, he reclaims temporal and spiritual control of his country and declares Tibet to be independent of China (although China, now under Nationalist control, does not recognise this assertion).

The British continue to stake their claim in Tibet throughout the 1920s. Having already established the British Trade

Agent's post in Gyantse during the Younghusband campaign, the British construct a telegraph line between Shigatse and Lhasa, initiate a geological survey of the country (this time not in secret), and begin training Tibetan Army officers in India and Gyantse, as well as establishing an English school in the town; four Tibetan boys are also sent to Rugby School to be educated as English gentlemen. The British even promise to provide weaponry for the Tibetan Army if the guns are used purely for the purposes of self defence.

But the Dalai Lama's attempts to modernise the theocracy and its government meet with disapproval from conservative religious leaders who can see their own power being eroded by the changes. As a result, many of the innovations introduced fall into decay, the newly created police force collapses, and a schism occurs between the Dalai Lama and the Panchen Lama, who flees to China in 1923, never to return.

In 1932, Tibet attempts to reclaim territory in Qinghai during the Sino-Tibetan War; the campaign fails, leaving the former Tibetan region of Amdo still in Chinese hands. The thirteenth Dalai Lama dies the next year, with power passing to the fifth Reting Rinpoche (the abbot of the Reting Monastery in Ü), Jamphel Yeshe Gyaltsen, who acts as the country's Regent throughout the 1930s, despite an attempt to resign the position in 1936. He is forced out of office in 1941 by Ngawang Sungrab Thutob, the third Taktra Rinpoche.

The fourteenth Dalai Lama, Tenzin Gyatso, is identified at the Kumbum monastery in Amdo in 1937, but is subsequently held hostage by the resident Chinese warlord. Only after the payment of a huge bribe is the infant *lama* allowed to move to Lhasa, where he is enthroned in February, 1940, when still only four and a half years old (although power remains firmly in the hands of his regents).

THE LANGUAGE

Due to its vast size, Tibet is a land of differences, not least in the languages spoken within its borders. Tibetan itself consists of many different dialects, not all of which can be used interchangeably. Like Chinese, however, the written language (developed by the *trapa* Tonmi Sambhota during the reign of Songtsen Gampo) is universally understood by those who can read it; it even has its own peculiar script, developed from the Indian writing styles witnessed by Tonmi Sambhota during his time studying south of the Himalayas.



Don't Take No For An Answer

Due to the wide variety of dialects spoken in Tibet, it is probably easier for the investigators to hire an interpreter such as Dawa Rabten (p.116) to do their talking for them, but a few words are provided below for any who feels up to the challenge. Officially, there are no exact equivalents to "yes" and "no" in Tibetan, but alternatives are included which should get the point across, if needs be.

Hello—*tashi delek*	Excuse me/sorry—*gongda*
Yes—*la ong*	No—*la men*
Thank you—*tujaychay*	Please—*tujaysig*
Help!—*rog nângda*	Where is...?—...*kabah yöray?*
Lake—*tso*	Mountain—*ri*
Pass—*la*	River—*tsângpo*

Other languages that may be heard are Mandarin Chinese, Nepali, English, Hindi, Sikkimese, and occasionally French and German.

THE CLIMATE

Although winter in Tibet can broadly be said to last from December to February, with summer occupying May to September, the country's great size and changes in altitude play an enormous role in the type of climate each region actually experiences.

Lhasa (the capital) has a dry, desert-like climate, yet despite its warm to hot summers, it still suffers from cold winters. A few areas, such as parts of Kham and Ngari, experience only mild winters whilst others, such as those around Mt. Kailash, are cold all year round. Passes are often buried beneath a sudden deluge of snow even in the height of summer, and the open plains suffer low temperatures as a result of the windchill from the howling gales which sweep constantly across them.

In terms of rain, Tibet receives around half of its annual precipitation in July and August. Western Tibet can be particularly badly affected by a combination of monsoon rains and glacial melt water, often leading to raging rivers and massive flooding from July through to the end of September.

TRAVEL

Although there are roads in Tibet, most are made from little more than hard-packed dirt. Goods are transported by mule caravans, safely packed into large and sturdy leather saddlebags. Donkeys and yaks are also in use, although yaks have been known to take exception to "unusual" loads, with a habit of suddenly rolling over to dislodge the offending articles, if the mood takes them. Yaks, mules, and ponies are also available to transport people, and "Shanks' pony" (i.e. your own legs) is often the only option on difficult and steep terrain.

Transportation within Tibet is organised around a *corvée* system, where the peasants are obliged to provide unpaid labour as a public service (in this case to satisfy a tax obligation known as *tawu khema*, part of a wider scheme known as *Ulag*). Each of the major routes across Tibet is split into divisions linked by relay stations known as *satsigs* (roughly half a day's walk apart). At each *satsig*, the locals are required to provide anyone holding the correct permit (*lamyik*) with food, shelter, and animals for the onward journey (although the quality of these creatures is often a little suspect). If there are no animals available, then the locals must act as porters instead.

There are only three cars in Tibet during the 1930s, all gifts to the thirteenth Dalai Lama and all stored in the Norbulingka, the Dalai Lama's summer palace just to the west of Lhasa. Wheeled vehicles, on the whole, are regarded with deep suspicion by most Tibetans due to the wheel being a very holy symbol in their religion. There are rumours that the British bow to pressure and stop using trucks to transport goods up from India because of this (although they insist the real reason is because of the poor road conditions and the difficulty of maintaining a consistent fuel supply).

The traditional path up from India along the ancient trade routes passes through the tiny kingdom of Sikkim. Entry into Tibet from here is very tightly controlled by the British and permission to cross the border must be obtained from British officials in either New Delhi during the winter or Simla during the summer (p.138); and perhaps from an even higher level if not a British citizen (Ernst Schäfer's expedition has to obtain Neville Chamberlain's permission before they can enter the country; p.118).

Having said that, countless people have snuck across the border over the years whilst in disguise, and there is always the possibility of entering across the Chinese border (an option fraught with additional danger now that China and Japan are at war).

"The Roof of the World" –
now there's a challenge I wish I'd risen
to when I had the chance.

A. T.

SCENARIO INTRODUCTION

Whilst flying from Calcutta to Delhi, the small passenger plane on which the investigators are travelling suddenly finds itself off course and lost amongst the towering peaks of the Himalayas. Having landed safely against all odds, the investigators are asked to undertake a strange mission for an old *lama*, one which promises to plunge them into a murky world of false appearances and powerful and deadly ancient magics.

EPISODE ONE: OUT OF THE BLUE

This scenario, like that set in Vienna, does not directly concern the hunt for a piece of the Palladion. Instead, it helps to establish the situation in a different theatre and provides an opportunity to introduce a new set of characters as discussed in the **Pregen or Not Pregen?** box below.

Of course, depending on the players' choices (or the Keeper's own preferences), the quest for the Palladion may not start in Vienna. It is possible for the investigators to start in the Orient, the mystical Indian sub-continent, a constant source of fascination for Europeans since antiquity. Although it is recommended that the campaign begins in Vienna with one crew of investigators before advancing to India, Tibet, and Persia (modern Iran), there is really nothing to stop the Keeper from pitching his players straight in at the deep end with this chapter if he thinks they will enjoy it.

Because this scenario is closely tied to the following one (beginning on p.162), it is recommended that the Keeper reads both together before attempting to run this one. That way, he should have a full understanding of what information Tsering Lama may or may not need to impart to the investigators who, as a new team, will be unaware of the Palladion and its importance to begin with. Of course, if the players have brought their European Team characters along with them, then they will already know why they are heading to Ellora.

A NOTE ON TIMING

If the players are starting with a new team of investigators then this scenario can run concurrently with that taking place in Vienna (i.e. on the eve of war). Ideal timing would mean that the investigators return from Tibet just as war is declared in Europe and, by extension, in India (p.146).

If, on the other hand, *Shadows of Atlantis* is being played as a more linear-style adventure with one team of

Pregen or Not Pregen?

As for Book One, four pregenerated investigators are provided on pp.283-286 for use in the scenarios in Book Two. If the players are not using these pregenerated characters and have decided to create their own new ones for this leg of the journey, then ideally there should be at least one investigator who speaks Hindi (or English), one who speaks Persian (or French), one with engineering or sabotage skills, and one who has history, folklore, or theology training. Other desirable skills include combat training for at least one of the investigators or, at the very least, skills which enable him to defend himself adequately.

Although links to the intelligence services or the police in British India would be helpful, they are by no means essential, given the first scenario's starting point. Instead of being sent by their respective governments, perhaps the investigators have heard strange rumours that at least one of the ancient weapons mentioned in the *Mahabharata* is anything but mythical (Book Two, Ch.2) and are investigating the stories for themselves, from a historical or esoteric point of view rather than a militaristic one. Or maybe they are part of a British scientific survey in Tibet who happen to be co-opted by Tsering Lama (p.114) as they travel across Ngari.

The set up for this scenario as written makes it relatively simple to introduce the players' own characters regardless of their motives for travel as they, like the pregenerated characters, can all be complete strangers on the flight from Calcutta (modern Kolkata) to Delhi who are drawn into the quest because they just so happen to be in the wrong place at the right time. (Or maybe it's the right place, after all...)

Alternatively, the investigators could be flying from Europe via Karachi and on to Thailand, Burma, Singapore, or even Australia (all routes which fly sufficiently close to the Himalayas as they cross India), or vice versa. If the players are continuing their investigators' adventures directly from Egypt rather than taking on new characters, then it can be the flight that they are on from Cairo that is diverted into the wilds of Western Tibet (see Book Two, Ch.2 for more details on flying to and within India).

Because long distance aeroplanes of this time are small and make frequent refuelling stops, the numbers of passengers they can carry is limited, meaning that the Keeper does not have to worry about having to handle too many extraneous NPCs. The layovers also permit the addition of new investigators as and when required (they could even be part of the crew!). This, and the diversity of people travelling in and across India, means that there is, again, a wide scope for the type of investigator who can take part in this set of adventures.

investigators throughout, then it may well be December 1939 or January 1940 before the player characters reach India and Tibet as fully recruited members of Section M. For more information on travelling to and around India and the potential effects weather might have on such a trip, see p.151, etc.

Another point to bear in mind is that the Tibetan calendar is a lunar one, and the country's New Year celebrations (Losar) take place in February. The old year is seen out with complex ceremonial *cham* dances in the monasteries to drive off evil spirits. Travel during the New Year can be tricky as the Tibetans are focussed on their celebrations and could even be downright dangerous, depending on the location.

Part of the commemorations is the Mönlam Chenmo festival in Lhasa; a time when the monks of the three largest monasteries surrounding Lhasa (Sera, Drepung, and Ganden) enter the city to perform a pilgrimage around the Jokhang Temple. Usually it descends into anarchy as the monks take over the city and thrash out their rivalries; outsiders are not welcome, often becoming the victims of a violent beating if spotted.

Scene 1: A Minor Diversion

Dum Dum Airport, about 11 miles (approximately 18km) to the northeast of Calcutta's city centre, is an important stopping off point for those travelling on into Southeast Asia and beyond, including for such luminaries as Amelia Earhart (the *Investigator's Guide*, p.30) who drops into Dum Dum in 1937. Originally a piece of open ground next to the Royal Artillery Armoury, the Dutch airline KLM begins using the aerodrome in 1924 and the Bengal Flying Club opens its doors there in February, 1929, with the runways being made all-weather the following year. Both Air Orient and Imperial Airways are using Dum Dum on their transcontinental routes by mid-1933, as part of their Paris to Saigon and London to Australia schedules, respectively.

The investigators arrive at the airport (separately if they do not know each other, together if they do), ready for the twice-weekly (Wednesday or Saturday) flight to Delhi and beyond. Passengers are escorted from the terminal building to their plane, a Douglas DC3, once all of their paperwork has been checked and their luggage loaded; in fact, the investigators appear to be the only ones flying today, apart from the flight crew and steward.

The interior of the plane is comfortably furnished, with large, armchair-like seats, a cocktail cabinet, a sofa, and a selection of books and magazines for the passengers to peruse. The steward fusses amiably about his guests, fetching them drinks and canapés as they await departure. It is likely that a curious (or nosy) character will attempt to strike up a conversation with their fellow travellers (such as Nora St. Dennis or Brother Yago D'Souza if the players are using the pregens on pp.283-286).

The flight takes to the air precisely on time, with the plane climbing steadily as it heads westwards. After a brief stop at Allahabad, it becomes noticeable that, despite clear skies at their last destination, the weather has suddenly worsened (a Spot Hidden roll [Cth]/Notice test [Sav] to see who realises this first). Should anyone become concerned about the blanket of dense, glowing white fog now surrounding the aeroplane, the steward will attempt to allay their fears by pointing out that all of the flight crew are very experienced in these matters and that it is only a short hop to Cawnpore, the next stop *en route* to Delhi.

It is not unusual for the passengers to talk to the pilot during a flight, and should any of the investigators want more information on the inclement weather, then they are quite at liberty to knock politely on the cockpit door and wait for admittance. Anyone with the Meteorology [Cth]/Knowledge (Meteorology) [Sav] skill will, on a successful roll, realise that there is something not quite right about the fog, which may be what prompts a visit to see the pilot. Seasoned pilots amongst the investigators may also come to the same conclusion, as might those who travel this route regularly (such as David Rafael Manasseh; p.286).

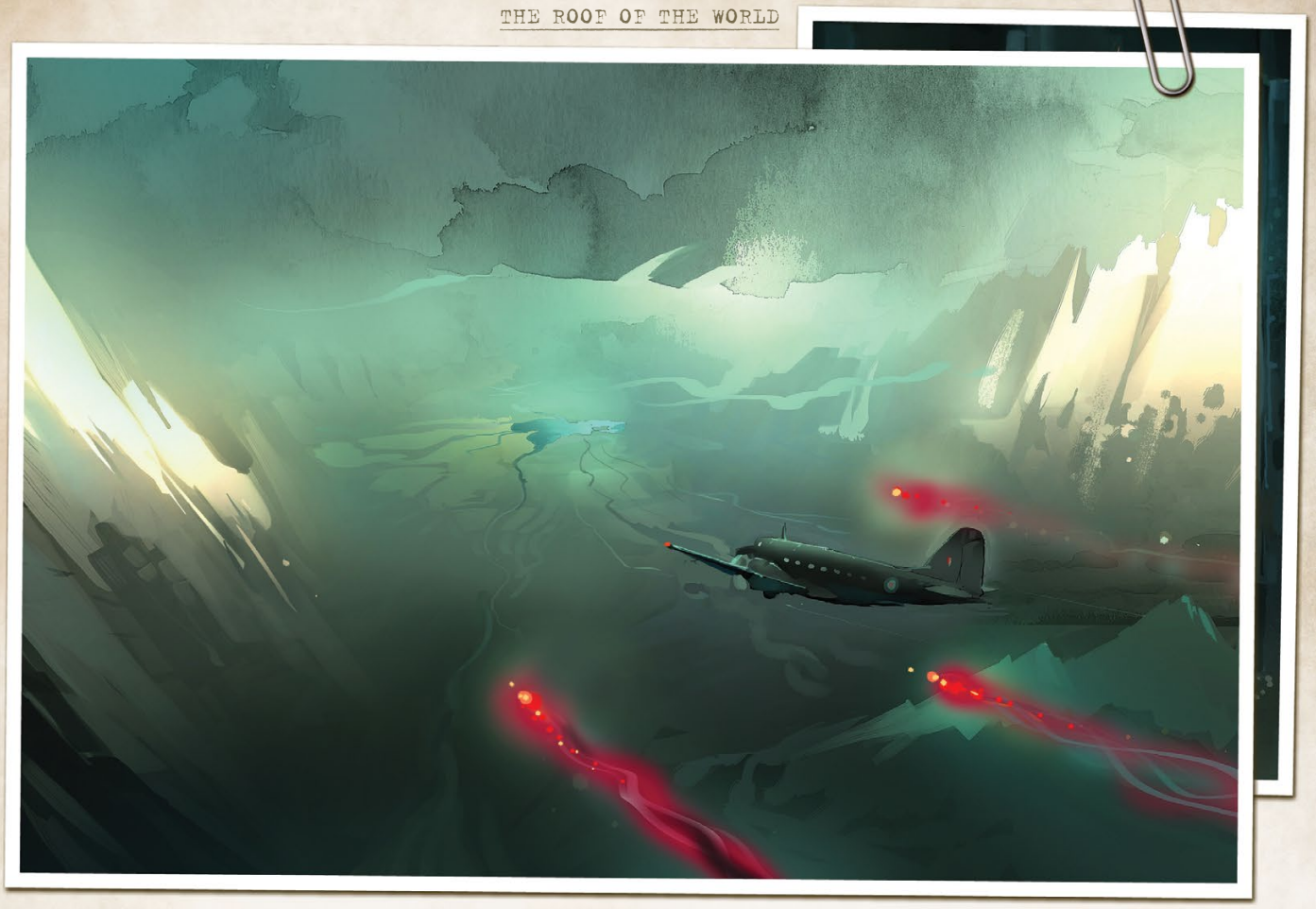
> A few feet beyond the plane's wingtips there are two or three small, glowing red orbs of light.

Should anyone enter the cockpit, it is quite clear that all is not well. The pilot and co-pilot are having a hushed but earnest discussion, with the co-pilot frequently making sharp, angry gestures at the instrument panels. Investigators with relevant piloting skills will, on a successful roll, notice that the needles on the various gauges are swinging wildly from one extreme to the other. Other investigators will notice the same issue if they succeed at a *Difficult* Spot Hidden roll [Cth]/a Notice (-2) test [Sav].

If asked directly if there is a problem, the pilot will confirm that they are experiencing some difficulties before asking the investigator to return to his seat and strap himself in. He will also enquire if the investigator would mind asking the steward to come forward for a moment. The steward returns to the cabin shortly afterwards and asks everyone to fasten their seatbelts as a purely temporary precaution...

Anyone in the cabin who has been looking out of the windows is in a position to spot something even more unusual than the fog. A few feet beyond the plane's wingtips, on both sides of the plane, there can be seen two or three small, glowing red orbs of light that appear to be keeping pace with them. It is also obvious that the plane is gaining altitude. The higher the plane gets, the colder the cabin becomes, with the steward soon breaking out blankets for everyone to help keep them warm, along with feeding them copious cups of tea and coffee.

Should anyway check their watches to see how long they have been in the air, they will discover that each and every



timepiece on board appears to have stopped approximately ten minutes after they left Allahabad. (This could, of course, be the trigger for realising that something is wrong if someone decides to check his watch earlier than this.)

Any attempts by the pilot to alter the plane's course brings about an immediate response from the red orbs which dash forward, returning only when they appear to be satisfied with the plane's direction and altitude; the Keeper should permit an Idea roll [Cth]/Smarts test [Sav] if the investigators do not realise this after two or three aborted course corrections. If anyone is observing from the cockpit (or achieved a Critical Success on their earlier Pilot or Spot Hidden roll [Cth]/a raise on their earlier Piloting or Notice test [Sav]), a red orb can also be seen a few feet in front of the nose cone.

With no working timepieces and the plane's fate apparently at the mercy of some odd, ethereal lights in the sky, it is entirely possible that one or more of the investigators may begin to struggle to cope with the situation. If any of them have existing phobias that might come in to play under such circumstances, or if the Keeper wishes it in general for everyone, then it is time to ask for a Sanity roll (SAN loss 0/1D4, or 0/1D6 if suffering from a relevant phobia) [Cth]/Nausea test, (-1) depending on the phobia [Sav]. Failure may even, in specific circumstances, result in someone attempting to escape from the plane (remember, aeroplane door locking mechanisms are not as secure in 1939 as they are now), with all the inherent issues that may bring.

Provided that anyone who does experience a "nervous reaction" to the circumstances can be safely calmed down or restrained, after what feels like hours the fog slowly begins to clear. There are two things which become immediately obvious to anyone looking out of the windows: that it is now night-time when it should really only be mid-afternoon at the latest, and that the plane is most definitely nowhere near Delhi, as it is flying over a seemingly endless array of vast mountains and almost featureless plains.

After a skilful piece of flying on the part of the two pilots, the red orbs guide the plane down into a wide, fertile valley, where a river can be seen glistening in the moonlight. The landing, in amongst grassy, well-tended fields, is remarkably smooth. Once the plane is safely on the ground, the red orbs depart, speeding up into the night sky before disappearing over the mountains in the direction the plane has just come from.

When the investigators and crew disembark, they find a single old man dressed in the style of a Buddhist *trapa* waiting for them. The strange, bent figure greets them by sticking out his tongue; any investigator with prior knowledge of Tibet (such as Nora St. Dennis; p.283) will know that this is a common greeting, aiming to show that the person is neither a devil (who would have a green tongue, even when wearing a human guise) nor a follower of Bön (who allegedly have black tongues from constantly muttering dire magical incantations).

Bird's Eye View

The legendary bird creatures known as the garuda are important in both Hindu and Buddhist mythology. To the Hindus, Garuda is a god, with a golden, human body, the white head of an eagle (or vulture), and huge, scarlet wings. He acts as Vishnu's mount (*vahana*) and is also known as Taraswin, "the swift one". To Buddhists, the garuda (*kyung* in Tibetan) are gigantic bird people, a mixture of both animal and divine essences with a complex, hierarchical society who can change their size and form at will (p.123). One of the Four Dignities (which represent the points of the compass and a variety of other noble aspects), they were originally worshipped as gods by the Bönpo.

The *trapa* then utters the more modern salutation of "*Tashi delek*!", after which he introduces himself as Tsering Lama in each of the investigators' native languages before switching to whichever language they all hold in common. He welcomes "the people of the Garuda" (see above) to his humble home and asks the no doubt tired, bewildered, and somewhat headachey travellers to follow him to his residence, where he can provide food and shelter for the rest of the night.

TSERING LAMA, ANCIENT TIBETAN / ATLANTEAN SCHOLAR

No longer entirely sure what his true name is, the old man has been in his *baeyul* (hidden valley) for a very, very long time. Having fled from Atlantis during the fall, he journeyed the world aimlessly before secreting himself away in a remote corner of the earth with the knowledge he had brought with him from his home city, terrified that it would be put to harmful use by the increasingly violent societies he came across in his travels if he did not.

Having found his sanctuary, the old man eventually became known to the locals of the valleys hereabouts as Jamyang Tsering ("the long-lived one with the gentle voice") or, as a mark of respect, Tsering Lama. Perhaps he is, as the *drokpas* (nomads) say, part of a lineage of holy men who have lived, died, and been reborn here since before the Kingdom of Guge held sway in the region (p.105); maybe even since the age of the long lost Shang-Shung Dynasty (p.104). Then again, perhaps he is a powerful *ngag-spa* (magician) from the time before Guru Rinpoche tamed Tibet's demons. Tsering Lama has not disabused them of either notion; after all, it suits his purpose for them to think of him as one of their own.

While he strongly suspects that the Palladion was instrumental in precipitating Atlantis' destruction, he does not know of Daoloth's influence on the crystals that power it, but fears what might happen should any (or all) of the pieces fall into malevolent or unwary hands. If a people as wise and knowledgeable as his own were brought low by it, how much more damage could it cause in the hands of the rash, cruel, or careless?

Tsering Lama is not entirely certain himself how he is still alive after all this time, but suspects that if he ever left Ngari (or, more likely, his valley), then his days would finally be numbered. As to why he is still breathing? Well, he has been waiting for the investigators to arrive so that he can set them on the path to protect the world and prevent its consumption in the fires of war...

Appearance: White-haired and stooped with age, his weather-beaten face deeply etched with wrinkles, Tsering Lama's lavender-grey eyes are full of care and sorrow, and his hands tremor more with each passing year. He dresses in the red robes of a Buddhist *trapa* as they very much remind him of those he once wore as a young man in Atlantis, before his escape.

A heavy necklace of coral, amber, turquoise, and silver hangs about his neck, and a rosewood and yak bone *mala* (rosary) of 108 beads is entwined about his wrist. Tsering Lama is rarely without his staff; a gift from the local *drokpas*, it is topped with a carved yak bone fashioned into the shape of what appears to be an eagle.

C7th

STR 08	**DEX** 12	**INT** 15	**CON** 12
SIZ 10	**APP** 10	**POW** 26	**EDU** 20
SAN 40	**Hit Points:** 11		

Damage Bonus: none.

Skills: Art (Painting) 45%, Astronomy 65%, Bargain 60%, Biology 50%, Chemistry 50%, Conceal 45%, Craft (Agate) 60%, Cryptography 50%, Cthulhu Mythos 40%, Folklore 65%, Hide 40%, History 60%, Library Use 60%, Mathematics 50%, Medicine 45%, Natural History 50%, Occult 65%, Perform (Singing) 45%, Persuade 70%, Pharmacy 45%, Physics 60%, Psychology 65%, Spot Hidden 65%, Theology (Buddhism) 60%.

Language Skills: Atlantean (Own) 95%, any other language 60%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Walking staff (Melee Weapon—Club) 35%, damage 1D8, atts 1, base range touch.

Spells: Alter Weather, Bless Blade, Create Window, Curse of Darkness, Detect Enchantment, Dream Vision, Enchant Dzi Beads, Enchant Spirit Trap, Flesh Ward, Healing, Identify Spirit, Journey to the Other Side, Levitate, Mindblast, Wandering Soul.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d12+6, Strength d4, Vigor d6.

Skills: Fighting d6, Healing d6, Investigation d8, Knowledge (any other language) d8, Knowledge (Astronomy) d8, Knowledge (Biology) d8, Knowledge (Buddhism) d8, Knowledge (Chemistry) d8, Knowledge (Cryptography) d8, Knowledge (Folklore) d8, Knowledge (History) d8, Knowledge (Mathematics) d8, Knowledge (Mythos) d6, Knowledge (Natural History) d8, Knowledge (Occult) d8, Knowledge (Physics) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Stealth d6.

Charisma: +4; **Pace:** 5; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Code of Honor, Curious, Phobia (Afraid to leave his valley).

Edges: Charismatic, Common Bond, Improved Level Headed, Linguist, Noble, Scholar (Astronomy, Biology, Chemistry & Physics).

Gear: *Walking Staff* (Str+d6, Parry +1).

Special Abilities

- **Spells:** *alter weather, bless blade, create window, curse of darkness, detect enchantment, dream vision, enchant dzi beads, enchant spirit trap, flesh ward, healing, identify spirit, journey to the other side, levitate, mindblast, wandering soul.*

Anyone who checks the night sky while Tsering Lama leads them to his hillside home (Astronomy [Cth]/Knowledge (Astronomy) [Sav]) will notice that the constellations are most definitely not where they should be for either this latitude or this time of the year. Asking the old man about it will merely bring about the reply "All will be well come morning".

Tsering Lama leads the investigators and flight crew across the valley floor to a set of stairs carved into the face of the mountain. In the flickering light of the torch he carries, there appear to be what look like windows and doorways cut into the rocks, and strange, shadowy tunnels peel off from the steps into the darkness as they make their way up through the hillside.

The steps open onto a narrow terrace where more shadowy openings can be seen, but the old man continues onwards, taking them into another stairway that leads ever higher. The climb is exhausting due to the effects of the sudden increase in altitude on the visitors (p.116). One terraced level follows another but, after what seems like an eternity, the characters finally emerge into a small plaza at the crest of the hill. The views over the valley in the moonlight are hauntingly beautiful, but distinctly unsettling for those who have realised the problem with the sky above them.

On one side of the plaza are the remains of a large building, which Tsering Lama quietly disappears into, beckoning the investigators to follow. Inside, after a few more minutes' walk, they find themselves in an intact chamber whose walls are richly painted with images of people and mythical creatures, including garuda (p.114), all partially obscured by the flickering shadows cast by the light of the yak-dung fire.

The old man motions for the investigators to sit on the rugs and cushions that are scattered about the chamber before disappearing out of a second door. When he returns, he is accompanied by a small youth (barely more than a child), dressed in the native *chuba*, a long-sleeved sheepskin coat, tied at the waist with a sash and worn off one shoulder. Both men are carrying steaming trays of food and drink.

Although the investigators are probably very hungry and in need of food, they might have difficulty in stomaching some of what they are offered. The *momos* (steamed dumplings), *thugpa* (noodle soup with vegetables) and *tsampa* bread are all perfectly edible, but the *bö cha* (yak butter tea) is another matter altogether; every investigator who attempts to drink it will need to succeed at a CON×4 roll [Cth]/Vigor (+1) test [Sav] to avoid gagging on the churned mixture of butter, tea leaves, soda, salt, milk, and hot water.

Way Out West

When the anti-Buddhist monarch Langdharma was murdered by the monk, Lhalung Palye, in the 9th Century (p.106), one of Langdharma's sons fled west to Ngari and the Langchen Tsangpo river valley. There, a few miles upstream from the Silver Palace of the Garuda (p.104), he established his own kingdom of Guge, with its capital at Burang. Later the capital moved, first to Thöling and then, finally, to Tsaparang.

The kingdom became an important step along the trade routes from India, and had close ties to both Ladakh and Kashmir. Yeshe Ö, King of Guge in the 10th Century, fostered ever closer relations with India, sending numerous scholars over the border to study. One, Rinchen Zangpo, returned home after seventeen years as a master translator of Sanskrit Buddhist texts and was instrumental in the revival of the religion in Tibet, founding Thöling Monastery as part of the process.

Jesuit priests from Goa, searching for the lost kingdom of the legendary Prester John, stumbled into Guge in 1624 and were permitted to set up a mission there the following year, introducing Christianity to Tibet. Escalating attempts to convert the population led to great unrest and a popular uprising, and Guge fell to the armies of Ladakh only sixty years after the mission opened.

Occasionally equated in the West with Shambhala (p.105), Tsaparang is only rediscovered by Europeans in the 1930s, and Italian archaeologist Giuseppe Tucci spends two seasons digging there between 1933 and 1935.

No Head For Heights

Altitude sickness is a potentially serious condition that affects people who are unused to the high elevations and accompanying lower oxygen levels such as those found on the Tibetan plateau. The mild version leads to headaches, nausea, dizziness, lethargy, irritability, loss of appetite, and difficulty sleeping. The affects can suddenly escalate into a much more serious form, whereby the affected person becomes irrational, confused, and uncoordinated (moving about like an extremely drunk person); they can also begin vomiting or coughing up pink, foaming spittle.

Cth In game terms, each character must make a CON check each day they are at high altitude until they become acclimatised, starting at CON×4 to reflect the affects they are already suffering from. Success indicates that the character will adjust to the current altitude with a day of rest or gentle activity (not climbing mountains!); failure means that the character must roll again the next day, with the roll dropping by one level every day they continue to fail (so that a CON×4 roll becomes a CON×3 roll, etc.).

Any character who has not acclimatised to the higher altitude suffers a penalty not only to all CON-based rolls (which drop by 1 as described above), but all rolls requiring physical exertion or mental concentration become *Difficult*.

A fumble on the acclimatisation roll indicates that the condition has suddenly become severe and the character must be taken to a lower altitude where he can receive proper medical attention immediately. Failure to do so means that the character is in severe danger of dying and temporarily loses 1D4 CON for every day he remains at his current altitude (with death occurring when CON hits zero).

Characters in this position must also succeed at a daily Sanity check (0/1D6) or they are likely to attempt to do something potentially harmful (or even fatal) during any bouts of temporary insanity that might arise (***Call of Cthulhu, Sixth Edition***, p.317).

Sav Characters at altitude must make a Vigor test each day until they become acclimatized to higher altitudes; failure incurs a level of Fatigue. Once this Fatigue reaches the "Incapacitated" level, the character becomes a danger to themselves and begins to behave in a delirious manner; they must be transported immediately to a lower clime to recover. As usual, anyone who is afflicted with a fourth level of Fatigue dies, in this case from exhaustion and oxygen deprivation.

Once the investigators have swallowed their *bö cha*, Tsering Lama offers them another curious tea, called "*solomano*", which he carefully pours into their tea bowls, explaining that it will help them with their headaches and dizziness (in game terms, drinking this tea until acclimatised negates the CON modifiers to resist altitude sickness [Cth]/gives a (+2) modifier to the required Vigor tests [Sav]; see above). After they have eaten and taken on the various teas, Tsering Lama will encourage them to sleep, kindly but firmly fending off any questions they might have until they are properly rested.

Scene 2: The Cold Light of Day

The investigators are roused first thing in the morning by the youth who helped bring them food the night before. In broken English (or whichever language is spoken by the majority of the investigators), he introduces himself as Dawa Rabten, Tsering Lama's assistant. He brings with him more food—this time a porridge made with the same *tsampa* flour as last night's bread; there is also more *solomano* and *bö cha*. Observant investigators will notice that each of them is given their drinks in the same bowl they had the night before (Tibetans do not share their own personal tea bowl with anyone).

DAWA RABTEN, TRAPA IN TRAINING

Dawa Rabten's family were greatly honoured to have their son chosen by Tsering Lama to become his assistant at a very young age. After all, it was not so different to him becoming a true Buddhist *trapa* and at least he would still be able to help them when they migrated back through the valley each year.

The boy was less sure of his parents' decision to leave him in the spooky old mountain palace with the strange old man, but once he began to listen to Tsering Lama's stories and explore the abandoned city, he became fascinated with it, and with all of the wonderful things he has learnt so far. He is genuinely fond of his *lama*, and very protective of him. Although he does not always understand the old man's decisions, he knows that everything he does, he does for a reason.

Dawa Rabten has not met many *philing* (strangers from over the seas), although there was that Italian gentleman in the valley higher up the river a few years ago. He enjoys asking questions about life beyond Tibet, although he secretly suspects that the investigators might actually be garuda in disguise after he saw them getting out of the plane last night (mostly due to the fact that he does not know what an aeroplane is).



Appearance: Not yet quite fully grown, Dawa Rabten is small but determined to make both his family and his *lama* proud. His round face is usually split by a beaming grin unless he is concentrating, when his eyebrows have a tendency to knit together and his lips to pout. Although his head is shaved akin to a *trapa*, he prefers to dress in the style of his *drokpa* clan, with a warm *chuba*, curly-toed boots, and a great fur hat. He likes to stride about the palace like a king of old when he thinks Tsering Lama is not watching.

Cth

STR 10	**DEX** 10	**INT** 17	**CON** 14
SIZ 09	**APP** 13	**POW** 11	**EDU** 11
SAN 50	**Hit Points:** 11		

Damage Bonus: none.

Skills: Bargain 50%, Cthulhu Mythos 02%, Dodge 55%, Folklore 35%, Listen 50%, Natural History 35%, Navigate 50%, Occult 20%, Ride 50%, Sneak 50%, Spot Hidden 65%, Throw 40%.

Language Skills: Tibetan (Own) 60%, any other required language 35%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 50%, damage 1D6.

Knife 50%, damage 1D6, atts 1, base range touch.

Spells: Flesh Ward, Healing.

Sav

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d8, Knowledge (Folklore) d6, Knowledge (any required language) d6, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Natural History) d6, Knowledge (Occult) d4, Notice d8, Persuasion d8, Riding d8, Stealth d8, Throwing d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Loyal, Small.

Edges: Alertness, Charismatic, Danger Sense, Dodge, Luck.

Gear: *Knife* (Str+d4).

Special Abilities

- **Spells:** *flesh ward, healing.*

It is always possible that one or more of the investigators may have already taken the opportunity to explore their surroundings before Dawa Rabten comes to wake them (as might the flight crew). If they do so at night, great care must be taken not to accidentally walk off the edge of the plaza, or to tumble down an unexpected set of steps (see **Falling**, ***Call of Cthulhu, Sixth Edition***, p.57 [Cth]/***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Hazards** [Sav]). In daylight, the views from the plaza are just as spectacular as they were the night before and, thankfully, the sun at least appears to be in the right place.

It is very easy to become lost in the labyrinth of walkways and stairs, both in the old palace where the investigators spend the night and across the city's different levels, although Dawa Rabten and Tsering Lama are always on hand to rescue anyone who becomes completely disoriented. Should anyone with piloting skills make it down to the aeroplane without getting lost, any attempts to start it do not succeed, even though it appears to be completely undamaged by the adventures of the day before.

Tsering Lama joins the investigators for breakfast and first apologises for having inconvenienced everyone by bringing them to his *baeyul*. The fact that they can see the valley is of great significance, as it confirms to him that they are exactly the people he has been waiting for. Only the pure of heart (regardless of how they see themselves) could have entered this refuge; otherwise, it would have remained hidden from the plane by the fog and not even their "escort" could have guided them to a safe landing. The old *lama* then attempts to answer any questions they might have; the one topic he will not be drawn on, however, is what the red lights are, referring to them only as "friends". He is, on the other hand, more than happy to discuss his Atlantean origins, regardless of how crazy that might make him sound to the investigators.

Steadily sipping his *bö cha*, he begins to explain his reasons for having diverted them to Kyung Ri, as this place is known. There are other hidden valleys, he says, ones that are not refuges against a time of chaos but that actively seek to bring destruction into the world. One such valley exists close to the Tashilhunpo Monastery in Shigatse, where it is home to an aberrant sect of monks who call themselves the Chankopa (the Wolf Brothers), but are more commonly referred to as the Blue Hats (p.125).

Somehow, a small number of these monks made it to Berlin in the late 1920s, drawn by the growing evil they sensed there (the *Keeper's Guide*, p.5), but the valley still remained largely hidden except to those who carried darkness in their hearts. The coming of "the Troubled Expedition", as he calls it (actually the Schäfer expedition), in April, 1939, saw the veil lifted even further. During his visit to the Veiled Monastery, Schäfer was given a book that Tsering Lama thought he possessed the only copy of, something he refers to as *The Book of the Machine* (p.133).

Schäfer's party also helped to set up a radio antenna at the monastery, which Tsering Lama is convinced the monks are using to aid their brethren in Berlin with not only translating *The Book of the Machine*, but also advising on other dangerous enterprises. His informants in Shigatse have reported that two more Germans, both with the image of a strange wolf's paw on their clothing, have very recently been seen entering the Chankopa's valley. It is their presence that prompted Tsering Lama to take drastic action and bring the investigators to him.

The situation is critical, the old man explains: translation of the book could give evil men the clues they need to plunge the world into death and madness, as his own world once was. In fact, he fears that he may have delayed interfering for far too long. As fantastical as his story may seem, the investigators cannot be unaware of what is happening in the world at large, and how the future is balanced on a knife edge.

His proposal is a simple one: that the investigators should travel (with his assistance) to the Veiled Monastery and destroy the radio antenna in order to remove a vital source of occult information from the Nazis. In return for their assistance, he will send them back to India with a translation of *The Book of the Machine* and details of two important artefacts that must not be allowed to fall into German hands. They need not even attempt to retrieve the artefacts themselves if they do not wish to; the information will be just as useful to the British or Americans (or any other country the investigators might hail from). However, he knows that a time is coming when ordinary people must make a stand if anything of what they know and love is to survive, and the investigators have all the hallmarks of just such people.

For Science?

Ernst Schäfer, already well known in Germany for his exploits in Asia as a result of two previous trips to the region in the company of American explorer Brooke Dolan, undertakes a third expedition to Tibet in 1938 and 1939, officially on behalf of Heinrich Himmler. Accompanied by botanist Ernst Krause, geographer Karl Wienert, technical expert Edmund Geer, and anthropologist Bruno Beger, Schäfer travels deep into Tibet (much to the annoyance of the British, whose authority the group frequently flouts) ostensibly to conduct a scientific survey. Edmund Kiβ (p.216) is supposed to accompany the group, but Schäfer refuses to take him.

While in Tibet, Schäfer bags as many specimens of bird and beast as he can kill, flagrantly ignoring the Dalai Lama's 1901 ban on hunting; Beger takes anthropological measurements of the Tibetans in an attempt to prove Aryan theories of racial purity; Krause collects thousands of seeds for the *Lebensraum* initiative; and Wienert secretly takes detailed magnetic readings...

During his visit to Tashilhunpo, Schäfer is given the *Kangyur* (Tibetan Buddhist scriptures compiled into a book made up of 108 volumes) and rumours abound that he also acquires the Iron Man statuette. Carved from a piece of "sky-metal" (meteorite), it is said to represent Vaisravana, the guardian (or king) of the north, who lives on Mount Meru and protects the treasures of the earth with the aid of his *yakshas* (nature spirits). Amongst his other acquisitions whilst in the region is a book about the history of the Aryan race which is, in actual fact, the book which describes the secrets of the Palladion: *The Book of the Machine*.

Although Tsering Lama will discuss the nature of the two artefacts if pushed, he would prefer to keep that information for the investigators' return so that they might better focus on the task in hand (for details on what and where the two artefacts are, see p.132). Revealing that there is an artefact at Ellora will, of course, be of great interest if someone is playing Sgt. Gillespie (p.285), or if the reason the investigator is travelling happens to be tied to that artefact, as suggested on p.111.

Translation of the book could give evil men the clues they need to plunge the world into death and madness.

GOOD MEN DO NOTHING

Should the investigators decide that they do not want to travel to the Veiled Monastery, then Tsering Lama will not force them. Instead, he will offer them the use of the palace and the valley until they are well enough to travel and their aeroplane is refuelled and fully functional. The local *drokpas* have already built up a small cache of fuel at the *lama's* instructions; it is not much, but it should be enough to get them back to Delhi.

Non-involvement at this point means that the Chankopa monks continue to advise both *Nachtwölfe* and their brothers in Berlin, giving the German occult forces information vital to figuring out how to make use of the pieces of the Palladion. (Remember, the Black Stone of Saïs only hints at where the pieces are, not what their function is or how they work.) It may even, at the Keeper's discretion, give them a much greater chance of retrieving any remaining pieces that have not been collected by the European team (regardless of whether this scenario is being run concurrently with events in Europe or not).

What *Nachtwölfe* gains, the investigators lose: they will miss out on important information regarding how to use (or exploit) the Palladion and Allied attempts to discover the secrets of the crystals without guidance will be fraught with danger and difficulty (a fate the Germans will suffer instead if only the Berlin monks are left to work on *The Book of the Machine*).

On top of this, the investigators will also lack pointers to where two additional fragments are hidden, including (potentially) the artefact one or more of them is already searching for. Of course, if this scenario is being run after the European artefacts have been recovered, then the investigators already know where the other pieces are located.

GOTTA RESPECT THE DROKPAS - TOUGH LIFE, TOUGH PEOPLE.

-SGT. CARTER

Scene 3: In for the Long Haul

Provided the investigators agree to Tsering Lama's strange request, preparations begin almost immediately to outfit them for the trip to Shigatse and the Veiled Monastery. The trip itself will not begin until at least three-quarters of the group are recovered from the effects of altitude sickness (p.116).

Before their departure, each investigator is given a *chuba* (with an incredibly long, woven red belt), woollen breeches, knee-high Tibetan boots, gloves, and a fur hat. Female investigators will also be offered a sleeveless, floor-length robe to go over their breeches, along with a highly coloured, striped apron (*pangden*). The clothing is warm and far better suited to the conditions that the investigators' own clothes are likely to be. (For rules regarding cold hazards such as frostbite and hypothermia, see pp.305-307.)

Tsering Lama also insists that the investigators take Dawa Rabten with them, both as an interpreter and guide. The boy may not have been beyond the valley much in his short life, but he knows the way they will need to go and has been taught the layout of the Veiled Monastery specifically for this day.

Several other *drokpas* will accompany the group to their first destination, Lake Manasarovar, approximately 125 miles (200km) away as the crow flies (a trip which will take around five days of riding to complete). For those who know their geography (or who think to ask), Shigatse is over 750 miles (1200km) from Kyung Ri—a considerable trek—but the old man seems unperturbed by the distance and only smiles knowingly if the investigators express any concerns regarding the time it will take them to get there, or the apparent lack of supplies the *drokpas* are loading onto their shaggy little ponies.

DROKPA, *NOMADIC HERDERS*

Tibet's nomads live in some of the world's harshest climates, and their nomadic (or semi-nomadic) existence has given them great strength and stamina. The *drokpas*' yak-hair tents (*bar*) and herds of yak and sheep are usually guarded by fierce Tibetan mastiffs, also known as a *dok khyi* (nomad dog). Each tent belongs to one family, and contains a stove, a shrine, and everything the family owns; the tents are usually wreathed in curls of greasy, blue smoke from the dried yak dung fires.

Appearance: Handsome, hardy people, the *drokpas* dress in the traditional *chuba* and breeches (for men) or *chuba*, robe, and *pangden* (for women); hairstyles and hats vary depending on the region the *drokpas* hail from. *Drokpas*, and Tibetans in general, are very fond of singing, often while working.

C7th

STR 14	**DEX** 12	**INT** 13	**CON** 16
SIZ 11	**APP** 14	**POW** 10	**EDU** 10
SAN 50	**Hit Points:** 13		

Cth

Table 1: Silver *Phurba*

Equipment	Country	Available	Starting Skill^	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Enchanted silver *phurba*	Tibet	—	CC/MW (Knife)	1D4+2+db against Mythos creatures & spirits	Touch	1	—	15	—

^CC = Close Combat; MW = Melee Weapon.

Sav

Equipment	Damage	Range	Weight	Notes
Enchanted silver *phurba*	Str+d6	Touch	4	Enchanted with *bless blade* (*KG*, pp.197-198), so can harm creatures usually immune to standard weapons



Damage Bonus: +1D4.

Skills: Bargain 50%, Folklore 25%, Natural History 50%, Navigate 60%, Perform (Singing) 40%, Ride 60%, Spot Hidden 50%, Survival (Mountain) 60%, Throw 65%.

Language Skills: Tibetan (Own) 50%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Kick 50%, damage 1D6+1D4.

Knife 55%, damage 1D6+1D4, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Gambling d6, Knowledge (Folklore) d4, Knowledge (Natural History) d8, Knowledge (Navigation) d8, Notice d8, Persuasion d8, Riding d8, Survival d8, Throwing d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 5.

Hindrances: Clueless, Loyal.

Edges: Brawny, Charismatic.

Gear: *Knife* (Str+d4).

The inscrutable *lama* has a further present for each of the investigators besides their new clothing: a round, unnervingly eye-like bead strung onto a strip of leather thong. The bead, known as a *luk mik* (goat's eye) *dzi*, is made of agate and is carried by the Tibetans as a protective charm when travelling. Tsering Lama insists that wearing it will speed their journey and defend them against harm as they make their way to the Veiled Monastery (see p.124 for further details).

In addition, the old man makes one more gift to both Dawa Rabten and one investigator in possession of the Close Combat or Melee Weapon (Knife) skill [Cth]/Fighting skill of d6+ [Sav] (such as Sgt. Gillespie or Nora St. Dennis; pp.285 & 283, respectively): a silver *phurba* (a carved ritual knife; see Table 1). He explains that many of the Blue Hats are accomplished *ngagspas* and not all of the threats they face are likely to be made of flesh and bone; while this knife can only do minimal damage to mortals, it is very dangerous to unworldly creatures and ghosts.

There is, of course, the question of the flight crew. The two pilots and the steward can be left behind in order to

Table 2: Tibetan Trek Encounters

Roll D100	Encounter
01-17	Freak bad weather forces the investigators to take shelter in their tents, delaying their arrival at Lake Manasarovar. Roll 1D4 to determine how many days the storm lasts (or hours, for a lesser tempest). Tibetans believe that bad weather, particularly hail storms, are caused by demons or evil magicians, so a Chankopa monk could be using the Alter Weather spell to derail the investigators' mission.
18-35	The wolves of Tibet have been known to attack people as well as animals. A pack of unusual black wolves (*chanko nagpo*; 1D4-1D6 in number, depending on the capabilities of the investigators) attacks the group at dusk. Even though Tibetan wolves (also known as woolly wolves) are shorter legged than their European brethren, use the wolf stats on p.210 of ***COC6*** [Cth]/the dog/wolf stats in **Chapter 7: Bestiary** of the core rulebook [Sav]. The wolves may be acting under their own volition, or could have been sent by the Chankopa.
36-50	The investigators are attacked after nightfall by 1D4 *pretas* (hungry ghosts; see p.123 for statistics).
51-69	On a successful *Difficult* Spot Hidden roll [Cth]/Notice (-2) test [Sav], the investigators notice a lone figure in the distance, dressed in blue. The figure can appear anywhere; behind the group from the direction they have just come, ahead of them in the direction they are going, or off to one side. Only those who have succeeded at the skill check can see the person, who disappears as soon as anyone attempts to approach him directly. The Chankopa are watching...
70-80	Whilst observing the local wildlife and the scenery, the investigators notice a gigantic shadow passing over the land. Looking up, first impressions suggest than an aeroplane is overhead, but anyone with percentiles in the Listen skill [Cth]/the Notice skill [Sav] realises that there is no engine noise. Have the investigators just witnessed a garuda (p.123), or are their imaginations playing tricks on them? (It is even possible that a transformed garuda may "drop in" to their camp one night to find out what they are up to.)
81-00	The investigators come across Indian, Sikkimese, or Tibetan Buddhist *trapas* (p.122) on a pilgrimage to Mt. Kailash or Lake Manasarovar. Depending on their destination, the pilgrims may even join the investigators' group for a short while. Theologian investigators (such as Brother Yago D'Souza; p.284) may even wish to detour to Mt. Kailash to undertake the three-day walk around the sacred *kora* (pilgrim path) there, either for their own edification or just out of curiosity. If the scenario is taking place during the *Saga Dawa* festival (May/June) then it will be almost impossible to miss encountering pilgrim parties on their way to the mountain for the raising of the giant Tarboche *darchen* (prayer pole).

fix the aeroplane ready for the investigators' return, or they can be taken along on the trip as NPCs and potential targets for strange, eldritch occurrences; the danger with the latter being that should both pilots get themselves killed, the investigators may have considerable difficulty getting home if they themselves do not possess the requisite piloting skills. If the flight crew do remain behind, then they will be waiting for the investigators when they return.

THE TRIP TO LAKE MANASAROVAR

The *drokpas* have kindly selected the ponies normally used by the children when learning to ride so, barring any unusual circumstances, Ride rolls [Cth]/Riding tests [Sav] should not be required during the trip. However, at the end of the first day, anyone unused to riding is in danger of being afflicted with saddle soreness (a failed CON×5 roll [Cth]/Vigor (+2) test [Sav]).

Battling the Elements

There are several other issues which could affect the investigators during a visit to Tibet, besides altitude sickness and saddle sores. The temperatures can drop very sharply very suddenly, and the plains of Ngari are blasted by icy winds all year round, making frostbite and hypothermia a real danger for anyone not dressed appropriately. Conversely, it is also very easy to suffer from sunburn and heat exhaustion due to the thin atmosphere and strong sunlight experienced on the roof of the world.

Rules for dealing with these hazards, should the Keeper wish to apply them to his campaign, can be found on pp.305-307.

The symptoms of saddle sores can be alleviated by the application of yak lard to the affected area and additional sheepskin padding on the saddle. Ignoring the problem can lead to the formation of abscesses, with the accompanying risk of infection (see the *Keeper's Guide*, p.29, for rules regarding this situation).

Depending on the likes and dislikes of the players and the types of investigators they have chosen for this scenario, the trip to the holy lake can be a peaceful chance to enjoy the scenery and learn more about their upcoming mission from Dawa Rabten (who knows the rudiments, if not many specifics). If, on the other hand, the players and their investigators would prefer a more eventful excursion, there are several obstacles that can be thrown in their way. Either roll for a random encounter on Table 2 (p.121), or choose whichever you, the Keeper, feels is most appropriate. The journey could, of course, contain a mixture of both.

The plains around Mt. Kailash (which their route takes them past) are dotted with gazelle (*goa*), antelope (*chiru*), wild asses (*kyang*), marmots (*chiwa*), and the occasional Tibetan wolf (*chanko*), while vultures and hawks (*tra*) wheel overhead. Although bleak, the scenery is memorably spectacular.

During the evenings after making camp, the investigators may even be able to convince the *drokpas* to teach them how to play *sho*, a race-type strategy game using two six-sided dice, sixty-four shells, and nine old coins (or other type of token) apiece. The first person to "jump" all of their coins to the end of the circle of shells wins. Any betting is, of course, at the Keeper's discretion, but the investigators may find that they have relatively little the nomads actually want to win (and vice versa), particularly as money has little use in *drokpa* society (and foreign currency even less so, other than for its novelty value).

The investigators may find that they have relatively little the nomads actually want to win (and vice versa).

In game terms, a first-time player must succeed at an *Extreme* Luck roll [Cth]/Gambling (-4) test [Sav] in order to beat his opponents; if more than one investigator is playing, then the one who beats his Luck score by the greatest margin [Cth]/has the best Gambling result [Sav] wins. The level of the skill check drops to *Difficult* [Cth]/-2 [Sav] for the next eight games as the player begins to learn the various strategies and rules, and then *Normal* [Cth]/unmodified [Sav] for every subsequent game after that.

BUDDHIST TRAPAS/*PILGRIMS*

Appearance: If the pilgrim is a *trapa*, he will be dressed in the traditional red and saffron robes of a Buddhist monk; *anis* (female *trapas*) may also be encountered, dressed the same way as their male counterparts. Not all pilgrims are *trapas*, however; in which case, use the *drokpa* description and statistics provided on pp.119-120.

Cth

STR 14	**DEX** 14	**INT** 16	**CON** 14
SIZ 10	**APP** 11	**POW** 14	**EDU** 17
SAN 70	**Hit Points:** 12		

Damage Bonus: none.

Skills: Bargain 60%, History 70%, Library Use 65%, Listen 60%, Navigate (Land) 40%, Persuade 65%, Psychology 65%, Spot Hidden 65%, Survival (Mountain) 40%, Theology (Buddhism) 70%.

Language Skills: Hindi/Sikkimese/Tibetan (Own) 85%, Sanskrit 40%.

Weapons: *Staff* (Melee Weapon—Club) 35%, damage 1D8, atts 1, base range touch.

Spells: *trapas* may know 1D4 non-Mythos spells (such as Flesh Ward or Levitate), at the Keeper's discretion (which also gives them Occult 20%). Such *trapas* are known as *naljorpas* (holy magicians).

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Investigation d8, Knowledge (Buddhism) d8, Knowledge (History) d8, Knowledge (Navigation) d6, Knowledge (Psychology) d8, Knowledge (Sanskrit) d6, Notice d8, Persuasion d8, Survival d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Code of Honor, Curious, Loyal.

Edges: Brawny, Charismatic.

Gear: *Staff* (Str+d6, Parry +1).

Special Abilities

- **Spells:** *trapas* may know 1D4 non-Mythos spells (such as *flesh ward* or *levitate*), at the Keeper's discretion. These operate in exactly the same way as their Mythos counterparts, but use the Knowledge (Occult) skill when casting instead of Knowledge (Mythos). Such *trapas* are known as *naljorpas* (holy magicians). Even non-Mythos spells may have an effect on Sanity, which should be taken into account.

Fancy a game sometime, Carter?
—Capt. Harris

GARUDA, SHAPESHIFTING BIRDMEN

The semi-divine garuda are born fully feathered and can fly from the moment they hatch, growing rapidly to an enormous size (which they can change at will). Fierce predators, particularly when taking on their ancient enemy, the naga (see *Achtung! Cthulhu: the Guide to the Pacific*), garuda organise themselves into stable societies, each ruled by a king and hidden away amongst the high mountains of the world. Tibetan Buddhists revere them as a symbol of fire and the release from earthly emotions such as fear and hope.

Appearance: Usually appearing as massive eagle-like birds with gold and scarlet wings, garuda can assume any form they wish (of any size). In human form, they take on the appearance of the predominant indigenous group but always have amber eyes and pure white hair.

Cth

STR 5D6 **DEX** 3D6+6 **INT** 6D6+6
CON 6D6 **SIZ** 5D6+33 **APP** n/a
POW 6D6+12 **EDU** n/a
SAN n/a **Hit Points:** variable (22-49)

Damage Bonus: varies

Move: 8 (walking/human) / 20 flying.

Skills: Listen 75%, Spot Hidden 80%, plus any appropriate skills the Keeper requires.

Language Skills: Garuda (own) 95%, local human language 70%, any other language 40%.

Weapons: *Bite* 80%, damage 1D10.

Claws 50%, damage 1D6+db.

Wing-clap 60%, damage bonus reduced by 1D6 for every 40 yds distance (see Special Rules).

Armour: 4 points of resilient feathers and down when in bird form, plus invisibility (see Special Rules).

Spells: a garuda knows 1D10 spells of the Keeper's choosing.

Sanity: none if in human form; 0/1D4 if in bird form.

Special Rules: *Invisibility*—by spending 1 Magic Point per round, the garuda can become invisible. This severely affects anyone's chance to hit a garuda; all rolls to do so become *Extreme*, unless the character succeeds at a *Difficult* Listen roll, whereupon the chance to hit is reduced to *Difficult*.

Transformation—to change size or form, the garuda must spend half of its maximum number of Magic Points. If the garuda suffers damage equal to or greater than half its Hit Points whilst in a different size or form, or is knocked unconscious (or dies), it reverts to its original shape and size.

Wing-clap—the garuda can create a powerful wind effect by clapping its wings together. As well as the damage caused by the wing-clap, each character directly in front of the attack must also make a successful STR×3 roll or else be blown off their feet (meaning they cannot act in the subsequent round as they struggle to regain their footing).

Sav

Attributes: Agility d8, Smarts d12+2, Spirit d12+4, Strength d10, Vigor d12.

Skills: Fighting d10, Knowledge (local language) d8, Knowledge (any other language) d6, Notice d10, Stealth d8.

Pace: 6; **Parry:** 7; **Toughness:** varies.

Special Abilities

- **Armor (+2):** Resilient feathers and a heavy down.
- **Beak Slash:** Str+d6.
- **Flight:** a garuda has a flight pace of 16, when in eagle form.
- **Invisibility:** the garuda may become invisible at will. Attempts to detect and attack an invisible garuda suffer a -4 penalty.
- **Nausea:** witnessing a garuda change form triggers a Spirit test. Failure means the viewer has succumbed to Nausea.
- **Shapeshifting**: the garuda can duplicate a target from Size -2 to +6 with a successful Smarts roll.
- **Size (varies):** garuda can be any size between -2 to +6; this adjusts the Toughness of the creature accordingly.
- **Small/Large/Huge:** depending on the size the garuda is (or has become), attackers incur either a -2 (small), +0 (medium), +2 (large), or +4 (huge) modifier to their attack rolls.
- **Spells:** a garuda knows up to 10 spells, which it casts using its Spirit attribute rather than the Knowledge (Mythos) skill.
- **Snatch Attack:** a garuda in its largest form can snatch foes from the ground with a raise on its attack roll. The victim can attempt to either wriggle free or cling on with a successful Strength or Agility (-1) test.
- **Wing Clap:** the wing buffets of a garuda in its largest form not only inflict 2d8 damage to all those within a Cone Template, but its victims must also resist the damage rolled with a Strength test or be knocked prone.

PRETAS, *HUNGRY GHOSTS*

Fearsome creatures of nightmare, *pretas* are semi-corporeal evil spirits who are driven by an insatiable hunger and thirst usually determined by their past mortal obsessions. In some cases this may simply be food or water; in others, unpleasant substances such as rotting flesh or excrement. The obsession may even be money or a particular type of object; regardless, the *preta* will not stop until it has consumed the object of its desire (the irony being, of course, that its physiology prevents it from doing so, leaving it in endless torment).

Appearance: Almost human in appearance, a *preta* has a huge, distended belly, a long, thin, needle-like neck, and a tiny, puckered mouth. No matter how much it attempts to feed its hunger, its minuscule throat prevents it from swallowing more than a tiny scrap at a time. Some *pretas*, known as *yidags*, have the added misery of seeing their obsession (often water) burst into flames before their very eyes as soon as they attempt to take it.

Cth

STR 2D6+3 **DEX** 3D6 **INT** 2D6 **CON** 2D6+6
SIZ 3D6+3 **APP** n/a **POW** 3D6+3
EDU n/a **SAN** n/a **Hit Points:** varies (6-19)

Damage Bonus: varies; **Move:** 8.

Skills: Sneak 60%, Spot Hidden 70%.

Weapons: *Bite* 60%, damage 1D3+db.

Claws 50%, damage 1D6+db, atts 2, base range touch.

Armour: None.

Spells: None. Particularly susceptible to variations of the Bait Humans spell, but only if the object matches their cursed desire.

Sanity: 1/1D8.

Special Rules: Ordinary weapons do only half damage due to the creature's semi-corporeal nature. Enchanted weapons do normal damage; fire does double damage (see **COC6**, p.57 for further details). *Pretas* can be trapped and destroyed using large spirit traps (p.315).

Sav

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8.

Skills: Fighting d8, Notice d8, Stealth d8.

Special Abilities

- **Bite:** Str+d4.
- **Claws:** Str+d6.
- **Combustion:** a *yidag* causes the victim of a successful attack to burst into flames, causing 1d10 damage per round until the fire is extinguished. These flames have a 1 in 6 chance of spreading; each time they do spread, they increase the damage caused by +2.
- **Ethereal:** *pretas* cannot be harmed by non-magical attacks.
- **Frenzy:** if using the claw attack, a *preta* gets two attacks per round.
- **Horror (-1):** witnessing a *preta* causes the viewer to make a Spirit (-1) test or roll on the Horror Effects Table (*KG*, p.181).
- **Soul-sucking Maw:** the bite attack of a *preta* which inflicts a Shaken or wound result also inflicts a level of Fatigue.

Night & Day

Drölma, also known as Tara, is the female equivalent to Chenresig and also acts as a protector of Tibet and its people. Representing both fertility and purity, she has twenty-one different aspects, including the Green Tara (night) and the White Tara (Drölkar; day).

Scene 4: To Victory!

After either an eventful or uneventful journey, the investigators reach the shores of Lake Manasarovar, the Victorious Lake and gateway to other worlds (if you believe the myths). The lake is surrounded by barren yellow steppe and several small *gompas* (religious houses or monasteries) and *chörtens* (*stupas*); the edges of the lake itself are littered with carefully stacked, carved and painted *mani* (prayer) stones (often topped with yak horns) as well as numerous *darchen*. In the distance, Mt. Kailash can be seen rearing into the heavens above the clear blue waters.

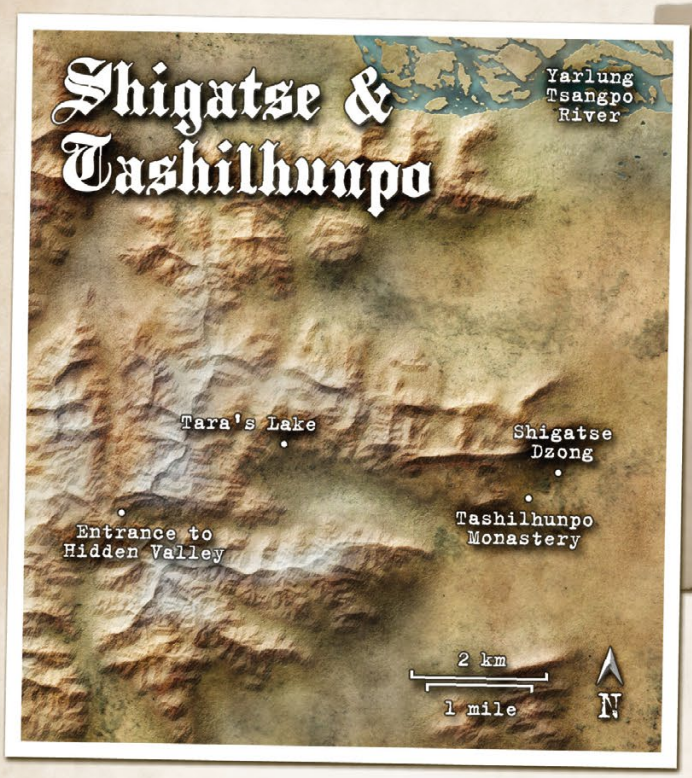
There are usually people following the *kora* clockwise around the lake, and pilgrims often swim in the icy waters in order to wash away their sins. No-one is going to pay particular attention to what appears to be just another group of pilgrims bundled up warmly against the cold (unless there are Chankopa monks on the look-out for the investigators; see p.121).

That evening, over a particularly tasty stew of yak meat, potatoes, and rice (known as *shemdre*), washed down with plenty of *chang* (Tibetan barley beer), Dawa Rabten explains how they will reach Shigatse before the sun rises. Once it is fully dark, they will enter the water. The *luk mik dzi* they are wearing will let Tsering Lama know that they are ready for him to open the gateway to Shigatse as soon as they set foot in the lake; the beads will also protect them from drowning as they submerge themselves beneath the water's surface. They will then emerge from another, smaller lake Dawa Rabten names as Drölma-tso (Tara's Lake) close to both Tashilhunpo (p.126) and the Veiled Monastery, ready to carry out their sabotage mission. Once that mission is complete, they will be able to return the same way.

As strange and fantastical as this might sound to the investigators, Dawa Rabten fully believes what he is telling them and has no doubts about his *lama's* powers. He cannot be persuaded to reconsider his plan of action, reminding the investigators that time is of the essence and that riding to Shigatse will take weeks; besides, they do not have the supplies with them to even think of such a trip.

It is up to the investigators to decide if they have as great a faith in Tsering Lama as his young assistant. Having travelled all this way, their only alternatives to following through with this apparently insane plan are either to return with the *drokpas* to Kyung Ri and their plane knowing they have failed, or join a pilgrim party heading back to civilisation elsewhere (and, no doubt, awkward questions from the British Indian authorities).

Naturally, if the investigators have encountered strange, unearthly creatures on their way here, have already experienced the Mythos in some form, or have taken part in the hunt for the Palladion, they may well be more accepting of what Dawa Rabten has told them. Alternatively, if they are dithering, an attack by a group of Blue Hat monks may convince them that they need to hurry up and get on with



it; the assault could even drive them into the lake as a means of escape if they are overwhelmed. (Use the statistics on p.59 for these junior Chankopa.)

Although the *drokpas* have not been tasked with accompanying the investigators and Dawa Rabten to the Veiled Monastery, if the investigators feel in need of a little physical back-up, then the Keeper can permit 1D4 *drokpas* to be in possession of an enchanted *luk mik dzi*, enabling them to travel with the group to supply additional muscle.

Provided the investigators do agree to join Dawa Rabten, under non-combat conditions, the boy waits until the cusp of midnight before ushering them into the water. Anyone with a relevant phobia will need to make a Sanity roll (1/1D6) [Cth]/Nausea (-1) test [Sav] as they wade slowly deeper into the lake; even those without a phobia should make a check (0/1D4 [Cth]/Nausea test [Sav]) as the frigid water closes over their heads.

The investigators can see nothing in the inky blackness of the magical mere. A second or so after they disappear beneath the surface (although it no doubt feels much longer to them), they experience a sudden twisting, spinning sensation and find themselves walking back out of the water, perfectly dry and unharmed. Those of a delicate constitution may need to make a successful CON×5 roll [Cth]/Vigor (+2) test [Sav] to avoid retching due to the disorientation they feel immediately after re-emerging.

Wherever they may have started, the investigators are most definitely no longer there. Instead of standing on a broad, exposed lakeshore, they are surrounded by mountains and the lights and fires of Shigatse and Tashilhunpo can be seen twinkling dimly in the distance...

Cycles of Time

According to ancient Sanskrit manuscripts, the universe moves through a series of four ages before it is destroyed and reborn. The first of these is the Krita (or Satya) Yuga, the fortunate Golden Age, full of peace and happiness. After that comes the Treta Yuga, the Silver Age, which sees a loss of virtue and the beginning of strife. The third age is the Dvapara Yuga, the Bronze Age, a time of fighting and dishonesty where there are only a few good men left. Finally comes the Kali Yuga, the Iron Age or Age of Conflict, an era of tyranny, evil, and natural disasters, at the end of which the world is eradicated. Many in esoteric circles believe that the 20th Century is firmly entrenched in the Kali Yuga, the end of days.

EPISODE TWO: WAVES & STANZAS

No-one is entirely certain when the Chankopa broke away from the Nyingmapa order (p.103), or what first led its monks along darker pathways of enquiry. Whatever the facts, the Veiled Monastery is ancient; cloaked in evil, it has bided its time in its distorted version of a *baeyul*, waiting for the world to plunge headlong into madness and insanity. As the political situation outside grows ever more turbulent, the Monastery has decided that the time is finally right for them to become involved in bringing about the end of the Kali Yuga and forcing the world to be reborn in a new, "glorious" state.

From their brethren in Berlin, and as a result of their dealings with Ernst Schäfer, the Chankopa believe that they have found kindred spirits in *Nachtwölfe*. Even though, in many ways, their goals are more akin to those of Reinhardt Weissler and his Order of the Black Sun, the Blue Hat monks have taken the wolf symbology utilised by Mina Wolff as a sign as to where their true loyalties should lie.

Schäfer proved to be a useful, if unwitting, pawn in the Chankopa's plans. Not only did he help set up a less exhausting means of communicating with their enclave in the German capital (previously achieved through telepathic consultation; p.318), but the Blue Hats recognise Schäfer as a *terton* (treasure hunter), whose role is to discover hidden texts (*terma*) which can only be revealed when the world is ready for them. For this reason, Schäfer was allowed to carry back to the Fatherland the means by which the Chankopa intend to bolster *Nachtwölfe's* standing and prestige within the Third *Reich*: *The Book of the Machine* (p.133).

THAT AIN'T MY IDEA OF SKINNY DIPPING.

-SGT. CARTER

Delaying Tactics

Smart investigators will realise that destroying the antenna (or the radio) may only provide a temporary disruption to communications between the Veiled Monastery and Berlin. As far as Tsering Lama is concerned, any break will remove *Nachtwölfe's* current advantage in the quest to understand the Palladion, no matter how short it may turn out to be.

Repairing the equipment, or replacing it or the radio operators, will take time, and the Blue Hat monks may well decide to reconsider hosting the antenna if it is likely to continue to attract the wrong sort of attention from outsiders...

Scene 1: On a Wing & a Prayer

Having arrived in the mountains just to the west of Shigatse by somewhat unusual means, the investigators may need to catch their breath for a minute before turning their attention to the matter at hand: namely, destroying the radio antenna set up by Schäfer and his associates at the Veiled Monastery.

If the investigators have not yet had chance to formulate a plan, then now is a perfect time for them to do so. Dawa Rabten, apparently unfazed by his trip through the lake, knows the rough layout of the Monastery but not what the purpose of each of the buildings is, nor that there is a radio hut below the *thangka* wall (see the plan on p.128). Neither he nor Tsering Lama are entirely sure of how well guarded the lamasery is likely to be, although they do expect there to be some form of resistance.

There is also an added (potential) complication if the Chankopa are aware that Tsering Lama is taking steps to disrupt their interactions with Berlin. If they do know, then the Monastery will be on alert and waiting for the investigators to arrive, thus making their task of infiltrating the facility that much more difficult. If the investigators have already encountered Blue Hat monks elsewhere, then the Chankopa will definitely be on their guard.

There are several possible strategies for destroying the radio antenna, a few of which are discussed below:

- **Softly, Softly**: the investigators could either sneak around the monastery or approach from over the mountain behind it to gain access to the *thangka* wall and the radio antenna on top of it. Once there, a successful Sabotage, Electrical Repair, or Mechanical Repair roll [Cth]/Repair test [Sav] could be used to disable it. Stealing some of the cabling or just smashing essential components will help to ensure that any attempted repairs will either take a very long time or cannot be completed at all.
- **Wham! Bam!:** if the investigators are in possession of either the Combat Engineer, Demolitions, or Sabotage skill [Cth]/Knowledge (Demolitions) or Repair skill [Sav], then they could blow the antenna up, provided they have access to explosives. If they do not, anyone with the Scrounge skill [Cth]/Scrounger Edge [Sav] could attempt to obtain the necessary components in Shigatse, if given a shopping list. Alternatively, the investigators could also attempt to use Bargain [Cth]/Persuasion [Sav] to acquire the items through bartering at the town's regular markets, or from the town's residents (including Tsering Lama's local informants; p.118). And if the investigators should just happen to have a few grenades or a mortar with them...
- **Brains and Brawn**: should the investigators realise that there is a radio hut (either before or after they reach the antenna), then they may wish to disable that as well as (or instead of) the antenna. Stealing or destroying the code books (p.129), smashing the equipment, or killing one or both of the *Nachtwölfe* radio operators (pp.130-131) could all contribute towards this goal.

From here on in, the investigators are on their own, with only Dawa Rabten to aid them. They need to get in, get the job done, get out, and get back to Kyung Ri if they are to receive their reward and continue on their journey to India, whatever that may hold.

If the Chankopa are aware that Tsering Lama is taking steps against them, they will be on alert.

SHIGATSE & TASHILHUNPO

Shigatse lies approximately 170 miles (270km) to the south-west of Lhasa. The capital of Tsang, it sits where the Yarlung Tsangpo and the Nyangchu River meet and its name literally means "the fertile land" (although it may not seem so to Western eyes). Temporal control of the town is managed by the Dzongpöns, two officials appointed by Lhasa, who reside in the mighty *dzong* (fortress), the former home of the Kings of Tsang (p.106), which glowers over the tiny town clustered around its base.

Spiritual control of Shigatse rests with the Panchen Lama, whose home is the Tashilhunpo ("Heap of Glory") Monastery. Essentially a walled town in its own right, Tashilhunpo was founded in the mid-15th Century by Genden Drup, a disciple of Tsongkhapa (p.103). It stands at the foot of the Drölma Ri (Tara's Mountain), its gigantic *thangka* wall towering above it. In late 1939 there is no Panchen Lama; both the government in Lhasa and the ninth Panchen Lama's supporters are currently searching for his *tulku*. (The ninth died in exile in China in 1937.)

Tashilhunpo lies roughly 3 miles (5km) from Tara's Lake, with Shigatse a little further beyond. The *trapas* of Tashilhunpo have no dealings with the Blue Hats although they have become aware of their existence over the last few years. The townsfolk are very wary of them, but dare not act overtly against them for fear of retribution. Use the Buddhist pilgrim and *drokpa* statistics on pp.122 & 119 respectively for the *trapas* and townsfolk if the investigators do decide to interact with them.

Hanging Around

Thangkas are religious paintings on either silk or cotton, mounted onto a brocade backing and stored rolled between two sticks. Gigantic *thangkas*, known as *gheku*, are displayed during festivals on massive, purpose-built walls attached to monasteries.

Scene 2: Lifting the Veil

Like Kyung Ri, the Veiled Monastery sits in a hidden valley, the entry into which is through a narrow defile to the south and west of Tara's Lake (see the map on p.125). The valley itself is small and bowl-like, containing only the Veiled Monastery and the fields, stunted fruit trees, and yaks the monks need to provide for themselves. Water is provided by run-off from the mountains, collected in large, lead-lined cisterns dotted around the fields and monastery grounds.

Pushed up hard against the low peak at the rear of the valley sits the monastery itself, its *thangka* wall looming over the circular compound below (p.128). The enormous radio antenna can clearly be seen on top of the *thangka* wall, although at first glance it appears to be little more than a massive *darchen*, thanks to the number of prayer flags fluttering from it.

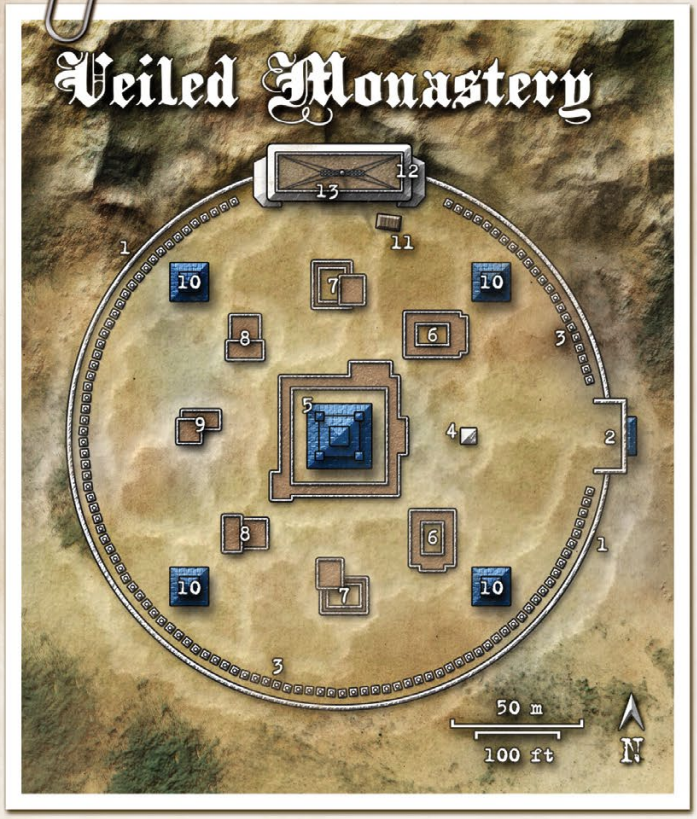
The number of people out and about in the valley will very much depend on the time of day. In daylight, monks will be working the fields and the compound will be a bustling hive of activity. At night, there will be far fewer people moving around and the fields will be empty (with the possible exception of a few black guard wolves and *dobdobs*, at the Keeper's discretion; p.129). Anyone who looks at the stars in the valley will recognise the same strange constellations they saw at Kyung Ri (p.115).

It is possible to sneak into the defile and get the lie of the land without actually entering the valley (although the Keeper can post *dobdobs* here, too, if he so desires). Anyone with the Tactics [Cth]/Knowledge (Battle) [Sav] skill (such as Sgt. Gillespie; p.285) or Theology (Buddhism) [Cth]/Knowledge (Buddhism) [Sav] (such as Brother D'Souza; p.284) should be able to work out that the *thangka* wall can be reached without entering the monastery itself. A successful Idea roll [Cth]/Smarts test [Sav] can be used by other characters to reach the same conclusion.

Anyone with the Climb [Cth]/Climbing [Sav] skill should be able to spot that there is a way to scramble down from the mountainside above the monastery, although reaching this spot will not be easy and will require a successful Navigate roll [Cth]/Knowledge (Navigation) test [Sav] to identify the location again from outside the valley.

Only by entering the monastery will the investigators be able to fathom out what all of the buildings contain. A brief description of each is provided in case the characters do gain access to the compound, or on the off-chance that they are caught and forcibly taken there. The number of monks at the Veiled Monastery should be scaled such that they represent a threat to the investigators, but not an overwhelming one; after all, it is a closed, secretive order with a limited recruiting potential.

1. **Outer Wall**: the outer wall which encloses the monastery has a strangely irregular surface, the reason for which only becomes clear when the investigators get close enough to examine it. The whole wall is constructed of human skulls, embedded in some sort of mortar and held within a series of secure wooden frames. The sheer number of skulls involved should prompt a Sanity roll (0/1D4) [Cth]/Nausea test [Sav] for those not used to dealing with death and dead bodies. All of the skulls are facing outwards, almost as if keeping watch on whoever approaches the monastery...
2. **Gatehouse**: a single-storied entryway with a three-storey outer façade, topped by a bell platform and a blue tiled roof.
3. ***Chörten***: a ring of 117 small (4ft/1.2m), white *stupas* follow the inner line of the wall, breaking only where the gatehouse and the *thangka* wall interrupt the perimeter. *Chörten* usually contain the cremated remains of holy objects or lamas; given the nature of the Veiled Monastery, it is probably best not to speculate what might be held inside these particular examples (although the Keeper should be prepared to come up with something suitably grisly in case the investigators' curiosity gets the better of them).
4. **Stele**: a 20ft (6m) tall stone pillar carved with hideous demons and creatures, some from Tibetan mythology, some from the depths of the Mythos. Close inspection of the stele requires a Sanity roll (0/1D4) [Cth]/Nausea test [Sav] due to the graphic and disturbing nature of the carvings.
5. **Central Temple and Assembly Hall**: built on a raised platform, the central temple is a dark labyrinth of a building, full of smaller shrines arranged around a central, large hall (the only room to span the building's four storeys). Instead of the usual 108 *chömay* (butter lamps) burning at all times on the altar in the central hall there are, like the *chörten* outside, 117 (should



anyone feel the need to count them). Twisted, vile statues line the corridors and stairways, and the air is heavy with the smell of melted butter, blood, and juniper. The temple also contains the private quarters of the monastery's abbot, Khenpo Choden (who is, at this moment in time, travelling to Berlin to meet Mina Wolff and Liesel Maurer). Outside, the temple looks very different to the whitewashed buildings of Shigatse and Tashilhunpo's red chapels; its walls are a bluish-grey painted with groups of pale blue and dark red vertical stripes. Like the entrance gateway and the four temples, it also has a blue tiled roof.

6. **Libraries**: the libraries of the Veiled Monastery consist of large rooms lined with enormous shelves of blasphemous texts. Unlike most monastery libraries, which contain Tibetan-style manuscripts (long, thin, loose leaves of wood-block printed, handmade paper bound in fabric between wooden boards), the libraries here also contain Western-style books. The northernmost library contains the copy of the *Stanzas of Dzyan* currently being used as the basis for the radio transmission code between the Chankopa and *Nachtwölfe* (see also p.129).
7. ***Dobdob* Training Halls and Dormitories**: the *dobdobs* are the Chankopa's fighting monks, tasked with maintaining order and enforcing it on those they feel need keeping in line. They train and sleep away from the other monks in these two halls. Approximately 15% of the monks within the Veiled Monastery are *dobdobs*.
8. **Dormitories**: where the Blue Hat monks sleep when not engaged in their studies.
9. **Kitchen and Refectory**: where the monks gather for meals and debates.
10. **The Temples of the Four Indignities**: these smaller temples are each dedicated to the antithesis of one of the Four Dignities usually found on Tibetan prayer flags. In the northeast sits the Temple of Fear; in the southeast, the Temple of Doubt; the one to the southwest is the Temple of Cruelty, while the final temple to the northwest is the Temple of Greed. Shrines to hideous demon-creatures, warped manifestations of the beasts that usually represent the Four Dignities (the garuda, snow lion, tiger, and dragon), can be found inside, their altars smeared with blood and decorated with carved bones. Triangular mandalas (symbols of black magic) adorn the walls and floors.
11. **Radio Hut and *Nachtwölfe* Living Quarters**: this small, single-storey building is not of the same design as the others in the compound, having been only recently constructed to house the radio equipment left by Schäfer. Two *Nachtwölfe* radio operators (p.130) live in one half of the "hut", while their specially adapted generator, gear, notes, and code books take up the remaining space. The hut also contains tinned rations, a small stove, and various pots and pans which the Germans use to cook for themselves.

    Should the investigators decide to sabotage the radio or its generator, anyone with the Radio Operator or Mechanical Repair [Cth]/Knowledge (Communications) or Repair [Sav] skill will notice that their construction is unusual. It might even be worth stealing several of the stranger-looking components for further research to figure out just how the system works.
12. ***Thangka* Wall**: 165ft (50m) across at its base and 100ft (30.5m) high, the wall here may only be a fraction of the size of the one at Tashilhunpo, but it is still massive nevertheless. Tapering inwards slightly from its buttressed foundations to the walled parapet at the top, the wall is partially built into the mountain behind for added support. The perimeter wall does not entirely adjoin the *thangka* wall due to the slope, allowing entry to the compound without the need to use the main gatehouse. Ordinarily, access to the parapet and the radio antenna is via an internal stairway, the door to which is in the base of the wall inside the compound. Those with the Climb [Cth]/Climbing [Sav] skill can attempt to scale the wall from the mountainside, but this roll will be *Difficult* [Cth]/at (-2) [Sav] due to the nature of the wall's construction.
13. **Radio Antenna**: on top of the *thangka* wall sits the antenna, a 100ft (30.5m) tall central pole with what looks like a hotch-potch of lattice-work scaffolding lashed to it at regular intervals. The entire edifice is covered in prayer flags which, even though they can only have been here since around May 1939, have already been shredded by the mountain winds. Guy-wires anchor the antenna to the mountain, to the *thangka* wall, and to the floor of the monastery compound; these, too, are

adorned with prayer flags. Other, bare wires connect the antenna to the radio hut; a successful Spot Hidden or Radio Operator roll [Cth]/Notice or Knowledge (Communications) test [Sav] will be able to identify these and, therefore, the nature of the hut itself.

GUARD WOLVES

Fierce black Tibetan wolves trained by the Chankopa.

Cth Use the wolf statistics on p.210 of the ***Call of Cthulhu, Sixth Edition*** rulebook, but increase their Bite skill to 40%.

Sav Use the dog/wolf statistics in the ***Savage Worlds*** core rulebook, **Chapter 7: Bestiary**.

DOBDOBS, *FIGHTING MONKS*

Selected for their strength and stamina from amongst the children kidnapped by the monks to maintain their order's numbers, the *dobdobs* are steadfast, loyal, and ruthless when it comes to fulfilling their violent role within the monastery's hierarchy. Like the *dobdobs* in the Buddhist orders, they are not what outsiders expect a monk to be, being more than capable of beating a man to death with their bare hands.

Dobdobs are used by the Chankopa to suppress dissension, mete out punishment, and in the kidnapping of new recruits. They are the least "educated" of all of the Veiled Monastery's inhabitants, having been taught nothing but fighting from a very early age.

Appearance: Dressed in shortened blue robes and calf-length breeches, the *dobdobs* are big compared to other Tibetans, both in terms of their height and build. They also do not appear to be overly concerned with personal hygiene, and both they and their robes appear to be in need of a good wash.

Cth

STR 17	**DEX** 16	**INT** 13	**CON** 15
SIZ 16	**APP** 09	**POW** 10	**EDU** 10
SAN 30	**Hit Points:** 15		

Damage Bonus:+1D6.

Skills: Cthulhu Mythos 20%, Dodge 60%, Martial Arts 60%, Occult 20%, Survival (Mountain) 60%, Theology (Eastern Mysticism) 20%, Throw 50%, Track 40%.

Language Skills: Tibetan (Own) 50%.

Weapons: *Fist/Punch* 65%, damage 1D3+1D6*.

Grapple 50%, see **COC6**, p.68 for further details.

Kick 50%, damage 1D6+1D6*.

Staff (Melee Weapon—Club) 50%, damage 1D8+1D6, atts 1, base range touch.

OR

Knife 50%, damage 1D6+1D6, atts 1, base range touch.

*If the attack roll is equal to or less than the *dobdob*'s percentage skill in Martial Arts, then the attack deals double the base damage.

Cracking the Code

The radio operators at the Veiled Monastery are sending the monks' translations of *The Book of the Machine* back to Berlin in encoded form. The basis for the code is a copy of the *Stanzas of Dzyan* housed in the monastery. The monks translate the Atlantean document into Tibetan, then code, then German ready for the radio operators to transmit. The process is reversed at the other end, and the transcripts passed to Liesel Maurer and the *Projekt Atlantis* team.

Mythos Grimoire: **STANZAS OF DZYAN**—*in Tibetan, translated from the Chinese and Sanskrit versions by authors unknown, Tibet, c.8th Century AD*. Also known as the *Book of Dzyan*. Based on an earlier version of the fabled manuscript, this is not the same as the mythical Atlantean text allegedly held at the Tashilhunpo Monastery. Although it does contain details on the history of the world and Atlantis, as well as a complex dissertation on the true nature of the gods and the structure of the universe, it is lacking many of the spells reputed to be in the original but contains others found almost nowhere else.

Cth *Sanity loss: 1D4/1D8; Cthulhu Mythos +8 percentiles; average 18 weeks to study and comprehend/42 hours to skim*. Spells: By The Mind Unseen, *Converse with the Lords of the Far Heavens* (Call/Dismiss *Yidam*), *Invite the Winged Enemy of the Garuda* (Summon/Bind Byakhee), *Invite the Children of the Goa* (Summon/Bind Dark Young), *Invite the Walker Between Worlds* (Summon/Bind Dimensional Shambler), *Invite the Burning Ones* (Summon/Bind Fire Vampires), *Invite the Accursed Hunger* (Summon/Bind *Preta*), Voices on the Wind.

Sav **Language:** Tibetan (+0). 8 successful rolls needed to read the book. **Spells:** *by the mind unseen*, converse with the lords of the far heavens (*call/dismiss* yidam), invite the winged enemy of the garuda (*summon/bind byakhee*), invite the children of the goa (*summon/bind dark young*), invite the walker between worlds (*summon/bind dimensional shambler*), invite the burning ones (*summon/bind fire vampires*), invite the accursed hunger (*summon/bind* preta), *voices on the wind.*

For other versions of the *Book of Dzyan*, see the ***Call of Cthulhu, Sixth Edition*** rulebook, p.94 [Cth]/pp.318-319 [Cth & Sav].

Sav **Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8.

Skills: Fighting d8, Knowledge (Eastern Mysticism) d4, Knowledge (Mythos) d4, Knowledge (Occult) d4, Survival d8, Throwing d8, Tracking d6.

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7; **Sanity:** 4.

Edges: Brawny, Combat Reflexes, Dodge, First Strike, Martial Artist.

Hindrances: Fanatic, Mean, Vow (Protect Monastery).

Gear: *Knife* (Str+d4) or *Staff* (Str+d6, Parry +1).

BLUE HAT NGAGSPAS *(SORCERERS)*

Like their more physically-inclined brethren, the *dobdobs*, the Chankopa *ngagspas* were almost all kidnapped as children and brought to the hidden valley, although some do make their own way to the Veiled Monastery in order to learn its foul secrets. Eschewing physical exertion for mental discipline, the *ngagspas* study ancient texts and perform hideous rituals to whichever antediluvian demons and gods take their fancy, choosing their own personal deity to glorify in a vile parody of the Buddhists' *yidams* (p.102).

The Blue Hat monks encountered elsewhere by the investigators are junior members of the Veiled Monastery who have yet to reach the *ngagspas*' level of proficiency with magic and the occult. Most of the monks within the monastery are such juniors (see p.59 for statistics); there are only a handful of fully trained *ngagspas* at any one time (insanity and hideous death being unfortunate job-related hazards that keep the numbers low).

Appearance: Smaller and more slender than their fighting compatriots, the *ngagspas* dress in full length blue robes and can often be seen wearing large, crested hats similar to those of other Tibetan monks, from which they take their colloquial name. Each of the *ngagspas* wears a *gau* amulet, which contains an image or tiny figurine of their chosen personal deity (which could cause further complications, depending on what they revere).

Cth

STR 13	**DEX** 12	**INT** 18	**CON** 10
SIZ 11	**APP** 11	**POW** 14	**EDU** 21
SAN 10	**Hit Points:** 10		

Damage Bonus: none.

Skills: Astronomy 40%, Craft (Ritual Objects) 35%, Cthulhu Mythos 40%, Folklore 55%, History 65%, Library Use 60%, Listen 55%, Occult 65%, Persuade 60%, Pharmacy 30%, Psychology 65%, Spot Hidden 65%, Survival (Mountain) 55%, Theology (Eastern Mysticism) 45%.

Language Skills: Tibetan (Own) 95%, Atlantean 50%, Sanskrit 50%, Ancient Greek 40%, Latin 30%, German 25%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Spells: Alter Weather, Augur, Call/Dismiss *Yidam*, Command Animal (Wolf), Command Ghost, any relevant Contact spell, Create *Tulpa*, Generate *Thumo*, Journey to the Other Side, Legs of the Wind Runner, Levitate, The Mind Unseen, Spirit Wrack, any relevant Summon/Bind spells, Summon/Bind *Preta*, Voices on the Wind.

Sav **Attributes:** Agility d6, Smarts d12, Spirit d8, Strength d8, Vigor d6.

Skills: Fighting d6, Healing d6, Investigation d8, Knowledge (Ancient Greek) d6, Knowledge (Astronomy) d6, Knowledge (Atlantean) d8, Knowledge (Eastern Mysticism) d6, Knowledge (Folklore) d8, Knowledge (German) d4, Knowledge (History) d8, Knowledge (Latin) d6, Knowledge (Mythos) d6, Knowledge (Occult) d8, Knowledge (Psychology) d8, Knowledge (Sanskrit) d8, Notice d8, Persuasion d8, Survival d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 1.

Hindrances: Fanatic, Mean, Vow (Further the aims of the Veiled Monastery).

Edges: Combat Reflexes, Command, Improved Level Headed, Luck, Martial Artist.

Special Abilities

- **Fist/Feet:** Str+d4.
- **Spells:** these sorcerers know the following spells—*alter weather, augur, call/dismiss* yidam, *command animal (wolf), command ghost*, any relevant *contact* spell, *create* tulpa, *generate* thumo, *journey to the other side, legs of the wind runner, levitate, the mind unseen, spirit wrack*, any relevant *summon/bind* spells, *summon/bind* preta, *voices on the wind.*

NACHTWÖLFE *RADIO OPERATORS*

Despatched by Liesel Maurer to assist the Chankopa during their translation efforts on *The Book of the Machine*, the two German radio operators are far from happy to have been sent to such a miserable, freezingly cold outpost of humanity and cannot honestly see why Ernst Schäfer raved so much about the country. Preferring their own company to that of the monks, neither man is bearing up well to the isolation and unpleasant atmosphere in the Veiled Monastery.

Appearance: Although they both still wear their *Nachtwölfe* uniforms, the two men are usually swathed in blankets or furs to keep out the incessant cold and are starting to look somewhat haggard despite having only been here for a short time. Even in the hut they constantly wear two pairs of gloves (one pair fingerless to enable them to use the Morse key, topped with a pair of sheepskin mittens when off duty).

Cth

STR 11	**DEX** 15	**INT** 12	**CON** 11
SIZ 13	**APP** 09	**POW** 10	**EDU** 18
SAN 35	**Hit Points:** 12		

Damage Bonus: none.

Skills: Cryptography 60%, Cthulhu Mythos 10%, Electrical Repair 70%, Listen 75%, Mechanical Repair 70%, Occult 45%, Physics 20%, Radio Operator 80%, Spot Hidden 65%, Telephony 60%.

Language Skills: German (Own) 90%, Atlantean 15%, Tibetan 15%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Walther PPK Pistol (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Communications) d10, Knowledge (Cryptography) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Physics) d4, Notice d8, Repair d8, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (*Nachtwölfe*).

Edges: Combat Reflexes, Mechanically Inclined.

Gear: *Walther PPK* (2d6-1, 10/20/40, RoF 1, Shots 7, Semi-Auto).

Scene 3: A Hasty Retreat

Provided the investigators have successfully dealt with the radio antenna (or the radio and its operators), they will need to extract themselves from the hidden valley as quickly as possible—no matter how stealthy they might have been in committing their acts of sabotage, the fact that transmissions have ceased will, sooner or later, become apparent to the Blue Hat monks (the more subtle the act, the longer the time taken for discovery).

Aiming to return to Tara's Lake could take time the investigators may not have, depending on the circumstances. However, there are standing bodies of water (granted, not very big ones) scattered about the monastery grounds and across the rest of the valley—the water cisterns. Tsering Lama will be aware through the *luk mik dzi* that the investigators have entered even these small reservoirs and will be able to activate the window back to Lake Manasarovar and the waiting *drokpas*, although the investigators may need to fight some form of rearguard action to give everyone the necessary time to escape.

> The investigators will need to extract themselves as quickly as possible.

Alternatively, the investigators can make a run for it to their original point of arrival, using the movement rules on pp.51-52 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/the chase rules in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules** [Sav]. Anyone who is injured





will likely not be moving at their full rate, and any guard wolves engaged in the pursuit will be able to cover the ground far more quickly than a human, hurt or otherwise.

There is also the possibility that the investigators could flee to Tashilhunpo. While the *trapas* there will not be overly thrilled to have become embroiled with the Chankopa, their own *dobdobs* will defend the monastery against any acts of violence committed within its grounds. There is also a small lake within the monastery the investigators could make use of to return to Manasarovar.

Assuming that the investigators do manage to extricate themselves, they will re-emerge from the waters of the holy lake to find the *drokpas* waiting for them, ready to act as escort back to Kyung Ri. Any first aid that is required can be attended to before they set off on the long ride, although the *drokpas* will be quite happy to up their pace on the way back in order to avoid any further incidents (which the Keeper can include at his discretion).

EPILOGUE: ON THE THRESHOLD

The ruins of Kyung Ri are a welcome sight, as is the aeroplane sitting safe and sound in the meadow below the abandoned city's crags. Tsering Lama is there to meet the investigators upon their return, and questions them eagerly about all that they have encountered on their journey to and from the Veiled Monastery. The old man looks far more frail than when they first encountered him, but his voice is still lively and his eyes glitter with excitement as the investigators recount their adventures over the by now obligatory *bö cha*.

Keeping Faith

As promised, Tsering Lama is now prepared to impart his knowledge regarding the Palladion. He tells the investigators about the pieces of the Palladion and how they were scattered as Atlantis fell. As he mentioned before, he fears that dark forces are seeking to gather and reunite the separate parts, something which he suspects can only lead to catastrophe. (This part of the discussion can be omitted if the investigators are already involved in the hunt for the artefact.)

Although he does not know where all of the component pieces were hidden, he has managed to identify the location of two of them. One, which he refers to as the Agneya Weapon of Flame, can be found in the Ellora Caves, approximately 220 miles (354km) to the northeast of Bombay. Another, whose identity the old *lama* believes to be the Cup of Yima, is also associated with fire, but this time the fire temples of the Parsi (Zoroastrians) close to Isfahan, Persia.

Besides sharing this information with the investigators, Tsering Lama also hands over his translation of *The Book of the Machine* (p.133); he will not part with the original, claiming that it is in too poor a condition to survive the rigours of travel.

As well as the book, the old man gives a small, carved statuette of a robed figure to the investigator with the highest POW [Cth]/highest Spirit Attribute [Sav]. The androgynous figurine is strangely heavy, and one of its arms appears to be articulated; it is the companion of the piece left languishing in the Sphinx Reading Club's little museum in Vienna (see p.31 for further details). Tsering Lama instructs the investigator on how to use it, describing how the elevation of the arm indicates how close someone is to a Palladion crystal, while the direction the arm points in should be self-explanatory.

THE BOOK OF THE MACHINE—*in English (or the most commonly read/spoken language shared by the investigators), translated from the Atlantean version by Jamyang Tsering, c.1939*. Who originally wrote the book is unclear from Tsering Lama's translation, nor is how he came to possess a copy. Written in a style not dissimilar to the Black Stone of Saïs, the manuscript relates the story of the five pieces of a fabulous machine broken up and hidden by the survivors of Atlantis. Although it does not claim to know where the pieces are, the function of each individual component is listed although, somewhat irritatingly, the author omits any description of what the parts actually look like (other than to say they are made of "astounding" crystals, glass, and precious metals).

The first chapter of the book consists of a slightly lurid retelling of the destruction of Atlantis, including many of the elements reworked over time by the likes of Plato, the Theosophists, and Cayce, as well as introducing the presence of the great worm, Shudde M'ell. There is also speculation that removing "the machine" helped bring about the catastrophe in the first place.

The manuscript relates the story of the five pieces of a fabulous machine, broken up and hidden across the world.

Then there are five very short chapters, each of which describes a different segment, giving its name and what its role in the machine was. Chapter 2 deals with the Aten Life Giver, the machine's central power source; Chapter 3 describes the Clypeus as tasked with providing a shield of protection for the doomed city (if the investigators have already encountered the pieces in Egypt and Rome, then they will recognise both from their names and Ehrlichmann's notes). The offensive protection provided by the Agneya Weapon of Flame is covered by Chapter 4, while the visual and auditory monitoring capabilities of the Cup of Yima form Chapter 5. Finally, Chapter 6 waxes lyrical about the time-keeping capabilities of the remaining fragment: the Mitawi (Viracocha's Mirror).

Cth Sanity loss 0/1D4 (thanks to a rather graphic description of Shudde M'ell). Cthulhu Mythos +1 percentile, Folklore +10 percentiles, Occult +5 percentiles; average ten days to read fully/3 hours to skim (due to the flowery style). No spells.

Sav English (+0). 4 days to read the book. Although it does contain a smattering of Mythos info, it is not enough to raise the Knowledge (Mythos) skill one whole die step. Instead, the book provides three special Bennies which can only be spent on Knowledge (Mythos, Folklore & Occult) attempts.

Return to *Terra Cognita*

Whatever problems may have afflicted the DC3 shortly after its arrival at Kyung Ri, the aeroplane is now fully fuelled, functional, and ready to take the investigators and its crew back to India. Before they leave, Tsering Lama offers each person a white *kathak* (prayer scarf) as a final gift. Smiling almost to himself, he tells the investigators that he looks forward to seeing them once again, and offers his apologies in advance in case he does not recognise them.

Should anyone ask about the *luk mik dzi*, the lama explains that they have served their purpose and will only be able to act as a good luck charm for them now, if they believe in such things. He even points out that each of the beads has sustained damage of one sort or another (such as cracks or missing flakes), showing that they have protected the investigators from great harm.

Dawa Rabten has his own gifts for the investigators, consisting of tea, *yaksha* (dried yak jerky), and *tsampa* to make sure they are properly fed on their journey; he also insists they keep their tea bowls, which he has carefully wrapped in readiness.

Once all of the farewells have been completed, the plane bumps its way along the rough and ready runway marked out by the crew. As the plane climbs, anyone paying attention will see not only the tiny figures of Tsering Lama and Dawa Rabten waving to them, but that the plane has once again been joined by the glowing red orbs. The weather also grows steadily worse, and the glowing white fog that accompanied them to Kyung Ri envelopes the plane once more.

LANDING IN DELHI

If the investigators wish, the plane will be escorted back to Delhi, their original destination. The aerodrome there stands on the site of Willingdon Airfield, rebuilt as Safdarjung Airport in the late 1920s/early 1930s, which receives its first commercial flight in 1927.

Shortly before reaching Safdarjung, both the fog and the orbs disappear. The landing is routine, while the reception is anything but, seeing as the plane has been missing, presumed lost, for at least ten days (if not longer). The investigators and the crew can expect to be interviewed, at great length, about their disappearance by British officials, which may well bring them to the attention of the Intelligence Services, depending on who they are and what they divulge.

Assuming that this is the investigators' first brush with the Palladion, they may now wish to walk away and leave matters in the hands of the powers that be, or attempt to reach Ellora under their own steam (see p.147 for more details on travelling across India). They may even be recruited by the British Indian Secret Service to retrieve the Agneya Weapon of Flame, leading to their eventual transfer over to Section M once it is created in October, 1939; this is particularly likely if one or more of the investigators already has ties to the military or intelligence operations, such as Sgt. Gillespie (p.285).

LANDING IN BOMBAY

Although, under normal circumstances, anyone wanting to reach Bombay from Calcutta would have to change to a different service at Safdarjung (such as that provided by Tata Airlines; p.163), these are anything but normal circumstances. If the investigators wish it, the plane will be guided to Juhu Airport in Bombay, which is founded in 1928 as India's first civil aviation airport (i.e. one that had not developed from a prior British military airfield).

As with the landing at Delhi, the red orbs and the white fog vanish shortly before arrival. Touchdown is a little more challenging due to the pilot's unfamiliarity with the airport and his surprise that he is not where he expected to be (i.e. Delhi). The plane's arrival is greeted with even greater incredulity than it would have been at its original destination, but the investigators can expect the same debriefing about their ordeal once they have been identified.

Depending on the timing of the scenario, India may suddenly find itself dragged into a war with a power thousands of miles away with which it has no quarrel, or it may have been ensnared months earlier. Regardless, there is a secret lurking in the rock temples of Ellora, one which could have devastating consequences for both India and the Allied war effort...



Photo: Schäfer, Ernst.—*Tibetexpedition, Mönche mit Muscheltrompeten, 1938*—Bundesarchiv, Bild 135-S-16-05-08 / Schäfer, Ernst / CC-BY-SA

CHAPTER 2

A Precious Jewel

"A nation's culture resides in the hearts and in the soul of its people."
- Mahatma Gandhi

No crown can hold a gem so large or lustrous as that which butts heads with such mystical peaks, the homes of the sultry gods who are but one and one alone despite their many faces. A proud people, a noble people, horse lords and warriors, carry what should be forgotten down from the north to a warmer land, a land of opportunity ripe for the taking. Oh, and they will take it, never knowing what they shelter in their midst. Perceptions will change and flesh grow soft and forgetful, particularly when the truth has been so carefully concealed. How could they know that their companions lied to them, brought with them such a thing to be feared. So feared that it must be hidden and re-hidden, time and again, by men wiser than they, until it reaches the mountain of the destroyer that is not a mountain at all, even as its destruction is assured.

—Extract from the Black Stone of Saïs,
as translated by Dr. Botho Ehrlichmann, c.1938-39.

In this chapter, the investigators enter the rapidly fading glory of the British Raj in order to fulfil their promise to an ancient holy man; a man who kidnapped them and sent them on a dangerous mission to deny assistance to German occult agencies. A massive, culturally rich and bewitching country, India hides many secrets besides the one they hope to find, and the dangers they face along the way will be many, especially in a land where it can be hard to tell friend from foe.

GAZETTEER: INDIA

India, the shining gem of the British Empire, has been known by many names over its long history. In the *Rig Veda* (p.139), it is referred to as Bharatam varsam—the realm of the offspring of King Bharata (a legendary ruler of the region); others named it Aryavata (the land of the Aryans).

The ancient Persians knew it as Hindustan (the place beyond the Indus), an appellation the Moghal Emperors (p.143) also used for their dominions. Although technically only referring to the north and northwest of the country, by the time of the British Raj the name is used synonymously for the entire subcontinent, though often with the variant spelling of "Hindoostan". A shortened version—Hind—is adopted by Indian Nationalists in the early 20th Century and throughout the war (p.155).

Just as the land has many names so, too, do its people. To the ancient Greeks, they were the Indoi (those who lived beyond the Indus), while the invaders who swept across the

Subversion

As with so many other things, the NSDAP twist the use of the word "Aryan" to suite its own purposes. Derived from the Sanskrit word "*arya*", meaning "noble", the term has been used in several different ways, first by the prehistoric Aryans themselves in the *Rig Veda*, then, more recently, academically to describe the peoples descended from Indo-European tribes, as well as their related languages.

The Nazis' hijacking of the term is based on the assumption that the north is the true homeland of "the Master Race" (as they call it), not Central Asia and, as such, it refers to people matching the Nordic physical ideal so venerated by the German High Command.

Gangetic Plains from Central Asia (p.142) called themselves Aryans (the noble ones); a name now imbued with additional meaning since its co-option by Nazi Germany (p.135). The Indian people know themselves as Bharata.

Desert, Mountain & Plain

As India encompasses such a vast area, it contains, unsurprisingly, many different landscapes: from the high mountains of the north, to the wide, flat plains of the River Ganges where its earliest civilisations flourished; from the burning hot deserts of the west to the central plateau of the Deccan and the verdant forests of the East and West Ghats which flank it. Added to this geographical diversity are coastal plains, tropical jungles, mangrove swamps, and over four and a half thousand miles (7,200km) of shoreline.

Such a rich and varied land has been fought over for its entire recorded history, and the different regions have born different names depending on who held them. Under the British East India Company (BEIC; p.137), the country was divided into three Presidencies: those of Bengal, Bombay, and Madras. When the British Empire took over in 1858, the country was split into provinces directly governed by the British and over 500 Princely States ruled under British suzerainty in the presence of a Resident (p.144).

The borders of these provinces, agencies, and states shift constantly throughout the 19th and 20th Centuries, but in the late 1930s, approximately 60% of the country is "British India" (i.e. directly governed), with 40% in the hands of local rulers (although the term "British India" is most often just used to refer to the country as a whole). Burma is counted as a province of India up until 1937, when it gains its "independence" and becomes a separate colony. (Further details on Burma during World War Two can be found in *Achtung! Cthulhu: the Guide to the Pacific Front*.)

A selection of the major provinces and the larger Princely States in existence just prior to the advent of World War Two are described below:

ANDAMAN & NICOBAR ISLANDS

Designation: Province
Capital: Port Blair (Andaman Islands)

Located in the Bay of Bengal and home to fierce tribes of head-hunting pygmies (made famous by the Sherlock Holmes story *The Sign of the Four*), the Andaman & Nicobar Islands are first settled by Europeans in the guise of the Danish East India Company in the 18th Century. After repeatedly abandoning the islands due to outbreaks of malaria, the Danes sold the Islands to the British in 1868, who promptly turned part of Port Blair into a brutal prison for political prisoners, known as Kali Pani ("Black Water"). The prison remains open until 1938.

The islands are occupied by the Japanese in March, 1942 and are given (in name only) to Subhas Chandra Bose's Azad Hind (p.155) in December, 1943.

ASSAM

Designation: Province
Capital: Shillong

Located in the far northeast of India along the valley of the Brahmaputra River, Assam shares a border with the former Indian province of Burma and is justly famed for its tea. Assam becomes a province in its own right once more in 1912, having formerly been incorporated into the Bengal Presidency, existed as an independent province, and been absorbed into East Bengal during the failed partition of the Bengal province between 1905 and 1912.

Distant, remote, and home to many of India's indigenous tribesmen (including the Naga people, who should not be mistaken for the reptilian worshippers of Tsathoggua and Yig), parts of Assam are occupied by the Japanese between March and July, 1944. Two famous and important battles are those which take place at Imphal and Kohima, where the spirited defence of the tennis court below the Deputy Commissioner's bungalow in April, 1944, rapidly becomes the stuff of legend.

BENGAL

Designation: Province
Capital: Calcutta (modern Kolkata; p.158)

Situated in the northeast of India next to Assam, Bengal once covered a far larger territory than it does today, having been one of the BEIC's former Presidencies. After a failed attempt at partition between 1905-1912 and the loss of Bihar and Orissa in 1912, the province regains its former name of the Bengal Presidency in 1937.

The Bengal Presidency is viewed as an undesirable posting by those in the Indian Civil Service (ICS; p.145) due to the frequent violence and strong anti-British sentiment in the area (p.145).

BOMBAY

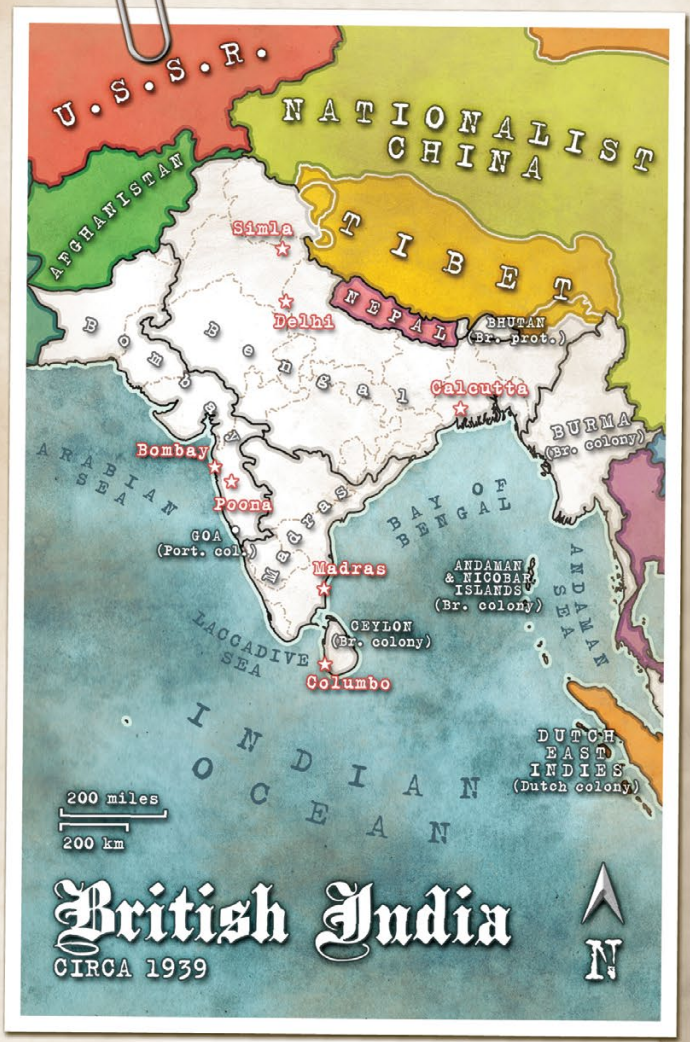
Designation: Province
Capital: Bombay (modern Mumbai; p.155)

On the west coast of India below the Princely States and Agencies of Gujarat and Baroda, Bombay once formed one of the three BEIC Presidencies. It becomes the province of Bombay and Sind in 1935, with Sind leaving to form its own province in 1936. Poona (modern Pune), the British monsoon capital in the 19th Century, lies 101 miles (162km) to the southeast of Bombay.

CENTRAL PROVINCES & BERAR

Designation: Province
Capital: Nagpore (modern Nagpur)

Lying between Rajputana, Hyderabad, and the Eastern States, the Central Provinces are, as the name suggests, in the centre of the Indian peninsula.



The British Are Coming...

The oldest of the European East India Companies, the British East India Company, also referred to as John Company or the Honourable East India Company, was given its Royal Charter by Queen Elizabeth I in December, 1600. The charter granted the Company the exclusive right to secure trade agreements in the East Indies (South and Southeast Asia) in an attempt to break the Spanish and Portuguese monopoly on the spice trade.

Having firmly established itself as a major player in India after paying court to the Moghal Emperor Jahangir (p.144) in 1612, the Company continued to battle against its major rivals (the Dutch, Portuguese, and French) for trade supremacy in the region, slowly but surely bringing India under its control; an endeavour made all the easier by King Charles II, who granted them permission to raise their own armies, acquire their own territory, mint their own coins, preside over civil and criminal matters, and precipitate war on their own behalf.

At one point, the Company accounts for half the world's trade, specialising in cotton, silk, salt, tea, and opium. Its operations in China regarding the opium trade lead to the first Opium War (1839-1842), the conclusion of which sees Hong Kong ceded to the British. However, by this time its power in India was on the wane; having lost its trade monopoly in 1813, the Company had effectively become little more than a managing agency for the British Government after 1834. The Indian Mutiny of 1857 (p.144) sounded the death knell for the BEIC, which was stripped of its responsibilities in disgrace. The Company was finally wound up in 1874.

DELHI

Designation: Province
Capital: New Delhi (p.161)

In northern India, between the Punjab and the United Provinces, Delhi separates from Punjab in 1912 to form its own tiny province.

GOA

Designation: Portuguese Colony
Capital: Panjim (modern Panaji)

Located on the western coast of India on the edge of the Madras Presidency and the Deccan States, Goa is all that remains of Portuguese holdings in India. The home of the Jesuit Inquisition in India between the 1560s and 1812, Goa witnesses horrific violence against the native Hindu population, including numerous trials of faith (*auto da fé*), where those refusing to accept Catholic doctrine are burned alive.

HYDERABAD

Designation: Princely State
Capital: Hyderabad

Sitting below the Central Provinces, Hyderabad is ruled by the Nizams, with Osman Ali Khan taking the throne in 1911. His Exalted Highness, allegedly the richest man in India, is renowned for swinging between miserly conduct and great acts of charity and gift-giving, including providing all of the aeroplanes for a Royal Flying Corps squadron during World War One.

MADRAS

Designation: Province
Capital: Madras (modern Chennai)

Covering most of southern India, with the exception of the Princely States of Mysore and Travancore, the Madras Presidency retains its name from its BEIC days. The city of Madras formed the BEIC's first real bastion of power in India. Based around Fort St. George, it remained its premier settlement until John Company (see above) relocated its "government" to Calcutta in 1772.

The Theosophical Society, under Helena Blavatsky and Sir Henry S. Olcott, purchased Huddlestone Gardens in Adyar, a suburb of Madras, in 1882, turning it into the organisation's headquarters. Sir Henry's library there is reputed to be one of the finest in India. Madras is also the location of Higginbotham's Book Shop on Mount Road, the oldest (and one of the best) in the country.

The Madras Presidency is home to the French enclave of Pondicherry (modern Puducherry) which was, before the end of the Third Carnatic War (p.144), the capital of the French East India Company. French is still spoken in the enclave, and the policemen still wear *kepis*.

MYSORE

Designation: Princely State

Capital: Mysore

Mysore lies in southern India, surrounded by the Madras Presidency. The state is ruled by Maharajas of the Wodeyar Dynasty, who have managed to maintain control of their part of India from the late 14th Century, apart from a brief period under Tipu Sultan (p.152) and his father, Haidar Ali.

PUNJAB

Designation: Province

Capital: Lahore

Located in northwest India between the Princely States that make up Rajputana and Jammu & Kashmir, Punjab is named for the five rivers which run through it (*panch*—five; *ab*—river). The province contains several important historical and religious sites, including Kurukshetra (where the final battle described in the *Mahabharata* takes place) and the Sikh holy city of Amritsar.

The British summer administrative headquarters can be found in Simla, part of the similarly named but separate Punjab Hill States Agency, a conglomerate of small Princely States within the Punjab region. Simla, a hill station "discovered" by the British in the early 19th Century, is laid out like many other towns of its type, with the express aim of making the British feel thoroughly at home in a distant land.

Simla, however, does have its eccentricities, such as the Gloom Club (whose brotherhood of bachelors sends out black-edged invitations to dances in funereally-decorated halls) and the Most Hospitable Order of the Black Hearts (a quasi-Masonic order of single men and grass-widowers—referred to as Knights—headed by a Grand Master, all of whom wear a black heart suspended on a blood-red ribbon over their own).

RAJPUTANA

Designation: Princely States

Capital: Various

Also known as the Rajputana Agency, like the Punjab Hill States, Rajputana is a collection of smaller Princely States, including Jaipur, Jodhpur, Mewar (modern Udaipur), and Bikaner. The region is named after the Rajputs, the "sons of Kings", whose origins may stem back as far as the fall of the Gupta Empire (p.143).

Known for producing proud and fearsome warriors, the Rajputs also have a reputation for building nigh-on impregnable mountain-top fortresses, complete with gatehouses large enough for an elephant and howdah to pass through (although the gates themselves are studded with massive, vicious spikes to deter enemy elephant charges).

Jaipur, the Pink City, contains one of Maharaja Sawai Jai Singh II's five Jantar Mantars (celestial observatories; p.162); built during the early 18th Century, the others are located in Delhi, Ujjain, Benares, and Mathura. In Jodhpur, Maharaja Ummid Singh's Ummid Bhavan palace building project provides work and much needed income for his struggling citizens between 1929 and 1944.

Another intriguing, though much older, building can be found at Deshnok, near Bikaner: the Karni Mata Temple; home to thousands upon thousands of black rats, all of whom are believed to be the reincarnations of the temple's former priests.

The Rajputs also have a reputation for building nigh-on impregnable mountain-top fortresses.

UNITED PROVINCES

Designation: Province

Capital: Lucknow

Sitting in central northern India next to the Punjab, the province has many different names prior to 1937, when it becomes simply the United Provinces. Unlike its former neighbour, Bengal, the UP (as it is more commonly known) is classed as a highly desirable posting by members of the ICS.

The United Provinces contain the cities of Allahabad, Cawnpore (modern Kanpur), and Agra, as well as the holy city of Benares (modern Varanasi). Allahabad stands at the confluence of three holy rivers: the Ganges, the Yamuna, and the mythical Saraswati (named after the Hindu goddess of

Home Alone

A grass-widower is a term used to describe a married man whose wife is not residing with him, for whatever reason. Most hill stations usually have a preponderance of the female version (the grass-widow) during the hot weather as women and children generally move up into the hills to avoid the heat (if they can afford to), while their husbands remain at their jobs down on the plains.

knowledge; p.139); it is also home to the well known Indian National Congress (INC) member and agitator for Indian Independence, Pandit Jawaharlal Nehru. Agra is famous for Moghal Emperor Shah Jahan's iconic garden tomb, the Taj Mahal, built for his favourite wife, Mumtaz Mahal.

Benares is the city of Shiva, one of the Hindu Trimurti (p.139). It is also known as Kashi, the City of Light, and is one of the oldest continuously inhabited cities in the world, dating from around the 7th Century BC. Close to Benares lies Sarnath. Not to be mistaken for the doomed city of the Dreamlands, the earthly version is where Buddha gave his first sermon after reaching enlightenment on the subject of the wheel of law (the *dharmachakra*). However, entry to the Dreamlands may indeed be easier here due to the location's mystical and mythical importance.

Avatars & Apsaras

Like its Buddhist neighbour to the north, religion is deeply woven into the fabric of society in India. One of the country's earliest known religions belongs to the Vedic period (p.142). Vedic gods were usually perceived as manifestations of nature and the elements. According to legend, Indra, the god of the heavens, made the glaciers retreat so that the Aryans might leave the north. When he reached India, he found that the seven sacred rivers (the Ganges, the Yamuna, the Saraswati, the Narmada, the Indus (Sindhu), the Godavari, and the Kaveri) had been imprisoned by a demon. Indra promptly slew the demon, thereby freeing the rivers and bringing life to India.

A MULTIPLICITY OF ONE

In more modern times, the country's major faith is Hinduism, whose followers believe that there is one divine consciousness, Brahman; the universal power which is the only reality and from which all material objects are formed. Everything else besides Brahman is *Maya* (illusion) and all of the Hindu gods and goddesses are merely avatars of Brahman's single force. Besides this central spirit there are considered to be five elements: air, fire, water, earth, and ether.

One of the core concepts of Hinduism is that of the Trimurti, consisting of Brahma the Creator (entirely different to Brahman, despite the similarities in their names), Vishnu the Protector and Preserver, and Shiva the Destroyer. Adapted from earlier Vedic deities, each god of the Trimurti is usually accompanied by his respective consort: Saraswati, the goddess of knowledge (Brahma), Lakshmi, the goddess of wealth and good fortune (Vishnu), and Parvati, the goddess of fertility, love, and devotion (Shiva).

Although there is no single unifying holy text such as the Christian *Bible* or the Muslim *Koran*, all Hindus believe that they are part of *samsara* (the circle of life, death, and rebirth) and, by living according to the principles of *dharma* (duty, truth, and fulfilling your responsibilities), they will eventually find *moksha* (release). Hindu priests belong to the Brahmin caste (p.142), but everyone can perform *pujas* (rituals) to propitiate the gods.

SHAHADAH

The next most widespread faith in India is Islam (p.185), although its followers are far fewer in number than the Hindu majority. Most of the country's Muslims are members of the more orthodox Sunni branch of the faith. *Sufis* (Muslim mystics) travelled into northern India in the 14th

The Writ Stuff

There are many important Hindu religious texts. A few are listed below:

THE VEDAS

Often referred to as the *Samhitas* (collection of *mantras*), the *Vedas* are an anthology of hymns and prayers, split into four books (the *Rig Veda*, *Yajurveda*, *Samaveda*, and *Atharvaveda*). The word "*veda*" means "knowledge", and each of the books deals with the correct devotions to perform at specific rituals, as well as containing details of ancient Indian history. Hindus believe them to be supernatural in origin (i.e. not of "human agency"). Although the original information dates to between 1500-500BC, they were not written down until around the 10th Century AD; before that time they were a purely oral tradition. The *Rig Veda* is the first and oldest, and shares several similarities with the Zoroastrian holy book, the *Avesta* (p.184).

THE BRAHMANAS

Accompanying each of the *Vedas* is a *Brahmana*, which explains the rituals in each book and expands upon their themes and meanings.

THE PURANAS

Written in narrative couplets (like the *Mahabharata* and the *Ramayana*; p.166), the *Puranas* deal with the five important signs: the creation of the universe, the genealogies of the gods and noble rulers, the history of the gods, the reign of the *manus* (humans), and the annihilation of the universe (followed by its re-creation). The *Puranas* also contain details on a variety of rituals, most of which need a Brahmin priest to perform.

THE UPANISHADS

Also known as the *Vendanta*, the *Upanishads* form the core of Hindu teaching. Unlike the *Vedas* and *Brahmanas*, they do not contain rituals but are philosophical texts dating from around 1200-500BC.

Century although Islam had been known there since the 7th Century through trade relations with Arabia. The religion has its heyday during the time of the Delhi Sultanate and the Moghal Empire (pp.143-144). Many of the *sufis* became *pirs* (living saints); their tombs, known as *dargahs* (portals), are believed to be magical places associated with miracles.

Further details on Islam can be found in the next chapter.

THE GOSPEL TRUTH

Christianity first appeared in India in the mid-1st Century AD, brought to its shores by the apostle Doubting (St.) Thomas. Christians in India are largely located in the south and the northeast, usually around the various European colonial settlements, such as Goa, Pondicherry, Calcutta, and Bombay.

AMRITDHARI

Sikhism, a syncretic religion which takes elements from Hinduism and Islam, developed during the late 15th-early 16th Centuries. Its founder, Guru Nanak, based his religion on the central tenets that all men are equal and that there is but one god; Hindu concepts such as reincarnation and *karma* were also incorporated but, unlike the faiths from which it was derived, Sikhism does not have priests.

The faith's central religious text is the *Siri Guru Granth Sahib*, whose presence makes a place holy. After the death of the tenth Guru, Govind Singh, in 1708, the book itself became the guru to all Sikhs. Hence, all Sikh temples are known as *gurdwaras*—doorways to the Guru (the book).

Govind Singh was also responsible for turning the Sikhs into a formidable fighting force. Those who join the Khalsa (Pure Ones) are expected to always carry with them the five symbols of their faith, known as the five Ks: the *kesh* (uncut hair), *kangha* (a wooden or ivory comb representing purity), *kara* (a steel bracelet representing determination), *kirpan* (a sword to defend the weak), and *kuchera* (cotton undergarments, representing alertness or chastity). Male initiates take on the name Singh ("lion"), while female initiates take the name "Kaur" ("princess").

PAST, PRESENT & FUTURE

Although Prince Siddhartha Gautama reached enlightenment under a bodhi tree at Bodh Gaya in the province of Bihar, gave his first sermon at Sarnath (p.139), and died in the UP at Kusinara (modern Kushinagar), Buddhism is no longer a widely practiced religion in India. The country is dotted with ancient Buddhist shrines, rock temples, and ruins as a result of its earlier prominence, and pilgrims can often be seen travelling the roads between the holy sites.

For further details on Tibetan (Mahayana) Buddhism, see Book Two, Ch.1.

HARM NOTHING

Another very old faith is that of the Jains. Based on the principle of non-violence (*ahimsa*), Jains strive to avoid causing harm to any living creature, with some ascetics even covering their mouths to prevent the accidental inhalation of insects. At the core of Jainism is the concept of *karma* and the belief that the soul can be made pure through faith, right conduct, and knowledge (achieved by abstinence, asceticism, and *ahimsa*).

The creation of the Jain faith is historically attributed to Rishabha, the first of twenty-four enlightened saints referred to as *tirthankaras* ("ford-makers") or *jinas* ("those who overcame"). The last *jina*, Vardhamana Mahavira, the Great Hero, was one of the faith's most influential teachers.

Jains can mostly be found across parts of Rajputana, Bombay, and the Central Provinces; their temples are usually havens for wildlife and vermin.

FANNING THE FLAME

Once the official state religion under Cyrus the Great, the 6th Century BC founder of the Persian Achaemenid Empire which ruled over vast swathes of the Middle East and Asia as far as the Indus Valley (p.185), Zoroastrianism entered India again during the 10th Century AD after the rise of Islam drove many of its followers out of Persia (modern Iran).

These refugees initially settled in Surat, Gujarat, though a further migration to Bombay followed, where the Parsis (as they became known) took up roles in finance, business, and trade; they also developed a reputation as generous philanthropists.

Further details on Zoroastrianism can be found in Book Two, Ch.3.

PEOPLE OF THE BOOK

Judaism has been present in India for millennia; legend has it that the first Jews arrived in Cochin, on the southwestern coast of the Madras Presidency, as part of King Solomon's trading retinue. The ancestors of another group, the Bene Israel Jews, arrived in Gujarat and Bombay at around the turn of the first Millennium; there remains some controversy as to whether or not they constitute one of the lost tribes of Israel.

The next wave came ashore in the 17th Century: European Jews from Spain, Britain, and Portugal who appeared as the trade routes opened to the West; they were, in turn, followed by the Baghdadi Jews, who began to settle in the cities of Calcutta and Bombay from around the middle of the 18th Century.

The three main concentrations of Jews in India are around Cochin, Bombay, and Calcutta, although the different communities do not tend to intermingle. The country's native Jews suffer less discrimination under British rule than other Indians, affording them better access to better civil and military positions, and they largely escape the anti-Semitism seen elsewhere in the world.

A DIFFERENT PATH

There are many other religions in India besides the ones already mentioned. Those indigenous tribes which have not been converted to Christianity still follow the old ways,



appeasing animal spirits, the elements, and their ancestors as part of their devotions. Then there are the Theosophists and their esoteric practices, as well as several independent *yogis*, such as Sri Aurobindo Ghose, the former Nationalist and spiritual leader whose *ashram* (retreat) opens in Pondicherry in 1926.

Ups & Downs

India's history is as complex and as potentially bewildering as its geography and its religions, and it is often broken down into major periods named after the ruling empire or civilisation of the time. The country is rarely unified under one banner, meaning that several empires could (and did) run along side each other simultaneously, often along a north-south divide.

THE CRADLE OF CIVILISATION

Although evidence of agriculture does not appear in India until c.7000BC, signs of prehistoric settlements stretching as far back as 250,000BC have been discovered in the subcontinent. By 2500BC, there was a flourishing civilisation in existence centred on the Indus Valley, reaching from the far northwest down to around Gujarat. Known as the Indus Valley or Harappan Civilisation (after Harappa in the Punjab, where one of its first cities is unearthed in the early 20th Century), these early inhabitants of India led sophisticated lives in huge urban environments supported by agriculture and trade.

The existence of the Harappans had been largely forgotten until a small soapstone seal was discovered close to Harappa in the 1850s during railway construction work on the Lahore to Multan line. Approximately the size of a postage stamp, the seal was carved with what appeared to be a unicorn-like creature and some form of writing. The unearthing of more seals in the area leads to the 1906 expedition that uncovers the ancient city. A second city is revealed at Mohenjodaro in the 1920s.

Around 1800BC, the original civilisation began to fail. The most likely explanation is that the rivers the culture depended upon began to dry up or change course due to changes in the environment and, lacking water, the cities were abandoned.

Interestingly, the mystery of what the seals say has yet to be resolved; academics insist it is because there are too few to be able to decipher their meaning, but some suspect there may be other reasons for the apparent general reticence to translate them...

Know Your Place

The highest of the four original castes is that of the Brahmins: the priests; below them are the warriors and nobles of the Kshatriya caste. Next come the wealthy but lower caste Vaishyas, the Vedic merchants. Below them are the Shudras, the artisans and servants. Only the upper three castes are classed as being worthy to use the honorific term "Aryan". There are also those who fall below even the Shudras: the casteless, commonly known as the Untouchables or Dalit, who often perform essential but despised tasks, such as dealing with the dead.

Even in the 20th Century, caste determines not only what job a person may have, but also his role within his own family and community, and his chances of an education, as well as what he wears and the name he is given. Only by becoming a *sadhu* (holy man) can a person attempt to escape the strictures of his caste; anything else risks shame and social ostracism for both the offender and his family.

Some people draw direct parallels between the four Vedic castes and the hierarchy that exists within the British Raj, with the ICS being the equivalent of the Brahmins, the Army that of the Kshatriyas, and the businessmen (snidely referred to as "box-*wallahs*" by the ICS and military) that of the Vaishyas. Below them are those of mixed descent: the Eurasians (also known as Anglo-Indians, although this term can also mean a European born in India) and the "domiciled" (those who are deemed to have effectively gone native and permanently settled their families in India).

Another system of segregation is *purdah*, a form of seclusion from public observation expected of high-caste Indian women, Hindu and Muslim alike. It is widely practiced during the Raj, and ensures that women cannot freely interact with men or strangers.

In game terms, if the strictures and inequalities of the caste system and *purdah* are not something you wish to incorporate then, by all means, ignore them, along with any other form of racial or religious discrimination common in the India of the time.

THE COMING OF INDRA

Around 1500BC, a new people appeared in the Indus Valley, having arrived from Central Asia over what would become the standard overland entry route into India: the Khyber Pass. Calling themselves the Aryans, they established the Vedic Civilisation in the north before spreading across the plains of the River Ganges.

The Aryans were a semi-nomadic people who eventually organised themselves into sixteen great kingdoms (Maha Janapadas) with a monarchy and a defined system of social hierarchy which became the basis of the caste system (see above). Originally consisting of four castes, or *varnas*, whose membership was determined by a person's occupation, over time the number of castes exploded, as well as becoming far more rigid and hereditary. It was also applied to everyone in Indian society, not just the Hindus to whom the system had originally been passed down.

It was around the end of the Vedic period (usually taken as c.500BC) that both Buddhism and Jainism were founded or gained wider acceptance. Neither required sacrifices, nor were they (at this point) defined by the caste system and were freely open to women.

THREE GREAT MEN

As the Vedic period drew to a close, the Persians arrived in India's northwest. Cyrus the Great's initial acquisitions of 538BC were extended and consolidated by his nephew, Darius the Great, in around 520BC, leaving the lands to the west of the Indus Valley firmly in Persian hands.

This remained the case for approximately 200 years, when the Persians were driven out of the region by the Macedonian King, Alexander the Great, in 327BC. After nineteen months of battles against local rulers, Alexander's men refused to press on beyond the Beas River; Alexander had little choice but to leave envoys behind to rule in his stead and fight his way home down the Indus Valley, finally reaching his destination three years after first entering the country.

THE GREAT MAURYAN EMPIRE

There were other empires in India besides the Persian and Macedonian ones; in fact, the fear of one such empire, the Magadha (situated in modern Bihar), was instrumental in Alexander's troops' mutiny at the Beas. Ruled by King Dhana Nanda, the Magadha Empire was overthrown by Chandragupta Maurya upon the news of Alexander's death reaching the country in 322BC.

The illegitimate son of a noble and a peasant woman, forced to take on his mother's low caste and sent into exile, Chandragupta allegedly used 9000 drunken war elephants to wrest control of the kingdom from the Magadha. Something of an eccentric character, Chandragupta was also claimed to be in possession of a personal bodyguard consisting of 700 female warriors, hailing from India and Greece and armed with bows.

Chandragupta's holdings were expanded by his son, Bendusara, and again by his grandson, Ashoka, the Lion of Sarnath. At its height, the Mauryan Empire stretched from

the Bay of Bengal in the east to the Arabian Sea in the west, and from the Himalayas down almost as far as Pondicherry in the south.

Ashoka was perhaps the greatest of the Mauryan rulers, and one of the bloodiest (at least during the earlier part of his reign). He pursued an aggressive expansion campaign which led to a brutal war with the kingdom of Kalinga on the Bay of Bengal in around 260BC. Although he eventually triumphed, Ashoka was so horrified by the number of deaths caused by the war that he renounced violence and became a Buddhist monk.

This conversion led to many changes within the Mauryan Empire, including reforms which were recorded as seven edicts and numerous proclamations on a series of pillars and rock-carvings scattered across Ashoka's domain. The secrets of the pillars were eventually forgotten and not deciphered again until James Prinsep, a noted philologist and member of the Royal Asiatic Society (p.159), investigated them in the mid-19th Century; his studies also confirmed just who had erected them (a topic of some debate at the time).

INTERIM

When the Mauryan Empire failed at the end of the 2nd Century BC, the country was mostly ruled on a regional basis, with a few lesser empires rising and falling in the north and south. Amongst those in the north were the Scythians and the Kushanas, whose empire stretched across most of the Gangetic Plains and up to Kashmir.

Both before and during the rule of the Mauryas in the north, three families controlled much of the south: the Cheras, the Cholas, and the Pandyas. All of non-Aryan Dravidian descent (p.149), they continued to rule until around 400AD, having become immensely wealthy through trade with Rome. Alongside them, although arriving much later, there also rose the Pallavas, Satavahanas, and the Chalukyas.

A GOLDEN AGE

In around 320AD, a new dynasty came to prominence in the north. Founded by Chandra Gupta I, the empire saw a flourishing of art, science, mathematics, and literature, particularly under its fourth ruler, Chandra Gupta II. The empire established trade and diplomatic links with China, Persia, Greece, Rome, and the countries of modern Indonesia, and held power until the middle of the 6th Century (although it was seriously weakened and in decline as a result of Hun attacks from 450 onwards).

THE CLASSICAL AGE

After the fall of the Guptas, India once again fragmented into smaller kingdoms in the north. In the meantime, the Chalukyas rose to great prominence in the south, only to be beaten back by the resurgent Pallavas.

With the arrival of the 8th Century, the Rajputs of the north began to consolidate themselves and there emerged three major warring dynasties: the Pratiharas in the northwest, the Rashtrakutas in the northern Deccan, and the Palas in Bengal. Between these factions lay several independent kingdoms and, in the midst of the almost continuous clashes between Rajputs, non-Rajputs, and Muslim invaders from the Umayyad Caliphate (p.71), there occurred another outpouring of advances in the arts and sciences.

By the end of the 9th Century, the Cholas re-established their grip on the south, creating the largest empire India had seen since the heyday of the Guptas more than 400 years earlier. In the northwest, Muslim armies from Afghanistan began raiding the country once again.

Ashoka was so horrified by the number of deaths that he renounced violence and became a Buddhist monk.

THE SULTANS OF THE NORTH

Towards the end of the 12th Century, Muhammad of Ghur conquered the Punjab and captured Delhi. In 1206, his former slave, Qutbuddin Aibak, established what would become known as the Delhi Sultanate, a Muslim powerbase that ruled first northern India and then most of the continent for almost 300 years before being driven back into the north once more.

All was not plain sailing, though, for the various Delhi dynasties that followed Qutbuddin. The Hindu Vijayanagars of the south fought their way to independence from their northern rulers in the mid-14th Century, while rebellious nobles and generals carved out the Kingdom of Bengal a little over thirty years afterwards. The great conqueror Tamberlaine briefly controlled some of the Sultan's northern territories at the end of the same century, capturing and sacking Delhi and leaving it in complete ruin. Added to this, the Rajputs and the states of central India also reasserted their independence.

Vasco da Gama, the Portuguese explorer, arrived during this turbulent time. In 1498, he landed at Calicut (modern Kozhikode) on the Malabar Coast in western India. In less than thirty years, the Delhi Sultanate finally collapsed to be replaced by the Great Moghal Empire. Da Gama himself was buried in Cochin in 1524, although his body was dug up and returned to Portugal fourteen years later.

GURKANI

In 1526, Zahir ud-din Muhammad Babur (an Uzbecki descended from Genghis Khan and Tamberlaine) was invited by Indian nobles to depose Ibrahim Shah Lodi, the last Sultan of Delhi. Lodi was defeated by Babur at the Battle of Panipat, the scene of more than one tumultuous battle through the ages, and the reign of the Moghals began.

Babur's son, Humayan, was deposed only ten years into his reign by Sher Shah Suri, another Lion King who snatched control while Humayan was attempting to quell an

uprising elsewhere in his kingdom. Although Sher Shah died in 1545, five years after seizing the throne, Humayan did not regain his empire for another ten years.

Much of what the Moghal Empire would become was laid down under Sher Shah Suri, but it rose to true magnificence under the stewardship of Humayan's son, Jalaluddin Muhammed, better known as Akbar the Great. Only thirteen years old when he ascended the throne, Akbar's rule came to be typified by his tolerance towards other faiths, something distinctly lacking in his predecessors.

Followed by his son, Jahangir, and his grandson, Shah Jahan (he of Taj Mahal fame), the dynasty ended in 1707 with the death of the tyrannical and intolerant Aurangzeb, who had reversed almost all of his great-grandfather's laws regarding inclusivity. With power once again decentralised, thanks to Aurangzeb ruining the Empire's economy, a multitude of independent rulers appeared to fill the vacuum, including the Nawabs in Bengal, the Nizams in Hyderabad, the Rajputs in Rajputana, the Wodeyars in Mysore, the Marathas in the Deccan, and the Sikhs in the northwest.

EUROPEAN INTERFERENCE

After Vasco da Gama's arrival in 1498, Portugal carved a foothold in the country that was not seriously challenged until the Dutch established themselves in Ceylon (modern Sri Lanka), the east coast, and Bengal in the early 17th Century. At around the same time, the BEIC (p.137) negotiated trade agreements with Jahangir and set itself up at Surat, on the southern coast of Gujarat.



By the end of the 17th Century, the Portuguese had lost virtually all of their holdings in India, first to the Dutch and then the British, only managing to hang on to Goa and a few other small enclaves. The British acquired Bombay from the Portuguese in 1661 upon Catherine of Braganza's marriage to King Charles II as part of her wedding dowry. The King promptly leased it to the BEIC for a handsome sum.

The French East India Company arrived on the scene in the early 18th Century. Late to the party, it began to dabble heavily in Indian politics to secure an edge over its rivals, in particular the BEIC. Conflicts in Europe and aggressive French tactics in the south of the country inevitably led to confrontation and the three Carnatic Wars (1746-48, 1749-54, and 1757-63).

At the end of the Second Carnatic War, Joseph François Dupleix, the Governor of the French East India Company, was ordered back to France in disgrace as a result of his repeated failure to trounce the British and, by the end of the third war, French power in India was all but destroyed. Although the British permitted the French to keep their trading posts, they were not allowed to run them and, to add insult to injury, they also had to agree to support British client governments.

The Battle of Plassey in 1757 signalled the BEIC's ascendance towards supreme power in India. After that, they expanded steadily but surely into other territories and gained control, either through treaty or war. Those allied states which they did not directly govern were required to maintain a contingent of Company troops and submit to the advice and guidance of a Resident (the chief on-site British "adviser").

Throughout the early and mid-19th Century, John Company ruled its three Presidencies from its seat in Calcutta with an increasing arrogance and disregard towards Indian culture, one that finally led to the Indian Mutiny of 1857. The exact causes were complex and compounded by an out of control rumour mill; one of the most inflammatory stories being the alleged (or otherwise) use of pork and beef fat to grease the cartridge cases for the Army's Enfield rifles, an insult to both the Muslim and Hindu *sepoys* (soldiers) the Presidency Armies depended upon.

The cartridges were not the only issue: changes to Army regulations that potentially threatened high caste soldiers' status and pensions, rumours of mandatory conversion to Christianity, the loathed Doctrine of Lapse (which forced wives and female heirs to hand over their lands to the BEIC if the incumbent male ruler died without legitimate male issue), and the British annexation of Lucknow in 1856 all played a part.

Consisting of both a military and a civilian uprising, the violence fully erupted in May, 1857, at the Army cantonment in Meerut, then spread to upper and central India, including

Photo: Unknown-*Bombay, Bewaffnete englische Matrosen, 1932*-Bundesarchiv, Bild 102-12898 / CC-BY-SA

Delhi, Lucknow, Agra, and Cawnpore. Traditional trouble spots, such as Bengal, did not join in and the rebellion was widely unsupported by the highest-ranking Princes.

After terrible atrocities were committed on both sides, peace was finally declared in July, 1858. The British Government (and public) was so horrified by the events that the BEIC was stripped of its power and position, ushering in the days of the British Raj. Administrative and military systems were overhauled and greater communication with Indian citizens incorporated in an attempt to learn from the mistakes which had led to the BEIC's downfall. Sadly, the Raj appears to have a short memory and seems doomed to repeat them instead.

FOR QUEEN & COUNTRY

Now the "property" of Her Majesty Queen Victoria, India found itself in the hands of the Viceroy (the head of British administration), the Indian Civil Service (the ICS, often referred to as "the steel frame of India"), and the Indian Political Service (IPS). The ICS provided the administrative staff needed to run the country on the Queen Empress' behalf, as well as its judiciary, judges, and magistrates.

An officer of the ICS, ably assisted by members of the so-called "Babu" class (Anglophile bureaucrats and professionals usually drawn from high caste Hindu groups), had far more power than his British equivalent, but also far greater responsibility. The IPS found itself wedged in between the ICS and the military, working in the Princely States and Agencies as Residents.

The Raj retained Calcutta as its capital city, but in 1863 decreed that Simla would become the summer capital, prompting a yearly migration of staff and paperwork up into the hills of the Punjab. The winter capital shifts from Calcutta to New Delhi in 1911, in part because of growing unrest in the area after partition (p.136) and because it is felt to be "too out of the way" of the rest of India, much to the chagrin of those in Bengal.

As the 19th Century turns into the 20th, there are growing and repeated calls for Indian Independence from the Indian National Congress (INC) and other Nationalist movements. Lord Curzon, the then Viceroy, partitions Bengal into East (mostly Muslim) and West (mostly Hindu) in 1905, despite repeated protests against the move from the province's citizens. The partition prompts the creation of the Swadeshi (self-sufficiency) movement, whose followers boycott British goods in protest. The movement is only part of a growing call for greater representation and autonomy from the Empire.

THE RIGHT TO SELF-RULE

The Indian National Congress (INC) is set up in 1885 with the assistance of the Theosophical Society; its membership initially consists largely of a well-educated, urban elite who wish to secure a greater share of the running of India. Meeting once a year, every December, the group grows increasingly jaded by their lack of progress and begins to call not just for greater involvement but also, by 1929, independence from Britain. Just how to achieve their various aims causes a schism in 1907, with the formation of a moderate faction intent on negotiation and a radical faction asserting that violence is the only way to accomplish their goals.

The INC is not the only group that ends up calling for their country's freedom from Britain. In 1906, the All India Muslim League is founded; like the INC, its goals change over time, from promoting education and understanding between Muslims, Hindus, and the British, to calling for a separate Muslim nation from 1940 onwards.

Also formed in 1906 is the Jugantar Party, an offshoot of the secret revolutionary group, Anushilam Samiti, which poses as an urban fitness club in Calcutta. Jugantar becomes involved in political assassinations in the former capital, receiving support and weaponry from Indian revolutionaries based in Germany throughout World War One. Having spent years "removing" any policeman who attempts to investigate their activities, many of the party's members are arrested or killed after a German-backed plot to cause an uprising in Bengal is discovered by the police and thwarted.

Lokmanya

Kashav Gangadahr Tilak (1856-1920). Born in Ratnagiri, Bombay province, Tilak is something of a polymath (like his Bengali counterpart, Rabindranath Tagore; p.159). A mathematician, lawyer, journalist, writer, and teacher, Tilak becomes known to the British as the "Father of Indian Unrest" and is one of the pioneers of the Indian Independence Movement.

Arrested for incitement to riot and murder in 1897, Tilak is imprisoned for eighteen months, during which time he writes *The Arctic Home in the Vedas*. The book describes his belief that the Aryan ancestors of the Vedics arrived in India from the Arctic in around 5000BC after the last Ice Age destroyed their polar home (the evidence for which is contained in the hymns of the *Vedas*, recorded when the memories of their epic migration were still fresh). The book itself is not published until 1903.

A national hero upon his release, Tilak continues to support aggressive tactics to win freedom from the British and, in 1908, he is deported to Mandalay, Burma, for six years. His stance mellows whilst in exile and he becomes involved in the peaceful struggle for Indian Independence upon his return. He also promotes (and creates) Hindu religious festivals as a way of reinforcing Hindu culture and beliefs, which he sees as having been diluted by too many years of colonial rule.

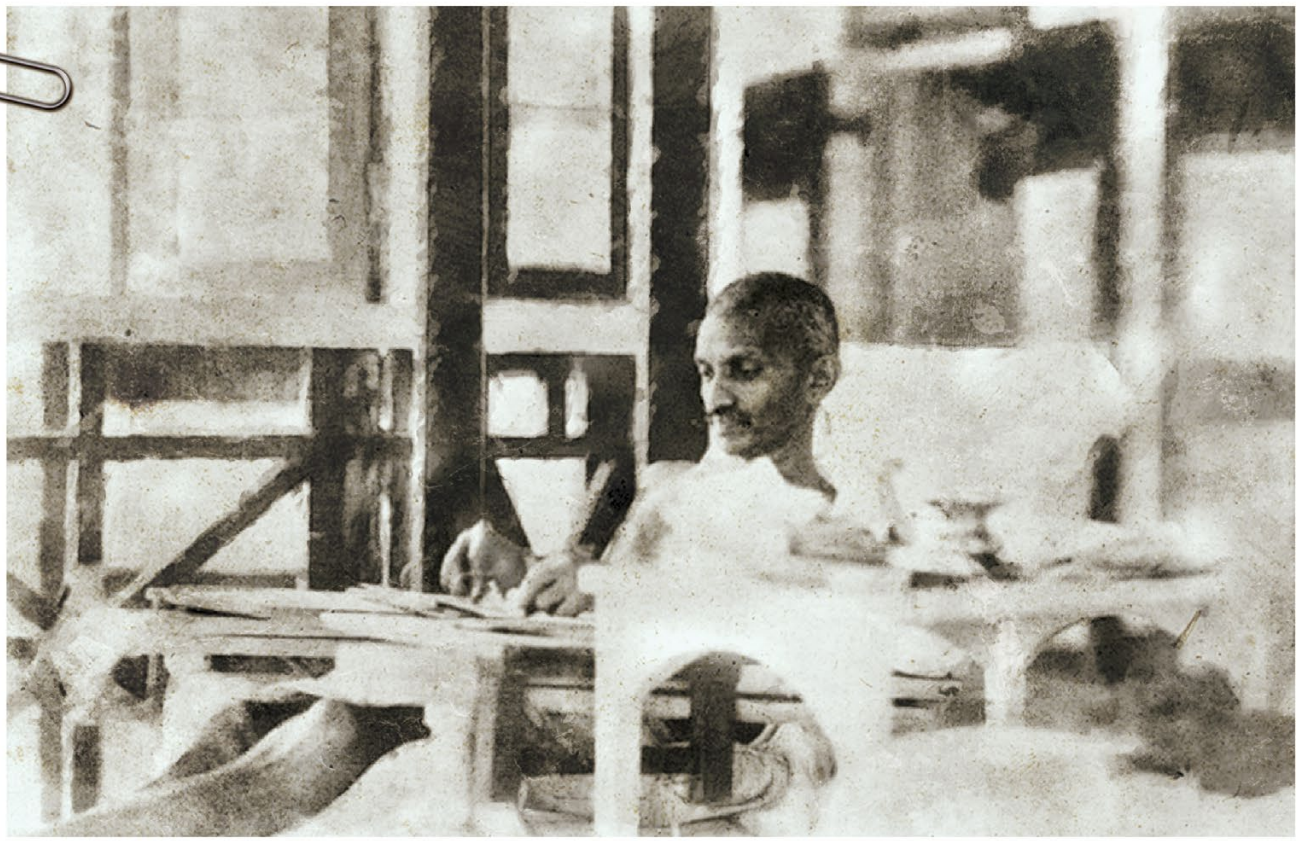


Photo: Unknown—*Mahatma Gandhi, 1932*—Bundesarchiv, Bild 102-13884/ CC-BY-SA

The INC and the Muslim League are joined in 1916 by the All India Home Rule League, which hopes to gain the same status as Australia, New Zealand, and Canada for its country: that of a Crown Dominion. Including members of the INC and the Muslim League, such as Annie Besant, Muhammad Ali Jinnah, and "Bal" Gangadhar Tilak (p.145), the Home League is absorbed into the INC in 1920.

Calls for independence increase both during and after World War One; in fact, the war in Europe, the perceived lack of gratitude from Britain for India's contributions, and divisions as to whether India should have involved itself in the first place mark a shift in political focus for many. Some, like the former firebrand Bal Gangadhar Tilak and the Jugantar Party, decide that violent confrontation is actively hindering progress not advancing it, whereas others (such as the Anushilam Samiti and the later Neo-violence Party) stick to the path of bloodshed.

In 1919, Brigadier General Reginald Dyer's actions during a protest at the Jallianwala Bagh in Amritsar lead to a massacre of unarmed civilians, which acts as a polarising moment in Nationalist politics, directly contributing to the formation of Mahatma Gandhi's Non Co-operation Movement of 1920-1922, based around the concept of *satyagraha* (non-violent resistance).

As India enters the 1930s, both the peaceful and not-so-peaceful Nationalists continue their struggles. Calcutta sees an increase in terrorist activities, although many of the British residents claim to feel in no more danger than they ever have in the past. 1930 also sees the start of the Civil Disobedience Movement, triggered by Gandhi's salt *satyagraha* in protest at the British monopoly over salt production.

The 1935 Government of India Act establishes a loose federal structure for the country's management, allowing for a degree of provincial autonomy and safeguarding minority interests through the creation of separate electorates. The Act is seen by some as a step in the right direction, but does not go far enough in the eyes of many. By 1936, terrorism in Bengal is waning and, in the 1937 elections, the INC gains a majority in five provinces (and the upper hand in two more).

Viceroy Lord Linlithgow's unilateral declaration of war against Germany in 1939 (having failed to consult any of the provincial governments on the matter) adds yet more grist to the Nationalists' mill. Despite constitutional proposals promising full Dominion status after the war, the INC rejects the draft document and the Quit India Movement is formed in August 1942, demanding *swaraj* (self-rule) and refusing to fight for Britain until its conditions are met.

Within hours of its announcement, the leadership of the INC and a considerable number of its members are rounded up and imprisoned for sedition, with many remaining in incarcerated in one form or another for the rest of the war. Widespread rioting follows, particularly in Bombay and Delhi, which is cracked down on ruthlessly by the British authorities.

Interestingly, the INC does not have the widespread support of all Indian citizens, particularly the Muslim League, those involved in business (who are making a tidy profit from

war industries), the Princes (who fear their own loss of power and prestige if the British leave), and those of a more radical bent (who are following Subhas Chandra Bose's activities with much greater interest; p.153).

A FORGOTTEN FRONTLINE

Against this backdrop of turbulent internal politics, India nevertheless forms its own home front in the face of the Axis powers. Japan launches air attacks against Madras and Ceylon in April, 1942, having already captured the Andaman & Nicobar Islands the month before (after the British abandon it).

British shipping in the Bay of Bengal is also subject to the depredations of the Japanese Imperial Navy, and Calcutta is bombed for the first time in December 1943. The Japanese invasion of India through Burma begins in March, 1944, triggering the evacuation of civilians from Delhi; by June, the offensive has been beaten back across the border.

During this time, India's textile industry is in full swing, producing over a million blankets for the British military; they also supply millions of uniforms, parachutes, and boots. India's railway workshops are switched over to munitions production, and food is exported overseas to support the Allied campaign (despite India's own reliance on food imports).

However, poor harvests, natural disasters, ever increasing numbers of refugees from the war in Southeast Asia, and the loss of Burma as a food supplier lead to repeated outbreaks of famine and disease (especially cholera) throughout the early 1940s. The worst example is the Bengal Famine of 1943-44, during which around three million people are believed to have starved to death. The disaster is made worse by rampant inflation, British intransigence, and Churchill's refusal to step in and remedy the situation. Unlike similar famines in Russia, there are no reports of cannibalism.

The Grand Trunk Road is an ancient thoroughfare dotted along its length with *caravanserai*.

Due to ongoing Nationalist demonstrations, fifty battalions of British troops are stationed in India during the war in order to maintain civil order; more than are used in the Pacific campaign against the Japanese. For India's native citizens, their country often resembles one under occupation rather than that of a valued co-belligerent; which, of course, it is...

Getting About

Transport in India can prove to be something of a challenge, given the country's scale. With the exception of the Grand Trunk Road and a few others, the majority of India's roads are little more than dirt tracks, unfit for most vehicles except the ubiquitous bullock carts, which jostle along between horses, camels (p.308), and elephants as modes of transport and haulage.

Described by Rudyard Kipling in his novel *Kim* as "Such a river of life as nowhere else exists in the world", the Grand Trunk Road is an ancient thoroughfare dotted along its length with *caravanserai*; one which has been built and rebuilt over the centuries to connect east with west. Acting as the main trade route across India, it also links Southeast Asia to Central Asia and beyond.

Known as Uttarapatha (the Road to the North), the highway was already in existence in the time of the Great Mauryan Empire (p.142), but the route was relaid and greatly revised under Sher Shah Suri in the 16th Century, extending its reach all the way from Chittagong to Kabul. The stretch between Kabul and Calcutta alone is over 1600 miles (2500km) long.

Journeying through Calcutta, Benares, Allahabad, Cawnpore, Delhi, Lahore, Peshawar, and over the Khyber Pass on its way to Kabul, its name was changed to Sadek-e-Azam (the Great Road) under Sher Shah. The British further upgraded the road between 1833-60, when it acquired the nickname "the Long Walk".

Due to the lack of a reliable road network, much of India's transport relies on either the railways or the waterways. Criss-crossed by large, navigable rivers, boats are essential for large-scale haulage in the days before steam and many prefer the gentler, less crowded river services to the hot, cramped, and often chaotic ones provided by the railways.

GLORIOUS STEAM

India's famed railways began in 1854 with the founding of the Indian Railway Association, the forerunner of the Great Indian Peninsula Railway (GIPR) and the first of many private companies tasked with building and running the country's rail infrastructure.

But it was not until April, 1853, that India's first three steam trains, named Sultan, Sindh, and Sahib, pulled the first ever service from Bombay to Tannah (modern Thrane), the City of Lakes. The trip was only 21 miles (34km) long and took somewhere between forty-five minutes and an hour, but it heralded the dawn of a new locomotive age in the subcontinent.

By the mid-1860s, the Calcutta (Howrah)-Allahabad-Delhi line was completed, to be joined in 1870 by the Calcutta (Howrah)-Allahabad-Bombay service (once the various companies' lines had the chance to meet up; see Table 3). The opening of this particular line was allegedly one of the inspirations for Jules Verne's *Around the World in Eighty Days*.

Within the next decade, and less than thirty years after the first line opened, there were over 9000 miles (14,500km) of tracks in India. Mostly radiating out from the three key Presidency cities of Calcutta, Madras, and Bombay, the railway companies and their engineers had conquered some of



the wildest and most formidable terrain imaginable (not to mention the effects of the monsoon weather and scorching heat of the plains).

At the end of the 19th Century, the Calcutta-Madras line opens, and further extensions enable the creation of a shorter service from Calcutta to Bombay via Nagpore, which proves to be far more popular than the longer, slower, and older route via Allahabad. Despite serious issues caused during World War One as a result of the diversion of repair facilities to the war effort, by 1929 the railways, now largely in government hands, cover a distance of more than 41,000 miles (66,000km), carrying over 62 million passengers and nearly 100 million tons of freight a year.

Besides the standard-gauge railways, India is also home to three narrow-gauge lines, lovingly known as the "Toy Trains" but, for official purposes, as the Hill Railways. Clambering up precipitous slopes, boring through mountains, and dangling over sheer drops, the Darjeeling Hill Railway (Siliguri to Darjeeling), the Nilgiri Mountain Railway (Coimbatore to Ooty), and the Kalka-Simla Railway are death-defying feats of engineering and even slower than the mainline trains. The Nilgiri Mountain Railway even has to resort to the use of a rack-and-pinion system to prevent the trains from sliding back down the hill on its steepest sections.

Segregation is also present on the railways. The locos are only driven by white Europeans and there are separate carriages for European and Indian travellers. Bizarrely, important Europeans are often asked to give permission for the

Table 3: Railway Company Coverage

The table shows five of the most important railway companies operating in India in the 1930s, the rough area they cover, the location of their headquarters, and their main associated line or lines.

Company	Coverage	Headquarters	Main Line(s)
Bengal Nagpore Railway	Eastern and central India	Calcutta	Calcutta (Howrah)-Nagpore-Bombay
East Indian Railway Company	Eastern and northern India	Calcutta	Calcutta (Howrah)-Allahabad-Delhi
Great Indian Peninsula Railway (GIPR)	Western and central India	Bombay	Bombay-Poona-Raichore (Southeast line, linking up with Madras and Southern Mahratta Railway's Madras line)
			Bombay-Jubbulpore (Northeast line, linking up with the East Indian Railway's Jubbulpore-Allahabad-Delhi line)
Madras and Southern Mahratta Railway Company	Southern and eastern India	Madras	Madras-Raichore
			Madras-Vijayanada (linking up with Bengal Nagpore Railway's Calcutta line)
			Nilgiri Mountain Railway
North-Western Railway	Northwest India	Lahore	Delhi-Amritsar-Lahore-Karachi

train to move out of a station. Military trains are also strictly separated from civilian ones.

Around every station there is a railway colony, mostly inhabited by mixed-race Anglo-Indians who work in specific, subordinate jobs reserved for them by the railway companies. Stations also tend to be very popular with the local wildlife; monkeys have learnt the timetables and show up when a train is due to make the most of any dropped or proffered scraps from the *chai-wallahs*, food vendors, or passengers. On the Darjeeling Hill Railway, it is not unusual for elephants to visit the water cisterns used to replenish the engine's boilers when they are in need of a drink, which often causes yet more delays to the trains.

World War Two sees the almost fully nationalised service entering another decline not of its own making. Workshops are no longer available to maintain and repair the locomotives (p.147) and mile after mile of track is torn up for its metal. After 1939, 40% of the rolling stock is transferred to the war effort in the Middle East, making rail travel even harder.

Variety is...

... as they say, the spice of life, and India displays great diversity in many areas whilst also exhibiting an equally great conformity in others. This section aims to highlight some of the similarities and differences that can be found across the country. Specific examples relating to a particular area or city are discussed separately elsewhere.

SPARE CHANGE

The *rupee* is the accepted currency in India and forms one of the few instances where the British have not forced pounds sterling on their subject population. The *rupee* takes its name from the Sanskrit word for what it historically was: a silver coin (*rupya*), although it is also known as a *taka* in Bengal.

The *rupee* has existed in many different forms over the years. The British mint their own versions; first the BEIC and then the Raj, whose coins are marked with the crown and the monarch's name (the "regal issues"). Several of the autonomous Princely States also have their own coinage, as do the French. The British issue paper *rupees* from the mid-19th Century onwards, but the coins are still the most frequently encountered form for the majority of people.

The British in India tend to pay for everything by chit (i.e. on account), only settling up their bill at the end of the month. Failure to clear one's debts is a matter of great shame, although many (particularly young military officers) have a habit of living beyond their means and often have to turn to their senior officers for assistance (or face disgrace, dismissal, or worse).

CLOTHES MAKETH THE MAN

Although Europeans in India insist on making as few concessions to the weather as possible when it comes to the way they dress, there is one article of apparel that any Englishman travelling beyond Port Said is instructed never to be without: his topee. A cork helmet essential to keep the sun off (and not exactly the same a pith helmet, or solar topee), many have been handed down from father to son as generation after generation takes up their position in the Imperial machine.

Indian clothing varies depending on the region. Turbans are not just worn by the Sikhs, and the colour and style denote the caste of the wearer, his religion, and where he hails from. Women who are not under *purdah* usually cover their heads with a *duppata* or *odhni* (long, veil-like scarves), or the *pallav* (the long, free end of a *sari*) when out in public.

Men can usually be seen wearing a white *dhoti*, a loincloth tied between the legs to form trouser-like lower garments, coupled with a *kurta* (long-sleeved shirt). They may also wear *churidar pyjama*, trousers with lots of ankle folds (which resemble *churi* bracelets), often beneath a *sherwani* (long, high-collared coat).

Women tend to wear either a *sari*, or a *choli* (tight-fitting blouse) with a voluminous, ankle-length skirt (*gharghara* or *lehengi*), with the modesty-preserving scarf mentioned above. Alternatively, they can wear the *salwar kameez*, consisting of baggy *pyjama* trousers (*salwar*) and a loose-fitting, long tunic; a variation of the *salwar kameez* is also worn by men.

THE MOTHER TONGUE

There are well over 1500 native languages spoken within India, mostly derived from two main roots: Sanskrit (the language brought into the subcontinent by the Aryans) and Dravidian (probably the original pre-Aryan language that was driven south by repeat incursions from Central Asia). There are also many Persian and Arabic loan-words brought in by later invaders, as well as a host of unique tribal languages.

Spare a Copper?

Just like the sterling system, the *rupee* is not a decimal currency, and there are a myriad of different coins of varying worth available. Basically:

1 *rupee* = 16 *annas*
= 64 *paises* (sing. *pice/paisa*) = 192 *pies*

The *rupee* saw a marked devaluation after large silver reserves were discovered in the United States and Europe during the 19th Century. By World War One, the exchange rate sees just under 5 *rupees* to the British pound, which drops to just over 13 *rupees* per pound by the later stages of World War Two. In game terms, £1 = 12 *rupees*.

Hindi, developed from ancient Sanskrit, is widely spoken, as is the very closely related Urdu. Both are also known to the British as Hindustani, although technically this should only really refer to the latter, Urdu. Tamil and Telugu are two of the main languages spoken in southern India. Other languages that may be heard are Bengali, Gujarati, Marathi, Punjabi, and Rajasthani, to name but a very few.

Language is formally used to show respect; the terms used to address someone often denote his social standing, either acknowledging his seniority or underlining his junior status. Unfortunately, respect is not something that is earned in India; it is automatically expected by anyone above you in the social hierarchy, and to fail to show the proper deference is a matter of great shame.

TOWING THE LINE

Even into the late 1930s, there is something distinctly Victorian about British society in India. Socially speaking, it is still very conservative and even in the *moffusil* (rural areas, also referred to as "up country"), people still dress for dinner; partly for comfort and hygiene, but also to maintain some form of personal discipline in the face of the heat and headiness of India.

As well as making all of their hill stations look as identical as possible, the British have very set views when it comes to the layout of their up country settlements. They tend to consist of a cantonment (a military compound where the armed forces live and work, which can also be found next to or within major cities), the civil lines (where European civilians live and work; it is also the location of the Club, where fraternisation between the service and non-service personnel is permitted, to a certain extent), and the "city" (home to numerous shops and businesses, as well as the local population).

European houses, businesses, courts, and military establishments are fully staffed by a huge host of servants, even just before the war. There are so many due to the caste system, which strictly regulates what activities a person can and cannot do (and no-one will violate the set up despite the obvious inefficiency of the whole arrangement). The sheer number of people required to perform even the simplest task has a tendency to slow the pace of life down quite considerably.

KEEPING IN SHAPE

There is a firm belief that exercise is essential in hot climates to maintain a person's health, and the British in India make sure that they have plenty of opportunities to take part in organised sports of one form or another. Every settlement has a sports ground where polo and cricket can be played, and tennis is also a very popular pastime.

Another sport the British like indulging in is hunting, in one form or another. *Shikar*, hunting with guns, drives a number of species close to the brink of extinction but, by the 1930s, many of India's big game hunters are turning towards conservation and the first wildlife reserve (Hailey National Park; modern Corbett National Park) opens in 1936, near Nainital, UP.

Pig-sticking is another popular form of blood sport. Armed with special boar spears, groups of men go out on foot or horseback to track down wild pigs or boars to kill;



It had become patently obvious to the Rev. Jess Coffee that a rolled up newspaper was no match for this particular species of *Vespula*.

the activity is considered to be great training for military officers due to the level of danger involved, thanks to the boar's tenacity and ferociousness. Those who go out alone do not tend to come back in one piece, if at all.

Indians like wrestling; to them it is a noble sport, as it was first practiced by Vedic noblemen. Cricket is also very popular during the winter; the Indian international cricket team makes its test debut at Lord's Cricket Ground, London, in 1932, and there are several high profile tours of India by other international teams throughout the 1930s.

READ ALL ABOUT IT

Despite the best attempts of the Press Act of 1914 to censor them, Indian newspapers are not afraid to make their sentiments known on any topic, even if the outcome is imprisonment for their editors. The English-language *Hindustan Times*, under Mahatma Gandhi's son, Devdas, even stops production for four and a half months in 1942 rather than submit to yet more British censorship regulations.

One of the oldest papers, the English-language *Times of India*, first appeared in 1838, bringing news of England and the world to those serving on the edge of empire; within thirty years, the *Times* was acting as India's agent for Reuters.

Newspapers here, like everywhere else, also tend to have a particular political leaning. On the right, and very conservative, is Lucknow's *The Pioneer*. On the left (according to some, although others see it as more liberal) is *The Hindu*, based in Madras, which is also home to the Nationalist daily, the *Indian Express*. Calcutta's independent, anti-establishment broadsheet is *The Statesman*, while Bombay's main Nationalist paper is the *Bombay Chronicle*.

English newspapers and periodicals are shipped out to India but are, perforce, often very out of date by the time they actually arrive.

RAIN, RAIN, GO AWAY

As much as the British like to talk about the weather, they tend to agree that there is a little too much of it in India. The Himalayas in the north stop cold air from rolling down from Central Asia, warming the climate. Although it is considered to be fairly temperate in the north, the coasts are generally hot and humid, as is the south. Despite the monsoon rains, many areas (the western deserts and those places in the rain shadows of mountains) are prone to suffering from droughts, which can have catastrophic effects on the annual harvest (p.147).

Generally speaking, there are acknowledged to be three seasons: summer (hot season), the monsoon (rainy season), and winter (cold season). Spring (known in India as Basant) and autumn happen to varying degrees depending on where you are; in some places, Europeans claim the switch between the seasons is practically instantaneous.

The hot season tends to fall between April and June, and sees temperatures soar in the south and on the northern plains. Summer is accompanied in many parts of the north by the Loo wind; a powerful, hot, dry wind which blows in from the west, bringing with it a heat so intense that it can cause heat stroke and death in a frighteningly short space of time (see p.306 for rules concerning heat stroke).

From roughly July to November, the winds shift from coming off the land to coming in from the sea, triggering the monsoon. There are two: the southwest monsoon which, during June/July-September, sweeps across the west and the north; and the northeast monsoon which, during October-November, hits the south as the winds change direction again. The reversals in the winds preceding the two monsoons were used by ancient Arab traders to travel to and from India, and give the phenomena their name: monsoon comes from the Arabic word for season (*mawsim*).

The rains bring much needed water to some regions, triggering an outpouring of rapid growth and turning the country lush and green, whilst causing destructive flooding in others. They are the source of other problems as well; malaria, cholera, skin infections, and prickly heat are just a few of the maladies which increase during the monsoon.

Besides the mosquitoes, other insects experience a boom time during which they infest everything, including the food. Snakes are also driven into closer proximity to people, leading to an increase in venomous bites (see p.304 for rules dealing with snake bites).

Tigers are known to develop a taste for man flesh during times of war due to the abundance of human carrion.

TOOTH & CLAW

There are many creatures lurking in the jungles, hills, and plains of India, besides the insects. Everyone is aware of the presence of elephants, monkeys, tigers, and snakes (especially cobras), but there are also lions, peacocks, wild boar, bears, rhinoceroses, and a whole host of other animals, both wild and domesticated.

Rabies is an issue in India, and one of the main carriers is the ubiquitous pariah (or pi) dog, the archetypal Indian canine. Lean and lanky, usually with a golden-brown coat, pi dogs get everywhere. They are not to be confused with the dhole, or Indian hunting dog, which under absolutely no circumstances should be confused with the *other* type of dhole (at least, not if the person wishes to survive the ensuing encounter).

India's tigers and leopards have a long and dark history of becoming man-eaters. Indeed, between 1876 and 1912, over 33,000 people are known to have been killed by tigers. Although usually only occurring when injury, illness, or cubs prevent the animal from hunting normally, tigers especially are known to develop a taste for man flesh during times of war due to the abundance of human carrion.

Tipu's Tiger

A highly accomplished soldier and scholar, Tipu Sultan, also known as the Tiger of Mysore, was a thorn in the BEIC's side during the 18th Century. He loathed the British, who had taken part of his father, Haidar Ali's, lands by force. Wanting to develop a modern Indian state with European know-how, Tipu worked closely with the French to bring about his dream before his death in the Battle of Seringapatam in 1799.

One novelty item probably built for Tipu by French engineers (at least partially) was a miraculous wooden automaton, known as Tipu's Tiger. It was seized by the BEIC after Tipu's death and transported to London, first to the Company museum and then to the Victoria and Albert Museum after the BEIC was wound up, where it soon became a firm favourite amongst sightseers.

The model is of an almost life-sized tiger (Tipu's personal symbol) mauling a prone European man in a red coat (usually identified as a Company man). Not only does the tiger growl, but its victim flails and cries thanks to the machine's clockwork mechanism; the tiger also contains an eighteen-note organ keyboard within its innards.

During World War Two, a bomb lands on the museum's roof immediately above the room in which the tiger is displayed, smashing both it and the wooden case in which it is contained into hundreds of pieces; all of which are carefully gathered up for a planned reconstruction once the war is over.

Table 4: Indian Army Ranks

This table contains a selection of Indian Army ranks which correspond to the simplified rank structure found on p.70 of the *Investigator's Guide*. Ranks where a direct equivalent could not be confirmed are marked with "—".

ENLISTED MEN

Indian Army	Indian Cavalry	British Army
Sepoy	Sowar	Private
Lance-Naik	Acting Lance-Daffadar	Lance Corporal
Naik	Lance-Daffadar	Corporal

NON-COMMISSIONED OFFICERS

Indian Army	Indian Cavalry	British Army
Havildar	Daffadar	Sergeant
Havildar-Major	—	Sergeant Major

COMMISSIONED OFFICERS

Indian Army	Indian Cavalry	British Army
Jemadar	Jemadar	Lieutenant
Subedar	Risaldar	Captain
Subedar-Major	Risaldar-Major	Major

Several big game hunters make their reputations taking care of known man-eaters, including Jim Corbett (who kills his first in 1907 and his last in 1938) and Kenneth Anderson, famous for killing the man-eating sloth bear of Mysore, which tore off its victims faces before proceeding to make a meal of several of the carcasses.

The Indian Army

The Army undergoes multiple reorganisations after 1857 in an attempt to prevent another uprising. The three Presidency Armies are disbanded and the Indian Army (properly, though not very often, referred to as the British Indian Army) is formed. From the early 1900s, the total Army of India consists of two parts: the Indian Army and the British Army in India (British Army units posted to India as part of their overseas service).

Within the Indian Army, only those native regiments which had remained loyal during the Mutiny, such as the Sikhs and Gurkhas, are allowed to remain as they were; they come to be known as Class Regiments. Other regiments become mixed. Although individual companies and units within the regiment consist of a single caste, regional, or religious group, the regiment as a whole is made up of a wide range of different companies.

The Indian Army consists not only of *sepoys* but also British soldiers, who often join regiments within the Indian Army either as a result of family precedent or because, in the case of the Cavalry, they cannot afford to join the British equivalent. Indian regiments have far fewer British officers than the British regiments in India and, consequently, competition to get into them is far stiffer, enabling the Indian Army to choose the cream of Sandhurst's crop.

As well as British officers, the Indian Army in the 20th Century has two levels of Indian officers: The King's Commissioned Indian Officers (KCIOs) and the Viceroy's Commissioned Officers (VCOs). While the KCIOs have the same powers and responsibilities as their British equivalents (including commanding British troops), the VCOs only have command over Indian troops and are subordinate to both their British and KCIO superiors. Prior to 1932, when the Indian Military Academy opens at Dehra Dun, KCIOs train at Sandhurst, with the VCOs training at the

staff officer's college at Quetta. Equivalent Army ranks are shown in Table 4 (p.152).

Young subalterns (junior officers below the rank of Captain) in the Indian Army usually spend a year with a British regiment to make sure that they are "up to the task" before being transferred to their "proper" regiment; subalterns in the British Army in India quite often also spend a year in the Indian Army for the same reason. British officers in British regiments frequently do not bother to learn a local language, unlike their counterparts in Indian regiments.

Four years is the regulation service term for soldiers stationed in India with the British Army, but that can be extended on the flimsiest of excuses to five or more, with no recourse or release for the soldier involved. The additional time served becomes known as a "buckshee year" (meaning "free", taken from the word "*baksheesh*").

There is a huge degree of snobbery within the Army and British and Indian units rarely fraternise with each other, except on the sports field during the daily late afternoon exercise period. The British Army's Cavalry believes itself to be head and shoulders above all the rest (both British and Indian), whilst within the Indian Army, the hierarchy is topped by the Cavalry, followed by the Gurkhas, with the Royal Ordnance Corps and the Royal Service Corps at the bottom of the heap (as they are classed as "tradesmen" by the other "better" regiments).

Some even see him as Kalki, the tenth and final avatar of Vishnu.

In the 1930s, the Indian Army begins a process of modernisation and gains its first Artillery regiment. By 1939, there are twenty-two regular Cavalry regiments, twenty regular Infantry regiments (including the Burma Rifles), and ten Gurkha regiments. All are short of modern weapons and equipment when war breaks out.

Indian soldiers serve valiantly in Europe, Africa, and the Pacific theatres throughout the conflict, even though they are paid only around one quarter of what their British compatriots receive. Further details on the roles played by the Indian Army in Africa and the Pacific, and India's use as a base of Allied operations for the Burma campaign can be found in *Achtung! Cthulhu: the Guide to North Africa* and *Achtung! Cthulhu: the Guide to the Pacific Front*, respectively.

Perspective is everything – one man's rabble-rouser is another man's freedom fighter.

A. T.

Friends of the *Reich*

Many Indians, sick and tired of British high-handedness, decide that their needs may well be better served under the patronage of other world powers, in particular Germany, which goes to great lengths to court those who could help to destabilise the British Commonwealth and Empire.

Even before the outbreak of World War Two, many Hindu groups are pro-Hitler due to his perceived adoption of Aryan mythology and use of the swastika. Some even see him as Kalki, the tenth and final avatar of Vishnu, who will oversee the destruction of the universe and its rebirth into a new and pure Golden Age.

In 1938, the editor of *The New Mercury* (a National Socialist magazine based in Calcutta), Sri Asit Krishna Mukherji, is singled out for high praise regarding his contributions to Germany's cause in India in a secret message sent by the *Reich's* ambassador to all German legations in the Far East. After the British shut down the German-backed *New Mercury* in 1937, Mukherji starts a new journal, *The Eastern Economist*, in association with the Japanese legation in Calcutta, instead.

However, the man who works most closely with, first, the Germans and then the Japanese, to rid India of the British is Subhas Chandra Bose. Born in Bengal and politically active from a young age, Bose is jailed for sedition on multiple occasions in the 1920s and '30s, during which time he also rises through the ranks of the INC.

After meeting Mussolini whilst travelling in Europe in the mid-1930s, Bose publishes *The Indian Struggle* in London in 1935 (which is immediately banned in India due to its critical content), and three years later meets Ernst Schäfer (p.118) in Calcutta. He becomes president of the INC in both 1938 and 1939, much to Gandhi's dismay (the world-renowned pacifist disapproves of Bose's insistence on violent struggle to bring about political change).

Bose's tenure as President in 1939 is short-lived as he is forced to resign after a disagreement with the Congress Working Committee (the INC's executive body). During the same year he establishes the All India Forward Bloc, a left-wing Nationalist group, within the Congress; in addition, he calls for mass civil disobedience in Bengal with the declaration of war.

In 1940, Bose is arrested and jailed once more as a result of his ongoing Forward Bloc activities (the Bloc is finally banned by the British in 1942). Although he is soon released after staging a hunger strike, he is watched by the CID (the Police Criminal Investigation Department) and placed under house arrest, which he escapes from in January, 1941. Arriving in Germany in April of that year to a warm welcome, Bose is soon installed in the Special Bureau for India, part of the Nazi Foreign Office with the specific aim of ousting the British from India. Bose insists that the staff refer to him as "His Excellency".

Whilst resident in Berlin, Bose raises the Free India Legion (p.154) and sets up the Free India Centre in



Photo: Wette—*Atlantikwall, Soldat der Legion "Freies Indien", March, 1944*—Bundesarchiv, Bild 101I-263-1580-06 / Wette / CC-BY-SA

November, 1941, followed by the Free India Radio station, which broadcasts his calls for Indian Independence on a nightly basis. In early 1942, he acquires the title "Netaji" (Respected Leader), given to him by his German associates in honour of his activities.

With the German defeat at Stalingrad signalling the end of any realistic possibility of a Nazi-backed invasion of India, in February, 1943, Bose boards a German submarine to Madagascar, where he joins a Japanese submarine *en route* to Sumatra. Once working "with" the Japanese, Bose revitalises the Indian National Army (INA) and establishes Azad Hind (p.155).

THE TIGER LEGION

Formed in Germany in 1941 from Indian soldiers taken prisoner during the fighting in North Africa and from volunteer expatriate students studying in Germany, the Free India Legion (also known as the Tiger Legion), is intended to form the backbone of an Indian liberation force. Unlike the Indian Army, the contributing units are not segregated by caste, region, or religion.

One hundred members of the Legion train with the elite Brandenburgers (the *Keeper's Guide*, pp.37 & 58) for Operation Bajadere, which takes place in January, 1942. The soldiers are parachuted into Persia with express instructions to infiltrate into India, perform acts of sabotage, and whip up anti-British sentiment. Although the Nazis claim the operation is a huge success, there is little evidence for such an assertion on the ground.

Some of the Legion's members are later transferred to the INA but most remain in Europe, stationed in non-combatant roles in the Netherlands and France. Some do see action against the Allied armies in Italy in 1944, but those in France mainly end up fighting against the Resistance. In August, 1944, the Legion is transferred to the *Waffen-SS* and renamed the "Indian Volunteer Legion".

THE INDIAN NATIONAL ARMY

The INA is initially formed under Mohan Singh (an Indian Army officer and independence supporter) after the Fall of Singapore in February, 1942. In its early days, it consists of Indian POWs captured by the Japanese, but effectively collapses in December, 1942, when many of the volunteers decide to return to their POW camps.

At Japan's invitation, Subhas Chandra Bose takes over the leadership of the INA in early 1943, turning it into the army of Azad Hind (p.155) and recruiting from the large number of exiled and expatriate Indians living across South-east Asia to boost the existing ranks of POWs.

The INA is unusual in that it has the Rani of Jhansi Regiment. Named after the famed anti-colonial heroine of the Indian Mutiny, this all female volunteer unit provides

not only medical services for the rest of the army, but also serves as a fighting force in its own right.

Having declared war on all Allied forces in the Pacific, the INA fights alongside the Japanese Army in Burma and India during 1944 and 1945, and is heavily involved in the clashes at Imphal and Kohima. Further details on the INA can be found in *Achtung! Cthulhu: the Guide to the Pacific Front*, pp.100-102.

AZAD HIND

Set up with the support of the Japanese High Command in October, 1943, and with Bose as the Head of State, the Arzi Hukumat-e-Azad Hind (the Provisional Government of Free India, usually shortened to just "Azad Hind") is initially stationed in Singapore, complete with its own civil code, courts, and currency. Japan nominally gifts the Andaman & Nicobar Islands to Azad Hind in 1943, but the Government has little real power. Everything that is (or is not) done is tightly controlled by Japanese officials, upon whom Bose and his allies are completely dependent.

CITYSCAPES

India is far too large to do full justice to the variety of towns and cities that investigators may wish to explore on their adventures. As a result, we have limited ourselves to fleshing out only three key locations as they exist under the British Raj: Bombay, Calcutta, and Delhi. If the investigators are starting the Asian section of the campaign from Calcutta (p.112), then it is advised that the Keeper reads the section beginning on p.158 before running the Tibet scenario.

A Safe Port

Bombay stands on the western coast of India on the shores of the Arabian Sea. Gradually built across seven islands and the surrounding swamplands, the original settlements of the indigenous Koli fisherman were acquired by the Portuguese in 1534, and it is from them that Bombay takes its name (Bom Bahia—"the Good Bay").

The British take control in 1661 (p.144); King Charles immediately leases the colony to the BEIC, who develop it into a profitable harbour. For a while, the growing enclave acts as the Company's headquarters (after it moves there from its first site at Surat), before becoming the capital city of the Bombay Presidency.

By the 18th Century, the city is a thriving and important port and shipyard. Land reclamation works in the 19th Century (the first in an ongoing series) join the islands together, forming a narrow promontory out into the sea and further improving the harbour as a safe haven from ocean storms. With the coming of the Suez Canal, Bombay's stock as a port increases even further, and it becomes one of the largest along the Arabian Sea.

Like Calcutta, Bombay is home to a community of Baghdadi Jews, as well as having a similarly strong Jesuit presence (thanks to its original Portuguese inhabitants). It is also home to a community of Parsis (p.140), whose Towers of Silence (where the bodies of the dead undergo sky burial; p.185) can be found in the residential Malabar Hill district.

The city is an important centre of Nationalist activity in the 20th Century. Its free press is very vocal in support of independence and Bombay occasionally sees rioting in response to the latest British infractions.



Bombay - the Gateway to India, indeed.

A.T.

NOTABLE LOCATIONS

There are several important sites within Bombay that may prove of interest to the visitor (or investigator), a few of which are detailed below:

- **Colaba Causeway**: built in 1838 to join the main part of Bombay to Colaba Island (also known as Old Woman's Island), the causeway is home to Cusrau Baug, a Parsi housing colony built in 1934. It is also home to Sassoon Docks, where the local fishermen haul in their daily catch.
- **Crawford Market**: the market is notable mostly for the marble carvings contrived by Rudyard Kipling's father, Lockwood. The Zaveri Bazaar, specialising in diamonds, gold, and silver, lies to the west of the market, while to the northwest lies the charmingly named Thieves Market (Chor Bazaar).
- **The Flora Fountain**: this water feature marks the western ramparts of the original BEIC fort, demolished in the mid-19th Century to make way for the city's expansion. Close by is the Watcha Agiary, the local Parsi fire temple.
- **Gateway of India**: often the first sight a foreigner has of India from his boat as he arrives, this imposing edifice is built to welcome King George V to the city in 1911. However, due to issues with the project, the King and his Queen only get to see a cardboard mock-up, with the final stone of the actual arch not being laid until 1924.
- **Kala Ghoda**: an area of Bombay which contains the Wellington Fountain (built to commemorate the Duke's visit in 1801), Bombay University, the High Court, and the Army & Navy Stores.
- **The Town Hall**: located on the former Cotton Green (where India's cotton traders used to buy and sell their wares), now the Elphinstone Circle gardens, the Town Hall's north wing houses Bombay's Asiatic Society (founded in 1804) and its comprehensive library.

BED, BOARD & BEYOND

There are several notable hotels in Bombay. For the well-heeled, the Majestic Hotel in Kala Ghoda, managed by *Signori* Viglietta and Palazzi (who also run the exclusive Carlton Hotel in Lucknow) is an excellent (but expensive) choice. There is also the Taj Mahal Hotel, usually just referred to as the Taj, built by Jamshedi Tata (p.163) in 1903.

Well known places to eat include Leopold's Café on the Colaba Causeway, although many businessmen and workers rely on the services of the city's *dabha-wallahs* for their lunch-time meals. The *dabha-wallahs* collect freshly prepared food from their clients' homes in "tiffin tins" (*dabhas*) and deliver them to their workplace, collecting and returning the empty tins later in the afternoon.

In terms of other distractions, there are also a variety of sports and social clubs. "The Club", the hub of the social scene (particularly up country), is a serious affair in British India, and to refuse to join (or be refused membership of) at least one of the ones to which you are eligible by profession or social standing risks ostracism and censure.

Bombay's most famous Club is the Royal Bombay Yacht Club in Colaba, close to the Gateway of India. Lord Willingdon founds the mixed Willingdon Club in 1918 after being refused permission to take a visiting Maharaja to the aforementioned Yacht Club (which does not allow Indian guests

Lights, Camera, Action

The history of Indian cinema starts early, with the Lumière Brothers' iconic film having been shown in Bombay by the summer of 1896, a little over six months after its first public showing in Paris. Three years later, the first ever documentary made by an Indian filmmaker, *The Wrestlers*, is shot at the city's Hanging Gardens. India's first cinema chain, the Madan Theatres, is established by a Parsi businessman from Calcutta in the early years of the 20th Century; the company also goes into the filmmaking business.

In 1912, the (disputed) first Indian feature film, *Pundalik*, is released, although some cinema buffs discount it due to English involvement in the production. The other film which vies for the coveted first feature title, *Raja Harishchandra*, is released in 1913 by the man regarded as the father of Indian cinema, Dhundiraj Govind (Dadasaheb) Phalke.

Subsequently, there is no stopping the blossoming Indian film industry. The first talkie, *Alam Ara*, is released in 1931 (four years after *The Jazz Singer*) and a host of new studios open up across the subcontinent as the 1930s progress, catering to all of the major language groups. It is also during the 1930s that song and dance routines start to make their first appearance as technological advances in the medium are made. Quite a few Indian films manage to get themselves banned during the same period for expressing anti-British sentiment or for showing the Raj in anything less than a flattering light.

Many Indian movies are "multilingual", even the silent ones, which have title cards in English and the relevant regional tongue (neither of which are guaranteed to be the language the movie was actually filmed in). The advent of the talkies makes little difference; multiple versions of the same movie are shot, usually with the same film crew and almost identical camera angles and takes, just with different actors performing the same scenes in different languages.

or members). Military officers can avail themselves of the United Services Club, which opens in Colaba in 1937.

Perhaps one of the most popular activities in Bombay in the 1930s is the cinema. Picture houses, such as the Regal Cinema (close to the Wellington Fountain), the Capitol Cinema (by the Flora Fountain), and the Coronation Cinema, can be found all over the city. Apart from anything else in its favour, the ticket prices are affordable for practically everyone; in Bombay, a ticket can cost as little as one *anna*.

THE CLIMATE

Bombay enjoys a tropical climate, with summer falling between March and June. The hottest months are April and May, with temperatures usually sitting at around 29°C (84°F), although temperatures over 40°C (104°F) are not unknown. The rainy season is from June to the end of September, during which time the city is treated to the delights of the southwest monsoon (p.151). October to November is counted as a post-monsoon season of its own, with winter setting in from December to February. Temperatures rarely fall much below 15°C (59°F), although they can drop to around 7°C (46°F) during really cold spells.

THE LANGUAGE

English is introduced across India as the official language of education in 1835, and so is widely heard in Bombay. The local language is Marathi, although Hindi is also common.

The weekly P&O ship is still the cheapest way of getting to India.

TRANSPORT

Bombay, like many of India's other big cities, has an excellent electric tram network in place by the 1930s. It is also part of the Indian railway network, with the headquarters of the GIPR located at Victoria Terminus, Bombay's rather palatial main train station.

As a sea port, many people arrive in Bombay by boat, usually having travelled from Europe through the Suez Canal, whose opening in 1869 cuts the journey time significantly. Having once taken at least six months by sailing ship around the Horn of Africa, by the 20th Century the trip from England takes less than three weeks to complete (weather permitting).

The Peninsular & Oriental Steam Navigation Company (P&O) has been running ships to the subcontinent since the 1840s, acting first as the mail carrier to Calcutta via Ceylon and Madras (a route which also took fare-paying customers), before taking over the existing BEIC's passenger steamer service to Bombay in the mid-1850s.

Due to the cost of air travel in the 1930s, the weekly P&O ship is still the cheapest and most effective way of getting to India; one which is favoured by both officers and civilians alike. The ships depart from either Tilbury Docks in London or from Southampton heading for Bombay. Wealthy passengers often catch a train to Dover, cross the channel by ferry, then take the Blue Train down to Marseilles where they pick up the steamer for Alexandria, the Suez Canal, and beyond, having neatly avoided the dreaded rough seas of the Bay of Biscay.

After arriving at Delhi, having spent much of the journey beyond Aden sleeping on deck due to the rising temperatures, those with forward destinations often catch another boat rather than have to deal with the heat and discomfort of the trains. The British India Steam Navigation Company (a subsidiary of P&O) runs the main passenger service, known as the BI Boat, for anyone going to southern India or Calcutta.

Troops bound for overseas service in India do not travel on the P&O line; instead, they are herded onto overcrowded troops ships and have no option but to suffer the misery of the Bay of Biscay, leading to the ships' alternative name of "vomit buckets". Confined to the troop deck while their commanding officers take up the rest of the ship, the journey is nowhere near as civilised or as pleasant as that on board P&O's "floating hotels".

Vomit bucket? I feel green around the gills just reading about it, never mind being on one.

– Peggy

Ship Shape

As with everything else concerning India, the rules and regulations of Empire are strictly adhered to whilst onboard so as not to "let the side down". The passengers segregate themselves into their own little cliques: the military, the ICS, the businessmen, the wives and children, etc., who rarely mix. As India draws ever closer, even a man's evening wear is expected to change from the usual black jacket and trousers to that demanded by his Club membership (white jackets with black trousers or vice versa, for example).

One major component of the ship's passenger manifest on the winter sailings is known, quite cruelly, as "the Fishing Fleet". Consisting of unmarried young women (chaperoned, of course) in search of a husband, those who do not manage to bag their man return to England in the spring under the equally unflattering sobriquet of "the Returned Empties".

Kali's Domain

Built on the east bank of the Hoogly River in the lower Ganges Delta, Calcutta has a long association with the British in India. Although its founding is traditionally accredited to Job Charnock of the BEIC in 1690, three villages (Kolikata, Sutanuti, and Govindapur) already stood on the site that would one day be occupied by the Company's "factory" (fortified trading post). Although there are disagreements about exactly where the name comes from, most link it to the dark goddess of change and destruction, Kali.

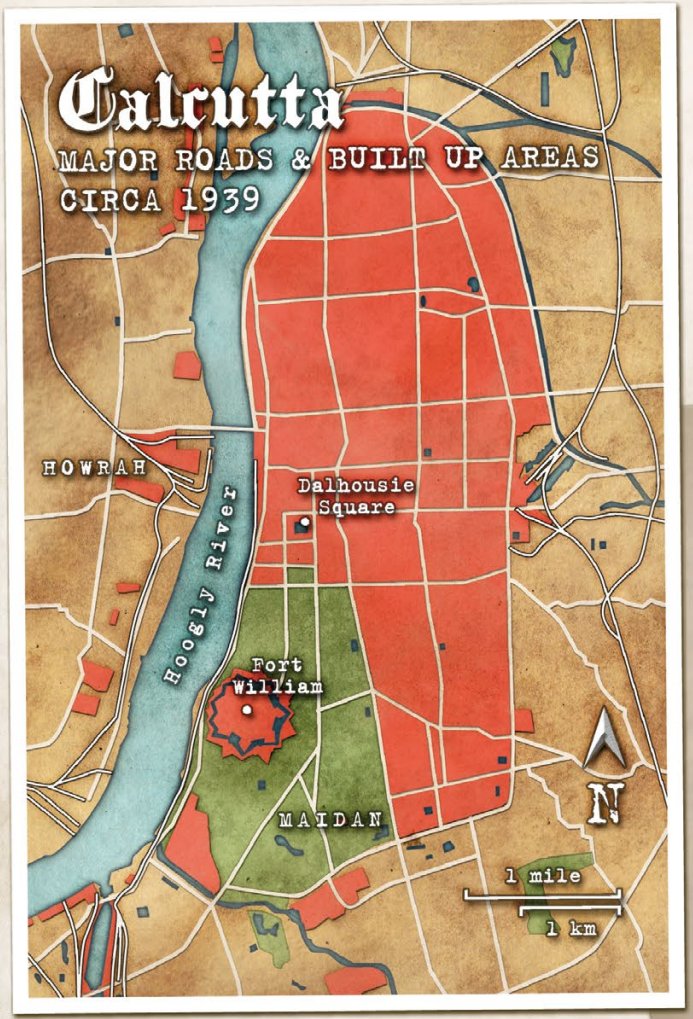
By 1698, the Sabama Ray Choudhury family's rights over the area, granted to them by the Moghal Emperors, had been signed over to the BEIC. Within fourteen years, the first Fort William was completed. Built to defend the trade centre, it was upgraded in the 1750s to withstand French assault, only to be demolished in 1758 to make way for a new one. It is in the original Fort William that the infamous "Black Hole of Calcutta" incident is alleged to have occurred.

From 1772, Calcutta became the BEIC's headquarters in India, and the Company took full control of both the city and the province of Bengal when Moghal rule was finally abolished in 1793. The city continued to develop, becoming the centre for the Company's opium trade in the 18th and 19th Centuries. The marshes along the riverside were drained in the early 19th Century and the BEIC constructed its administrative buildings along the newly created waterfront (the Strand). The Port of Calcutta, India's only major river-based port, opened in 1870.

Under the BEIC, the city grew up around two main foci: the predominantly European "White Town" centred on Chowringhee Road in the west of the city, and the predominantly Indian "Black Town" to the north. Calcutta is also organised into close-knit neighbourhoods, usually consisting of people of the same caste or livelihood, known as *paras*.

People in Calcutta tend to stick very much within their own "sphere"; businessmen usually only associate within their own profession, the military does not fraternise with civilians (except, potentially, at the Club; p.156), and the European population rarely mixes with Indian society, or with each other beyond their own national identities.

Due to disaffection with the way the British govern India, Calcutta increasingly becomes a hotbed for revolutionary activity (p.145), with the result that the capital is moved to New Delhi in 1911.



NOTABLE LOCATIONS

There are several important landmarks and social institutions within Calcutta, a few of which are detailed below:

- **Chowringhee Road**: Calcutta's main thoroughfare, Chowringhee runs to the right of the Maidan. A fashionable promenade, it takes its name from a *sadhu* who once lived here. All of the emporia that a member of the British colonial population knows and relies on, such as the Army & Navy Stores, can be found here. At its north end sits the Grand Hotel (pleasant, but allegedly infested with rats); to the south is Park Street,

Fact or Fiction?

According to popular legend, during the city's occupation by the Nawab of Bengal, Siraj ud-Daulah, in 1756 (in response to the BEIC's ongoing tax evasion and increasing militarisation of the area), members of the British garrison and civilians hiding in the Fort were crammed into the Black Hole (the Fort's tiny guardhouse-cum-dungeon) where the vast majority suffocated to death or died of heat stroke. The report of one of the survivors, Company executive John Holwell, filled in the gory details, although some are not entirely convinced of its veracity.

After Robert Clive's troops recaptured the city in 1757, the old Fort was demolished and the remains of the Black Hole and parts of the fortifications now lie buried beneath the General Post Office on Dalhousie Square.

Chai

Although the tea plant (*Camellia sinensis*) grows wild in India and the leaves are known to have been used to make a hot drink for over two thousand years, the coming of the BEIC elevates tea production (and consumption) in the country to a whole new level. The Company plants tea gardens in Assam, Darjeeling, and the Nilgiri Mountains in order to slake the thirst of tea drinkers back home and to subvert China's monopoly over tea production.

Tea is widely available in India. Visitors to a home are greeted with a cuppa, and it can be bought from little stalls here, there, and everywhere. It is not usually the same as that found in England, though; Indian *chai* is made by boiling the leaves in milk and water (or just milk), and is flavoured with various spices as well as being heavily sweetened.

When *Not* in Rome...

Europe was not the only place to experience a Renaissance; Calcutta celebrates its own, the eponymous Bengal Renaissance, during the 19th and 20th Centuries. The movement is credited as starting with the work of Ram Mohan Roy (1772-1833), a social, educational, and religious reformer who acted as an ambassador of the Moghal Court in England and worked tirelessly to ban the practice of *suttee* (a ritual form of Hindu suicide where a widow was expected to throw herself onto her husband's funeral pyre).

After a century of advances in literature, art, and science, the last great proponent of the Renaissance is acknowledged to be Rabindranath Tagore (1861-1941), the highly respected polymath who wins the Nobel Prize for Literature in 1913. Knighted for his services, Tagore returns the honour in 1919 in protest at the Jallianwala Bagh massacre (p.146).

Also part of the movement is Jagadish Chandra Bose (1858-1937), polymath, science fiction writer, and early pioneer of radio technology, who does not patent his numerous and important inventions so that others can make good use of them to help develop their own fields more rapidly.

the city's business hub and the location of St. Xavier's and the Royal Asiatic Society.

- **College Street**: home to the city's elite educational buildings and their supporting book shops. Notable establishments include the Hindu College (set up to give the sons of wealthy Indians a European education), the Sanskrit College (dedicated to the study of ancient Indian languages, culture, and history), and the University of Calcutta. The Indian Coffee House opens opposite the Hindu College in 1942, much to the delight of the local intelligentsia.
- **Dalhousie Square**: built on the site of the original village of Kolikata, the Square is the heart of Calcutta. It is surrounded by important administrative buildings, such as Government House and the General Post Office. Tea auctions take place just off the Square in Nilhat House.
- **Fort William**: the new Fort, started by the (in)famous BEIC military commander, Robert Clive, in 1757, stands in the Maidan. It is home to troops of the Indian Army' Eastern Command.
- **The Maidan**: a large, open field in the middle of the city, the Maidan is home to Fort William, the Eden Gardens (where Calcutta's cricket matches are played), and, in the southwest corner, the race course (used for both racing and polo matches in the winter).
- **New Market**: officially known as the Sir Stuart Hogg New Municipal Market, the New Market on Lindsay Street is home to the famous Nahoum's Confectionery Shop and many bazaars (as is nearby Sudder Street).
- **The Royal Asiatic Society**: founded in 1784 in the Grand Jury rooms of the Supreme Court in Fort William by Sir William Jones and other like-minded individuals fascinated by the history and culture of India, the Asiatic Society moved to its purpose-built headquarters at 1, Park Street on the corner of Chowringhee in 1808. Indians were not allowed to become members until 1829, but after that are very much welcomed within the Society's hallowed halls. Possessing a wonderful library and its own museum (although the most valuable pieces are donated to the city's Indian Museum), the Society is granted its Royal Charter in 1936.
- **St. Xavier's College**: originally opened in 1835 by English Jesuit priests, the College is refounded in 1860 by Belgian Jesuits before moving to its current home at 10 &11, Park Street. New College buildings are constructed there between 1934-40, and the campus is used by the US Army during World War Two. The College is affiliated to the University of Calcutta and several of its staff are involved with the Calcutta School of Indology, a group of Jesuit missionaries who study Hinduism in an attempt to foster greater understanding between it and the Catholic Church. One of its leading lights, the late Father William Wallace, even goes so far as writing a book on Hindu clairvoyance and another on the philosophy of yoga.

BED, BOARD & BEYOND

Besides the Grand Hotel, there are several other places to stay whilst in Calcutta, such as Spencer's Hotel and the Great

Eastern, the first building in Calcutta to have air-conditioning. When it comes to food, the city's Baghdadi Jewish population ensures that there are lots of bakeries and confectioners. Although most Indian families dine at home, Calcutta's colonial residents treat themselves to meals at Peliti's on Dalhousie Square and Firpo's Italian restaurant (complete with dance floor and cabaret entertainment) on the Chowringhee.

In Calcutta, one of the most prestigious clubs is "Tolly", officially known as the Tollygunge Country Club, set up for the city's British merchants and bankers on an out of town former indigo plantation in 1895. Then there is the whites-only, civilian Bengal Club, which does not permit members from the armed forces, while the Bengal United Service Club allows no civilians. The Calcutta Club, established in 1907, is not segregated, although its members do have to be rather well-to-do.

THE CLIMATE

Calcutta has a tropical climate, which often sees heavy rain between April and June, or dust squalls followed by hailstorms (known locally as *kal boishakhi*—Nor'westers). Summer is hot and humid and falls between March and June; at its height in May, temperatures can reach 44°C (111°F), but tend to hover more around the mid-30s (90s). From June to September, the city is lashed by the southwest monsoon. Winter is nominally said to occur between mid-November and January, with the temperature usually dropping no lower than 10°C (around 50°F).

THE LANGUAGE

As a haunt of the British for around the last 250 years, English is widely spoken in Calcutta, and acts as the language of commerce, administration, and education. The native language is Bengali, but Hindi and Urdu can also be heard in the city's streets.

TRANSPORT

Cycle rickshaws are a common sight in Calcutta, and the city has an extensive tram system. Operated by the Calcutta Transport Company, the carriages were originally horse-drawn, but electric trams have been running in Calcutta since 1902. Cars are also a fixture of city life, and Calcutta stands on the Grand Trunk Road (p.147) although, thanks to the appalling state of most roads in India, the Hoogly River provides a much more comfortable, if slower, way of getting around.

Howrah Station, on the west bank of the Hoogly, is Calcutta's main railway station, although local trains and trams can also be caught at Sealdah Station. Howrah is linked to its twin city by the Howrah Bridge, a pontoon affair that is not replaced by a more modern suspension bridge until 1943.



Photo: Krause, Ernst—*Tibetexpedition, Fangen einer Schlange, 1938*—Bundesarchiv, Bild 135-KA-01-010/ CC-BY-SA

Howrah connects Calcutta to all of India's main cities through the vast Indian railway network (p.147). It is home to the East Indian Railway Company, which connects Calcutta to Delhi, and the Bengal Nagpore Railway (also known as the "Be Never Regular"), which connects the city to Madras and beyond.

Calcutta is served by Dum Dum Airport. Further details of the services available there can be found on p.112. The Airport is used during World War Two by the USAAF for bombing raids over Burma, and as a cargo hub by the ATC.

The City of Kings

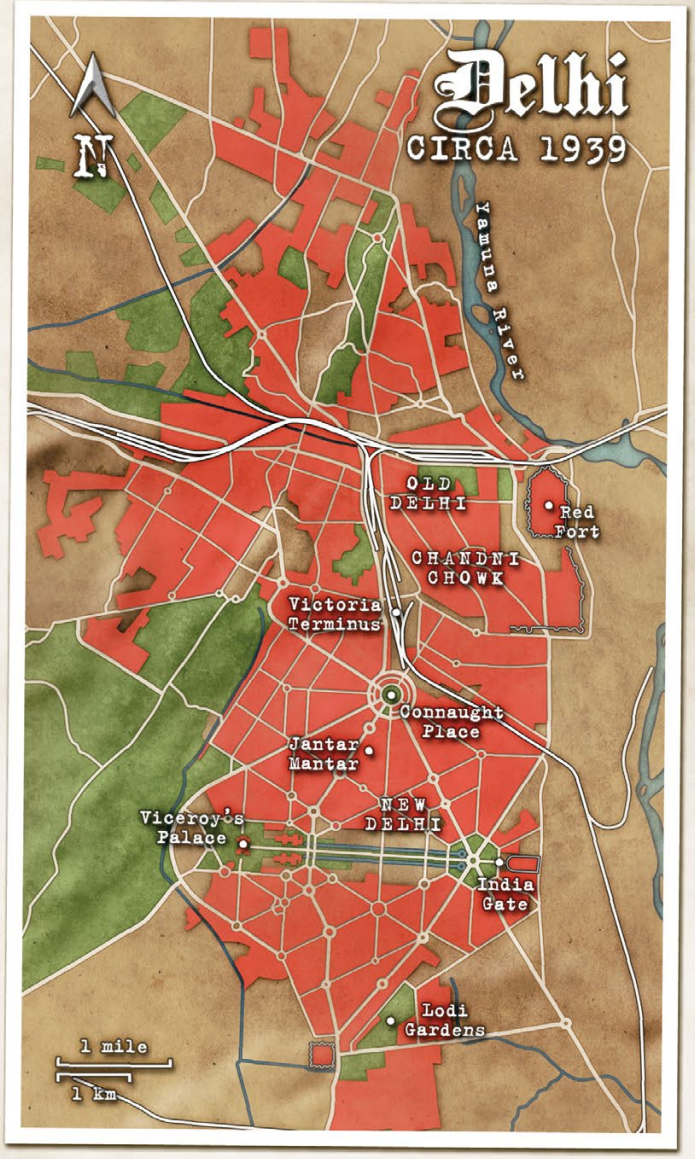
Strategically positioned on the main east-west/north-south crossing point, Delhi has a very long history and is no stranger to foreign invaders. The city is comprised of at least eight phases of development, which begin with its founding as Lal Kot by the Tomars, a Rajput clan, in the 8th Century AD. People had been living in the area for much, much longer, though, and Delhi is believed to be the site of the mythical city of the Pandavas described in the *Mahabharata*: Indraprastha.

Lal Kot was seized by the Chauhan dynasty in the 12th Century and renamed Qila Rai Pithora, before falling to Afghan invaders. Qutbuddin Aibak (p.143) made the city his capital and built the Qutb Minar, a 240-ft (73m) minaret that marks the site of Mehrauli, the first Muslim kingdom in India. In the 13th Century, new capitals were built in close proximity; first Siri, then Tughluqabad, Jahanpanah, and Ferozabad, as each of the dynasties of the Delhi Sultanate attempted to stamp their own identity on the city or join its disparate pieces together.

Yet more building took place under Humayan (p.143) in the 16th Century, but his city of Dinpanah was renamed Shergarh by Sher Shah Suri when he usurped the Moghal throne. The seat of the Moghal Empire was moved from Agra to Shah Jahan's addition to Delhi, Shahjahanabad, in the mid-17th Century; this phase of construction makes up most of what is now referred to as "Old Delhi".

> Built in the Indo-Saracenic style, New Delhi takes twenty years to complete.

By the time of the Raj, Delhi had been almost endlessly passed backwards and forwards between warring dynasties and invaders. No longer the capital, the decision to return it to its former central position in India's administration sees a massive building project swing into action under the watchful eye of architect Sir Edwin Lutyens, who also designs the Cenotaph in Whitehall, London. Starting in 1911, and built in what becomes known as the Indo-Saracenic style, New Delhi takes more than twenty years to complete.



NOTABLE LOCATIONS

There are several important landmarks and social institutions within Delhi, a few of which are detailed below. There are also many mosques in the city, as befits the capital of the once powerful Muslim kingdoms of the north.

- **Chandni Chowk**: lying at the heart of Old Delhi, the "Silvery Moonlit Square" (the literal translation of its name) is home to the Kinari Bazaar, as well as the famous and well-frequented Karim's restaurant.
- **Connaught Place**: opening in 1931, this massive circular shopping arcade holds everything that the city's European citizens could possibly want to buy.
- **All India War Memorial (India Gate)**: the imposing red sandstone arch, which stands as a memorial to India's soldiers, can be found at the opposite end of the Kingsway to the Viceroy's Palace on Raisina Hill.
- **The Iron Pillar**: located not far from the Qutb Minar, the 24-ft (7.3m) tall metal obelisk is remarkably

uncorroded, despite having been made more than 1600 years ago by incredibly skilled Indian blacksmiths. What the pillar was for, and why it was moved to Delhi around a thousand years ago, remains a mystery.

- **Jantar Mantar**: one of Sawai Jai Singh II's magnificent observatories. Beginning in 1724, the complex is built on a grand scale; its *yantras* (astronomical instruments; many still in use) are used to calculate planetary positions and alignments to ensure that religious rituals can be carried out at the most auspicious times...
- **Lodi Gardens**: built around the tombs of the rulers of the Sayyid and Lodi dynasties, the Gardens are laid out in 1936 on the request of Lady Willingdon, wife of the then Viceroy.
- **Purana Qila**: the "Old Fort" stands behind the All India War Memorial, on a site occupied for millennia. It is the oldest of Delhi's forts, and is used as a prisoner of war camp for Japanese soldiers during World War Two, many of whom die from malnutrition and disease.
- **Lal Qila**: the "Red Fort" of Shah Jahan, and the main seat of Moghal power in the city, sits beside Chandni Chowk.
- **Vijay Chowk (Victory Square)**: a large piazza at the bottom of Raisina Hill, the square sits at the other end of the Kingsway to the All India War Memorial and is central to Lutyens' vision of New Delhi.

THE CLIMATE

Delhi basks in a subtropical climate, which gets hot enough to send the British scurrying for the hills during the summer (roughly April-July, although it remains steamy well into October). Like Calcutta, May is the hottest month, with temperatures reaching as high as 47°C (117°F), although the average is in the mid- to high 30s (mid-90s to low-100s). The monsoon arrives towards the end of June. The winter is mild, lasting roughly between mid-November and mid-February, and usually maintaining temperatures around the high teens to low 20s (60s).

THE LANGUAGE

Unsurprisingly, as the new capital of the Raj, English is widely spoken in Delhi. The main Indian languages that can be heard are Hindi, Punjabi, and Urdu.

TRANSPORT

As one of the destinations along the Grand Trunk Road and the seat of Empire, Delhi does have motor vehicles; it also possesses a good tram network that has been in operation for around thirty years by 1939. In terms of rail links, Delhi Junction is the oldest railway station serving the city. Built to resemble the Red Fort (close to where it stands), it is joined by New Delhi Station in 1926 after the main line is shifted from its original course to run alongside the river (in order to make way for Lutyens' urban masterpiece).

Safdarjung Airport (p.133), situated just beyond the Lodi Gardens, starts life in 1918 as Willingdon Airfield and soon receives its first airmail flight, having already seen the arrival of the first ever London-Cairo-Delhi flight earlier that year.

From its humble origins as a few tents in a field, the airport is rebuilt during the 1920s and '30s, becoming home to the Delhi Flying Club in 1928. In 1941, one corner of the airfield is requisitioned by the Air Landing School of the Royal Indian Air Force and is used for training Indian paratroopers. The airport also acts as a station stop on the South Atlantic Air Ferry Route which, from 1942, uses the field to transport personnel and equipment into India *en route* to Nationalist forces in China.

SCENARIO INTRODUCTION

Having acquired a potentially vital resource in the race to recover and, almost as importantly, understand the pieces of the Palladion, the investigators find themselves travelling to an ancient Indian site carved from living rock by generations of priests and labourers. But will they be too late to prevent an unholy alliance from snatching what could well prove to be a new and devastating form of weaponry?

It is assumed that the investigators have only recently landed in India having completed their quest to disrupt radio communications between the Veiled Monastery and *Projekt Atlantis*. Their choice of landing site may have positioned them right on the doorstep of the next phase of their hunt for the Palladion, or they may still be in Delhi and in need of onward transportation (p.133).

If the investigators are still in Delhi, or are arriving in Delhi by air from outside of India (having completed any of the other scenarios in *Shadows of Atlantis*) then Tata Airlines runs a service from Safdarjung Airport to Juhu Aerodrome (p.163). Although the nearest city to Ellora is Aurangabad, it has no airport and Bombay is the major transportation "hub" in the vicinity, even though it lies a little over 220 miles (354km) to the southwest of the caves.

The city's airfield, home to the Bombay Flying Club, begins life in the suburb of Juhu in 1928. India's first civil aviation airport, it remains unusable during the monsoons until all-weather runways are built in 1936. Continuing improvements see more and better runaways, night flying facilities, and hangars all added by 1938. Juhu remains Bombay's sole airport until 1942, when RAF Santa Cruz is established further inland to lessen the impact of the rainy season on military flying.

Alternatively, if the investigators are not flying, there is a GIPR train service from Delhi to Bombay (p.147); potential trains from other major destinations are described on p.148. Investigators arriving by P&O steamer from Europe or North Africa will find themselves at the Gateway of India instead.

No Smoke Without Fire

Bal Gangadhar Tilak was not entirely incorrect when he wrote *The Arctic Home in the Vedas*. The ancient Aryans who invaded northern India did not come alone; alongside them were the survivors of Atlantis, who carried with them the Agneya Weapon of Flame. Drawn to the upper classes of the Aryans and their veneration of warriors, the Atlanteans felt very much at home in their new society, although they kept the presence of the Agneya a secret from those who sheltered them.

As happened elsewhere in the world, the truth behind the Atlanteans' arrival became shrouded in myth and legend. During the wars between the Pandavas and the Kauravas, the Agneya Weapon was rediscovered as a "gift" from the gods (reputedly made by the divine artisan Tvastr) and put to terrifying use. Shooting glowing missiles of smokeless fire, the weapon scorched anything it touched in the blink of an eye, leaving behind nothing but a shadow and a tiny pile of smouldering ash.

Subsequently, the weapon largely disappeared from history, hidden away by the Pandavas in their city of Indraprastha in order to prevent it from causing any more devastation. And there it lay, undiscovered, for centuries, until the Navaratnas Nauratan, Akbar's "nine gems" who acted as his most trusted advisors, sought out the weapon after discovering clues to its location in a copy of the *Mahabharata* one of their number (Faizi) was translating into Persian.

When faced with its actual existence, the Nine quickly realised their error in searching for the weapon; what had begun as an academic exercise now posed a real threat to everything that Akbar had worked so hard to achieve during his reign. So, they disabled the artefact (p.176) and hid it in a secret chamber beneath the Kailasanatha Temple at Ellora, guarded by a magically-locked door and the most fearsome creatures Tansen could summon: the *andhakasuras*, spirits of ignorance created with the blood of a *gajasura* (elephant demon; p.174).

And there they hoped it would remain, forgotten about by the world above. But they had not taken into account the existence of the Black Stone of Saïs and *The Book of the Machine* (neither of which they were aware of), the appearance of a fanatical sect of Nationalists who are determined to drive the hated Raj out of India, or even a clandestine German paramilitary organisation intent on uncovering the lost secrets of Atlantis...

The Brides of Durga

Durga can be a fearsome goddess. An avatar of Shiva's consort, Parvati (or vice versa), she is the invincible mother deity, who can also manifest as Kali, the darkest of the goddess' avatars. Durga not only protects those who worship her from great evils, but she is also capable of removing their sorrows.

It is hardly surprising, therefore, that a group of Indian Nationalists have adopted the goddess as their patron. Unfortunately, like many fanatics, they have twisted the goddess' intent to suit their own purposes, forgetting that although she battles prejudice, Durga also fights against hatred, which the group's members are more than passingly acquainted with.

The self-styled Brides of Durga are a female-only group; formed in Bombay in 1938/39, they seek to overthrow British rule. Inspired, in part, by the actions and teachings of Savitri Devi (p.165), the women have married themselves to their cause and wear a *mangalsutra* (a Hindu wedding necklace, equivalent to the Western wedding ring) bearing some of the

Flying High

The Tata business empire is founded in 1868 by banker's son Jamsetji Nusserwanji Tata. The company's first textile mill opens in 1877, followed in 1892 by an educational endowment fund, and in 1903 by the Taj Mahal Hotel in Bombay. After Jamsetji's death in 1904, his two sons take on the running of the company, branching out into iron, steel, and electricity production, as well as building their own scientific institute.

In 1932, the Tata Aviation Service is established by JRD Tata as a subsidiary of Tata Sons. Based out of a palm-thatched hut at Juhu Aerodrome, the service initially only has two aeroplanes at its disposal, both of which have to be moved annually to Poona to survive the monsoon season. Although created to link up with existing Imperial Airways services, the TAS must at first content itself with carrying the airmail from Karachi to Madras via Ahmedabad and Bombay. In 1938, TAS becomes Tata Airlines, having increased its portfolio to include passenger flights to Delhi and Columbo, Ceylon.

The Crown Jewels

Despite being illiterate (having been raised expressly as a warrior), Akbar (p.144) greatly prized knowledge and the arts and employed nine men from different professions to give him counsel. Although accounts of just who the nine were vary, several names do feature on most lists.

First among them was Tansen, a musician, composer, and singer, who was said to be able to charm the birds and beasts, as well as possessing the ability to alter the weather and to light lamps with nothing but the power of his song. Then there were the brothers Abul Fazl (Akbar's vizier and official historian) and Faizi (poet, scholar, compiler of political reports, and translator of Indian epics), the warriors Raja Man Singh and Raja Todar Mal (also Akbar's finance minister and statistician), and the witty and urbane Birbal (one of Akbar's closest confidantes).



symbols of Durga's power (tigers, snakes, pink lotus blossoms, and conch shells) to demonstrate their devotion.

German agents working in India soon realise the Brides' potential, and approach them as allies in the upcoming fight to liberate India; an invitation the women's leader, Devika Kiran Savarkar, is happy to accept. These early contacts prove to be very useful to *Nachtwölfe* when they discover that one piece of the Palladion is hidden at Ellora, and Liesel Maurer offers to help Savarkar find the Agneya Weapon as a show of friendship between the two nations.

Of course, Maurer has no intention of parting with the weapon once it has been found. She is merely content to let the Brides do her dirty work for her with minimal assistance from her own men in India, whose numbers are restricted for obvious reasons, given the hostilities between Britain and the Third *Reich*.

DEVIKA KIRAN SAVARKAR, NATIONALIST ZEALOT

Well-educated and from a respected Bombay family, Devika Savarkar is very good at giving the appearance of a dutiful daughter. Her *ayah* (nursery nurse), like many of her profession, indulged the *chota* (little) missy as a child, telling her stories she thought befitting for a daughter of the Kshatriyas; stories of conflict and valorous female warriors, such as the 15,000 women of the Sultan of Malwa's harem who acted as his royal bodyguard and Chandragupta Maurya's exotic female protectors (p.142).

Disgusted by continuing British intransigence on the topic of independence and spurred on by the writings of other female nationalists, like Savitri Devi and the Theosophist, Annie Besant, Savarkar sets up her own radical group under the guise of a traditional dance and sporting society for higher-caste women. She is most gratified to have been noticed by a powerful female German National Socialist (Liesel Maurer) and Maurer's praises have been sufficiently flattering to divert any suspicions Savarkar might have as to her real motives.

Appearance: Stunningly pretty and lithe, Devika is a skilled dancer and singer, more than capable of pulling the wool over people's eyes through the exertion of her considerable charms and apparently genteel nature. However, she has a temper and can be vindictive if thwarted in her aims. Somewhat vain, she believes herself to be a bodyguard of India's future, and she is determined to do whatever it takes to achieve her goal.

6th

STR 11	**DEX** 14	**INT** 14	**CON** 12
SIZ 12	**APP** 16	**POW** 13	**EDU** 18
SAN 65	**Hit Points:** 12		

Damage Bonus: none.

Skills: Conceal 45%, Dodge 60%, First Aid 40%, Hide 50%, History 60%, Listen 55%, Perform (Traditional Dancing) 50%, Perform (Traditional Song) 50%, Persuade 65%, Sabotage 45%, Sneak 50%, Spot Hidden 65%.

Language Skills: Marathi (Own) 90%, English 70%, Hindi/Urdu 60%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Elephant Goad (Melee Weapon—Club) 45%, damage 1D10, atts 1, base range touch.

Bow (Archery) 40%, damage 1D8+1, atts 1, base range 60 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Healing d6, Knowledge (English) d8, Knowledge (History) d8, Knowledge (Hindi/Urdu) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8.

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 6.

Hindrances: Fanatic, Loyal, Quirk (Vain), Stubborn.

Edges: Acrobat, Attractive, Charismatic, Dodge, Fleet-Footed, Quick.

Gear: *Elephant Goad* (Str+d4), *Bow* (2d6, 12/24/48).

EPISODE ONE: ON WITH THE SHOW

If the investigators have already been debriefed (either in Delhi or Bombay; pp.161 & 155 respectively) and have agreed to act on behalf of the British Government, or have prior experience of the Palladion and are known to the British (and, therefore, Indian) Intelligence Services, then they will be met at their respective place of arrival by Lt. Arthur Tenison of Bombay District, Southern Command and escorted to the Army's headquarters in the city.

LT. ARTHUR TENISON, MILITARY INTELLIGENCE AGENT

Born in Bombay, Arthur is only the latest in a long line of Tenisons to serve in India; in fact, his family can trace their involvement with the subcontinent back to the earliest days of the BEIC. Having spent most of his childhood at boarding school in England, Arthur still retains fond memories of his time under the Indian sun and is determined to get back there, one way or the other.

Having always had a flair for the *Times* crossword and a love of puzzles, Tenison gravitates towards Intelligence and applies to the Secret Intelligence Service (MI6) as soon as he completes his history degree at Cambridge. His family ties and familiarity with the region see him back in the city of his birth, attached to Bombay District, Southern Command (the British and Indian Army base in the city).

A keen sportsman, Tenison acquires his Blue in rugby whilst at University. He still likes to indulge in the odd game or two, but much prefers cricket now that he's getting a bit longer in the tooth. His loathing of horses has ensured that he has managed, so far, to avoid the indignity of having to take part in any polo matches.

Appearance: Sandy-haired and impishly good-looking, Arthur is easy-going and popular. Although he likes a tipple now and again, he has seen too many men ruin their careers by not being able to control their drinking. Although he does not smoke, he usually carries a pipe, which he insists helps him to think; he also likes to wave it about when pontificating about the latest rugby or cricket results.

Cth

STR 11	**DEX** 12	**INT** 16	**CON** 12
SIZ 14	**APP** 12	**POW** 15	**EDU** 19
SAN 75	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Anthropology 50%, Bargain 60%, Conceal 50%, Cryptography 40%, Disguise 35%, Drive Automobile 30%, Espionage 50%, Fast Talk 50%, History 60%, Listen 55%, Persuade 60%, Spot Hidden 65%, Throw 40%.

Language Skills: English (Own) 90%, Hindi/Urdu 60%, Marathi 45%.

Weapons: *Fist/Punch* 55%, damage 1D3+1D4.

Webley .38/200 Service Revolver (Handgun) 45%, damage 1D10, atts 2, base range 15 yds.

Savitri Devi

Maximiani Julia Portas, also known as Savitri Devi Mukherji (1905-1982). Born in Lyon, France, the daughter of a Frenchman and an Englishwoman, Portas becomes convinced of the existence of an Aryan master race after discovering National Socialism in 1929. In 1932, she sets off to India to find traces of them in what she believes to be their last outpost. Once there, she tours the country as an anti-Christian activist for the Hindu Mission for three years whilst searching for clues as to the whereabouts of any surviving Aryans.

From 1935, she adopts her Sanskrit pseudonym, meaning roughly "Goddess of the Sun", before moving to Calcutta in late 1936. During the 1930s, and throughout the war, she acts as a spy for Germany, only avoiding deportation from India by dint of her official Greek nationality and through marrying Sri Asit Krishna Mukherji (p.153) in June, 1940. Devi is a supporter of Hindu Nationalism and independence (publically, at least) and, in this respect, is instrumental in Subhas Chandra Bose making contact with the Japanese (p.154).

Sav **Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Knowledge (Anthropology) d8, Knowledge (Cryptography) d6, Knowledge (Espionage) d8, Knowledge (Hindi/Urdu) d8, Knowledge (History) d8, Knowledge (Marathi) d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Throwing d6.

Charisma: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 6.

Hindrances: Habit (Talks round pipe), Phobia (Horses).

Edges: Charismatic, Rank (Officer).

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, AP 1, Revolver).

Of course, there is the possibility that the investigators are here under their own steam in the search for the Agneya Weapon of Flame. Either way, things are about to take a strange turn...

One is singing a haunting melody, a tune that defiantly sticks in the mind of whoever hears it.

Scene 1: No Strings Attached

As the investigators make their way from their point of arrival to wherever they are staying, they notice that the streets seem to be unusually busy. Large numbers of children are streaming in one direction, laughing and shoving each other in a state of high excitement. It becomes increasingly difficult to navigate through the pint-sized throng, and the investigators may well find themselves swept along with it (as quite a few other adults already have been).

The children's destination soon becomes clear. At the edge of the gardens belonging to the Prince of Wales Museum, close to the Wellington Fountain, a puppet stage has been erected and brightly painted marionettes can be seen dancing about, much to the delight of the increasingly large congregation. This is not a normal occurrence; puppet shows are usually only performed during festivals or on holy days and, as far as the investigators know (or Arthur Tenison can tell them, if he is present), today is neither.

Those investigators who have any knowledge of Indian history or folklore will recognise that this appears to be a performance of part of the *Mahabharata*, the epic story of the rivalry between the five Pandava brothers and 100 members of the Kaurava clan. It would appear that the puppets are enacting the final battle at Kurukshetra and, as the investigators watch, one of the puppets brandishes a weapon he loudly claims to be "born from fire" (the literal translation of the word "Agneya").

Big Adventures

There are two great epics known and beloved by the Indians: the *Mahabharata* and the *Ramayana*. Both are believed to originate in around 500BC, but neither is recorded in a written form until over eight hundred years later during the 4th Century AD.

In the *Mahabharata*, the five Pandava brothers, including Arjuna, lose both their kingdom and their wife (Draupadi) in a game of chance with the Kauravas. The brothers are then forced to wander India for thirteen years. During the battle at Kurukshetra, Krishna acts as Arjuna's charioteer and delivers a sermon on duty and responsibility that goes on to become known as the *Bhagavad Gita*. After much struggle, the Pandavas defeat the Kauravas and reclaim their homelands and their wife.

The *Ramayana* is a similar tale of exile and battle. In it, the hero, Rama, is exiled from his home of Ayodhya by his stepmother. Taking his wife, Sita, and his brother, Lakshman, Rama wanders across India for fourteen years. During this time, the demon king, Ravana, kidnaps Sita, and Rama, Lakshman, and the monkey god, Hanuman, must fight to rescue her. Eventually, Rama reclaims the Ayodhyan throne and becomes the rightful king. Rama, like Krishna, is worshipped as an important avatar of Lord Vishnu.

With a bang of firecrackers and a plume of smoke, the puppet discharges the weapon and everything in front of it disappears in a blinding flash of light, accompanied by loud whoops of joy from the watching children (although one or two of the smaller ones do start to cry).

Oddly, the story does not continue with the rest of the battle as it should. New marionettes appear, dressed as members of the Moghal court. There are nine of them, and each has a prominent (but obviously fake) precious stone set into his turban. One is singing a haunting melody, a tune that defiantly sticks in the mind; the person with the highest POW [Cth]/Spirit [Sav] knows instinctively that there is something deeply important about it, but they cannot say why.

The singing puppet announces that he is Tansen, the leader of the "Nine Jewels" (p.163) and that they have been searching for relics from India's mythic past to help their master, Akbar the Great. Another of the puppets points to the weapon, now abandoned on the stage floor. This marionette announces that he is Raja Man Singh and that he recognises Tvastr's work when he sees it. Even though such a legendary weapon might be useful to the Emperor during such times as these, it is too dangerous for mortals to possess.

A third puppet, who identifies himself as Birbal, suggests that they should give the holy weapon to Lord Shiva so that no-one will be tempted to use it again. All of the puppets

Handout #12

Rock Temples

ELEPHANTA ISLAND: circa 6th Century ANNO DOMINI. Original name--Gharaputi, the Island of Caves. Renamed by the Portuguese for the giant elephant statue on the island. Dedicated to Shiva.

ELLORA: on important trade route. Lies along the edge of a 2km escarpment. Thirty-four caves in total–Hindu, Jain, Buddhist–created over a period of at least 300 years (C7th-9th). Most important: Kailasanatha, representing Shiva's home on Mt. Kailash. Carved down from the top of the cliff into the rock below over the course of 150 years on the orders of the Rashtrakuta Dynasty. Complex frequently tied to myths of Atlantis and lost underground cities (see also notes on Var, Persia).

AJANTA: painted murals circa C2nd Before Christ, until C6th AD. Nothing of interest to this enquiry.

HINDU TEMPLES: in North--SHIKHARA spire above inner sanctum. Worship takes place in the GARBHAGRIHA. South--VIMANA pyramidal structures over inner sanctum instead.

Musical columns tuned to specific notes--why here?

agree, and set off on a journey to what the investigators recognise (if they have been to Tibet) as Mount Kailash.

There, the marionettes, all singing the strange tune first sung by Tansen, hand the weapon over to Shiva and his consort Parvati. Nandi (the bull who acts as Shiva's *vahana*, or mount), always at his master's side, rolls what appears to be a ball of some sort backwards and forwards with his nose in a most uncharacteristic display of playfulness, making the spellbound children giggle all the louder.

As soon as Shiva accepts the weapon, the action switches back to the rest of the *Mahabharata* and, a couple of hours later (if the investigators decide to stay for the rest of the performance), the show ends and the crowds disperse.

The puppet show can take place in any location the investigators find themselves, not just Bombay; India has a rich tradition of puppetry, from glove puppets and marionettes to shadow puppets. Regardless of where it takes place, the fact remains: this is not a normal performance and contains some clues that could prove to be useful in the very near future.

Should the investigators wish to question the puppeteer, he will be most helpful. He is well aware that the story he performs is unusual compared to anyone else's, but it has always been done that way; handed down from father to son for as long as anyone can remember. As to the date, his answer is the same: this is when the puppet show should be performed according to his family's tradition. That it happens to be on the same day that the investigators are passing and has some special resonance for them is obviously fate...

Scene 2: Reading Up

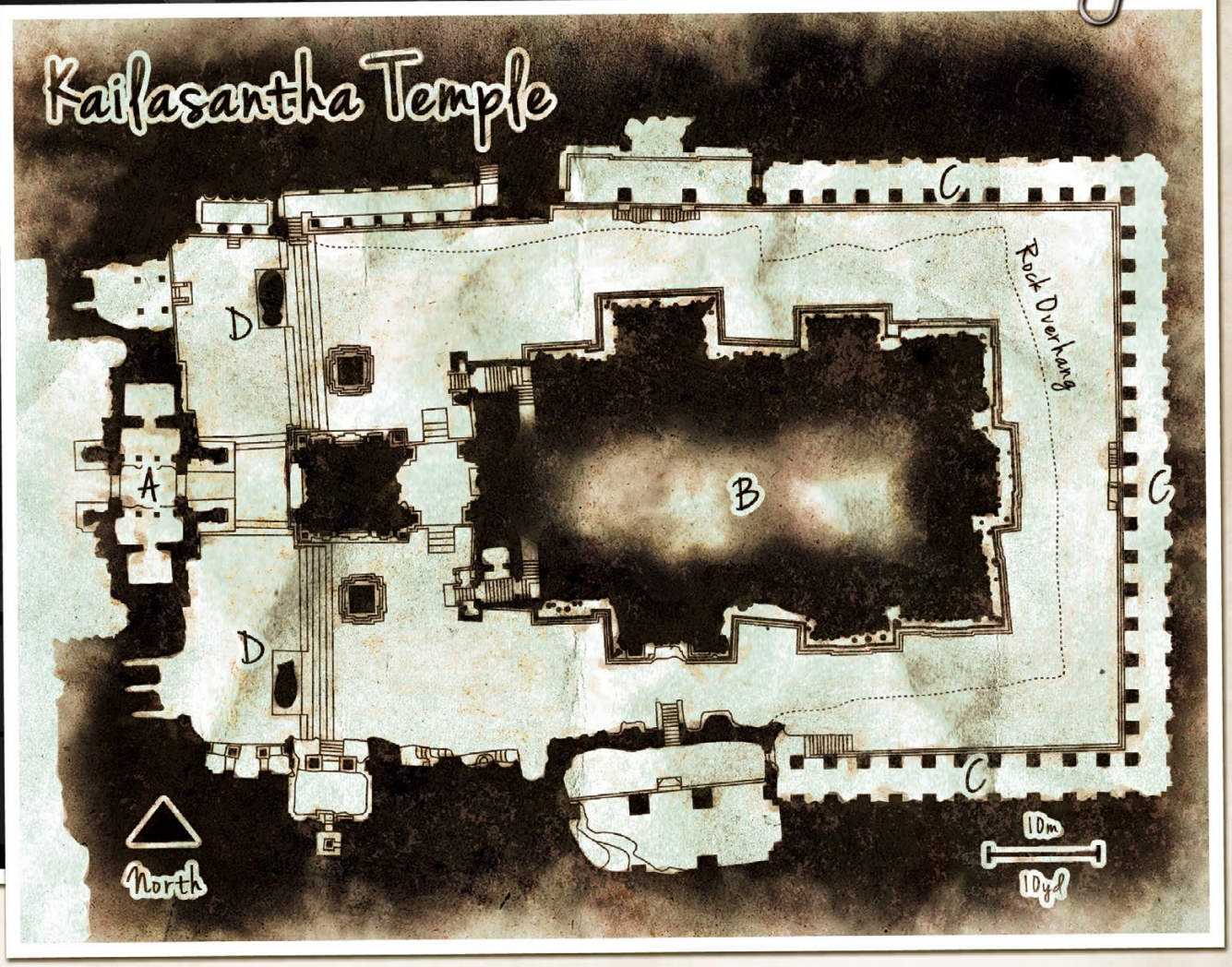
It is unlikely that the investigators will have had much of a chance to read *The Book of the Machine* since they acquired it from Tsering Lama, assuming they (still) have it. Safely ensconced within the British military cantonment (or their own lodgings), now would be a good time to try and figure out exactly what the Agneya Weapon does and where it might be hidden.

The fourth chapter of Tsering Lama's translation deals with the artefact he states is at Ellora. The description of its capabilities is disturbingly close to what the investigators saw in the puppet show, apart from the smoke and banging noises; the holy man's notes insist that the weapon is both smokeless and virtually silent. As mentioned on p.133, the book does not recount the item's actual appearance, although it does hint that it can be wielded by any adult with relative ease.

If the investigators have access to Dr. Ehrlichmann's notes on the Black Stone, then they can confirm what the *lama* told them about the weapon's location. There are detailed sketches of parts of the rock temples at Ellora, including a map of the Kailasanatha Temple, which the journal describes as a representation of Shiva's home, Mt. Kailash. This news will hopefully come as something of a relief to the investigators, on the off-chance that they feared having to travel back to Tibet to find the artefact after seeing the puppet show.

Other sketches include ones of bulls, which appear to be carrying balls in their mouths (rather than rolling them around on the floor); there are also images of carved panels of Shiva and Parvati sitting on top of Mt. Kailash. Ehrlichmann has included sketchy notes on the construction and history of India's rock temples as well (Handout 12).

Alternatively, if the investigators do not have access to Ehrlichmann's notes, then research on Ellora can be carried out at the library of the Asiatic Society (p.156). A solid day's reading will reveal details on the location of the Ellora caves, the existence of the Kailasanatha Temple, its link to Mt. Kailash, and its most unusual feature of having musical columns (which are usually not found in temples outside the south of the country). Depending on any other research undertaken, additional information on the *Mahabharata*, Akbar's Navaratnas Nauratan, and the construction of Hindu temples may also be uncovered.



Even investigators who have Ehrlichmann's journal may wish to visit the Society's library to check up on the musical columns reference. If they do, one dusty architectural tome describes how several temples in southern India have carved granite columns which produce defined musical notes when tapped; other columns may also emit a tune if someone blows into holes carved into them. The exact reason for this on a spiritual level is uncertain, although music, along with dancing, is used to worship the gods in sacred spaces. A long-winded discourse on the nature of acoustics and resonant frequencies is also included, for those who wish to know.

Scene 3: A Meeting of Minds

Depending on the timing, this meeting between the investigators and the military in Bombay can take place before any research into the caves is undertaken. It may even not happen at all, if the investigators are acting independently. Whenever (if ever) it takes place, it can also be used to furnish the investigators with any information they might be missing; for example, if their meeting with Tsering Lama was their first encounter with the Palladion and they do not yet know about the Black Stone of Saïs (but other investigators do).

If appropriate, the investigators are escorted by Arthur Tenison from their lodgings to a classroom within the barracks, where a tall Indian gentleman in military uniform is sitting perched on the edge of the desk. He stands when the investigators enter and introduces himself as Subedar Indrajit Joshi, KCIO, of the Bombay Grenadiers (p.169). The officer makes sure to shake everyone's hand before asking them to be seated.

Even if they are acting independently, if one of the characters is a member of the Indian Police Force (such as Sgt. Gillespie; p.285), then a variation of this meeting can take place to provide details on the Brides of Durga and their suspected involvement. Instead of being at Bombay District HQ, it will take place at offices attached to the Police Court, near the Victoria Terminus.

In game terms, regardless of its location, this meeting can serve as a way for the Keeper to assess what the investigators think they know about what is going on, with respect to both the overarching story and their attempts to retrieve the Agneya Weapon.

SUBEDAR INDRAJIT PANKAJA JOSHI, BOMBAY GRENADIERS

Like Arthur Tenison, Indrajit Joshi's family has a long history with the British, not all of it positive. Born and raised in Nagpore, some of the Captain's family sided with the rebels during the Indian Mutiny, angry at the annexation of the kingdom by Lord Dalhousie in 1854; others remained loyal to the Crown. It is from this branch of the family that Joshi is descended, the latest in a long line of *sepoys* dating back to the days of the BEIC.

One of the last Indian-born officers to attend Sandhurst before the Indian Military Academy opens in 1932 (p.152), Joshi works hard to attain his commission and is proud to wear the uniform of the Bombay Grenadiers. His no-nonsense attitude and sense of fair play has ensured the respect of British and Indian officers and soldiers alike.

Joshi is quietly determined and can be rather stubborn if he thinks he is right, although he is usually quick to admit his mistakes (to his fellow officers, at least) if proven wrong. He pushes his men hard but himself even harder, refusing to ask them to do anything he, himself, is not prepared to.

Appearance: Tall, strong, and fearless, Joshi is an ardent admirer of physical jerks (a series of energetic exercises) when it comes to maintaining his impressive physique. His love of cricket is almost stereotypical, and he and Tenison have an ongoing wager during the cricket season as to who between them can take the most wickets in the regimental league.

Cth

STR 15	**DEX** 12	**INT** 14	**CON** 12
SIZ 16	**APP** 13	**POW** 12	**EDU** 17
SAN 60	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Close Combat 60%, Command 55%, Drive Automobile 40%, Fieldcraft 60%, First Aid 50%, Military Doctrine 50%, Persuade 60%, Rifle Grenade 35%, Spot Hidden 65%, Tactics 55%, Throw 55%.

Language Skills: Marathi (Own) 85%, English 65%, Hindi/Urdu 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Webley .38/200 Service Revolver (Handgun) 60%, damage 1D10, atts 2, base range 15 yds.

Lee-Enfield Mk.III (Rifle) 55%, damage 2D6+4, atts 1/2, base range 110 yds.

Bren Machine Gun (Heavy Weapons) 45%, damage 2D6+4, atts 1 or burst, base range 130 yds.

CRICKET - KINDA LIKE WATCHING GRASS GROW.

- SGT. CARTER

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Driving d6, Fighting d8, Healing d8, Knowledge (Battle) d8, Knowledge (English) d8, Knowledge (Hindi/Urdu) d6, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 5.

Hindrances: Arrogant, Quirk (Vain), Stubborn.

Edges: Block, Brawny, Command, Rank (Officer).

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, AP 1, Revolver), *Lee-Enfield Mk.III Rifle* (2d8, 24/48/96, RoF 1, Shots 10, AP 1, Snapfire), *Bren Machine Gun* (2d8, 40/80/160, RoF 3, Shots 30/100, AP 2, Auto, Snapfire).

Joshi has read the reports from any debriefings the investigators have taken part in during their adventures but wants to hear for himself what they have to say. Potentially, this could includes notes from Vienna, Rome, Egypt, and Tibet, depending on how much has been played through and in what order; it may also include information from Persia (p.194) or even Peru (p.225).

If the investigators have been thoroughly candid in all of their dealings with the military and/or intelligence services, then they will find Joshi to be politely sceptical towards some of the more outlandish details in the reports. However, he does not doubt anything that the investigators have experienced for themselves, even if he is at a loss to rationally explain any of it.

If, on the other hand, the investigators are more cagey about what is going on, the Subedar will ask them pointed and penetrating questions to get to the bottom of the situation. He is a shrewd man and deeply concerned that, according to the most recent reports to cross his desk, a rogue group is actively searching for something which could cause carnage, let alone serve as some sort of ancient mystical rallying point for the disaffected.

Joshi can act as a useful source of information to potentially fill in any missing details for the investigators, although his knowledge regarding the Palladion and any other groups who might be searching for it (i.e. *Nachtwölfe* or other teams of player characters) is extremely limited if the investigators have not already revealed those details elsewhere (see above). He may be a trusted officer, but that information is currently beyond his need to know as far as his superiors are concerned.

Arthur Tenison, as an MI6 operative, may well be able to provide additional details, if required (again, depending on how forthcoming the investigators have already been at other times, or in relation to their backgrounds); at the very least, he may be able to tell them that they are not the only people on the look-out for a set of unusual ancient antiquities.

Both men are not, for the moment, fully engaged in the Secret War (either through Section D, Section M, or anyone else, depending on the timing of the scenario) and it may well be that the investigators have more to tell them about what they are getting into rather than vice versa.

If any of the investigators are police officers looking into Nationalist group activities, the Subedar asks them what they know of the current situation in Bombay. This may not be much if they are from outside the area, but Joshi is more interested in whether or not any of the investigators have heard of a group called the Brides of Durga, and what they know about the alleged weapon the group is seeking.

One thing Joshi and Tenison can definitely discuss with the investigators is what little intelligence the British have been able to gather about the Brides. Although they do not know who is behind the group, rumours have been circulating on the grapevine of an up-and-coming faction who are receiving foreign support, possibly German. From the name, it is assumed that the membership includes women, although this might be a ruse to throw off those trying to track them down.

Efforts to locate and infiltrate the Brides have so far proven unsuccessful, but their reputation is growing (for one reason or another) amongst the Nationalist underground because of their daring plans to strike a telling blow against the Raj. Several of the other Nationalist groups think that there is no actual weapon and that the Brides are frustrated crackpots who are attempting to use ancient myths and symbols to validate their cause; others suspect that they may well have access to armaments, but are using these fanciful stories to shield where they are really coming in from.

Regardless, the British see the group as being a genuine threat. Not all crackpots are harmless; they can be just as dangerous as the sane, perhaps even more so. And if there really are munitions hidden in the caves beyond Aurangabad, ancient or not, someone is going to try and retrieve them no matter where they may have come from, and that can only be a bad thing for the Raj's safety and security during these turbulent times.

Whatever the real reason, Ellora is undoubtedly the place that the Brides are focussed on, and the investigators' arrival could not have been more perfectly timed. Joshi has been given the authority to offer the services of the Bombay Grenadiers to the investigators, including the use of vehicles to get them to the caves and men to help support them against whatever they might find there. He realises this is an unusual situation and would greatly appreciate any assistance they could offer to him and his men.

Irrespective of his own feelings (or those of Tenison), the Subedar is under orders to invite the investigators along; only their actions during the meeting and in the near future will show whether any misgivings he might have about the arrangement are misplaced or all too well founded...

EPISODE TWO: A ROCKY ROAD

The investigators have been pointed in the right direction by a chance visit to a most unusual puppet show. They have also (potentially) been debriefed by two members of the British establishment who have requested their help in finding out whether or not there really is any truth to the rumours of a powerful weapon hidden in the caves at Ellora.

Now they must decide if they want to carry on with their quest and journey, with or without an escort, beyond the City of Gates to the rock-carved temples of Ellora. It is a long road to travel, but nowhere near as far as they have already been on their strange journey.

Efforts to locate and infiltrate the Brides have so far proven unsuccessful, but their reputation is growing.

Scene 1: Stuck in a Rut

The caves at Ellora lie approximately 220 miles (354km) to the northeast of Bombay and 19 miles (30.5km) to the northwest of Aurangabad, the City of Gates, named after both the Moghal Emperor Aurangzeb (p.144) and the numerous entrances to the city. The roads between Bombay and Ellora are, like most of those in India, little more than cart tracks, but the Army at least has some sturdy Bedford trucks in which to make the journey.

If the investigators are going it alone, then there is the option of catching a train to Aurangabad from Bombay (or almost anywhere else) and hiring transport from there to Ellora, with the services of a guide to show the way. It is also possible for the investigators to hire their own transport in Bombay (or Delhi) to reach the caves. It is unlikely that a guide from outside the immediate area would know much about Ellora or the caves, but a stop off at Aurangabad could be arranged to collect one.

The Army, headed up by Subedar Joshi and Lt. Tenison, has no intention of detouring to Aurangabad on its way to *rendezvous* with what ever might be lurking at the Kailasanatha Temple and is keen to get going as soon as the investigators are happy to begin. This should give the investigators at least a little breathing space in which to organise their own personal comforts for the trip, or to make any last minute enquiries about where they are going and what they might find once they arrive.

Subedar Joshi has made three covered trucks available to the investigators, along with two sections of his Grenadiers (around twenty men plus drivers). The Bombay Grenadiers, one of the oldest and most respected regiments in the various incarnations of the Indian Army, refer to the Grenadier Guards as "our London Branch", so use the

statistics on p.42 of the *Keeper's Guide*, if required, with the following additions: Own Language (Marathi) 55%, English 40% [Cth]/fluent in Marathi, Knowledge (English) d6 [Sav], and disregard the Sten Mk.I submachine gun (which is not available until 1941).

With a top speed of around 40mph (64km/h), the trucks should only take around five to six hours to complete the journey but, depending on the prevailing weather (p.151) and the resulting road conditions, it is likely to take far longer than that. It may even require an overnight stop along the route, and one of the three vehicles is indeed carrying supplies for just such an eventuality.

The journey takes the investigators bumping and bouncing across hills and plains in a bone-shaking ride. If the Keeper wishes, he can have the drivers make a Drive Automobile roll [Cth]/Driving test [Sav] to see if any of the trucks suffer from a puncture or any other issues along the way (which they do on a failure, or worse). A successful Mechanical or Electrical Repair roll (depending on the problem) [Cth]/Repair test [Sav] will take care of any breakdowns, with the possibility of seriously delaying the trip if a Critical Failure is made on the Drive roll [Cth]/Driving test [Sav].

If the weather is bad, then it is entirely possible that one or more of the trucks may get stuck in mud. If this does happen, then it requires a successful Luck roll (use the group's highest) [Cth]/a successful Strength test [Sav] and at least twenty minutes of pushing and shoving to free the vehicle. Depending on how narrow the degree of success is, at least one of the investigators may end up in a rather sorry state, either from standing in the wrong place at the wrong time, or from falling in the mud as a truck suddenly pulls free. Failure results in the truck becoming mired even deeper in the muck, making all subsequent attempts to free it *Difficult* [Cth]/at a -2 penalty [Sav].

Scene 2: Crossing Paths

During the long drive, the entourage come across a colourful sight: Banjara nomads herding cattle along the road on which they are travelling. The men wear white *dhotis* and *kurtas* (p.149), whilst their heads are almost swamped by gigantic, twisting orange-red turbans (*pagdi*). The women are arrayed in red, black, green, blue, and white. Their clothes are festooned with embroidery, cowrie shells, and tiny mirrors (the reflections from which are believed to scare off tigers and evil spirits), and their arms are covered in bangles that rattle and jink as they walk along.

The cows and bullocks are causing quite an impediment to the convoy's progress; neither seem particularly bothered by the attempts of the men and the brightly-dressed children to shepherd them out of the roadway. One gentleman, who is obviously the leader of the *tanda* (wandering clan) by his bearing, approaches the lead truck to apologise for the delays his people are causing.

If the reception Jhadav Naik receives from Subedar Joshi and the investigators is helpful (for example, if the Subedar makes a successful Command roll [Cth]/an opposed Spirit test [Sav] to get his men to shoo the cattle out of the road without spooking them, or if the investigators attempt to assist in any way), the Banjara's leader will politely ask if the investigators will speak with his *bhagat* (magician/priest).

If the Subedar fails his Command roll [Cth]/an opposed Spirit test [Sav], then his men are likely to be rude to the Banjara and make matters worse by scattering the cattle. If the investigators intervene, then the Naik will still ask if his holy man can talk to them privately. If they do not, then they have merely missed a chance to gain some additional information; it should not affect the final confrontation at Ellora, but it does mean that they may have a harder time telling friend from foe (amongst other things).

JHADAV NAIK, BANJARA LEADER

The leader of this *toli* (group of nomads) has seen many things in his years on the roads of his homeland. The life is hard and the dangers many; not all of which come from such simple sources as man-eating beasts (p.151) and other people. He has been keeping an eye out for the convoy on the orders of his *bhagat*, who has a message for them.

Appearance: Jhadav Naik's turban is of a richer red than that of the other men, and is heavily patterned with small dots of white, green, black, and yellow; a brightly striped blanket is wrapped around his shoulders. His luxuriant black whiskers show more than a smattering of silver, and his weather-beaten face is lined with age. His dark eyes are watchful and wary, and he speaks very stiffly and formally to strangers.

Cth

STR 12	**DEX** 09	**INT** 15	**CON** 12
SIZ 14	**APP** 14	**POW** 13	**EDU** 12
SAN 55	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Bargain 65%, Cthulhu Mythos 05%, Fast Talk 65%, Natural History 50%, Navigate (Land) 50%, Occult 25%, Psychology 55%, Sneak 30%, Spot Hidden 65%.

Language Skills: Lamani (Own) 60%, Urdu 40%, English 20%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Large Knife 50%, damage 1D6+1D4, atts 1, base range touch.

Sturdy Cudgel (Melee Weapon—Club) 50%, damage 1D8+1D4, atts 1, base range touch.

Sav

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Knowledge (English) d4, Knowledge (Natural History) d8, Knowledge (Navigation) d8, Knowledge (Occult) d4, Knowledge (Psychology) d8, Knowledge (Urdu) d6, Notice d8, Persuasion d8, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 7.

Hindrances: Cautious, Outsider.

Edges: Alertness, Command, Mythos Exposure.

Gear: *Knife* (Str+d4), *Cudgel* (Str+d6).

NAMDEO BHAGAT, BANJARA SEER

Namdeo cannot remember now when it became clear to the old *bhagat* that he had found his successor, although he suspects that the clan's Nandi bullock and its well-aimed hoof is what finally singled him out. (Nandi bullocks are highly decorated creatures that are not used as beasts of burden by the Banjara as their other bullocks are; instead, they lead the caravan wherever they are going.)

When it was is not important; that it happened is, and Namdeo is grateful for the opportunity his master gave him to serve the people of his *tanda*. But now, thanks to his divinations, he has another task to perform...

Appearance: The old seer looks frail, but there is a fierce determination in his rich brown eyes and his voice is clear and strong. His skin is spotted with age and heavily wrinkled; the lines on his face frequently multiply thanks to the almost constant smile that plays about his thin, dry lips. Although he walks with a pronounced limp (a permanent reminder of the Nandi bullock's kick when he was a child), he is too proud to ask for assistance; the rest of the *tanda* simply find excuses to slow their own pace instead.

Cth

STR 08	**DEX** 10	**INT** 15	**CON** 12
SIZ 13	**APP** 11	**POW** 17	**EDU** 13
SAN 65	**Hit Points:** 12		

Damage Bonus: none.

Skills: Cthulhu Mythos 10%, Fast Talk 55%, Folklore 60%, Natural History 60%, Occult 60%, Perform (Sing) 45%, Persuade 65%, Psychology 70%, Spot Hidden 65%.

Language Skills: Lamani (Own) 65%, Urdu 45%, English 30%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Spells: Augur, Cause Disease, Detect Enchantment, Evil Eye, Heal Animal, Healing, Warding the Eye.

Thank heavens there are still people who protect and preserve their traditions.

—R.D.

Sav

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6.

Skills: Fighting d6, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d8, Knowledge (Occult) d8, Knowledge (Psychology) d10, Knowledge (Urdu) d6, Notice d8, Persuasion d8.

Charisma: +2; **Pace:** 3; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Curious, Elderly, Lame, Stubborn (Proud).

Edges: Charismatic, Scholar (Folklore, Occult).

Gear: none.

Special Abilities

- **Spells:** *augur*, *cause disease*, *detect enchantment*, *evil eye*, *heal animal*, *healing*, *warding the eye*.

Provided the investigators do meet with Jhadav Naik's approval, he goes to fetch Namdeo Bhagat, the *toli's* seer. The old man is singing a very familiar tune as he approaches them; the same one they heard at the puppet show. His voice sounds far younger than he appears to be, and cuts through the chatter and lowing that surrounds them.

The old man's crumpled face creases with a smile as soon as he sees the investigators, especially the person he most wants to talk to (the investigator with the highest POW or Occult skill [Cth]/Spirit or Knowledge (Occult) skill [Sav]). He stops singing and bobs his head repeatedly from side to side (those who are familiar with India know that this is actually a gesture meaning "yes" or "I hear you/I agree", rather than him shaking his head, as it at first might appear). "I am honoured to meet the bearers of the goat's eye," he says.

This is a direct reference to the *luk mik dzi* given to the investigators by Tsering Lama; one which will hopefully cause the investigators to take note. The *bhagat* also seems to know one or two other details about them that he could not possibly have found out from anyone else (the Keeper should make use of whatever is appropriate given the investigators' previous adventures).

Once they have got over any surprise that Namdeo's knowledge might have caused, the investigators are free to question him. In fact, the old man seems keen for them to take the lead; a successful Know roll [Cth]/Smarts test [Sav] allows an investigator to realise that he is showing the group great respect by letting them speak first.

Like all shaman, the *bhagat's* answers will not necessarily be concise or transparent. If questioned about the music, he will tell them that it is Nandi's most cherished song, one which will open the doors to the mountain without consequence and, like all music, it soothes the savage beast.

It might seem a little strange that an Indian holy man is standing on a roadside misquoting a 17th Century English poet to them, but that might not be the only confusing thing about Namdeo's statement. Unless the investigators

have researched Ehrlichmann's notes on the Kailasanatha Temple, including the musical columns, and know that Nandi is Shiva's bull (as anyone who has spent any time in India will be fully aware), his pronouncement may, in fact, mean little or nothing to them (for the moment, at least). Certainly, the Banjara's cattle seem to be completely uninterested and unmoved by the tune, so he obviously cannot mean it is their favourite. And, while they are beginning to grow restive at standing around, the Banjara's animals are certainly not savage.

If questioned about Ellora, then Namdeo's face grows grave and he replies: "Beware the spirits of ignorance and loss, for their touch is the mind's oblivion." He also adds: "If the red mother's wives and the wolves in sheep's clothing prove to be too much, call for the venerable blue warriors from the north. They will be listening."

Anyone with a knowledge of Hinduism (such as Brother Yago D'Souza; p.284) should be able to spot that the reference to the red mother probably refers to Durga, who is often shown wearing red as a symbol of action. The blue warriors of the north is a little trickier; it requires a successful appropriate Theology or Military Doctrine roll [Cth]/appropriate Knowledge skill test [Sav] to figure out that the *bhagat* may be referring to the Nihangs (also known as the Akalis), a strict and fearsome wandering sect of Sikh warriors (p.180).

As soon as he has imparted his information to the characters, the old man smiles again and presses a few cowrie shells on a saffron-coloured thread into each of their hands. This, he explains, is a representation of Lakshmi, their goddess, and a symbol of good fortune; he hopes they will not need it, but it never hurts to be prepared. The shells themselves do nothing and are not enchanted in any way; they are merely a good luck token from the Banjara holy man.

With the *bhagat's* message imparted, Jhadav Naik thanks the investigators for their indulgence and signals for the troupe to move off. The children begin to sing as they leave, the old *sadhu* leading them in a spirited rendition of Nandi's tune that seems far less unnerving than it did before. With a final smile and a bow, the Naik bids the investigators and their escort farewell and moves off to rejoin his people.

EPISODE THREE: THE ROOTS OF THE MOUNTAIN

The investigators have been given a few more cryptic clues as to what they might find at Ellora and how to access the Agneya Weapon's hiding place; they have also been given a warning of danger and an instruction not to be afraid to call for help. But will they require such assistance, and will they even remember that they might need it?

There are several ways this last episode can play out, and the decision of which the Keeper chooses depends very much on the players' likes and dislikes, how well their investigators have done so far in their quest for the Palladion, and whether or not they have been dragging their heels over reaching the caves.

In the simplest case, it is assumed that the investigators and any escort they have reach the caves before the Brides of Durga and their *Nachtwölfe* associates. This set up is appropriate if this is the investigators' first real piece of the Palladion (i.e. that their mission started with events in Tibet or India). It is also appropriate if the investigators (either the pregens or any alternate team the players have been using) have not been doing so well against *Nachtwölfe* and have yet to successfully retrieve any of the other artefacts they have been hunting for.

If the Keeper does wish to follow this path, then he should start with **Scene 1** (see below), ignoring the presence of the confused and incoherent Brides and *Nachtwölfe* staff and the *andhakasuras*. He should also ignore the events of **Scene 3** (p.176), which are entirely optional, and adjust **Scene 2** (p.176) as required.

Another possibility is that the investigators arrive after the Indian and German contingent and do find the dazed and perplexed victims of the *andhakasuras*, as well as the creatures themselves. In this case, **Scene 1** plays out as described.

Scene 3 remains optional, depending on whether or not the Keeper thinks his players will enjoy being ambushed by the remaining enemy, who have retreated to a safe distance to wait for the investigators to take care of matters, having been forewarned of their interference by the Tibetan Chankopa monks (p.125).

This warning could also mean that there are no *andhakasura* victims as the opposition is smart enough to let the investigators do all of their dirty work for them, practically risk free, before swooping in to claim their prize; it all depends on how sneaky the Keeper wants the bad guys to be.

There is also the option that the investigators arrive as the Brides and *Nachtwölfe* are attempting to escape from the temple and the *andhakasuras* with the Agneya Weapon. It is then up to the investigators to try and stop them from making a clean get away.

A sidebar detailing how to use the *Achtung! Cthulhu: Terrors of the Secret War* rules for larger scale combat can be found on p.178, if the Keeper would like to take advantage of that particular option.

Scene 1: Opening the Way

The track to the caves at Ellora leads through scrubby woodland, haunted by the local pi dogs, and up along the edge of the escarpment into which the temples and shrines were dug in antiquity. The path is not suitable for the Army's trucks, which must be left further down the road. Anything that the investigators want to have with them, they will need to carry for themselves.

Crossing a rickety bridge over the seasonal river takes the investigators past the façades of several lesser caves, until they reach one that is obviously far grander than the



rest. Its entrance is magnificently carved with weathered gods and goddesses in a variety of poses. Above the doorway is a balcony, which must give unparalleled views of the valley below.

If the investigators have access to one of the Atlantean compasses (either from Vienna or from Tsering Lama), then checking it will show that the arm is pointing into this particular rock temple. Walking away from the entrance causes the arm to fall and swivel back towards the portal through the cliffs.

Beyond the entrance passageway (A on the plan on p.168), which has been burrowed deep through solid stone, the path splits, taking the investigators to either side of the central, massive temple building (B). The walls of the surrounding enclosure contain raised, carved galleries (C) and everywhere there are stone elephants keeping a careful eye on all who enter (including two very large ones at the entrance; D).

An odd sight greets the investigators and their allies once they are inside the compound. The area contains several befuddled people, including around half a dozen Indian women in red saris and a few formally dressed Westerners. Some are lying on the ground, barely conscious; others are sitting on the steps around the site, obviously very confused but not apparently distressed.

For all the strangeness of the scene around them, the investigators have little time to appreciate what is going on before they come under attack. Red, ethereal figures glide out of the surrounding carvings and begin to move towards them, woken by the Brides' attempts to force the door to the hidden chamber. Although at first the spectres appear to be beautiful Indians, their visages soon change to one of anger, and their lips curl into furious snarls: these are the *andhakasuras*.

The number of *andhakasuras* which appear will depend on the number of investigators, and whether or not the Keeper wishes to incorporate elements of the Simple Mass Combat System (SMCS; p.178) into the encounter. If the Keeper is not using the SMCS, we recommend 1-2 *andhakasuras* per investigator. Only named NPCs need have one of their own, although seeing one of the unnamed Grenadiers affected by an *andhakasura* may prove to be a salutary lesson to the investigators.

ANDHAKASURAS, *SPIRITS OF FORGETFULNESS*

Summoned from a drop of an elephant demon's blood, these strange, ghost-like figures could (theoretically) be mistaken for Chaugnar Faugn's kith or kin until you actually see one, whereupon it becomes quite clear that they have no physical elephantine features at all. They do, however, emit screams that sound very much like an enraged pachyderm.

When they first appear, their perfect faces seem calm and serene, only twisting into a grimace of rage when they spy their target: any living being that possesses memories. Whether the *andhakasuras* steal memories from a person or simply scare them out of a victim's mind is unknown. They do not appear to feed on the memories they remove, but their attraction to them cannot be denied; some scholars have likened their behaviour to that of a moth attracted by a flame.

Appearance: A rich crimson in colour, the spirits are incorporeal, gliding through solid objects with ease. Whether the figure appears to be male or female depends on the nature of the *gajasura* (elephant demon) the component blood is taken from. Their finger- and toenails are long and look to be as sharp as claws, even though they inflict no physical damage.

C1th

STR n/a	**DEX** n/a	**INT** 13	**CON** n/a
SIZ 17	**APP** 15	**POW** 15	**EDU** n/a
SAN n/a	**Hit Points:** 15		

Damage Bonus: n/a; **Move:** 10.

Skills: none.

Armour: none. *Andhakasuras* are susceptible to magic but not to physical weapons. The *andhakasuras* at Ellora can be sent back into torpor by playing a specific tune composed by their original summoner, Tansen, on the musical columns found in the Kailasanatha Temple. Singing the tune is not powerful enough to dismiss the creatures (or open the door), but it does cause them to seek out another victim. Whether this strategy will work with any other *andhakasuras* is questionable.

Sanity Loss: 1/1D6.

Special Rules: if the *andhakasura* gets within touching distance of its quarry, match its POW against that of its target on the Resistance Table (*Keeper's Guide*, p.55). If the *andhakasura* wins the roll it envelopes the victim, who loses 1D6 from their POW (which manifests as confusion and memory loss). If the POW lost is equal to or greater than one fifth of the target's current POW (round up), then he forgets all of the memories formed that day. If the POW loss is equal to or greater than half the target's current POW, then several days (or even weeks or months) worth of memories will be gone. The *andhakasura* may attack again on each subsequent round that the target remains in close proximity, with the same effect. When the target's POW reaches 1 or 2, the *andhakasura* loses interest and moves on to another victim; if he reaches 0, the target falls unconscious with the same result.

A successful First Aid roll will bring the target back to consciousness, but a successful Know roll is required to avoid the memory loss becoming permanent. The amount of time required to regain any memories will depend on how much has been lost; a day's worth of memories will take one day to recover, a week's will take one week, and so on. Any lasting effects of memory loss (in the event of a failed Know roll) should be determined through discussion between the player and the Keeper. The victim's POW regenerates in the same way Hit Points would if the damage inflicted had been physical in nature. The investigator's Luck roll should be adjusted accordingly.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4.

Pace: 10; **Parry:** 5; **Toughness:** 5.

Special Abilities

- **Ethereal**: *andhakasuras* are immaterial and can only be harmed by magical attacks.
- **Horror:** anyone who sees an *andhakasura* must make a successful Spirit roll or roll on the Horror Effects Table (*KG*, p.181).
- **Steal Memories:** with a touch attack (Fighting +2) the *andhakasuras* can attempt to steal the target's skills with an opposed Spirit roll. Each success and raise the ghost gets on this roll steals one die step from the skill last used by the target (as it is at the forefront of the target's mind). This also leaves the target Shaken. Recovering memories is treated exactly the same as reducing Dementia, except every success recovers one lost skill step.
- **Weakness (Music):** *andhakasuras* find soothing music irresistible. They cannot help themselves and must dance rhythmically to it. An attack snaps them out of this trance until the threat is dealt with, or it goes away. It is possible to get the Drop on a dancing *andhakasura*.

Hopefully the investigators will remember Namdeo Bhagat's clue about music soothing a savage beast; if not, permit them an Idea roll [Cth]/Smarts test [Sav] to remember. Of course, they have to find the musical pillars before they can play them, which means they have to avoid the wailing red phantoms, who move surprisingly quickly. If the investigators have not needed an Idea roll [Cth]/Smarts test [Sav] to figure out what they have to do, allow them one to realise that singing the tune might be a good method of protection.

If the investigators do have an Atlantean compass, then it clearly points the way to the hidden door, which is located in the southeastern corner of the galleries (p.168). Its recessed central panel shows Shiva and Parvati sitting on top of Mt. Kailash, illuminated by a rising sun. To either side of the panel stands a large carved Nandi figure. The bulls' mouths are holding large stone balls, which can be moved only very slightly by hand; if the investigators have Ehrlichmann's notebook, then they recognise the statues from his sketches.

The pillars to open the door are arranged on either side of the two animal statues, and each one is carved with nine gem stones (very unusual for this temple, which pretty much entirely consists of depictions of elephants, lions, and deities), marking them as the work of the Navaratnas Nauratan. Each of the pillars has a hole drilled into it which allows it to be played. All the investigators have to do now is work out the correct order in which to do so.

If the investigators do not have the compass, then a successful Spot Hidden roll [Cth]/Notice test [Sav] will allow them to figure out where the doorway and its accompanying pillars must be. Of course, if they are not facing the *andhakasuras* or the Brides and *Nachtwölfe*, then their search can be far more leisurely, making the roll *Easy* [Cth]/gaining a +2 bonus on the test [Sav]. If they have Ehrlichmann's notebook, the location is marked on his map of the site.

Correctly playing the tune on the pillars causes the stone balls in the bulls' mouths to rotate slowly with a painfully loud, high-pitched grating noise (think fingernails on a blackboard). With a final irate shriek, any remaining *andhakasuras* retreat back into the friezes and statues from which they emerged and the recessed panel swings slowly inwards...

Scene 2: Below Stairs

A pitch black void lurks behind the now open door. Hopefully, the investigators will have remembered to bring torches; if not, then the Grenadiers certainly will have done (as will any of the otherwise forgetful casualties scattered about the temple forecourt, if present).

Through the doorway, a set of steps ventures down into the darkness; they are not steeply cut and show very little sign of wear. The further the investigators travel down the steps, which twist and turn back on themselves, the brighter the passageway becomes until, by the time they reach another doorway, the torches are unnecessary.

This new portal leads into the upper level of a semicircular chamber. The light in the room appears to be coming from a collection of burnished metal discs set into the ceiling in constellation-like patterns, although none that the investigators recognise even with a successful Astronomy roll [Cth]/Knowledge (Astronomy) or Knowledge (Navigation) [Sav] (unless they have been to Tibet and seen the strange skies above Kyung Ri, at which point they recognise them immediately, no skill check required). Sunlight is obviously being channelled in from somewhere above onto the discs, and the collected light is just bright enough to illuminate the salient details.

More steps are cut into the rock, leading down to a platform against the far wall of the cave. The rest of the room has been carved into terraced seating, like an ancient auditorium or lecture theatre. On the platform below is, at this distance, what appears to be a stone table or altar of some sort, on which stand nine brass lamps. Behind the table, the chamber's rear wall is covered with a massive version of the relief that adorns the secret doorway above.

Burnished metal discs are set into the ceiling in constellation-like patterns.

Examining the table further reveals that under each of the lamps is a carved gem, similar to those on the pillars in the Kailasanatha Temple. Pressing a gem (either by accident or design) causes a loud click; pressing all of them (in no particular order) causes a panel to slide open in the side of the altar, revealing a hidden alcove within.

Inside the alcove is a carved box made of sandalwood approximately 3.5ft (1m) in length. Inside the box is an object wrapped in a beautifully woven piece of what must have been, at one time in the distant past, pure white silk that has now yellowed with age. The cloth is quite delicate; unwrapping it reveals a strange looking object that appears to be a very early form of hand-held grenade launcher: the Agneya Weapon of Flame.

The weapon's stock seems to be made of colourless glass or polished rock crystal, engraved with swirling lines that closely resemble tongues of fire. Approximately half way along its length, just before it joins to the weapon's barrel, the stock curves slightly so that, overall, the shape is very like that of a swimming fish, complete with tail fin at the lower end.

The barrel itself is made of an unusual red metal which, if the investigators have seen any other pieces of the Palladion, they will recognise as orichalcum. It has been cast into the shape of a horse's head, with a stiff and spiky mane and wide, glaring eyes made from rubies. Where there should be a mouth there are only protrusions that could be more flames, but could also be flattened tentacles. Jammed firmly inside the horse's "mouth" is a large golden crystal.

At some point in its history, there has obviously been another component attached to the side of the barrel and stock, roughly where you would expect there to be some sort of trigger mechanism. However, whatever was here originally has been partially smashed off and, as anyone with a knowledge of chemistry will be able to identify, the remainder has been corroded by some sort of strong acid, which has also slightly damaged the barrel. Whatever this weapon might have done once, it seems that it can no longer be fired.

Tansen and his colleagues were clever enough to realise that, even if they successfully managed to conceal the weapon's location for a while, there was always the danger that someone would eventually find it and attempt to make use of it.

To ensure that no-one would be able to do so, they broke off the trigger mechanism and its accompanying bioelectric recognition "safety" catch, melting and scoring with acid anything they could not remove by force. It grieved them to do this to such an exquisite piece of craftsmanship, but they could not bear the thought of leaving the weapon whole and active; the repercussions of doing so could be far too great.

The investigators may well have found the missing Palladion piece but, as a weapon of war, it is currently useless. All that remains is for them is to return to Bombay with the spoils of their adventure and yet another debriefing from their superiors (if they have any). The investigators may even decide to leave the weapon where it is, if they (mistakenly) think that it has no value because it is broken.

It is possible that at least some of the Brides and their German comrades did make it into the chamber and managed to grab the weapon from its hiding place, making their getaway before the investigators arrived. If this is the case (at the Keeper's discretion), then not only will the Atlantean compass show nothing during its visit to the caves, but the lamps in the hidden room have been scattered and the secret alcove has already been opened. Whatever was in there is not there any more; the investigators are too late (see the **Epilogue**, p.181, for more details).

Scene 3: Surprise!

This scene is optional, and is suggested only for the Keeper who thinks his players will enjoy it and the potential for their investigators to lose their newly acquired plunder. It is also an opportunity to bring in the Nihangs, the Sikh holy

warriors, if the investigators look as if they could do with a little extra help. Alternatively, the Sikh fighters could be introduced in **Scene 1** to fend off the *andhakasuras*, giving the investigators time to enter the Agneya Weapon's subterranean hiding place.

As the investigators leave the secret stairwell from the underground cavern, they are confronted by a group of armed men and women. Any Grenadiers who were left on the surface have either been captured or killed, and the investigators can see that they did not go down without a fight.

A tall, bespectacled Indian gentleman, rather overdressed for the location in a pin-striped suit, steps forward and opens his mouth as if to speak. He is jostled out of the way by a beautiful woman in a torn and bloodied red sari (Devika Kiran Savarkar; p.164) who primly demands that the investigators hand over the sandalwood box and its contents immediately. The man does not look pleased.

ALTAF NAVED CHOUDHURI, NACHTWÖLFE *FIELD RESEARCHER*

The second son of an important family of Chittagong tea merchants, young Choudhuri is not expected to take on the mantle of business like his elder brother. Always something of a dreamer and a bookworm, he decides instead to pursue a life in academia. Through his family's business contacts and political leanings, he ends up studying not in India but in Germany, at Munich University.

Whilst in Munich, Choudhuri begins to come out of his shell, developing a most surprising (and invigorating) interest in the great outdoors. He also becomes involved in the League of Apollo at the Munich Technical College through friends he has made whilst walking.

Ostensibly a fencing society, some of the League's members have more occult interests, ones which Choudhuri becomes fascinated with. He is particularly captivated by the theories that the Aryans are the descendants of Atlantis, and his work in that area draws him to the attention of *Nachtwölfe*, which already has a history of recruiting League alumni into its fold.

In 1939, Choudhuri is studying for his doctoral thesis in geopolitics at Munich University when he receives the invitation to join Mina Wolff's organisation. Intrigued by the offer, he agrees, on the understanding that he can continue with his research whilst hunting for the remnants of Atlantis (he sees no particular disconnect between the two topics). For the time being, *Nachtwölfe* are happy to indulge him.

His nationality is a great boon when it comes to sending someone into India to oversee the Brides' attempts to recover the Agneya Weapon. However, he and Devika Savarkar do not get on; despite many of his superiors in Germany being female, he does not approve of his own countrywomen actively engaging in such unladylike behaviour.

Choudhuri has been instructed to acquire the Agneya Weapon of Flame from the Brides at the first available opportunity, and by whatever means necessary. Given his disapproval of Miss Savarkar, he is quite tempted by the thought of turning her in to the British authorities to teach her a lesson, but will take advantage of whatever situation arises to claim the artefact for Germany's war effort.

The young scholar is accompanied by four *Wehrmacht* soldiers in civilian clothing (*Keeper's Guide*, p.32), two *Nachtwölfe* Field Researchers (*Keeper's Guide*, p.110), and one all too familiar blue-robed monk (p.59). These are in addition to any other *Nachtwölfe* forces who may have been affected by the *andhakasuras*.

Appearance: Once a tall, gangly, and unco-ordinated youth, solid Bavarian food and clean mountain air have seen Choudhuri bulk up considerably; his fencing practice manages to improve both his dexterity and focus as well as helping to keep him trim. Choudhuri looks every inch the young businessman rather than an academic. With his hair slicked back, he is rarely seen out of a double-breasted suit when about town, dressing down into moleskins and jumpers only when engaged in serious hiking. His horn-rimmed spectacles are largely for show.

Cth

STR 14	**DEX** 13	**INT** 15	**CON** 10
SIZ 15	**APP** 11	**POW** 11	**EDU** 19
SAN 40	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Anthropology 45%, Bargain 55%, Cthulhu Mythos 05%, Geology 60%, History 60%, Institutional Lore 30%, Library Use 65%, Navigate (Land) 40%, Occult 30%, Persuade 65%, Photography 50%, Spot Hidden 65%, Use Atlantean Technology 20%.

Language Skills: Bengali (Own) 95%, English 60%, German 50%, Atlantean 20%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Fencing Foil (Melee Weapon—Sword) 40%, damage 1D6+1+1D4, atts 1, base range touch.

Walther PPK Pistol (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Spells: Cause Blindness, Mental Suggestion, Shrivelling, Wrack.

Sav

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d6.

Skills: Atlantean Technology d4, Fighting d6, Investigation d8, Knowledge (Anthropology) d6, Knowledge (Atlantean) d4, Knowledge (Bureaucracy) d6, Knowledge (English) d8, Knowledge (Geology) d8, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d6, Knowledge (Photography) d6, Knowledge (Occult) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Code of Honor, Curious, Mean, Overconfident.

Edges: Brawny, Combat Reflexes, Extraction, First Strike, Scholar (Geology, History).

Gear: *Fencing Foil* (Str+d4, +1 Parry), *Walther PPK* (2d6-1, 10/20/40, RoF 1, Shots 7, Semi-Auto).

Special Abilities

- **Spells:** *cause blindness*, *mental suggestion*, *shrivelling*, *wrack*.

It is now up to the investigators whether or not they want to put up a fight or just hand over the weapon. If they do give Devika the weapon and show no signs of resistance, then the Brides and Choudhuri's men will disarm them, tie them up, then leave. How the investigators manage to free themselves is entirely up to their own ingenuity.

Cth If the investigators decide instead to stand up to their adversaries, there are two options for running the encounter: a straight up fight using the standard ***Call of Cthulhu, Sixth Edition*** rules, or one in which the investigators take on their ambushers using the SMCS (see the sidebar below for further details). If using the standard combat rules, it is recommended that there are Choudhuri's seven companions (see his description for further details) and up to seven Brides, depending on the number of investigators present.

Sav The GM should use the combat rules presented in the ***Savage Worlds*** core rulebook to run this encounter, either as a one-on-one fight or a mass combat situation, as desired.

If things are beginning to look a little sticky for the investigators, they can avail themselves of the services of the blue warriors: the Nihangs, who have been watching the proceedings with interest from the top of the escarpment. Any cry for help from the player characters, no matter how obscure or poorly worded, will bring the Sikhs rappelling down into the fray (see **Additional Forces** below for the relevant statistics).

If the investigators win the fight, with or without assistance from the Nihangs, then they manage to unmask the Brides of Durga and their leader, Miss Savarkar, as well as thwarting Altaf Choudhuri's plans to abscond back to Germany with the artefact (p.177).

If, on the other hand, the investigators lose, Choudhuri and the Brides beat a hasty retreat once they have secured the Agneya Weapon, leaving the survivors to lick their wounds (p.182).

Additional Forces

BRIDE OF DURGA, NATIONALIST WARRIOR

Recruited from the bored and rebellious amongst Bombay's more well-to-do Hindu families, the Brides meet on a weekly basis at each other's houses using the pretence of a

Cth Fisticuffs

If the Keeper wishes, he can use a variation of the Simple Mass Combat System described in *Achtung! Cthulhu: Terrors of the Secret War*, **Chapter 2: Death or Glory?** to run either of the two face-offs in the scene (that between the investigators and the *andhakasuras* or the one between the investigators, *Nachtwölfe* and the Brides). While there are no large-scale Mythos monsters involved in either situation, it does permit the Keeper to evoke a battle scene involving everyone present whilst keeping the required bookkeeping to a minimum.

In the first battle, the investigators have 2 mass combat units of Grenadiers at their disposal, with the *andhaksuras* forming 1-2 units at the Keeper's discretion. The dazed Germans and Indians present are in no fit state to contribute but, if the investigators call for the Nihangs, then an additional 2 mass combat units become available, along with their leader, Akali Upkaar Singh (p.179).

In the second battle, on the investigators' side are 1-2 mass combat units of Grenadiers, depending on who is still alive/fit to fight after the earlier confrontation. There are also the remaining Nihangs, if they have already become involved; if not, now might be the time to bring them onboard if the investigators look to be outnumbered. On *Nachtwölfe's* side are 1 mass combat unit of disguised *Wehrmacht* soldiers and 1 mass combat unit of Brides.

Thanks to the way the Kailasanatha Temple has been constructed, there are plenty of places that the combatants can exploit to their advantage to gain additional virtual units through the use of cover and terrain. The Keeper may also wish to award a virtual unit to the Grenadiers based on their superior training and reputation. The players can also use any magic they may have to gain an advantage, and do not forget that Lt. Tenison, Subedar Joshi, and Akali Upkaar Singh also possess skills which may prove useful.

An example of how to run a combat under this system can be found on pp.11-14 of *Terrors*.

traditional dance society, neatly side-stepping the requirement for *purdah* placed on many of the group's members. The Brides' society also provides a good excuse to practice their martial skills, under the guise of sport and self-defence.

Brides are armed with a short bow and an elephant goad (a spiked stick used by *mahouts* to control elephants, not too dissimilar to the medieval bill weapon, only shorter). Both are weapons carried by the many-armed Durga in her pursuit of evil-doers.

Appearance: Apparently unassuming Indian ladies, the Brides dress simply in the longer *sari* found in their home region of the Bombay Presidency; one whose extra length is neatly tied up like a *dhoti* (p.149) for ease of movement.

Cth

STR 11	**DEX** 13	**INT** 13	**CON** 13
SIZ 11	**APP** 11	**POW** 09	**EDU** 15
SAN 45	**Hit Points:** 12		

Damage Bonus: none.

Skills: Disguise 30%, Fast Talk 45%, Folklore 45%, Hide 50%, Listen 45%, Perform (Traditional Dancing) 35%, Persuade 55%, Psychology 55%, Sabotage 45%, Sneak 40%, Spot Hidden 55%.

Language Skills: Marathi (Own) 85%, English 65%, Hindi/Urdu 40%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Elephant goad (Melee Weapon—Club) 45%, damage 1D10, atts 1, base range touch.

Bow (Archery) 40%, damage 1D8+1, atts 1, base range 60 yds.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d6, Intimidation d8, Knowledge (Demolitions) d6, Knowledge (English) d8, Knowledge (Folklore) d6, Knowledge (Hindi/Urdu) d6, Notice d8, Persuasion d8, Shooting d6, Stealth d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal.

Edges: Acrobat, Fleet-Footed, Quick.

Gear: *Elephant Goad* (Str+d4), *Bow* (2d6, 12/24/48).

WEHRMACHT *SOLDIERS*

Specially seconded to *Nachtwölfe* for this mission and disguised as civilians. Use the statistics on the *Keeper's Guide*, p.32, or those on p.58, if required.

NACHTWÖLFE *FIELD RESEARCHERS*

Use the statistics on p.110 of the *Keeper's Guide*, if required.

AKALI UPKAAR SINGH, HOLY WARRIOR

Born in the Punjab, Upkaar Singh did not at first realise that he was destined to become a protector of his people. Instead, he fell into it by chance after defending a small group of Sikh pilgrims from well-armed thieves in the back streets of Peshawar. The encounter made it clear to him that there was more he should be doing to aid those who could not protect themselves, so he sought out the Nihangs and begged to join their wandering order.

That was many years ago now, and Upkaar Singh has barely stopped moving since. His travels have taken him across the length and breadth of India, seeking out those who threaten not only his people but also those who work to plunge the world into darkness. His unit of warriors picked up rumours of the Agneya Weapon a week or so ago, and they have been travelling towards Ellora ever since to make sure that no-one takes advantage of it.

Appearance: Akali Upkaar Singh is dressed in the electric blue Shiva Swarupa ("Shiva's appearance") outfit common to all Nihangs. His over-sized *dastar bunga* (high turban) conceals steel reinforcement and is studded with additional weaponry (several *chakrams* and an iron fighting claw, or *bagh naka*); it is also wrapped around with a length of iron chain.

On his wrists are many *jangi kara* (iron bracelets), and he wears a vest of chainmail (*sanjo*) covered with an iron breast-plate (*char aina*). On his back he carries a *dhala* (a buckler shield made from buffalo hide). His lily-white beard shows his true age, but anyone who thinks that the old man will be an easy target is in for a very rude surprise.

Cth

STR 14	**DEX** 11	**INT** 16	**CON** 15
SIZ 15	**APP** 13	**POW** 11	**EDU** 16
SAN 40	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Bargain 55%, Command 65%, Cthulhu Mythos 10%, Climb 60%, Dodge 60%, Grapple 65%, History 60%, Navigate (Land) 60%, Occult 25%, Persuade 65%, Ride 45%, Shastar Vidiyaa 70%, Sneak 70%, Spot Hidden 65%, Tactics 50%, Theology (Sikhism) 55%, Throw 65%, Track 50%.

Language Skills: Punjabi (Own) 80%, English 40%, Hindi/Urdu 30%.

Weapons: *Fist/Punch* 70%, damage 1D3*+1D4.

Kick 65%, damage 1D6*+1**+1D4.

Kirpan sword (Shastar Vidiyaa) 70%, damage 1D6+1+1D4, atts 1, base range touch.

Talwar sword (Shastar Vidiyaa) 70%, damage 1D8+1+1D4, atts 1, base range touch.

Katara dagger (Shastar Vidiyaa) 70%, damage 1D4+2+1D4, atts 1, base range touch.

Bagh Naka (Shastar Vidiyaa) 70%, damage 1D6+1D4, atts 1, base range touch.

Chakram ×6 (Throw) 65%, damage 1D6+1+1D2, atts 1, base range 65 yds.

*Shastar Vidiyaa acts as per the Martial Arts skill when it comes to doubling base damage if used successfully.

**Additional damage comes from the pointed, iron-toed *jangi mojeh* (war shoes) worn by all Nihangs.

Armour: 8 points of combined chainmail and plate armour on the torso; 6 points of chainmail on the arms; 2 points from the *dastar bunga* on the head.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d10, Knowledge (Battle) d6, Knowledge (English) d6, Knowledge (History) d8, Knowledge (Hindi/Urdu) d6, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Occult) d4, Knowledge (Sikhism) d8, Notice d8, Persuasion d8, Riding d6, Stealth d8, Throwing d8, Tracking d8.

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (3); **Sanity:** 4.

Hindrances: Code of Honor, Fanatic, Overconfident.

Edges: Acrobat, Alertness, Brawny, Combat Reflexes, Command, Dodge, First Strike, Martial Artist, Tactician.

Gear: *Kirpan sword* (Str+d6), *Talwar sword* (Str+d8), *Katara dagger* (Str+d4, AP 1), *Bagh Naka* (Str+d4), *Chakram* (Str+d6), *Chain/Plate Armor* (+3 Toughness).

NIHANGS, FEARLESS SIKH FIGHTERS

Often trained from childhood to be the pre-eminent warriors of their faith, the Nihangs are legendary for their long history of against-the-odds victories. The name "Nihang" is believed to come from the Persian word for crocodile, and was given to the Sikh fighters by the Moghals in honour of their tenacity and ferociousness in battle. Their alternative name "Akali" means "servant of the Timeless God". When engaged in combat they are known to chant "Akaal, Akaal", which can be very unnerving for their enemies.

There are few true Nihangs left in India after the British hunt most of them down in the years before the Indian Mutiny. In recognition of the Sikhs' loyalty during the uprising of 1857, restrictions against the Nihangs are relaxed, but the number of Immortals (another potential meaning of the word "Akali") in the 1930s is still very small.

Appearance: The Nihangs dress in bright blue *chola* (clothing), with weapon-studded *dastar bungas* on their heads. On their right hip they wear a *talwar* (curved sword) and tucked into their waistband on their left hip is the distinctive *katara* ("fist blade" knife). They also carry multiple *chakrams*, their *kirpan*, and a *dhala*, as well as wearing a chainmail vest and an iron breast plate.

Cth

STR 13	**DEX** 12	**INT** 15	**CON** 13
SIZ 16	**APP** 11	**POW** 14	**EDU** 13
SAN 65	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Climb 60%, Dodge 60%, Grapple 55%, History 50%, Navigate (Land) 40%, Ride 30%, Shastar Vidiyaa 50%, Sneak 50%, Spot Hidden 65%, Theology (Sikhism) 35%, Throw 55%.



Language Skills: Punjabi (Own) 65%, English 30%, Hindi/Urdu 25%.

Weapons: *Fist/Punch* 60%, damage 1D3*+1D4.

Kick 65%, damage 1D6*+1**+1D4.

Kirpan sword (Shastar Vidiyaa) 50%, damage 1D6+1+1D4, atts 1, base range touch.

Talwar sword (Shastar Vidiyaa) 50%, damage 1D8+1+1D4, atts 1, base range touch.

Katara dagger (Shastar Vidiyaa) 50%, damage 1D4+2+1D4, atts 1, base range touch.

Turban Trident (Shastar Vidiyaa) 50%, damage 1D6+1+1D4, atts 1, base range touch.

Chakram ×6 (Throw) 65%, damage 1D6+1+1D2, atts 1, base range 65 yds.

*Shastar Vidiyaa acts as per the Martial Arts skill when it comes to doubling base damage if used successfully.

**Additional damage comes from the pointed, iron-toed *jangi mojeh* (war shoes) worn by all Nihangs.

Armour: 6 points of combined chainmail and plate armour on the torso; 4 points of chainmail on the arms; 2 points from the *dastar bunga* on the head.

Sav **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Knowledge (English) d6, Knowledge (History) d8, Knowledge (Hindi/Urdu) d4, Knowledge (Navigation) d6, Knowledge (Sikhism) d6, Notice d8, Riding d6, Stealth d8, Throwing d8.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (3); **Sanity:** 6.

Hindrances: Fanatic, Overconfident.

Edges: Brawny, Combat Reflexes, Martial Artist.

Gear: *Kirpan sword* (Str+d6), *Talwar sword* (Str+d8), *Katara dagger* (Str+d4, AP 1), *Turban Trident* (Str+d4), *Chakram* (Str+d6), *Chain/Plate Armor* (+3 Toughness).

New Skill: Shastar Vidiyaa

Meaning "the science of blades", *shastar vidiyaa* is the Sikhs' martial art. It is also sometimes referred to as *gatka*, after the name of the wooden stave used in training.

Cth Base chance 01%. In game terms, the skill Shastar Vidiyaa replaces the Melee Weapon—Knife, Melee Weapon—Sword, Melee Weapon—Spear, and Martial Arts skills for characters who have been properly trained by a Nihang Guru. Due the Nihang's mastery of the blade, which is as much spiritual as it is physical in nature, treat the *kirpan* as an enchanted weapon capable of inflicting damage on creatures that would otherwise be immune to normal weapons.

Sav In the ***Savage Worlds*** game system, those skilled in Shastar Vidiyaa should consider picking up the Brawler, Frenzy, First Strike, Martial Arts, and Quick Edges.

EPILOGUE: MELTDOWN

As there are several ways in which this scenario might end, the various outcomes are discussed individually below.

The Early Bird

If the investigators arrive before *Nachtwölfe* and the Brides, manage to open the door to the secret chamber without incident, and retrieve the Agneya Weapon without being ambushed by their adversaries, then they are free to make their way back to Bombay (or any other appropriate headquarters).

The Nihangs will be waiting for the investigators by their trucks (or whatever means of transport they used to reach Ellora) to discuss whether or not the weapon should be taken back to civilisation, or whether it should be secreted away somewhere new under their guardianship.

The tone of this meeting will very much depend on how the investigators respond to Akali Upkaar Singh. If they can convince him that the weapon is beyond use and that it does not represent a threat to Singh's homeland or people, then he will permit them to take it away with the Nihangs' blessing. If they are combative and unco-operative, then Singh and his men are more than ready to fight them to secure the weapon.

Should it come to a confrontation, use the statistics on pp.179-181, or use the SMCS as discussed on p.178. If the Nihangs win, they will take the Agneya Weapon and hide it somewhere their order can keep a close eye on it. If desired, finding where it has been secreted could form the basis of yet more adventures for the investigators, or they may just wish to chalk the loss up to experience, safe in the knowledge that the weapon is useless and that the Nihangs are very well-suited to protect the broken artefact from all comers.

As with using *Nachtwölfe* and the Brides to confiscate the Agneya Weapon, it is recommended that the Keeper only brings in the Nihangs if the players would enjoy the prospect of losing the artefact if everything goes against them.

Wouldn't want to get on the wrong side of one of these chaps.

—Capt. Harris

Finders, Keepers

If the investigators arrive after *Nachtwölfe* and the Brides, but manage to defeat the *andhakasuras* and claim the Agneya Weapon without any other incident, then the end of the scenario plays out as described above, with or without the interference of the Nihangs, as desired.

Amongst the *andhakasura* casualties are Altaf Choudhuri and Devika Savarkar, who can be rounded up by the Grenadiers to be taken back to the most convenient base for questioning. Aurangabad is the nearest city. Although it has no military cantonment, travelling there would allow the captives to be given proper medical attention and to assess their condition prior to being taken elsewhere for a thorough interrogation. It may be that the Grenadiers will then travel straight to Southern Command HQ in Poona rather than return to Bombay, at the Keeper's discretion.

Of course, if the investigators are working for themselves with no military involvement, then it is up to them what they do with any enemy casualties.

Stealing Candy

Should the investigators manage to retrieve the Agneya Weapon but be ambushed on their way out by *Nachtwölfe* and the Brides, losing the weapon in the process then, as mentioned on p.178, Altaf Choudhuri, Devika Savarkar, and their remaining supporters leave the caves with their spoils, abandoning any of their own who are incapable of moving under their own steam.

On the route out of Ellora, Choudhuri turns the tables on Savarkar and claims the Agneya Weapon for his masters back in Berlin. The investigators will find the remaining Brides and their leader trussed up in the woodlands surrounding the caves as a parting gift.

Over the next few days, Choudhuri will attempt to get the weapon onto a flight out of India and back into Europe, preferably via Spain (especially if war has been declared). This gives the investigators the opportunity to try and track him down, if they wish. The Atlantean compass may well come in handy during the hunt, if they have one.

If the weapon makes it back to the *Projekt Atlantis* team, they will study it carefully to unlock its secrets, passing them on to those working on the *Reich's* nuclear weapons programme after they are directly ordered to assist with the scheme by Hitler himself. The weapon may also be used as a prototype for *Nachtwölfe*'s own weapons programme, although the organisation is never able to properly replicate the artefact's full effects.

There is, of course, the option that Akali Upkaar Singh's men take the weapon from Choudhuri and Savarkar, leaving all of *Nachtwölfe* and the Brides as a present for the investigators and their Grenadier escort.

WHAT'S YOURS IS MINE

If, on the other hand, the investigators arrived at the caves and caught *Nachtwölfe* and its Indian stooges emerging from the Kailasanatha Temple with the Agneya Weapon, they may well have succeeded in being the ones confiscating the Palladion piece from those who found it first.

In this case, the investigators' attempts to return home with the weapon can play out as described in **Finders, Keepers**, with or without the presence of the Nihangs as a complicating factor.

What Next?

However the investigators manage to get back to civilisation, and whether or not they still have the Agneya Weapon with them, there are still one or two matters outstanding that need to be taken care of. If the investigators are working alone, they may well have a priceless ancient artefact with them, one that they have to make a decision about.

Depending on who they are, and what their ties might be to any intelligence or law enforcement services, they may attempt to sell the piece, donate it to a museum or the Royal Asiatic Society, or hand it over to their superiors. Even if the investigators were not on anyone's radar before the events of this scenario, then they will be now, prompting Section D (or M) to attempt to recruit them into the Secret War.

If they are already involved with the Secret War, either through their experiences in Tibet or Europe and North Africa, then the powers that be will take the weapon off their hands and ensure its safe conduct back to somewhere secure for further study (after October, 1939, this would most likely be Clemens Park; the *Keeper's Guide*, p.68). There will be protests from the INC about the removal of an important artefact from India if they become aware of the matter, but that is not going to stop the British (or whoever) from spiriting it out of the country.

As discussed in the various endings above, the investigators may well not have the Agneya Weapon, and may be charged with going after it once more, particularly if it is still in enemy hands. Any such additional adventures along these lines are beyond the scope of this book, but could serve to enmesh the investigators even further in the Secret War.

And then there is the final matter of the other piece of the Palladion mentioned by Tsering Lama: the Cup of Yima. The Tibetan holy man believes it to be hidden in Persia (Iran), near the town of Isfahan, something Ehrlichmann's notes can confirm. It is now up to the investigators to decide whether they want to travel on into the deserts of Persia to find the missing object. Of course, if they are working for the military or intelligence services, that decision may well be out of their hands...

CHAPTER 3

Fire and Brimstone

"Yesterday this day's madness did prepare; tomorrow's silence, triumph, or despair."
- Omar Khayyam

Safe within the desert hillside they will hide, like frightened rodents seeking shelter from an unseen or imagined enemy that never comes, for they are far too small to register in its consciousness now that their greatest toy is broken. Not a place of heroes although, with time, it will be named so; the warmth to drive off the hardest winter, the sanctuary home of the great king whose sin shall remain nameless, unspoken, his pride as great as those he is mistaken for, whose downfall he yet shares. Within the hill, beneath the golden fires of devotion, also forgot, awaiting the flame both burning and unburning, the eye that cannot see, it sits. And what will their oblation be that seek to find it? And what their lie, their sin, their salvation? Through the fallen sun god's gate, by his unbroken oath, his leonine nemesis yet brother, his father's reflection, shall hear the echo of their roar, in darkness all.

—Extract from the Black Stone of Saïs,
as translated by Dr. Botho Ehrlichmann, c.1938-39.

In this chapter, the investigators travel to the heart of an ancient Middle Eastern civilisation, one whose veneration of fire holds the key to revealing yet another piece of the mysterious Palladion.

GAZETTEER: PERSIA

As with all ancient civilisations, Persia has had many names and many faces. One of the oldest, and used by the country's inhabitants themselves, was Aria (or Aryana), the Land of the Aryans, from which Reza Shah derived the new name of the country in 1934: the Kingdom of Iran. Perhaps he also hoped to identify it with one of Ahura Mazda's sixteen pure lands and the birthplace of Zarathustra: Airyanem Vaejah (alternatively Airyana Vaego; the Expanse of the Aryans).

But to the Greeks it was Persis, the Land of the Persians; the name by which the country became known in the West. Winston Churchill himself uses the name over that of Iran in order to prevent any unfortunate confusion with Persia's western neighbour, the British Mandate of Mesopotamia, more commonly referred to as the Kingdom of Iraq.

According to legend, the extinct volcano holds great evil in the form of Zahhak, the multi-headed serpent.

Coast to Coast

Occupying almost two-thirds of the Iranian Plateau, which stretches from the River Indus in the East to the River Tigris in the West, much of Persia sits at 3000ft (914m) or more above sea level. In most people's minds it is a land of deserts. The two largest, the Dasht-e Kavir (east of the capital, Tehran) and the Dasht-e Lut (in the south and east, near the border with Afghanistan and British India), constitute approximately one-third of the country combined, but scorching sands are not the only geographical feature the ancient kingdom has to offer.

The Caspian Sea forms part of Persia's northern border. Below its accompanying coastal strip, following the curve of the shoreline, are the Alborz Mountains, home to Iran's highest mountain, Mt. Damavand. According to legend, the purportedly extinct volcano holds great evil in the form of Zahhāk, the multi-headed serpent also known as Azi



Dahāka, who lies bound and chained deep within its caverns until the end of the world brings about his release.

The Alborz are one of several mountain chains in Persia; in fact, the country is almost entirely encircled by high peaks which, in total, take up more than half of its land. The Zagros Mountains emerge from the Alborz in the far north-west before running along the western border with Turkey and Iraq, then down to the coast of the Persian Gulf. Yet more mountains make up the frontier between British India and Afghanistan.

The nation's borders are hotly disputed, particularly in the north, where first Russia and then the Soviet Union have frequently attempted to encroach upon Persian soil. At the beginning of the war, the country stretches almost 600 miles (966km) from the Caspian Sea to the Persian Gulf in the south, and 900 miles (almost 1450km) from east to west at its widest point, making it approximately three times the size of France.

In the 1930s and '40s, most of the country's residents are poor tenant farmers, with some nomadic sheep-herders in the mountains. Persia's towns and cities, on the other hand, are home to artisans, craftsmen, merchants, government officials, and large landowners.

The Soul on Fire

Although only worshipped by a minority now, Zoroastrianism was once Persia's state religion. One of the first faiths to worship a single, invisible, omnipotent god, it has a profound effect on the development of Judaism, Christianity, and Islam. It is a dualistic religion that believes in good and evil; one that is based on personal responsibility for one's actions. The choice to practice *humata* (good thoughts), *harkta* (good words), and *huvarshta* (good deeds) means that, eventually, good will prevail over evil.

No-one is entirely certain when the religion's founder, Zarathustra, was born. There are those who put his birth date as somewhere in the 14th Century BC; others bring it as far forward as the 6th Century BC. Regardless, he is believed to have been a priest of an older, Aryan religion before becoming a prophet of his own.

The religion's chief god is Ahura Mazda, wise lord and source of constructive energy (Spenta Mainyu). Although he has no symbol or icon, he is worshipped through flame; while they are not fire worshippers per se, the flame provides the source of light towards which Zoroastrians are always supposed to pray. It is also possible that the fire god, Atar (later the embodiment of the sacred element of fire), became mixed with Ahura Mazda, bringing his fiery symbolism with him.

Standing against Ahura Mazda is Ahriman, the lie (Druj) and source of destructive energy (Angra Mainyu); a force for evil who often acts through witting or unwitting avatars and accomplices, such as his son, Zahhāk, and other *daevas* (demons). Other lesser divinities, known as *yazatas*, also exist. They include Atar (fire), Zam (earth), Aban (water), and Anahita (fertility, healing, and wisdom).

Mithra, the *yazata* of covenant and oath, is an old Aryan sun god, who was incorporated into the faith by the Sassanians (p.186). Ahura Mazda's son, he is described as having one thousand ears and one thousand eyes. Associated with Apollo by the Greeks in his aspect of an all-seeing divinity of the truth, to the Romans he became Mithras, the bull-slaying god of war.

Zoroastrianism's holy book, the *Avesta*, is believed to have been written (at least in part) by Zarathustra; in particular the oldest part, the five *Gathas*, a collection of seventeen hymns to Ahura Mazda. Other stories credit the god himself with writing the book and giving it to Zarathustra as a gift for his patron, King Vishtaspa.

Only a fraction (approximately one quarter) of the *Avesta* is still in existence; the rest was allegedly destroyed either by Alexander the Great when he sacked the Persian Empire, or by the Arabs during their invasion (p.186). The five books which did survive (the *Yasna*, containing the *Gathas*; the *Visperad*; the *Vendidad* or *Videvdat*; and the *Yashts*) are reconstructions, created either by the Sassanians or by the Parsis when they fled to India in the 7th Century AD (p.140).

A lesser book, the *Khurda Avesta* (*Younger* or *Little Avesta*) contains supplementary texts, including the *Nyayesh*, a collection of five prayers to the sun and Mithra, the moon,

fire, and the divine waters. The *Khurda Avesta* comes to serve as the Zoroastrian book of common prayer after it is published in the 19th Century.

The Zoroastrian faith is also referred to as Magism. According to one legend, after the Achaemenids conquered the Medes (see below), Zarathustra brought the Magi (Median philosophers who resisted Persian rule), into the fold, where they became the priests of his religion.

THE TWELVE

Persia's main faith is Islam, but a variation that is not widely practiced elsewhere in the Muslim world: Shi'a. The Muslim faith, as taught by the prophet Mohammed, has five pillars: *shahada* (professing the faith), *salat* (praying to Mecca five times a day; although Shi'a Muslims only pray three times), *zakat* (giving alms to the poor), *sacum* (self-purification through fasting at Ramadan; Ramazan in Persia), and *hajj* (pilgrimage to Mecca at least once in a person's lifetime).

The two major branches of the faith, Sunni and Shi'a, arose quickly after Mohammed's death. The Sunnis (*sonnat*, meaning traditional) supported the prophet's friend and father-in-law, Abu Bakr, to become his successor, whilst the Shi'ites thought the mantle of Caliph should be hereditary, passing to the prophet's cousin and son-in-law, Ali.

The split between the two branches became entrenched with Ali's assassination after he became the fourth Caliph (having previously been passed over for selection three times) and with the death of Ali's second son, Hossein, at the hands of the Sunnis.

The Shi'ites recognise twelve *imams* descended from Ali as the prophets and leaders of their faith. The last of the Twelve, known as the Mahdi, disappeared during the 10th Century, hidden from the world by Allah (more commonly referred to in Persia as Khoda) to await the time when he will oversee a new age of justice and harmony.

The Muslim holy book is the *Koran*, which contains the word of God as dictated to Mohammed by the Angel Gabriel over a two-decade time span (609-632).

Emperors & Kings

Unlike most of their neighbouring ancient civilisations, those in Persia did not grow up around major, navigable rivers. The country possesses only one such waterway, the Karun, so, instead, Persia's first city builders chose the abundant mountain foothills, where natural springs and melting snow ensured a constant freshwater supply.

Pottery has been found in Persia dating back as far as 5000BC, and there are suggestions that the land was inhabited long before then. Within two thousand years, urban settlements were common, although the earliest remains are fragmentary and often burnt.

The nation of Elam emerged in the mid-3rd Millennium, in an area adjacent to the current border with Iraq. Due to their location, the Elamites clashed frequently with their Mesopotamian neighbours. One such confrontation, against the Babylonian King Nebuchadnezzar at the end of the 12th Century BC, set the empire back considerably, although its renowned ceramics- and metalworkers did slowly manage to recover their arts over the next six hundred years.

Prior to Nebuchadnezzar's assault, the Elamites ruled a vast area, including most of western Iran, the valley of the River Tigris, and the Gulf coast, from their capital city at Susa (modern Shush). They also built the gigantic ziggurat of Choqa Zanbil, whose red mud bricks tower five storeys high in representation of a sacred mountain. Lost beneath the sands sometime in the mid-7th Century BC, the disturbingly un-aged structure is not rediscovered until 1935, when the Anglo-Iranian Oil Company (p.188) stumble across it whilst surveying the area.

Control of the land swung back and forth between the Elamites and the ascendant Assyrians for several hundred years. The Assyrians noted the coming of another empire, that of the Medes, in around the 9th Century BC, although their exact origins are unclear. By 600BC, the Median Kings had long established their capital at Ecbatana (modern Hamedan); they even assisted the Babylonians in overthrowing their Assyrian masters.

The country's Aryans, those believed to have given rise to the "true" Persian stock, are thought to have entered the country around the 1st Millennium BC, settling in a region that became known as Fars, near to what is now the city of Shiraz. In the 7th Century BC, King Achaemenes, the leader of one of these Aryan tribes, managed to establish a unified kingdom in the south and thus provided the foundations for the first great Persian Empire: the Achaemenids.

The empire did not, however, realise its potential until the middle of the 6th Century BC, when Achaemenes' great-grandson, Cyrus II (who would later be known as Cyrus the Great), wrested power from the Medes by ousting his

Protecting the Elements

Zoroastrians, like Tibetan Buddhists, do not bury their dead. Instead, they place them at the top of a *dakhma* (also referred to as a Tower of Silence), where vultures and other carrion eaters remove the flesh from the bones, which are then left to bleach in the sun for anything up to a year before they are disposed of in a pit at the tower's core.

The reason for this form of interment (sometimes called a sky burial) is simple: corpses are considered to be unclean and improper disposal risks polluting the sacred elements. Burial would pollute the earth, Zam, whilst cremation would pollute the sacred flame, Atar. The rituals involved, like much of the modern Zoroastrian faith, seem to date from the Sassanian period.

grandfather, Astyages, from their throne. Having subjugated the Medes, he went on to expand his kingdom, taking in the Lydian Empire and large parts of Asia Minor (Anatolia, Turkey), as well as Babylon, Syria, and Palestine.

Cyrus died whilst on campaign against the Scythian Queen, Tomyris, twenty years after he had established his nation. He was buried in a tomb (still standing) within his city of Pasargadae, 70 miles (113km) north of Shiraz. His successor, Cambyses, expanded the empire yet further, taking in much of Egypt and Cyrenaica (Libya) before dying in mysterious circumstances in the land of the Nile.

Next to assume the throne was Darius I (Darius the Great), who managed to revive the Achaemenids after the furore and near collapse caused by Cambyses' contentious death. Under him, the empire reached its greatest size, stretching all the way from India to Libya; he even managed to reach the River Danube as part of his family's ongoing feud with the Scythians.

His empire became so vast that Darius reorganised it into a confederation of states (satrapies), with himself as the King of Kings over his regional governors (satraps). From the administrative centres of Susa and Ecbatana, and his religious and ceremonial city, Parsa, the King directed the construction of an extensive road network to ensure both his army's manoeuvrability and their lines of supply. He also instituted the world's first postal system, comprised of mounted couriers.

Darius' obsession with conquering the Greeks led to a long, slow decline for the Achaemenids. By the 4th Century BC, weakened by centuries of fighting, the empire was ripe for the taking. Alexander the Great deposed the last Achaemenid leader, Darius III, in 330BC and, in an act of vengeance supposedly sparked by the Persian sack of Athens 150 years earlier, he burned Parsa to the ground, giving it, in the process, the name by which the Greeks knew it best: Persepolis, the Destroyer of Cities.

After Alexander's death in 323BC, as elsewhere in his domains (p.70), one of his generals assumed command. Seleucus founded his own Greek-speaking dynasty, but the next major power in the region came in the form of the Parthians, nomadic Iranian tribesmen and expert horsemen who managed to recapture most of the lands once held by the Achaemenids before they, too, were replaced by the Sassanians in 224AD.

Once in charge, the Sassanians, who hailed from Fars like the Achaemenids before them, ruled Persia for 400 years. Perhaps their greatest ruler, and one of their first, Shapur I promoted religious tolerance within his empire, creating a safe haven for the Mandaeans, Manichaeans, Jews, and Christians under his rule (a state which, sadly, did not survive for very long after his death).

The Sassanians created an extensive trade network across the known world, with some of their merchandise (glass) reaching as far as Japan. Zoroastrianism (p.184) became the state's official religion. The faith itself was far older than that, but the Sassanians reformulated it to suit their needs by including new elements, such as the god Mithra (p.184).

Like the Achaemenids, the Sassanians had their own imperial nemeses, this time in the form of, first, the Romans and, later, their successors, the Byzantines. The empire reached its height in terms of acreage shortly before its downfall, which was brought about in part through its unending attempts to bring down Byzantium.

But it was not the descendents of Rome who finally ended the Sassanian domination of Persia; those laurels fell to Arab invaders who, by 661 had placed the country under the control of the Umayyads of Damascus and, later, the Abbasids of Baghdad (p.71). After converting to Islam, the country was largely run by tribal dynasties formed by the descendents of Darius' satraps asserting their local authority.

The Seljuk Turks conquered Persia in the mid-10th Century and made Isfahan (p.195) their capital. They, in turn, were swept aside by the coming of the Mongols in the 13th Century. The Great Khan's descendents went on to seize the whole of Persia and made their capital at Tabriz, having

The Old Man's Network

There are many legends regarding Persia's Assassins and their founder, Hasan-e Sabbah, the so-called "Old Man of the Mountain". A breakaway Islamic group formed in the latter years of the 11th Century, Sabbah's followers were branded as heretics for their beliefs. Amongst the tales told of them was that of the Old Man's use of hashish to control them, hence their name: *hashishiyun*. Another spoke of heavenly gardens full of virgins awaiting those willing to sacrifice their lives to the cause.

Whatever the actual truth, they were a major thorn in the side of the Seljuks. Their murderous campaigning was eventually ended by Hulaga Khan in 1256, when he captured and utterly destroyed most of their castles in the Alamut Valley. Only two of their fortresses refused to surrender; one, Girdkuh, held out for another seventeen years before falling to the Ilkhanids.

Freya Stark, the intrepid British travel writer and explorer, rediscovers the area in 1931. Her book detailing her adventures, *The Valley of the Assassins*, is published in 1934, bringing the almost forgotten chapter of history into the Western public's imagination once more.

During World War Two, Stark joins the Ministry of Information (responsible for publicity and propaganda) and is stationed in Cairo, Aden, and Baghdad. She is involved in the establishment of the Brotherhood of Freedom, a group set up to court Arab sympathisers (or, at the very least, to encourage them to remain neutral during the conflict).



sacked many of the country's greatest cities in retaliation for their defiance of Mongol rule.

One Mongol, Hulaga Khan (the founder of the Ilkhanid Dynasty), ended the power of the Assassins (p.186). Hulaga's final resting place was also notable. His tomb on Kabudi Island, in Lake Orumiyeh, was also the site of his treasury and, according to the histories, before he was interred there, thousands of virgins were sacrificed in his honour.

By the end of the 14th Century, Tamberlaine had replaced the Khans with his own Timurid Dynasty. The remaining Mongol stock was itself replaced at the turn of the 16th Century by the third of Persia's home-grown great empires: the Safavids.

Before Hulaga Khan was interred in his tomb, thousands of virgins were allegedly sacrificed in his honour.

The Safavi family were Shi'ite Muslims (p.185) from Ardabil in the northwest. Under their rule, Persia became an independent state once again and a great adversary of its neighbour, the Ottoman Empire (which followed the rival Sunni branch of Islam). The Shi'a faith, in the minority elsewhere in the Muslim world, became the country's state religion.

In 1587, the Safavids' most notable leader, Shah Abbas I, took the throne. With guidance from two English soldier-adventurer brothers, Anthony and Robert Shirley, Shah Abbas reorganised and retrained the Persian Army and routed the remaining Turkish elements within his country. English companies, including the British East India Company (p.137) started to acquire trade concessions in Persia in the years that followed.

From the 1720s onwards, Russia began to agitate for control of Persia's northern territories, particularly the Caucasus region and the Caspian Sea. Peter the Great, Catherine the Great, Alexander I, and Nicholas I all became embroiled in the ongoing border disputes in the region. The earliest wars saw little lasting change, but those of the 19th Century saw considerable territory ceded to Russia.

The Russo-Persian Wars of 1722-23, 1796, and 1804-13 took place against a backdrop of internal instability and foreign interference which saw the fall of the Safavids and the rise of an ineffectual new dynasty, the Qajars. During the first border conflict in 1722, having fatally weakened themselves by taking on the Russians and the Ottomans, the Safavids were overrun by Afghani troops. The Afghans, Russians, and Turks were driven out seven years later thanks to the leadership of the mercenary Tahmasp Qoli, who effectively ruled Persia in all but name until 1736, when he rectified the situation by declaring himself Shah.

Qoli ruled as Nader Shah for eleven years before he was assassinated. The next major ruler, Karim Khan Zand, moved the capital from Isfahan to Shiraz. He refused to accept the title "Shah", and insisted on using the lowlier Vakil (Regent) instead. Zand's dynasty was replaced in the mid-1790s by that of Aga Mohammad Khan.

A eunuch who united his fellow Azeri Qajars into a new ruling clan, this latest Khan was reputed to have had the eyes of 20,000 of his adversaries plucked from their heads. The country's capital moved again under his rule, this time to Tehran, at the foot of the Alborz Mountains.

The Russo-Persian War of 1826-28 saw the Qajar leader, Fath Ali Shah, manipulated by the British into attempting to regain the lands they had lost to the Tsars in 1813. Not for the first time, Persia found itself caught up in the Great Game between the two rival foreign empires. However, Britain's interference only served to undermine its own position within the country and cement Russia's ownership of the Caucasus.

Naser al-Din Shah's ascension to the Sun Throne in 1846 did nothing to stop Persia's descent towards wrack and ruin. His attempts to modernise the country predominantly resulted in him weakening it financially. Not only did he sell off Persia's treasures to release ready money (including a deal with the French permitting them to strip bare the country's archaeological sites in return for gold and silver), but he also issued major concessions to the British over the exploitation of Persia's natural resources.

The Shah's refusal to expel German nationals infuriates the former Great Game co-conspirators.

Naser's successor, Mozaffar ad-Din Shah, is forced by discontented clerics and merchants to institute Persia's first constitution in 1906. Known as the Constitutional Revolution, the act sees the formation of Persia's first parliament, the Majlis.

The Qajars' lack of real power in their own country is further underlined in 1907, when Russia and Britain draw up a treaty between themselves dividing Persia into three zones. The Northern Sphere of Influence (including Isfahan) belongs to Russia, whilst the Southern Sphere resides in British hands; between the two lies a neutral "buffer" zone. Whilst the treaty neatly ties up most of the tensions caused by the Great Game in the region, it does little to secure Persia's future.

In the Northern Sphere, matters go from bad to worse as the 20th Century continues. An uprising in Tabriz in 1909 sees Muhammad Ali Shah (Mozaffar's successor) forced to abdicate and the Russians gaining control of the city. The "Persian Campaign" of World War One leads to yet more Russian land-grabbing under the guise of dealing with the Ottomans. In November, 1915, Russian troops seize Tehran.

Only the advent of the Russian Revolution in October, 1917, gives Persia a brief respite, aided by a ceasefire between the Soviets and the Ottomans signed that December. However, British forces march out of Mesopotamia (Iraq) in 1918 and also take up positions in the north. They attempt to establish Persia as a British Protectorate in 1920, but fail.

Also in 1920, Resht (modern Rasht) becomes the centre of the Soviet Socialist Republic of Iran under Kuchuk Khan, the leader of the Jangali Movement. Angry at the Qajars for trading away Persian oil rights to the British, Khan uses his Bolshevik backers to gain power before expelling them from his State as infidels. His own days as head of state are cut short a year later by a newly risen force in Persian politics: Reza Khan.

Not content with having failed to annexe Persia the year before, the British orchestrate a military coup in 1921, headed by Reza Khan, the humbly-born leader of a Cossack brigade. Officially only the War Minister to begin with, Reza Khan becomes Prime Minister in 1923, and runs the country as if he were the king despite the fact that the last of the Qajars is still, officially, on the Sun Throne.

In 1925, Reza Khan, like Tahmasp Qoli before him, declares himself Shah and has parliament vote to abolish the Qajar Dynasty. Now named Reza Shah Pahlavi, he continues his increasingly authoritarian rule by attempting to modernise the country, updating the Army, overhauling the legal system, and expanding educational opportunities.

As well as furthering the use of surnames (a concept not used in Persia until it is introduced by law in 1919), Reza Shah attempts to forcibly settle the country's nomads into towns and villages, in part to curtail their involvement in any external power plays (which had frequently occurred during World War One and other conflicts).

The Shah insists that Western-style dress is worn, and from 1936, controversially instructs his police to tear the *hijab* (head scarf or veil) or *chador* (an all-enveloping black modesty garment, literally meaning "tent" in Persian) from any Muslim lady caught wearing one in public. Many orthodox women subsequently refuse to leave their homes through shame as a result.

Reza Shah's relationship with Britain becomes increasingly strained, especially when, in 1932, he cancels the 1901 D'Arcy Concession. The agreement had previously given the Anglo-Persian Oil Company (and their silent partner, His Majesty's British Government) total control of Persia's oil resources in return for a pittance. A new contract is drawn up in 1933 that lessens British power, and the company is renamed the Anglo-Iranian Oil Company in 1935 (modern BP).

With the outbreak of World War Two, Reza Shah declares his country's neutrality. Unfortunately, thanks to his development of closer ties with Germany during the inter-war period in an attempt to break away from British control, neither Britain nor, later, the Soviet Union, are entirely convinced by this stance. Whilst the Shah's secret police do attempt to limit German espionage activity in Persia, his refusal to expel German nationals and his open endorsement of Nazism infuriates the former Great Game co-conspirators, who decide to take matters into their own hands.

On 25th August, 1941, having previously issued the Shah with diplomatic notices outlining their intentions, British and Soviet forces invade Persia in a pre-emptive strike officially referred to as Operation Countenance. Both countries fear what might happen if Germany prevails in Russia; a victory that would leave Persia wide open to invasion. The country's oil would obviously greatly benefit the Nazi war machine whilst German supremacy in the country would split the British Empire and Commonwealth in half, as well as placing India's continued security in a very tenuous position.

The Shah appeals to the United States to intervene in the matter but President Roosevelt, concerned that Hitler's forces may use Persia as a corridor to join up with any Japanese invasion of India, refuses to get involved. The Royal Air Force (RAF) and Soviet Air Force bomb several towns and cities as well as carrying out leaflet drops urging swift capitulation.

The Persian Navy is destroyed by the British and Australian Royal Navies in the Gulf before its ships have a chance to react to the invasion, whilst General William Slim directs the British ground assault by radio from India. Soviet troops advance down from the north, with the British coming in from the west after the Anglo-Iraq War is resolved. The two forces meet at Qazvin (known to the British as Kazvin) and Sanandaj (Senna).

By the end of August, the royal family (excepting the Shah and his son, the Crown Prince) has fled to Isfahan for their own safety. Many of Tehran's soldiers also flee, afraid of the what they may face at the hands of the advancing Russian Army. The Soviets arrive in the capital city on 17th September, almost twenty-six years after their previous visit. They leave a month later after Reza Shah has been dealt with and his son, Mohammad Reza Pahlavi, has been securely installed as the new Shah.

Some sources say that the old Shah abdicates because he will not bow to pressure from the British and Russians to modify his behaviour; others claim that he is arrested and forced to step down in favour of his son. Whatever really happens, Reza Pahlavi soon finds himself in exile in South Africa, where he dies in 1944.

Before he leaves the country for good, the former Shah does manage to stall signing the final armistice just long enough to permit Persia's German nationals to escape over the border to Turkey. The Soviets and British insist that all German citizens within the country should be handed into their custody as part of the surrender but, whilst their fate in British hands is believed to be reasonably assured, no-one is in any doubt as to what is the most likely outcome for any given over to Russian forces...

The new Shah proves to be just as authoritarian as his father but, in the end, nowhere near as capable a leader. One of the main reasons for putting him on the throne is his support for the Persian Corridor (p.190). In January, 1942, Persia, Britain, and the Soviet Union sign a Treaty of Alliance which grants the Allies (including, by now, the United States) total control over all transport and communication in the country in return for protection from Axis forces.

By the summer of 1942, significant numbers of US troops are arriving in Persia, sent there to support the expansion of the Pacific Corridor. To begin with, the Persians are pleased to see the Americans, who are considered to be friendly and dynamic next to the aloof British and the terrifying Soviets. However, a string of incidents, exacerbated by the fact that US servicemen are exempt from punishment under Persian law, do tarnish the Americans' reputation.

Polish troops and refugees also appear in Persia in 1942, released by Josef Stalin from Soviet POW camps after pressure is applied by both the British Government and the Polish Government-in-exile. Although it takes almost two years for the soldiers to physically recover from their ordeal, the freed Poles go on to serve with distinction in Italy in 1944, whilst many of the civilians end up in India.

Nazi and fifth columnist activities in Persia increase again during 1943, which sees the attempted recruitment of Qashqa'i nomads for the purposes of committing sabotage in Operation François. Operation Long Jump, the planned assassination of the "Big Three" (Stalin, Roosevelt, and Churchill) at the Tehran Conference, is also set to take place in November. Fortunately, British counter-espionage agents manage to infiltrate most of the network, pointing out Persian collaborators to the new Shah's forces for them to deal with.

In September, 1943, Mohammad Reza Shah declares war on Germany, citing its unfriendly espionage activities as reason enough, and thus securing his kingdom's entry into the United Nations. The aforementioned Tehran Conference, as well as discussing opening up the Western Front, also recognises Persia's independence. Much is made of the daily co-ordination in Persia of the troops from all three contributing nations (Britain, the US, and the Soviet Union), the only theatre at this time where such a thing is taking place (although events on the ground do not always go as smoothly as the leadership might hope).

Making Tracks

Camels, the irascible ships of the desert, have long been a major method of transport in Persia. Although they can achieve only around 18 miles (30km) per day when loaded, they can access locations that cars and trucks would struggle to reach, and can cope with the vagaries of Persia's roads without shaking themselves apart.

Despite numerous civil engineering projects to upgrade the country's road infrastructure, the men using them as part of the Persian Corridor transport route (p.190) are not best impressed. The potholes and poor driving conditions reduce the operational life of the trucks involved by 75%, not to mention causing physical injury to the drivers themselves.

Add to these issues repeated bandit attacks, and it is not difficult to see why Persia's roads have such a bad

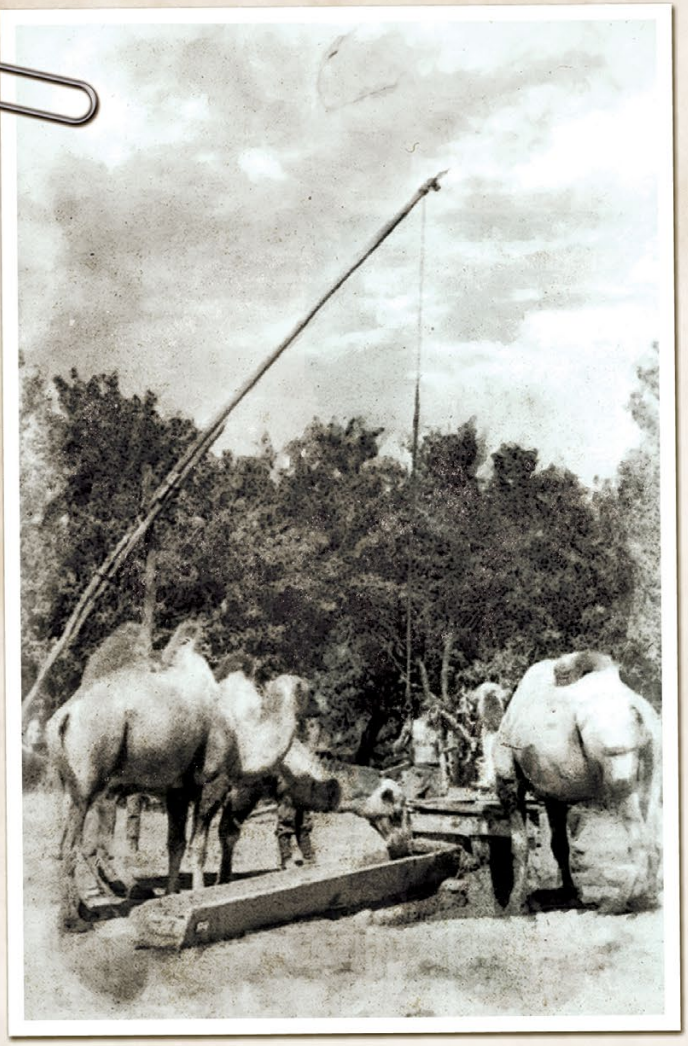


Photo: Geller—Russland-Süd, Kameltränke, August 1942—Bundesarchiv, Bild 101I-217-0472-13A / Geller / CC-BY-SA

reputation. There are no combat troops available to protect the truckers from tribal assaults, so they must attempt to make friends with local leaders to ensure both their own safety and that of their cargo.

The alternative, the Trans-Iranian Railway, also referred to as the Iranian State Railway, has a long and tortuous history. Proposed as early as 1889 by certain Russian factions, the plans did not garner much political support, especially as the Russians insisted that no other railways could be built in the country without their permission.

Several attempts are made just prior to World War One to gain external funding for the building project, but these are delayed by the British, suspicious of Russia's intentions for any system that could, potentially, put them within easy reach of India.

After the war, with Persia all but bankrupt after years of poor leadership, the project falters only to be resurrected again in 1927, this time funded entirely by internal tax revenue. Wanting to avoid the involvement of the "old" interfering powers of Britain and the Soviet Union, the Shah turns instead to German and American engineers.

The Americans pull out in 1930 after a disagreement with the Shah leads to late payment of bills. They are replaced by a Danish company in 1933, which then subcontracts the work out to a number of European and American concerns. The railway finally opens, nine months early, in August 1938.

The line runs from Bandar Shahpur (modern Bandar Khomenyi) on the Persian Gulf up to Tehran and on to Bandar Shah (modern Bandar Torkaman) on the Caspian Sea, for a total distance of 870 miles (1400km). It does not connect to any of Persia's other major cities and is primarily a means of getting freight from one coast to another.

THE PERSIAN CORRIDOR

The Soviet Union is in desperate need of arms, munitions, and other supplies after the German invasion of June, 1941. One route employed by the Allies is the Arctic Convoy system, described in *Achtung! Cthulhu: the Guide to the Eastern Front*; the other is the so-called Persian Corridor, a land route up from the Persian Gulf to Persia's northwestern and northeastern borders with Russia.

To this end, the Soviets take control of the Northern Division of the Trans-Iranian Railway in September, 1941, with the British Royal Engineers taking on the Southern Division as far as Tehran. The Royal Engineers build a new rail spur out to Khorramshahr (next to the Abadan oilfields) and construct new stock yards to cope with the influx of goods.

Also in September, 1941, the US Military Iranian Mission (USMIM) begins, in readiness for transporting US Lend-Lease materiel; the Lend-Lease agreement to supply goods to the beleaguered Soviets is finally ratified in October, 1941. In early 1942, the US and Britain agree to expand the existing port and rail infrastructure to cope with the increasing demand, with the necessary US personnel beginning to arrive in force by the summer (p.189).

In August 1942, the USMIM changes its name to the Persian Gulf Command (PGC, also known as "People Going Crazy"), which takes on the sole responsibility for managing and maintaining the route. The British Royal Engineers are replaced in the Southern Division by the US Army Transportation Corps and the Military Railway Service, who gradually introduce diesel trains across the system as the war wears on.

Initially, goods arriving at the Persian Gulf ports have to travel around Africa to reach their destinations, due to the presence of German U-boats and the Italian Navy in the Mediterranean Sea. Once the Med is cleared in 1943, ships can once again make use of the Suez Canal and the Red Sea, considerably shortening transit times.

Materials brought into ports other than Bandar Shahpur or Khorramshahr have to be shipped by road at least as far as Tehran, if not beyond. Persia's major cities (Hamedan, Isfahan, Mashhad, Shiraz, and Tabriz) are all on the road route of the Corridor, if not the railway line.

The goods themselves are handled by either the British Royal Army Service Corps or the US Army Quartermasters Corps, which hires volunteer civilians with the relevant

expertise (such as stevedores, railway engineers, and accountants) for what is, basically, a gigantic logistics exercise rather than an actual battlefront.

Not all of the materials are destined for the Soviet Union; some are for the British war effort in the Middle East, whilst others go to the Persians, whose economy suffers dramatically from foreign nations taking over both its financial and transportation systems for their own ends. Rampant inflation, blackmarketeering, hoarding, and famine all follow in the wake of the opening of the Persian Corridor.

In all, around 45% of Lend-Lease trucks that reach the Soviet Union come in through the Persian Corridor, most of which are built from kits by the PGC in Persia. These PGC vehicles make up approximately one quarter of the Red Army's truck fleet. Around one third of all Lend-Lease aeroplanes also enter Russia from Persia, in particular A20 bombers and P-39 and P-40 fighters (*Achtung! Cthulhu: the Guide to the Eastern Front*, pp.55-56).

Planning Ahead

This section discusses other important considerations an investigator travelling through Persia during the 1930s and '40s may wish to be aware of during their time in the country.

THE RIAL *DEAL*

The Persian currency, the *rial*, was first introduced in 1798 but was replaced by the *qiran* in 1825 as part of Persia's first attempt at a decimal coinage system. It returns as the official state currency in 1932, technically on a par with the *qiran*, but worth only 100 new *dinars* (the *qiran* was worth 1000 old ones).

In 1932, £1 (British sterling) is worth 60 *rials* and in 1939, 65 *rials*; by 1942, £1 is worth 129 *rials*. In 1943, US$1 is worth 33 rials. In game terms, use £1 = $4 = 65 *rials* at the beginning of the war, adjusting to £1 = $4 = 132 *rials* by 1943 and beyond.

The average American serviceman in 1943 is paid in one month as much (if not more) than most Persians earn in six months, making Allied troop spending a contributing factor to the country's inflation issues.

THE TOWER OF BABEL

Most of the country's inhabitants class themselves as Fars, the Persian descendents of the Achaemenid Empire. They are most definitely not Arabs, a suggestion they do not appreciate. Persia is also home to the Turkic Azeris in the north and northwest, the Kurds (Sunni Muslims who claim descent from the Median kings) in the west, Armenian Christians (the Aramaneh), and the Kalimi (Persia's Jews, present since the 8th Century BC).

As might be expected, many languages have been spoken in Persia over the course of its history. Persian, properly known as Farsi, developed under the Achaemenids, although Darius the Great preferred to use Aramaic as his administrative language.

Originally written in cuneiform, Farsi/Persian was one of the few native languages to survive the Arab invasions of the 7th Century virtually intact. Usually Arabic completely replaced that of the subjugated nation but, apart from adopting a variation of Arabic script and a few loan words, Persian remained as the country's main language, one they later transported to the Moghal court of India (even though Arabic was used as the Persian administrative language until the time of the Mongols).

Farsi had other contributing elements as well, including Pahlavi, the language of the Sassanians from which Reza Shah takes his family surname. Other languages spoken within Persia include Russian and Turkic derivatives in the north, as well as Arabic in the Gulf ports; educated Persians will also be able to speak at least some French and/or English.

YES / NO

On the whole, the people of Persia are very polite and ceremonious, and have an inordinate love of poetry. However, they do have a habit of saying no when they actually mean yes. This is part of the Persian system of courtesy, known as *ta'arof*.

Ta'arof manifests itself in many ways; it may be that a *bazari* (p.196) refuses payment for an item, insisting that you should have it on the house. He does actually want (and need) the money, but it would be highly impolite to ask for such a thing so, instead, he must decline payment, no matter how confusing (or overly generous) that might appear to an outsider. Usually, a person will insist twice that they do not want something before accepting it at the third time of asking.

Interestingly, a similar routine exists when it comes to drinking tea. Although it will not cause offence to really refuse a cup of *chay* (brewed strong the Russian way in a *samovar*), if one is accepted then so must another one or two. It is considered very rude to take a fourth, as the third one is usually the signal that it is time for the person to leave.

A FAVOURITE TOPIC

The weather in Persia comes in all varieties, depending on where you might be. The northern coastline, along the Caspian Sea, rarely sees freezing temperatures and is mostly hot and humid (so much so that it has jungles, which once contained large numbers of tigers). The area is lush thanks to the level of rainfall, and is known for the flowers which bloom there every Spring.

The southern coastline, along the Persian Gulf, also has hot and humid summers as well as being plagued by scorching, dry winds; temperatures can exceed 40°C (104°F) at this time of year. Gulf winters are, compared to other areas of the country, very mild.

The centre and east of the country reach temperatures of at least 38°C (100.4°F) during the summer months and both are notably arid in desert regions. The temperatures get so great here and along the Gulf that American servicemen, in

direct contravention of orders, frequently remove their dog tags if working outside to prevent themselves from suffering nasty burns from the sun-heated metal.

The mountains of Persia, especially the Zagros in the west and the Alborz in the north, do see heavy snowfalls in the winter, which can close roads and delay journeys. Temperatures in the north during the winter can drop as low as -20°C (-4°F), as can those in the western mountains.

As a rough guide, Yazd (p.201) is the driest city; Ardabil is the coldest; Bandar Abbas (a port on the Persian Gulf) is the hottest; and Resht is the wettest.

SCENARIO INTRODUCTION

With (potentially) another piece of the Palladion under their belts, the investigators journey on to the fabled lands of ancient Persia. However, there are dark secrets lurking in the desert. Mortal interference is in the process of unleashing an ancient peril, sealed away in antiquity in a hidden city originally built as a refuge for the remnants of Atlantis. But how does this relate to the artefact the investigators seek, and how much further do they have to travel to obtain their goal?

As written, it is assumed that the investigators have already visited Tibet and India in their search for the Palladion. If so, then they are aware that the Cup of Yima (as Tsering Lama named it) is hidden somewhere close to Isfahan, the former capital of both the Seljuk Turks and the Safavid Dynasty (p.187).

It is also possible that the investigators have completed all of the scenarios in Book One and have travelled on to Persia without being detained by Tsering Lama. If this is the case, then the clues pointing to the Cup's whereabouts are detailed in Ehrlichmann's notes on the Black Stone (p.195).

If Walls Could Talk

The Atlanteans who fled with the Palladion's observation system headed in a not too dissimilar direction to their brethren who found shelter with the Aryans in India (p.163). However, so traumatised were they by their loss that, to begin with at least, they kept themselves apart from the other peoples they journeyed amongst.

To remain separate and safe, the refugees constructed a small city deep within a mountain in an area that would later become known as central Persia, close to modern Isfahan. The shape of the mountain reminded them of their fallen home and, safe within its catacombs, they nursed their wounds and tended to the object they had stolen away. The Cup of Yima performed its duties as it always had, allowing them to keep watch over the surrounding lands and protect their new home, which they had called Var, from anyone who paid them too much attention.

Eventually, the Atlanteans grew restless and wanted to rejoin the world. As so many of their fellow outcasts had done before them, they assimilated themselves into a society that bore some resemblance to the one they had lost; in this case, that of the Medes. Possessed of great arcane knowledge, the Atlanteans became priests and advisors (as they had elsewhere in the world).

The Medes built their capital city of Ecbatana (modern Hamedan) under the direction of their Magi, which the Atlanteans had, by then, seamlessly integrated themselves into. If anyone had been paying close attention, the design of the city would have revealed much; its seven walls echoed the ringed and moated structure of lost Atlantis, even down to covering their surfaces in precious metals.

The Cup, however, did not journey with them. Even though they could have hidden it in plain sight amongst the Medes' other treasures, thanks to its close resemblance to the *takuks* (*rhytons* or chalices) used in the empire's religious ceremonies, the Atlanteans preferred to leave it safe within the mountain, sealed away from prying eyes. The former citizens of Var still kept a careful watch over their heirloom from a distance, preserving its secrets in the form of rituals and fables, coded in verse.

With the coming of the Achaemenids (p.185), legends of the chalice passed into Zoroastrian hands and the Magi were absorbed into the priesthood of a new religion. Their hymns and stories became mixed with those of their latest rulers, veiling them even further from close scrutiny. But they still did not forget the Cup or its resting place.

The arrival of Alexander the Great plunged the Achaemenid Empire into turmoil (p.186). The bitter war was, unfortunately, not just waged between men. Vile monsters were summoned up in desperation, and creatures meant to aid in winning the battle turned instead on their masters, helping to secure their downfall instead.

Fearing that their line may be finally wiped from the face of the earth by the Macedonian king's vengeance, leaving the Cup prey to anyone clever enough to unravel the riddle of its location, the priests decided to put one such supernatural being, an aeorimanius (p.208), to better use. They trapped the lion-headed, winged monstrosity inside the mountain as the Cup's guardian. The wards they placed about their former fastness ensured that there was no physical entry into the hill and, convinced that they had done all they could to protect their heritage, the priests resigned themselves to the loss of yet another civilisation.

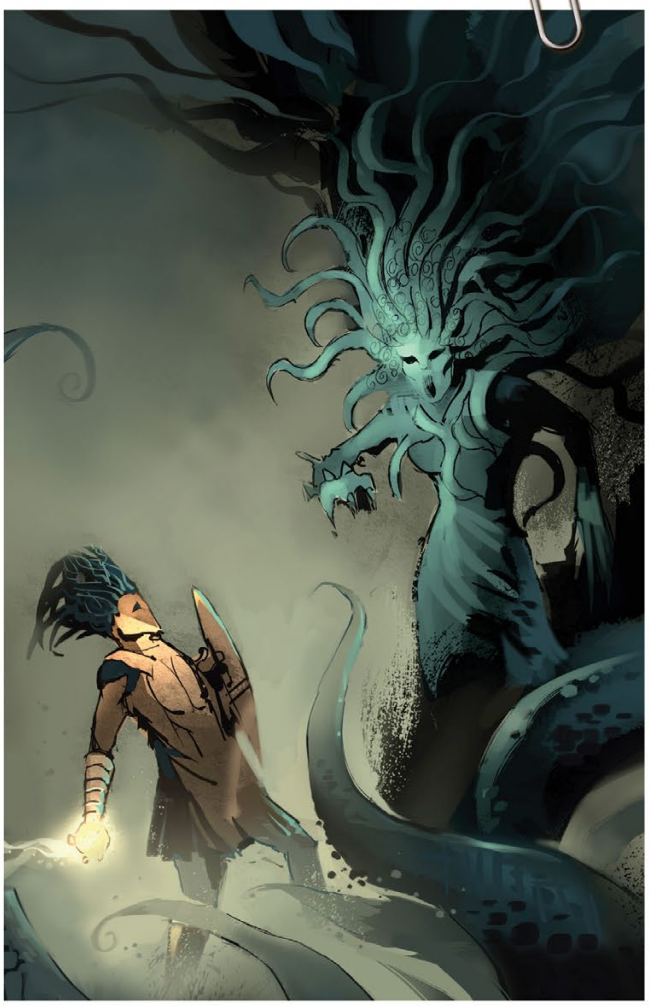
They trapped the lion-headed, winged monstrosity inside the mountain as the Cup's guardian.

The mountain of Var weathered and changed its name to Maras, then Marabin (as did that of the nearby village).

Bricks & Mortar

André Godard (1881-1965). A graduate of the School of Fine Arts in Paris, Godard is deeply interested in the Middle East and becomes renowned as an expert in both its archaeology and architecture. His first trip to the region is to Samarra, Iraq, in 1910. By 1922, he is working in Afghanistan and, by 1928, he is approached by Reza Shah (p.188) to front the Iranian Archaeological Service, created to break the French Mission Archéologie de Perse's monopoly on excavations in the country (p.188).

In 1936, Godard designs the Iran Bastan Museum in Tehran and takes on its directorship. After his identification of Isfahan's *atashgah*, he turns his sights to Persepolis (p.186), the site on which he is working when World War Two breaks out in Europe. No fan of the Vichy regime, Godard sets up a diplomatic delegation for Charles de Gaulle's Free French movement in Persia after the official French Legation leaves Tehran in 1942.



The Sassanians (p.186) built an *atashgah* (fire temple) complex on the site, prompted by those priests who still remembered that there was something important hidden below. The ancient city of Isfahan, almost 5 miles (8km) to the east, grew ever closer as it expanded over the centuries. Time marched on, until none but a few had any inkling of what they were really seeing when they glanced up at the old ruins on the hillside.

Eye Spy

No-one from the West takes a great deal of notice of those ruins for anything other than their picturesque value until 1937, when the Director of the Iranian Archaeological Service, André Godard (see above), tentatively suggests that they might be those of an ancient fire temple. Consumed by his work elsewhere in Persia, Godard subsequently pays the ruins little further mind.

In other parts of the world, the discovery of the Black Stone and, to a lesser extent, *The Book of the Machine*, causes renewed interest in Isfahan's hilltop temple. Rather than introduce her own team into an area in which they have relatively limited experience, Liesel Maurer wishes to work instead with someone who is sympathetic to her cause: French archaeologist, Bertrand Lane (p.203), whose group is already on the ground and well known, and respected, in Persia.

Aware that the Shah is not altogether happy with the dominance of the French when it comes to Iranian archaeology, both Maurer and her boss, Mina Wolff, pay the Persian ruler a visit to help smooth the necessary negotiations and to highlight the fact that the German High Command would see any concessions in this matter as a great personal favour.

Although initially reluctant to grant the German request due to British pressure, the Shah is eventually persuaded to co-operate on the understanding that any important Persian artefacts will remain within the country. For once, this is not a lie on *Nachtwölfe's* part, even if it is a gross deception. After all, the Cup is not Persian in origin, so they can, in all good faith, remove it without breaking the letter of their contract, even if doing so is not entirely in the spirit of their agreement.

Satisfied that his country will not lose any relics to the Louvre or Berlin, the Shah announces that Lane's team has exclusive rights to work on the hill at Marabin. Happy that they have secured access to the site, Maurer and her superior return to Germany, and leave the recovery of the Cup in the capable hands of *Nachtwölfe's* latest recruits.

Lane knows Persia well; he also knows that people will take a keen interest in his work on the *atashgah* and, having been fully briefed as to what is truly hidden within the mound, he is determined to discourage anyone from getting too close a look at what is going on at the site, or at the somewhat advanced mining machinery that has been supplied by his patrons.

To this end, Lane instructs the site's German security (who officially come along to act as advisors for the installation and operation of the *Nachtwölfe* equipment) to treat trespassers harshly. Although he really only means a sound beating, an unfortunate incident one night results in the death of one of Marabin's villagers, caught attempting to steal some of the encampment's oil supply.

Realising that an incident must be avoided at all costs, Lane falls back on his knowledge of Persian legends and superstition. One especially springs to mind: that of the leonine stealer of eyes, the aeorimanius. Grabbing the skin of the lion he shot a few years ago near Shiraz and currently in use as a rug in his tent, Lane dons his disguise and goes to deal with the body.

It takes him a few attempts to summon up the nerve but, eventually, he manages to inflict claw-like wounds on the corpse with his knife before carving out the dead man's eyes. These he feeds to his dog to make sure that they will not be found. He then drags the body down to one of the ancient pigeon towers along the river (p.196), hiding it so that it will be discovered, but not without a careful search.

Unbeknownst to him, Lane could not have chosen a more appropriate, or unfortunate, scapegoat for his actions. The aeorimanius trapped inside Var by the priests is awakened from its slumber by Lane's inadvertent summoning ritual; the only reason that the creature remains incarcerated is because of Lane's ignorance of the proper rites and the power of the wards in place about the hidden city.

Nevertheless, a connection has been made, one that works on Lane without his notice, exacerbated by the effects of the tainted blue crystals in the faulty mining machinery. The aeorimanius, not Daoloth, seeps into the Frenchman's mind so that he and his men (under Lane's orders) take to patrolling the excavations at night dressed in the lion skin and a set of false wings made from some scraps of metal and an old bed sheet.

The excuse that these actions are only to scare the locals away is accepted by his crew; after all, the villagers are a superstitious lot and it largely seems to be working. But the next time an interloper dies, this time at Lane's own hands, the creature asserts its will and Lane consumes the eyes himself before disposing of the body in the same way as before. And this is not the last time that Lane, or another of his men, kills, carefully removing the eyes of their victims before consuming them...

I know sheep's eyes are supposed to be a delicacy in some places, but really...

– Peggy

EPISODE ONE: HEAT & DUST

The various methods of travelling to and within Persia are discussed on pp.189-190. If the investigators are coming from India, then the most likely mode of transport will be by boat from Bombay to one of the ports along the Persian Gulf (e.g. Bandar Shahpur), followed by a drive of around 354 miles (570km) to Isfahan. Alternatively, a flight from Delhi to Basra in Iraq, followed by a 435 mile (700km) drive is also a possibility.

Flights might be possible from Basra to Tehran's Mehrabad Airport, in use since 1938, although the service is not as regular as those in the surrounding parts of the British Empire. A trip via Tehran still entails a 280 mile (450km) drive south, as there is no rail spur to Isfahan on the Trans-Iranian Railway. It is not recommended that the investigators attempt to drive all the way from India to Persia; the roads are poor and the conditions dangerous, not to mention the sheer scale of such an enterprise.

If the investigators are coming from Egypt, then they may wish to catch a steamer from Suez to the Persian Gulf and proceed as described above.

A NOTE ON TIMING

If the investigators have begun this section of the campaign in August/September of 1939, then they may well be travelling into Persia in the autumn, or as winter approaches. Depending on their destination, this might have little or no effect on their progress, but the mountains and the north do suffer during the winter and roads can be closed by heavy snow. This should not affect their ability to reach Isfahan or Yazd if coming up from the Persian Gulf.

Should the investigators have played through from the beginning of the story in Vienna, then it may well be 1940 before they arrive in Persia. Although the country uses a solar calendar akin to that of Europe and the West, the New Year does not fall in January. Instead, Nowruz (the Persian New Year), takes place on the day of the Vernal (Spring) Equinox, usually 21st March. The event, despite being firmly rooted in the country's pagan past, is joyously celebrated by all of its citizens, meaning that any attempts to travel or elicit help during this period will be that much more difficult than usual.

Due to the nature of the conflict in the Middle East, this scenario could, feasibly, take place at any point before September, 1941, when almost all German nationals flee Persia for Turkey for their own safety (p.189). The French archaeologists, without their German associates, may be able to stay in the country until late 1942, but after the withdrawal of Vichy's diplomats, anyone with known (or suspected) fascist sympathies is likely to be interred by the British or (worse) the Soviets.

Scene 1: Up to Speed

Wherever the investigators are coming from, they will need to familiarise themselves with whatever information they have easily to hand. This may be Ehrlichmann's notes, or Tsering Lama's translation of *The Book of the Machine*. It may even be that an investigator has some other knowledge of Persia through his work or personal interests.

If the investigators are working for a particular intelligence agency, such as Section D or M, then they will receive a briefing on the pertinent historical and political points that their bosses deem necessary for working in Persia (see the Gazetteer for more details). Historians or theologians (such as Father Yago D'Souza; p.284) may even be able to dredge up a few useful facts from memory regarding the country's belief systems as well (pp.184-185).

Ehrlichmann's notes on Persia start, as ever, with a cryptic quote from the Black Stone itself (p.183). Following that are jottings on fire and fire temples (Handout 13), details on the history of Isfahan (p.195), and brief musings on the nature of Zoroastrianism (p.184); there are also sketches of ancient *ateshkadeh* and the hill at Marabin. There appears to be a circular building of some sort slightly separated from the rest of the complex, at least according to Ehrlichmann's rough plan; it is labelled as the Tower of Sacrifice.

If the investigators have *The Book of the Machine*, then its fifth chapter contains information regarding the Cup of Yima. As before, there is no actual physical description of the object, only a discussion of what its role within the Palladion was. From that, it appears as if the Cup formed the core of a sophisticated surveillance system, allowing its user to both see and hear what was happening at a chosen location. Details as to how exactly this worked are not recorded, but its usefulness in pre-empting potential civic disturbances is (somewhat ironically, given that at least one of the reasons for Atlantis' downfall was the increasingly erratic behaviour of its residents).

Scene 2: A Bit of a Flap

Isfahan is a beautiful city, the jewel of the Safavid Empire (p.187). No-one truly knows how old the city on the banks of the Zayandeh River actually is, but there can be little doubt that it is ancient. Records indicate that, as Ispandana, it was part of the Elamite Empire before falling into the hands of first the Medians and then the Achaemenids.

The city then fell out of favour with the ruling elite until the Seljuk Turks made it their capital in the 11th Century. It remained at the heart of this latest empire for almost two hundred years, before once again fading into relative obscurity with the coming of the Mongol Hordes (p.186).

Shah Abbas I, ruler of the Safavid Empire (which many consider to be the third of Persia's great ages), moved his capital to Isfahan from Qazvin and set about rebuilding the city into the marvel that it is today. It was during this period that the phrase "Esfahan *nesf-e jahan*" ("Isfahan is half the world") was coined; its citizens believed their city to be so wondrous that it took the rest of the world put together to equal the beauty of its tree-lined boulevards and perfect gardens.

The city is centred around the rather large Naqsh-e Jahan Square, whose name (rather poetically) means "pattern of the world". Polo goalposts, not used for around four hundred years, can be found at either end of the square, which is surrounded by some of Isfahan's most impressive buildings, including the Masjed-e Shah mosque, the Ali Qapu Palace, and the monumental Qesariyeh Portal, entrance to the vast and sprawling warren that is the Bazar-e Bozorg. At the far end of the Bazar is the Masjed-e Jameh mosque (the largest in Persia), thought to be built on the foundations of a much older Zoroastrian temple.

Handout #13

Holy Flame

FIRE: life, growth, purity.

SACRED FIRES: Ancient and lost--the farmer's fire (Adur Burzen-Mihr, Mithra's fire), the warrior's fire (Adur Gushnasp), and the priest's most sacred flame (Adur Farnbag). Present--the lowliest (ATASH DADGAH, not always holy), the fire of fires, gathered from the four professions (ATASH ADARAN), and the fire of victory, born from the embers of sixteen lesser fires at the recitation of the Atash Nyayesh (ATASH BEHRAM).

Embers from the sacred ATASH BEHRAM carried into battle as the Persian Army's own Palladion. Atlantean influence (Really? Do I believe that now?), or parallel development of shared protective themes?

TEMPLES: Zoroastrian, although younger than the faith to which they are attached. ATROSHAN--the place of burning fire--inner sanctum?

Major developments--Sassanian era, ATESHKADEH (house of fire). Domed roof supported by four pillars at the corners of a square--characteristic four arches (CAHAR TAQ). DARB-E MEHR--the Court/Gate of Mithra (modern usage).

Godard's work--Isfahan. Hill of Maras. Could that be a mistranslation of Jamshid's legendary refuge? Possible. Is a magical artefact associated with him--a RHYTON that permitted him to see everything in his kingdom. Could that be it?



Isfahan's bridges are also renowned for their impressiveness. Some, like the Pol-e Khaju and the Pol-e Si-o-Seh, act as dams to control the Zayandeh's flow, as well as having teahouses built into their buttresses. The oldest of the bridges, at least in parts, is the Shahrestan Bridge; its pillars date from the Sassanian era (the same as the *atashgah*), although most of it was rebuilt during the 12th Century.

As well as being famed for the skill of its artisans and its Persian carpet designs, Isfahan is also well-known for its melon farms, which gave rise to another of the city's architectural features: pigeon towers. The squat, circular structures could hold up to 14,000 birds each, vital for the production of the *guano* necessary to keep the watermelon fields fertilised. Although there were once around 3000 towers, there are far fewer now that modern chemical fertilisers have been introduced.

Once the investigators arrive in Isfahan, it becomes noticeable that there is a distinct atmosphere in the city; one which someone who has visited the area before will find in marked contrast to any previous experience they may have had. If the investigators are working for a particular agency, then it should not be too difficult to find out the source of the locals' disquiet.

It is also possible that the investigators might have business contacts in the city from whom they can seek such information (for example, David Rafael Manasseh's family may well have connections to Isfahan's Jewish textile merchants that can be exploited in this respect; p.286). One such contact, who also acts as the local intelligence agency representative, is Kourush Spahany.

KOURUSH SPAHANY, LOCAL BAZARI

Spahany's family have had a workshop and stall in the Bazar-e Bozorg since time immemorial (according to Kourush's grandmother, at least). Although the family's tile making business suffered a decline in the previous century, recent restoration work around the city has allowed them to re-establish themselves amongst the more powerful of the city's *bazaris* due to the demand for their services and the rarity of other craftsmen in the field.

The Spahany family have a more recent history of aiding the British, starting with the Russian "acquisition" of their city under the terms of the Anglo-Russian Convention (p.188). They have used their position within the bazaar, the hub through which all of Isfahan's citizenry passes on an almost daily basis, to keep their associates informed of the city's comings and goings, large and small. Kourush has inherited this aspect of the family business along with his ceramics skills, and his love of photography has certainly come in handy for both.

Kourush's brother is Jamshid Spahany (p.198), who decided to follow the family's other tradition by becoming a Zoroastrian priest.

Appearance: Kourush's black hair is often powdered with dust from his day job, and he frequently runs his fingers through his short locks in an attempt to brush it away. He also has a habit of stroking his neatly trimmed moustache when thinking. The young man's growth has been stunted and he walks with the aid of a cane as a result of a severe childhood illness. In accordance with Reza Shah's dress laws, Kourush predominantly wears Western clothing, although he usually only bothers adding a collar and tie when going somewhere special.

Cth

STR 09	**DEX** 16	**INT** 16	**CON** 11
SIZ 09	**APP** 11	**POW** 14	**EDU** 16
SAN 70	**Hit Points:** 10		

Damage Bonus: none.

Skills: Art (Ceramic Painting) 55%, Bargain 55%, Craft (Tiles and Ceramics) 55%, Espionage 50%, Folklore 40%, History 50%, Persuade 55%, Photography 40%, Psychology 55%, Sabotage 45%, Spot Hidden 65%.

Language Skills: Persian (Own) 80%, English 40%, French 35%, Arabic 25%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Walking stick (Melee Weapon—Club) 40%, damage 1D8, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d4, Vigor d6.

Skills: Fighting d6, Knowledge (Arabic) d4, Knowledge (English) d6, Knowledge (Espionage) d8, Knowledge (Folklore) d6, Knowledge (French) d6, Knowledge (History) d8, Knowledge (Photography) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Repair d6, Streetwise d8.

Charisma: +1; **Pace:** 4; **Parry:** 6; **Toughness:** 4; **Sanity:** 6.

Hindrances: Habit (Pulls moustache when thinking), Lame, Small.

Edges: Alertness, Charisma, Level Headed.

Gear: *Walking Stick* (Str+d4, +1 Parry).

If, on the other hand, the investigators are working completely independently, then dropping into one of the city's numerous teahouses (*ghavekhune*, which, paradoxically, actually means coffeehouse) for a cup of strong, black Persian tea and a *qalyan* (water pipe) should soon highlight what the issue is.

The gossip is centred firmly on the growing number of mutilated corpses that have been discovered along the river on the outskirts of the city. Each has, apparently, been mauled to death and their eyes have been removed; no trace of which can be found. Some of the victims' families are demanding *diyeh* (blood money) in compensation for the murder of their loved ones, an old Sharia tradition that is not currently practiced in Persia.

Even if it was available, the old men nod sagely to one another, without a credible perpetrator, who would the deceased's relatives claim the money from? The matter is made even worse by the fact that the only potential felon has been identified by terrified villagers as the Thief of Sight, a creature of legend said to stalk the deserts looking for human eyes to feast on.

Subtle enquiries will reveal that there have been four or five deaths in the last few weeks. Several more people are missing from the outlying villages, but they might just be visiting relatives elsewhere; no-one seems to be completely sure.

The sightings of the creature have all, as far as the investigators can tell, been made from a distance and at night; many are second, or even third, hand. Some of the witnesses

Each victim has, apparently, been mauled to death and their eyes have been removed; no trace of which can be found.

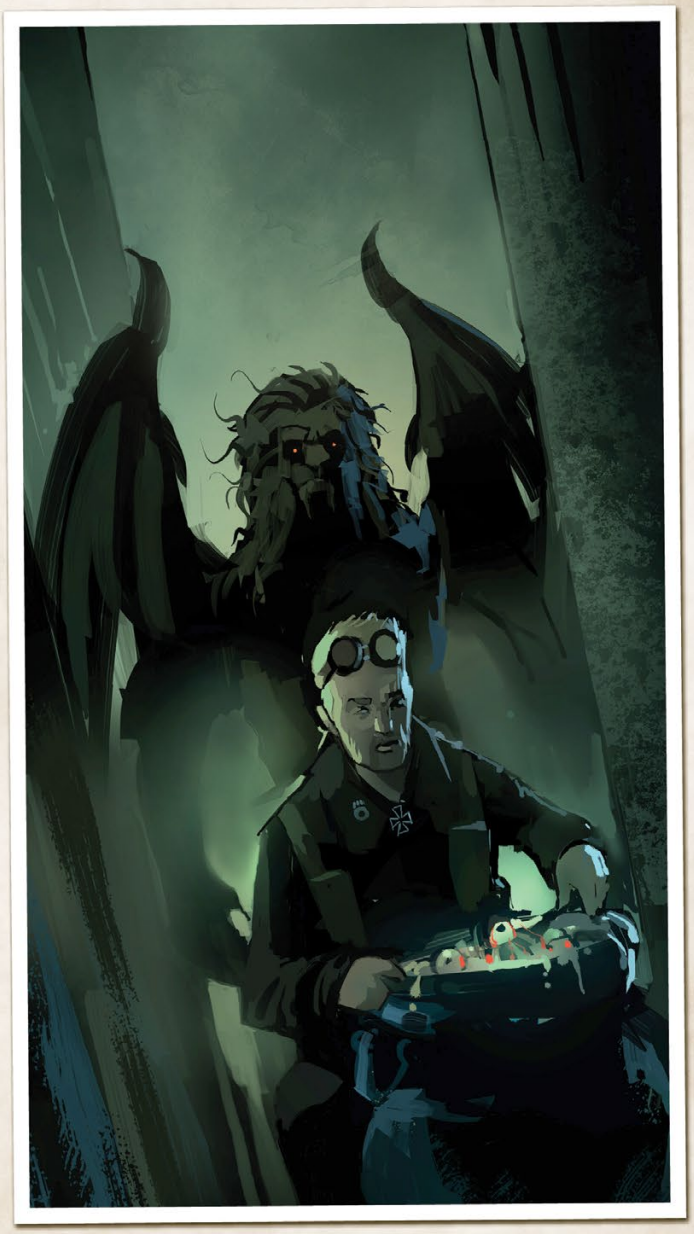
are widely reported to be genuine, upstanding sorts; others are mentioned with a knowing nod or look which suggests that their testimony is regarded with a degree of suspicion by both the authorities and gossips alike.

As to the creature itself, the tales are suitably varied. Some describe it as being approximately man-sized, although others insist it is far larger. It is said to possess huge black wings that flap menacingly as it stalks the hills near Marabin, although not everyone claims to have seen these. Others describe it as having a thick, shaggy mane, the claws of a lion, and multiple sets of eyes.

Some point to the fact that the creature only appeared after the French archaeologists and their German engineers started to dig again at the old ruins. The more superstitious amongst the people the investigators talk to make a warding gesture to protect themselves when they mention it, before suggesting that perhaps the strange machines the foreigners are using has disturbed something buried deep within the ancient mountain.

For whatever reason, the beast has chosen not to attack those who have disturbed it or, if it has, they have not reported it. The locals do not seem to be entirely surprised that the creature has ignored the archaeologists and many seem to have accepted that it is merely their fate (*sarnevesht*) to suffer as a result of the foreigners' actions.

If the investigators wish to visit the site of the French dig for themselves now rather than later, then use the details on pp.202-203 to run the encounter. It may well come in handy to have had the opportunity to scope out the site in daylight in readiness for a later return, but it may also tip off Lane and his *Nachtwölfe* associates, including the (by now) all too



familiar blue monk, depending on how they carry out their visit. If they do alert Lane, he will be certain to try and sabotage the investigators' efforts to gain access to the contents of the hill before his team.

One thing that becomes clear when the investigators are talking to the locals about the case (or listening in to other people's conversations) is that the Zoroastrian community is particularly unhappy with what they see as the pollution of the element of earth and, potentially, water, with each body that is dumped. They are also concerned that a former holy site of theirs may be being desecrated during the murders. As a minority, they are not sure that the authorities will take their concerns seriously above and beyond the fact that strange deaths are occurring.

Should the investigators attempt to talk to the local police about the case, they will come away with the distinct impression that they do not seem to be particularly bothered about the situation. Whether this is because the police see no reason to discuss their ongoing investigation with interfering strangers, or because they are in an extremely awkward position (with respected foreign nationals favoured by the Shah himself probably being behind the fear-mongering at the very least, if not the deaths), is hard to say.

Scene 3: Words & Deeds

Now that the investigators are in Isfahan, they may wish to undertake further research so that they can understand Ehrlichmann's notes, Tsering Lama's book, or both. The Black Stone certainly seems to be pointing towards the Zoroastrian community, and the strange deaths linked to the probable location of the Cup of Yima should hopefully suggest a visit to the current fire temple in the city, or its *peserishgah* (Zoroastrian rest house), to gather more information.

If the investigators are already in contact with Kourush Spahany, or have stumbled across him whilst trying to follow up on other leads (such as what the Thief of Sight is), then he will accompany them to the fire temple and introduce them to his brother, Jamshid Spahany. Otherwise, it is Jamshid who will greet the investigators when they arrive at the *darb-e mehr*.

JAMSHID SPAHANY, PRIEST IN TRAINING

A genial and friendly young man, Jamshid nevertheless takes his vocation very seriously and has been training for the priesthood since he was a child. His excellent memory and ability to recall huge reams of data would have made him a valuable asset to the Spahanys' espionage activities, but his eye was always turned towards the church and so he has fulfilled the family's other long-standing hereditary obligation.

A keen horticulturalist and botanist, Jamshid tends to the temple's gardens, making them a beautiful refuge from the heat and noise of the city outside. He claims that his love of flowers comes from poring over the family's historic tile designs, but living in a city renowned for its public and private gardens (*bagh*) may also have helped.

Appearance: Although taller and physically fitter than his elder brother, the family resemblance is clear. Jamshid often teases Kourush about his inability to grow a full beard like his own luxuriant growth, but means no harm by it. As a priest, the young man wears a white cap and white robes when officiating at the temple, as well as his *sedrek* (an undergarment containing a front pocket to collect your good deeds) and *kushti* (a sacred girdle of seventy-two white lambswool threads representing the number of chapters in the *Yasna*). Outside the temple, his clothing still tends towards the traditional and his head is always covered. His gentle voice carries more than a hint of authority; so much so that it is rare for him to need to raise it to gain someone's attention.

Cth

STR 11	**DEX** 14	**INT** 15	**CON** 12
SIZ 12	**APP** 12	**POW** 15	**EDU** 18
SAN 75	**Hit Points:** 12		

Damage Bonus: none.

Skills: Folklore 55%, History 60%, Institutional Lore 50%, Library Use 65%, Listen 65%, Natural History 50%, Occult 45%, Persuade 65%, Psychology 65%, Spot Hidden 65%, Theology (Zoroastrianism) 65%.

Language Skills: Persian (Own) 90%, English 45%, Arabic 40%, French 30%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Arabic) d6, Knowledge (Bureaucracy) d8, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (French) d6, Knowledge (History) d8, Knowledge (Natural History) d8, Knowledge (Occult) d6, Knowledge (Psychology) d8, Knowledge (Zoroastrianism) d8, Notice d8, Persuasion d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Code of Honor, Loyal, Pacifist, Vow (Church).

Edges: Charismatic, Scholar (History, Zoroastrianism).

Gear: none.

From the outside, the temple is a relatively unassuming building set amidst a well-tended formal garden. A tiled Faravahar (the Zoroastrian winged sun disc) in blue and gold is mounted on the stonework of the main façade above a short flight of steps which lead up to a colonnaded terrace. There is a carved wooden door in the centre of the front wall, besides which is a plain metal bell-pull. If the investigators are with Kourush Spahany, then he will enter without ringing the bell; otherwise, it would be polite to summon the attention of a priest rather than to walk into the building uninvited.

Through the door is a large, open hall, wonderfully cool and tiled in white marble. Towards the centre of the chamber, a set of gated steps can be seen leading down to a screened door; the way into the anteroom which holds the temple's inner sanctum and its sacred fire.

Jamshid Spahany greets the investigators with the traditional Persian "*Hal-e Shoma?*" ("How are you?"). He is an excellent source of information regarding his religion (p.184), what is known about the ancient *atashgah* on the hill, and how what has been happening is of great concern to the priests here in Isfahan. He will find any questions about Yima quite amusing, pointing out that Jamshid is an alternate name for the legendary Persian hero king, Yima.

The location of their talk with Jamshid will depend on how candid the investigators are with him regarding their intentions. If they are coy and stick mostly to the type of enquiries any nosy foreign visitor might feasibly make, then the interview will continue in the main hall, although Jamshid will usher them to one side away from the passage down into the inner sanctum. If they are honest with him, then he will direct them through a side door and out into a secluded, private portion of the temple gardens before continuing their discussion.

If the investigators question Jamshid (or his brother) about the recent spate of killings and their links to a winged monster, the young man will laugh and dismiss the suggestion as the overactive imaginations of people who are probably trying to deflect attention away from their own nefarious activities. However, a successful Spot Hidden roll [Cth]/Notice test [Sav] suggests that Jamshid is not entirely telling the truth. He will not be drawn any further on the matter, however; at least, not yet.

Later that day (or the next morning, whichever is most appropriate), after the investigators have left the temple and carried out any other research they feel is necessary, Jamshid and his brother, Kourush, come to find them. Jamshid has spoken with the senior priests at the temple, and has a proposition for them, if they would care to hear it.

The priest explains that the temple elders, as well as the rest of the Zoroastrian community, want to find a way to stop the murders and the land's pollution by the mutilated corpses. Although he did not wish to say so earlier, many people (including the two brothers) are convinced that the archaeologists know more about the situation than they are letting on. Kourush believes that they are behind the killings, although Jamshid does not go that far.

However, they are aware that the Shah himself has given the foreigners his blessing with regards to the excavations and that any move made by the local community against them could lead to dangerous repercussions if their suspicions turn out to be misplaced (potentially even more so if they are not). The investigators, being outsiders, have the advantage that they can leave, and leave quickly, should anything go wrong during just such an investigation. Because of this, the priests and community leaders would be most grateful if the investigators would look into the matter for them.

If the investigators are working for the British, or Kourush deems them to be sufficiently trustworthy to second them into Allied service, he will add that it is not only the locals who would be grateful for the investigators' assistance in the matter. There is something very unusual about the equipment that the French team are using, and the British and their allies would be most interested in getting their hands on further information regarding the machinery at Marabin.

During the meeting, Jamshid coughs suddenly, then looks most apologetic. He admits that he did not tell the investigators everything that he could have during their previous conversation. Whilst he and his superiors are not entirely convinced that the apparition seen stalking the hills at night is actually the Thief of Sight, there is indeed an eye-stealing creature associated with the old *atashgah*.

According to one of the legends handed down within the priesthood at Isfahan, a malicious hybrid entity matching the description currently making the rounds was once

Falling From Grace

There are many and varied legends regarding the great King Yima, also known as Jamshid. Mentioned in the *Vendidad* (part of the *Avesta*; p.184), Yima was the high lord of a Golden Age, having been given the responsibility to nurture and protect mankind by Ahura Mazda himself. Described as being like the sun to look at, Yima had a burning radiance around him, known as "*farr*", that marked his purity and kingship. Some stories have him as the first man instead of Gayomartan, but others have him as the fourth and best ruler of the Pishdadian Empire (the first Aryan Dynasty in Persia).

Ahura Mazda's three great fires (p.195) helped Yima to rule over an earth he had to expand three times to enable mankind to fully grow and prosper. In one tale, Ahura Mazda warned Yima that a terrible winter was coming and that he must build an underground sanctuary (Vara) if life was to survive. After the winter passed, Yima became proud and arrogant and committed a terrible sin, although the sources are unsure as to the exact nature of his offence.

Yima's transgression may have involved cannibalism or a great lie; regardless, his *farr* left him and he became mortal. Humanity was plunged into a dark age as a result, and Yima was torn to shreds by Zahhāk, the serpent-shouldered, three-headed son of Ahriman.

Before his fall, the great king was said to possess a magnificent and magical seven-ringed cup known as the Jam-e Jam. Not only was the cup filled with the elixir of life, but it also permitted him to observe the whole universe...

imprisoned beneath the hillside to protect a great treasure stored there. This monster, though, was invisible, and could only be seen by those daubed with sacred ash from one of the great fires, making it a particularly effective guardian.

Worryingly, the ancient ritual to summon such a creature involved a gruesome sacrifice: the eyes of an unwilling victim, alive or dead. The elders fear that the recent deaths, unwittingly or otherwise, may eventually bring the aeorimanius within the hidden chambers of the hill out into the real world, where it will wreak havoc.

If the investigators are not working for an Allied intelligence agency (who, if they are, will presumably know that they are looking for the Cup) and have not spoken about the true reason for their visit to either of the brothers, now might be a good time to reveal why they have journeyed to Isfahan. Jamshid will confirm that the Cup they seek is the treasure he spoke of, while Kourush's superiors are concerned that the French team are attempting to gain access to the catacombs to steal that and any other artefacts they find.

Jamshid is positive that Lane's team will not be able to break into the sealed city because, according to another local tradition, the only way that it can be accessed is through the Door of Twin Flames, a non-corporeal portal that can only be brought into existence in a very particular way. It requires a fire to be lit with embers from the fire of victory in order to reveal the gateway, and only those who can see both the visible and invisible flames that form it can then enter. As with the ability to see the Stealer of Eyes, the ash from the sacred fire, applied to the eyelids, purifies the person and enables them to see clearly.

The community's elders have instructed Jamshid to travel with the investigators to the site of one of the fires of victory, the *atash behram* in Yazd, approximately 200 miles (322km) to the southeast. The ash and embers from the fire in Isfahan, whilst old, are nowhere near as powerful or as venerable as those in Yazd, which have been burning for almost 1500 years, hence the need for the trip.

Only Jamshid can acquire the ash and the embers necessary to enable them to deal with the aeorimanius. Even if one of the investigators happens to be a Zoroastrian (for example, if he is an Indian Parsi), he will still not be permitted to retrieve the necessary components from the temple's inner sanctum; only a priest can do that. Jamshid will also give them the ritual they will need to light the portal fire. He has been forbidden from performing the rite himself, as the elders wish to retain at least some degree of plausible deniability, should the investigators get caught.

Of course, it is possible that the investigators may have discovered some or all of this information regarding access to Var from other sources, such as scholars at one of Isfahan's many *madrasas* (Muslim theological schools), or they may have a background which furnishes them with much of what they need to know. If this is the case, then they may wish to acquire the ash and embers themselves, without accepting help from Jamshid Spahany.

The downside to this decision is that it will require them to steal the two components from the temple, which is likely to cause a diplomatic incident as well as a great deal of ill-will from a community that would otherwise be eager to help them as much as it could (without unnecessarily endangering itself). Jamshid's trip, for example, can be passed off as a training pilgrimage, and it is common for ash to be given to a worshipper who has offered up wood to the flame.

Then there would be the matter of obtaining the ritual, which is only recorded at Isfahan and nowhere else, handed down through time by the descendants of the priests who sealed the city in the first place. Someone with a knowledge of gate spells and the Atash Nyayesh rites from the *Khurda Avesta* might be able to improvise a suitable substitute, but it would require a successful *Difficult* Luck roll [Cth]/Spirit (-2) test [Sav] to achieve.

The elders fear that the recent deaths may eventually bring the aeorimanius out into the real world.

EPISODE TWO: CATCHING THE WIND

The investigators now know, in outline at least, the exact whereabouts of the Cup of Yima and how they can access it. But first, they must travel across the country to a city very different to Isfahan, one which contains the key to dealing with the aeorimanius, if not whoever is carrying out the recent killings at Marabin.

Scene 1: Fire & Water

Although Darius the Great (p.186) built an extensive road network across Persia, and Reza Shah has attempted to recondition and expand the ancient highways, the road from Isfahan to Yazd leaves a little something to be desired compared to some roads the investigators have used in the not so distant past.

Provided the investigators are travelling by car rather than camel (p.189), then the trip should not take too long to accomplish, although the vehicle will be unable to travel at top speed due to the potholes, blowing sand, and other assorted bumps in the road (not to mention camel trains and other road users). If desired, the Keeper can use the vehicle mishap rules described on p.171 to enliven the journey.

Kourush Spahany will organise a car for the investigators if they do not already have access to one of their own (for example, whatever vehicle they might have hired to get them to Isfahan in the first place). He will not, however, travel with them to Yazd. Instead, he is going to attempt to get close to the dig site in order to keep an eye on Lane and his team.

If the investigators have already visited the French excavation site (p.202) and alerted *Nachtwölfe* to their interference, then Lane and his men may organise for a bandit attack to take place on the outward leg of the journey to Yazd. If not, then the attack happens as described below on the way back to Isfahan.

Provided that the trip to Yazd is uneventful, the investigators soon arrive in the mud brick city on the edge of the desert, believed by historians to be one of the oldest on earth (although much of what is visible dates from medieval times). On the way into the city, two Towers of Silence can be seen on their twin hilltops. If asked, Jamshid will explain that followers of the faith from all around bring the bodies of their dead here for sky burial (p.185).

The old city is a maze of tiny streets, whose skyline is dominated by a forest of *badgirs* (wind catching towers), used to ventilate and cool Yazd's houses. The city is also dotted with domed structures (*qanats*), which allow access to the subterranean water supply whilst protecting it from evaporation. An important trading centre for, amongst other things, carpets and silks, Yazd is also famous for its sweets.

The *ateshkadeh* stands on the edge of the old city. The *atash behram* fire is moved here from its previous location within the city in 1932, and a new temple is being built ready to receive it (which, depending on the timing of this scenario, may well be open if it takes place in 1940 rather than late 1939). The embers originally arrived from Ardakan in 1474 (a site the investigators will have driven past on their way to Yazd).

Jamshid has brought the necessary earthenware firepot with him for carrying the embers back to Isfahan. The ashes generated by the embers during transit will be used for anointing the investigators' eyelids, but the priest has also brought a small container in which to gather some additional ash, just in case.

If the investigators decide to enter the temple, they find it to have a similar, though not identical, layout to the one they visited in Isfahan. Jamshid insists that they remove their socks and shoes and wash their hands and feet before coming any further into the room, so that they are pure in the presence of the holy flame. He then asks them to wait for him while he presents his letter of introduction to the temple's elders and retrieves what they have come for.

Either on their way to or from the temple, or while they are hanging around outside it (if they choose not to enter), observant investigators may get the feeling that they are being watched (a successful Spot Hidden roll [Cth]/Notice test [Sav]). It takes a Special Success (one fifth or less than the skill value) [Cth]/a raise [Sav] to spot who it is that is watching them. It is not, as they might suspect, a blue monk; such a person would be incredibly conspicuous in the city. Instead, it appears to be a small child.

Confronting the boy, either by attempting to engage him in conversation or by trying to grab him, results in the child fleeing towards the bazaar. It may well be possible to catch him if the investigators make a successful Fieldcraft or Luck roll [Cth]/Agility (-1) test [Sav], but if they do, he begins to scream and bawl to attract attention. Strangers manhandling a Persian child will not go down well with the local population, and Jamshid will recommend against a chase if he is present when (if) the investigators identify their stalker.

Behaving more subtly, such as having one of the investigators drop back so that he can observe their observer, will eventually lead to a teahouse at one of the entrances to the bazaar once the child has confirmed where the investigators are headed (or has seen where they have been).

There, provided the child has not spotted them, he can be seen chatting away to a moustachioed man wearing a very distinctive domed felt hat. Anyone who has knowledge of the tribes people of Persia (such as an anthropologist or historian familiar with this part of the world) will recognise the man's headgear as that worn by the once-nomadic Qashqa'i (p.202). If none of the investigators have this knowledge, then Jamshid Spahany will be able to identify the man's tribal allegiance from the investigators' description.

Based on the Qashqa'i's previous relationship with German forces during World War I, and their struggle to survive after being forcibly settled into villages by Reza Shah during the 1920s and '30s, being spied upon by someone whose people have been known to commit bandit raids on travellers should hopefully put the investigators on their guard for the return trip to Isfahan.

Scene 2: Bumps & Bruises

Now all the investigators have to do is get back to Isfahan with the firepot and the ashes and prepare themselves to carry out the ritual. If they have spotted the fact that they were followed in Yazd, then they may wish to take additional precautions for their journey (whether or not they saw the child talking to the Qashqa'i gentleman).

At a remote spot on the road to Isfahan, when there are no other travellers to interfere, the Qashqa'i bandits will attack. Their preferred ambush method is to take pot shots at their targets from behind rocks, only coming in to close quarters if the enemy is obviously unarmed or sufficiently cowed/injured to not put up much of a fight. It is not their intention to slaughter the investigators, just inconvenience them or scare them off. The bandits will also make good their escape if it becomes obvious that they are outgunned or otherwise outmatched by their victims.

The Qashqa'i have been employed by Lane to deal with the investigators, either as a result of them having visited the dig site at Marabin, because word of the investigators' poking around asking questions has filtered back to the French archaeologist through his associates in the city, or because the Chankopa have sent a warning that the investigators have arrived in Persia and are seeking the Cup.

If the attack takes place before the investigators get to Yazd, then they will not be followed by the child after their arrival in the city and the Qashqa'i will not attack them

again on their return to Isfahan. The bandits were paid for one assault and one only; they will not take it upon themselves to spy on the investigators if they have, as far as they are concerned, completed the deal they made with Lane.

The Frenchman and his teammates do not know why the investigators have gone to Yazd and are unaware of the hidden gateway into the sealed city in the hill. If the child spy does see the investigators with the firepot, then he will inform the Qashqa'i's leader, who will attempt to steal it during the assault. Whilst he does not know what it is for, he is smart enough to realise that it must be important and, should he succeed in acquiring it, he will attempt to sell it to Lane for extra cash.

If the investigators are aware that they were being spied on, then the attack will not come as a surprise, so their initiative in the ensuing fight may not be adversely affected, depending on the circumstances (see the ***Call of Cthulhu, Sixth Edition*** rulebook, p.59 for further details [Cth]/see **Chapter 3: Games Rules, Combat—Surprise** in the ***Savage Worlds*** core rulebook [Sav]). If, however, they are unaware of their pint-sized tail, the Qashqa'i will enjoy one free round of actions against the investigators [Cth]/begin the combat with surprise [Sav].

As mentioned on p.202, the Keeper may wish to employ the additional rules for driving hazards, staging any attack whilst the investigators are dealing with the consequences of a failed skill check. Depending on the skills of the investigators, it is recommended that the number of bandits ranges from 1 per investigator up to no more than 2 per person, with a minimum of four.

QASHQA'I BANDITS

Hired by Lane to assault the investigators in order to delay their return to Isfahan (or discourage it altogether), the Qashqa'i have not been paid anywhere near enough money to overly risk their own lives in fulfilment of their contract. Capturing a bandit and questioning him reveals who is behind the attack, but little else. The Qashqa'i have no interest in why Lane hired them, only that he was prepared to pay them hard cash to deal with the investigators.

Appearance: Dressed in loose trousers and knee-length robes with flaring sleeves, or ragged suits with collarless shirts, all of the bandits are wearing their characteristic felt hats.

Cth

STR 14	**DEX** 15	**INT** 12	**CON** 11
SIZ 15	**APP** 11	**POW** 10	**EDU** 11
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Bargain 45%, Hide 40%, Navigate (Desert) 50%, Persuade 45%, Ride Camel 45%, Sabotage 15%, Sneak 40%, Spot Hidden 50%, Survival (Desert) 40%.

Language Skills: Qashqa'i (Own) 55%, Persian 45%, French 25%, German 25%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Stout stick (Melee Weapon—Club) 45%, damage 1D8+1D4, atts 1, base range touch.

Gewehr 98 (Rifle) 50%, damage 2D6+4, atts 1, base range 90 yds.

Sav

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Intimidation d6, Knowledge (French) d4, Knowledge (German) d4, Knowledge (Navigation) d8, Knowledge (Persian) d6, Notice d8, Repair d4, Riding d6, Shooting d8, Stealth d6, Survival d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal, Outsider.

Edges: Brawny, Combat Reflexes, Extraction.

Gear: *Stout Stick* (Str+d4), *Gewehr 98 Rifle* (2d8, 24/48/96, RoF 1, Shots 5, AP 2, Snapfire).

Should the bandits succeed in wresting the firepot from the investigators, then their leader will take it back to Isfahan and Lane. The Frenchman will buy it for a pittance from the Qashqa'i, intrigued by what the investigators could possibly want with it. This means that the firepot is still within the investigators' reach, but they will have to steal it back again before they can perform the necessary ritual to open the Door of Twin Flames.

EPISODE THREE: THE PURIFYING FLAME

Back in Isfahan and patched up from any injuries they may have acquired whilst on the road, the investigators are almost ready to begin their attempt to retrieve the Cup of Yima from its millennia-old resting place.

Scene 1: The French Dig

The Sassanian fire temple complex sits nestled on the southern flank of its hill. Above it, with views across the nearby city and the surrounding plains, is the Tower of Sacrifice. Although some suspect this may be an *atashgah*, it does not follow the *cahar taq* design common to other temples of this period, so several academics suspect that it may have served as a watchtower instead.

The French and German team are not really interested in the ruins, only what lies within the hillside. To this end, *Nachtwölfe* have supplied experimental drilling equipment, the prototype of that which appears on the Desert Explorer (see *Achtung! Cthulhu: Guide to North Africa*, p.62 for further details). Unlike their more advanced vehicle-mounted cousin,



the drill rigs at Marabin are attached to sturdy-looking support frames set on robust, lockable wheels for ease of movement.

Each drill bears a single conical head made from steel, with a spiralled rack of jutting, angular "teeth" constructed from Mark II *Blauer Kristall* (the *Keeper's Guide*, p.146). Deep grooves between the cutting tracks funnel dirt and rock away from the drill bit. The height of the head on the frame can be adjusted, as can its angle, and current excavation attempts involve drilling bore holes at different heights to form a tunnel large enough to advance the machinery through.

Because of the nature of the site, all drilling work is taking place at the base of the hill; there is not enough flat land anywhere else in the vicinity to be able to stably (or safely) position the rigs. The initial site chosen is on the southwest side below the temple complex, where experimental test drilling suggested that the rock would be most suitable for large scale removal.

However, thanks to the strength of the mystical seals preventing direct physical access to the city that the ancient priests set around Var, the drilling is not exactly going smoothly or to plan. The *Blauer Kristall* teeth have a habit of shattering unexpectedly (far more so than would be expected, given the temperamental nature of the material), and there have been numerous problems with the diesel generators used to power the drills, as well as a host of other niggling breakdowns and failures.

Nachtwölfe's engineers are at a loss to explain the technical problems, particularly as diagnostic and maintenance checks consistently fail to identify any mechanical problems or signs of excessive wear and tear on the machinery. Lane, frustrated by the lack of progress, has been tempted to use dynamite to blast his way through the rock, but has sensibly realised that such drastic action may prompt the removal of their official permission to be on site.

BY DAY

If the investigators choose to visit the site during daylight hours, as mentioned on p.197, then the dig team's security will attempt to prevent them from gaining access, both to the drilling area and the temple complex above. Should any of the investigators be archaeologists, historians, or anthropologists, then Lane may be convinced to permit them access to the temple ruins as a professional courtesy, provided that he accompanies them. He will not, under any circumstances, invite them to view the drill site.

BERTRAND LANE, FRENCH ARCHAEOLOGIST

Unlike many of his compatriots, whose eyes immediately turn to Egypt when it comes to a study of the ancient world, Lane has always been far more interested in the history and ruins of the Middle East than of North Africa. His father was also an archaeologist and Lane's mother worked as her husband's assistant on all of his digs after their marriage. As a result, Lane effectively grows up with a trowel in his hand and romantic notions of ancient civilisations buzzing around his head.

Taught by his parents as a child, Lane is sent back to France to receive a more formal education after the end of World War One. Like many students, he becomes politically active whilst at university. Having been caught up in the turmoil of Russia and Britain's warmongering in Persia during the war to end all wars, he has little respect for either of the great imperial powers and has even less trust for the current Communist Soviet regime.

In later years, having returned to Persia, he works for the Mission Archéologie de Perse (MAP), like his father before him. Although he does not entirely agree with the organisation's wholesale plundering of the country to supply the Louvre with pretty things, having seen how politically unstable the area is, on the whole he thinks it better that Persia's treasures are kept safe elsewhere.

Given his political leanings, he is not at all surprised to find himself approached by *Nachtwölfe* nor to be given control of such an unusual and important project. Although he is unconvinced that the artefact he seeks is actually "magical", the opportunity to retrieve something of such obvious historical value cannot be ignored. Besides, he can see which way the wind is blowing as well as anyone, and has decided that the MAP is unlikely to hold much of a future for him, particularly if they shut down operations for the duration of this war just as they did in the last.

Appearance: Portly and middle-aged, Lane is tough from years of excavating in inhospitable climes. His small hands are still quite dexterous, although he suspects that a touch of arthritis is beginning to creep into his joints. His knees and back complain more now than they did a few years ago if he carries out any prolonged spells of digging, showing themselves as a slight stoop and limp that disappear with stretching. His brown hair is untouched by signs of age, and most of his wrinkles are from prolonged exposure to the desert sun. His beard is neatly trimmed and his old-fashioned spectacles are kept meticulously polished.

Cth

STR 12	**DEX** 13	**INT** 17	**CON** 14
SIZ 12	**APP** 12	**POW** 13	**EDU** 19
SAN 65	**Hit Points:** 13		

Damage Bonus: none.

Skills: Anthropology 60%, Archaeology 70%, Art (Sketching) 55%, Bargain 65%, First Aid 50%, Folklore 65%, History 60%, Institutional Lore (MAP) 40%, Natural History 20%, Persuade 65%, Spot Hidden 65%, Survival (Desert) 50%.

Language Skills: French (Own) 95%, Persian 65%, German 45%, English 25%.

Weapons: *Fist/Punch* 50%, damage 1D3.

MAB Modèle D Pistol (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Healing d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Bureaucracy) d6, Knowledge (English) d4, Knowledge (Folklore) d8, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Natural History) d4, Knowledge (Persian) d8, Notice d8, Persuasion d8, Shooting d6, Survival d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 8.

Hindrances: Curious, Doubting Thomas, Overconfident.

Edges: Level Headed, Scholar (Anthropology, Archaeology, Folklore, History), Tough As Nails.

Gear: *MAB Modèle D Pistol* (2d6+1, 12/24/48, RoF 1, Shots 9, Semi-Auto).

The Frenchman is very sceptical about the alleged monster sightings; he and his men have seen no such beast.

Any such visit alerts Lane and his *Nachtwölfe* cronies to the investigators' unwelcome interest in their activities, even if the blue-robed monks have yet to inform them of the group's arrival in Persia. As discussed, if this takes place before the investigators' trip to Yazd, then the timing of the Qashqa'i attack may alter (at the Keeper's discretion).

Questioning Lane about the drilling is hard work; the Frenchman is not keen to share details as to why he is digging holes in the hillside rather than carrying out a more traditional excavation of what most people would assume to be the main reason for coming to the site: the *atashgah*. He will, in turn, attempt to glean information from the investigators during any conversation, particularly with regards to how much they know about what is going on at the site, and whether they are aware of Var and the Cup.

Chatting to Lane about the recent spate of deaths in the vicinity brings forward yet another take on the matter. The Frenchman is very sceptical about the alleged monster sightings, claiming that he and his men have seen no such beast. He puts the deaths down to petty rivalries and blood feuds amongst the local peasantry. Lane also claims to be at a loss to explain the injuries that have been reported, and can only surmise that they have been inflicted to make a point to those involved in the feuding.

Anyone who manages to achieve a successful *Difficult* Psychology roll [Cth]/Knowledge (Psychology) (-2) [Sav] when talking to Lane about the murders will notice that he is not telling the truth. Challenging him about this will prompt him to summon the site's security officers, who will (more or less) politely escort the investigators off site.

Lane is not the only member of the actual archaeological team; there are four men who have worked with him for many years under the Persian sun. They are not entirely happy with the current situation they find themselves in. After all, this is not so much an archaeological exploration as a mining one, and they are getting bored and fractious at having nothing to

do when there is a perfectly good ancient monument up on the hilltop that they could be digging at instead.

It is possible that the investigators may be able to speak with one of these archaeologists if they are on site (a successful Persuade roll [Cth]/Persuasion test [Sav] to engage them in conversation). Otherwise, they should be easy enough to track down in Isfahan where they are awaiting Lane's summons should anything interesting be discovered. They may even, under the right circumstances, be persuaded to discuss the situation at the camp over a few surreptitious drinks.

DISGRUNTLED FRENCH ARCHAEOLOGISTS

Despite their personal loyalty to Bertrand Lane, these seasoned professionals are becoming increasingly disillusioned with their boss, who now seems to be prepared to take the word of a stranger over their own when it comes to the best way to manage and investigate their current project.

Whilst they have no qualms about working with the Germans on an intellectual or political level, they are tired of being treated as lesser members of the team and are seriously beginning to question whether it is worth their while to remain attached to the dig.

Although it is possible that, should they be present during any physical confrontation, they may fight alongside Bertrand, the chance is equally high that they will either surrender or run from a situation that they are pretty certain is no longer actually their problem.

Cth

STR 12 **DEX** 13 **INT** 16 **CON** 11
SIZ 11 **APP** 13 **POW** 10 **EDU** 17
SAN 50 **Hit Points:** 11

Damage Bonus: none.

Skills: Anthropology 30%, Archaeology 60%, Bargain 50%, First Aid 60%, History 60%, Institutional Lore (MAP) 40%, Library Use 65%, Persuade 50%, Photography 50%, Ride Camel 45%, Spot Hidden 65%, Survival (Desert) 40%.

Language Skills: French (Own) 85%, Persian 40%, German 30%.

Weapons: Fist/Punch 50%, damage 1D3.

Shovel (Melee Weapon—Club) 45%, damage 1D6, atts 1, base range touch.

MAB Modèle D Pistol (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Healing d8, Investigation d8, Knowledge (Anthropology) d6, Knowledge (Archaeology) d8, Knowledge (Bureaucracy) d6, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Persian) d6, Notice d8, Persuasion d6, Riding d6, Shooting d6, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 5.

Hindrances: Quirk (Professional rivalry with on-site *Nachtwölfe* personnel), Stubborn.

Edges: Scholar (Archaeology, History).

Gear: *Shovel* (Str+d6, -1 to Fighting rolls, -1 to Parry), *MAB Modèle D Pistol* (2d6+1, 12/24/48, RoF 1, Shots 9, Semi-Auto).

BY NIGHT

It is assumed that if the investigators are going to perform the ritual to open the Door of Twin Flames, then they will do so at night, when darkness will give them the best chance of making it up to the ruins without being detected by the nearby French and Germans.

If the investigators have visited the area during the day, either before or after visiting Yazd, then security at the site will be higher than usual, requiring successful Sneak or Fieldcraft rolls [Cth]/Stealth tests [Sav] to avoid detection. If they have not, then, provided they do nothing to attract attention to themselves, they should be able to scale the hill without arousing suspicion.

It is possible to climb the hill without going anywhere near the *Nachtwölfe* encampment, but the northern face of the site is steep and treacherous, requiring one or more successful Climb rolls [Cth]/Climbing tests [Sav] to scale it without mishap.

Should the Qashqa'i have stolen the firepot from the investigators, then a raid to recover it will also be most sensibly undertaken at night. It is located in the site's office tent, where Lane feeds it periodically with sandalwood he has acquired in town. Successful Sneak or Fieldcraft rolls [Cth]/Stealth tests [Sav] will be required to enter the camp, locate and retrieve the firepot, and leave again without alerting their enemies (three skill checks in total). These checks become *Difficult* [Cth]/incur a (-2) penalty [Sav] if the investigators have previously visited the camp, as Lane is expecting them to try and recover the firepot, even if he does not know why it is so important to them.

If the investigators are caught attempting to infiltrate the camp, or whilst accessing the ruins, use the following statistics for the dig's security team, and the stats for the accompanying blue monk on p.59.

NACHTWÖLFE *ENGINEERING & SECURITY*

Originally sent out to oversee the mining operation, these burly members of Mina Wolff's organisation pull double duty as field engineers and muscle. There are four of them, matching the number of Lane's archaeological team.

Like Lane, each of the men has consumed their victims' eyeballs. None of them remember having done so, as they were under the influence of the aeorimanius at the time (although any killing was done of their own volition).

Appearance: Well built and rather intimidating, the engineers are always dressed in grease-stained overalls (with a familiar shoulder patch) no matter the weather. One of the men will be dressed in the winged lion costume if encountered late at night, which may appear to be quite alarming at a distance but is obviously someone in fancy dress if viewed more closely.

Cth

STR 13	**DEX** 15	**INT** 12	**CON** 14
SIZ 15	**APP** 10	**POW** 15	**EDU** 15
SAN 70	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Electrical Repair 55%, Geology 30%, Jury Rig 55%, Mathematics 30%, Mechanical Repair 55%, Occult 25%, Persuade 55%, Physics 40%, Sneak 40%, Spot Hidden 65%, Use Atlantean Tech 40%.

Language Skills: German (Own) 75%, French 40%, Persian 20%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Grapple 55%.

Walther PPK Pistol (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Atlantean Technology d6, Fighting d8, Intimidation d8, Knowledge (French) d6, Knowledge (Geology) d6, Knowledge (Mathematics) d6, Knowledge (Occult) d4, Knowledge (Persian) d4, Knowledge (Physics) d6, Notice d8, Repair d8, Shooting d6, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal, Mean, Overconfident, Vow (*Nachtwölfe*).

Edges: Brawler, Combat Reflexes, Counterattack, Mechanically Inclined.

Gear: *Walther PPK Pistol* (2d6-1, 10/20/40, RoF 1, Shots 7, Semi-Auto).

Getting caught is certainly one way of obtaining entry into the camp (if required), although a highly dangerous one, given the recent spate of deaths. If the investigators encounter the disguised security man, then a Sanity roll (0/1D2) [Cth]/Nausea (+1) test [Sav] might be advisable if he is seen from a distance; as mentioned above, close to it is obviously no mythical monster who stalks the hillside.

Unless they come across all of the guards in close proximity, or if a single guard manages to raise the alarm and summon his comrades, then the investigators should be able to deal with the threat quite easily and hopefully without drawing too much attention to themselves.

If, on the other hand, they are overwhelmed by the guards, they will be dragged to the camp and interrogated by Lane. Once he has finished questioning them, he will have them tied up ready to be escorted to the local police station in the morning, where they will be accused of attempting to sabotage the dig. Of course, the investigators should have ample opportunity to escape and get on with their mission.

Should any of the investigators or guards be killed during an encounter then, if the monster-suited engineer is present, he will fall on the corpse, raking at it with his fingernails and attempting to gouge out its eyes. If he is not stopped, he will succeed, popping each dripping eyeball into his mouth whilst uttering sounds of great satisfaction.

A successful Spot Hidden roll [Cth]/Notice test [Sav] identifies a strange apparition hovering over the man while this is happening, which looks far more convincingly like a winged leonid. A Sanity roll (1/1D4) [Cth]/Nausea test [Sav] for witnessing both the morbid spectacle and the ethereal figure would be appropriate (with one roll covering both events).

BROKEN CONTACT

If the investigators were hoping to meet up with Kourush Spahany before attempting to gain access to the ruins, they are surprised to discover that he is nowhere to be found on their return from Yazd. Jamshid is concerned, but not overly so; he suspects his brother is merely doing what he said he would and is keeping an eye on the archaeologists for them.

If the investigators attempt to locate Kourush during the day, then they can find no obvious trace of him near the hill, although it is possible that he has managed to secrete himself somewhere and is unwilling to reveal his whereabouts.

Should the investigators not go searching for him, then they make a grisly discovery on their way up to the temple. Stuffed into a crevice in the rocks is Kourush's battered and bloody corpse; like the other murder victims, his eyes have been neatly removed from their sockets (SAN loss 1/1D4 [Cth]/Nausea test [Sav]). Alternatively, if it is after nightfall, the investigators can witness Kourush's death at the hands of the lion creature, as described above.

It is up to the investigators whether they want to return Kourush's body immediately to his family, potentially losing their chance of performing the ritual tonight, or whether they will collect him on their way back after their attempts to retrieve the Cup have been completed.

Scene 2: Ember & Ash

Provided that the investigators successfully manage to get up to the ruins with the firepot and the ritual Jamshid gave them on their return to Isfahan, then they can begin to call up the Door of Twin Flames. Jamshid has instructed them on how to set the fire and provided them with the necessary sandalwood to do so. He has also pointed out the correct incantations, carefully transcribed onto several pieces of

paper, to be read whilst the fire is being made, and which ones must be used when painting the ash onto their eyelids.

Jamshid is very clear that the fire must be set in one of the old *cahar taqs* in the ruins. The complex contains around twenty buildings, not all of which were temples. From his knowledge of the site, the young priest has advised them of which temple is the most suitable, at least in terms of being largely obscured from the drilling site below. However, neither he nor the elders have any solid advice for the investigators as to where the mystical door is likely to appear; they will just have to keep their eyes open for it.

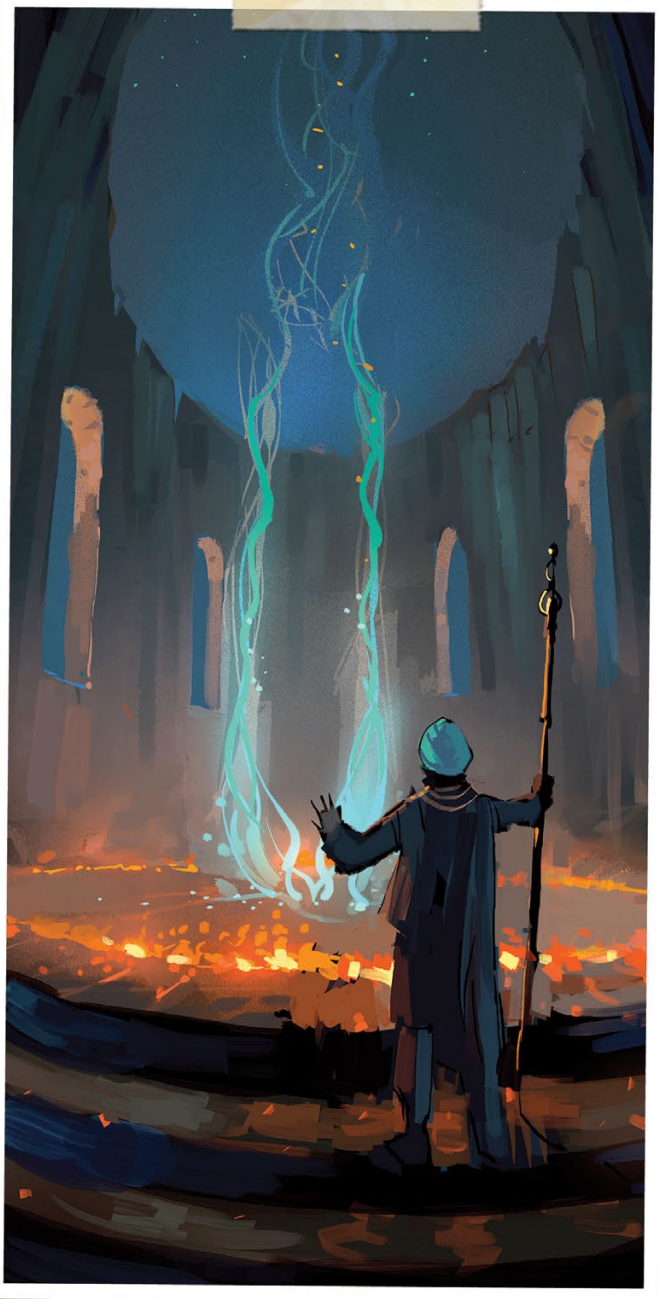
The elders have provided the investigators with water, which they must use to wash their hands with before starting the ritual; it is also to be used to make a paste with the ash for anointing their eyes. The rituals have been written out in whichever language is shared by the majority of the investigators. The one to light the fire will take thirty minutes to complete and requires a temporary sacrifice of 1 POW [Cth]/Horror (-2) test [Sav] from each person taking part.

Once the ritual is complete, the investigators must make the ash paste and, intoning the correct verse, apply it each other's faces. Although they should be able to see one of the flames of the Door without the ash, they will not be able to enter it if they have not completed this part of the ceremony.

The Door of Twin Flames does not appear within the fire temple where they are conducting the ritual. If someone has the spell Find Gate (p.315), then they should be able to locate it; alternatively, looking upwards will clearly show a bright, flickering glow emanating from the Tower of Sacrifice. Of course, this will also be obvious to the *Nachtwölfe* camp below, who will come up to investigate.

INTO DARKNESS

Inside the Tower of Sacrifice, the investigators find a ring of orange fire encompassing the tower's interior. In the centre of the circle is a second blue flame, shaped into what appears to be a doorway. Although the orange fire is emanating a considerable degree of heat, it does not appear to be affecting the investigators in any way. If approached, the flames part to allow them access to the circle's interior, closing again behind them with a crackling rustle.



A Damp Squib

If the investigators are having an easy time of it and the Keeper wishes to make the exploration of Var more of a challenge, then there is always the option of including a water trap somewhere in either the entrance tunnel or the city itself (p.208). The trap may be natural and have arisen over the millennia since the hill was sealed, or it could be something put in place by the priests before they abandoned their home. The exact nature of the trap is left to the Keeper's discretion.

Such an obstacle could pose severe problems for the investigators: if they fail to avoid it (an unsuccessful Dodge or DEX×4 roll [Cth]/Agility test [Sav]), then the ash that permits them to see the aeorimanius will be washed from their eyes, leaving them in a vulnerable position. If the investigators have brought the ash with them from the site where they cast the ritual, then they can reapply it; if not, then they will have to retrieve it if they wish to be able to proceed further in relative safety.

The blue flame (invisible without the ash) is, conversely, radiating an intense coldness but, as with the heat of the fire, other than being generally aware of the temperature, it is having no affect on anyone who has taken part in the ritual.

Stepping through the doorway may cause something of a shiver, but nothing more. The investigators are now inside the hill, in a smooth, painted tunnel. They can still see the tower if they look through the doorway at their backs and, depending on how long they linger, may even see Lane and his associates as they come to find out what is going on.

Provided Lane has not found out about the ritual or secured some of the ash to use for himself, his team's investigations are limited to jumping over the outer ring of fire and wandering around inside it. While this might prove to be alarming to the investigators, it should soon become clear that Lane has no idea there is a second fire or a gateway within the tower and, as a result, he cannot join them in the tunnel.

The tunnel in which the investigators find themselves is highly decorated, with beautiful images of gardens and buildings and robed figures enjoying a variety of activities. If the investigators have the compass from Tsering Lama or Vienna, then they recognise the style of dress as Atlantean. The compass which, up until this moment only pointed at the hill in general, now becomes much more reliable as a means of navigating through the tunnels towards their destination.

Even if the investigators do not have the compass, moving around the underground city is relatively straightforward. The tunnel through which they entered the hill soon opens up into a vast cavern filled with buildings of all shapes and sizes, dimly lit by a phosphorescent glow emanating from the rocks surrounding them. The chamber seems as if it would completely fill the hill at Marabin; it may even be a little larger, although it is hard to tell in the near-gloom.

A little scouting reveals that the city within the cavern appears to have been laid out in a cartwheel-like pattern split further into concentric rings of buildings. The street plan should remind the investigators of the sketch maps of Atlantis from Ehrlichmann's notebook, if they have it, at least in the overall scheme if not the exact detail. Permit them an Idea roll [Cth]/Smarts test [Sav] to realise this if the players do not.

Jamshid has already warned the investigators that they will not be alone; the aeorimanius the priests of Var trapped to act as the Cup's guardian is also wandering the city's abandoned streets.

AEORIMANIUS, BLIND GUARDIAN

A hybrid of a lion and who knows what fell winged creature, the aeorimanius is also known as the Stealer of Eyes and the Thief of Sight from its habit of feasting upon the eyes of the dead. This particular one has more reason to than its brethren. Shortly after its imprisonment, it attempted to use the Cup of Yima to spy on the outside world, with a view to organising some method of escape.

Unfortunately for it, like the other components of the Palladion, the Cup had been fitted with a security device to prevent non-Atlanteans from making use of it. The retinal scanner hidden in the base of the *rhyton* burned out the creature's own eyes, leaving it to stumble around in agony and darkness for eternity.

Lane's attempts to subvert the legend of the aeorimanius for his own purposes has only has succeeded in waking the creature from its fitful, pained slumber. Realising that it might finally have a way to escape, the monster has been taking control of Lane and his men each time they kill, forcing them to consume the eyes of their victims in an attempt to restore its sight and establish a link strong enough to enable it, one day, to emerge from the darkness into the world of men again.

Appearance: Usually invisible to those who have not taken the requisite steps to be able to see it, the aeorimanius is taller and more powerfully built than a man, and has the head of a gigantic lion. In place of its glowing red eyes, there are only livid, scorched sockets, although there may be an inkling of healing and regrowth if examined closely. Broad, almost angelic wings sprout from the creature's massive shoulders, and its naked male body is etched with writhing, serpentine symbols. In place of hands, the aeorimanius has feline paws equipped with razor-sharp claws, which it can retract at will.



STR 21	**DEX** 19	**INT** 13	**CON** 16
SIZ 20	**APP** n/a	**POW** 20	**EDU** n/a
SAN n/a	**Hit Points:** 18		

Damage Bonus: +2D6; **Move:** 9.

Skills: see Special Rules

Weapons: *Claw slash* 60%, damage 1D6+2D6, atts 2.

Bite 50%, damage 1D10.

Armour: 1 point of toughened hide.

Sanity Loss: 1/1D6.

Special Rules: If the aeorimanius kills its victim, it will use its claws to delicately pluck out his eyeballs and then consume them. Doing so restores 1D4 of lost Hit Points per eyeball eaten.

Aeorimanii cannot be seen by mortals unless they are using some sort of magical scrying or observational equipment (such as the *Andersseher* Helm; *Keeper's Guide*, p.146), unless it is inhabiting an avatar (see below). Although the creature is not especially susceptible to fire, this particular one is wary of flames when it senses them. This halves its DEX in any encounter if someone is wielding a flame (with the accompanying effect on when the creature acts during combat).

The ritual that once summoned the aeorimanius has been lost, but acts of blinding performed with it in mind do risk attracting its attention. If it then succeeds in a POW

versus POW roll on the Resistance Table (***CoC6***, p.55), the creature establishes a mental link with the target, allowing it to manifest briefly in the human's body the next time they kill for as long as it takes to consume the latest victim's eyes.

If the perpetrator consumes sufficient eyeballs (usually equal to the creature's Hit Points), then the aeorimanius can take over his body permanently and use it as an avatar to walk the world. Whilst in human form, the creature takes on the attributes of its host, including his Hit Points and skills. Killing the host prior to the aeorimanius' emergence also kills the beast lurking within.

The creature's true form will eventually burst out from its human shell in a shower of gore if not banished in some way (SAN 1/1D4 for those witnessing the spectacle), rendering it invisible once again. The time between possession and emergence is linked to the host's POW. Each point of POW the victim has enables the aeorimanius to remain within the body for one hour; at the end of the final hour, the creature makes its bloody escape. As soon as the aeorimanius takes up residence, the host's body begins to swell and his skin to crack, signalling that all is not well.

Sav **Attributes:** Agility d12, Smarts d8, Spirit d12+1, Strength d12+2, Vigor d10.

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8.

Pace: 8; **Parry:** 6; **Toughness:** 12 (1).

Special Abilities

- **Armor (+1):** thick hide.
- **Bite or Claw:** Str+d8.
- **Blind:** this aeorimanius is blind, but it has had centuries to adapt to this condition. It must succeed at a Notice test to pinpoint its prey. If it attacks on the same round then a Multi Action Penalty (MAP) of -2 applies to the attack, but unless the prey does something to significantly alter their position, the MAP does not apply in subsequent rounds unless the beast changes targets.
- **Compulsion:** if the aeorimanius kills a foe, it must spend its next action consuming its victim's eyes. This does not lower its Parry. Once it has consumed 4 sets of eyes, it loses the Blind Special Ability.
- **Fear (Fire):** the aeorimanius will actively avoid creatures who wield an open flame.
- **Flight:** Flight Pace of 12, but cannot be used in the tomb.
- **Gruesome Attack:** someone who witnesses the aeorimanius attack, but cannot actually see the creature, must make a Spirit (-1) test or suffer the effects of Nausea.
- **Horror:** anyone who sees this creature must make a Spirit test or roll on the Horror Effects Table.
- **Intimidating Roar:** an aeorimanius' roar allows its Intimidation attack to be used against more than one target.
- **Invisible:** if someone is unable to see an aeorimanius, then they suffer a -6 penalty to Attack rolls and Notice rolls which rely on sight.
- **Large:** attacks against this creature gain a +2 bonus.
- **Possess Host:** if the aeorimanius possesses a host then the victim gains the Hardy Edge; his body swells and starts to split at the seams, obviously containing something that it cannot hold. After a number of rounds equal to the host's Spirit die, the aeorimanius bursts forth in a shower of gore (Nausea (-1) test for those who witness this). It has regained its sight and has healed one wound.
- **Pounce:** an aeorimanius can leap up to 6" upon a foe to gain +4 on its Fighting and damage rolls. It does, however, suffer a -2 to its Parry until it acts again.
- **Size (+4):** this creature is a giant winged lion.

The creature's true form will eventually burst out from its human shell in a shower of gore if not banished.

As the aeorimanius is blind, it now relies on sound to hunt. If the investigators make a lot of noise, then the creature will be able to pinpoint their location quite easily. If, however, they tread softly, it is possible that they may avoid the beast altogether. Listen or Spot Hidden rolls [Cth]/ Notice tests [Sav] can be used, if required to ramp up the tension and to avoid stumbling into the monster.

If the investigators do happen upon the aeorimanius (rather than it upon them), then a Spot Hidden roll [Cth]/ Notice test [Sav] should quickly identify that the creature seems to be cocking its head to one side as if listening to (or for) something. Provided the investigators modify their movements to make as little noise as possible, they should be able to sneak away without it noticing them.

Should they attract its attention, the creature will attack. There is the chance that the investigators can outrun the beast, but it knows the city better than they do even without its sight, which will grant it an advantage in any pursuit.

If the investigators are forced to stand and fight, then as soon as the creature is reduced to 2 Hit Points [Cth]/3 wound levels [Sav], it vanishes, manifesting inside its new avatar, Bertrand Lane, with an insatiable desire to feed. If reduced from a number of Hit Points greater than 2 down to 0 in one blow [Cth]/enough damage to push it over the 4 wounds threshold is inflicted [Sav], then the creature is destroyed. Suitable banishment spells can dismiss it back to its original plane of existence, if the investigators can manage to cast such a thing whilst under duress.

THE COURT OF THE MANY-EYED GOD

Searching the city for the Cup leads inexorably towards the middle of the cavern which, as the city does follow the outline of lost Atlantis, is home to a central shrine where the inhabitants left their greatest treasure.

The tiny building at the absolute heart of the city is, unlike the rest of the carved and painted structures the investigators have passed, very plain and simple. The wrought metal gate set into the northern wall leads into a stair well, which ends twenty-one steps later in a short, arched antechamber with a door set into the facing wall.

Going through the door reveals another antechamber with another door. This pattern is repeated a further five times. Opening the final, seventh door, brings the investigators into a circular chamber with a pool of iridescent turquoise water at its centre which reflects a many-eyed sun symbol mounted on the room's ceiling. If anyone wishes to count the number of eyes, there are 1000 staring back at them.

Set into the wall are seven niches, each containing a *rhyton*, whose cups are mounted into a variety of mythological beasts. Only one *rhyton*, that in the central niche, is carved from a golden crystal and ringed with seven circlets of engraved glass in a style the investigators should be familiar with (provided this is not their first encounter with the Palladion). The mount, made of red orichalcum, is in the shape of a simurgh, a benevolent bird-creature with the head of a dog, the tail of a peacock, and the paws of a lioness. This, then, is the Cup of Yima.

If one of the investigators tries to look into the Cup, they will be temporarily blinded by a flash of bright light as the security device scans their eyes; as there is sufficient Atlantean blood still left in the human race, they will not be permanently blinded as a result of doing so.

The investigator should now be able to use the Cup to view locations up to a few miles away just by thinking of them; the desired locale then appears as a shimmering mirage in the air above the Cup. This may come in handy if they have not yet encountered the aeorimanius, or for evaluating the location and actions of Lane and his men (even more crucial if the aeorimanius has now possessed the unfortunate Frenchman).

Scene 3: Out of the Frying Pan

Now that they have retrieved the Cup, all that remains is for the investigators to smuggle it out of Var and the temple complex without *Nachtwölfe* getting their hands on it.

If the investigators manage to avoid the aeorimanius altogether or have managed to kill it outright whilst below ground, then they will emerge in the circle of flame in the Tower of Sacrifice. Depending on how long they have been in Var, Lane and his men may have gone to explore the rest of the site, or they may still be there attempting to douse the flames with water. Whilst this will put the orange fire out, it does not affect the invisible blue flame (or the gateway).

If Lane, the blue monk, and his German security are present, then use the statistics provided on pp.204, 59 & 206 respectively. If they are not present, then the investigators will need to attempt to sneak back out of the site using the appropriate skills if they wish to avoid a confrontation.

Should the investigators have forced the aeorimanius into Lane's body, then a scene of utter carnage awaits them when they emerge. Either in the tower, or elsewhere on site (as appropriate), Lane, battered and bleeding, is hunched over the corpses of his former comrades, enjoying a gruesome feast (1/1D4 [Cth]/Nausea (-1) test [Sav]). This is their best chance to destroy the creature once and for all, or it will wreak devastation on the surrounding villages until someone else takes care of it (if they can).

Once the matter of Lane and his team has been dealt with, then the gateway into the city must be closed. This is a very brief ritual, which requires the investigators to throw ash from the summoning fire through the doorway, then wash the ash paste from their eyelids with the remaining water Jamshid gave to them. However, removing the ash may not a good idea if the aeorimanius is still at large...

There is also the question of Kourush's body which (hopefully), the investigators will remember to return to his brother for proper burial according to the Zoroastrian faith.

EPILOGUE: THE VIEW BEYOND

There are several ways this scenario can resolve itself. If the investigators have apprehended Lane or any of his henchmen and have proof that they were involved in the previous murders (such as the bloodied lion costume), then handing them over to the local police is a sensible option. One or other of the prisoners is highly likely to admit to their crimes (except for the cannibalism, of which they remember nothing) under police interrogation. The blue monk will mysteriously disappear from custody before he can be questioned.

If, on the other hand, Lane and his men are dead, then it would make sense for the investigators to ensure that the evidence points to the Frenchman having gone mad and slain his team for reasons that will sadly never become clear, before killing himself. Although not entirely explaining all of the facts, the police will be happy to accept that a foreign national is responsible and close their investigation.

Alternatively, the investigators can plead self-defence if Lane was possessed by the aeorimanius, although telling any official local investigation the absolute truth about the respected archaeologist being under the control of a mythological nightmare is likely to see them arrested on the spot. Their own superiors, if they are working for Allied intelligence, are much more likely to believe such a wild tale without having them committed.

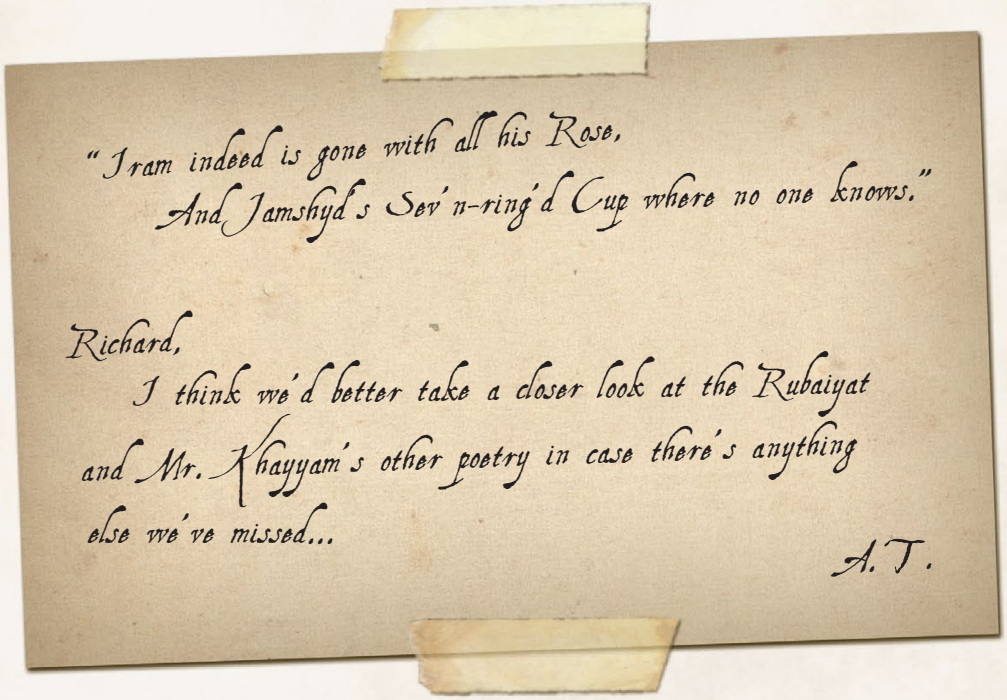
Depending on when the investigators report the incident, they may have the opportunity to search the drill site quickly before the sun comes up. Although they will not be able to inconspicuously remove a complete drill head, they may be able to prize off several teeth from one. Schematics for the machines, in German, are in the engineers' tents.

Assorted documents on the *Nachtwölfe* letterhead can also be found but, like those in Vienna, they are tantalising vague beyond a few names that the investigators may or may not recognise (such as Liesel Maurer's and Botho Ehrlichmann's). There may even be references to other investigators the players have used, depending on the group's method of advancing through *Shadows*.

Of course, the investigators are under no obligation to make a report to the local police and may prefer, instead, to inform only their own superiors of what has transpired. Any of the surviving French archaeologists returning to the site the next morning will quickly bring the situation to light. If the investigators have visited the site during daylight, then their names will come up in any subsequent investigation and the police will attempt to find them. They may well do so, if the investigators have not already left the country before they can be tracked down.

In spite of his own loss, Jamshid expresses the gratitude of his community for the investigators having taken care of the situation. The families of the dead have at least some sort of explanation, and the Frenchman has been stopped from retrieving the artefact for his German paymasters. The elders do not wish to keep the Cup; as far as they are concerned, it has brought their community nothing but misery and they prefer that it be taken as far away as possible.

It is now up to the investigators to do just that, in whatever way they see fit. If they are part of the Allied war effort, then there are several alternatives. They could return to Bombay with the Cup, or to Cairo or Palestine to hand over the artefact. If they are not yet part of the official secret war, then perhaps it is high time they were recruited...



• Book Three •

South America & The Arctic Circle

CHAPTER 1

A Look to the Past

"Little by little, one walks far."
- Peruvian proverb

Far across the waters, to a world ancient in its modernity, they will flit and fly. Having stared into the golden, implacable eyes of eternity, they shall not know how long they have travelled, only that they have arrived. In a land of high, cold deserts they will search for pure water to wash away the sins of their hubris. But those eyes will not disdain to look forever and the children of our celestial orb will find that which is corrupt and revere it as the gift of a god, merciless in its glowing wonder. And with the coming of the conquering lords on horseback, shining silver in the light, the world will crumble and they will fade into broken memory as if they had never been.

—Extract from the Black Stone of Saïs,
as translated by Dr. Botho Ehrlichmann, c.1938-39.

In this chapter, the investigators are introduced to a different hemisphere, one where the seasons are topsy-turvy and the land is steeped in centuries of blood, spilled in offering to the gods of the mountains and as a testament to man's own greed. The final (or first) piece of the Palladion awaits them, but is time on their side when it comes to its recovery, or is it working against them?

While it is not necessary for the Keeper to own a copy of *Achtung! Cthulhu: the Guide to the Pacific Front* to be able to run this scenario, that supplement does contain further details on the war in the Pacific and the role of the United States and Japan within the conflict, as well as additional rules for dealing with jungle warfare, and wounds and infections in tropical conditions.

Thankfully not Brazil, so at least there won't be any awful Charley's Aunt jokes. - Peggy

GAZETTEER: PERU

Situated on the northwest coast of South America, there are many stories as to how Peru, more properly the Republic of Peru, came by its name. One, by the chronicler Garcilaso de la Vega (the *mestizo* son of a Spanish *conquistador* and an Inca princess), claims that it comes from the mashing together of a poor fisherman's name (Birú) and the Quechua word for river (*pelú*) when a band of Spanish soldiers forcibly enquired as to their current whereabouts. Another insists that Birú was the name of a tribal chieftain from Panama, whilst a third claims it is derived from a word meaning "land of abundance".

Regardless, Peru was not the name the country was known as by its inhabitants, the most powerful of whom were, at the time of the Spanish conquest, the Inca (p.216). To them, it was Tawantinsuyu, the Four Regions.

A Land of Contrasts

Broadly speaking, Peru consists of three different landscapes: the coastal deserts and plains (the Costa), the highlands of the Andes (the Sierra), and the forests and jungles of the east (the Selva).

Almost all of the country's 1400 miles (2250km) of coastline is arid, unproductive desert, even though it is home to a large percentage of Peru's population. The towns and cities tend to cluster around the fertile river valleys and irrigated sugar and cotton plantations of the north in the narrow strip of land between the Pacific Ocean and the Andes.

The fertility of the seas off Peru is in marked contrast to its mostly barren shores. The Humboldt Current washes cold water north up the coast, bringing with it huge shoals of fish, in particular anchovies and sardines. Along with a variety of

other factors, the current helps to keep the coastal climate cool, and a side effect of this is the development of thick fog banks along the shore during the winter months.

These *garúa* (sea mists) bring life to the desert in other places besides the river valleys. When they get trapped between the ocean and the coastal slopes, the mists form the *lomas*, or fog meadows. In these regions, the moisture from the fog is enough to permit the growth of plants, which in turn attract insects and birds (both of which are sorely lacking along much of the Costa).

Behind the deserts lie the Andes, the longest continuous mountain chain in the world. The Andes are, geologically speaking, very young, and their continuing growth leaves Peru subject to numerous earthquakes (although these may, in some cases, be the result of mi-go mining operations rather than any natural phenomenon). The country is also home to several active volcanoes. With an average altitude of around 10,000ft (3000m), altitude sickness is a definite concern for those not used to the elevation.



The mountains of the north are relatively gentle before rising to become the higher, more rugged peaks of central Peru, which are frequently covered in snow. The country's southern mountains come down to touch the coast, before giving way to the high altitude plateaus of the Puna and Altiplano, where the former Inca capital of Cuzco still stands, albeit buried by centuries of colonial development. The Puna is a region of grasslands, constantly swept by scouring winds. It is home to some of Peru's most recognisable animals: llamas, alpacas, guanacos, and vicuñas (the camelids); it is also where the potato was first cultivated.

The world's highest navigable lake, Titicaca, lies on the Altiplano. This sacred body of water forms part of the border between Peru and Bolivia (formerly known as Upper Peru). The name is believed to mean "the rock of the mountain cat" after a puma-shaped outcropping on one of the lake's many islands. (*Caca* is the Quechua word for rock, and *titi* is the Aymara word for the mountain cat, or puma).

The lake is home to the Uru people, the descendants of an ancient civilisation who live on moveable floating islands made from *totora* reeds, which are widely used throughout Peru for boat building and mat making. Another inhabitant of the lake is said to be Cthylla, the daughter of Great Cthulhu, who (according to some stories) moved here from her original home near Y'ha-nthlei; other such tales place her firmly in the Pacific Ocean (for more details on Cthylla, see *Achtung! Cthulhu: Terrors of the Secret War*, pp.43-44).

On the eastern side of the mountains, the land begins to fall away to the tropical forests of the Amazon; in fact, over half of Peru is classed as jungle. The upper eastern slopes are home to what is known as elfin forest, a dwarf woodland full of epiphytes (plants which gather their nutrients from the atmosphere and organic debris around them) and bamboo thickets.

A Bad Habit?

The indigenous peoples of Peru have their own way of dealing with the effects of high altitude: coca leaves. The leaves are kept in a special pouch (*chuspa*) and chewed with an alkaline substance, such as a piece of lime (the chemical, not the fruit), to activate their properties and to soften their bitter taste.

Chewing releases small amounts of cocaine into the mouth, leading to a numbness and tingling in the tongue and cheeks. Even more cocaine is absorbed in the stomach, giving the overall effect of dulling the senses and thereby staving off hunger and exhaustion, as well as helping with the headaches caused by altitude sickness.

In game terms, treat as per the description on p.116, with the coca leaves substituting for *solomano*.

The elfin forest is also home to the spectacled bear, or *ukuku*. The Inca believed that the bear formed a connection between the human and spirit world, as well as acting as a force which could restore balance during times of chaos. To other Andean cultures, bears were the Lords of Misrule, wild creatures who did not obey the normal order of things.

Further down the mountains, the elfin forest gives way to the Montaña or cloud forest; a thin strip of dense, damp woodland covered in moss and lichen. One of Peru's lost civilisations, the Chachapoyas, the Warriors of the Clouds, lived in the forests of the north around the Marañon and Utcubamba river basins between the 8th and 16th Centuries AD. Their mighty fortress of Kuélap was rediscovered in 1843 and is brought to the public's attention again in the 1930s, when French author Louis Langlois writes a book about his theories on the origins and uses of the site.

Below the cloud forests, the Amazon jungle begins in earnest. It is home to a dazzling array of animal and plant life, as well as numerous "lost" tribes who managed to evade both the Inca and the Spanish. The region is really only navigable by the rivers which criss-cross it. Many have entered it in search of riches, never to return.

All in the Stars

Long Island history professor, Paul Kosk (1896-1959), the son of German immigrants, begins working on the Nazca Lines in 1939, having previously written a book about the political situation in Germany that becomes the standard training manual for American foreign service workers. His initial belief that the lines form ancient irrigation systems is soon swept away. He and his assistant Maria Rieche (a German mathematician, archaeologist, and translator who initially comes to Peru as a nanny for the German Consul in Cuzco) painstakingly begin to map the gigantic pictograms, attempting to align them to known astronomical events. Their work, however, sheds little light on what the true purpose of the structures actually is...

The Mists of Time

When most people think of the history of Peru, they think of only two things: the Inca, and the Spanish who destroyed them. But the Inca were not the only great civilisation to make Tawantinsuyu their home; there is evidence that the land has been inhabited since at least 9000BC. The earliest settlers most likely came across the Bering Straits from Asia, working their way down through the Americas before settling beside the Andes, their numbers swelled (possibly) by those migrating across the Pacific and Atlantic Oceans.

As in India, many of the notable Peruvian cultures lived alongside each other, often isolated from one another by the ruggedness of the terrain and the difficulties in moving across it. Occasionally the empires formed alliances through trade and treaty; at other times, one civilisation was brought under the thumb of another, more militant culture through war and outright conquest.

The great coastal civilisations of Peru are thought to have begun around 2500BC, their societies based around agriculture, animal husbandry, and fishing. The building of irrigation canals permitted farming away from the few fertile river valleys that ran down to the coast from the mountains, and the growing abundance of food allowed the development of other aspects of society, such as textile and ceramics production. Urban centres began to develop, as did trade relations with other peoples.

Two of the first great cultures to form an alliance were the Chavín and Sechín, around the 1st Millennium BC. The Sechín came from the coast, near Chimbote, although little is known about them or the reason for their obsession with carving dismembered body parts into the stones of their cities. The Chavín arose in the central Andean highlands and appear to have been a religious culture who steadfastly avoided the use of warfare when spreading their influence all along the coast of Peru from the far north to below Nazca in the south.

The fall of the Chavín in around 200-300BC did little to stop the advances in agriculture and urban development occurring across Peru, although the various indigenous cultures did become more diverse without one overall guiding hand. The Nazca came to the fore in the south, carefully constructing vast geometric shapes in the deserts that match designs found on their pottery and textiles, before their civilisation, too, fell in around 500AD.

At around the same time that the Nazca were carving strange glyphs into the landscape, the Moche (or Mochica) civilisation rose in the north. Although their empire stretched only around 350 miles (560km) along the coast from Piura in the north to a little below Chimbote in the south, their militaristic culture was very rich, with skilled ceramic-, textile-, and metalworkers. Like the Sechín before them, the Moche liked to show acts of violence in their artwork, with scenes of throat-slitting, decapitation, and dismemberment all featuring on their pottery.

Also like their predecessors, contemporaries, and descendants, the Moche had no written language, but relied on pictures to convey meaning. They traded far afield, as evidenced by the goods found in their royal tombs, which contained (amongst other things) seashells from Ecuador and gemstones from Chile and Argentina.

It is unknown why the Moche culture crumbled in around 600-700 but, with its passing, power largely moved to the emerging civilisations of the south. A new culture did develop from the Moche: that of Lambayeque. Centred around the Lambayeque, Motupe, Zaña, and La Leche Valleys, the Lambayeque peoples were even greater pyramid builders than their forebears, the Moche.

A Novel Idea?

Edmund Kiß (1886-1960) is a German architect who also claims to be an archaeologist, although he is perhaps better known as the author of a series of four fantastical novels (written between 1930-39) which place the survivors of Atlantis squarely in Tiahuanaco. Kiß starts writing books on mysticism and the occult in the 1920s, and visits both Bolivia and Peru in 1928 in search of evidence to support Hans Hörbiger's theory that an asylum culture had been set up in antiquity in the Andes following a world cataclysm (as described by his World Ice Theory; p.10).

Working with Arthur Posnansky, a Viennese archaeologist who also believes in a displaced race of Nordic Atlantean settlers, Kiß explores Tiahuanaco and publishes a book in 1937 stating his beliefs that it was indeed built by the survivors of Thule.

Heinrich Himmler wants Ernst Schäfer to take Kiß with him on his 1938 expedition to Tibet (p.118), but Schäfer refuses, feeling that Kiß is something of a crackpot and fearing that his presence will harm the validity of any discoveries the researchers might make. Kiß is supposed to mount his own expedition to Peru for Himmler in 1940, but the trip is cancelled due to the outbreak of the war. Instead, he briefly joins the *Waffen-SS*, where he is entrusted with guarding certain special interest sites...

The Lambayeque culture flourished over three distinct periods, each one associated with a new urban centre; the first at Pampa Grande, the second at Batan Grande, and the third at Túcume. Each site was burned and then abandoned for reasons unknown, which some speculate were linked to catastrophic El Niño weather events and, in the case of Túcume, the news of the Spanish conquest of the Inca, who subsumed the Lambayeque peoples along with their Chimú overlords in around 1450 (although, according to legend, there is another much more supernatural explanation).

The civilisation took its name from a sacred stone, Yampallec, brought by balsa raft to his new home by the culture's founder, Naylamp (or, alternatively, Naymlap). In a story recorded by the Spanish priest, Father Miguel Caballo de Balboa, in his *Miscelánea Antárctica* of 1586, Naylamp landed on the shores of Peru with nine noble warriors and other members of his royal court, whereupon he built a city and a temple to house his precious Yampallec (corrupted by the Spanish to Lambayeque).

Painted friezes depicting Naylamp's arrival show a strange birdman figure on the approaching raft, and the Moche language's word for bird (*ñam*) and water (*lá*) may well be where the strange voyager's name came from. Moche figures often have wing-shaped eyes and bird-like features, as does the Lambayeque god associated with Batan Grande; Naylamp himself is said to have grown wings and flown away upon his death. His dynasty only foundered when its last governor was convinced by a demon disguised as a beautiful woman to move Yampallec from its holy site.

In 1549, Piedro Cieza de Léon was the first to record the mysterious ruins on the shores of Lake Titicaca, although serious study of the site did not begin until the 1860s. The ruins, known as Tiahuanaco, were home to the great pre-Inca civilisation of the same name, which flourished between c.600-1000. Like the Chavín, they seemed to be a religious, largely peaceful society who only turned to war when all diplomatic and trade options for conquest had been exhausted.

Further to the north, around Ayacucho, there arose a culture that the Tiahuanaco eventually merged with: the more militaristic Huari. Together, their joint empire stretched from Cajamarca in the north deep into northern Bolivia and parts of Argentina; the Huari held dominion over the centre and the north, the Tiahuanaco the south. As with so many of Peru's previous civilisations, massive climatic shifts appear to have caused droughts and a loss of food production, leading to the culture's collapse. What was left was incorporated into the Inca Empire in the 15th Century.

Around 900, in the Lambayeque region, another civilisation arose. Depending on who you believe, the Chimú were either a society of despotic warlords who eventually enslaved the surrounding cultures or a loose confederation of co-operating states. The Chimú were great city builders and their southern capital, Chan Chán (nr. Trujillo), was the largest pre-Hispanic city in the entire country.

Chimú culture showed a rigid social stratification, with mighty nobles lording it over their courtiers, peasants, and slaves. At the bottom of the heap were prisoners of war, whose role was to act as sacrificial victims in the Chimú's religious rites. Although the Chimú conquered their neighbours, the Lambayeque, in 1350, they themselves were conquered by the Inca (their biggest rivals) one hundred years later. Their power was gone, but members of the Chimú culture survived until the 17th Century, at least according to Spanish records.

> Naylamp, founder of the Lambayeque culture, is said to have grown wings and flown away upon his death.

Perhaps the best known of the pre-Conquest civilisations is that of the Inca, although (to begin with), they were just a small group of aristocrats based around Cuzco. Their exact origins are unknown and even their own creation myths do not date back before 1200, when the first Inca Emperor, Manco Cápac, and his sister, Mama Ocllo,

were allegedly raised from the waters of Lake Titicaca by the creator god, Viracocha.

The Inca rulers were known as Sapa Inca, the Children of the Sun, and they governed, at its height, the largest pre-Columbian empire in South America; one which covered most of Ecuador, Peru, western Bolivia, northern Chile, and northwestern Argentina. The major phase of imperial expansion took place under the Incas' greatest leader, Pachacuti, and his son, Topa Inca Yupanqui, in the 15th Century.

The empire was a huge mosaic of disparate cultures, held together by the Inca military machine, an extensive road network, and the llama. Llamas were very important to the Inca, and little gold figurines of the creatures were often buried on mountain-tops as offerings to the gods; gold, itself, represented the sweat of the sun god, Inti, and all llamas belonged to him. Pure black llamas were sacrificed and used for augury during the Festival of the Sun, after which yet more llamas would be killed, flayed, and their hearts and blood offered to the lords of the mountains.

The Inca capital was at Cuzco. Each new Sapa Inca built his own palace and was responsible for acquiring his own wealth as he did not inherit it from his predecessor. The mummy of the previous Emperor remained in his palace with all of his belongings, attended to by the members of his *panaca* (royal clan), and every now and again he would visit the other royal mummies on special occasions.

When the Spanish arrived in the early 1530s, searching for the legendary wealth of South America, most of the Empire's citizens lived in rural village clans (*ayllus*). Their warriors fought with clubs and palmwood spears and wore cotton armour; their battles were largely ritualistic, the Inca preferring to use diplomacy and out-gifting their neighbours to secure new land rather than war.

In 1532, just after Sapa Inca Atahualpa had won a civil war against his half-brother Huáscar to gain control of the empire, Francisco Pizarro and his *conquistadores* arrived in the town of Cajamarca, where Atahualpa was stationed. The Emperor refused to accept Pizarro's offer of Spanish suzerainty; Pizarro's men ambushed Atahualpa, promising his safety only if a particular room in his palace could be filled with gold.

The Spanish now began to pillage the country in search of their bounty, aided in some cases by the Incas' enemies (including the Chachapoyas, who had supported the wrong side in the civil war and suffered under Atahualpa's rule as a result). Atahualpa's enemies at first welcomed the Spanish, but were horrified when, after filling the specified room, Pizarro publicly beheaded the Sapa Inca on trumped-up charges of treason and installed his half-brother, Manco Cápac II, on the throne as a Spanish puppet.

Having captured the capital, Cuzco, in late 1533, Pizarro established a Spanish-style government and set about dividing the Empire between the *conquistadores*, which led to open conflict between them as to who was entitled to what. The land was split into *encomiendas*, which allocated a set number of indigenous people to the landholder, to be taxed and used as forced labour as he saw fit, basically forming a feudal system within the grandly named Viceroyalty of Peru, as the country was now known.



The *conquistadores* built their settlements on the coast near existing native ports to enable communications with both Spain and their holdings in Central America. In other places, they sited their towns in areas where they planned to exploit the country's natural resources; in particular, gold and silver. "New towns" were also built to house the remaining Indian population, which was devastated in the first one hundred years of Spanish rule by disease, malnutrition, and overwork; some figures put the number of deaths at around 80% of the pre-Conquest population.

Infighting amongst the conquerors led to the assassination of Francisco Pizarro in 1541 at his palace in Lima by the son of one of his original supporters, Diego de Almagro, who had been executed two years earlier after a disagreement. Murder remained a political tool in Peru; one that was exercised time and again, including in 1544 when one of Pizarro's four brothers killed the newly arrived Viceroy to prevent him from enacting the "New Laws", introduced by the King of Spain to prevent the feudal system under the *encomiendas* from gaining any more power.

The *conquistadores* built their settlements on the coast to enable communication with Spain and Central America.

In the late 1560s, against a backdrop of political discord and Indian rebellion (begun in 1536 by the man Francisco Pizarro had made Emperor, Manco Cápac II), there arrived from Spain the man who would bring renewed stability to the region: Viceroy Francisco de Toledo. He eventually defeated Manco's rebellion by overthrowing the final Inca stronghold of Vilcabamba and executing the last Emperor, Túpac Amaru, in 1572.

Realising that the best way to govern such a huge colony was to adopt some of the Incas' own strategies, Toledo established the Minor Government: local chiefs who ran affairs at a local level, who then answered to the Major Government: the Viceroy, the Ardiencia (High Court), and the *corregidores* (Spanish agents tasked with representing both Crown and Indian interests).

Not only did Toledo's campaign reorganise the political structure of the Viceroyalty, it also forced the conversion of the indigenous peoples to Roman Catholicism (although many traditional rituals and beliefs ended up being incorporated into the new state faith). As might be expected, the Spanish Inquisition was very active in aiding with the conversion process, operating out of what is now the Museo del Tribunal de la Santa Inquisición in Lima, until it was finally abolished in 1820.

By 1581, the Viceroyalty of Peru was huge, containing all of South America except Venezuela and Portuguese Brazil. But, during the following centuries, over-exploitation of the country's native workforce and its resources (on which the economy depended) saw a gradual decline in the colony's fortunes.

In the 18th Century, Spain's latest rulers, the Bourbons, introduced new legislation in an attempt to maximise the returns from their overseas holdings. They increased taxes and began to partition Peru, dramatically reducing the Viceroyalty's size and importance with the creation of the new Viceroyalties of New Granada in the north and Rio de la Plata (Upper Peru, Argentina, Paraguay, and Uruguay) in the south; the lands that today form Chile also became a practically autonomous state.

There were two more unsuccessful rebellions, one in 1781-83, and another in 1814. The first, led by Túpac Amaru II (a descendant of the last Sapa Inca), differed from the second in that, by the 19th Century, the locally born inhabitants of pure Spanish descent (*criollos*) were tired of being treated like second class citizens in their "own" country. Forced to pay higher taxes than those fortunate enough to have been born in Spain and restricted in what jobs they could hold, and who they were allowed to trade with, they supported the 1814 uprising, even though it was no more successful than any of its predecessors.

Napoleon's invasion of Spain in 1808 saw many uprisings and plays for independence across the kingdom's New World territories between 1810 and 1820 but, for the most part, Peru remained loyal to the Spanish Crown, thanks to the large number of Spaniards in positions of power within the country's hierarchy. As a result, when it came, Peru's independence was largely down to the actions of outsiders, like the Argentinian, José de San Martin, and the Venezuelan, Símon Bólivar.

San Martin declared the foundation of the Republic of Peru in Lima in July, 1821, having landed in the country with his Argentinian troops at Paracas less than a year earlier. He took on the mantle of Protector of Peru, but went into self-imposed exile in France in 1822 after setting up the Peruvian Congress. San Martin handed over the running of the country to the new Dictator of Peru, Bólivar, who had refused to share power with him or back his schemes to root out the remaining Spanish forces.

The Crown's power in Peru (in the form of the Viceroy) was finally broken in the last quarter of 1824 after the Battles of Junin and Ayacucho, although another two years passed before they were completely rid of the Spanish. The Criollos took over the reigns of power but did nothing to stop the payment of tribute by its indigenous peoples until the same year slavery was abolished (1854).

Just after independence was irrevocably ensured, Bólivar left Peru and the local military leaders (*caudillos*) who had helped him began to bicker amongst themselves as to who should run the country. The lack of any previous system of self-governance, the legacy of the country's feudal system, and the fact that no civilian authority wanted to take power led to a destabilising vacuum until the 1840s, when Gen. Ramón Castilla took charge.

During his two terms in office, Castilla instituted a state education system and brought wealth back to the economy by heavily taxing the foreign companies who were extracting *guano* from islands off the Peruvian coast. It was Castilla who abolished the Indian tribute payments and slavery; the landowners, who had relied on African slaves from the earliest days of the plantations, simply imported Chinese and, later, Japanese labourers to replace them instead, creating a new class of slave workers in all but name.

In 1869, after an unsuccessful five-year naval campaign designed to recapture the former colony, Spain finally acknowledged Peru's independence. During the 1870s, with the economy in decline again, there was yet more political infighting and corruption, and the national debt began to spiral out of control.

Between 1879-83, the Republic was dragged into a war not of its making. Having failed to negotiate a peace settlement between Bolivia and Chile regarding, amongst other things, nitrate-rich territory in the Atacama Desert, Peru's forces found themselves fighting alongside their Bolivian neighbours, who had invoked previous alliances to bring them, albeit reluctantly, into the conflict.

This War of the Pacific did not go well for either Bolivia or Peru. Chilean soldiers sacked Lima in 1881, with the rampaging troops destroying the National Library in their frenzy. The Peace Treaty of Ancón was signed in 1883 and handed large areas of southern Peru to the Chilean victors, including Tarapacá, Tacna, and Arica (the latter two in the Atacama region); Tacna is not returned to Peru until 1929.

The costs of the war, and an ill-conceived extensive railway building project, both served to almost bankrupt the country. This led, in turn, to the formation of the London-based Peruvian Corporation and the 1889-90 Grace Contract, which saw the Corporation take on the running of the country's railroads for a term of sixty-six years. It also permitted the corporation to mine three million tons of *guano* (despite low remaining stocks) and receive thirty-three payments of £80,000 each in order to satisfy the country's creditors. The Contract proved to be successful, but was widely despised by the citizens of Peru.

A brief economic boom brought about in the early 1890s by the country's rubber industry could not be sustained, and it was rapidly supplanted on the world market by cheaper East Indian supplies. Even the country's remaining mineral resources, such as copper, were of little help, as most of the companies extracting them belonged to foreign interests.

Leadership of the beleaguered nation swung backwards and forwards between military *juntas* and civilian parliaments, occasionally including civilians backed up by military might, such as Augusto Bernadino Leguía y Salcedo, who begins his longest term as President in 1919. Having written a new constitution weighted heavily in his favour, Leguía is re-elected in both 1924 and 1929.

The 1920s see the appearance of a new political party in Peru: the Alianza Popular Revolucionaria Americana (the American Popular Revolutionary Alliance, APRA, or Aprista movement). Founded in Mexico City by the exiled Victor Raúl Haya de la Torre in 1924, the left-wing party not only wants to see an end to the oppression of Peru's workforce, but also the nationalisation of its industries and an end to United States imperialism.

Leguía is deposed by a military coup late in 1930, in part as a result of the problems caused by the Great Depression. He is replaced by Luis Miguel Sánchez Cerro, who beats de la Torre in the subsequent 1931 election. APRA insist the election is rigged, and its supporters bloodily seize the town of Trujillo in the summer of 1932 in an attempted uprising. Cerro orders the bombing of the town, causing yet more death and destruction; he is assassinated by the Aprista in 1933 in retaliation.

Following Cerro's death, the country is led by Gen. Oscar Benavides, who promptly declares APRA illegal and sets about hunting down the party's leaders. Benavides is replaced in 1939 by Manuel Prado y Ugarteche, a banker and aristocrat supported by the remaining Aprista.

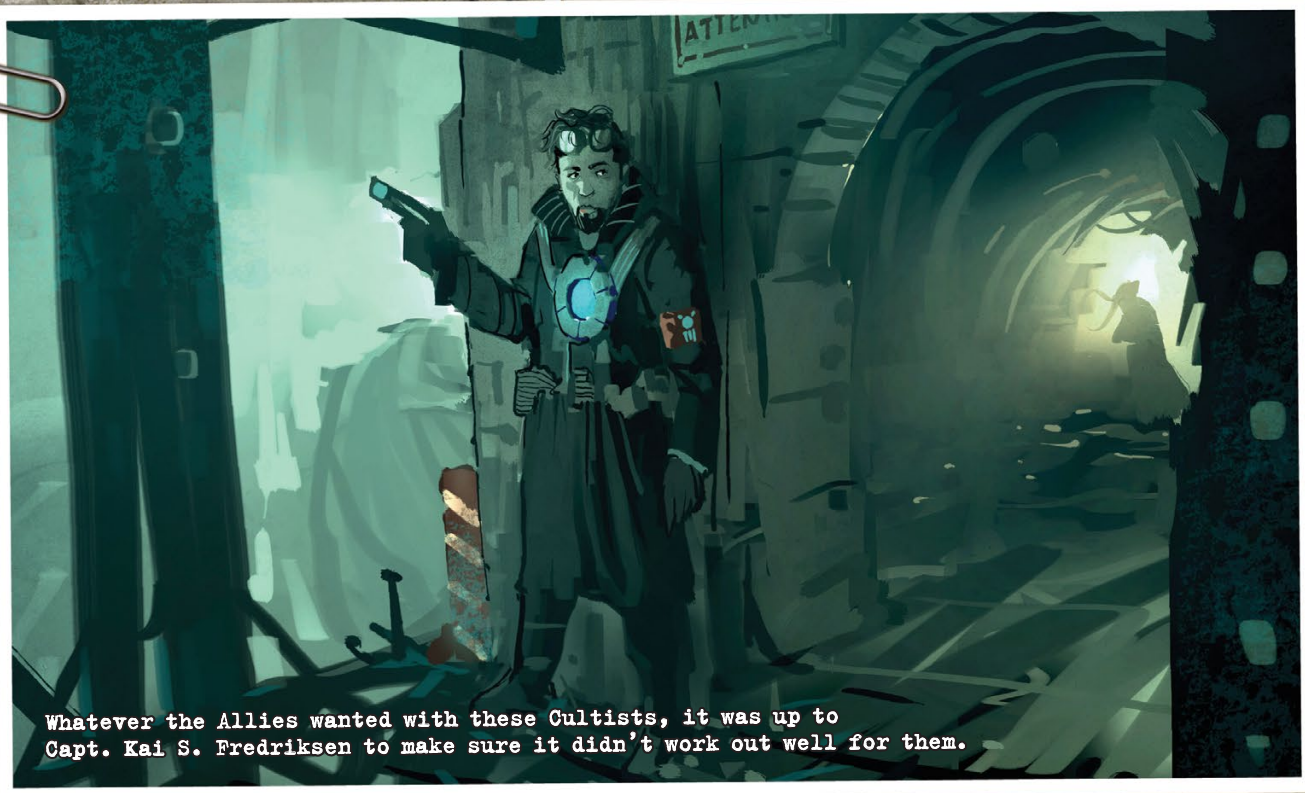
Shortly after Germany invades Poland in September, 1939, the Foreign Ministers of the various American Republics meet to sign a General Declaration of Neutrality. Like its former colonial master, Spain, Peru also withdraws from the League of Nations. Following the Fall of France in June, 1940, the Foreign Ministers meet again, this time in Havana, declaring that any manifestation of aggression against one will be treated as an act against them all.

Where There's Muck...

...There's brass, as the old adage says. *Guano*, the nitrate-rich droppings of seabirds used in Europe in the 19th Century as the basis of fertiliser, formed the mainstay of Peru's foreign income during the 1840s-1860s, with the first shipment reaching Europe in 1841. Mined from rich deposits on offshore seabird colonies by Chinese slave labour, the highly dangerous and smelly industry was all but over by the 1870s, thanks to the apparently insatiable demand seriously depleting the reserves which had taken hundreds of years to create.

Guano is not the only natural resource lost to Peru by Western exploitation. The *cinchona* tree, whose bark is the source of the anti-malarial drug quinine, originally grew only in the Andes, giving South America a monopoly on its production until both the Dutch and the British smuggled seeds out to their colonial plantations in Java.

After Java is captured by the Japanese during World War Two, the Allies turn again to Peru and Bolivia for their quinine until a synthetically produced analogue is created. Sadly, both countries end up completely stripped of their *cinchona* trees as a result of their attempts to maintain a steady supply of the vital drug to Allied forces.



Whatever the Allies wanted with these Cultists, it was up to Capt. Kai S. Fredriksen to make sure it didn't work out well for them.

Having already waged one successful war over its borders with one of its neighbours (the Year Long War against Columbia in 1932-33), Peru enters another in 1941, this time against Ecuador. Knowing that peace in the region is essential to the United States, which wants to build bases in both countries to protect the Panama Canal (opened in 1914), Peru gambles that the US will be keen to broker a quick settlement to the dispute. This proves to be the case and, through the Rio Protocol, Peru (which can also supply the US with aviation fuel and cotton) regains previously lost territory in the north.

Peru, like many other Latin American countries, officially severs ties with the Axis nations in early 1942 after the Japanese bombing of Pearl Harbor. The Republic does not, however, outright declare war until early 1945, thus enabling it to gain charter membership status of the United Nations.

Until Pearl Harbor, Peru takes no official action against its German, Italian, or Japanese citizens, although it has been co-operating for several years with agents of the Federal Bureau of Intelligence (FBI) to compile lists of undesirable and potentially dangerous residents within its borders.

Peru's Japanese citizens had long been treated with suspicion and mistrust by the Peruvians. The first Japanese workers arrived in the country at the end of the 19th Century to work on the plantations, but soon left to set up shop (quite literally) in Lima and Chiclayo. They weather the effects of the Depression far better than other sectors of the community, which leads to a deepening of the resentment that is already being widely expressed in the press even before the stock market crash of October, 1929.

Matters grow worse when, in 1938, the Central Japanese Association donates money to the Imperial Japanese Navy and Air Force to commission and build two new fighter aircraft each. The fundraising does not go down well with the Peruvian Government, who take the gesture of respect towards the Land of the Rising Sun as a clear indication of where some of its residents' true loyalties lie.

Two days of rioting occur in Lima and its port city of Callao in May, 1940. Fuelled by US anti-Japanese propaganda, the violence sees several members of the Japanese community killed and most businesses badly damaged or destroyed. The refusal of the police to intervene prompts an exodus back to Japan, although many choose to remain in the only home they have ever known.

From 1942 onwards, the Peruvian Government works with the FBI to detain and inter those Japanese, Germans, and Italians deemed to be a risk to the country. Unwilling and largely unable to house those rounded up, Peru ships most of the detainees off to internment camps in Texas (Crystal City) and New Mexico. There is no direct evidence of Japanese spies operating in Peru; they mainly prefer to work through well-established spy rings in Argentina and Chile.

There are, however, German spies in the country, many working quite openly in trusted business positions and feeding back information on shipping and military manoeuvres to the German High Command through their own spy rings in Chile and Brazil. There is even a Peruvian Nazi Party throughout the 1930s, although it is shut down in 1939. Never having been as clearly visible to the majority of the

Friends & Neighbours

When he comes to power in January, 1933, President Franklin Delano Roosevelt decides that a new foreign policy is required when its comes to the countries of Latin America. So, in March of that same year he announces the Good Neighbor Policy (confirmed in December, 1933), promising non-interference and non-intervention in Latin American domestic issues.

Most of the countries towards which the policy is aimed are suitably sceptical, especially given the United States' previous habit of wading into the fray with its military to protect its own interests (and those of its business community) at the drop of a hat.

Part of the policy involves changing the average American citizen's view of his Latin American counterpart, until that point usually portrayed as being lazy and stupid. The colourful and exotic Carmen Miranda is used as one component of the campaign; the New York World's Fair of 1939 and Disney's *The Three Caballeros* animated short film are also brought to bear in the ongoing war of positive propaganda.

Peruvian population as the Japanese community, the German residents avoid much of the anti-Axis sentiment focussed on their Asian allies.

Peru's willingness to work closely with the United States brings fiscal benefits, although the government's decision to exert price controls to prevent rampant inflation seriously limits the foreign capital it makes as a result of its closer trade links with North America. Despite having protected its citizens, the policy means that, unlike countries such as Brazil and Mexico, Peru has less money to invest in maintaining and improving its infrastructure.

The country does receive some aid from the United States' Lend-Lease Agreements, but by 1943 the war is turning against the Japanese and the west coast of South America is no longer of strategic importance or under any great degree of threat. The arms provided by the Lend-Lease programme soon dry up as Peru is just too far away from any of the active theatres to warrant the assistance any longer.

Old World Muscle

After independence, Peru had to develop its own military, having relied on Spanish, Argentinian, and Bolivian troops for their defence and liberation. Although Peru's own soldiers had played a vital role in finally ridding the country of the Spanish, poor leadership and a lack of money meant that the War of the Pacific did not go their way.

Rebuilding the army after the war against Chile was a slow process, largely due to a paucity of funding. President Nicolás de Piérola invited French military commanders to set up a military mission in the country in 1896, charged with reorganising and retraining the struggling Peruvian Armed Forces.

In 1905, the Army Mission is joined by a French Naval Mission, before World War One forces a break in the two countries' military relations. The French return on several occasions after the war, but their monopoly is now broken. They swap and share responsibilities with the United States, Germany, and Italy throughout the 1920s and '30s, before World War Two finally severs French involvement for good.

Many of the changes in involvement are down to Augusto Leguía (p.219) who, in 1920, invites the US Navy to set up a Naval Academy in Lima to train its Peruvian counterpart. The US naval forces are present until 1930 when the new President, Cerro, dismisses them.

Leguía is very careful during his Oncenio (eleven-year dictatorship) to build up the military and police's loyalty to him by providing them with the resources they need to develop. Wanting to make a break with the past, he approaches the US to replace France as the main military advisor and overseer although, with the exception of the Navy, his plan is not entirely successful to begin with.

The French Mission contract is allowed to lapse in 1925 and, in 1927, Leguía sets up a German Army replacement. He is forced to close it down two years later due to the huge number of complaints made against the officer in charge. Peruvian Army officers can expect to travel widely in the late 1920s, officially for training purposes, to such destinations as the United States, Belgium, Germany, Italy, and even France and Spain. But, more often than not, these excursions prove to be a simple method of exile for undesirable and troublesome men.

Gen. Benavides sets about another reorganisation of Peru's Armed Forces when he takes control in 1933. The French contract is reinstated, only to be briefly replaced again by a German one in 1937. Benavides also reinstates the US Naval Mission during his tenure.

The United States are involved in the development of the Peruvian Air Force as well, initially as part of a mixed team. In 1922, British, US, and French flyers are invited to the new aviation school to train Peruvian pilots. By 1928, the US are helping to reorganise the Joint Aviation Command which, in 1930, has two "wings": that belonging to the Navy, based at Ancón, and that belonging to the Air Corps, based as Las Palmas, Lima. The Italian Air Force also becomes involved, having its own mission in the country between 1936-39. The Peruvian Air Force only finally separates itself completely from the Navy in 1941.

The Peruvian Police are also subject to outside influences. In 1921, a Spanish Police Mission is established, followed by a Police Academy the following year. Three years later, a special police machine gun unit is established to protect the presidential palace in Lima. Later, police training falls to the Italians, during the same period they are involved with the Peruvian Air Force.

By the time Peru breaks relations with the Axis in January, 1942, its army is more than three times the size it was a decade earlier. No Peruvian soldiers see active service in World War Two, unlike some from Brazil and Mexico, but the Peruvian Navy does help to patrol the Pacific entry to the Panama Canal.

Peru also authorises the use of its airfields and ports by the Allies, and permits the USAAF to build a base at Talara on the northwest coast in 1942-43, next to its oilfields and refinery. The US Coast Guard also builds the OBC monitoring station in Callao in 1942 to deal with any clandestine radio broadcasts within South America. The outpost is staffed by six Guardsmen and ten men from the Peruvian Navy.

Deepest, Darkest, Dampest?

Having arisen from so many independent yet interlinking cultures rooted in such a diverse landscape, Peru is widely regarded by many as a country of extremes. While that may be true in some cases, it is certainly not in others.

SPEND A PENNY

Before the Spanish, trade in Peru relied on reciprocity and redistribution as there was no money. The Inca, fabulously wealthy, used their ability to give lavish banquets and large quantities of valuable gifts to ensure alliances with local chieftains who could not hope to return such generosity by any other means than in kind with a pledge of their services and allegiance (a process known as "out-gifting").

With the Spanish came currency. From 1863, it was known as the *sol* (pl. *soles*), which replaced both the *real* and the Bolivian *peso* (which had been used in southern Peru). Although many different coins and paper notes are used during the 20th Century, often with varying names for the core currency, the *sol* is firmly back in use as the official name by the 1930s.

1 *sol* = 10 *dineros* = 100 *centavos*
In game terms, treat US $1 = 2.5 *soles*

DRESSING UP

Although town- and city-dwelling Peruvians dress in a very similar Western-style manner to those in other countries during the 1930s, those who live in rural areas still wear traditional clothing. Each region has its own indigenous type of dress, including differing styles of skirt (*pollera*), hat, and poncho, whose colours and patterns denote where they are from as well as often containing deeper levels of symbolism.

One such item is the *chullo*, a woollen hat with ear-flaps, traditionally worn in the Andes and made from camelid wool. Another is the *lliklla*, a rectangular woven cloth worn across the shoulders by the women of the Andes and held in place with a *tupu* pin. Although not technically a piece of clothing, another rectangular cloth, the *awayu* (Aymara) or *q'ipirina* (Quechua), is used to carry goods or small children on a person's back.

IN THE NEWS

Two Spanish-language newspapers in Peru claim to be the country's oldest dailies: *El Commercio*, established in 1839 in Lima, and *El Peruano*, founded in 1825 by Símon Bólivar. *El Peruano* is the country's official newspaper and Gazette; as such, all new laws must be published within its pages.

ANCIENT & MODERN

Whilst Spanish is the country's official language, the ancient pre-Inca languages of Quechua and Aymara (spoken by the peoples around Lake Titicaca) can still be heard in rural areas. Lima boasts many other languages, such as Japanese, Chinese, German, and Italian, along with, to a lesser extent, French and English.

SUNSHINE & SHOWERS

Peru lies in the Southern Hemisphere, with its northern tip resting on the Equator, meaning that its seasons are reversed compared to those experienced by the countries to the north of the line. So, what those in the North think of as the summer months, those in Peru consider to be winter and vice versa.

Each of the three different geographical areas of Peru has its own type of weather. The Costa, thanks to the effects of the Humboldt Current, sees moderate temperatures accompanied by high humidity but very little rainfall (hence its largely desert conditions), with the north being warmer and wetter than the south. Summer falls roughly between December and April, with temperatures ranging between 25-35°C (77-95°F). The winter falls in May to November and is much cooler and cloudier, with the *garúa* running

The Mysterious Island

Located a few miles off the coast of Callao, Isla de San Lorenzo has a long and chequered past. Used as a cemetery by Lima's ancient pre-Hispanic inhabitants and during various later wars, the island also acted as a convenient base for Dutch and English pirates (including Sir Francis Drake) during the 16th Century. It even receives a visit from Charles Darwin during the voyage of *The Beagle*.

Lacking its own supply of fresh water, San Lorenzo is never fully inhabited for long periods until the Peruvian Navy takes control of it in 1926. Allegedly the island is the location of a secret underwater bunker and a variety of buried treasure left over from the pirate era (from which it gained its alternate name of "the Mysterious Island"). It is most definitely home, however, to the Navy's submarine base.

up along the coast from the south as far north as 124 miles (200km) beyond Lima. The average temperature at this time of year is around 19°C (66°F).

The Sierra experiences frequent summer rains, although rainfall tends to decrease from north to south and from east to west; the heaviest rains fall in the north and on the eastern flank of the Andes (another reason why the coastal plain is so arid). Both the temperature and the humidity decrease with increasing altitude. There is a huge variation between daytime and night-time temperatures, with the difference often being far larger than that found between the winter and summer averages, depending on where you are. For example, Lima can experience shifts of more than 20°C (36°F) from day to night.

April to October is classed as the dry season in the Sierra, with temperatures usually ranging between 20-25°C (68-77°F) during the day, frequently falling to below 0°C (32°F) at night. The wet season occurs between November and April; mornings are usually dry with rain in the afternoon. The average temperatures lie at around 18°C (64.4°F) during the day and around 15°C (59°F) at night.

The Selva predominantly sees heavy rainfall, high humidity, and high temperatures, although the south has more seasonal deluges and a colder winter than the north. April to October is also the dry season in the jungle, with temperatures reaching as high as 35°C (95°F); the southern jungles can, on the other hand, get quite cool at night. As on the Sierra, the wet season runs between November and April, when the weather is hot and humid and torrential downpours can occur at any time, day or night.

> Much of the country is impenetrable jungle, whilst yet more consists of virtually impassable high mountains.

On top of the regional weather effects, Peru is hit roughly once every three to ten years by the effects of the El Niño Current. Its name means "the Christ Child", and it is so-called because it is usually around Christmas-time when the cold waters of the Humboldt Current are replaced by a warmer current, which also runs up the coast of Peru from south to north. The trade winds which usually blow west across South America also drop around the same time.

The effects of these changes can lead to catastrophic variation in weather patterns, sometimes referred to as *apachacuti*, meaning "the whole world turned upside down". Heavy rains fall on the parched lands of the Costa, leading to massive flooding, whilst at the same time the southern highlands experience severe droughts. Peru is not the only country affected; El Niño events can cause extreme weather on both sides of the Pacific. Several historical El Niño events have been linked to major changes in various civilisations, including the Lambayeque and Tiahuanaco.

By Road & Rail

Peru suffers similar problems to India when it comes to transport. Much of the country is almost impenetrable jungle, whilst yet more consists of virtually impassable high mountains; the remainder is hardly any more conducive to travel, with the coastal plains covered with some of the largest sand dunes in the world.

The railways in Peru never reach the heights of connectivity achieved in India, largely because there never seems to have been a coherent plan to develop them as an integrated network. They were usually built by large, private (frequently mining) companies with their own aims and no general consensus on which gauge of track to go with. Often, when public usability was actually considered, there would be multiple lines running alongside each other, all serving the same destination but operated by different people; this is a particular problem in Lima.

Peru's first steam train line opened in 1850 and consisted of an 8.5 mile (13.7km) stretch of track between Callao and Lima. Several more followed over the next few decades, but often only served to run materials and equipment from mines in the mountains and sugar plantations on the plains down to the nearest port (such as the Pimentel-Chiclayo-Lambayeque line).

Officially, the Central Railway ran east from Callao over the continental divide, while the Southern Railway ran from Cuzco to Arequipa as well as several other cities and ports, including Lake Titicaca (p.224). A great deal of track was lost during and after the War of the Pacific, and by the 1930s many lines are closing as freight shifts onto the ever improving roads (including the Pan American Highway) or travels by sea.

The concept of the Pan American Highway is first mooted as a railway in 1889, but little is done to set the wheels in motion. By 1923, even though the advisory board for the railway is still in existence, the focus shifts towards constructing a road instead and, by 1928, the 6th Inter-American Conference has approved the plans, urging all of its members to work together to bring about this grand and ambitious enterprise.

By 1936, Mexico has completed the first of its major sections, but by 1938 the countries of South America are most definitely lagging behind their Central American brethren when it comes to any real progress (such as tying together the already existing stretches of road).

Peru is actively pursuing a road-building programme in the late 1930s and, as the United States travel documentary *Our Neighbors Down the Road* (1942) shows, there is, by the early 1940s, a highway running along the Peruvian coastline all the way from its border with Ecuador to Valparaíso in Chile, while another branch heads off via the Anticona Pass to La Paz, Bolivia. The state of the road shows a degree of variation: in some places it is little more than a hard-packed dirt track, subject to flooding in bad weather; in others, it is an all-weather paved road.

Ships are the most common method of getting to Peru from North America and Europe thanks to the cost of air travel. The opening of the Panama Canal in 1914, after the United States takes over construction from the project's beleaguered French engineers, dramatically cuts journey times and avoids having to sail around the extremely hazardous Cape Horn.

In 1922, Elmer J.Faucett becomes the first man to fly across the Andes.

Most of Peru's rivers are seasonal, with very few able to maintain a steady, year-round flow of water. As a result, only those rivers to the east of the Andes are navigable, thanks to the higher degree of rainfall. Lake Titicaca, despite its apparent isolation, is navigable and a steamer service operates across the lake from Peru to Bolivia.

Getting the ships up to the lake is by no means an easy business. The first were transported there in kit form on the backs of animals and reassembled on its shores. The SS *Yavari* launched in 1870, with its sister ship, the SS *Yapura* launching in 1873. Both were designed to be gunboats and passenger and freight carriers for the Peruvian Navy. They were joined in 1893 by the SS *Coya*, in 1905 by the SS *Inca*, and in 1931 by the SS *Ollanta*. The arrival of a train service in the early 1900s makes shipping the pieces up to the lake a much less arduous task than it had once previously been.

Flying in Peru really takes off in the 1920s, when American Elmer J. Faucett is redeployed to the country by his bosses at the Curtis Export Company, having been asked to leave his former position at the Albert Field US airbase in Panama in 1920 after performing some sort of stunt. He attends flight school in 1920, graduating in 1921 and, in 1922, he becomes the first man to fly across the Andes.

By 1928, Faucett has convinced a group of Peruvian businessmen to back his scheme for an aircraft company, the first in the country. He is soon running passenger and mail services between Lima and Talara under the name of the Faucett Aviation Company and, in 1929, builds Peru's first commercial airport at Limatambo in San Isidro, Lima. By 1938, Faucett has seven aeroplanes and is running services to a variety of Peruvian locations.

The other major flight provider within Peru at the time is Pan American Airways. Formed in the late 1920s from a conglomeration of three aircraft companies, Pan Am (as it becomes known) soon expands beyond running the mail and passenger service from Key West, Florida, to Havana.

In 1929, the company takes a route down the west coast of South America, including stops in Peru, before spreading out over the rest of the continent. Throughout the 1930s, Pan Am widens its available "Clipper" services to include Europe, running weekly flights from New York to Britain and France by early 1939. It introduces its Singapore service in 1941 and, in 1942, becomes the first company to offer a service circumnavigating the globe. Most of the seaplanes used on the Clipper routes are called into service after the United States enters the war, severely restricting Pan Am's ability to run its passenger routes during this period.

Prior to World War Two, Pan Am's flight crew are some of the best trained in the world, with its pilots often starting out as radio operators or engineers before taking the controls. The crews are also trained in such techniques as celestial navigation and dead reckoning in order to cope with night flights and the poor weather conditions often encountered along the Peruvian coast.

A Regal City

La Cuidad de los Reyes (the City of Kings) was established in 1535 by Francisco Pizarro to act as his capital. Already an important place even before the conquest, its more familiar name of Lima was acquired at the end of the 16th Century and is, allegedly, a corruption of the Quechua name of the river on which it stands: the Rímac.

Situated on an open bay whose points are formed by La Punta, Callao, in the north and Ponta la Chira, Chorrillos, in the south, the city is wreathed in fog for seven months of the year from May to November, when the blue skies of summer finally return. In winter, the daytime temperatures range between 8-15°C (46.4-59°F), rising to 30°C (86°F) during the summer.

Like many other colonial towns in Peru, Lima is built around the Plaza de Armas, which contains several of the city's most important buildings, including the Palacio de Gobierro (the Government Palace, originally constructed by Pizarro but entirely rebuilt in 1937), and the cathedral.

Lima's power began to wane in the 18th Century with the partitioning of Peru (p.218). A terrible earthquake in 1746 robbed the city of much of its former grandeur, something it never entirely regains despite later attempts at reconstruction. These effort do, however, see the introduction of paved roads, proper sanitation, new plazas and markets, a racetrack, and a municipal theatre in the early 20th Century.

Around the same time, the Limeños (citizens of Lima) also have to deal with a sudden influx of cheap, unskilled labour which, in part, helps to build many of the improvements. Indigenous peoples are not permitted to live in Lima itself, but must live in *reducciones* (specially assigned areas) outside the city centre; Lima's Chinese population are restricted to their own *barrio*, Barrio Chino.

Lima also boasts the oldest university in South America: the Universidad de San Marcos, built around the middle of the 16th Century. It is rumoured, though not confirmed, that the university's library holds a copy of the Necronomicon somewhere deep within its stacks.

Lima's centre lies inland, so its maritime dealings are handled by its twin, the port city of Callao, founded in 1537

as the country's main seaport and the only one permitted to trade directly with Spain before the Sevillian trade monopoly with Peru was broken in the 18th Century. With vast quantities of goods going to and fro, Callao made a tempting target for pirates, and the port was attacked in 1579 by Sir Francis Drake, intent on plundering its riches. In 1746, the port was destroyed by a tidal wave caused by the same earthquake that devastated Lima.

La Fortaleza Real Felipe is an enormous Spanish castle in the centre of Callao. Since independence it has been used as one of the homes of the Peruvian Armed Forces; in 1934, it houses both the military and the local police and, until 1945, it also contains the NCO school of the Peruvian Air Force.

TRAMS & TROLLEYBUSES

Central Lima is still quite well separated from its various suburbs even during the late 1930s, so public transport is required from an early stage to move the city's population from their homes to their places of work. Initially, this is achieved through the railroads (p.223) but, from the mid-1860s, horse-drawn trams (amongst the first in South America) also become part of the city's transport infrastructure.

In 1909, the four businesses involved in providing the by-now electrified tram services merge with Lima's electrical company to form the Empresos Eléctricas Asociades (EEA), also known as the Lima Light, Power, and Tramways Company (LLPTC). Bought out by the Italian company, Latina Lux, in 1921, by 1928 the LLPTC is forced to close five of its eight urban tramlines due to competition from Lima's bus companies, although some of the trams are replaced with Latin America's first trolleybuses.

The LLPTC is nationalised in 1934, becoming the Compañia Nacional de Tranvías (CNT). By 1938, many of Lima's train, tram, and trolleybus lines are closed, and the system continues to degrade throughout World War Two.

Lima holds the distinction of (allegedly) being the first city in the world to offer a fully electric-battery powered bus service. Although the system only runs for two months in 1905 due to the inadequacies of the battery design, it is something of a landmark in the city's transport history. The buses are quickly converted to run on petrol and gradually replace Lima's other forms of public transport.

I wonder if the Prof. could get hold of some of that pisco next time he's out and about? I quite fancy trying those cocktails.

– Peggy

A Signature Tipple

Peru is known for its production of *pisco*, a grape brandy, which has been made by the country's vineyards since the 16th Century. In the 1920s, dissolute American barman, Victor Vaughn Morris, invents what is to become Lima's signature cocktail: the *pisco* sour. Consisting of *pisco*, egg whites, simple syrup, and lemon juice (with angustura bitters to garnish), the drink is the fashionable tipple of choice in Lima's smart hotels during the 1940s.

The sour is not the only cocktail to make use of *pisco*. A much earlier recipe, dated to the late 17th Century and known as the *algarrobina*, also includes it as an ingredient. The *pisco* is mixed with syrup from the fruit of the *algarrobo* tree (*carob*), egg whites, simple syrup, cinnamon, and condensed (or evaporated) milk to create something akin to an egg nog.

Ordinary Peruvians tend to drink *chicha de jora*, a strong beer brewed from maize, reverently spilling some on the ground as an offering to Pachamama, the Aymara Earth Mother goddess who made man from raw earth.

SCENARIO INTRODUCTION

The situation in South America is understandably tense as Europe teeters on the brink of open war, and many countries are treading very carefully in an attempt to maintain their neutrality despite centuries of colonial entanglement. As a result of this delicate diplomatic balancing act, the investigators are approached on behalf of the Peruvian Government to accompany a small group of German researchers into the foothills of the Andes in search of a missing expedition. But is the reason for the mission genuine concern for their missing countrymen, or is there something else driving the Germans' search through the *algarrobo* forests of Peru?

A Voyage of Discovery

The fifth part of Atlantis' once powerful Palladion was, in effect, a component-less crystalline clock, decoratively mounted behind the eyes of a strange, orichalcum mask representing their concept of Father Time: Mitawi. A chronometer of exquisite technological advancement, the Mitawi was programmed to regulate the mighty city without its citizens' interference.

Of all of the crystals, it was, therefore, the most vulnerable to Daoloth's influence (through its ability to manipulate time) despite its perfect nature. The corruption was evident even as the Atlanteans fled with the artefact, its once-golden

Pregen or Not Pregen?

As in the previous two books, four pregenerated investigators have been included on pp.287-290 for this adventure. If the players have decided not to make use of the characters provided and have instead created their own (specifically for this scenario, or for any of the earlier episodes) then, optimally, the investigators need to know Spanish or German to permit communication as English is ***not*** widely spoken in Peru. At least one of them should have an understanding of history, folklore, or anthropology/archaeology, and another some form of medical or first aid training. The ability to ride horses might be handy and defensive skills never come in wrong, especially as investigators have the propensity to get themselves into hot water at the drop of a hat.

The only other main criterion is that, ideally, all of the investigators should hail from an officially neutral country, such as any of the Central or South American countries, the United States, Portugal, or Spain. Whilst the true loyalties of many of the so-called neutral powers could be called into question (Portugal and Spain, for example; Argentina, Chile, and Brazil also have extensive Axis spy rings during the war), many are keen to stay on America's good side in the event that hostilities break out in the Pacific.

Investigators from non-neutral countries, such as France, Britain, and Italy (who only declare belligerency in June, 1940, and should really be considered as technically neutral before then) can take part in this scenario even if it is not run in August, 1939 (see below). Their presence merely brings an added level of tension to any dealings with an "enemy" group in a country which does not, after all, declare war on the Axis until early 1945.

Alternatively, if run after the creation of Section M in October, 1939, then Alec Towton and Richard Deadman may well send over some of the organisation's American volunteers to monitor the situation, particularly if they are already aware of the Palladion's existence. These may also include the odd Canadian—after all, many people outside North America have a hard time distinguishing between the two accents, thus allowing a British ally to keep a watchful eye on the proceedings.

If you are playing a historically accurate version of the game then, despite the quite large numbers of Japanese citizens living in Peru in the late 1930s, the suspicion and mistrust in which they are held by Peruvians in general means that Japanese characters are unlikely to be asked to take part in such a mission. Peru's Chinese citizens or diplomatic staff, on the other hand, could potentially be invited to accompany the Germans on their trip into the foothills.

hue turning towards an unhealthy turquoise green as the traces of Daoloth's presence seeped through it.

Its properties already tainted by the Outer God, those who escaped with the timepiece wandered for century after century in search of a home, little realising how long their journey actually took thanks to the unstable and treacherous nature of the object they carried with them.

Eventually, the refugees arrived in South America. By this time, they had fragmented into several groups; one landed on the northwest coast of Peru in the Lambayeque region, whilst another made its way towards Lake Titicaca, home of the Aymara-speaking peoples of Tiahuanaco. The myths of their journeys were recorded by their descendants although the exact details became more and more twisted with time, until only the vaguest memories of their arrival still remained (such as in the legend of Naylamp; p.216).

Increasingly aware that all was not well with their plundered treasure and afraid of what the crystal had (or might yet) become, the survivors of Atlantis hid it in a sacred spring, known as Susurpugaio, in the hope that the reportedly magical waters would wash away its strange taint along with its disconcerting habit of distorting time.

It lay there undisturbed until, by chance (if there is such a thing), it was found by Pachacuti, legendary ruler of the Inca (p.217). In its depths he saw a strange, god-like figure who showed him all the kingdoms he would one day rule. Pachacuti took the crystal back to his capital at Cuzco, where it was venerated by the Inca as a wondrous item. They gave it the name "Viracocha's Mirror", as the mask in which the crystal was set reminded the people of their creator god (p.217).

Perhaps the spring water had worked for, apart from that first incident, the crystal no longer seemed to bend the flow of time around itself, or give people visions of the past and future. Then again, perhaps the crystal's inherent energy supply had finally failed, leaving it powerless; or, just maybe, Daoloth had lost interest in the strange, insignificant beings it perceived through the crystal and had turned its attention elsewhere. Whatever the reason, Viracocha's Mirror was now apparently safe, watching time unfold beneath its steady, green-eyed gaze without a flicker of its former malevolence.

And then the Spanish came. Blood sacrifice, always important to the Inca, increased in an appeal to their gods for help and salvation, but nothing seemed to work against the treacherous invaders. Somehow, probably by accident, the crystal was exposed anew to human blood.

Like the other pieces of the Palladion, the mask had been constructed with inbuilt bio-recognition security measures as a result of the Atlanteans' various wars with the Serpent People (amongst others), in order to prevent



their enemies from using the city's technology against it. Similar to the mechanism protecting the Clypeus (p.66), Viracocha's Mirror used blood to screen those handling it, but instead of using the shape of the red blood cells as a marker, it instead assessed the DNA contained within the user's white blood cells, collected by the tiny, needle-like spikes set into the mask's "ears".

The reactivated crystal, drawing power now from the chemical reactions taking place within the sacrificial blood, only revealed to the Inca that which they did not want to see: the loss of all of those kingdoms shown by the mirror to Pachacuti so many years before. Repulsed by what they saw, the Inca wanted nothing more to do with the object, but the mask was still a sacred item and they were afraid to destroy it or let it fall into the hands of the Spanish, in case either action brought down the true wrath of the gods upon them. So, instead, it was carried far to the north where the Spaniards had yet to discover all of the Incas' hideouts.

Almost by coincidence, the mirror found itself in a remote part of Lambayeque, where it was reunited with the other branch of Atlantean survivors in Peru. The Lambayeque people, already part of the Inca Empire, recognised the Mitawi as the face of their creator, Naylamp, and vowed to keep it hidden. They buried it within one of their adobe temples, deep in the Andean foothills beyond the tiny village of Yuyay, alongside a cache of other sacred items placed there for safekeeping.

And so, as the Spanish gained ascendance in the land of the Children of the Sun, the Mitawi/Mirror lay forgotten for four hundred years, until the coming of another expedition from far over the sea.

Vanishing Act

In January, 1939, a small German expedition arrives in Chiclayo, a busy town on Peru's northwestern coastline, surrounded by the memories and remains of lost civilisations. Their aim: to carry out research on the ruins of the Lambayeque region up beyond the famous pyramid complex of Túcume (p.216). Their presence is not unexpected as Peru has long been a favourite haunt of German archaeologists and treasure hunters; their apparent lack of political affiliation is, perhaps, more unusual, especially given the trip's timing.

Consisting of an anthropologist, an archaeologist, a botanist, and a surveyor, the team recruits a small number of local guides and heads off in search of forgotten ruins and undiscovered flora. On their way, they visit Túcume and the plantation estate of the local German business magnate, *Herr* Jurian Landau (p.229), where they enjoy his hospitality before travelling deep into the foothills of the mighty Andes in search of rumoured antiquities around Yuyay (now officially known as Reflejo de Yuyay, or just Reflejo, by everyone but its inhabitants and the academic community).

Nothing more is heard of the group for around six months. No-one who has met the party gives the matter any great thought; after all, the expedition is set to last for just that period of time, after which it will travel to Lima to hand over any finds to the University of San Marcos (p.224) for further evaluation before its members catch a steamer home.

Alarm bells start to ring when the team does not return to *Herr* Landau's estate at Túcume at the expected time and then subsequently fails to make its scheduled rendezvous with either the university or the steamer. But before Landau

or his men can raise the alarm, the businessman is contacted by a German official by the name of Liesel Maurer, who begs for his assistance in locating the missing group.

Although the original expedition, headed by anthropologist Dr. Etzel Hauer (p.241), knows nothing of the Palladion, they had chosen the very area the Mitawi/Mirror had been secreted for their research endeavours. Concerned not for their safety but for what might have happened to the artefact, revealed to *Projekt Atlantis* by the Black Stone rubbings and a fragmentary translation of *The Book of the Machine*, Maurer is already in the process of setting up an expedition of her own when word reaches her of one already in the area. She considers it a stroke of good fortune that Hauer's team is lost as it gives her the perfect excuse to send in her men under the guise of a humanitarian operation.

However, her approaches to the Peruvian Government, and those of the German Ambassador on site, are met with a less than resounding display of enthusiasm. Nervous of the developing situation in Europe but keen not to appear to be hampering a powerful and belligerent nation with which it has had close relations in the past, Peruvian officials agree in principle to the idea of a rescue mission but on one condition: that it is accompanied into the foothills by a team of neutral observers and experts.

Whilst Liesel Maurer is far from pleased at the news, there is little she can do to circumvent the restriction without attracting potentially unwanted attention to herself and the "rescuers". Sneaking into the country is not an option as the Government is aware of the Germans' interest, and getting caught in the act would draw an unwelcome spotlight down on the *Projekt*; one that could jeopardise its continuing existence by giving Black Sun just the excuse it needs to take control.

And so, grudgingly, it is agreed: four Germans will travel to Peru and, with their hand-picked escort, attempt to discover the fate of Dr. Hauer and his companions.

A NOTE ON TIMING

If the scenarios in *Shadows of Atlantis* are being played concurrently with multiple investigative teams then, as written, this adventure takes place in late August, 1939, coinciding with the events happening in Vienna (Book One, Ch.1) and Tibet (Book Two, Ch.1). As with the incident in Tibet, it could alternatively form the players' first encounter with the mysteries of the Palladion, recruiting them into the Secret War via a different route than Gisela Waltrun's or Tsering Lama's requests for help.

On the other hand, if the players have decided to work their way through from start to finish with one team of investigators, Peru could still be their first port of call at the beginning of the war. This works particularly well for American characters, who might otherwise feel that they have been left somewhat on the sidelines by Books One and Two.

There should be little difficulty in introducing characters to Peru who have dealt with the European, Middle Eastern, and Asian chapters first. Although travel is effectively shut down in Europe from June, 1940, and in North Africa and the Middle East from September of the same year, movement in Southeast Asia and the Americas continues freely until early 1942 and the aftermath of the Japanese attack on Pearl Harbor (for more details on the war in the Pacific, see *Achtung! Cthulhu: the Guide to the Pacific Front*).

As mentioned in the **Pregen or Not Pregen** sidebar on p.226, the countries of South America, Peru included, attempt to maintain their non-belligerent status for much of the war. Only after the United States enters the conflict do things become difficult for Peru's Japanese, German, and Italian citizens, meaning that a request by the German High Command to hunt for its missing people would be extremely unlikely to be granted much beyond December, 1941.

The darkness is lit only by a bonfire, whose smoke is thick and heady.

EPISODE ONE: THE FOG OF MEMORY

Unlike the other two main suggested game entry points in Vienna and Tibet, this scenario does involve the recovery of a piece of the Palladion; one of the most dangerous and unpredictable ones to boot. It also begins in a more unusual fashion than those encountered previously. This has been done quite deliberately to wrong-foot the investigators and give them a sense of disorientation and mistrust of their own senses.

If, however, the idea of beginning *in media res* and then backtracking to an apparently earlier event is not one that appeals to you, the Keeper, or your players, then please feel free to ignore the start as written and begin instead with **Scene 2: Sweet & Sour**, which commences on p.229.

Scene 1: Smoke & Mirrors

It is, apparently, quite late at night. The darkness is lit only by a bonfire, whose smoke is thick and heady, almost as if it has been laced with some sort of narcotic herb. Events seem to be moving far more slowly than they should be, and the noises of the surrounding forest and the crackling of the flames seem strangely muted.

The only clear sound is that of a feverish chanting, which appears to be in German. Anyone who understands the language (such as Lt. Michael Everhart; p.287) can make out various words: "thunder", "lightning", "blood", and "tribute" amongst them. Any investigator with a knowledge of anthropology (for example, Prof. Estéban Salazar; p.289) has the distinct feeling that whoever is chanting is not following any actual, known ritual; the form and cadence seem more as if the person is performing what they think such a ritual should be.

Forewarned is Forearmed

Of course, if the investigators are familiar with the Palladion through Botho Ehrlichmann's notes and *The Book of the Machine*, then they will at least have an inkling that all in Peru may not be what it at first appears. Whilst that will certainly give them something of an advantage over raw recruits, the slippages and distortions going on around them should still be a disquieting experience.

Flesh Wounds

Should the investigators be drawn into a gunfight or melee encounter, there is always the chance that one of them could be seriously injured, or even killed. Do not worry about such an event occurring. Any damage inflicted during this confrontation will be gone before the next scene, even if it was fatal.

The reason for the time dislocation is the Mitawi/Mirror itself (the golden object just visible on the ground in the firelight). Somehow, during the above scene, a sufficient quantity of human blood has been spilled upon it to trigger its effects, which fling the investigators back to the start of a time loop they may have experienced several times before...

There are the indistinct shapes of men in the darkness beyond the fire, one of whom appears to be holding an oddly-shaped knife, which glints briefly in the firelight every time he moves. There seems to be someone on his knees before this bizarre, knife-wielding apparition, and something large and golden lying in the dirt in front of the unnervingly still and silent kneeling figure.

Suddenly, the knife flashes as it is raised sharply above its wielder's head. The chanting appears to be reaching a crescendo when, unexpectedly, a gun goes off very close by. There is a loud bark of pain, and all hell begins to break loose as the woods erupt into a blur of action and reaction.

It is up to the investigators as to how they react to the sight of the man with the sacrificial *tumi* knife, which can be identified with a successful Anthropology or Archaeology roll [Cth]/Knowledge (Anthropology) or Knowledge (Archaeology) test [Sav]. They may wish to seek cover and watch the proceedings, tackle the figure as soon as the knife is raised, or attempt to discover who is taking pot-shots in the darkness once the gun has been fired.

If the investigators are drawn into some sort of combat situation, it is recommended that only one or two rounds should be played through before everything goes completely black and the investigators become aware that they can hear music and that someone is calling out their names...

Scene 2: Sweet & Sour

The investigators now find themselves, not in a dark forest in the middle of a nightmarish scene, but in the sumptuously furnished drawing room of a large house, surrounded by people in evening dress. Each of the investigators has a drink in his hand (the legendary *pisco* sour cocktail; p.225) and someone is attempting to attract their attention by repeatedly saying their names. In the background, a band is playing what sounds very much like traditional Peruvian *criollo* music, which they immediately recognise as the same haunting tune they heard in the woods.

The events the investigators have all just taken part in seem somehow disconnected and unreal, almost like a very lucid daydream. Whilst they can recognise each other from the encounter, they do not remember being formally introduced and do not know what each of their companions is called. This is quickly remedied by their host, an avuncular older gentleman by the name of *Herr* Jurian Landau.

HERR *JURIAN LANDAU, GERMAN BUSINESSMAN*

Herr Landau has lived in Peru for a very long time, almost his entire life, in fact. His father, a former industrial engineer who found work as chief overseer on a sugar plantation in the Lambayeque region, brought his whole family out from Germany when Landau was still a relatively small boy.

Landau's father eventually inherited the plantation from its original Creole owner upon her death, and young Jurian learns the ins and outs of the sugar trade at his *vati's* (daddy's) knee before he, too, takes control of the estate upon Landau senior's demise. Fascinated by Peruvian antiquities in an acquisitive rather than a genuinely interested manner, Landau continues to build on his father's rather meagre collection as his own sugar, cotton, and trading empire grows.

Well known in Peruvian business circles, Landau splits his time between the estate near Túcume and his swanky residence in the affluent and exclusive Lima suburb of Miraflores. He is an old friend of *Fräulein* Svenja Falk's family and Miss Falk herself, and is hosting this party on her behalf to enable her and her team to meet their chosen escorts.

Appearance: Herr Landau is in his mid-fifties, with a balding head of chestnut hair shot through with grey. His moustache is equally grizzled but his sparkling eyes show little sign of age. Well aware of his social position, he is always impeccably turned out and almost pathologically polite. Unfailingly generous to those he feels responsible for, his kindness and apparent openness of nature are a perfect front for his other activities, which include keeping a careful eye on both Peruvian and American military manoeuvres in the country for the German High Command.

Cth

STR 09 **DEX** 10 **INT** 17 **CON** 11
SIZ 11 **APP** 08 **POW** 17 **EDU** 16
SAN 85 **Hit Points:** 11

Damage Bonus: none.

Skills: Accounting 50%, Bargain 60%, Credit Rating 60%, Drive Automobile 40%, Espionage 35%, Fast Talk 60%, Natural History 40%, Persuade 60%, Psychology 60%, Ride 45%, Spot Hidden 65%.

Language Skills: German (Own) 80%, Spanish 50%, Japanese 40%, English 40%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Walther PP Pistol (Handgun) 50%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d4, Vigor d6.

Skills: Driving d6, Fighting d6, Knowledge (Accounting) d8, Knowledge (English) d6, Knowledge (Espionage) d6, Knowledge (Japanese) d6, Knowledge (Natural History) d6, Knowledge (Psychology) d8, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Riding d6, Shooting d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 8.

Hindrances: Greedy, Quirk (Pathologically polite).

Edges: Charismatic, Rich.

Gear: *Walther PP Pistol* (2d6-1, 10/20/40, RoF 1, Shots 8, Semi-Auto).

Each of the investigators has been personally invited to this slightly unusual cocktail party. Other than being asked to attend by their respective superiors, they have been given precious little information regarding the exact details of why they are here.

If using the pregenerated characters on pp.287-230, then Lt. Everhart and Sgt. Murphy have been ordered to attend by their Commanding Officer (CO), who has dropped hints about them representing the United States Navy on an important diplomatic mission that will require their particular skills. Lt. Everhart's medical training may be of use assuming that the original expedition team has, in some way, been delayed through injury or ill-health, whereas his knowledge of German might give him an advantage in uncovering what the new expedition are really up to. Sgt. Murphy, on the other hand, is there to provide the muscle if the situation should suddenly take a turn for the worst.

Prof. Salazar and Miss Mireia Robledo have been sent by the University of San Marcos as experts in Peru's pre-Columbian civilisations. They are there to verify any potential finds that the original expedition might have uncovered, as well as to keep an eye on the German party and make sure that no antiquities are smuggled out of the country, in light of the fact that a great many Peruvian artefacts have disappeared overseas and into European collections without official permission in the past.

If the pregenerated characters are not being used then, depending on the individual investigator's background, there could be a variety of reasons for his requested presence. Like the military characters, he could be there under orders. Or, like the civilian characters, he could be representing an academic institution, or be from a particular important or well-respected business acting as a truly impartial observer, or have specific knowledge of the area that Hauer's team went missing in.

There is also the possibility that one or more of the investigators could be a spy or an intelligence agent, whose presence has been specifically requested by the Peruvian Government to show willing co-operation with a neutral power (such as the possible alternative pregenerated character, undercover FBI agent, Mr. Timothy Jones; p.292)

Once all of the investigators have been introduced to each other, the doors to the drawing room swing open and an extravagantly dressed young woman, dripping with sparkling jewels, sashays into the assembled throng. She is clearly very self-confident and apparently known to most of the others who are present, even though she is a complete stranger to the player characters.

Herr Landau immediately drops whatever he is doing and rushes over to her side, kissing her hand in a most old-fashioned gesture. He then takes her arm and accompanies her over to the investigators (or the largest grouping of them, if they are not all together at this point), whereupon he formally introduces her as *Fräulein* Svenja Falk, the famous German society heiress and aviatrix.

FRÄULEIN *SVENJA FALK, KEEN FLYER*

The sole heiress of a wealthy industrial family (in fact, the very one *Herr* Landau's father used to work for before coming to Peru), Miss Falk is rather well known within German high society for her charm, looks, and frequently astonishing behaviour.

Spoiled rotten throughout her childhood and denied nothing by her doting elderly parents, Svenja is used to always getting her own way and does not take kindly to being thwarted. Briefly interested in the occult as a young woman, she attends many seances, summonings, and readings before growing bored with the scene and moving on to a new and longer lasting obsession: flying.

The one truly important upshot of her dabbling in the occult is the introduction of her childhood friend, Liesel Maurer, to the world of unexplained phenomena, with far-reaching ramifications neither could have foreseen. Svenja's leadership of this recovery mission is a personal favour to her dearest confident, Liesel, but she is not fully aware of what is going on; she is being used by Maurer as the poster child for the expedition, and will act as a convenient sacrificial lamb should anything go wrong.

Appearance: Graceful and immaculately presented, Miss Falk is walking proof of the carefully contrived art of making the most of what little nature may have originally given you. Her blonde hair is always styled to the height of fashion; her make-up chosen to bring out the richness of her blue eyes and the exquisite pout of her ruby red lips. She is fabulously rich and likes people to know it; her wardrobe is hand made by the best designers money can buy and her jewels are never paste.

Cth

STR 11	**DEX** 14	**INT** 14	**CON** 13
SIZ 12	**APP** 10	**POW** 10	**EDU** 15
SAN 45	**Hit Points:** 12		

Damage Bonus: none.

Skills: Bargain 55%, Electrical Repair 30%, History 60%, Listen 55%, Mechanical Repair 30%, Navigate (Air/Sea) 50%, Pilot (Single-prop) 60%, Occult 35%, Radio Operator 40%, Ride 35%, Spot Hidden 65%.

Language Skills: German (Own) 75%, Spanish 40%, English 35%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Walther PPK Pistol (Handgun) 50%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Knowledge (Communications) d6, Knowledge (English) d6, Knowledge (History) d8, Knowledge (Navigation) d8, Knowledge (Occult) d6, Knowledge (Spanish) d6, Notice d8, Piloting d8, Persuasion d8, Repair d6, Riding d6, Shooting d8.

Charisma: +2/+0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Mean, Stubborn.

Edges: Acrobat, Charismatic, Filthy Rich.

Gear: *Walther PP Pistol* (2d6-1, 10/20/40, RoF 1, Shots 8, Semi-Auto).

Fräulein Falk smiles at each of the investigators in turn, paying close attention to their names and professions as they are introduced. Once she has met them all, she invites them to join her in Landau's dining room so that they may discuss the reason for their presence here this evening.

Exquisite dancer, but you wouldn't want to get on the wrong side of her.

A. T.

A Meeting of Minds

Given the somewhat unusual circumstances of their very first meeting with each other (i.e. the one in the forest, not that in Landau's house), it is distinctly possible that the investigators will want to take a little time to attempt to sort out amongst themselves what they think has just happened. If they do, then postpone *Fräulein* Falk's arrival at the party and their summoning to the dining room to discuss Operation: *Mermelada* (as the Peruvian Government have named it).

Scene 3: A Mission of Mercy

The dining room is as beautifully appointed and lavishly furnished as *Herr* Landau's drawing room. The table is massive, and has been laid out in readiness for this evening's meal. Already seated at the table are three men, who politely stand and nod their greetings to *Fräulein* Falk when she enters the room. The men are introduced as *Herr* Faramund Armbruster, antiquarian scholar; *Herr* Vinzenz Fromm, field archaeologist; and *Feldwebel* Berend Voss, the group's "minder".

As the introductions are concluded, two more guests are ushered into the room: a petite woman in a dress uniform and a rather plain looking, bespectacled man. They are introduced as Lt. Philippa Richards of the US Navy and Mr. Timothy Jones of the AMS Mining Corporation. The statistics for these two NPCs can be found alongside those of the pregenerated characters (pp.291-292) and may be used as alternatives to Lt. Everhart, Sgt. Murphy, Prof. Salazar, or Miss Robledo should the Keeper or players prefer (in which case, substitute in whoever is not used as the late arrivals).

HERR FARAMUND ARMBRUSTER, ANTIQUARIAN

An expert in Peruvian antiquities, Armbruster has found himself working for *Nachtwölfe* in the Department of Conservation thanks to his less than legal reproductions of ancient artefacts. Considering the circumstances surrounding his unmasking as a forger (attempting to pass off a fake ritual object to Liesel Maurer), he considers himself reasonably lucky to have been given a job (as opposed to simply disappearing off the face of the earth).

Armbruster has been sent over as part of the rescue team due to his expertise in the area. He is not overly thrilled about being here as there are a few people he would much rather not bump into again after his last visit. Having said that, he is not about to rock the boat and is grudgingly making the most of a bad situation.

The forger knows exactly what the group is really looking for, and has instructions to make a copy of the Mitawi/Mirror as soon as it has been recovered; one which he will



then substitute for the real thing as *Nachtwölfe* are well aware that the Peruvian Government will never knowingly let the actual piece leave the country.

Appearance: A mountain man in his youth, Armbruster is now past his prime but still in robust and glowing health despite being well into his fifties. He dresses like the academic he is pretending to be, and his sharp eyes seem to be constantly measuring and appraising every object they alight on.

Cth

STR 12	**DEX** 15	**INT** 16	**CON** 14
SIZ 14	**APP** 16	**POW** 11	**EDU** 18
SAN 50	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Anthropology 50%, Archaeology 50%, Art (Drawing) 55%, Bargain 65%, Conceal 65%, Climb 55%, Cthulhu Mythos 05%, Fast Talk 55%, Forgery (Antiquities) 50%, History 60%, Library Use 55%, Occult 30%, Spot Hidden 65%, Use Atlantean Technology 10%.

Language Skills: German (Own) 90%, Spanish 45%, English 30%, Atlantean 20%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Walther PPK Pistol (Handgun) 30%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8.

Skills: Atlantean Technology d4, Fighting d8, Climbing d8, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Atlantean) d4, Knowledge (English) d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Overconfident, Yellow.

Edges: Alertness, Brawny, Scholar (Anthropology, Archaeology).

Gear: *Walther PPK Pistol* (2d6-1, 10/20/40, RoF 1, Shots 7, Semi-Auto).

HERR *VINZENZ FROMM*, NACHTWÖLFE *FIELD EXPLORER*

Originally an independent treasure hunter for hire, after a run of bad luck and narrow escapes (from angry officials who objected to his thievery and clients who objected to seeing no return on their investments), Fromm has found himself in the unlikely position of working for *Nachtwölfe*.

Keen to maintain his ability to travel the world on someone else's money, Fromm has hitched himself to an organisation he thinks will give him the lifestyle and fame/

notoriety he desires, even if he has little belief in their underlying aims. He has, however, become somewhat obsessed with Atlantis since joining Mina Wolff's forces and is convinced that the secrets of the lost civilisation will guarantee him fortune and glory. Like Armbruster, he knows exactly why the group is in Peru.

Appearance: For Faramund Armbruster, looking at Vinzenz Fromm is unnervingly like looking in the mirror twenty-five years ago, back before time caught up with him. The younger man is far cockier though, and much more hands-on, than Armbruster ever was when it comes to his "research". He walks with a distinct swagger, his chin resolutely thrust forward ready to meet whichever fist might be aiming for it this time.

Cth

STR 15	**DEX** 10	**INT** 14	**CON** 15
SIZ 16	**APP** 11	**POW** 14	**EDU** 16
SAN 65	**Hit Points:** 15		

Damage Bonus: +1D4.

Skills: Archaeology 50%, Climb 60%, Cthulhu Mythos 05%, Dodge 60%, Fast Talk 55%, History 50%, Navigate (Land) 50%, Occult 40%, Spot Hidden 55%, Survival (Desert/Jungle) 40%, Track 40%, Use Atlantean Technology 10%.

Language Skills: German (Own) 80%, Spanish 40%, Atlantean 25%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Walther PPK Pistol (Handgun) 50%, damage 1D8, atts 3, base range 10 yds.

Karabiner 98K (Rifle) 50%, damage 2D6+4, atts 1/2, base range 180 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Atlantean Technology d4, Fighting d8, Climbing d8, Knowledge (Archaeology) d8, Knowledge (Atlantean) d4, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Occult) d6, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Shooting d8, Survival d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Arrogant, Greedy, Overconfident.

Edges: Brawny, Connections, Dodge.

Gear: *Walther PPK Pistol* (2d6-1, 10/20/40, RoF 1, Shots 7, Semi-Auto), *Karabiner 98K Rifle* (2d8, 24/48/96, RoF 1, Shots 5, AP 2, Snapfire).

FELDWEBEL *BEREND VOSS,* NACHTWÖLFE *FIELD SECURITY*

A former French Foreign Legion soldier, Voss comes to *Nachtwölfe* by a strange and circuitous route after his platoon stumble into an encounter between Wolff's men and something evil and unpleasant deep in the deserts of North Africa.

His movements are precise and deliberate, leaving the lingering impression of a tightly coiled spring.

Badly injured in the ensuing firefight, Voss is one of the few survivors, and the only one from the Legion. His bravery and determination mark him out as a person of interest to the German officer in command of the mission, who orders him to be recovered alongside *Nachtwölfe's* own troops.

Patched up by the field medics at *Adlerhorst* (*Nachtwölfe's* secret base in Tunisia; see *Achtung! Cthulhu: the Guide to North Africa* for more details) Voss pledges his allegiance to the German outfit which saves his life. He is, at heart, a soldier, and as long as there is someone issuing him with orders, he does not really care what the greater picture might be. Whilst he is aware of the underlying reason for his current assignment, he is there to do his job and protect his charges; anything else, he will leave to the boffins.

Appearance: The *Feldwebel's* skin shows signs of a faded suntan, and his tendency to squint even when not in bright light suggests that he has spent quite some time in sunnier climes than his native Germany. Voss' otherwise impassive features give little away and his movements are precise and deliberate, leaving the lingering impression of a tightly coiled spring upon all those who meet him. He says little, preferring actions to words.

Cth

STR 12	**DEX** 10	**INT** 15	**CON** 12
SIZ 14	**APP** 09	**POW** 13	**EDU** 14
SAN 50	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Close Combat 55%, Command 35%, Cthulhu Mythos 10%, Fieldcraft 55%, First Aid 55%, Folklore (Legion) 25%, Listen 50%, Persuade 60%, Scrounge 25%, Spot Hidden 55%, Survival (Desert) 55%, Tactics 40%.

Language Skills: German (Own) 70%, Arabic 50%, French 30%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Luger P08 Pistol (Handgun) 50%, damage 1D10, atts 2, base range 15 yds.

MAS Modèle 1936 (Rifle) 50%, damage 2D6+4, atts 1/2, base range 110 yds.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d8, Healing d8, Knowledge (Arabic) d8, Knowledge (Battle) d6, Knowledge (Folklore—Legion) d4, Knowledge (French) d6, Knowledge (Mythos) d4, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Survival d8.

Charisma: -3; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Habit (Constantly squinting), Loyal, Vow (*Nachtwölfe*).

Edges: Combat Reflexes, Quick, Rank (NCO), Scrounger, Tactician.

Gear: *Luger P08 Pistol* (2d6-1, 12/24/48, RoF 1, Shots 7, Semi-Auto), *MAS Modèle 1936 Rifle* (2d8, 12/24/48, RoF 1, Shots 5, AP 1, Snapfire).

As soon as everyone is present, *Fräulein* Falk cuts straight to the chase, explaining that they are all there to seek the whereabouts of an earlier German expedition which has failed to make its ship home. Were it any other group of academics, a delay in their arrival back into civilised society might be expected, but this particular team consists of men renowned for their punctiliousness, making their no-show a genuinely concerning matter.

As loyal citizens of the *Reich* and respected scholars in their various fields, the German High Command has despatched Miss Falk and her associates to find the lost researchers and bring them home, should they still be alive, or to otherwise determine what has happened to them. In accordance with the wishes of the Peruvian Government, she and her compatriots are pleased to welcome the investigators as collaborators on this rescue mission, which she hopes will see a favourable outcome.

Falk had hoped to be able to fly reconnaissance missions in her aeroplane over the last known position Hauer's team visited in an attempt to narrow their search area, but since her arrival the winter fogs which plague the coastal deserts of Peru at this time of year have well and truly closed in, forcing a change of plan.

If any of the investigators are part of the American Naval Mission in Peru (p.221), they will be informed that the United States Navy has generously donated the use of an escort ship to take the group north up the coast to Chiclayo. If not, then the Peruvian Navy will provide the same service. At Chiclayo, they will be met by local guide Emilien Huamán (p.235), who will accompany them up to *Herr* Landau's plantation at Túcume, where supplies and further transport will be waiting for them.

As the trip to Chiclayo will take two days of constant sailing, she recommends an early start the next day so that as little time as possible is lost before the search begins in earnest. *Herr* Landau will provide cars to collect each investigator in the morning, if required (naval characters will already be on site at Callao, Lima's adjacent port city; pp.224-225). She apologises for the short notice, but hopes that they can understand her wish to set off as soon as is physically possible.

Svenja is more than willing to answer any questions the investigators may have regarding what she knows of the original expedition, resolutely sticking to the line that this is purely a search and recovery operation which the investigators can contribute to through their varied backgrounds and training.

Once their questions cease, she sends Voss to inform *Herr* Landau that dinner can be served, and the investigators are wined and dined in fine style for the rest of the evening, which finishes sufficiently early that they have enough time to make any arrangements they feel necessary for their impending sea voyage.

EPISODE TWO: LOST & FOUND

The reason for the investigators' invitation to the cocktail party may now be clear, but there is still no explanation for the strange events which, for them, preceded it. Now they join a naval vessel for the journey north in an attempt to discover the Hauer party's fate.

Scene 1: Ship to Shore

As planned, the pre-arranged cars to take the investigators to the awaiting ship arrive at an ungodly pre-dawn hour. The air is chill and laden with a *garúa* (sea mist) that shows no sign of lifting any time soon. The weather lends an unearthly atmosphere to the drive through the sleeping city, one that is reinforced by the apparently phantom dockworkers who drift noiselessly through the fog on the quayside.

The Germans and any naval personnel will already be on board when the civilian investigators arrive. The escort ship, the (*USS*) *Seabird*, is a small, relatively fast vessel, capable of making 18 knots (21mph; 34km/h) in fair weather. The investigators are all shown to their temporary berths, but have little time to settle in before they are underway.

Shortly after setting off, the ship's guests are called to a meeting in the wardroom, during which the Captain explains to the four Germans, the investigators, Lt. Richards, and Mr. Jones the various safety regulations that must be observed whilst they are on board, followed by a demonstration of how to make use of the ship's plumbing.

After this, everyone returns to the wardroom for breakfast. Now might be an appropriate time to discover if any of the investigators suffers from seasickness (a failed CON×4 roll [Cth]/Vigor (-1) test [Sav]); anyone who does succumb to the malady will find any action *Difficult* [Cth]/suffer a -2 penalty on all skill tests [Sav] until they succeed at a CON×3 roll [Cth]/Vigor (-2) test [Sav], which can be attempted every four hours of game time after the initial

check takes place. Obtaining an anti-emetic draught from the medical officer on board increases the roll to CON×5 [Cth]/a Vigor (+0) test [Sav].

During breakfast, around an hour or so after leaving Callao, the meal is disturbed by a visibly shaken young rating, who requests the Captain's immediate presence on deck. If the investigators follow, the reason for the rating's ashen pallor soon becomes clear: off the starboard bow, fleetingly visible between the drifting banks of mist, is a brigantine-rigged schooner, an old-fashioned vessel of a type that has not been seen in these waters for a very long time.

The vessel is sufficiently distant that binoculars will be required to read its nameplate, but these are easily obtainable on the *Seabird*. The name of the craft, whose rigging can be heard creaking in the breeze, is the *Virgen de Covadonga*. Anyone with a knowledge of Peruvian history will undoubtedly be surprised to hear that name, as the ship belonged to the Chilean Navy and was destroyed in 1880 during the War of the Pacific (p.219) by a booby-trapped supply boat off the coast of Chancay.

It is a simple matter to confirm that the *Seabird* is, indeed, currently passing Chancay. As the investigators and crew watch, the old ship is suddenly enveloped by violent explosion, the noise of which is deafening at this range. Oddly, though, no-one can feel any heat from the blast, and the *Seabird* is not showered with the expected debris such a conflagration should bring. Diverting the ship to search the waters finds no trace of wreckage or survivors.

Listening to the crew chatter before and after the explosion reveals that the sailors on board are distinctly unnerved by the appearance of the *Virgen de Covadonga*. Rumours of just such a ghost ship have been circulating since its destruction and witnessing it is seen as a bad omen by the superstitious seafarers, especially as there are also women aboard the *Seabird*.

If any of the investigators are watching the German contingent during the encounter, then only Svenja Falk appears to be slightly perturbed by what everyone has just witnessed. A successful Psychology roll [Cth]/Knowledge (Psychology) test [Sav] suggests that the others were almost expecting to see something, but questioning them about the matter brings only comments about the fog playing tricks on people's perceptions, or attempts at a rational explanation for what has just happened (such as someone firing the cannons at Chancay Castle).

The rest of the day's journey is relatively undisturbed, except for meals in the wardroom and any other activity the investigators can feasibly carry out whilst on board. After a full day's sailing, the *Seabird* arrives in the port town of Chimbote, approximately twelve hours after she left Callao. Although he would much rather carry on sailing, the fog has grown so bad that the Captain has been left with little choice but to moor up and wait for morning.

Chimbote is Peru's largest fishing port, a fact underlined by the overpowering and noisome stench emanating from the fish processing plants which line the waterfront. The Captain does not recommend that anyone leave the ship due to the well-known roughness of the town and instead endeavours to throw a party in the wardroom for his officers and guests to distract them from the vile odour.

Next day, the ship sets sail again, this time heading for Pimentel Pier, Chiclayo's port town. Apart from the almost constant *garúa*, the trip is pleasant enough and there are no more sightings of ghostly apparitions. The journey is a perfect excuse to attempt to get to know their travelling companions better, player character and NPC alike, but the Germans are strangely reticent about some topics, such as what they expect to find in the forests beyond Túcume. This may well just be the legendary German reserve in action, but it can make holding a conversation with anyone but Miss Falk quite a tricky exercise.

Scene 2: Horse Power

It takes almost the entire day to complete the last leg of the journey to Pimentel, where Emilien Huamán can be seen waiting for them on the pier with three cars, ready to take them to *Herr* Landau's sugar plantation. Anyone who has suffered from sea sickness may well be relieved to get back onto *terra firma*.

Huamán conscientiously oversees the loading of everyone's luggage into the awaiting vehicles, then shepherds them into the cars ready for the off. It is possible, if any of the investigators is an archaeologist or anthropologist who has worked in the Lambayeque region before (such as Prof. Salazar), that they already know Huamán; if so, he will greet them accordingly before dealing with the team's baggage in his usual calm and competent manner.

EMILIEN HUAMÁN, LOCAL GUIDE

The descendant of an early *mestizo* (a child of Spanish and Peruvian parentage), Huamán is born and raised in Chiclayo, and grows up surrounded by the evidence of his lost cultural heritage. He could very easily have become a *huaquero* (grave robber) like so many of his friends, but instead decides to work with the authorities to preserve whatever he can of his people's past. Although he understands the poverty (and greed) that drives the *huaqueros*, he cannot forgive them for their brutish sacking of their country's past.

Appearance: Sallow-skinned and of medium height, Huamán's wiry build belies his strength. His hands are rough and calloused from his work excavating ancient ruins, but he has a very delicate touch when it comes to handling the artefacts he finds. Although quite serious, Huamán does enjoy a good joke and his booming laughter is markedly different from his usual soft-spoken manner.

Cth

STR 14	**DEX** 13	**INT** 16	**CON** 13
SIZ 13	**APP** 12	**POW** 09	**EDU** 10
SAN 45	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Bargain 40%, Folklore 40%, Listen 50%, Natural History 50%, Ride 30%, Sneak 30%, Spot Hidden 50%, Survival (Desert) 50%, Throw 50%, Track 50%.

Language Skills: Spanish (Own) 50%, Quechua 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Machete (Melee Weapon—Knife) 50%, damage 1D6+1D4, atts 1, base range touch, HP 12.

Sav

Attributes: Agility d8, Smarts d10, Spirit d4, Strength d8, Vigor d6.

Skills: Fighting d8, Knowledge (Folklore) d6, Knowledge (Natural History) d8, Knowledge (Quechua) d6, Notice d8, Persuasion d6, Riding d6, Stealth d6, Survival d8, Throwing d8, Tracking d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Loyal, Quirk (Booming laugh).

Edges: Charismatic.

Gear: *Machete* (Str+d4).

Within half an hour, the group is speeding along through the outskirts of Chiclayo and on towards Túcume. *Herr* Landau's cars, whilst not being the newest available on the market, are, for the most part, really quite comfortable, even on the hard-packed dirt roads of the Lambayeque countryside. The fog is still present, if a little wispier than it has been, and twilight is soon upon them (remember, this is the Southern Hemisphere, so August falls in the winter), shrouding the passing fields and trees from view. Huamán assures the team that it will only take a couple of hours to reach the estate.

Part way through the journey, after they have left the lights of Chiclayo behind, the engines of all three cars suddenly stop, leaving the convoy to roll to a silent halt. The headlamps have also failed, and the rapidly falling darkness is certainly going to make identifying any problems with the vehicles something of an issue.

The investigators may wish to get out of the cars to go and assist the drivers, who are visibly nonplussed as to why all three should have broken down at exactly the same time. The Germans, with the exception of Miss Falk (who is under the bonnet of the car in which she is travelling almost as quickly as the driver), remain in their vehicle(s) and, again, seem strangely unperturbed by the goings on around them.

Anyone with Mechanical or Electrical Repair [Cth]/Repair [Sav] who is assisting the drivers quickly comes to the conclusion that there appears to be nothing wrong with the cars' engines or electrics and, as they are investigating, all three suddenly spark back into life with no warning, cueing much muttering, scratching of heads, and kicking of tyres by their *chauffeurs*.

Another odd occurrence is that it appears to be a good deal lighter than it was when the cars first stopped. Should someone decide to check his wristwatch, he will discover that it now appears to be around an hour earlier than it was a few moments ago.

If the investigator chooses to share this information with the rest of his fellow travellers, he will be met with dark looks from the drivers (who all hurriedly cross themselves and kiss their rosary beads for protection) and apparent incomprehension from the Germans, who accuse him of teasing them and refuse to discuss the matter any further as it is obviously upsetting *Herr* Landau's staff.

An hour or so later, the tired and travel-weary group arrive at the plantation house. They are greeted warmly by Landau's estate manager, Qari Morales, who escorts them to their rooms, informing them that dinner will be served, after cocktails, in around an hour's time. Until then, they are free to freshen up and settle themselves in.

SEÑOR *QARI MORALES, ESTATE MANAGER*

The son of one of Túcume estate's workers, young Morales shows quite the flair for engineering as a small child, one which *Herr* Landau supports and encourages by securing the boy's training. Morales also proves to be rather adept at figures as well, meaning that, as he grows older, Landau trusts him more and more with the everyday running of the estate.

Morales is immensely grateful to Landau for his patronage and, even if he does suspect that the old man's loyalties are somewhat divided, his are not; he owes everything to Landau and will not betray his confidences.

Appearance: Short, stocky and heavily muscled, the days when Morales was perpetually covered in grease and engine oil are mostly long gone. Now, he dresses as he believes an estate manager should: smartly if dealing with business associates, and practically if checking the fields and workers. He has adopted his patron's code of civility and is unfailingly polite (unless someone unfairly criticises Landau, at which point he will be roused to a rare display of anger).

Cth

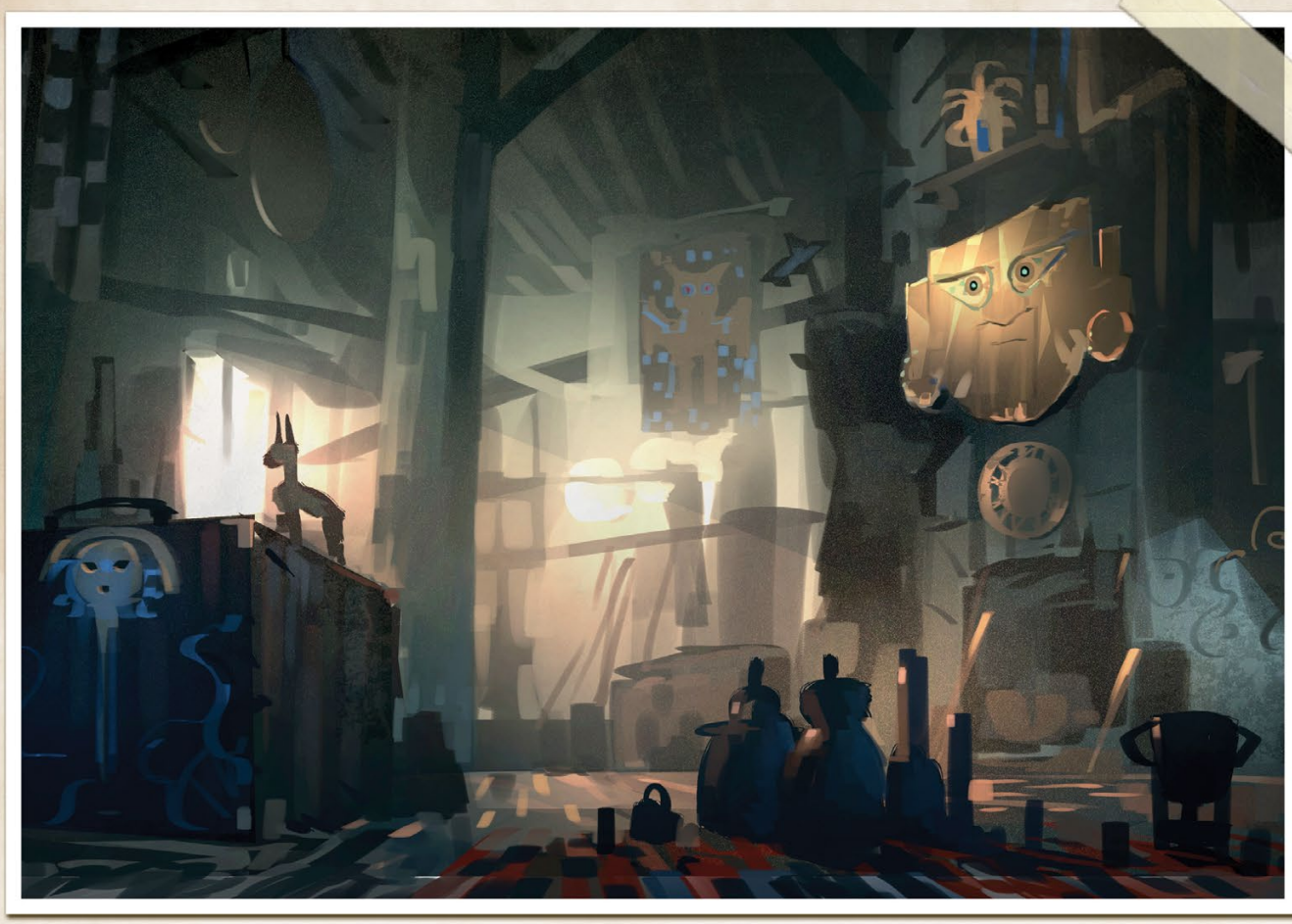
STR 15	**DEX** 14	**INT** 16	**CON** 10
SIZ 10	**APP** 11	**POW** 10	**EDU** 16
SAN 50	**Hit Points:** 10		

Damage Bonus: +1D4.

Skills: Accounting 60%, Bargain 65%, Biology 50%, Electrical Repair 50%, Mechanical Repair 50%, Meteorology 50%, Natural History 50%, Persuade 65%, Ride 55%.

Language Skills: Spanish (Own) 80%, German 50%, Quechua 20%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.



.22 Bolt-action (Rifle) 55%, damage 1D6+2, atts 1, base range 30 yds.

Sav **Attributes:** Agility d8, Smarts d10, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Knowledge (Biology) d8, Knowledge (German) d8, Knowledge (Mathematics) d8, Knowledge (Meteorology) d8, Knowledge (Natural History) d8, Knowledge (Quechua) d4, Persuasion d8, Repair d8, Riding d8, Shooting d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Code of Honor, Loyal.

Edges: Brawny, Mechanical Aptitude.

Gear: *.22 Bolt Action Rifle* (2d8, 20/40/80, RoF 1, Shots 6, AP 2).

The estate house is not quite as fancy as Landau's townhouse, but it does contain an eclectic mix of Central and South American artefacts; most are Peruvian, although there are a few examples from Mexico and Bolivia. Perusing the collection is Faramund Armbruster; a successful Psychology or Spot Hidden roll [Cth]/Knowledge (Psychology) or Notice test [Sav] allows any investigator studying him to realise that Armbruster is making a very careful mental note of the size, shape, and (no doubt) value of every piece he handles. Engaging him on the topic of the artefacts confirms to anyone listening that his knowledge of the field is comprehensive and wide-ranging, right down to how the items might have been made.

One particular item which catches everyone's attention is a golden mask. Approximately 18 inches (46cm) across and 12 inches (30.5cm) in height, it resembles a bearded man with wing-like, turquoise green eyes and heavily ornamented ear decorations. There is something unsettling about the mask's gaze, which manages to be both sinister and melancholy at the same time. Armbruster, or anyone else with a knowledge of the local pre-Columbian civilisations, identifies it as depicting a deity of the Lambayeque culture or, possibly, Naylamp, the culture's legendary founder.

Depending on how the investigators wish to approach the meal, it can be a sullen, silent affair or a lively chance to discuss the journey so far. Regardless, *Fräulein* Falk outlines the options for tomorrow: to travel to the nearby ruins after breakfast, then return for lunch before setting off towards Yuyay; or to head straight on from the pyramids in search of Dr. Hauer and his associates. She will be guided by the investigators as to which tack they wish to follow, and seems keen to make amends for any slight they may feel has been done to them by her compatriots over the incident with the cars.

Scene 3: Trinkets & Totems

After breakfast, Emilien Huamán, Qari Morales, and the plantation workers recruited to act as porters begin readying the supplies the expedition will require for their journey up country. Assuming that the investigators have decided to push straight on from the archaeological site at Túcume, the awaiting horses will be fully loaded and the porters will accompany them to the ruins.

If not, then the group, with just the Germans in tow, will set off for the remains of the pyramids on horseback before returning to the estate for a hearty lunch. The horses are all well-behaved and trustworthy, and any Ride rolls [Cth]/Riding tests [Sav] called for should only be in response to something unusual occurring during the trip (see p.240 for some examples). As in Tibet, the Keeper can ask for a CON×5 roll [Cth]/Vigor (+2) test [Sav] at the end of a day's riding to see if (or how badly) any inexperienced horsemen suffer from saddle soreness (see p.121 for further details).

The trip to the site takes the group through leafless woodland and scrub of *algarrobo* (carob) and *jocote* (a plum-like fruit tree), which is still wrapped in a shifting blanket of fog despite their increasing distance from the coast. Goats belonging to the locals forage beneath the branches looking for any sustenance they can find, and their mournful bleating just adds to the eerie atmosphere.

There is no-one excavating the ancient ruins at this time of year. Rediscovered by the German engineer turned amateur archaeologist, Hans Brüning, towards the beginning of the 20th Century, the site has been investigated by a number of professional scholars since, including the Americans Wendell C. Bennett and Paul Kosk (p.215). Consisting of over twenty large adobe pyramids grouped around a central hilltop (known locally as El Purgatorio or the Cerro la Raya), the city was once home to the Lambayeque culture before they burned and abandoned it around the mid-1540s.

The buildings do not closely resemble the standard Western conception of a pyramid. Badly weathered by El Niño climate events, they look more like gigantic, decaying termite mounds than the majestic structures of Egypt. The locals still shun the place thanks to its association with the devil, and only the archaeologists, *huaqueros*, and *curanderos* (witch doctors) dare to cross its boundaries.

While they are exploring the site (with Prof. Salazar or Vinzenz Fromm providing a commentary of interesting historical titbits), it becomes obvious to the those paying attention that they are not as alone as they first thought. Someone is clearly following them.

If the investigators take steps to catch their tail (for example, if one or more of them sneak off into cover and surprise their unknown companion as he passes them), they catch a wild-looking, scrawny, and somewhat filthy creature wrapped only in a rough blanket and a loincloth. If the investigators make no move to discover the identity of their pursuer, then Berend Voss will take matters into his own hands. He soon captures the squawking and shrieking witch doctor, who mutters a stream of invective and dire curses at the rough German.

The Devil's Cart

There are many stories associated with the hill at the centre of the Túcume site. Some theorise that it represents a sacred mountain, as do the surrounding pyramids, whilst others believe that it is home to a magical manta ray that was driven into hiding there from its nearby lake by the wickedness of the local children, who would not stop throwing stones at the poor creature. (Cerro la Raya does indeed mean "the hill of the ray".)

The invading Spanish gave the hill another name: El Purgatorio (Purgatory). As part of their attempts to force the remaining native peoples to convert to Catholicism, they sneaked up onto the mound to set massive bonfires, telling the locals that it was the devil himself who caused the hill to burn when he opened the gates to Hell.

They also told that tale that, on the darkest of nights, the devil sent out his most smartly dressed demons at the reins of El Carretón (a wagon pulled by four enormous horses) to drive around the town snatching up all those foolish enough to wander the streets. Anyone caught was dragged straight to purgatory, if they were lucky...

CHURAN, CURANDERO

No-one knows quite how long Churan has been hanging about the ruins at Túcume, although the locals claim he has always been there. The archaeologists at the site have learned to ignore his strange pronouncements and occasional petty pilfering because he does seem to have a sixth sense when it comes to locating artefacts or warning of impending storms.

Appearance: A short, wizened old man with few teeth and matted grey hair, Churan is not above playing up to the image of the crazed witch doctor, particularly if it means people leave him alone. His ritual gear and charms are crammed into a large leather sack that he never lets out of his sight.

Cth

STR 09	**DEX** 11	**INT** 15	**CON** 13
SIZ 09	**APP** 08	**POW** 14	**EDU** 13
SAN 30	**Hit Points:** 11		

Damage Bonus: none.

Skills: Bargain 55%, Cthulhu Mythos 10%, Folklore 55%, Listen 50%, Natural History 50%, Occult 40%, Sneak 50%, Spot Hidden 60%, Survival (Desert) 40%.

Language Skills: Spanish (Own) 65%, Quechua 40%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Rusty Blade (Melee Weapon—Knife) 40%, damage 1D6, atts 1, base range touch.

Spells: Augur, Detect Enchantment, Enchant *Pago*.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6.

Skills: Fighting d6, Knowledge (Folklore) d8, Knowledge (Mythos) d6, Knowledge (Natural History) d8, Knowledge (Occult) d6, Knowledge (Quechua) d6, Notice d8, Persuasion d8, Stealth d8, Survival d6.

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 5; **Sanity:** 3.

Hindrances: Elderly, Ugly.

Edges: Alertness, Danger Sense.

Gear: *Rusty Blade* (Str+d4).

Special Abilities

- **Spells:** *augur, detect enchantment, enchant* pago.

Anyone who speaks kindly (or at least does not threaten) the old man will be treated to a prophecy: "Soon it will not be your time. You would be better to go now while it still has to master you. Beware the flames if you do not want to see me again yesterday and tomorrow."

The mention of flames should, hopefully, disturb the investigators, reminding them of their night-time incident from a few days ago. Grinning wickedly, Churan will then offer to sell everyone who has not offended him a *pago* (a small, protective amulet made of botanical materials; p.314), which he claims will "help them to see more clearly". The cost is very small—just one *sol* each. He has more than enough for everyone, including the Germans.

Anyone with Biology or Natural History [Cth]/Knowledge (Biology) or Knowledge (Natural History) [Sav] can attempt to determine what each of the little leafy bundles contains.

The flickering of the flames and the smell of the wood smoke should provoke yet more uncomfortable memories.

A successful skill check indicates that it contains a variety of native species, some of which are believed to have a genuine stimulatory effect, while others are merely held to be useful in folk remedies to stave off tiredness and evil spirits.

Once it has been established that Churan is not a threat to the group and it becomes clear that he has said all that he is prepared to say, he will beg to be released so that he may go to sleep as his visions and pronouncements have exhausted him. If the investigators do release him, he scampers away to into the *algarrobo* trees at the edge of the lost city. Any attempts by Voss to beat him will be met with an angry rebuke by Svenja Falk, if the investigators deign not to intervene themselves.

The investigators soon discover that they have managed to while away almost the entire morning exploring the site and it is time either to return to the Landau estate or to have a picnic lunch amidst the ruins before heading off into the Peruvian interior towards the home of the ancient gods: the mighty peaks of the Andes.

EPISODE THREE: DISTANT ECHOES

Having been given an obscure warning by a *curandero*, the investigators travel on into the misty forests of Peru, growing ever closer to their goal of discovering why the original German expedition never returned.

Scene 1: Time Flies

It is approximately 40 miles (65km) from Túcume to Reflejo de Yuyay through the *algarrobo* forests. Vinzenz Fromm reckons it will take the group until sometime in the early afternoon tomorrow to reach the village if they do not push the horses. The journey could be achieved more quickly if the main group rode on ahead of the porters and pack animals, but he would rather not risk injury to the inexperienced riders in the party (or do without his equipment).

There are several potential encounters that the investigators could have whilst travelling through the *matorrales* (scrubby thicket) to their destination. Either roll on Table 5, or choose the most appealing.

Due to the fact that the group are making their way through largely uninhabited terrain, they have little option but to bed down under the stars for the night. The porters, under Huamán, make short work of setting up the camp and soon have a roaring fire going to drive off the dampness.

The flickering of the flames and the smell of the wood smoke should provoke yet more uncomfortable memories for the investigators, even though they are fully aware that this is not the same situation as before. But, even as their own anxieties appear to be increasing, their Teutonic companions seem to be growing ever more relaxed and cheery and are far more open to discussing their lives than at any time previously (within reason, of course).

The next morning, provided there have been no alarming developments during the night (see Table 5), the group sets off again, reaching Yuyay, as predicted, before mid-afternoon. The village consists of a gaggle of meagre huts in the middle of a large, well-tended field. The villagers are far from pleased to see the expedition; their fear is obvious and they are reluctant to talk about anything to do with the Hauer party. Persuade rolls [Cth]/Persuasion tests [Sav] can be called for, but are not strictly required.

Table 5: *Algarrobo* Encounters

Roll D10	Encounter
01-02	Local goat-herders warn the investigators to go home. Strange things have been happening in the woods for the last few months, including their animals disappearing, and they are very afraid.
03-04	A successful Listen roll [Cth]/Notice test [Sav] identifies the sounds of marching feet and the rattle of weapons and armour. If anyone goes to investigate, brief glimpses can be seen of a number of men marching far off through the skeletal trees. They are dressed very oddly and, despite the investigators' best attempts, cannot be caught up with; nor can the investigators attract their attention. Anyone with a knowledge of history who manages to see the figures can identify them as *conquistadores*, or something that looks very much like them.
05-06	Sunset or sunrise (or both) does not appear to be happening when it should, occurring either earlier or later than expected.
07-08	When the investigators get up following their overnight camp, one of the party is no longer the same person they were the day before. We suggest (provided he has not been taken as a player character) that Mr. Jones has become Mr. Smith, a jovial fellow who is keen to gee everyone along no matter how apparently dire the situation; a jolliness that can be extremely grating after prolonged exposure and a markedly different attitude to Mr. Jones' affected reserve. A successful Idea roll [Cth]/Smarts test [Sav] is required to realise that something is not what it was, and a great deal of persuasion will be required to make anyone who fails the skill check believe that anything has changed. Time has shifted course and, to all intents and purposes, Mr. Smith has always been present on the expedition. This identity switch does not affect either the investigators or the members of the core German group.
09-10	People no longer seem to be wearing quite the same clothing they were a few moments ago. If the Keeper desires, Fromm, Armbruster, and Voss may even be outfitted in full military uniform, with a telltale wolf's paw emblem emblazoned on their sleeves. As above, a successful Idea roll [Cth]/Smarts test [Sav] is required to realise the change. Alternatively, items the investigators could have sworn they had on their person are now packed away, or vice versa. A particularly cruel Keeper could remove the *pagos* they bought from Churan, or even (if feeling kind), provide them with some if they previously declined to take him up on his offer.

Svenja Falk seems to be well prepared for the villagers' reticence, and calls for a large rucksack to be brought over by Huamán. She proceeds to hand out sweets and wooden toys to any children present, and other gifts and curios to the assembled adults. Bound by the unstated laws of reciprocity that have come down from the Inca, the locals are now obliged to repay Svenja's generosity in kind, something they cannot hope to do with material goods. All they have to offer in return is information, a fact Svenja appears to have been counting on.

Questioning the villagers now reveals that Dr. Hauer and his team did, indeed, pass this way earlier in the year, before setting up base around 10 miles (16km) further up the valley by the old temples. Nothing has been right since the white men started poking their noses into the gods' business, and the locals refuse to go anywhere near the place now that the outsiders have awakened the demon who steals souls and talks to the dead. Even the *huaqueros*, who used to come here quite often to search for lost riches, will not venture into the forests at night, and only the most desperate will do so even during the day.

Descriptions of the demon vary: some claim it has a red face, the colour of dried blood. Others insist that it has a flat, golden face with blazing green eyes that drain your very essence with their evil gaze. All agree on one thing, though: since the demon's appearance, people have gone missing, never to be seen again and, if they know what's good for them, the new people should just turn around and go home. Their friends are long dead, and there is no point adding to the demon's haul.

While this may not be the news the team were hoping for, it does at least confirm that Hauer and his associates passed this way, even if they may no longer be in the region (for whatever reason, supernatural or otherwise). The villagers can grudgingly direct the investigators and their German companions to where the temples are, but absolutely refuse to show them in person, no matter how much bribery Svenja Falk attempts to bring to bear.

Have we encountered any "genuine" demons yet?

—Capt. Harris

Scene 2: A Sorry Story

After a brief consultation with her men, *Fräulein* Falk is keen not to waste another second of daylight and urges the group to leave the village immediately; after all, they are only an hour or two from finding out the truth. Provided that none of the investigators have any objections, the team presses on through the increasingly quiet forest.

Having passed through a series of narrow valleys, the expedition comes out into a much wider area. Ahead, beneath the trees, they can make out the shapes of several tents and, beyond them, the first inklings of the temple ruins, thrust hard up against the roots of a low mountain.

A successful Listen roll [Cth]/Notice test [Sav] identifies what sounds very much like snoring coming from one of the tents. Inside, there is a desk covered in equipment and notes, several trunks and boxes, and a camp bed, on which lies an emaciated and dishevelled man, so fast asleep that he is utterly oblivious to their presence. Faramund Voss confirms that this appears to be the missing Dr. Hauer, although in a far less reputable state than the photographs he has previously seen of the anthropologist.

DR. ETZEL HAUER, MISSING EXPEDITION MEMBER

Dr. Hauer was once an eminent authority in the field of ancient Peruvian cultures but he has been out of the limelight since the sudden deaths of his wife, Lorelei, and daughter, Nina, whilst on expedition in the cloud forests of the northern Andes several years ago (a fact which is known to anyone who has worked in Peru). This current expedition, funded largely from his own pocket, is supposed to herald his triumphant return to the field of anthropology, but nothing could be further from the truth (p.242).

Appearance: The Doctor is a shadow of his former self. Undernourished and obviously unwell (both mentally and physically), Hauer can barely hold a coherent conversation, a grave shock to anyone who knew him as the erudite speaker he once was. His unruly beard hides much of his tanned, deeply lined face and he looks far older than his forty-three years. He wears his shirt sleeves long to hide the scars on his arms and has developed a disconcerting habit of talking to people who are not there.

Cth

STR 10	**DEX** 16	**INT** 16	**CON** 10
SIZ 14	**APP** 10	**POW** 13	**EDU** 17
SAN n/a	**Hit Points:** 12		

Damage Bonus: none.

Skills: Anthropology 60%, Archaeology 60%, Biology 40%, Conceal 55%, Cthulhu Mythos 05%, Folklore 55%, History 60%, Library Use 55%, Natural History 30%, Occult 25%, Persuade 65%, Sneak 50%, Spot Hidden 55%.

Language Skills: German (Own) 85%, Spanish 60%, Quechua 40%, Aymara 40%, English 30%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Tumi (Melee Weapon—Knife) 45%, damage 1D6, atts 1, base range touch.

Sav

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Aymara) d6, Knowledge (Biology) d6, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (History) d8, Knowledge (Natural History) d6, Knowledge (Mythos) d4, Knowledge (Occult) d4, Knowledge (Quechua) d6, Knowledge (Spanish) d8, Notice d8, Persuasion d8, Stealth d8.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** Insane.

Hindrances: Anemic, Delusional, Ugly.

Edges: Rich, Scholar (Anthropology, Archaeology, Folklore, History).

Gear: *Tumi* (Str+d6).

Special Abilities

- **Insane:** Hauer is totally insane. His insanity gives him strength beyond normal men. He gains a +2 bonus to both his Toughness and any attempts to Unshake. He also ignores the first two penalties from wounds.

Should anyone attempt to wake the sleeping Doctor, he comes to with a start. He looks blearily at the person closest to him and asks: "Ranulf, where have you been? I was getting worried about you. Are Karl and Georg with you?" (Falk, Fromm, or Armbruster can confirm that these are the names of the other expedition members.)

Dr. Hauer will be most confused by any attempts to explain that the person to whom he is speaking is not Ranulf. If he catches sight of any female members of the group, he will begin to ask "Lorelei" or "Nina" what she is doing here now and why she is letting his friends tease him so.

It should be obvious to anyone with any medical training that Dr. Hauer is not a well man. A thorough examination, coupled with a successful Medicine roll [Cth]/Healing test [Sav], identifies that Hauer is feverish, obviously delirious, and covered in scars that appear to be self-inflicted and still healing. There also seem to be odd rows of what appear to be needle marks in a line along the inside of both of his thumbs. There could be any number of reasons for his irrationality and poor overall physical condition, such as malaria or some other sort of jungle fever, but the scars are of a more troubling nature.

Questioning Dr. Hauer about the whereabouts of the rest of the group who, as a quick search of the camp and ruins confirms, are definitely not present reveals the following:

Hauer insists that the others ventured deeper into the mountains only a week or so ago to track down some further ruins hinted at by the painted friezes they had found in the temples here. He was too ill to travel with them and decided to stay in camp to await their return.

If asked how long he thinks he has been on site, he will look at the investigators very strangely before replying that his team only arrived two months ago. He is not very pleased by what he thinks is another group attempting to muscle in on his ruins when he has three or more months of research still to carry out here. Any attempts to persuade him that the expedition should have already returned to Lima are met with indignation and incredulity.

Anyone who succeeds at a Psychology roll [Cth]/Knowledge (Psychology) test [Sav] realises that something does not feel quite right about Hauer's story. There is a watchful wariness in his eyes that hints he is not entirely telling the truth, but whether that is down to his poor health or some other reason is hard to tell.

A proper search of the campsite casts further doubt on Hauer's story. While the horses and people are most definitely gone, it would appear that the other researchers' notes and equipment are still in their tents, including their journals and toiletry items (razors, etc.). If they have gone on ahead, then what are they working with? Confronting Hauer with this information only brings about yet more incomprehension; he does not waver from his story that the others left him here to search for more ruins in the valleys and hills beyond.

Should anyone attempt to search Hauer's desk in his presence whilst he is awake, including the locked portable writing desk on top of it, he becomes suddenly enraged and will try to attack the person, screaming insults and ordering them to mind their own business. He can be restrained physically (by opposed STR rolls [Cth]/Grapple tests [Sav]) or chemically (with an injection of morphine from any medical supplies the group have on them; searching for the original team's medicines shows that a great deal of morphia has already been used).

If the investigators manage to search the locked box (the key of which is on a chain around Hauer's neck, along with a locket containing photographs of a woman and child), they discover his journal. Whilst the Doctor has not been foolish enough to write down what he has done, his notes clearly

Stolen Futures

During his team's excavations at the Yuyay ruins, Hauer comes across a cache of artefacts which had resisted the local *huaqueros* best attempts to retrieve them. One item in particular catches his attention, a piece he recognises as matching the description of Pachacuti's long lost Mirror. Although he has no clue as to how it ended up so many miles from Cuzco, he is convinced that his identification is correct.

Unaware of the potential danger he is in, Hauer picks up the mask by its "ears" and, for no reason he can clearly explain, places it against his face. The ancient sampling needles quickly draw blood and, Daoloth's interest reawakened by *Nachtwölfe's* meddling with other, inferior crystals, the rejuvenated mask gives Hauer a fleeting vision of what he most wants to see in all the world: his wife and child, whose deaths he has always blamed himself for.

Desperate to see and talk to his family again, Hauer begins to experiment, having kept the mask's existence secret from his associates. In his fragile state of mind, he erroneously concludes that the prevalence of blood sacrifice in Peruvian history must be tied to the properties of the Mitawi/Mirror and so he feeds the mask increasing quantities of his own blood in order to test his theories. The more blood he feeds to the mask, the longer he can spend with Lorelei and Nina.

But the constant blood-letting soon exacts a visible toll, one he cannot hide from the rest of the team. Their persistent questions, and his increasing desire for more blood, force him to take drastic actions. Using a variety of decoctions being worked on by the group's botanist (including the paralytic amala seed; p.244) mixed with morphine from their medical supplies, Hauer drugs his compatriots before methodically slaughtering them, soaking the tainted crystal in their blood to extend his visions.

He killed the last of his fellows two months ago, having kept them in a permanent state of stupefaction prior to their grisly deaths (of which they are well aware, paralysed but conscious as they meet their end). Once despatched, he burns the bodies in a warped parody of the old Inca rituals, carefully burying those pieces of bone which refuse to burn out in the woods. Any sense of time or decency Hauer may have had are now utterly non-existent, and he exists purely in a fantasy world surrounded by the shades of the past.

Hauer subsequently attempts to use goats stolen from the local herders in his made-up rituals, but with no success. He has, instead, taken to kidnapping and killing any *huaqueros* or locals who stumble across his path. Every time the deranged anthropologist uses the mask, it triggers a random time shift, whose effects are growing in size with each activation. Smaller, apparently insignificant shifts are also happening more frequently as the whole area becomes increasingly unstable, including those the investigators have been experiencing during their journey.

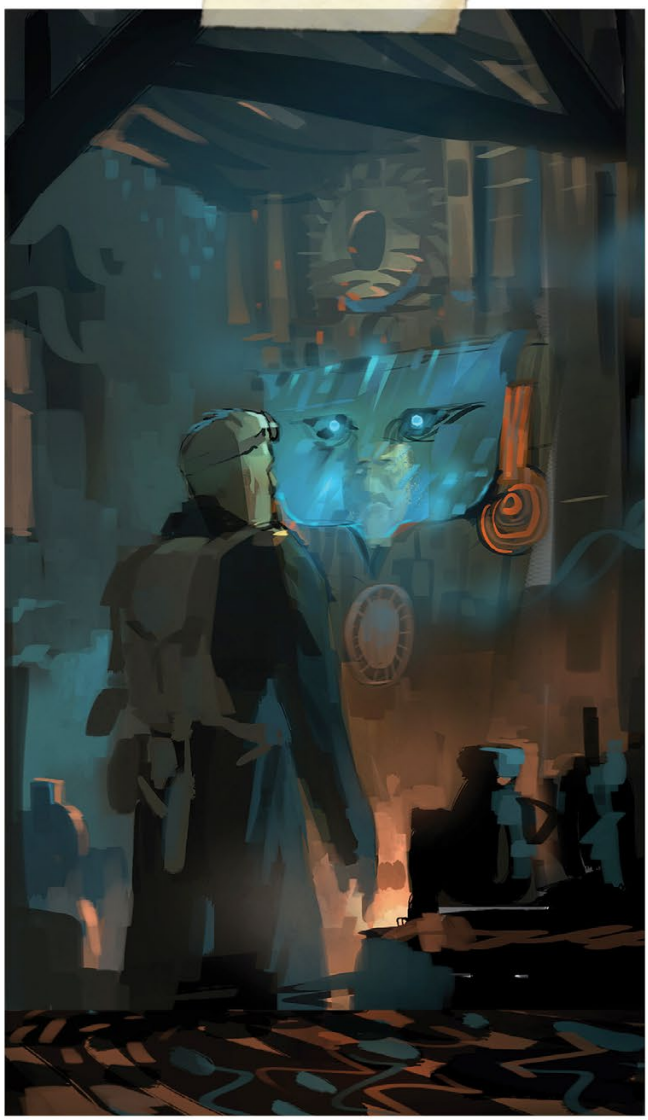
shown his mental deterioration, with rambling sections detailing conversations with his wife and daughter.

There are also numerous drawings of a *tumi*, a ritual knife associated with surgery and sacrifice, and a mask not too dissimilar to the one they saw at Landau's Túcume estate. Neither the mask nor the knife can be found in any of the tents or the various crates containing other finds dotted around the campsite. The sketch of the knife may provoke a Sanity roll (0/1D3) [Cth]/Nausea test [Sav] as the investigators' recollections of previous events are jogged by the sight of it.

Searching the ruins identifies the ashes of a large bonfire in front of a low building, inside which is a large, upright stone and numerous wall paintings showing strange, swan-like boats and anthropomorphic birds with beards and bright green eyes. Looking at the bonfire should trigger a Sanity roll (0/1D3) [Cth]/Nausea test [Sav] for the investigators. This is quite clearly the location of their waking nightmare.

Sifting through the ashes reveals a few tiny fragments of bone (a successful Spot Hidden roll [Cth]/Notice test [Sav]), but it is impossible to say what animal they once belonged to. If Hauer is still conscious, he claims that the bonfire is there to scare away the superstitious *huaqueros*, who believe he is the devil incarnate.

It soon becomes obvious that the German party or, rather, the three men, are not even vaguely concerned about Hauer or his wellbeing. Almost as soon as he is discovered, they begin to search the site, allegedly looking for the other expedition members but, in reality, for the mask they already know must be there somewhere. Their search, however, proves to be far from fruitful; while he might be insane, Hauer is not stupid.



Scene 3: Tales Around the Fire

What happens now very much depends on what the investigators and their German companions have already done; two potential outcomes are discussed separately below. Regardless of which is followed, none of the porters, apart from Huamán, will stay at the camp once dusk approaches. Instead, they retreat approximately half a mile away down the valley and no amount of persuasion or threats of sacking (or violence) can make them change their minds.

IF HAUER HAS BEEN SEDATED OR RESTRAINED

Any action by either the investigators or the Germans to confine Hauer or restrict his movements means that he will not have chance to build another bonfire before nightfall, and darkness is rapidly approaching. The anthropologist is wily, and quite prepared to fake unconsciousness or submission to put his captors off their guard.

As midnight approaches, at the first sensible opportunity Hauer will attempt to escape from his tent (or wherever he is being held). If there is someone watching him, he will attempt to overpower them, regardless of whether they are an investigator or an NPC, and drag them off as his next sacrificial victim.

If the watcher is an NPC, it is recommended that, for the purposes of the story, Hauer succeeds in his kidnap and escape attempt, although all of the investigators should be permitted to make a Listen roll [Cth]/Notice test [Sav] to see if they can hear the sounds of the scuffle. If the watcher is an investigator, then the encounter should be played out according to the appropriate rules set being used.

Preventing Hauer from escaping with a victim and carrying out the ritual changes the circumstances that led to the investigators' first encounter with him in the darkness (p.228). Provided they make sure that he does not escape again, then the next day's search of the area will find both the hidden mask and *tumi*, and a pit containing the burned bones of his victims out amongst the trees.

Satisfied that the rest of the original expedition are dead, Falk declares her intention to return Hauer to Chiclayo and hand him over to the local police to face trial or be

Practice Makes Imperfect

Having drugged or otherwise immobilised his victim (for example, with a blow to the head, or by force-feeding him a concoction made from amala seeds), Hauer binds and drags his "offering" to the remains of the painted temple. Once there, he rambles away to the gods of thunder and lightning, asking for their blessing and permission to speak with the dead again.

While he is completing what he believes to be the necessary invocations, he slits the throat of the unresisting victim with the *tumi* (often managing to remove the victim's head completely, so savage is his blow). The corpse's blood is collected in the mask which Hauer has carefully placed on the ground at the requisite distance from the body. He then puts on the mask and peers through its crystal eyes (even though this is not strictly necessary), covering himself in the warm, congealing blood. He then interacts with his dead family until the visions wear off and time resets itself.

The experience leaves Hauer physically and mentally drained. He barely has time to clean himself up and burn the body before he passes out, burying any last remains when he wakes up later on.

institutionalised, at the Peruvian Government's prerogative. From there, they can return to Lima with the various notes and finds, which they will happily bequeath to the University of San Marcos. The whole thing has been a sorry affair, and she wishes nothing more than to return home.

If Hauer does make it to ritual site with someone, regardless of the lack of a bonfire, he will rush to retrieve his equipment and start the sacrifice. If no-one heard the altercation in the tent, then the unmistakeable sound of a man chanting in a mixture of German and Quechua should jolt everyone into action, particularly as the investigators have heard it all somewhere before (potentially triggering a Sanity roll (0/1D3) [Cth]/Nausea test [Sav] if they have not already experienced one).

The investigators are in a perilous position: if the events play out the way they remember them (minus the fire), then they will be flung back to the start of the time loop in which they have become trapped, doomed to repeat their actions again (see p.245 for further details on handling this). As long as they can prevent a sufficient volume of blood from getting on to the mask, they can break the cycle and events will play out as described above, even if Hauer is killed in the ensuing scuffles.

There is always the chance that Hauer is not being guarded. If this is the case, then he will slip out of his tent and attempt to drug his visitors at the first opportunity by throwing a mixture of soporific herbs onto their campfire, as described below.

IF HAUER IS STILL FREE

As long as Hauer does not see anyone tampering with his possessions, he will remain calm though apparently deeply confused. He will even ask for the investigators' assistance in gathering the wood he needs to construct the fire to scare away the grave robbers. He also sets a blaze in the fire pit by the tents, fussily arranging blankets and boxes around the flames for everyone to sit on.

At some point during the evening, Hauer will get up to stretch his legs. As he does so, he casually throws something into the fire, then wanders away to a safe distance to watch and wait. Anyone who remains by the fire begins to feel lightheaded and sleepy and will only remain awake if they succeed at a resistance roll against a mild poison of POT 12 (see the ***Call of Cthulhu, Sixth Edition*** rulebook, p.57) [Cth]/Vigor (+0) test; failure results in unconsciousness for 2d10 minutes, success leaves the character Shaken instead [Sav].

For those wearing a *pago*, the resistance roll is at CON×2 rather than the standard straight CON [Cth]/Vigor (+2) test [Sav]. Alternatively, throwing a *pago* onto the fire will neutralise the effects of the narcotic herbs Hauer has used, improving everyone's chances to resist them. The fumes cause no loss of Hit Points to anyone who is affected, they just put them to sleep for anything up to an hour.

Anyone who does not fall asleep can attempt to rouse their companions with a successful First Aid roll [Cth]/Healing test [Sav], a few sharp slaps to the face in the time-honoured tradition, or through the liberal application of smelling salts (a staple component of first aid kits of the period).

If everyone falls asleep, then Hauer takes his chance, dragging one of the NPCs off to become his next sacrificial victim. He will also attempt to do so if the majority of the group are unconscious, giving the investigators an opportunity to change events and prevent the ritual at the bonfire.

Should everyone succumb to the fumes, then a successful Listen roll [Cth]/Notice test [Sav] will permit the investigators to wake up in due course. Although not usually possible, the sound of chanting has triggered a memory in their subconscious which rouses them; as above, this may trigger a Sanity roll (0/1D3) [Cth]/Nausea test [Sav] if they have not already made one.

As before, the situation is now critical: failure to prevent the sacrifice, or inadvertently spilling enough blood on the mask through other means (such as someone being injured by that gun shot they all heard, or slashed by the *tumi* while Hauer defends himself) sends everyone back to the cocktail party in Miraflores, with only the haziest recollection of what has just happened.

If, at any time, Hauer manages to complete the ritual, anyone who witnesses him slashing the victim's throat open and severing their head from their neck must succeed at a Sanity roll (1/1D6) [Cth]/Nausea (-1) test [Sav] or suffer the consequences of what they have just seen.

Stopping Hauer, as before, changes the present and sets events off down a new path. Depending on what shape the

investigators are in, Falk and her men may well take the opportunity to steal the mask and make a run for it with the horses, leaving the investigators stranded and with a lot of explaining to do when they get back to civilisation (see the Epilogue below).

However the scene plays out, from the moment they first hear the chanting, every investigator is struck with a sickening sense of *déjà vu* which they cannot shake off unless they manage to alter the original course of events.

EPILOGUE: CROSS & DOUBLECROSS

Assuming that the investigators manage to bring the situation to a satisfactory conclusion and return to Lima with the Germans and the various artefacts found at Yuyay, they will face a great many questions from their superiors as to just what went on in the *algarrobo* forests of the north.

If this is the investigators' first encounter with the Palladion, then their debriefing will bring them to the attention of the various secret services and their story will, one way or another, land on Richard Deadman's desk, prompting their recruitment into the Secret War. This is especially likely if any of the investigators are American, as Deadman has many contacts throughout the US military and intelligence fraternity, all of whom know to contact him in the event of "unusual" goings-on.

Depending on the sequence in which the scenarios are played, and whether or not they are run with one or more teams of investigators, coming to Deadman's or Section M's attention may lead to further expeditions to reclaim the different parts of the Atlantean machine, or it might just garner them an invitation to the crisis meeting which takes place at Clemens Park, England, in the late Spring/early Summer of 1940 (Book Three, Ch.2). This last option is only recommended if the players have already experienced the other encounters in *Shadows of Atlantis* and have had the opportunity to fully engage with *Nachtwölfe* in the worldwide quest to gather all of the various components.

If this is the players' first encounter with the Palladion, then it is recommended that they manage to retrieve the Mitawi/Mirror, or at least think that they do. As mentioned in Faramund Armbruster's background, he is a more than competent forger and, now that he has had time to study and evaluate the Mitawi/Mirror on the journey back to Lima, he quickly sets about creating a convincing replica in a well-equipped workshop in one of the shadier areas of the city.

It is Vinzenz Fromm's plan (well, Liesel Maurer's, but Fromm is happy to take the credit for now) to substitute Armbruster's mask for the real thing as soon as is feasibly possible. The real mask will then be smuggled back to Fenrir's Seat for further study aboard *Fräulein* Falk's aeroplane, or in the German diplomatic bag if Miss Falk has already returned home.

Of course, Deadman and Section M (once it exists) will want the mask as well. Both will attempt to put pressure on the Peruvian Government through the British and American authorities to have the artefact handed over for safekeeping, in return for fiscal and/or materiel rewards.

An agreement will eventually be reached (probably in early 1940), whereupon the Mitawi/Mirror will be sent to England for urgent evaluation. However, by this point, it is too late, as the mask has already been switched. Still, by this time, Section M will have a clearer view of what is going on and should be able to draw some important conclusions about the Palladion in general.

If this is not the investigators' (or players') first brush with the lost Atlantean relic, and they have been doing well in terms of recovering the various other pieces they have encountered, then it is highly recommended that the Germans do swipe the Mitawi/Mirror from under the investigators' noses, abandoning them to face the music *sans* mask.

Not only does this remind everyone that they are up against a cunning and formidable foe, but the Mitawi is the crucial piece that *Nachtwölfe* needs to open a portal back through time to Atlantis (p.253). In the grand tradition of time-travel, Liesel Maurer will end up with the Mitawi/Mirror because she already has it in the near future...

HERE WE GO ROUND THE MULBERRY BUSH

But what happens if the investigators fail to stop Hauer and the loop begins all over again? If this situation does arise, it would be cruel and not particularly interesting for either you, the Keeper, or your players to run through the whole scenario again in as much detail as you did the first time through.

Instead, we suggest that, should the worst happen, you play out only the major branch-point scenes a second time. By that we mean the cocktail party, the encounter with Churan at Túcume, and the events at the Yuyay ruins, flashing forward from one to the next without going over any of the intervening scenes (unless, of course, you want to). You may also wish to include some different ghostly/time slip encounters, or change the details of what you do replay (subtly or otherwise) to reflect that circumstances can be altered.

Having lived it fully once before, the investigators will have a good idea of what is coming this time or, at least, what went wrong the last time even if things are not exactly the same and, so, they should be able to do more to avoid their apparent earlier fate.

It is possible that the investigators could, potentially, get locked into an ever repeating loop. This is unlikely to be much fun to play through over and over again, so care should be taken to either avoid this situation by altering events slightly to ensure their success, or by jumping straight from the cocktail party to the *denouement* if the investigators fail more than once.

CHAPTER 2

The Island of Splendour

"Only a change of state or of nature can open its doors to the generations living in the last ages."
– Julius Evola

All of the pieces of the Palladion have been discovered and are now in either Allied or German hands, where the scientists of both sides are working feverishly to discover their potential. The investigators may believe that their own role in the drama is complete when an urgent summons to the country headquarters of Section M throws them back into the action once more. But what awaits them in the frozen confines of the Arctic Circle, and will it enable them to put the secrets of Atlantis to rest forever?

GAZETTEER: GREENLAND

Greenland is the largest non-continental island in the world. By location, it is classed as part of North America, even if culturally it has looked more to northern Europe; Denmark, Norway, and Iceland in particular. Both its physical proximity to Canada and the United States and its political alignment to Scandinavia have important repercussions for the country when it comes to the declaration of war (p.249).

Living on the Edge

According to legend, the vast island at the edge of the Arctic was called Grønland (Greenland) by its first Viking settlers in the hope that such a pleasant name would attract new colonists to its shores. The island has another appellation, given to it by the Inuit who settled there at around the same time as the Norsemen: Kalaallit Nunaat, the Land of the People.

Most of the land (over 80%) is concealed beneath a gigantic, ancient ice sheet, which ranges from a few feet thick at its edges to over 10,500ft (3200m) at its deepest. The ice, which covers an area fourteen times the size of Britain, is so heavy that it has depressed the centre of the island, meaning that much of it lies below sea level. Only a coastal strip, approximately the size of Germany, remains ice free; it is here that Greenland's few inhabitants have settled.

The massive ice sheet gives rise to glaciers, which calve icebergs into the seas wherever they meet the coast. Icebergs on the west coast tend to come from two glaciers which share the same name (Sermeq Kujalleq). One feeds into the so-called iceberg capital of the world at the Ilulissat Icefjord, while the other lies at Omenak (modern Uummannaq), where the 1933 US-German co-production *SOS Eisberg* (starring Leni Riefenstahl; the *Keeper's Guide*, p.19) is partly filmed. Eastern icebergs usually form at the Sermilik Fjord, close to Angmagssalik (modern Tasiilaq).

> Only the coastal strip remains ice free; it is here that Greenland's few inhabitants have settled.

Through the winter months, much of Greenland's coastline is locked in by Arctic sea ice, which gradually retreats up the east and west coasts as spring and summer progress. In the far north, the ice never truly melts, meaning that the same patches of ocean have been frozen year-in, year-out for decades, if not centuries. One particular large patch of sea ice is known as the Odden Ice Tongue, which grows out from the east coast of Greenland between the latitudes of 72-74°N during the winter.

Approximately two-thirds of the country lies above the Arctic Circle, which leads to the opposing seasonal

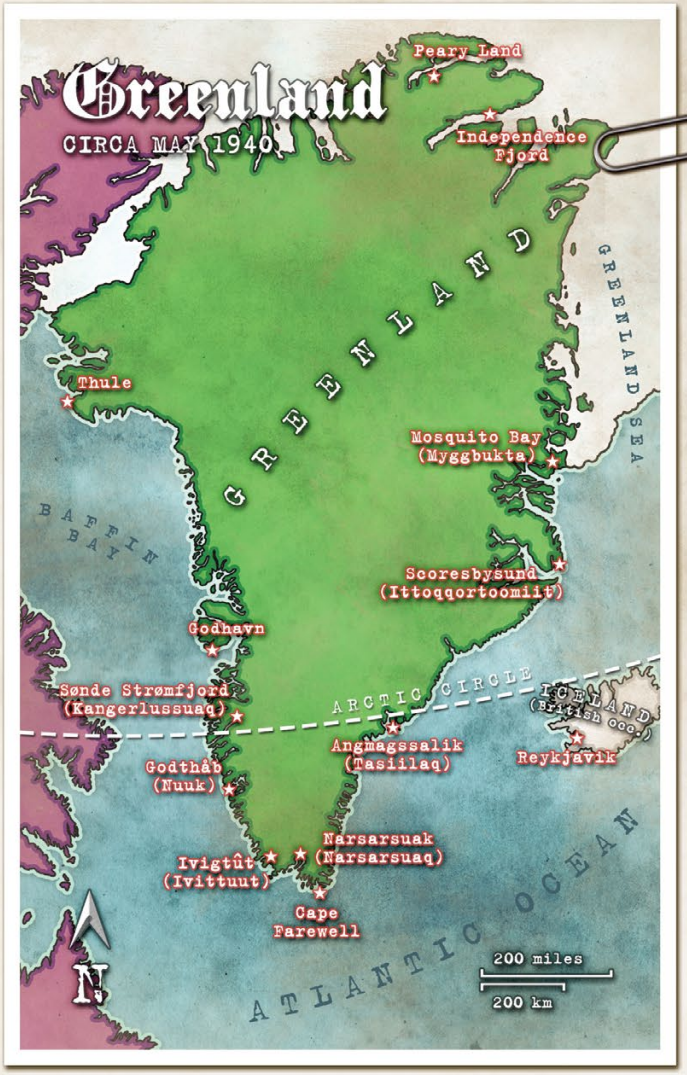
phenomena of the midnight sun and the polar night. North of the Circle, the sun does not set from around the end of May to the end of July (longer, nearer the Pole), bathing the land in a dream-like glow. Even to the south of the Circle, night does not fully fall, with many places enjoying a twilight with enough light to easily read a book by. Conversely, in the winter, the sun barely rises, leaving the land locked in a polar gloaming.

Due to its latitude, Greenland also experiences the *aurora borealis*, or northern lights. Although they are present all year round, the effects of the midnight sun effectively make them invisible during the summer. To the Inuit, they are caused not by a natural phenomenon but by the spirits of the dead playing football with a walrus skull. There are, of course, other possible explanations, given the island's links to both Hyperborea and Atlantis...

As well as being the largest island, Greenland is also the least densely populated country in the world. Most of its citizens are Inuit (p.248) who the Norse settlers insultingly called "*skraeling*" (a word which, in Icelandic means "barbarian" or "foreigner"). Many of the others are the descendants of Danish settlers who arrived in the 18th Century (p.249); the Inuit have their own word for them and their Viking predecessors—*kavdlunait* ("foreigner/European").

Until the events of 1940 (p.249), Greenland is a small and isolated community with most of its residents sheltering on the west coast, away from the harsh weather brought in by the Atlantic Ocean and the Greenland Sea. World War Two temporarily frees Greenland from Denmark's authoritarian control, as well as prompting the development of a self-reliance essential to surviving the conflict.

As a result of this isolation, the number of languages spoken on the island are relatively limited. With the exception of visiting Norwegians and Germans (p.249), the two main languages are Danish and Greenlandic. Rather than being one specific language *per se*, Greenlandic is more of a catch-all term used for the various Inuit tongues, of which there are two main dialects: Kalaallisut (West Greenlandic) and Tunumiisut (East Greenlandic).



An Empty Land

According to the accepted history of the world, Greenland has been inhabited, on and off, for around 4500 years. Its first "modern" inhabitants were Arctic peoples, who came across the sea ice from Canada (Greenland's nearest neighbour) in around 2500BC.

The south of the country was settled by the Saqqaq, whose ancestors hailed originally from northeastern Siberia. Their settlements stretched all around the coast, from the south of Melville Bay in the west to above Scoresby Sound in the east. They shared Greenland with another culture, based around Independence Fjord in the far north, although this civilisation did not last as long as that of their southern neighbours.

By around 800BC, the Saqqaq had been replaced by the Dorset culture, and the north had once again been populated around Independence Fjord by another wave of newcomers. The Dorset culture is first named in 1925 by New Zealand anthropologist, Diamond Jenness, after his discovery of a pre-Inuit society in Cape Dorset, Northwest Territories (modern Nunavut), Canada.

The Dorset, believed to have crossed the ice at or near Thule (p.248), took up residence across the Saqqaq's former domain, although no-one is entirely certain where they first originated. Unlike the Saqqaq, they did not have bows and arrows, or drills. They relied on hunting sea mammals through the pack ice, and the Medieval Warm Period (c.950-1250AD), which caused the seas around Greenland to remain unfrozen, is thought to have contributed to their decline. The last remnants of the Dorset culture were believed to have hung on in Greenland until around 1500.

The warmer climate permitted yet another wave of immigration: that of the Vikings. Although the island was first spotted early in the 10th Century by Gunnbjørn Ulfsson (after whom Greenland's highest mountain is named),

A True Gem

Diamond Jenness (1886-1969). Born in Wellington, New Zealand, Jenness acquires his PhD in Anthropology from Balliol College, Oxford in 1916, having already graduated from Victoria University College, New Zealand, with a degree in classics some eight years earlier. Whilst studying for his doctorate, he is invited to join the 1913-16 Canadian Arctic Expedition, during which he records the lives of the Copper Inuits, shortly before the coming of Western culture changes their lives forever.

Having served in World War One, Jenness takes a position at the National Museum of Natural Sciences, Ottawa. In 1925, he finds himself working on Cape Dorset after examining various artefacts sent to his employer from the region and deciding that they are distinct from those of the surrounding Thule culture. A year later, he discovers the Old Bering Sea culture as well as becoming the museum's Chief Anthropologist.

Jenness joins the Royal Canadian Air Force (RCAF) in 1940 as its Deputy Director of Special Intelligence. In 1943, he becomes the head of the Inter-Service Topographical Section, a joint Allied Army and Navy body responsible for geographical intelligence gathering for combined operations, particularly overseas.

Mistaken Identity?

Knud Rasmussen, the world famous Greenlandic explorer, sets up the Thule trading post at Cape York in 1910 with his fellow explorer and friend, Peter Freuchen. The name is chosen because it is the most northerly trading station in existence; or, if you prefer, "Ultima Thule", the place beyond the edge of the known world. The station is the home base of Rasmussen's seven Thule expeditions (1912-33), which seek to thoroughly explore and map Greenland and its associated history and culture.

Although the Thule name is an antiquarian literary reference, often used in the Medieval period to allude to Iceland or Greenland (which is also, confusingly, called Ultima Thule), it is later co-opted by German nationalists. Many members of the Thule Society (the *Keeper's Guide*, p.79) believe, thanks to Ignatius Donnelly's writings, that Ultima Thule is the capital of Hyperborea, the fabled Nordic homeland. As in so many cases when dealing with the Mythos, there is a grain of half-remembered truth to the story, but perhaps not quite in the way they expect.

The local Inuit build the villages of Umanaq (also known as Dundas by the Europeans) and Pituffik close to Thule, and the USAAF builds the Bluie West 6 air base here after 1941.

its first Norse settler was Erik the Red, who arrived in 982, having been exiled from Iceland on a manslaughter charge.

Four years later, Erik returned from a recruiting expedition to Iceland with more colonists for his "Greenland". Those who went with him established three settlements on the southwestern coast: the Eastern around Brattahlið (modern Qassiarsuk), the Western at the head of Godthåb Fjord (modern Nuup Kangerlua Fjord), and the "Middle" at Ivigtût (modern Ivittuut).

In the 13th Century, the Icelandic settlers submitted to the rule of the Kingdom of Norway which, in the 14th Century, entered into a "personal union" with first Denmark and then Sweden (under the Kalmar Union of 1397). Although each of the kingdoms retained their own borders and laws, they were all ruled by a single monarch who controlled their domestic and foreign policies.

Also around this time, a new group of people began to arrive in Greenland: the Thule, named in 1916 after their artefacts are discovered at Comer's Midden in North Star Bay, close to Knud Rasmussen's Thule Arctic station (see above). Further work is carried out on this site during the 1930s by Erik Holtved, the Danish anthropologist, archaeologist, and artist, known locally as "Erissuaq" ("Big Erik").

The Thule, the ancestors of Greenland's current Inuit peoples, migrated across Canada from Alaska, bringing with them dogsleds, toggling harpoons, *kayaks*, and *umiaks* (large, open, sea-going canoes). They displaced the ailing Dorset people, and took up residence in the area abandoned centuries before by the Independence Fjord cultures of the far north. Thule legends tell of them driving out the Sivillurmuit (First Inhabitants), a race they described as giants.

The latest arrivals to Greenland's shores clashed with the Norse communities which, like the Dorsets, were struggling to survive. However, conflict was not the only reason for their relatively rapid disappearance over a period of approximately 150 years (between 1350 and 1500). The arrival of the Little Ice Age, which lasted from the early 14th Century to the late 19th Century, changed climate conditions for the worse, leading to widespread famine and disease amongst the Viking settlers.

Aside from a few runic inscriptions, no contemporary records exist which explain how the Norse lived on their freezing island, or what exactly happened to Erik the Red's descendants in the end. All that is known of their time in Greenland comes from the Icelandic chronicles, which were not written until long after the fact. Between around 1650-1850, the Little Ice Age also caused the fragmentation of the Thule communities.

Besides a few mapping and exploratory expeditions that passed Greenland (the Cantino Planosphere map of 1502 shows an accurate southwestern coastline for the island),

Europeans did not attempt to seriously set foot in the country again until the early 17th Century, when King Christian IV of Denmark sent out an expedition to search for the lost Norse settlements. This was not the King's only motivation; he also hoped to assert Danish sovereignty over the island in the process.

By the 18th Century, European whalers frequently made landfall in Greenland and, in 1721, Danish/Norwegian missionary, Hans Egede, set up a new colony on Håbets Ø (Hope Island; modern Kangeq) for the triple kingdom. The town, built on a site once used by the Dorset culture, was moved across the fjord to Godthåb (modern Nuuk) in 1728.

In 1814, the union between Denmark, Norway, and Sweden was dissolved. Denmark gained control of Norway's overseas territories under the terms of the Treaty of Kiel, signed to end the conflict between Sweden and Denmark that had arisen as a result of the Napoleonic Wars. However, the Danish kings lost Norway itself to their ally-turned-enemy, and saw their power within Europe diminished as a result.

The new Danish colony of Greenland was split in two: North (on the northwest coast) and South (on the southwest coast). The North was governed from Godhavn and the South from Godthåb under the auspices of the Royal Greenland Trading Department until 1911, when both are transferred to the Danish Ministry of the Interior.

The Danish government announces in 1919 that Greenland completely belongs to them; two years later, it threatens to throw all foreign nationals off the island. The diplomatic furore this causes with Norway is apparently settled in 1924 when Norwegian hunters and scientists are granted permission to maintain specific installations above the latitude of 60°27'N.

However, tensions over sovereignty and access continue to simmer below the surface. Matters come to a head in June, 1931, when the chairman of the Norwegian Arctic Trading Company plants the flag of Norway at Mosquito Bay (Myggbukta), thus annexing part of Greenland's east coast as Erik the Red's Land. His actions are backed up by a royal proclamation claiming the land for the Crown the following month on the basis that the area's only inhabitants are Norwegian. The new territory lies north of Scoresby Sound, and stretches from Carlsberg Fjord in the south to Bessel Fjord in the north.

The Permanent Court of International Justice, created in 1922 as part of the League of Nations, adjudicates on the land grab in 1933, finding against Norway and insisting that the land be handed back to Denmark. Norway lobbies to reclaim their lost territory after the Quisling administration takes control in the aftermath of the Nazi invasion, but the Germans decline to support the full invasion Vidkun Quisling proposes.

The invasion of Denmark and Norway by the Germans in April, 1940, poses something of a quandary for Greenland's governors, albeit briefly. Eske Brun, governor of North Greenland, and Aksel Svane, governor of South Greenland, invoke a statute from 1925 permitting them to take control of the island in extreme circumstances and subsequently declare the country to be a self-ruling, neutral territory free of Denmark.

The two administration centres are merged into one, located in Godthåb, where a United States consulate opens in May, 1940, followed swiftly by a Canadian consulate in June. Both Canada and Britain want to occupy the island, largely due to it being one of the few places in the world where cryolite (essential for the refining of aluminium) is easily available, but the US vetoes the proposal, citing the Monroe Doctrine.

America's 1823 foreign policy, written during the Monroe administration (hence its name), regards any "hostile" act by a European power towards an American nation (which Greenland geographically qualifies as), such as interfering in its domestic policy or colonising its land, as an act of aggression which will prompt US intervention. Not wishing to antagonise Roosevelt's government, Britain and Canada back down.

The cryolite mine at Ivigtût is a potential target for the Nazis, though, so Greenland turns to America for help. Fifteen US Coast Guards "retire" and are hired by the mine's Danish owners to act as its security force; the American government then sells the mining company armaments for their new security staff to use in protecting the cryolite. Employing the Coast Guard avoids Army or Navy (and, therefore, military) involvement, and having the men work as contractors for hire also preserves the letter of independence and Greenland's neutrality, if not entirely the spirit.

1940 sees the first of numerous attempts by Germany, not to sabotage or capture the cryolite mine, but to establish radio and weather stations on the east Greenland coast to aid it in the Battle of the Atlantic (the *Keeper's Guide*, p.8). A mixed Danish and Norwegian team, sent by their Nazi masters, lands close to Scoresby Sound in the summer; Danish

The invasion of Denmark and Norway poses something of a quandary.

"hunters", their supply of aviation fuel, and their radio equipment are seized by the British and their Norwegian allies in early September, in violation of the island's neutrality.

The British Royal Navy also stops a boat-load of German meteorologists from approaching the coast a few weeks later. Two Norwegian ships are stopped by the British on their way to Greenland, whilst a third is temporarily detained by the US Coast Guard before being allowed to proceed.

By November, 1940, the US State Department is in discussions with the governors of Greenland with respect to establishing a naval base on the island. At around the same time, a German reconnaissance plane flies over eastern Greenland, allegedly searching for a lost Norwegian hunting station.

April, 1941, sees Greenland become an official US protectorate, and the country's troops begin arriving shortly afterwards. During the summer, with the help of Eske Brun and the US Coast Guard, the North East Sledge Patrol is founded. Consisting of fifteen men, many former hunters from the region under their protection, the Patrol uses dog-sleds to scour the coastline for German-backed installations and forms Greenland's standing army during World War Two. Only one member of the team is lost in action; two more are captured by German interlopers, but quickly escape to rejoin their comrades.

The island becomes a combatant nation with America's official entry into the war in December, 1941, prompting the country to print its own currency and stamps, as well as instigating a switch to daylight savings time. Greenland also introduces rationing as a precaution against any potential supply blockade.

BLUIE FOR YOU

The US codename for Greenland is "Bluie", and America's military installations on the island are given official designations which include the term, the coast on which they are located, and a number signifying the approximate order in which they are established.

The first Bluie base, Bluie West 1, is built in June, 1941, near Narsarsuak (Narsarsuaq), which lies in the heart of the old Norse Eastern Settlement, opposite Brattahlið. It serves as the main US Army and Navy base on Greenland and is a stopover location on the North Atlantic Air Ferry Route (p.252), with the first plane landing in January, 1942. Later in the war, a 600-bed hospital is built on site in anticipation of D-Day casualties.

Bluie West 7 is technically older than Bluie West 1, having been in operation in one form or another from around the summer of 1940, but it only officially becomes a US base in April, 1943. Known to the Americans as Grondal after 1942, the Navy base ends up three miles to the east of the cryolite mine in Ivigtût, having originally started life (unofficially at least) at the mine's private port.

Bluie West 8, located sixty miles (97km) north of the Arctic Circle at Sønde Strømfjord (modern Kangerlussuaq) is established in October, 1941, close to the site of the former Mount Evans meteorological station; it is fully operational by the following Spring. Originally intended to act as a stopover on the abandoned Crimson Ferry Route (p.252), it serves instead as a radio and weather station, as well as an alternate emergency air strip.

On the east coast, Bluie East 1 is built in 1942 at Torgilsbu, near Cape Farewell. The site is challenging, to say the least. Weather equipment is frequently lost to the high winds and the buildings have to be attached to the rocks by steel cables to prevent them from blowing away in the ever present gales.

Bluie East 2 is located at Ikateq, north of Angmagssalik. Although some US personnel are stationed in Angmagssalik in September, 1941, the official Bluie East 2 base is built between July and November, 1942. Manned by the US Coast Guard, it is used as the base for an unsuccessful air raid against Sabine Island in 1943.

THE WEATHER REPORT

Throughout the war, Germany and its allies attempt to set up numerous monitoring stations along the east coast (p.249), almost all of which are rooted out by the North East Sledge Patrol. After their initial attempts in 1940-41, four weather stations are established on the east coast in August, 1942.

One of these bases, the Holzauge at Hansa Bay on Sabine Island, is detected by the Sledge Patrol in March, 1943. It is destroyed by a USAAF bombing raid out of Reykjavik (p.252) in May and its remains are seized by the US Coast Guard, although not before all but one of its staff have had a chance to evacuate.

Shortly after the Sledge Patrol discovers Holzauge Base, their own headquarters at Eskimonaes on Clavering Island, known alternatively as Bluie East 5, is captured and destroyed by the Germans operating out of Hansa Bay. The Patrol establishes a new HQ at Myggbukta as a result. It also has a major base on Ella Island, which is used by US forces as well in the guise of Bluie East 4; a radio, weather, and patrol station.

October, 1944, sees two further German expeditions intercepted by the US Coast Guard before they have a chance to bed in. The last known German weather station, "Edelweiss II", is seized the same month by the US Army.

The Mythos In Greenland

Greenland has often been visited by those weaving tales of the Mythos. It features several times in the seminal ***Call of Cthulhu*** short story by H. P. Lovecraft. Prof. George Gammell Angell of Brown University (and the narrator's grand-uncle) identifies a Cthulhu cult as being present on the island, as does Prof. William Channing Webb of Princeton, who recounts his own gruesome experiences to Inspector Legrasse at their meeting in New Orleans.

The voormis, which may have survived as the world's various ape-men (Bigfoot, Sasquatch, the yeti, etc.), originally lived on Hyperborea, part of which survives in Greenland, before being hunted down by the early humans they had raised from obscurity. The spider god, Atlach-Nacha, may also have had a home under the island once, as might Abhoth, the Source of Uncleanliness. And then there are the Gnoph-keh: hairy, horned, six-legged beasts of the frozen wilds associated with Ithaqua, the Wind Walker.

HOT LEAD

With having such a small population, Greenland also has very few newspapers. The oldest is *Atuagagdliutit*, founded in 1861 in Godthåb by the Danish geologist, Hinrich Johannes Rink. The monthly news-sheet, written in Kalaallisut, concerns itself with preserving Inuit traditions and culture. From the 1930s onwards, it starts to include more conventional, up-to-the-minute news.

The *Atuagagdliutit* is joined during World War Two by the Danish language monthly paper, *Grønslandsposten* (also produced in Godthåb).

Snow & Ice

As one might expect, Greenland has an Arctic climate. Except for some of the very sheltered fjords in the south-west, which can reach up to 20°C (68°F) between June and August, summer temperatures rarely exceed 10°C (50°F). Almost counter-intuitively, the warmest place during the summer months is often inland next to the ice cap, away from the cooling winds that play along the coast.

The weather in Greenland's fjords is incredibly hard to predict, as each has its own microclimate. Some are warm and largely ice-free, protected from gale force gusts by the steep-sided cliffs which surround them; others are windswept and frozen solid for much of the year.

Heavy rainfall is fairly rare on the island, with more falling in the south than in the north. The northeast is so rain-starved that it is actually drier than the Sahara Desert; Peary Land, in the far north, is too dry for snow to form, leaving it largely ice-free all year round. One indicator of an upcoming downpour can be the *föhn* winds which blow up from the southeast, trailing rain in their wake.

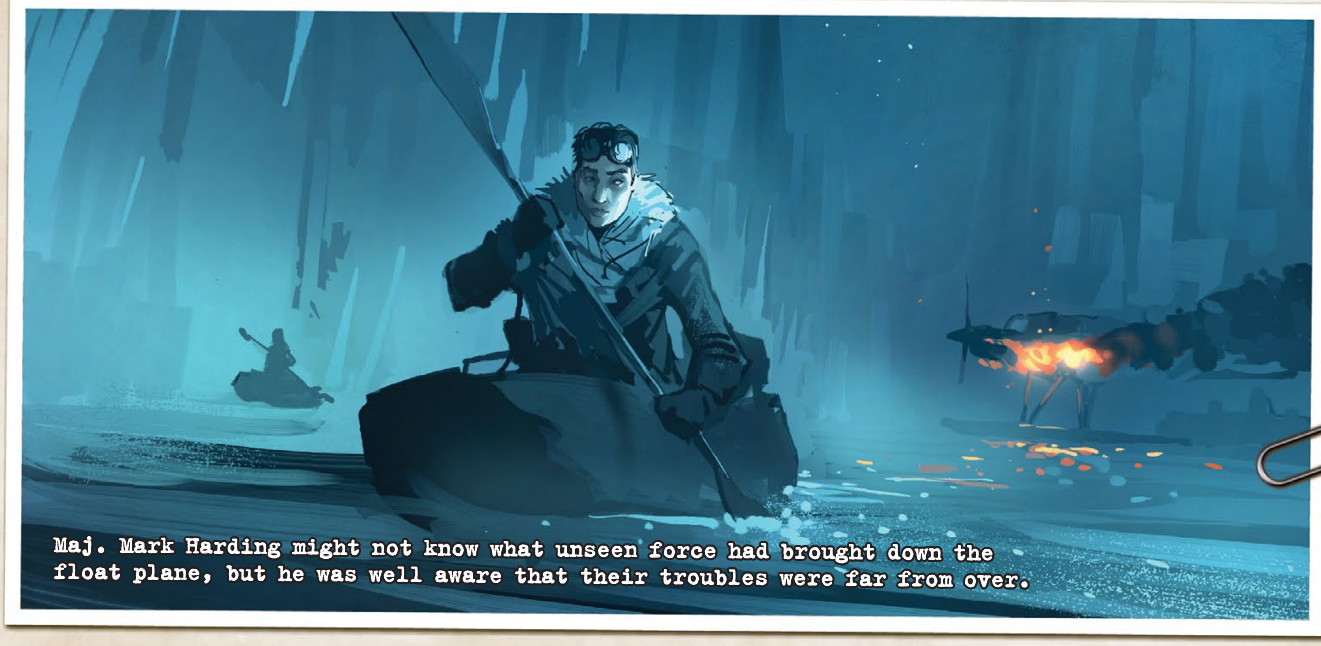
Outside Peary Land, large amounts of snow do fall during the winter, particularly between December and March, and everywhere is below freezing from November to April. The presence (or absence) of snow and ice has a huge effect on transport within Greenland (see below). Asiaq, the Mistress of the Winds, is believed by the Inuit to control when and how much snow will actually fall; she is regularly propitiated to secure good weather.

Due to the very low humidity at most times of the year, the temperatures can feel warmer than they actually are, provided there is no wind (which tends to bring with it a wind chill factor). Not only can the aridity lead to dehydration issues, it also gives rise to the optical illusion that distant objects seem to be nearer than they really are. This effect can cause severe issues when it comes to accurately estimating how far away an object or landmark is, which can have repercussions for both travel and safety.

The Road Less Travelled

Transport in Greenland is a tricky matter. There are virtually no roads in the country, except within the major towns and, later, the American bases, due to the large number of fjord systems along the coast and the lack of any major inland population centres. In the summer, when the water is free of sea ice, most journeys are undertaken in boats. In the winter, when there is snow, dogsleds are used instead, particularly between February and April.

There are no passenger trains on the island. When railways are built, they are usually short, narrow gauge systems dedicated to private cargo haulage. One such line is constructed in 1894 by Robert Peary, the American polar explorer, to recover the gigantic fragments of the Cape York meteorite, much to the annoyance of the local Inuit, who had been using them as a source of easily accessible metal for centuries. The rocks had even given the region its Inuit name: Savissivik—the place of meteorite iron.



Maj. Mark Harding might not know what unseen force had brought down the float plane, but he was well aware that their troubles were far from over.

Greenland itself has traditionally been reached either via the sea ice on foot or dogsled, or by ship. Whalers, explorers, merchant, and military vessels have all visited the island's shores, although the Battle of the Atlantic and the presence of Admiral Karl Dönitz' wolf packs make seagoing voyages an even more fraught affair than usual between September, 1939, and the summer of 1943.

Icebergs pose another threat to shipping, with the peak of iceberg season usually falling in the summer between May and August. Pack ice can also close in quickly around a ship, crushing the unwary with ease. Experienced captains know what signs to look for in order to avoid getting into trouble, but often require the services of an icebreaker (especially in the winter) to clear a safe passage.

Greenland can also be reached by air, although there are no dedicated civilian airports on the island. Aerial survey missions prove vital in finding suitable locations for American bases later in the war. Seaplanes, including flying boats and amphibious aircraft (which can take off and touch down on both land and water), are a popular choice. They are used by the Danish government to map the country's coastline in the 1920s and '30s, and American PBY Catalina flying boats are present at Narsarsuak from August, 1941.

THE NORTH ATLANTIC AIR FERRY ROUTE

Used to move aircraft from North American factories to war-torn Europe, the North Atlantic Air Ferry Route consists of a string of airstrips reaching from New England to Britain and Ireland, via Canada, Greenland, and Iceland.

The British build an airfield in Reykjavik, Iceland, in October, 1940, having invaded the country in May of that year to protect it from potential Nazi occupation. Canadian and British troops hand the island over to the care of the still neutral US in the Summer of the following year. As well as conventional aircraft, the Reykjavik base can also act as an anchorage for seaplanes.

Under the terms of the Bases for Destroyers Agreement between Britain and the US (the *Investigator's Guide*, p.30), America builds the Stephenville Airbase in Newfoundland in January, 1941, under the control of the Newfoundland Base Command; USAAF takes full possession four months later. The Goose Bay airfield in Labrador soon follows in September, 1941.

Along with Bluie West 1 and 8, Bluie East 2, and already established airfields such as RCAF Gander, Newfoundland and Prestwick Airport, Scotland, the new bases in Canada and Iceland join the flight path of the North Atlantic route, which is inaugurated in the Spring of 1942.

A separate flight path, designated as the Crimson Route, is proposed to ferry aeroplanes from manufacturers in Southern California and Seattle via Greenland on a "Great Circle" path (one which provides the shortest distance between two points on a sphere's surface). However, after a few exploratory flights, the route is abandoned in 1943 in favour of the Mid-Atlantic Route, which takes in Florida, Bermuda, the Azores, and Morocco (after its capture by the Allies in late 1942).

SCENARIO INTRODUCTION

The search for the Palladion may be over, but the threat it poses is not. What are *Nachtwölfe's* plans, and what does a lonely, frozen country on the edge of the world have to do with the lost city of Atlantis?

One Danish resistance agent has managed to get word of unusual activity out to an old comrade in British Intelligence.

Into the Fray

It is late May/early June, 1940, and the Phoney War is over. Norway and Denmark have been invaded by the Nazis, and France is in imminent danger (even if German troops have not already begun their march on Paris). Resistance movements in all three countries are beginning to ready themselves for action, and are proving vital in the attempt to secure information regarding Germany's intentions.

One Danish resistance agent has managed to get word of unusual activity in his country out to an old comrade in British Intelligence. A ship, loaded with crates of equipment, outfitted for the Arctic, and manned by troops bearing a strange wolf's paw patch on their uniform, has very recently left Denmark *en route* to Greenland. Led by a dark-haired, robust woman and accompanied by a wizened old man in blue robes, in the weeks prior to their departure, the same people had been seen scouring the Royal Library in Copenhagen in search of ancient manuscripts.

The books in question seem to have been part of a gift sent by the Bishop of Skálholt, Iceland, to the King of Denmark in the mid-17th Century. One, the *Codex Regius* (the *Royal Book*), is a work of old Norse poetry also known as the *Poetic Edda*. The other, also somewhat confusingly referred to as the *Codex Regius* and part of the same bequest as the *Poetic Edda*, is usually identified as the *Prose* (or *Snorri's*) *Edda*.

Lost & Found

The *Eddas* are two important collections of Old Norse texts. The first and oldest, the *Poetic Edda*, is considered to be lost until 1643 when it is discovered by the Bishop of Skálholt. Its existence had been surmised from references to it in the *Prose Edda*, written or compiled by the Icelandic politician and author, Snorri Sturluson, in the 13th Century as an instructional manual for poets.

Written in alliterative verse, the *Poetic Edda* contains stories of the creation, destruction, and rebirth of the Norse mythical world, as well as tales of Norse and Germanic heroes and heroines (many of which go on to form the basis of the *Nibelungenlied*, which in turn forms the core of Richard Wagner's *Ring Cycle* of operas).

No-one knows who wrote the poems or how old they actually are, although several are believed to have come from Greenland. What is known is that they form one of the most complete sources of Norse mythology in existence. One book within the *Poetic Edda*, the *Hávamál* (*Sayings of the High One*), describes how Odin acquired the power of the runes, as well as containing a useful list of magical charms.

The *Prose Edda* consists of four parts, the first of which contains Christianised versions of the Norse myths. According to Sturluson, the Norse gods were not deities to begin with, but escapees from the city of Troy who found their way North. Hailed as divine beings for their advanced technological skills by the local population, it was only after the Trojans' deaths that they ascended to full godhood, when devotional cults grew up around their burial mounds.

As with the origins and authors of the stories the two books contain, no-one is entirely certain where they get their name from. "*Edda*" may mean "knowledge" via Latin and Icelandic wordplay, but by the Middle Ages it was taken to stand for "Poetic Art". Regardless, the *Poetic Edda* is translated into English in 1936 by Henry Adam Bellows, and there are those who believe both it and the *Prose Edda* contain far more than a collection of interesting fables and a primer of how to understand Icelandic skaldic poetry.

Rudolf Gorsleben believes that the *Eddas* are the best source of Aryan history in existence, and sets up the Edda Society, an Aryan study group, in November, 1925. Gorsleben, a firm believer in reincarnation and the power of runes, also holds that all life began at the North Pole but was forced south to Atlantis as the polar regions cooled. He dies in 1930, only marginally aware of the secrets that are actually hidden in the two texts.

An earlier ariosophist, Guido von List (p.21), also postulates a northern origin for Aryan civilisation. In his opinion, the poems of the *Eddas* are much older than the historians give them credit for. He regards them as a sacred text written before the onset of the last Ice Age, and most certainly not from the hands of Icelandic and Scandinavian minstrels and poets.

There may be something in this rune malarky – after all, I suppose you could class the Elder Sign and its brethren as a very specialised type of rune.

A. T.

Sooner or Later

It is possible that the investigators may reach this scenario sooner than the date stated on p.252. Due to the sea ice around the island, getting onto Greenland will be extremely difficult without an icebreaker before late April, 1940. This means that a ship will have to be used to transport the investigators to their destination, rather than a flying boat (p.258), with other timings tweaked accordingly.

As long as the fact that Greenland is locked in by sea ice over the winter months has been taken into account, this scenario could easily be run after June, 1940, if required. The island does not become a full US protectorate until 1941 (p.250) and does not become a belligerent until December of that year (meaning that *Nachtwölfe* would need to be much more circumspect about their behaviour after this date).

The latest the scenario could sensibly be run is May, 1943, when the Battle of the Atlantic is winding down and the North East Sledge Patrol and the US Coast Guard are actively hunting any and all Nazi interlopers.

Unlike all of the other adventures in *Shadows of Atlantis*, this episode cannot really be run anywhere but at the end of the campaign, regardless of the date on which it takes place.

Trust No-one

There are spells hidden in the *Poetic Edda*, hinted at by Snorri Sturluson in his prose retelling. Liesel Maurer and her *Projekt Atlantis* team have decided to make use of them as part of their last-ditch attempt to retrieve the Palladion; not from the present, but the past.

It is the much discredited *Thet Oera Linda Bok* (*Oera Linda Book*; p.254), once championed by Hermann Wirth (the *Keeper's Guide*, p.65), that gives Maurer's team their first clue as to the secrets locked in the *Poetic Edda*. Although the book allegedly discovered by Cornelius Over de Linden in 1867 is a fake, some of its content was compiled from fragments of older manuscripts; ones which point to the spells hidden within the *Edda's* ancient poems.

Using theoretical models of the so-called Einstein-Rosen Bridge (proposed in 1935) and stolen Allied degaussing technology, combined with their existing blue crystal expertise and what they have learned from their research into the Palladion and Atlantean culture, *Nachtwölfe* have built a strange, quasi-technological portal generator which they are currently shipping to Greenland (p.262).

Once there, they will rebuild the machine and activate it, using a blood sacrifice to Viracocha's Mirror (p.227) and

Holy Fraud

Written in Old Frisian (once the language of the German Bight region on the edge of the North Sea), the *Oera Linda Book* purports to be the work of a survivor of Atlantis which, like Olaf Rudbeck (p.6), the manuscript calls Atland. Dismissed as a forgery within a little over a decade of its original "recovery", the tome comes to the fore once again when, in 1933, Hermann Wirth publishes his translation *Die Ura Linda Chronik*. He alleges it to be the "Nordic *Bible*" which supports his (and others') belief that the world's greatest civilisations spring from a northern Aryan tradition.

The authenticity of the book, which rapidly becomes known as "Himmler's Bible", is publically demolished at a panel discussion held at the University of Berlin in 1934. Dismayed by the treatment Wirth receives and convinced that the book is genuine, Himmler approaches the Dutch academic and, with Richard Darré, establishes the *Ahnenerbe* (the *Keeper's Guide*, p.81).

Interestingly, the book's treatment of the destruction of Atlantis and the fate of its survivors predates Ignatius Donnelly's kick-starting of the Atlantis craze by around fifteen years.

Bifrost

The portal to Atlantis created by *Nachtwölfe's* scientists is a mixture of current scientific theory and ancient magics. Albert Einstein and his colleague, Nathan Rosen, use the Theory of General Relativity to propose tube-like connections between two points in space-time, which become known as Einstein-Rosen Bridges.

However, these tunnels are incredibly unstable and are predicted to collapse very rapidly after their formation, making them useless as a means of travel between the two points they connect. Small scale tests indicated to *Nachtwölfe* that introducing quantities of exotic matter, in this case, blue crystal powder, into a strong electromagnetic field could stabilise locally triggered Einstein-Rosen Bridges.

The hypothesis that the bridges could permit time travel, coupled with the Mitawi/Mirror, her possession of a gate spell (which *Nachtwölfe* have nicknamed the "Bifrost" spell), and a location on what remains of ancient Atlantis where the barriers between dimensions are especially thin, make Liesel Maurer certain that she can break through to the lost city and plunder its relics for the glory of the Third *Reich*.

the spells taken from the *Poetic Edda* (hidden in the descriptions of the rainbow bridge, Bifrost) to open a gateway to Atlantis, where they intend to steal a working Palladion and any other Atlantean technology they can get their hands on.

The choice of Greenland is far from random. Not only does the constant presence of the aurora borealis indicate a high concentration of charged particles conducive to weakening the electromagnetic barriers between time and space, but many esoteric researchers believe that either Hyperborea or Atlantis (or both) once resided at or close to the North Pole.

The Theosophists believe that Greenland is all that remains of Hyperborea; Ignatius Donnelly and the French occultist Jean-Sylvain Bailly both thought that the country comprised part of what was left of Atlantis, as does Hermann Wirth. Greenland's connection to both ancient cultures therefore makes it an ideal location to attempt to reach through. The fact that it is isolated, largely uninhabited, and officially neutral also suits *Nachtwölfe's* needs.

There is, however, another element to the organisation's plan. The investigators, and those they work for, have been a thorn in *Nachtwölfe's* side throughout their search for this, the greatest piece of Atlantean technology so far uncovered. The news that Maurer and her people are heading to Greenland has been deliberately leaked to the Allies via a double agent in their pay, with a view to enticing them to the Arctic Circle.

Once there, *Nachtwölfe* intends to use the Allies as the victims in their sacrificial ritual to open the portal to Atlantis. The deaths of her enemies whilst they are attempting to stop her instead enabling Maurer to reach her goal is most appealing to the *Projekt Atlantis* co-ordinator, and she intends to wait for them for as long as necessary to exact her revenge...

EPISODE ONE: DOWN TO BUSINESS

The German organisation which has dogged the Allies' steps throughout their attempts to recover the Palladion appears to have made a grave mistake by stepping out of the shadows. Whatever it is they are up to, it cannot be good, and the investigators must act to uncover their enemies' plans before they have a chance to put them into action, unaware of the trap that awaits them.

RINGING THE CHANGES

Depending on how the scenarios in *Shadows of Atlantis* have been played, there are potentially a number of investigators that can take part in this, the final chapter of the story.

If one set of investigators has been used throughout, then of course it is they who will receive the invitation mentioned on p.255. If, on the other hand, the players have made use of the different pregenerated characters in each section, or have created unique teams of their own for the different locations

visited, then all those who survive will be asked to come along to Viscount Towton's estate in Kent.

Exactly which investigators the players choose to take through to the finale is entirely up to them. A small selection of alternative pregenerated characters of different nationalities is also provided on pp.293-296, in case anyone should fancy taking on one final persona.

If the players decide to create their own new characters for the *denouement*, then it is recommended that one or more of them has the following skills: Pilot (Boat) [Cth]/Boating [Sav], Survival (Arctic) [Cth]/Survival [Sav], and Mechanical Repair [Cth]/Repair [Sav]. Other desirable skills include Physics and Mathematics [Cth]/Knowledge (Mathematics) or Knowledge (Physics) [Sav], Electrical Repair [Cth]/Repair [Sav], Navigate or Track [Cth]/Knowledge (Navigation) or Tracking [Sav], and, potentially, Sabotage [Cth]/Repair [Sav].

Scene 1: Park Life

The investigators have been asked to attend an urgent meeting at Clemens Park, the country headquarters of the British occult agency, Section M, and the ancestral home of the Ward-Gray family (the *Keeper's Guide*, pp.66-71). The necessary travel arrangements have all been made for them, ensuring that they will reach the conclave in good time, no matter how far away they might be when they receive their invitations.

Everything is hustle and bustle at the small provincial railway station at Edenbridge and, judging by the range of uniforms and accents on display, there will be quite an eclectic gathering up at the big house for the next few days. Even if they arrive separately to each other, the investigators are all met together on the platform by a serious-looking, large man with a crooked nose. This is Arthur Morris, Alec Towton's chauffeur-cum-handyman (the *Keeper's Guide*, p.70).

Morris takes the investigators' luggage and loads it into an aging Rolls Royce before instructing them to, as he puts it, "pile on in". Just the latest in a steady series of trips he has made today, Morris takes the wheel and heads off through the English countryside with the group, arriving twenty minutes or so later at a large set of wrought iron gates, covered in barbed wire. The big man slowly and methodically opens the heavy gates, drives through, then closes them again with a dull "thunk".

The rest of the drive is through pleasant, wooded parkland, and within another ten minutes the car arrives at the front door of Clemens Park, where yet more people are milling about, obviously waiting for something or someone. If anyone attempts to engage Morris in conversation during any part of the trip, he responds politely but monosyllabically to any queries that are put to him.

Once at the main entrance, their chauffeur indicates that the investigators should decamp while a couple of soldiers grab their luggage from the boot of the Rolls Royce. A smartly dressed young woman with a clipboard greets the investigators by name, introducing herself as Miss Walsh (the *Keeper's Guide*, pp.69-70). Behind them, the Rolls pulls away again, presumably to collect another set of visitors from Edenbridge Station.

Miss Walsh then asks the characters to follow her. She leads them into the house through to the west wing where they will be staying for the duration of their visit. After seeing them to their rooms, Miss Walsh instructs the investigators that refreshments will be served shortly on the front lawn; their presence is expected once they have had the chance to freshen themselves up after their trip.

Anyone in the house will be able to direct the investigators to the front lawn which is not, despite what its name might suggest, at the actual front of the house. (If they do return to the front entrance, then a member of staff or one of the men in uniform will gently point them in the right direction.) The refreshments, in the form of tea, cake, and Pimm's cocktails, may come as a welcome relief from the monotony of rationing (depending on where the investigators hail from).

This informal gathering is a chance for the investigators to get to know one another properly if they do not do so already; it is also an opportunity to chat to the various other people gathered to see if anyone has an inkling as to why they have all been summoned here. If the investigators have experience with the Palladion, then they will be treated as minor celebrities by several of the guests, who seem to know all about them (even if the investigators have no clue who these people are in return).

Chatting to the other visitors (who appear to come from a wide variety of backgrounds, both military and civilian) reveals that there have been some interesting developments over the last few days regarding what has been nicknamed the "Golden Hoard". Whilst some people obviously know more than they are letting on, an equal number appear to be just as much in the dark as the investigators as to why they are currently nibbling on baked dainties in the heart of the Garden of England.

The investigators may be somewhat surprised at the ease and openness with which people are discussing such matters when the general public is being strongly advised to keep Mum at all times, but everyone at the party is of a sufficient level of security clearance to mean that anything said will be held in the strictest of confidence.

MAKING AN ENTRANCE

If the players have decided to make use of the pregenerated characters on pp.293-296, then the gathering on the lawn provides an alternative method of introducing them to each other, rather than their first meeting taking place at the railway station.

If there is a mix of established and new investigators in this scenario, then it is possible to use both locations as a means of introduction: returning characters meet on the platform, whilst new characters make themselves known at Clemens Park.



Scene 2: Attention, Class!

Once everyone has had a chance to enjoy the tidbits on offer and chat to their fellow attendees, their attention is summoned by a sandy-haired gentleman tapping smartly on his cocktail glass with what appears to be a silver swizzle stick. Beside him is Miss Walsh and a taller, thinner gentleman wearing round spectacles (Prof. Richard Deadman).

Speaking in a clear, confident voice, the man introduces himself as Alec Ward-Gray, their host (the *Keeper's Guide*, p.69). He welcomes everyone to his home for this essential meeting and apologises for the short notice and any inconvenience it may have caused. Towton then requests the pleasure of their company in the main classroom so that they can get down to business as quickly as possible now that everyone is here.

Unlike the guest rooms, which are comfortably old-fashioned in their furnishings, there is something deeply practical and unromantic about the large room the investigators are now taken to. Whatever it may have been in the past, the rows of school desks and wooden chairs clearly show what it has become. The smell of chalk dust in the air should definitely stir memories of the investigators' school days, even if the setting is somewhat more magnificent than their own experiences.

A large, movable blackboard is positioned at one end of the room, close to the door into the main house; behind the board, a cord dangles from the bottom of a rolled-up screen or map suspended from the wall by a large hook. French windows, through which the gathered throng have made their entrance, let out onto a terrace overlooking the gardens. Between the desks, in roughly the centre of the room, is a cine film projector, currently loaded with two large reels; one of which is full of film.

Once everyone is seated and has quietened down, Lord Towton begins to speak. He explains that he has received a *communiqué* from one of Section M's sister intelligence organisations informing him that a ship, the KDM *Nordlys*, left Copenhagen what is, now, a few days ago. The Royal Navy has made sightings of the ship which is, indeed, heading for the east coast of Greenland and, more specifically, Scoresby Sound (confirming the claims made by their source).

On board the KDM *Nordlys* are the ship's Danish crew and a most unusual set of passengers and equipment. At least one of the travellers is, according to the intelligence provided, a member of the Chankopa community of Tibetan monks (p.125), who have only been seen in the company of German citizens wearing a most distinctive wolf's eye patch or pin.

It is up to the Keeper whether or not *Nachtwölfe's* true identity has been discovered by the Allied intelligence services at this point in the war. If it has, then Towton will briefly outline what they do know, which may be as little as the group's name and that it appears to be focussed on weapons development and research. If their identity is still a mystery, then the Viscount can only infer that a specialist agency within Germany appears to be gathering ancient artefacts for an unknown, but doubtless nefarious, purpose.

The "blue monks", as Towton calls them, have cropped up time and again during the ongoing operation to recover the "Golden Hoard"; a collection of objects constructed from ancient materials that, according to legend, hail from the lost city of Atlantis. What is noticeable at this announcement is the lack of surprise or derision from the gathering, although there is a great deal of excited whispering.

Depending on which investigators are present, Towton will ask them to speak about their experiences in recovering

the various elements of the Palladion. Treat this as a recap to refresh everyone's memories as to which pieces are in Allied hands (or, at least, that they think have been recovered), as well as what *The Book of the Machine* claims each item can do. If there are no previous investigators present for a particular component, then Towton will hand over to Prof. Deadman to fill in the blanks.

The final main speaker is an average-looking man in a white lab coat, who Deadman introduces as Dr. Parker (the *Keeper's Guide*, p.71). He instructs that the curtains be drawn across the windows before he pushes the blackboard to one side and unfurls the hanging screen. At a nod from Parker, a technician turns on the film projector and a black and white moving image flickers into life.

Dr. Parker narrates the short film, which shows each retrieved piece of the Palladion and a selection of the experiments that he has been able to carry out on them. He confirms that, as far as he can tell, the segments fit together in a particular configuration, with a central power source that augments their abilities which, broadly speaking, do appear to match what is described in *The Book of the Machine*.

Exactly what is included in the film will, of course, depend on what the investigators have managed to acquire in the course of their adventures. If the Mitawi/Mirror has been successfully substituted by *Nachtwölfe's* emissaries in Peru (rather than having been outright stolen by them), then Parker will mention that, despite their best efforts, this particular component cannot be made to work, and it is assumed to have been damaged in transit in some way that he and his team have not been able to determine.

Exactly what is included in the film will, of course, depend on what the investigators have acquired.

If the Allies possess it, Parker will also admit that the Clypeus does not appear to be functioning properly, which may have something to do with its veined appearance, although he has yet to confirm his hypothesis. If the investigators did rescue the Agneya Weapon of Flame, then Parker describes how this piece also remains inoperative, although his research shows that it had been adapted into a personal weapon at some point in its life before it was permanently put out of action.

Interestingly, providing that it has been rescued from Persia, Parker reports that one of the pieces of the Palladion is now working far better than it was when it first arrived. Although the alleged audio component of the Cup of Yima is still only functioning intermittently, its range improves dramatically whenever it is connected to the Aten (which can, understandably, only be discovered if the Allies have retrieved the Life Giver from the Dream Duat; p.76).

Once Parker has finished, Towton opens the floor to questions and suggestions as to what Section M's plan of action should now be. Although both he and Deadman know what they think should be done, they want to hear from their colleagues and other experts in the field before coming to a final decision.

If particular pregenerated characters have not been taken, then they can be used as NPCs in this scene and the next to provide any information that the investigators might require. For example, Dr. Strand (p.294) will be able to answer questions on the *Edda* (including its magical associations), whereas Lt. Nowak (p.293) and Flight Lt. Ross (p.296) will be able to discuss the prevailing conditions and methods of transport, respectively.

Physicist or engineering characters, such as Dr. Skjelvik (p.295), will be able to tentatively identify the equipment loaded onto the KDM *Nordlys* from its rather sketchy description as some kind of electromagnetic induction system, similar to that being developed to protect Allied shipping from magnetic mines.

At this point, the meeting will draw to a close. One thing should, by now, have become clear: that whatever the Germans are up to in Greenland, they need to be followed and, if necessary, stopped. Towton thanks everyone present for their contributions, and invite them all to join him for dinner this evening, during which final arrangements for the mission will be announced.

Scene 3: Port & Cigars

The few hours before dinner should give the investigators time to discover any additional information they feel they need regarding what *Nachtwölfe* might be up to in the Arctic. This not only includes talking to the other guests, but the investigators will also be able to make use of the extensive library at Clemens Park and the laboratory facilities (if they wish to see a personal demonstration of any of the items they have recovered).

It may also give them time to find Towton and volunteer to go on the impending mission; after all, they are the nearest thing to experts Section M has (besides Dr. Parker) when it comes to the Palladion and the Chankopa. (If the players have taken on new investigators, then they are at least experts in their field; pp.254-255.)

Dinner takes place at eight o'clock, and the guests are summoned by the striking of a large gong located in the front hall. Evening dress has been provided for those who forgot to pack any. Unlike any other formal dinings the investigators may have attended in the past, there appears to be no order of precedence for the guests entering the dining room; apart from the fact that every woman is respectfully offered a gentleman's arm, no-one is pulling rank and people are just filing in as they arrive.

The meal is better than could have been expected, given that food rationing has been in force since January, 1940.

Indeed, there are many jokes about Prof. Deadman having smuggled in most of the food from New England in packing crates marked "Scientific Equipment". The professor will demurely deny such accusations, insisting that the crates were actually labelled "Reading Materials".

When dinner is over, the guests retire to the drawing room. If the investigators have volunteered to go to Greenland, then this is the prearranged time for them to slip away and meet with Section M's hierarchy to discuss their plans. If they have not volunteered, then they will each be approached by Miss Walsh to accompany her to see Lord Towton.

Alec Ward-Gray is lounging in a high-backed armchair when they enter his office, a smouldering cigar in one hand and a large glass of port in the other. Prof. Deadman is also present, as are any of the four pregenerated characters from pp.293-296 who have not been taken by the players.

The Viscount cuts straight to the chase. If the investigators have volunteered beforehand, then Towton launches straight into the plans for getting them to Greenland; if they have not, then he asks them to take on the mission as he is sure that their expertise will prove invaluable in determining what the Germans are up to.

The plan is, understandably, a little hazy in places. Having discussed the matter with his experts (which may well include the investigators, depending on their backgrounds), it has been decided that, thanks to the U-boat menace in the Atlantic, the fastest and safest route to Greenland is by seaplane. The Royal Air Force (RAF) has two Sunderland flying boats (p.259) standing by in Southampton ready to take off at a moment's notice. The planes should also allow the team to make up for the Germans' head start.

Through their contacts in the Danish Resistance and their associates in Greenland, Section M has arranged that the investigators will meet up with a local escort at the village of Scoresbysund (modern Ittoqqortoomiit), who will then assist them in locating the German expedition. Prof. Deadman has managed to pull a few strings back home and the United States Coast Guard, already patrolling the Greenland Sea, will also aid them where possible (even if that only means keeping an eye on the movements of the KDM *Nordlys*).

Once they have arrived in Greenland, the investigators' task is straightforward: find the Germans, identify what their equipment is for, and make sure that they never get the chance to make use of it.

A POLITE REFUSAL

It is possible that the investigators may not wish to go to Greenland. If that is the case, then Towton will not order them to do so, even though such a course of action is completely within his power. A different team will be sent in their stead; one which disappears without trace during a terrible "natural disaster" which befalls the east coast of the island a few days after their departure (p.273).

Of course, the players can take advantage of their investigators' refusal to change the identity of who goes on the mission; this may include taking on one the pregenerated characters already provided, or any other investigator that the player feels is better suited to the adventure. If this proves to be the case, then events unfold as described below.

EPISODE TWO: OVER THE SEA

Having been assigned to the mission, the investigators must now make their way to the Arctic Circle to discover *Nachtwölfe's* true purpose in travelling to Greenland.

Scene 1: Flying High

The day after the meeting at Clemens Park, the investigators are driven down to the docks at Southampton where their flying boats await. Any special equipment that they require will be provided for them by Section M, as will suitable clothing for the upcoming Arctic expedition.

Should the investigators wish to take along any of the pieces of the Palladion in Section M's possession, the item(s) in question will be well-packed into padded travelling cases. Realistically, the only segment of the Palladion worth taking (if they have it) is the Cup of Yima, which will no doubt come in useful when attempting to locate the German base.

Accompanying the investigators, if they have not been taken by the players, are the pregenerated characters on pp.293-296. Flight Lt. Ross can act as one of the pilots on the mission (whether he is an NPC or an investigator), as can any other character with the Pilot (Multi-prop) [Cth]/ Piloting [Sav] skill. Besides having knowledge which may prove useful to the investigators later on, the pregens' presence ensures that, should the worst happen, a supply of new characters is available for the players that will permit them to complete the scenario.

The flight to Greenland can be as fleeting or as fraught with danger as the Keeper wishes. The Sunderlands' on board workshops are available to the investigators if they wish to tinker with or adapt any of the equipment they have brought with them, or if they wish to get to grips with operating the Cup of Yima.

If the flight goes smoothly then, after brief refuelling stops at Prestwick on the west coast of Scotland, and Reykjavik, the Sunderlands fly over the North Atlantic to their destination. The trip from Prestwick to Reykjavik will take at least eleven hours, and that from Reykjavik to Scoresbysund a further seven or eight, not including the time taken to refuel.

Of course, there is the option to add an aerial Mythos element to the journey from Reykjavik to Greenland, either as glimpses of something strange (like the red orbs encountered in Tibet; p.112) or using the dogfight rules presented in

Table 6: Short S.25 Sunderland

Built by the Short Brothers of Rochester, the Sunderland flying boat (nicknamed the "Flying Porcupine" by the *Luftwaffe* thanks to its sheer number of guns) enters RAF service in 1938. It is the military version of the earlier civilian S.23 Empire flying boat, the main aircraft used by Imperial Airways on its international flight routes.

The Sunderland has two decks, with a bunkroom, a galley, a wardroom, a toilet, and a bomb room on the lower deck, as well as an on board workshop for in-flight aircraft maintenance purposes. The cockpit, radio, and navigation stations are housed on the top deck. The interior is accessed by either the bow door or the tail door (when the engines are in use).

Powered by four Bristol Pegasus engines (later replaced by Pratt & Whitneys), the Sunderland can cover around 2500 miles (4020km) between refuelling stops. When on the water, it can be anchored to a buoy or deploy its own anchor, of which there are a variety of different styles depending on its field of operation.

Although the Sunderland cannot touch down on dry land like a float plane, it can be fitted with special portable beaching gear which allows it to be pulled clear of the water, if required.

Cth

Vehicle	Country	Spd.	Weapons	Damage	Crew	HP (Front/Side/ Rear/Top/Bottom)	Handl.	Accel./ Decel.
Short S.25 Sunderland Flying Boat	GB and Commonwealth	16	16× .303 Browning Machine Guns	2D6+4	9-11	30/30/30/30/15	4	×1
			2× 1/2" Browning Machine Guns	2D6+4				
			Up to 2,000lbs of bombs, mines, or depth charges	Special*				

Sav

Vehicle	Acc./TS	Engines	Climb	Toughness	Maneuverability	Range (miles)	Crew
Short S.25 Sunderland Flying Boat	10/115	4	15	24 (2)	-3	1780	9-11

Notes	Weapons	Weapon Statistics
—	16× .303 Browning Machine Guns	40/80/160, 2d8+1, RoF 3, AP 2, Auto.
	2× 1/2" Browning Machine Guns	50/100/200, 2d10, RoF 3, AP 4, Heavy Weapon, Auto.
	Up to 2,000lbs of bombs, mines, or depth charges	Special*.

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide* p.122, or the *Keeper's Guide*, p.121).

the *Keeper's Guide* (pp.159-162). Sunderland flying boats are well-defended and fairly manoeuvrable and should be able to hold their own against the flying creatures listed in Table 10: Flying Creature Handling (the *Keeper's Guide*, p.161).

Should either of the planes be forced to ditch as a result of the engagement, then the British or Canadian Royal Navies, or the US Coast Guard, can be on hand to rescue the survivors and get them to their destination, if the other Sunderland cannot.

Icebergs are clearly visible from the aeroplane's windows as they fly in over the fjord system known as Scoresby Sound (or from the deck of any ship the investigators might alternatively be on). A successful Spot Hidden roll [Cth]/Notice test [Sav] may even permit the investigators a glimpse of two

ships in the approaches to the Sound. One is a US Coast Guard vessel (the USCGC *Yooper*); the other is the KDM *Nordlys*, holding off some distance to the south of the fjord's entrance. It is suggested that a Pilot (Multi-prop) roll [Cth]/ Piloting [Sav] should be called for to ensure that the landing close to Scoresbysund goes off without a hitch.

It is left to the Keeper's discretion to decide how the investigators get to the settlement at Scoresbysund. Inflatable rafts are part of the Sunderlands' cargo manifests, and these can be deployed to transfer the investigators and their equipment from the planes to the shore.

If it has been a difficult flight, then Section M's local contacts (see below) can come to meet the aeroplanes in their *umiaks* to save the investigators attempting to navigate through unfamiliar waters. If the investigators have arrived by ship after being rescued, then either the ship's launch or the local contact can transfer them to the village of Scoresbysund.

Scene 2: Finding the Way

The village in which the investigators find themselves is a small Inuit settlement of brightly painted huts, clinging to the rocks at the mouth of the Scoresby Sound inlet. Established in 1925 by the Danish explorer, Ejnar Mikkelsen (with the encouragement of the Danish Government), the village's first inhabitants moved here from Angmagssalik, around 500 miles (800km) to the southwest.

There are a few Europeans present in the village; these are the team's Danish contacts, led by Stefan Gulbrandsen (below) and Malik, a young hunter from the village (p.261). Gulbrandsen's men and their Inuit guides and companions have been asked to escort the investigators to wherever the Germans have holed up, as well as providing the group with whatever assistance they require.

STEFAN GULBRANDSEN, HUNTER & ANTHROPOLOGIST

Gulbrandsen's father had high hopes for his son, but they did not involve living like a vagabond amongst the Inuit, who the Rev. Gulbrand Abrahamsen had come to Greenland to convert. Before him, Gulbrandsen's family had enjoyed a long history of forcing their religion on people who were, in his own opinion, perfectly fine without it.

Like many Danish citizens living in Greenland, Gulbrandsen was born on the island. His father was one of the first missionaries in Angmagssalik, and his mother was one of Abrahamsen's earliest Inuit converts. Young Gulbrandsen thrived in the wild countryside and nothing his strict father did could curb his son's desire to explore the land of his birth. The final split with his family came after Gulbrandsen ran away to join Knud Rasmussen on one of his earlier Thule expeditions; he has not been home since.

Fascinated by Inuit culture and determined not to let it be wiped out by European interference, Gulbrandsen has eked out a living as an anthropologist, recording everything he can before it is lost. He supplements his income with hunting and surveying for the Danish authorities. He despises the Nazi regime as yet another example of white men attempting to force their views on others and is glad to be of any assistance to their enemies.

Appearance: Tall and tough, Gulbrandsen is a bear of a man. His beard is thick and shaggy, and usually crusted with sea spray or ice (in colder weather). His eyes are an unnerving pale blue in colour and, while they may not be as sharp as they once were, they still do not miss much. Gulbrandsen dresses like the local Inuit in furs and skins, made for him by the village's womenfolk. He long ago learned that European cold-weather clothing is not a patch on that used by the native peoples of Greenland.

Cth

STR 13	**DEX** 13	**INT** 14	**CON** 12
SIZ 17	**APP** 09	**POW** 13	**EDU** 14
SAN 65	**Hit Points:** 14		

Damage Bonus: +1D4.

Skills: Anthropology 50%, Drive Dogs 30%, Listen 50%, Natural History 40%, Navigate (Land/Sea) 40%, Pilot (Boat) 40%, Radio Operator 30%, Sneak 50%, Spot Hidden 55%, Survival (Arctic) 50%, Throw 50%, Track 50%.

Language Skills: Danish (Own) 70%, Greenlandic 50%, English 35%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Hunting Knife (Melee Weapon—Knife) 55%, damage 1D6+1D4, atts 1, base range touch.

M1917 "American" Enfield (Rifle) 55%, damage 2D6+4, atts 1/2, base range 90 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6.

Skills: Boating d6, Fighting d8, Knowledge (Anthropology) d8, Knowledge (Communications) d6, Knowledge (English) d6, Knowledge (Greenlandic) d8, Knowledge (Natural History) d6, Knowledge (Navigation) d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Throwing d8, Tracking d8.

Charisma: +0, **Pace:** 6 **Parry:** 6 **Toughness:** 6 **Sanity:** 6.

Hindrances: Curious, Quirk (Fascinated with Inuit Culture), Vengeful (Hates Germans).

Edges: Brawny, Combat Reflexes, Common Bond, Woodsman.

Gear: *Knife* (Str+d4), *M1917 "American" Enfield Rifle* (2d8, 20/40/80, Shots 10, AP 1, Snapfire).

MALIK, INUIT HUNTER

Malik may only just have come to manhood, but he shows great promise as a provider for his people. Quiet and serious, he works hard at everything he does and does not take kindly to being distracted. It is not that he is unfriendly; it is just that he has little trust of outsiders and prefers not to encourage them with smiles and small talk.

Contrary to his general distrust of *kavdlunait*, the young Inuit hunter has followed Gulbrandsen around like a puppy since he was a toddler. The big man dwarfs his young companion physically, but usually treats him as a mentor when it comes to the Inuit way of life. It amuses the village elders to see Malik patiently explaining some intricacy of their culture to the intently listening Dane, as if the European was the small child and Malik some sort of aged *angakok* (shaman).

There is always the chance that Malik will, indeed, one day become the village's *angakok*. When that day comes, Gulbrandsen has great faith that his adopted mentor will do a superb job.

Appearance: Malik's round, clean-shaven face is usually set into a stern, almost disapproving look. He keeps his thick black hair very short and is more than a little envious of Gulbrandsen's ability to grow a thick, bushy beard. Like his friend, Malik is always garbed in traditional Inuit clothing.

Cth

STR 15	**DEX** 11	**INT** 16	**CON** 14
SIZ 10	**APP** 08	**POW** 13	**EDU** 10
SAN 85	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Drive Dogs 40%, Folklore 25%, Natural History 40%, Navigate (Land/Sea) 50%, Pilot (Boat) 40%, Sneak 40%, Spot Hidden 50%, Survival (Arctic) 60%, Throw 40%, Track 40%.

Language Skills: Greenlandic (Own) 50%, Danish 35%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Hunting Knife (Melee Weapon—Knife) 65%, damage 1D6+1D4, atts 1, base range touch.

Harpoon (Melee Weapon—Spear) 55%, damage 1D8+1*, atts 1, base range Special*.

*See the Throw rules for further details (***Call of Cthulhu, 6th Edition***, p.74).

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d10, Vigor d8.

Skills: Boating d6, Fighting d6, Knowledge (Danish) d6, Knowledge (Folklore) d4, Knowledge (Navigation) d8, Knowledge (Natural History) d6, Notice d8, Riding d6, Stealth d6, Survival d8, Throwing d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Code of Honor, Loyal, Stubborn.

Edges: Alertness, Brave, Common Bond, Danger Sense.

Gear: *Hunting Knife* (Str+d4), *Harpoon* (Str+d6, 5/10/20).

New Skill: Drive Dogs

Cth

Base chance 10%. The Drive Dogs skill is the Inuit equivalent to the Drive Horses skill (***Call of Cthulhu, Sixth Edition***, p.67). It covers competence in training and handling sled dogs, as well as the ability to control a dogsled in a variety of conditions. As per the parent skill, Drive rolls are required during chases and when attempting dangerous manoeuvres.

Sav

Although an argument could be made for using the Driving skill, the ***Savage Worlds*** Game Master should use the existing Riding skill when it comes to handling teams of dogs, as it pertains to animal control.

Gulbrandsen and Malik can confirm that the KDM *Nordlys* sailed into the Sound the day before. Although the Danes and Inuits are not certain which island the ship was heading for, it left again shortly before the investigators' arrival, meaning that whoever it was carrying could not have travelled too far into the fjords before unloading their gear and the vessel departing.

The US Coast Guard ship patrolling the coast at Prof. Deadman's request has radioed in that the KDM *Nordlys* has weighed anchor in an inlet to the south, where it appears to

The ship left shortly before the investigators' arrival, meaning that it could not have travelled too far.

be just sitting and waiting. As per Deadman's instructions, the USCGC *Yooper* is (for the moment, at least) merely observing. Not wishing to provoke a diplomatic incident, the most it will be able to do is detain the *Nordlys* to search for evidence of illegal activities. The Captain has promised to inform Gulbrandsen's men if the ship sets sail again.

Depending on when the investigators arrive and in what condition, Gulbrandsen insists on immediately checking their supplies to make sure that they are suitable. If they are not, he will provide replacements; this is most likely to be the case if some or all of the investigators' equipment has been lost through one of the Sunderlands being downed or wrecked on landing.

As keen as he is to get on with the mission, Gulbrandsen will insist that the investigators are rested and refreshed

before they head off into the Sound. A slip or trip caused through tiredness could spell disaster, something the big Dane would prefer to avoid.

The hunting party consists of the investigators, the pre-generated characters from pp.293-296, Gulbrandsen, Malik, and a group of Danish hunters and Inuit equal in number to rest of the party. Once prepared, they leave the village after a short propitiation ritual has been carried out to honour Arnakuagsak, the Mother of the Sea and all of its creatures, known elsewhere in the Inuit world as Sedna.

The inflatable rafts brought by the investigators (if they still have them) are accompanied by the locals' *umiaks*. If the investigators have the Pilot (Boat) [Cth]/Boating [Sav] skill, then they will be able to paddle their own boats; if not, they will be taken as passengers.

Even though the summer is progressing there is still some ice in the Sound, but the Inuit weave their way through it with ease. As long as any paddling investigators follow the same course, they will not have to test either their navigation or boating (or swimming!) skills.

Gulbrandsen and Malik have calculated that there are only a small number of islands that the German party can have disembarked at, and they plan to start with the farthest and then work their way back. If the investigators wish to use a different pattern, Gulbrandsen will defer to their choice; after all, he is here to act as guide and escort—they are the experts in whatever it is they are hunting.

Of course, if the investigators have access to one of the Atlantean compasses, there will be no need to engage in a time-consuming search; provided it is kept in a different boat to any Palladion pieces the investigators might have brought with them, then it quite clearly indicates where they should be going. Alternatively, the Keeper may decree that the compass just does not work if they have any part of the Palladion in tow.

Figuring It Out

Through his research into the Atlantean compasses, Dr. Parker has come to the conclusion that it is the residual power of the crystals within the Palladion pieces that cause the figures' arms to rise and fall whenever the little statuettes are in relatively close proximity to them.

Parker is correct in his assumptions. The compasses were "tuned" to the Palladion after its creation and given to Atlantean explorers so that they would always be able to find their way home again, no matter how far they roamed. Whilst this has, indeed, proved useful for locating the scattered parts of the artefact, it may well yet have an even greater significance before the investigators' adventures are at an end...

The Cup of Yima, if the investigators have it, will also help to confirm where *Nachtwölfe* have set up base. Although its range reverts to that first experienced in Persia (p.210) as soon as it is removed from Clemens Park, once the investigators arrive at Scoresbysund, the distance the artefact can spy over suddenly increases again. Any physicists present (such as Dr. Skjelvik; p.295) can hazard a guess that perhaps the electromagnetic effects that cause the aurora, currently invisible in the daylight, might be helping to power the item (a successful Physics roll [Cth]/Knowledge (Physics) test [Sav]).

However they achieve it, it will not take the investigators too long to locate the *Nachtwölfe* base. The boats the Germans used to get to shore are clearly visible in a sheltered bay on one of the larger islands; smoke from their campfires can easily be detected from across the water, as can the sounds of diesel generators and the general hammering and banging of industrious labour.

These facts should ring alarm bells for the investigators; if they do not, permit them an Idea roll [Cth]/Smarts test (or the GM may, alternatively, permit a Tracking test) [Sav] to realise that the Germans have done virtually nothing to cover their tracks or hide their intentions. Granted, there has always been a degree of *blasé* arrogance about *Nachtwölfe's* attempts to recover the Palladion, but they are openly operating in a country that has declared its neutrality and independence. Something should feel very wrong about how easy it has been to find their enemy.

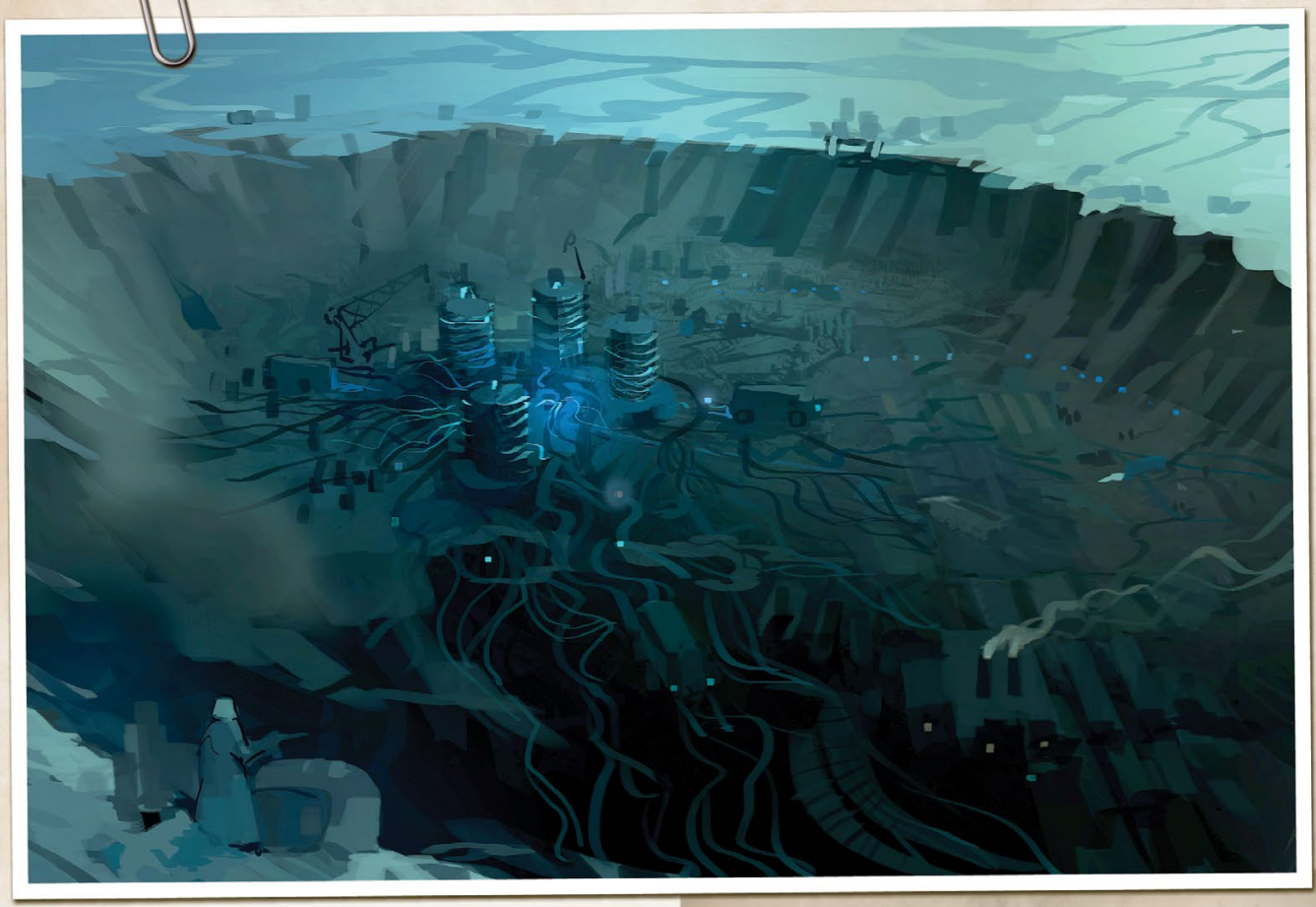
Scene 3: Over the Rainbow

It makes sense for the investigators to observe their quarry to see what they are up to before making any decisions on how to proceed. Provided that they can get onto the island without drawing undue attention to themselves, this should be a relatively straightforward goal to achieve.

Nachtwölfe have set up camp in a natural amphitheatre on the eastern side of the island, which Gulbrandsen identifies as Glemt Øe, the Forgotten Island. Malik recounts that, according to tradition, people had once lived on the island, but that they went out hunting one day and could not remember how to find their way back. No matter how hard they tried, the place where they thought the island should be was empty, and so they were forced to find a new home.

The base is a hive of activity. Troops in German uniforms with the all too familiar wolf's eye unit patch are in the midst of setting up what looks, to the untrained eye, like a gigantic mess of wiring. Thick, heavy-duty cabling is wrapped around four large drums which have been positioned at the cardinal compass points, approximately twelve feet apart. More wires run from the drums to large generators, one for each of the coils.

Any engineers or physicists present will be able to identify the equipment as very similar to that being developed to "degauss" Allied ships, a process which eliminates as much of a ship's hull's inherent magnetic field as possible by either



installing large, electromagnetic coils on board or passing charged electrical cables across the hull in a process known as "wiping". Whatever the array of wiring is, the actions of those working on it definitely look like fine adjustments rather than general construction.

METHOD OF ATTACK

The investigators are now faced with a choice: they could assault the camp immediately; they could attempt to sneak into the camp and sabotage the equipment; or they could wait to see what it actually does before making a move.

If they do decide to attack the camp, then there are two possible methods of running the combat that ensues. As in the confrontation with the Brides of Durga (p.178), the investigators can take on individual *Nachtwölfe* troops and field testers (use the stats provided on p.58 and the *Keeper's Guide*, p.108, respectively) with the number of assailants determined by the investigators' relative combat skills, with a minimum of one per character (investigators plus allied NPCs). Alternately, the Simple Mass Combat System (*Achtung! Cthulhu: Terrors of the Secret War*) [Cth]/the mass combat system from the ***Savage Worlds*** core rulebook [Sav] can be used instead.

As soon as combat starts, Maurer will activate the coils, throwing a handful of blue crystal dust into the centre of the array as soon as the final generator growls into life. Maurer and Khenpo Choden's priorities in this fight are to get the gate open and they will avoid engaging directly in combat for as long as possible in order to do so.

The moment any blood is spilled (i.e. as soon as someone loses at least one Hit Point, or a combat or virtual unit is lost [Cth]/as soon as the character takes a wound or is Shaken [Sav]), it rises into the air as a fine mist and flies towards a chanting Khenpo Choden, who is holding

Standoff

Cth As described in **Book Two, Ch.2: A Precious Jewel**, complex fights involving supporting NPCs can be managed with the Simple Mass Combat System. In this case, Liesel Maurer (p.265) and Khenpo Choden (p.266) are named NPCs whose actions are directed like those of the player characters, as are Stefan Gulbrandsen, Malik, and the pregenerated characters from pp.293-296.

The Danish hunters brought by Gulbrandsen count as 1 mass combat unit, as do the Inuit hunters. *Nachtwölfe* have 1 mass combat unit of soldiers and 1 of field testers. Any other virtual units that can be established will come into play as and when appropriate, but remember that *Nachtwölfe* are expecting an attack, so the investigators do not gain a virtual unit due to surprise.

the Mitawi/Mirror and, apparently, channelling the bloody vapour straight into the mask. The more blood there is, the more flows into the mask.

After 1-2 combat rounds, those who succeed at a Listen roll [Cth]/Notice test [Sav] realise that Khenpo Choden's chant has suddenly changed. Massive green sparks are being given off by the buzzing coils; the air has taken on a dry, metallic taste and there is an odd, high-pitched chittering noise all around, punctuated by the occasional sharp "Crack!". Both are clearly audible over the sounds of fighting that may be occurring at the same time.

In the centre of the array, a swirling, plaited ribbon of rainbow fire begins to coalesce, rapidly increasing in size to form some sort of arched gateway. Through the gateway there is a short tunnel of multi-hued flame, at the end of which appears to be a city street, quite unlike any the investigators have ever seen before. Regardless of where a person is standing, he can see into the tunnel and the city beyond.

If the investigators manage to interfere with the equipment, or stop Khenpo Choden from intoning the ritual once the rainbow gate has started to form, then there is a strange, rushing sound, followed by a brief, eerie silence and a violent implosion, which sucks all of the investigators, Liesel Maurer, Khenpo Choden, and a handful of *Nachtwölfe* soldiers and field testers into the gateway...

SABOTAGE

If, rather than attacking straight away, the investigators decide to wait until nightfall in order to sabotage the equipment (which will not be until very late as it is summer and they are above the Arctic Circle), then they can certainly do so. Maurer's men are hidden around the camp waiting for just such an eventuality, and Maurer will spring the trap the moment the investigators and anyone accompanying them reach the coils.

As above, Khenpo Choden will summon any spilled blood and channel it into the Mitawi/Mirror whilst Maurer activates the coils. The resulting implosion from any attempts to damage the array once Maurer and the Chankopa leader have begun their rituals will also take place as already described (see above).

CURIOSITY KILLED THE INVESTIGATOR

Should the investigators decide instead to wait and see what the Germans are up to, Liesel Maurer will only wait for so long before attempting to lure them out. As soon as her patience fails, she will fire up the generators, throw blue crystal dust into the sparks, and gather her men around the array. Khenpo Choden will begin to speak the words of the blood summoning ritual, far more loudly and theatrically than is entirely necessary.

As the investigators watch, two *Nachtwölfe* soldiers drag a semi-conscious figure from one of the tents; by his uniform, he appears to be a Danish sailor. They bring him to Maurer, holding him up in a kneeling position in front of her. Maurer makes a great show of brandishing a dagger and talking about the blood of the faithful being the doorway to the glories of the past before walking behind the man. Anyone who was in Peru should have a horrible realisation as to what may be about to happen.

Unless the investigators intervene at this point, Maurer grabs a handful of the sailor's hair, drags his head backwards, and slashes his throat wide open in a single, fluid movement (SAN loss 0/1D4 [Cth]/Nausea test [Sav]). The gout of blood spurting from his severed arteries almost instantly vaporises and flies towards Khenpo Choden, who can now be seen to be brandishing the Mitawi/Mirror.

As the investigators continue to watch, the Chankopa Lama's chant changes and rainbow fire begins to appear in the centre of the hissing, crackling array. If the investigators still do not intervene, a second sailor will be dragged forward from the tent and sacrificed in a similar manner to the first.

It is entirely possible that the investigators will continue to do nothing to interfere. If that is the case, then the gate opens fully as described before. Maurer, Khenpo Choden, and a small handful of soldiers then enter the gateway and vanish.

This could present a perfect opportunity to deal with Maurer without really finding out what she is up to, as it is now possible for the investigators to attack the camp and destroy (or simply turn off) the array, closing the gate before Maurer can return. If this is their choice, then see p.276 for the ramifications of their decision.

The investigators may, alternatively, wish to gain access to the gate themselves in order to follow Maurer wherever she has gone. *Nachtwölfe's* forces will mount a resistance but, as soon as it becomes clear to them that the investigators are not going to destroy the gate (i.e. that they are making no attempt to turn it off or smash it), then they will actively harry the characters into the portal instead. After all, Maurer wishes to destroy them; if they have failed to make a convenient sacrifice of themselves, she can at least attempt to trap them in the past forever.

There is always a chance that a stray bullet (caused by a fumble [Cth]/a natural 1 rolled on the Shooting die, or snake eyes (a 1 rolled on both the Shooting and the Wild Die) for Named characters [Sav]) could cause the gate to implode as described previously, if the investigators are making no move to enter the gate themselves.

FOREWARNED IS?

If the investigators are aware that finding the Germans and remaining hidden from them has been just a little bit too easy, then they may well suspect a trap. However, they still need to do something about that equipment. Reward them for any innovative plans detailing how they hope to deal with walking into a set up, such as keeping people in reserve or having hunters positioned on the slopes around the camp to take pot shots at important people.

Do not forget that if the investigators are expecting a trap, then *Nachtwölfe* does not gain any advantage from

their expected element of surprise (and vice versa; after all, Maurer does know that they are coming); for example, the investigators gain no advantage due to surprise when it comes to determining the order of combat (***Call of Cthulhu, Sixth Edition***, p.59 [Cth]/see the ***Savage Worlds*** core rulebook, **Chapter 3: Game Rules—Initiative** for further details [Sav]).

If, on the other hand, they do not take into account the fact that the Germans are, in all likelihood, waiting for their arrival, do not feel that it is necessary to penalise them beyond the standard effects of a surprise attack.

THROWING CAUTION TO THE WIND

If the investigators have not been overly cautious in their search for the *Nachtwölfe* base (for example, by making a lot of noise or not attempting to conceal/cover their actions in any way), then it is perfectly reasonable to ask for a Fieldcraft or Sneak roll [Cth]/Stealth test [Sav] for each boat that has taken part in the hunt for the island, if it has been purely marine-based up to this point (use the highest skill in each boat). If the investigators have landed before searching Glemt Øe, then individual Fieldcraft or Sneak rolls [Cth]/Stealth tests [Sav] should be used instead.

The response, should they fail one of these skill checks, may not be quite what they expect. Liesel Maurer will approach the team with her hands raised and invite them to come for a tour of the camp. If the investigators are still in their boats at the time they are spotted, Maurer will wave them in to land before making the invitation. The Germans will not open fire on the investigators at this time unless they are forced to defend themselves.

> Maurer is convinced that she will succeed in her quest for the Palladion.

Whether or not the investigators accept is entirely up to them. If they do, then the *Nachtwölfe* group are very friendly and happy to discuss the technology they have brought with them, which they claim is a "shield" generator they are testing for the Royal Danish Navy. Because it is untried technology, they have been instructed by the Danish Government to carry out tests in as remote a location as possible, and they consider this island (which is, as far as Denmark is concerned, still its territory) to fit the bill perfectly.

Of course, this is a ruse designed to catch the investigators off guard. As soon as Maurer has finished the tour (which ends at the generator array), then *Nachtwölfe* will spring their trap and attack the investigators where they stand. Events will then unfold as described above (p.264).

If the investigators choose not to accept the invitation by paddling or running away, then the Germans will make what is, fairly obviously, a half-hearted attempt to chase after them. If the investigators open fire, then Maurer's men will defend themselves.

If on the island and by the camp when this happens, the subsequent events will be as described above. If the investigators are still at sea then, despite effectively being sitting ducks, the Germans' barrage will mostly be directed above their heads in an attempt to drive them away, with only the odd shot actually being aimed at a person, just to maintain the illusion that they are retaliating.

LIESEL MAURER, HEAD OF PROJEKT ATLANTIS

No-one would accuse Liesel Maurer of being a daydreamer by looking at her, yet further evidence (if it was needed) that you should never judge a book by its cover. Beneath her studious and hard-working exterior beats the heart of a romantic; one which she has kept carefully hidden away from public view since childhood.

Maurer always loved the stories of the Nordic and Germanic gods, and tried to make her older brothers act them out when they played together. But they always made her be the monster, never a god or goddess, and eventually she gave up, preferring to hide herself away in her father's extensive (though rarely used) library instead.

As the daughter of a very minor Teutoburg noble, Maurer's life at the family's ancestral *schloss* was otherwise comfortable. She often roamed the woods around the estate, partly to get away from her brothers, but also to visit the nearby Hermann Monument, just outside the town of Detmold. There she fantasised about the ancient Germanic king, Arminius (Hermann), and his defeat of Rome's finest at the Battle of the Teutoburg Forest in 9AD.

When she became older and was allowed to travel further on her own, Maurer would often make "shopping" trips to Bad-Meinburg or Horn so that she could visit the Externsteine, alighting at the convenient tram stop beside Germany's Stonehenge. She no longer had to hide her visits after the Nazis came to power; her father's desire to be thought of as a good German ensured many family excursions to this important (if unsubstantiated) symbol of nationalist pagan pride.

Entirely self-taught, over the years Maurer became an expert on lost cultures and pagan mythology, carefully hiding her interests behind the façade of a dutiful daughter. Her article on Atlantis, sent to one of Germany's many occult magazines, brought her to the attention of Mina Wolff, who invited her to a meeting clandestinely described as an interview for a secretarial job in order to deflect *Herr* Maurer's potential objections.

And so Maurer found herself officially working as a "personal assistant" to one of Wolff's lieutenants, a position she very quickly rose to enjoy for herself. Her drive and determination, coupled with her devotion to Wolff, saw her vigorously competing with her fellow *Obersts* of the Inner Circle for control of *Projekt Atlantis*. She is convinced she will succeed in her quest to recover the Palladion, one way or another.

Appearance: The shadow to the light that is the petite blonde, Mina Wolff, Maurer is practically her superior's opposite when it comes to their physical appearance. Although Liesel attempts to mimic Mina's trademark hairstyle, scraping her thick black hair back from her face only makes her look severe (which can be useful when it comes to intimidating people). She dresses in well-tailored clothing which accentuates her considerable curves.

Cth

STR 12 **DEX** 12 **INT** 15 **CON** 13
SIZ 16 **APP** 10 **POW** 16 **EDU** 16
SAN 65 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Anthropology 60%, Archaeology 60%, Bargain 60%, Cthulhu Mythos 05%, Folklore 55%, Institutional Lore (*Nachtwölfe*) 40%, Library Use 55%, Occult 45%, Persuade 60%, Psychology 55%, Ride 25%, Spot Hidden 55%, Use Atlantean Technology 40%.

Language Skills: German (Own) 80%, Icelandic 50%, English 40%, Atlantean 30%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Dagger (Melee Weapon—Knife) 45%, damage 1D4+2+1D4, atts 1, base range touch.

P08 Luger 9mm (Handgun) 40%, damage 1D10, atts 2, base range 15 yds.

Spells: Bind Enemy, Cause Disease, Chant of Thoth, Cloud Memory, Clutch of Nyogtha, Curse of Darkness, Deflect Harm, Detect Enchantment, Elder Sign, Fist of Yog-Sothoth, Healing, Identify Spirit, Implant Fear, Prinn's Crux Ansata, Wrack.

Sav

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8.

Skills: Atlantean Technology d6, Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Archaeology) d8, Knowledge (Atlantean) d6, Knowledge (Bureaucracy) d6, Knowledge (English) d6, Knowledge (Folklore) d8, Knowledge (Icelandic) d8, Knowledge (Mythos) d4, Knowledge (Occult) d6, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Riding d6, Shooting d6.

Charisma: +2**; Pace:** 6; **Parry:** 5; **Toughness:** 7; **Sanity:** 7.

Hindrances: Curious, Overconfident, Vow (*Nachtwölfe*).

Edges: Brawny, Connections, Level Headed, Noble, Scholar (Anthropology, Archaeology).

Gear: *Dagger* (Str+d4), *P08 Luger 9mm Pistol* (2d6-1, 12/24/48, RoF 1, Shots 7, Semi-Auto).

Special Abilities

- **Spells:** *bind enemy, cause disease, chant of Thoth, cloud memory, clutch of Nyogtha, curse of darkness, deflect harm, detect enchantment, elder sign, fist of Yog-Sothoth, healing, identify spirit, implant fear, Prinn's crux ansata, wrack.*

KHENPO CHODEN, THE CHANKOPA LAMA

Some say that he hails from Agarthi, the evil twin of Shambhala (p.105); others that he was thrown out of the Northern City of Peace for his unholy practices. Whilst he is indeed very old, Khenpo Choden is not quite that ancient, although none of his monks know his true age.

Like so many before and since, the boy who grew up to become the leader of the Wolf Brothers was kidnapped as a child from Narthang Monastery, near Shigatse, and indoctrinated in the ways of the Veiled Monastery. The Blue Monks usually only snatch the poor and defenceless, but the then head of the order, the Chankopa Lama, insisted that risks be taken to spirit the child away from the Kadampa.

This may have had something to do with the boy's apprenticeship in Narthang's famed printing workshops and the Chankopa Lama's desire to enrich his order's library, but everyone agreed that there must be more to it than that. However, Khenpo Choden did not show much early promise; he spent almost as much time with the fierce *dobdobs* as he did with the junior *ngagspas*, much to the dismay of his tutors. But the Chankopa Lama merely insisted that his underlings bide their time and all would be well.

Indeed, it was. Sharp-witted and canny, the boy realised that in order to survive the rigours of the Veiled Monastery, he would need to be both physically and mentally resilient; that there would be times when a ready fist was of more use than a clever spell. In the end, Khenpo Choden took the place of the man who had chosen him as his successor, not just because of his magical abilities but because he had survived where others had fallen by the wayside.

Appearance: Khenpo Choden's spiritual corruption is made clearly manifest in his appearance. His complexion is sallow and blotched, his breath reeks of the charnel pit despite his vegetarian diet, and his eyes are cold and dead. Instead of being wrinkled, as one might expect with advanced age, his skin is almost translucent, stretched thin and tight across his bones, so that his face looks like that of a desiccated corpse and his hands like grasping, bony claws.

The Chankopa Lama is dressed in floor-length, many-layered blue robes, which seem to hang awkwardly from his skeletal frame, accentuating his apparent frailty. Looks can be deceiving, though. As with his business colleague, Liesel Maurer, all is not what it seems and the old man is much tougher than he appears to be. Unlike the more junior *ngagspas*, Khenpo Choden does not wear a *gau* amulet (p.130); as head of the order, he is in the service of all *yidams* and favours none in particular.

Cth

STR 08 **DEX** 14 **INT** 18 **CON** 13
SIZ 11 **APP** 07 **POW** 20 **EDU** 18
SAN 30 **Hit Points:** 12

Damage Bonus: none.

Skills: Astronomy 50%, Chemistry 40%, Conceal 55%, Craft (Printing) 50%, Craft (Ritual Objects) 55%, Cthulhu Mythos 50%, Folklore 60%, History 50%, Library Use 65%, Martial Arts 40%, Medicine 45%, Natural History 50%, Occult 70%, Persuade 60%, Pharmacy 40%, Psychology 55%, Spot Hidden 65%, Survival (Mountain) 70%, Teach 50%, Theology (Eastern Mysticism) 60%.

Language Skills: Tibetan (Own) 90%, any other language 50%.

Weapons: *Fist/Punch* 50%, damage 1D3*.

Kick 25%, damage 1D6*.

*If the attack roll is equal to or less than Khenpo Choden's percentage skill in Martial Arts, then the attack deals double the base damage.

Spells: Alter Weather, Augur, *Bifrost* (Create Time Gate), By the Mind Unseen, any relevant Call/Dismiss spell, Command Animal (Wolf), Command Ghost, any relevant Contact spell, Create Gate, Create *Tulpa*, Generate *Thumo*, Journey to the Other Side, Legs of the Wind Runner, Levitate, The Mind Unseen, Spirit Wrack, any relevant Summon/Bind spells, Summon/Bind *Preta*, Voices on the Wind.

Sav

Attributes: Agility d8, Smarts d12, Spirit d12+2, Strength d4, Vigor d6.

Skills: Fighting d6, Healing d6, Investigation d8, Knowledge (Astronomy) d8, Knowledge (any language) d8, Knowledge (Chemistry) d6, Knowledge (Eastern Mysticism) d8, Knowledge (Folklore) d8, Knowledge (History) d8, Knowledge (Mythos) d8, Knowledge (Natural History) d8, Knowledge (Occult) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Stealth d8, Survival d8.

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 3.

Hindrances: Elderly, Mean, Overconfident, Ugly, Vow (Further the aims of the Veiled Monastery).

Edges: Combat Reflexes, Martial Artist, Scholar (Astronomy, History, Natural History & Occult), Tough as Nails.

Gear: none.

Special Abilities

- **Spells:** *alter weather*, *augur*, Bifrost (*create time gate*), *by the mind unseen*, any relevant *call/dismiss* spell, *command animal (wolf)*, *command ghost*, any relevant *contact* spell, *create gate*, *create* tulpa, *generate* thumo, *journey to the other side*, *legs of the wind runner*, *levitate*, *the mind unseen*, *spirit wrack*, any relevant *summon/bind* spells, *summon/bind* preta, *voices on the wind*.

Additional Forces

DANISH HUNTERS

Tough, resourceful men who have made their living tracking and hunting all that Greenland has to offer.

Appearance: Sporting either a full beard or a moustache, the Danish hunter is decked out in either European-style Arctic clothing, Inuit garb, or a mixture of the two.

Cth

STR 16 **DEX** 11 **INT** 15 **CON** 12
SIZ 14 **APP** 11 **POW** 11 **EDU** 15
SAN 55 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Bargain 55%, First Aid 50%, Hide 50%, Jump 45%, Listen 55%, Natural History 40%, Navigate (Land) 45%, Sneak 45%, Spot Hidden 50%, Survival (Arctic) 55%, Track 45%.

Language Skills: Danish (Own) 75%, Greenlandic 40%, English 20%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

Hunting Knife (Melee Weapon—Knife) 55%, damage 1D6+1D4, atts 1, base range touch.

M1917 "American" Enfield (Rifle) 60%, damage 2D6+4, atts 1/2, base range 90 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d8, Healing d8, Knowledge (English) d4, Knowledge (Greenlandic) d6, Knowledge (Natural History) d6, Knowledge (Navigation) d6, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Survival d8, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Cautious, Loyal.

Edges: Brawler, Combat Reflexes.

Gear: *Hunting Knife* (Str+d4), *M1917 "American" Enfield Rifle* (2d8, 20/40/80, Shots 10, AP 1, Snapfire).

INUIT HUNTERS

If anything, the Inuit hunters are even hardier than their Danish companions. Although they respect the Danes for their hunting and tracking skills, the Inuit do consider the Danes' killing of more than they need to survive to be something of a contentious issue.

Appearance: Dark haired and usually clean shaven (although they may sport a short moustache or a wispy beard), the Inuit long ago learned that if you want to survive the Arctic winter, you need to kill something and wear it.

Cth

STR 15	**DEX** 12	**INT** 14	**CON** 15
SIZ 11	**APP** 14	**POW** 14	**EDU** 12
SAN 70	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Drive Dogs 40%, Hide 40%, Listen 45%, Natural History 35%, Navigate (Land/Sea) 40%, Pilot (Boat) 35%, Sneak 45%, Spot Hidden 50%, Survival (Arctic) 50%, Throw 40%, Track 40%.

Language Skills: Greenlandic (Own) 60%, Danish 30%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Hunting Knife (Melee Weapon—Knife) 50%, damage 1D6+1D4, atts 1, base range touch.

Harpoon (Melee Weapon—Spear) 45%, damage 1D8+1*, atts 1, base range Special*.

*See the Throw rules for further details (***Call of Cthulhu, 6th Edition***, p.74).

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Boating d6, Fighting d8, Knowledge (Danish) d6, Knowledge (Natural History) d6, Knowledge (Navigation) d6, Notice d8, Riding d6, Stealth d6, Survival d8, Throwing d6, Tracking d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Loyal, Outsider.

Edges: Brawny, Danger Sense.

Gear: *Hunting Knife* (Str+d4), *Harpoon* (Str+d6, 5/10/20).

I'll bet the dreaming spires of Atlantis could give those of Oxford quite a run for their money. It's a shame we'll never see their like again.

A. T.

EPISODE THREE: INTO THE BREECH

One way or another, the investigators have entered the rainbow portal and travelled across the aeons to the Isle of Atlas. But can they stop Liesel Maurer and return home without unleashing the doom of Atlantis on the present?

Scene 1: Streets of Red Gold

The investigators find themselves in the middle of a city street, surrounded by fleeing, screaming people. If they were sucked into the rainbow gateway, then they may not land on their feet upon arrival, putting them in severe danger of being trampled. Roll DEX×5 [Cth]/Agility [Sav] to see if the investigators arrive upright.

If they fail the skill check, then they must make either a successful DEX×5 or Dodge roll (whichever is highest) [Cth]/Agility test [Sav] to avoid being crushed underfoot. If the investigators walked through the gate, then there is no need to make them roll, unless it is to avoid colliding with one of the citizens of Atlantis.

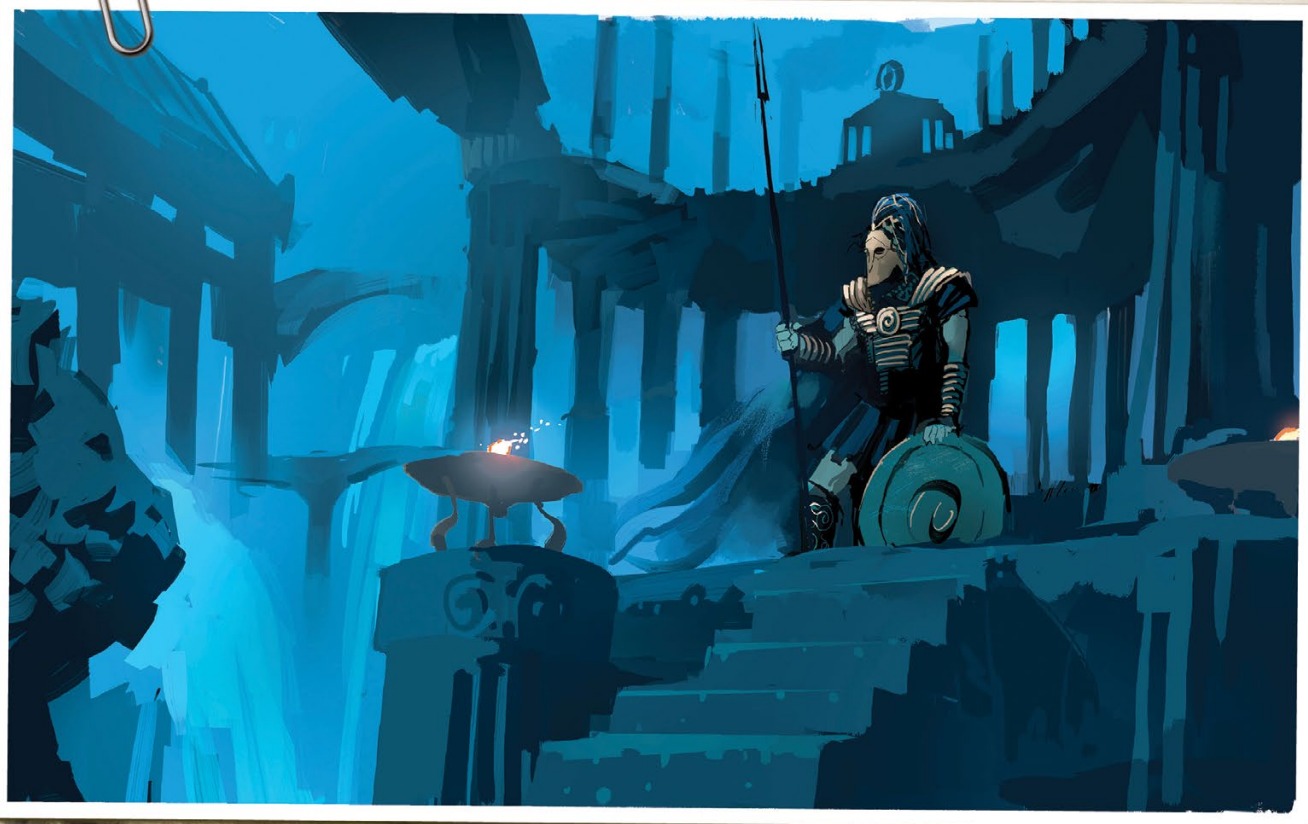
One thing that is immediately noticeable, besides the panicking throng, is the complete absence of the gate the investigators have just come through; another is that the ground appears to be convulsing beneath their feet (which may prompt further DEX rolls [Cth]/Agility tests [Sav], at the Keeper's discretion).

Permit the investigators a Spot Hidden roll [Cth]/Notice test [Sav] upon their arrival. If someone succeeds, then they catch a glimpse of a German uniform (or a blue robe) disappearing around a corner further along the street. Even if they fail, everyone can clearly see a familiar rainbow flicker in the sky above the centre of the city. At least now they know where the portal back home is roughly located and, presumably, where *Nachtwölfe* will be heading at some point in the very near future.

The investigators may wish to grab a nearby Atlantean (below) to find out what is going on (a successful Grapple roll [Cth]/Fighting test [Sav]). Although the person is clearly very scared and not wanting to be where they are, there does not appear to be any other barrier to communication; no matter what language the investigator speaks to his new friend, that person can clearly understand him and replies in the investigator's own native tongue.

TERRIFIED ATLANTEAN CITIZEN

In better times, the residents of Atlantis were courteous and wise. Now, the terror of their city falling down around their ears, coupled with the insidious effects of Daoloth's ever-present murmuring in their minds, is not showing them at their best. Angry and frightened, they lash out at anyone who stands in the way of their (ultimately doomed) attempts to escape their fate.



Appearance: Dressed in brightly-coloured, flowing robes, the citizens of Atlantis look identical to their carved representations, the compass statuettes. Their hair is intricately coiled in a style reminiscent of both the Greeks and Romans, yet subtly different. Their clothing is made of sumptuous silks and velvets, heavily accented with gold and gems, and their bodies are similarly adorned with fine jewellery.

Cth

STR 12	**DEX** 11	**INT** 15	**CON** 11
SIZ 15	**APP** 14	**POW** 13	**EDU** 17
SAN 20	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Art (Sculpture/Painting) 45%, Astronomy 40%, Cthulhu Mythos 40%, Folklore 55%, History 60%, Library Use 65%, Natural History 50%, Occult 55%, Perform (Song/Dance) 55%, Persuade 65%, Physics 40%, Spot Hidden 65%.

Language Skills: Atlantean (Own) 85%, any other language 60%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Kick 25%, damage 1D6+1D4.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Any Language) d8, Knowledge (Astronomy) d6, Knowledge (Folklore) d8, Knowledge (History) d8, Knowledge (Mythos) d6, Knowledge (Natural History) d8, Knowledge (Occult) d8, Knowledge (Physics) d6, Notice d8, Persuasion d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Hindrances: Arrogant, Overconfident, Yellow.

Edges: Attractive, Noble.

Gear: none.

Questioning the Atlantean reveals that tremors began to affect the city a few hours ago. They were so minor at first that most people ignored them but, as the day has progressed, the quakes have become larger and more prolonged. There are rumours that the gods have deserted the city, and that the Burrower Beneath has finally come to wreak his revenge for the callous destruction of his children.

A successful *Normal* Cthulhu Mythos or a *Difficult* Occult roll [Cth]/Knowledge (Mythos) or Knowledge (Occult) (-2) test [Sav] will permit the investigators to identify the Burrower Beneath as none other than the greatest of the chthonians, Shudde M'ell (***Call of Cthulhu, Sixth Edition***, pp.195-196 [Cth]/p.274 [Sav]). Alternatively, a successful Persuade roll [Cth]/Persuasion test [Sav] should prompt the Atlantean to reveal who the Burrower

is. If the Great Old One truly is on its way, then the investigators only have a limited time to find their way out of the city and back to Greenland.

The investigators' reluctant confidante will only stand for being questioned for so long before attempting to escape. If they try to restrain him, he will become violent and his shouts for help may attract others. The last thing the investigators really need right now is to be facing down an angry mob, so discretion may well be the better part of valour at this time.

Hopefully, now that the investigators know where they are, the reason for Liesel Maurer's trip here should start to become clear. The most obvious plan that fits the facts is that she intends to steal the Palladion before it can be removed from the city and scattered across the world (permit the investigators an Idea roll [Cth]/Smarts test [Sav] if they are struggling to come to this conclusion). There are a number of ways the investigators may be able to stop her, but first they have to find her.

If the investigators do not have access to a compass or the Cup of Yima (which is vibrating in a very strange way now they are in the city), then questioning other Atlanteans regarding the whereabouts of the Palladion (having grabbed one as before) will identify the central temple, high on the hill above, as the artefact's location. Not uncoincidentally, the site identified also appears to be very close to the location of the rainbow gateway.

If any of the investigators currently in Atlantis took part in the Tibet scenario then, if the Keeper wishes, the Atlantean the investigators stop this time can be the younger version of Tsering Lama (p.114). Despite the very large difference in his age since the last time the investigator(s) saw him, it is unmistakably the same man who kidnapped them all those months ago.

Of course, he does not know them and will be fascinated by the fact that they appear to know him. For game purposes, use the stats on pp.114-115 but reduce the skill percentiles by 10-20 points [Cth]/by one die step [Sav], as appropriate. He is already carrying the copy of *The Book of the Machine* that he smuggles out of the city and on to Tibet.

Alternatively, the investigators can chase down the fleeing person they spotted upon their arrival. If they did not see the German soldier (or the monk) immediately, then permit them another Spot Hidden roll [Cth]/Notice test [Sav] as they are attempting to catch hold of more Atlanteans to interrogate. Use the movement rules on pp.51-52 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/see the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Chases** for further details [Sav], if required.

Scene 2: Ip, Dip

Whether the investigators have discovered the location of the Palladion by talking to the city's inhabitants, or are chasing *Nachtwölfe* through the streets of Atlantis, their destination is the same: the temple on the hill.

Even though they first appeared in the city's upper level, there are still many flights of steps to scale before the investigators reach the central heights (artwork, p.9). Regardless, they eventually arrive at the temple and administrative compound at the heart of the city.

Although there are a number of people milling around, it is far quieter here than elsewhere. The rainbow gateway can be seen coruscating off to one side of the main building, nestled in amongst the formal gardens and small open-air shrines that surround the complex. As they arrive, the investigators see several *Nachtwölfe* troops disappearing into the temple.

The characters are now faced with a clear choice: they can either make their exit and close the gate once they return to Greenland, or they can attempt to stop Liesel Maurer from snatching the Palladion and making good her escape.

However, if the investigators dither too much about what they are going to do, there is every possibility that they could end up getting trapped, as Maurer successfully grabs her prize, reaches Greenland, and shuts the gate, trapping them in the past (see p.277 for what might happen as a result of this option).

CLOSING THE GATE

If the investigators decide that they want to trap the Nazis in the past, then they can make straight for the rainbow gate. It is not, however, unattended; four of the *Nachtwölfe* soldiers who were pulled through into Atlantis are currently engaged in a fight with two Atlantean guards in front of it. Use the stats on p.58 to represent the German forces.

ATLANTEAN GUARDS

Trained as the preservers of law and order in Atlantis, the elite guards have largely managed to resist Daoloth's manipulation, but they are fighting a losing battle against the madness and chaos that is engulfing their city.

Appearance: With their faces covered by an orichalcum mask, it is hard to know what these guardians of Atlantis are thinking. Their torsos are protected by fitted body armour of leather and orichalcum, their forearms and shins by reinforced bracers. Unlike their fellow citizens, the guards wear practical, short robes or kilts to permit them the greatest freedom of movement during combat.

Cth

STR 15	**DEX** 12	**INT** 17	**CON** 13
SIZ 13	**APP** 10	**POW** 16	**EDU** 16
SAN 40	**Hit Points:** 13		

Damage Bonus: +1D4.

Skills: Cthulhu Mythos 25%, Dodge 55%, History 40%, Law 55%, Martial Arts 60%, Occult 40%, Persuade 65%, Psychology 60%, Sneak 50%, Spot Hidden 60%, Tactics 40%.

Language Skills: Atlantean (Own) 80%, any other language 50%.

Cth

Table 7: Atlantean Power Staff

Equipment	Country	Available	Starting Skill^	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Atlantean Power Staff	Atlantis	Antiquity	Martial Arts	1D6+db/ 1D8	Touch/ 15 yds	1	6 (if outside Atlantis)	15	00 (as ranged weapon)

Sav

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Atlantean Power Staff	2d6	1	2/4/8	6 (if outside Atlantis)	d6	4	Weapon Malfunctions if the Shooting die comes up a natural 1.

The 5ft- (1.5m-) long staff closely resembles a blunted, ornate spear. Embedded in the head is a small crystal that can generate a directed beam of energy when triggered by a recessed button set into the carved shaft. This turns the staff into a short range energy weapon.

The crystal is continuously recharged by the Aten Life Giver via a wireless, atmospheric energy transfer system that Nikola Tesla would be proud of. Removing a power staff from Atlantis means that it has a limited number of energy discharges before it is depleted. How to recharge the staff without access to the Atlantean grid could form the basis of further investigations, should anyone manage to retrieve one intact.



Armour: 4 points of armour; only provides 2 points of protection versus modern firearms.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4*.

Grapple 55%, damage Special.

Kick 60%, damage 1D6+1D4*.

Atlantean Power Staff (Martial Arts) 60%, damage 1D6+1D4 (melee)/1D8 (ranged), atts 1, base range touch (melee)/15 yds (ranged).

*If the attack roll is equal to or less than the guard's percentage skill in Martial Arts, then the attack deals double the base damage.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8.

Skills: Fighting d8, Interrogation d8, Knowledge (Any Other Language) d8, Knowledge (Battle) d6, Knowledge (History) d6, Knowledge (Mythos) d4, Knowledge (Law) d8, Knowledge (Occult) d6, Knowledge (Psychology) d8, Notice d8, Shooting d8, Stealth d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2); **Sanity:** 5.

Hindrances: Arrogant, Overconfident.

Edges: Combat Reflexes, Dodge, Martial Artist.

Gear: *Atlantean Power Staff* (2d6, 2/4/8, RoF 1, Shots unlimited/6 outside Atlantis, Malfunction), *Atlantean Power Staff—Melee* (Str+d6, +1 Parry).

If the investigators assist the guards in dealing with the Nazi soldiers, then the gate stands ready for them to escape back to Greenland. Failing to help may result in them being challenged by the guards if they prevail, or having to handle the *Nachtwölfe* personnel on their own (albeit in a probably weakened state) if the Germans prove to be the victors. There is, of course, the chance that the investigators could sneak by while both sides are otherwise engaged...

Sounds of fighting can be heard coming from a room located to the rear of the main chamber.

The gate in Atlantis seems far larger than the one they entered in their own time period; investigators with physics or engineering skills may surmise that this has something to do with the presence of a fully functioning Palladion nearby, from which the gate is leeching additional power. The camp in Greenland can clearly be seen through the short tunnel; exactly what they can see will depend on what was happening when they left.

See p.273 for what happens when they return to Greenland without finding the Palladion, and p.275 onwards for the potential consequences of this action.

Alternatively, the investigators could wait here to ambush Liesel Maurer and her remaining soldiers as they attempt to escape back to the future with their ill-gotten gains. If this is the case, then see the next section onwards for how that confrontation may pan out, and what the results of it may be.

SOMETIMES THERE'S NO RIGHT (OR WRONG) DECISION.
-SGT. CARTER

PROTECTING THE PALLADION

Racing up the steps into the temple after the Germans will lead the investigators into the city's most holy of holies. The Palladion is not stored in the central hall which, as described on p.9, contains a carved orichalcum pillar reaching from floor to ceiling. Whilst it may not actually be called the Temple of Poseidon as Plato claimed, in all other respects his description appears to be remarkably accurate.

Sounds of fighting can be heard coming from a room located to the rear of the main chamber. Inside, Liesel Maurer, Khenpo Choden, and the remaining *Nachtwölfe* personnel who came through the gate are engaged with half a dozen guards. Behind them, the Palladion sits in all its glory on its mounting platform (see the artwork on p.14).

Use the statistics provided elsewhere for Maurer, the Chankopa Lama, their henchmen, and the Atlantean guards. To streamline the confrontation, the Keeper can assume that the un-named NPCs on both sides are an even match for each other and that both sides will eventually neutralise their adversaries, leaving only the named NPCs for the investigators to worry about.

There are, or course, two main outcomes of such a fight. Either the Germans and their Tibetan co-conspirator will be defeated (either killed or captured), or they will overpower the investigators. If the former proves to be the case, then it is up to the investigators whether or not they attempt to return any survivors to the future as prisoners of war, ripe for interrogation as to who they are and, more importantly, who they work for.

There is always the chance that any surviving Germans will put themselves out of the investigators' reach by taking cyanide capsules (if they are carrying such things). In the case of Liesel Maurer, this will be after a suitably pithy and barbed tirade directed at the investigators, no doubt pointing out that they may have won this battle but they are far from winning the war.

If he sees that the fight is lost, Khenpo Choden will use whatever spells he can cast quickly (for example, By the Mind Unseen; p.310) to make good his escape. He will, in the first instance, attempt to make for the gate but, failing that, will head out into the world, quite possibly becoming the legendary founder of the Veiled Monastery in the process...

Should they be victorious, the investigators have the chance of stealing the Palladion (or any pieces of it they are missing) for themselves. This could, of course, have major consequences for their future/past, which are discussed on p.273.

If the investigators are carrying any pieces of the Palladion that they have brought from the future, then the vibrations given off by the piece have grown steadily greater the nearer to the temple the investigators have come. Here, in the presence of their past selves, the segments are emitting a loud humming noise and a bright, golden light, as are their counterparts.

Bringing two matching pieces into direct physical contact with each other will shatter both, causing 1D8 Hit

Points of damage [Cth]/2d6 damage [Sav] to the people holding them and 1D6 [Cth]/2d4 [Sav] damage to anyone within the immediate vicinity. Hopefully, the investigators will realise that this is a very bad idea; if not, permit them an Idea roll [Cth]/Smarts test [Sav] to realise the potential fallout from such a course of action.

If Liesel Maurer and her team prevail, then they will steal all of the Palladion and head straight for the gate, an act which will have a terrible, unforeseen effect on the future if they are not stopped (p.277). As soon as the Palladion is removed from its mount, the defensive shield around the city provided by the Clypeus will fall away and Shudde M'ell will seize its chance to enter Atlantis. The Great Old One appears first on the outskirts of the city at the bottom of the mountain; it will then make its way up to the temple, smashing everything (and everyone) in its sight.

Scene 3: Another Fine Mess

Back through the gate, either having dealt with *Nachtwölfe's* agents or because the investigators wish to trap the Germans in the past (or simply escape from the crumbling city), there are a number of situations the characters might find themselves having to deal with before they can dismantle the rainbow portal.

AN ONGOING BATTLE

Regardless of how the fight was going before the investigators entered the gate, they may arrive back to find the conflict is, as yet, unresolved, with Stefan Gulbrandsen, Malik, and their associates still dealing with the Nazis left behind in Greenland. At the Keeper's discretion, it may be that very little time has passed on this side of the gate so that the investigators return only a few moments after they first left, with the battle still in full swing.

If the investigators do emerge in the middle of a gun battle, then any attempts to turn off, dismantle, or sabotage the gate (to make sure it cannot be used again), will be *Difficult* [Cth]/incur a -2 penalty to Repair skill tests [Sav] as the investigators will be attempting to do so whilst under fire, which is far from conducive to the task in hand.

There may also be yet another complication if the investigators have attempted to bring through any of the original Palladion pieces recovered during their trip to Atlantis (see **A Slight Hiccup**).

ALL OVER BAR THE SHOUTING

If, on the other hand, Gulbrandsen and his men have managed to quash all German resistance (possibly by calling in the US Coast Guard if they were in possession of any radios of their own, or if they have managed to summon them using the Germans' own wireless equipment), then the investigators can take their time to disable the gate.

They may not wish to wait too long if their goal is to trap Maurer in the past. The longer it takes for the portal to shut, the greater the chance that Maurer's contingent can escape, causing yet more problems for the investigators.

A SLIGHT HICCUP

"Misplaced" pieces of the Palladion (i.e. ones from the past which now find themselves in the present) prevent the portal from being closed; they effectively wedge the gateway open as a result of a feedback resonance caused by the interaction between the "old" Palladion's golden crystals and the contaminated blue crystal powder stabilising the Einstein-Rosen Bridge.

Even if the investigators destroy or remove the *Nachtwölfe* equipment, the gate stubbornly refuses to collapse. The pieces of the Palladion recovered in the present do not seem to resonate in quite the same way as the "old" pieces and, if the players or *Nachtwölfe* leave any segments of the "present" Palladion in the past, they do not cause a similar wedging effect.

Those with an understanding of the physics and mathematics of Einstein-Rosen Bridges (such as Dr. Skjelvik; p.295) should be able to figure out what is causing the problem. Alternatively, a successful Idea roll [Cth]/Smarts test [Sav] should help the investigators to realise what the issue might be.

There is really only one thing for it: to take the time-displaced Palladion pieces back through the gate and leave them in Atlantis. This might involve just throwing the individual components back through the portal, requiring a successful Throw roll [Cth]/Throwing test [Sav] for each part. Failure results in the piece impacting on the side of the tunnel and exploding (which will, in turn, have yet more consequences for the current timeline).

The investigators may, instead, wish to return the pieces themselves. Whilst this poses certain risks for them, it is probably the safest of the two options, unless one of them happens to be a world class bowler or baseball pitcher.

If the investigators dither for too long, or they decide to just leave the gate open with a view to destroying it at a later date with an Allied bombing raid, then they will unleash Shudde M'ell onto an unsuspecting and unprepared world. Attracted by the power of the gate and maddened by the ultra-sound it is emitting, the Great Old One will force its way out of the portal and onto the island.

The investigators now have a very angry, very large chthonian to deal with. This can either be handled using the stats provided on pp.195-196 of the ***Call of Cthulhu, Sixth Edition*** core rulebook [Cth]/p.274 [Sav], or by using the Simple Mass Combat System (*Achtung! Cthulhu: Terrors of the Secret War*, pp.80-83) [Cth]/see the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Mass Battles** for further details [Sav], as the Keeper desires.

The god is not initially accompanied by any other chthonians in this instance. However, if the investigators or their allies fail to stop it, Shudde M'ell will leave a trail of destruction in its wake as it heads for North America, as well as attracting the attention of any nearby members of its

brood (***Call of Cthulhu, Sixth Edition***, pp.151-153 [Cth]/ the *Keeper's Guide*, pp.221-222). These additional chthonians will assist the god until its desire for revenge is satiated.

Whilst the secret services may well be able to explain away most of what occurs as freak earthquake activity, if the Burrower Beneath makes it to a major population centre, it will be far harder to keep a lid on matters. Section M may even feel the need to dispatch any investigators who refused to take on the Greenland mission to clear up the mess (p.258).

Sav ✯ *SHUDDE M'ELL, THE BURROWER BENEATH*

Attributes: Agility d8, Smarts d10, Spirit d12+6, Strength d12+18, Vigor d12+24.

Skills: Fighting d8, Notice d8, Stealth d4.

Pace: 6; **Parry:** 7; **Toughness:** 45 (6).

Special Abilities

- **Armor +6:** Heavy Armor. Shudde M'ell's hide is thick, leathery, and studded with rocky geodes.
- **Burrow:** Shudde M'ell can burrow through earth like a knife cuts through butter, and can move at 24" per turn.
- **Crush Attack:** Shudde M'ell can make a crush attack for d12+30 damage. Subtract the size of the target from this damage; the relative size of vehicles is already factored into its Toughness.
- **Earthquake:** Shudde M'ell can cause devastating earthquakes tens of miles in diameter. This destroys all structures in the affected area, which disappear into a vast pit. Anyone who falls into this pit is never heard from again.
- **Gargantuan:** attacks against Shudde M'ell gain a +4 bonus due to its massive size.
- **Hardy:** if Shudde M'ell is already Shaken, further Shaken results have no effect.
- **Immunity (Heat):** Shudde M'ell can withstand temperatures of up to 12000°C (21600°F).
- **Size +21:** Shudde M'ell dwarfs chthonians, who are already easily the biggest land creature alive.
- **Spells:** Shudde M'ell has any spell that it needs.
- **Regeneration:** Shudde M'ell regenerates two wounds every round. If it is ever killed, then it does not return from the dead.
- **Telepathic Control:** Shudde M'ell can control chthonians and humans telepathically. The target must be known to the creature, but can be anywhere in the world. The god makes a Spirit test opposed by the target's Spirit. Once control is taken, the target cannot leave the locale, and can only travel up to one mile away from the spot of binding. This area gets smaller as Shudde M'ell approaches, until eventually the target cannot leave a chair or a small circle of floor.
- **Tentacle:** Str+d8, Parry +1, ignores shield bonuses, Heavy Weapons. Shudde M'ell may attack with up to 6 tentacles. They each have a Reach of 18, and up to 2 may attack one target. They do gain a gang up bonus if more than one attacks the same target.
- **Tentacle Drain:** if Shudde M'ell scores a raise on a tentacle attack, the tentacle manages to impale the target and starts sapping his vital fluids. Each round the tentacle does 2d12 damage, ignoring armour.
- **Terror (-2):** investigators seeing Shudde M'ell must succeed at a Spirit (-2) test or roll on the Terror Effects Table (*KG*, p.182).
- **Weakness (Water):** even a moderate amount of water can be lethal to Shudde M'ell. Water not only does 2d10 damage, but also ignores the creature's armour and size bonuses to its Toughness. Shudde M'ell has a Toughness of 22 when immersed in water.

INTRUDER ALERT

Provided the investigators survive the encounter with Shudde M'ell, then they still have the gate to deal with. Leaving it open for too long may well permit others to find their way out of the past, which could cause all sorts of additional headaches for the Allies. In all likelihood, these "things" will be the citizens of Atlantis; frightened, confused, and looking for a safe haven in an unfamiliar land.

It is probable that the local Inuit will take in the survivors, at least temporarily, although the Atlanteans may not be the most gracious of guests depending on the level of their incipient madness. Word of the Atlanteans' presence will soon get back to Godthåb (unless the refugees slaughter everyone they come into contact with), and the Greenland Government will request US aid in handling the situation.

If Section M hear of what is going on, they will lobby for access to the Atlanteans and will subsequently employ them in their research department, once they have had a chance to recover (which they will, eventually, once they are away from the effects of the tainted crystals). Integrated Atlanteans will also end up at Majestic's Miskatonic training facility once it has been established (the *Keeper's Guide*, p.74).

I somehow doubt that Arlen and Harburg imagined that anything quite like our Great Old One here would be hiding over the rainbow. I guess Miss Garland's song wouldn't have been quite as popular if they had.

-R.D.

EPILOGUE: TO THE VICTOR

There are many different ways that the investigators can bring this scenario to a conclusion. The main ones are discussed below although, depending on the investigators' actions, there may well be others.

Home & Dry

Assuming that everything has gone in the investigators' favour, that the gate has been closed and Maurer and her team have been killed (either in Atlantis or Greenland, and without summoning Shudde M'ell), then the investigators are free to return home to Section M with whatever they can plunder from the camp, including the portal and ritual components and any surviving research notes.

Once they arrive back in England, the investigators will be thoroughly debriefed about their experiences with Maurer, the gate, and Atlantis. What happens to them next will very much depend on their area of expertise. Some of the investigators may find themselves aiding Dr. Parker with his research, whilst others may be placed back in the field to try and track down and disrupt further *Nachtwölfe* schemes, depending on where the Keeper and the players wish their adventures to go next.

It does not take Prof. Deadman and Dr. Parker long to work out that what has been recovered from Greenland is potentially very useful, but is also immensely dangerous technology. Aware that they are not equipped to deal with it at this time, with Lord Towton's help, the pair manage to secrete the equipment in an abandoned salt mine in Cheshire, owned by one of the Viscount's subsidiary companies.

Towton then fakes a report for the powers that be, indicating that the equipment was too badly damaged in the recovery process to be of any use and has been destroyed. Later, after the founding of Majestic in June, 1942, Deadman smuggles the equipment to their allied laboratory at the Massachusetts Institute of Technology (MIT). Unfortunately, word of the portal generator leaks out and the Office of Naval Research (ONR; the *Keeper's Guide*, p.56) forces the Institute to hand it over into their safekeeping.

Their experimentation with the equipment, along with a mish-mash of technology acquired from other sources, leads to the infamous events of the quite unironically named Project Rainbow (better known as the Philadelphia Experiment) in July-October, 1943 (the *Keeper's Guide*, pp.12 & 56).

With the defeat of the *Projekt Atlantis* team and the capture of their portal device, Mina Wolff decides to cut her losses and abandons the enterprise, turning her attention instead to other research projects which she hopes will bear far more useful fruit.

The Parting of the Ways

There is always the option that, if the investigators manage to stop the Germans from stealing the Palladion and decide not to take it for themselves, then they may well become involved



in the scattering of its component parts. Shortly after Maurer and her people have been defeated, either in the temple or in the gardens by the rainbow gate, then they will be approached by a small group of Atlanteans (five in all).

The men and women will ask for a brief overview of who the investigators are and what they are doing in Atlantis. If the investigators are truthful, then the Atlanteans will ask for their assistance in deciding what to do next. They had planned to break up the Palladion and flee their corrupt and decadent home in the hope that its citizens might once again attain their lost glory as soon as they were free from the artefact's suspected malign influence.

This may be the first time that the investigators have heard that there is anything inherently dangerous about the Palladion, besides the power possessed by its individual components, although anyone who was in Peru or Rome should be all too aware of what can happen when the pieces begin to malfunction. This is important information for the boffins at Section M who have been working on the recovered items, and may prove useful to them in their future research.

If the Atlanteans are aware that the investigators have been involved in retrieving the hidden pieces, then they may well ask them where the objects were found (if they have not already volunteered this information) so that they can ensure that they end up in exactly the same places again, in an attempt to disrupt the future as little as possible.

The investigators may try to convince the Atlanteans to take the components to new locations. This will lead to an alteration in the timeline which only the investigators will be aware of when they return to the future. The places hinted at on the Black Stone will have changed to match those chosen by the characters, and the stories told to the investigators of how they recovered the artefacts may bear little resemblance to what they remember.

The Atlanteans will also ask if any of the investigators wish to come with them on their journey. It is up to the individuals concerned as to whether this is a tempting offer or not. They may decide to return to their own time and continue their lives as before, or exploit an opportunity that very few have the chance to even consider, let alone enjoy.

Remember, this meeting may take place against a backdrop of Shudde M'ell destroying the city, which will limit the time available for the discussion of any plans and the extension of invitations to travel with the Palladion pieces, particularly if the investigators hope to get out before Atlantis is completely annihilated by the enraged chthonian.

If the Keeper would prefer, the Atlantean delegation can make use of the untainted Mitawi/Mirror segment of the Palladion to freeze (or, at least, considerably slow down) time around the meeting so that they can talk openly with the investigators without having to worry as much about Shudde M'ell's imminent arrival.

The stories told of how they recovered the artefacts may bear little resemblance to the investigators' memories.

Changes

Any alterations to history come into effect the moment the gate is closed. They may be as minor as the investigators finding themselves on the island with a different set of travelling companions, or even that there is no-one else there: no camp, no *Nachtwölfe*, no Danish hunters, or Inuit. Then again, the investigators may well discover that they are now wearing the all too familiar wolf's eye patch...

Any other changes will not become apparent until they reach civilisation, provided that they can discover a way to get off the island and back home again.

Echoes of the Past

In the event that either the Nazis or the investigators become trapped in the past, the effects on the present could be profound. Or, then again, maybe not; perhaps time always finds a way to heal itself after such catastrophic events. If it does not, then the universe would have torn itself apart long ago (although this could be the origin of the theory of time cycles and the Kali Yuga; p.125).

Exiling the *Nachtwölfe* team to the past will most likely affect where the Palladion pieces end up, if they manage to escape from the crumbling city with their prize. There is every chance that they will secrete them in Germanic territories, where they will be easily retrieved at some point in the future after Mina Wolff's researchers discover the clues to their location. Perhaps this is the true meaning of the runes discovered by Franz Altheim in the Italian Alps in 1937, or that of the ones now carved into Maurer's favourite adolescent haunt, the Externsteine, where before there were none.

Unless the Allies are very lucky, it is unlikely that they will discover the existence of the Palladion and have even less chance of recovering it for themselves, unless it suits the Keeper for parts of it to have been carried off by the various invaders who raided German territory over the intervening centuries.

In that case, tales of strange archaeological expeditions could pique the Allies' interest, but the quest would be very different to the one the investigators remember and they may not even have been a part of it. Section M may have no recollection of who the investigators are, and will certainly not understand why they are claiming to work for the organisation.

Even if the Palladion pieces do end up where the investigators remember them to be, Liesel Maurer and Khenpo Choden could reappear at some time in their future, having somehow managed to find a way to escape from the past. This may lead to a whole new set of adventures as Maurer seeks to exact retribution upon those who exiled her in antiquity.

If the investigators are the ones who become trapped in the past then, as mentioned on p.276, they may actually become the bearers of the Palladion, or at least accompany one or more of the parts on their migration across the globe. They, too, may find their way home, much to the surprise and confusion of everyone they knew.

Finding that doorway to the future and dealing with a world that thought them long dead could also make for an interesting series of scenarios, if the Keeper thinks his players will enjoy it. What they discover when they get back will very much depend on whether or not they stopped *Nachtwölfe* before they became trapped, and they must be prepared to emerge into a world that is completely unfamiliar to them.

The Wolf Ascendant

If the investigators fail in their quest to stop *Nachtwölfe*, then Liesel Maurer returns to Germany with her spoils (providing she can escape from Shudde M'ell).

It is always possible, depending on when the scenario is set, that the KDM *Nordlys* might be seized by the Allies on its way home, which will result in a firefight that could go either way, depending on the Keeper's needs for his campaign. Alternatively, the ship may suffer from an aerial attack, during which there is a real danger that the Palladion may be lost forever at sea.

As long as Maurer manages to avoid these threats, then she will eventually reach Berlin with her spoils, which will be forwarded on to *Nachtwölfe's* various research departments, particularly that at Peenemünde (the *Keeper's Guide*, p.101). How much of it survives the Allied bombing raid of August, 1943 (the *Keeper's Guide*, p.12) is up to the Keeper.

Regardless of what survives and where it ends up, the ancient technology is fed into *Nachtwölfe's* seemingly insatiable research machine, where it will help in the development of a variety of novel weapons and armour. It may even solve the power issues associated with the *Wolfszorn* giant tank (*Achtung! Cthulhu: the Guide to the Eastern Front*, p.58).

However, the constant exposure to the contaminated, lesser blue crystals so beloved by *Nachtwölfe* eventually infects each piece of the Palladion with the essence of Daoloth, making them incredibly dangerous to be around. Due to the powerful nature of the once-golden crystals, the risk of suffering from blue madness (the *Keeper's Guide*, p.100) is dramatically increased.

In game terms, this means that four hours' exposure to a single piece will trigger the required Sanity rolls [Cth]/Spirit tests [Sav] every four hours (not eight), decreasing by one hour for every additional piece that is present, to a minimum of one hour for both the skill checks and the intervening time between them.

By early 1945, the pieces are locked away in lead-lined boxes and sunk in deep mountain lakes across the *Reich*, both to prevent the Allies from getting their hands on them, but also to protect Wolff's staff from their insidious and increasingly powerful affects.

For better or worse, the hunt for the Palladion is now complete. Either the Allies have been victorious, with all that their triumph entails, or the Germans have gained a potentially vital advantage in their efforts to control the world. Regardless; the secrets of Atlantis continue to cast a long shadow on the world—one from which it may never truly emerge...

• Book Four •

Resources

CHAPTER 1

Pregenerated Characters

"In the absence of willpower, the most complete collection of talents and virtues is wholly worthless."
- Aleister Crowley

THE EUROPEAN TEAM

The pregenerated characters in this section are provided for you to use in the scenarios contained in **Book One: Europe & North Africa**. One or more of them may also be used for the climax of the campaign, as detailed in **Book Three: South America & the Arctic Circle**.

Maximilian Weber, Waiter

Max Webber (to use the correct English spelling) is not what he seems. Outwardly, he appears to be Café Gugelhupf's long suffering head waiter; in reality, he is Section D's main man in Vienna. Recruited straight from Oxford University into the Secret Intelligence Service (SIS), Webber's ability to blend in and his knowledge of politics made him a valuable asset to the intelligence community, one which Major Laurence Grand insisted be transferred to Section D upon its creation in March, 1938.

Webber has spent much of his life since university in Germany and Austria, keeping a careful eye on the political situation and reporting back to London whenever possible. He was moved to Vienna to team up with the local SIS agent, Maso di Pietro, not long after the *Anschluss* and his recruitment to Section D. He was relieved to get out of Berlin after the collapse of his engagement to *Fräulein* Gisela Waltrun, but still harbours some feelings towards her even though he is almost certain she is now a German spy.

Appearance: Not too tall, not too short, of average build and unremarkable features. However, as Maximilian Weber, head waiter, Webber appears to be several inches taller and far more authoritative than his usual self. He is polite and deferential, but with a manner that instils obedience in both his junior staff and his customers.

Cth

STR 12 **DEX** 11 **INT** 18 **CON** 11
SIZ 14 **APP** 11 **POW** 11 **EDU** 19
SAN 55 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Bargain 45%, Disguise 50%, Drive Automobile 30%, Espionage 65%, Fast Talk 45%, Hide 40%, History (Politics) 60%, Listen 45%, Persuade 50%, Psychology 55%, Sneak 40%, Spot Hidden 40%.

Language Skills: English (Own) 95%, German 60%, Italian 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Walther PP Pistol (Handgun) 40%, damage 1D8, atts 3, base range 10 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Knowledge (Espionage) d8, Knowledge (German) d8, Knowledge (Politics) d8, Knowledge (Italian) d6, Knowledge (Psychology) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Code of Honor, Loyal, Quirk (Still loves Gisela Waltrun).

Edges: College Boy.

Gear: *Walther PP* (2d6-1, 10/20/40, Shots 8, Semi-Auto).

Tobias Fischer, Egyptologist

Fascinated with far off lands and fairy stories as a child, the otherwise rather serious Fischer decided early in life that he wanted to become a student of ancient history. Digs in Germany and North Africa soon put him off wanting to become an archaeologist and he settled instead for the more academic side of the subject, becoming an expert in the kingdoms of the Nile.

Whilst at University in Munich, Fischer joined the League of Apollo where he learned to fence (another alumnus of the society is the *Reichsführer-SS* himself, Heinrich Himmler). It was there, too, that he gained his first taste of the darker side of folklore and began to research the occult. Having taken a job as a university lecturer in Vienna, a city he had fond memories of from family holidays there as a young boy, he joined the Sphinx Reading Club. He is not interested in the political leanings of some of its members, and does his best to stay out of any discussions on politics and race.

Fischer has recently been shocked to hear of the death of a colleague, Dr. Botho Ehrlichmann, who he knew from their attendance at a variety of conferences and from occasional meetings at the Reading Club of which they were both members. He respects his fellow scholar's work and is puzzled by his death in a hiking accident, particularly as he always thought Ehrlichmann was an experienced walker and not one to take unnecessary risks.

Appearance: Stocky and dark-haired, Tobias is quite a good-looking gentleman. If caught up in his research, he can forget to shave and become rather dishevelled, but he is always respectably presented when about town, even if he does tend to dress like a man thirty years his senior.

Cth

STR 15 **DEX** 10 **INT** 18 **CON** 10
SIZ 14 **APP** 11 **POW** 09 **EDU** 20
SAN 45 **Hit Points:** 12

Damage Bonus: +1D4.

Skills: Archaeology 30%, Bargain 45%, Folklore 45%, Handgun 45%, History 80%, Institutional Lore 20%, Library Use 65%, Occult 35%, Persuade 55%, Psychology 45%, Sneak 30%, Spot Hidden 55%.

Language Skills: German (Own) 95%, Hieroglyphics 65%, Hieratic/Demotic 50%, Arabic 40%, English 30%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Kick 25%, damage 1D6+1D4.

Sword Cane (Melee Weapon—Sword) 35%, damage 1D6+1D4, atts 1, base range touch.

Sav

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Arabic) d6, Knowledge (Archaeology) d6, Knowledge (Bureaucracy) d4, Knowledge (English) d6, Knowledge (Folklore) d6, Knowledge (Hieroglyphics) d8, Knowledge (Hieratic/Demotic) d6, Knowledge (History) d8, Knowledge (Occult) d6, Knowledge (Psychology) d6, Notice d8, Persuasion d6, Shooting d6, Stealth d6.

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Cautious, Code of Honor, Habit (Minor—Scruffy).

Edges: Brawny.

Gear: *Sword Cane* (Str+d6, +1 Parry).

Perhaps it might be worth questioning this Mr. Fischer about another alumnus of the League of Apollo—Mr. Altaf Choudhuri. See what he knows, etc.

—Capt. Harris



Photo: Unknown-Wien, Motorrad-Droschke, November 1929, Bundesarchiv, Bild 102-08625 / CC-BY-SA

Maso di Pietro, Cafe Owner

Raised in "Little Italy" in Clerkenwell, London, after his family fled Mussolini's Fascist regime, Maso (short for Tommaso) grew up in the restaurant business, working in his mother's cousin's café from a very young age. His easy-going nature and accomplished management of people made him very popular with both the customers and staff, and his love of numbers certainly helped with running the business.

Maso is still not entirely certain how he ended up in the SIS, although it is probably due to his anti-Fascist activities in London. He was asked one day if he wanted to help his adopted country and happily agreed, particularly as he could see which way the wind was blowing in continental Europe. He has been in Vienna as the owner/manager of Café Gugelhupf for a little over three years, having inherited the business from his "uncle" (the city's former SIS operative). Prior to that, he spent time in Rome and Milan, always watching over his shoulder in case the Blackshirts uncovered his true identity.

Although he is now friends with Max Webber, he was a little insulted when the Englishman first arrived in the city. After a few months of suspiciously sizing each other up, the two have since worked together on very good terms, even though their upbringings could not have been more different.

Appearance: Tall and darkly handsome, Maso is a friendly young man who has a way of getting the best out of people. Immaculately presented at all times, he is the smiling face of Café Gugelhupf and his sharp ears miss little of the goings on in his establishment.

Cth

STR 12 **DEX** 10 **INT** 17 **CON** 10
SIZ 16 **APP** 14 **POW** 16 **EDU** 15
SAN 80 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Conceal 35%, Cryptography 40%, Espionage 45%, First Aid 40%, Hide 35%, Listen 60%, Mathematics 30%, Persuade 65%, Psychology 65%, Radio Operator 20%, Sneak 40%, Spot Hidden 55%.

Language Skills: Italian (Own) 75%, English 45%, German 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Beretta M1935 Pistol (Handgun) 50%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Healing d6, Knowledge (Communication) d4, Knowledge (Cryptography) d6, Knowledge (English) d6, Knowledge (Espionage) d6, Knowledge (German) d6, Knowledge (Mathematics) d6, Knowledge (Psychology) d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6.

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 6.

Hindrances: Cautious, Heroic, Loyal.

Edges: Attractive.

Gear: *Beretta M1935* (2d6+1, 12/24/48, Shots 7, Semi-Auto).

Livia Sclesinger, Linguist

Languages have always come easily to Livia. Residing in a cosmopolitan city like Vienna, that talent has come in very handy over the years. Through her skills, she secured a position in the University's library and archives where she often finds herself helping the academic staff translate some of the more obscure texts. Livia adores puzzles and games, and can often be found in the Café Gugelhupf enjoying a slice of the eponymous cake and a game of chess with her good friend, Tobias Fischer.

A native of the City of Music and Dreams, Livia has so far managed to hide her Jewish ancestry with the help of di Pietro and Weber by "Aryanising her grandmother" (to use the jocular Viennese term for obtaining false genealogical records after the *Anschluss*). She knows deep down that she should have left her beloved city by now, but she just couldn't bring herself to leave her job, her home, and everything she has ever known. She loathes the Germans for what they have done to her country and her city and, like many of her compatriots, she emphasises her Viennese accent and uses Austrian dialect words instead of the "correct" German whenever possible.

Appearance: Petite, with rosy, round cheeks and neatly coiffured black hair, Livia looks almost like one of the china dolls you can buy in the boutiques along the Graben. But looks can be deceiving, and Livia has great reserves of courage and boldness which she prefers to keep carefully in check until such time as she needs them.

Cth

STR 9 **DEX** 13 **INT** 20 **CON** 14
SIZ 10 **APP** 10 **POW** 10 **EDU** 18
SAN 50 **Hit Points:** 12

Damage Bonus: none.

Skills: Conceal 45%, Hide 35%, Institutional Lore 25%, Library Use 75%, Listen 65%, Persuade 45%, Psychology 65%, Sneak 40%, Spot Hidden 55%.

Language Skills: Austrian German (Own) 80%, Latin 65%, Italian 60%, French 55%, Hebrew 45%, English 40%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Sav

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6.

Skills: Investigation d8, Knowledge (Bureaucracy) d4, Knowledge (English) d6, Knowledge (French) d8, Knowledge (Hebrew) d6, Knowledge (Italian) d8, Knowledge (Latin) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d6, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Loyal, Vengeful (Minor—Hates Germans).

Edges: Linguist.

Gear: none.

THE ASIAN TEAM

The pregenerated characters in this section are provided for you to use in the scenarios contained in **Book Two: the Middle East & Asia**. One or more of them may also be used for the climax of the campaign, as detailed in **Book Three: South America & the Arctic Circle**.

I'VE SEEN PICTURES OF MISS ST. DENNIS IN THE SOCIETY PAGES. DON'T TELL HARRIS I SAID THAT.

-SGT. CARTER

Nora St. Dennis, Adventuress

Young Miss St. Dennis seems to have led something of a charmed life, having been born into a distinguished "old" New York family that somehow managed to survive the Great Depression relatively unscathed. Always the centre of attention, partly because she was a late, unexpected child and partly due to the death of her elder brother in an automobile accident, Nora is used to getting her own way. Some would describe her as spoilt and demanding; others see her as determined and canny. Regardless, she is somewhat of a force of nature and lets nothing stand in her way when she sets her mind to something.

Sent to a finishing school in Paris by her doting but exasperated parents in an attempt to turn her into a "proper" society lady, Nora promptly sets off travelling around Europe instead of returning home when her classes end. From there she progresses on to the Far East and Asia, falling in love with India and the mountains of the Himalayas. Inspired by a battered copy of *My Journey to Lhasa* (p.108) found in a second hand bookshop on College Street, Calcutta, and by the talk given by Ernst Schäfer to the Himalayan Club there in July, 1939 (p.118), her dream is to be the first American woman to enter the Forbidden City and she has been studying accordingly. But first, she has longstanding plans to see Bombay...

Appearance: Blessed with long, blonde curls, glittering green eyes, and a curvaceous figure, Nora knows she looks good without really having to try. Although her parents would like to think of her as a delicate rose, travelling has given her a resilience to hardship that would horrify them.

Cth

STR 12 **DEX** 13 **INT** 17 **CON** 17
SIZ 15 **APP** 16 **POW** 13 **EDU** 16
SAN 65 **Hit Points:** 16

Damage Bonus: +1D4.

Skills: Anthropology 40%, Climb 45%, Dodge 40%, First Aid 45%, Folklore 40%, History 50%, Jump 40%, Natural History 20%, Navigate 55%, Photography 45%, Persuade 60%, Ride 50%, Sneak 40%, Ski 45%, Spot Hidden 60%, Survival (Mountain) 45%.

Language Skills: English (Own) 80%, French 60%, Hindi/Urdu 40%, Tibetan 20%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Knife 40%, damage 1D4+1D4, atts 1, base range touch.

.32 Revolver (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10.

Skills: Climbing d6, Fighting d8, Healing d6, Knowledge (Anthropology) d6, Knowledge (Folklore) d6, Knowledge (French) d8, Knowledge (Hindi/Urdu) d6, Knowledge (History) d8, Knowledge (Natural History) d4, Knowledge (Navigation) d8, Knowledge (Photography) d6, Knowledge (Tibetan) d4, Notice d8, Persuasion d8, Riding d8, Shooting d6, Stealth d6, Survival d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 6.

Hindrances: Curious, Stubborn.

Edges: Attractive.

Gear: *Knife* (Str+d4), *.32 Revolver* (2d6-1, 10/20/40, RoF 3, Shots 6, Revolver).

Yago D'Souza, Jesuit Priest

Despite his name, Brother Yago is neither Spanish nor Portuguese. Abandoned on the steps of the St. Stanislaus Orphanage in Bombay, the tiny Indian baby who was to become D'Souza was taken in by the Brothers of the Society of Jesus and raised under the watchful eye of God amongst a number of the city's other unwanted children.

A bright boy, Yago yearned to know more of his country whilst at the same time fearing his own place within it. The Brothers recognised his academic gifts and encouraged him to apply himself and, when the time came, to begin his formation as a Jesuit priest. Having passed his novitiate, many more years of training followed, during which time his fascination with other religions grew. As a result, his Regency (the part of Jesuit formation devoted to gaining practical apostolic experience in the community) is spent in Calcutta teaching at St. Xavier's College and studying with the School of Indology, who aim to foster a greater understanding between the Catholic and Hindu faiths.

Now that his Regency is complete, Brother Yago is travelling back to his house of formation to see his friends and former teachers before entering the final stages of his theological training.



Appearance: Quite heavy-set and solid, Brother Yago has a round, clean-shaven, gentle face with beautiful deep brown eyes, topped with a shock of thick, black hair. His long, black robes are usually clean and neatly pressed and, thankfully, the colour has a tendency to hide any ink stains (usually caused by Brother Yago's desire to get everything down in his little notebooks before he forgets any pertinent details).

Cth

STR 13	**DEX** 12	**INT** 16	**CON** 11
SIZ 13	**APP** 10	**POW** 11	**EDU** 16
SAN 55	**Hit Points:** 12		

Damage Bonus: +1D4.

Skills: Folklore 40%, History 65%, Institutional Lore 40%, Library Use 55%, Listen 50%, Occult 25%, Persuade 60%, Pharmacy 30%, Psychology 60%, Spot Hidden 60%, Teach 25%, Theology (Catholicism) 60%, Theology (Hinduism) 40%, Theology (Buddhism) 20%.

Language Skills: Spanish (Own) 80%, English 60%, Hindi/Urdu 55%, Latin 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Kick 25%, damage 1D6+1D4.

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d8, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Buddhism) d4, Knowledge (Bureaucracy) d6, Knowledge (Catholicism) d8, Knowledge (English) d8, Knowledge (Folklore) d6, Knowledge (Hindi/Urdu) d8, Knowledge (Hinduism) d6, Knowledge (History) d8, Knowledge (Latin) d6, Knowledge (Occult) d4, Knowledge (Pharmacy) d4, Knowledge (Psychology) d8, Notice d8, Persuasion d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Pacifist (Minor), Quirk (Writes everything down in his notebooks).

Edges: Scholar (History, Psychology).

Gear: none.

Photo: Ernst Schäfer—*Tibetexpedition, Kostümierte Tänzer, 1938*. Bundesarchiv, Bild 135-S-02-04-14 / Schäfer, Ernst / CC-BY-SA

Sgt. Wallace Gillespie, Policeman

Sgt. Gillespie has long been a source of disappointment to his Scottish father, a respected high-level civil servant stationed in Calcutta. His Brahmin mother, Mrs. Pranisha Tagore-Gillespie, attempted to keep the peace between her straight-laced husband and her fiery, head-strong son while she was alive, but her death widened the rift between them; one which grew even further when, instead of travelling to England to sit his civil service exams as his father expected, Wallace instead ran away and enlisted in the Royal Garwhal Rifles.

Always getting into scraps as a boy as a result of his temper and his mixed heritage, Gillespie took well to Indian Army life. Its discipline helped him control his outbursts and his ability to give orders and direct men enabled him to climb the non-commissioned ranks to reach that of Sergeant (Havildar). He also discovered a flair for boxing, winning many inter-regimental competitions during his twelve year stint in His Majesty's service.

Big, brawny, and more than capable of taking care of himself, his ability to get things done caught the eye of the Calcutta Police Force, and Gillespie was somewhat surprised to be offered the chance of becoming a policeman in his old home city when his time in the Army drew to a close.

His heritage has since found him seconded to a unit investigating revolutionary Indian Nationalist groups, and he has recently infiltrated a new one allied to Subhas Chandra Bose's All India Forward Bloc in the guise of a disgruntled Anglo-Indian (something which is not all that far from the truth, even if he has yet to work out which side of the political divide he will come down upon). Through his work, Gillespie has unearthed some unsettling rumours of a hidden, incredibly powerful weapon in Ellora (Book Two, Ch.2) and has been sent by his superiors to investigate further.

Appearance: Tall, heavily-muscled, and as strong as an ox, Sgt. Gillespie's fair skin means that he can easily pass for European. He is usually smart and well turned-out, as befits an ex-Army NCO, unless he has been dealing with drunken soldiers in the Public Bar of the Bristol Hotel (at which point, he will be a little scuffed around the edges). His knuckles are frequently cut and bruised as a result of the harsh realities of his job.

Cth

STR 17 **DEX** 14 **INT** 15 **CON** 17
SIZ 16 **APP** 14 **POW** 15 **EDU** 14
SAN 75 **Hit Points:** 17

Damage Bonus: +1D6.

Skills: Close Combat 60%, Command 35%, Espionage 25%, Fast Talk 50%, Fieldcraft 50%, First Aid 40%, Military Doctrine 40%, Persuade 50%, Rifle 60%, Spot Hidden 65%, Tactics 40%, Teach 20%, Throw 50%.

Language Skills: English (Own) 70%, Hindi/Urdu 50%, Bengali 40%.

Weapons: *Fist/Punch* 75%, damage 1D3+1D6.

Webley .38/200 Service Revolver (Handgun) 50%, damage 1D10, atts 2, base range 15 yds.

SaV

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10.

Skills: Fighting d8, Healing d6, Knowledge (Battle) d8, Knowledge (Bengali) d8, Knowledge (Espionage) d4, Knowledge (Hindi/Urdu) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d8, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8; **Sanity:** 6.

Hindrances: Arrogant, Mean.

Edges: Brawler, Brawny.

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, Revolver).

I pity the poor Jack Tar who makes the mistake of getting on the wrong side of this one. The Calcutta force is renowned for its strength of arms, as it were.

A. T.

David Rafael Manasseh, Businessman

Although his family left Baghdad over 100 years ago, David Manasseh is still proud of his Middle Eastern roots despite his family's adoption of the British Raj's lifestyle in their new home. The second of four sons from a family of textile manufacturers and traders, he is currently learning the ropes of the family business and, as a result, he spends a lot of time travelling between Bombay, Calcutta, and the plantations which supply them with cotton and jute. He would much rather be studying engineering than business, but knows his family is depending on him to help manage their little empire.

David's family, amongst many others, have been watching the events unfolding in Germany with concerned interest. While the Baghdadi Jews of Calcutta live their own lives, separate from both the native Calcuttans and the British hierarchy, they are respected members of the community as a whole and fear for the survival of their European brethren. In fact, their trade links across Europe and the Middle East have enabled them to smuggle several families out from under the nose of the *Reich* to safety, and David is currently on his way to Europe via Delhi in an attempt to arrange passage for several more.

Appearance: A little on the short side, David is an extremely pleasant, apparently unassuming chap who does not look to be at ease in a suit. Not particularly good at sports or even all that fit, he often wishes that he was as robust and athletic as his brothers, but his ability to charm people with only a little effort on his part thankfully enabled him to avoid too much rough and tumble as a child. While he enjoys his life of comfort, he is fairly certain that he could rise to any challenge that life might present him.

Cth

STR 11 **DEX** 10 **INT** 17 **CON** 10
SIZ 12 **APP** 10 **POW** 14 **EDU** 19
SAN 70 **Hit Points:** 11

Damage Bonus: none.

Skills: Accounting 55%, Bargain 65%, Credit Rating 50%, Dodge 40%, Drive Automobile 60%, Electrical Repair 30%, Fast Talk 75%, Institutional Lore 40%, Mechanical Repair 45%, Natural History 30%, Persuade 75%, Psychology 65%, Spot Hidden 50%.

Language Skills: English (Own) 95%, Arabic 60%, Hindi/Urdu 50%, Persian 30%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Driving d8, Fighting d6, Knowledge (Accounting) d8, Knowledge (Arabic) d8, Knowledge (Bureaucracy) d6, Knowledge (Hindi/Urdu) d8, Knowledge (Natural History) d6, Knowledge (Persian) d6, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Repair d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Quirk (Insular), Overconfident.

Edges: Charismatic, Rich.

Gear: none.

THE SOUTH AMERICAN TEAM

The pregenerated characters in this section are provided for you to use in the scenarios contained in **Book Three: South America & the Arctic Circle,** particularly the Peru chapter. One or more of them may also be used for the climax of the campaign, set in Greenland.

Do the American Navy have a tot of rum every day like our boys?

– Peggy

Lt. Michael Everhart, Naval Surgeon

A second generation German American, Michael's forebears came to America to avoid political persecution and found themselves working in Milwaukee's burgeoning brewing industry, where they carved a tidy niche for themselves.

Michael initially thought about training as a chemist and following in his father and grandfather's footsteps, but the Everharts had bigger plans. A solid if not necessarily gifted student, Michael was encouraged by his family to train as a doctor, a subject which he took to like a duck to water. He graduated from Maquette University School of Medicine after an uneventful studentship and, much to his family's surprise, immediately joined the US Navy.

Medicine was not the only thing Michael had taken to like a duck; he had always loved boats, grabbing every opportunity whilst at University to sail on Lake Michigan and hone his maritime skills as a member of the medical school's sailing club. Although his family were initially shocked by Michael's decision, they can see that he is happy and doing well; they only wish he were serving closer to home.

Lt. Everhart has been chosen for this mission by his superiors because of his medical skills and because he is considered to be a safe pair of hands, diplomatically speaking; he can also be spared from his other duties at this moment in time.

Appearance: Michael's appearance is, like the rest of Michael's life, solid and largely unsurprising. His uniform is always neatly pressed, his hair regulation length, and his shoes clean and polished. Perfectly pleasant and good company, Michael only ever really gets enthusiastic about one thing: boats.

Cth

STR 13 **DEX** 11 **INT** 18 **CON** 12
SIZ 11 **APP** 10 **POW** 11 **EDU** 18
SAN 55 **Hit Points:** 11

Damage Bonus: none.

Skills: Biology 60%, Command 25%, First Aid 50%, Listen 45%, Medicine 60%, Military Doctrine 20%, Navigate (Sea) 45%, Persuade 60%, Pharmacy 45%, Pilot (Boat) 45%, Psychology 55%, Rope Use 20%, Spot Hidden 60%, Surgery 55%, Swimming 40%, Tactics 20%.

Language Skills: English (Own) 90%, German 40%, Spanish 30%, Latin 30%.

Weapons: *Fist/Punch* 50%, damage 1D3.

M1911A1 Pistol (Handgun) 45%, damage 1D10+2, atts 1, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d8, Vigor d6.

Skills: Boating d6, Fighting d8, Healing d8, Knowledge (Battle) d4, Knowledge (Biology) d8, Knowledge (German) d6, Knowledge (Latin) d6, Knowledge (Navigation) d6, Knowledge (Psychology) d8, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Shooting d6, Swimming d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: Cautious, Curious, Loyal.

Edges: College Boy, Command, Medic, Rank (Officer).

Gear: *M1911A1 Pistol* (2d6+1, 12/24/48, RoF 1, Shots 7, AP 1, Semi-Auto).

Mireia Robledo, Graduate Student

Studious and hard-working, Mireia's family were a little bemused at her insistence that she wanted to go to Seville University, but were more than happy to let her attend after she secured a scholarship to pay her fees. After all, she was the first in the family to do so, and it certainly had better prospects than orange farming (the family's ancestral form of employment).

Her studies in mathematics and astronomy soon saw an interest develop in ancient star-gazing and, after graduation, she took on a research assistant's position with Prof. Salazar, convinced that the stars had influenced Peru's pre-Columbian builders. The two work well together and she trusts his judgement, although she has not been able to bring herself to tell him the truth about why she was so determined to flee Spain.

Mireia was attacked by a drunken rebel (Nationalist) soldier in the aftermath of the uprising in Seville that heralded the start of the Spanish Civil War. Despite being stronger than her, the man's inebriation acted against him and, in the ensuing struggle, his gun went off, killing him instantly. Horrified by what she had done, and knowing it would only be a matter of time before the soldier's friends found her, Mireia begged Prof. Salazar to take her with him to Peru. She is haunted by her actions even though she knows she had no choice, and often wishes she could turn back the clock.

Miss Robledo is accompanying Prof. Salazar on this expedition as his assistant. She is hoping that they may also be able to undertake some research once the missing party (or whatever might remain of it) has been found.

Appearance: Miss Robledo's appearance has changed since she came to Peru. Previously a fan of pretty clothes, ribbons, and costume jewellery, she now dresses as if she were thirty years older and surviving on a very meagre pension. It is almost as if she is deliberately trying not to draw any attention to herself. She always carries a gun for protection, although she loathes the thing.

Cth

STR 12 **DEX** 11 **INT** 14 **CON** 14
SIZ 10 **APP** 12 **POW** 10 **EDU** 17
SAN 70 **Hit Points:** 12

Damage Bonus: none.

Skills: Art (Technical Drawing) 45%, Astronomy 50%, Bargain 55%, Folklore 45%, History 45%, Library Use 55%, Mathematics 55%, Persuade 60%, Physics 50%, Psychology 60%, Spot Hidden 60%.

Language Skills: Spanish (Own) 85%, English 40%, Aymara 20%, Quechua 20%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Beretta M1934 Pistol (Handgun) 40%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d8.

Skills: Fighting d6, Investigation d8, Knowledge (Aymara) d4, Knowledge (Astronomy) d8, Knowledge (English) d6, Knowledge (Folklore) d6, Knowledge (History) d6, Knowledge (Mathematics) d8, Knowledge (Physics) d8, Knowledge (Psychology) d8, Knowledge (Quechua) d4, Notice d8, Persuasion d8, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Cautious, Phobia (Minor—Being touched), Wanted (Minor).

Edges: Brave, College Boy, Level Headed.

Gear: *M1934 Pistol* (2d6, 12/24/48, RoF 1, Shots 8, AP 1, Semi-Auto).

Nasty business all round, the Spanish Civil War. You only have to look at Picasso's Guernica to know – no, feel – that.

A. T.

Prof. Estéban Salazar, Historian

Estéban Salazar is not the first of his family to find himself in Peru. Once upon a time, the family held substantial shipping rites in Seville and, by extension, had a share in the trade monopoly Spain enjoyed over its South American colony. That was a long, long time ago, though, and the family no longer has any mercantile interests to speak of. Still, the stories Estéban heard at his *abuela's* (grandmother's) knee sparked a life-long love of history and far away places.

He was already a professor at the University of Seville and had visited Peru several times to investigate the country's monumental pre-Columbian architecture. After the Civil War broke out, Salazar's Republican political leanings soon meant that it was impossible for him to stay in Spain with any degree of safety. Thanks to his connections in Peru, Salazar managed to secure a position at the University of San Marcos in Lima, where he watches the goings on in Spain with a growing sense of dread. He has learned the hard way to keep his political opinions to himself.

He is not entirely certain why Miss Robledo was so insistent about accompanying him to Peru, although he suspects she is running from something in her past. He is, however, glad to have someone to talk to about the situation at home.

The Professor has been invited along on the mission due to his familiarity with the region the German expedition has gone missing in, having worked there in the past with American archaeologists Paul Kosk and Wendell C. Bennett.

Appearance: Salazar shows few signs of the fact that he is now entering middle age. Although he loves his adopted country's history, he is not an archaeologist, and prefers to spend his time studying objects in the comfort of his rooms or in the country's many museums and private collections. Still, he likes to keep himself fit and is a little vain when it comes to his physical appearance.

Cth

STR 11 **DEX** 11 **INT** 17 **CON** 10
SIZ 13 **APP** 14 **POW** 15 **EDU** 19
SAN 75 **Hit Points:** 11

Damage Bonus: none.

Skills: Anthropology 60%, Bargain 55%, Folklore 65%, History 70%, Institutional Lore 10%, Library Use 65%, Natural History 50%, Persuade 55%, Photography 50%, Psychology 65%, Ride 35%, Spot Hidden 65%, Teach 40%.

Language Skills: Spanish (Own) 95%, Aymara 40%, Quechua 40%, German 35%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Sav

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (Aymara) d6, Knowledge (Bureaucracy) d4, Knowledge (Folklore) d8, Knowledge (German) d6, Knowledge (History) d8, Knowledge (Natural History) d8, Knowledge (Photography) d8, Knowledge (Psychology) d8, Knowledge (Quechua) d6, Notice d8, Persuasion d8, Riding d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 7.

Hindrances: Curious, Pacifist (Minor), Quirk (Vain).

Edges: Alertness, College Boy, Insane Insight, Scholar (Anthropology, Folklore, History, Natural History).

Gear: none.



Photo: Unknown–Guernica, Ruinen, 1937. Bundesarchiv, Bild 183-H25224 / Unknown / CC-BY-SA 3.0

Sgt. Silvester Murphy, Shore Patrol

Lt. Richards (p.291) is not the only person with a family history of service. Sgt. Murphy's relatives also have a record: either as jail birds or members of the police force back home in Boston. Well aware of the cliché of having an Irish policeman for a father and Italian criminals for uncles, Sgt. Murphy was always determined to get as far away from his family as possible and make something of his life, so the irony of now being a naval policeman is far from lost on him.

Still, the skills his less than reputable uncles taught him have come in handy: he knows how to knock heads and how to spot potential troublemakers and quash unrest before it has a chance to really get underway. His easy-going nature and ready smile have often been just as big a help when diffusing a tense situation as his fists, but he always believes in having something up his sleeve in case the worst should happen.

Sgt. Murphy has been asked to accompany Lt. Everhart and Lt. Richards on this mission as their security back-up. Whilst his superiors are hoping there won't be any trouble, they, too, believe in taking precautions, especially as they know that *huaqueros* (grave-robbers) can be a real problem when dealing with ancient archaeological sites in Peru.

Appearance: Stocky and powerfully built, there are times when it looks as if Murphy's sturdy frame is barely being restrained by his uniform. His closely-cropped, glossy black curls, dark complexion, and striking green eyes (the only physical characteristic he seems to have inherited from his father) all combine to make it very difficult to overlook the Sergeant, either whilst at work or at play.

Cth

STR 14 **DEX** 10 **INT** 17 **CON** 12
SIZ 11 **APP** 14 **POW** 09 **EDU** 15
SAN 45 **Hit Points:** 11

Damage Bonus: +1D4.

Skills: Bargain 50%, Close Combat 65%, Command 30%, Dodge 50%, Grapple 60%, Law 45%, Locksmith 30%, Persuade 65%, Psychology 55%, Spot Hidden 65%, Tactics 25%.

Language Skills: English (Own) 75%, Italian 40%, Spanish 40%.

Weapons: *Fist/Punch* 60%, damage 1D3+1D4.

M1911A1 Pistol (Handgun) 35%, damage 1D10+2, atts 1, base range 15 yds.

M1 Garand (Rifle) 40%, damage 2D6+4, atts 1, base range 110 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d8, Vigor d6.

Skills: Fighting d8, Intimidation d8, Knowledge (Battle) d4, Knowledge (Italian) d6, Knowledge (Law) d6, Knowledge (Psychology) d8, Knowledge (Spanish) d6, Lockpicking d6, Notice d8, Shooting d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8; **Sanity:** 4.

Hindrances: Loyal, Overconfident.

Edges: Attractive, Brawny, Command, Danger Sense, Rank (NCO).

Gear: *M1911A1 Pistol* (2d6+1, 12/24/48, RoF 1, Shots 7, AP 1, Semi-Auto), *M1 Garand Rifle* (2d8, 24/48/96, RoF 1, Shots 8, AP 2, Semi-Auto).

I wonder if this good Sergeant might be related to our good Sergeant? They sound almost as if they were separated at birth – apart from the curls, of course!

– Peggy

Additional Pregenerated Characters

As mentioned on p.231, two additional characters are provided as alternatives who can also be used, if desired, as accompanying NPCs during the adventure in Peru.

Tradition has a power
few can evade for long.

- Sally Armitage

Lt. Philippa ("Phil") Richards, Navy Nurse

The Navy is in Philippa's blood; there is virtually not a male member of her family who has not served, or is not currently serving in it, including her father and her two elder brothers. And as far as family tradition goes, Philippa is determined to uphold it for as long as she can in practically the only way she can: as a Naval nurse.

Although her father was a little sceptical at first, Philippa's resoluteness won him over in the end and the Commodore is proud of the fact she wants to serve her country when she could have opted for an easier (in his eyes) life as a Navy wife.

Philippa volunteered to come to the American Naval Mission in Peru as its senior nurse in an attempt to establish her own reputation as a valuable member of Uncle Sam's Navy. Whilst there have certainly been times where her family's long association with the service have helped open doors, Philippa is not content to rest on their laurels.

Lt. Richards is aware that she has been chosen for this mission in part because of who her father is, but also because she works well with Lt. Everhart thanks to their common bond of having surprised their parents with their career choices. Together, they form a formidable team and Philippa has become quite adept at anticipating Lt. Everhart's needs.

Appearance: Tending towards the petite side, men often underestimate Philippa; a mistake they seldom make twice. Having grown up on a variety of naval bases around the world, little phases her: she has seen the Navy at its best and worst and is more than capable of taking care of herself (something two big brothers have also helped with). Her red permanent wave is kept short for practicality's sake and she has been known to wear slacks instead of the regulation uniform skirt (far more practical when on board, even though most of her time is spent on the land-based wards).

Cth

STR 09 **DEX** 11 **INT** 15 **CON** 15
SIZ 11 **APP** 11 **POW** 15 **EDU** 14
SAN 75 **Hit Points:** 13

Damage Bonus: none.

Skills: Biology 45%, Command 20%, Damage Control 25%, Drive Automobile 20%, First Aid 50%, Medicine 45%, Military Doctrine 60%, Navigate (Sea) 35%, Persuade 50%, Pharmacy 40%, Pilot (Boat) 30%, Psychology 45%, Spot Hidden 50%, Tactics 45%.

Language Skills: English (Own) 70%, Spanish 35%, Latin 20%.

Weapons: Fist/Punch 50%, damage 1D3.

M1911A1 Pistol (Handgun) 35%, damage 1D10+2, atts 1, base range 15 yds.

.22 Bolt-action Rifle (Rifle) 30%, damage 1D6+2, atts 1, base range 30 yds.

Sav

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d8.

Skills: Boating d6, Driving d4, Fighting d6, Healing d8, Knowledge (Battle) d6, Knowledge (Biology) d6, Knowledge (Navigate) d6, Knowledge (Latin) d4, Knowledge (Psychology) d6, Knowledge (Spanish) d6, Notice d8, Persuasion d8, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Overconfident, Small, Stubborn.

Edges: Common Bond, First Strike, Healer, Level Headed, Rank (Officer).

Gear: *M1911A1 Pistol* (2d6+1, 12/24/48, RoF 1, Shots 7, AP 1, Semi-Auto), *.22 Bolt Action Rifle* (2d8, 20/40/80, RoF 1, Shots 6, AP 2).

Timothy Jones, Mining Surveyor/FBI Agent

Some people know that it is only a matter of time before the situation in the Pacific will get seriously out of hand. Some people, like J. Edgar Hoover, believe in being well prepared for just such an eventuality, and that is why Mr. Timothy Jones just happens to be in Peru posing as the junior surveyor at an American mining company.

Jones (not his real name) has been tasked with keeping an eye on various potential enemy companies and people, in particular Peru's Japanese population and German and Italian shipping and mining interests. As junior surveyor, he is often about town sorting out company paperwork (and not just the "geological reports" he sends back to Washington), as well as dealing with the local business community. His interest in photography also gives him an excuse to visit a variety of interesting sites on his days off.

Jones has been requested for by name by the Peruvian government in this matter. They are well aware that he is on the FBI's payroll and are keen to show their willingness to support Hoover's plans to identify potential troublemakers within their country, should the worst come to pass.

Appearance: Rangy and suntanned, Jones is an unassuming fellow. He dresses as you would expect a surveyor to dress, speaks softly and only after consideration, and has no apparent vices apart from enjoying the odd cocktail or two when in town. Although many have met him, most would be hard-pressed to remember anything much about him thanks to his carefully cultivated air of ordinariness.

Cth

STR 11 **DEX** 11 **INT** 16 **CON** 11
SIZ 16 **APP** 10 **POW** 10 **EDU** 17
SAN 50 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Bargain 45%, Disguise 30%, Drive Automobile 40%, Espionage 60%, Fast Talk 65%, Geology 40%, Hide 30%, Law 40%, Listen 50%, Persuade 55%, Photography 30%, Psychology 50%, Spot Hidden 60%.

Language Skills: English (Own) 85%, Spanish 50%, German 40%, Italian 40%.

Weapons: Fist/Punch 50%, damage 1D3+1D4.

Colt M1911 Pistol (Handgun) 50%, damage 1D10+2, atts 1, base range 15 yds.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d6, Investigation d8, Knowledge (Espionage) d8, Knowledge (Geology) d6, Knowledge (Italian) d6, Knowledge (German) d6, Knowledge (Law) d6, Knowledge (Photography) d6, Knowledge (Psychology) d8, Knowledge (Spanish) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Cautious, Code of Honor, Loyal.

Edges: Brawler, Connections, Danger Sense.

Gear: *M1911A1 Pistol* (2d6+1, 12/24/48, RoF 1, Shots 7, AP 1, Semi-Auto).

THE GREENLAND TEAM

The pregenerated characters in this section are provided for you to use in the scenarios contained in **Book Three: South America & the Arctic Circle**, particularly the Greenland chapter. If they are not chosen by the players, then they can be used as NPCs to provide their expertise during the meeting at Clemens Park (p.225) and whilst in Greenland (p.258 onwards).

Good chaps, the Poles. Always an honour to fight alongside them.

—Capt. Harris

Lt. Iwo Nowak, Mountain Warfare Expert

Born and raised in the town of Zakopane in the Podhale region of southern Poland, Nowak has spent virtually his entire life outdoors and usually half way up a mountain. Although during the 18th and 19th centuries his family's employment had been in the region's ore mines, after the iron had all been stripped away and urban visitors from the likes of Kraków started to flock to the growing spa town, they found new work above ground as mountain guides and innkeepers.

With further civic developments in the 1930s come yet more tourists, and Nowak finds his skiing skills in great demand. But the growing threat from Nazi Germany prompts Nowak and his three brothers to join the Polish Army only a few months before the invasion of Poland begins.

Nowak is one of the lucky ones who manages to escape to France with his men. His reorganised Highland unit sees service in his adopted new country before they are sent into Norway in April, 1940. Whilst there, Nowak's men are given a covert mission to extract a Norwegian physicist, Øydis Skjelvik (p.295), who is being hunted by the Germans. Nowak and his troops face strangely armed opposition and are lucky to escape with their lives but, thankfully, the operation proves to be a success.

Diverted to England as France teeters on the edge of catastrophe, Nowak is asked to escort Dr. Skjelvik to Kent where her services are required, and where he is recruited into an undercover outfit known as Section M.

Appearance: Tall and athletic, Nowak is in almost peak physical condition now that he has had a few weeks to recuperate from his escapades in Norway. His ruddy complexion always gives the impression that he has just returned from an invigorating walk in the countryside. Although he does not mind people in general, large crowds make him uncomfortable, and he would much rather be out in the fresh air with a few like-minded companions.

Cth

STR 11 **DEX** 13 **INT** 15 **CON** 13
SIZ 16 **APP** 11 **POW** 10 **EDU** 15
SAN 50 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 65%, Close Combat 55%, Command 45%, Fieldcraft 60%, First Aid 40%, Military Doctrine 40%, Navigate (Land) 45%, Pilot (Boat) 50%, Ski 55%, Spot Hidden 55%, Survival (Arctic) 60%, Tactics 35%, Throw 45%, Teach 20%.

Language Skills: Polish (Own) 75%, French 45%, English 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

MAB Modèle D Pistol (Handgun) 50%, damage 1D8, atts 3, base range 15 yds.

EMP-35 (Submachine Gun) 40%, damage 1D10, atts 2 or burst, base range 30 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Skills: Boating d6, Climbing d8, Fighting d8, Healing d6, Knowledge (Battle) d6, Knowledge (English) d6, Knowledge (French) d6, Knowledge (Navigation) d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Edges: Brawny, Command, Rank (Officer).

Hindrances: Loyal, Overconfident, Phobia (Minor—Crowds).

Gear: *MAB Modèle D Pistol* (2d6+1, 12/24/48, RoF 1, Shots 9, Semi-Auto), *EMP-35 Submachine Gun* (2d6, 12/24/48, RoF 3, Shots 30, AP 1, Auto).

Dr. Runi Strand, Parapsychologist

Strand always thought of himself as a serious-minded, meticulous scholar, one who had worked his way up from a lowly position as an assistant librarian at Copenhagen's Royal Library to become a respected authority on the Icelandic Sagas. A coveted research position at the University of Copenhagen, where he met his wife, Alvida, was followed a few years later by a junior teaching position at Oxford University. Everything was going so well; his life, his work, his marriage—all was proceeding according to plan, and he had never been happier.

And then it all went wrong. Alvida was drowned in a boating accident on the Isis, in the company of a man Strand did not know at a time when she was supposed to be attending an academic symposium sixty miles away in London. The rumours started not long after; of course they did, and he could not blame them for being suspicious of his wife's behaviour at the time of her death when he was, too.

It was the pitying looks that bothered him the most, and something inside him seemed to snap. Once a rationalist, Strand turned to spiritualism to try and get the answers he so desperately craved: what was Alvida doing on the river that day and why had she lied to him?

Like many before him, Strand quickly became disillusioned with the mediums he encountered and took to exposing their fraud instead. He still hopes to contact his late wife and discover the truth, but for now he works for Section M, having come to Alec Ward-Gray's attention through his contacts at Oxford.

Appearance: Prematurely aged by the circumstances surrounding his wife's death, Strand turned from a smartly-attired academic to an unshaven, unkempt shadow of his former self before he found new purpose in rooting out those who exploit people's grief for their own personal gain. His clothes may be a little threadbare in places, but he is mostly managing to keep up appearances these days, even if the dark circles under his eyes never truly seem to go away. There are days when even his closest friends barely recognise him; those are the ones when he is pretending to be someone else so the fraudsters do not see him coming.

Cth

STR 12 **DEX** 13 **INT** 16 **CON** 11
SIZ 13 **APP** 09 **POW** 13 **EDU** 20
SAN 60 **Hit Points:** 12

Damage Bonus: +1D4.

Skills: Anthropology 60%, Disguise 40%, Folklore 55%, History 70%, Library Use 70%, Listen 65%, Occult 55%, Persuade 65%, Photography 55%, Pilot (Boat) 40%, Psychology 60%, Spot Hidden 65%, Teach 40%.

Language Skills: Danish (Own) 95%, Icelandic 60%, English 50%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Kick 25%, damage 1D6+1D4.

Sav

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6.

Skills: Boating d6, Fighting d6, Investigation d8, Knowledge (Anthropology) d8, Knowledge (English) d8, Knowledge (Folklore) d8, Knowledge (History) d8, Knowledge (Icelandic) d8, Knowledge (Occult) d8, Knowledge (Photography) d8, Knowledge (Psychology) d8, Notice d8, Persuasion d8, Streetwise d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 4.

Hindrances: Shell Shocked, Vow (Major—Expose fake mediums).

Edges: Investigator, Scholar (Folklore, Occult).

Gear: none.

I do sometimes wonder what the charlatans and rogues would do if they ever stumbled across what's actually out there. Run screaming, I suspect.

-R.D.

Dr. Øydis Skjelvik, Physicist

Music and engineering have always been a part of Øydis' life. Her grandmother was a renowned *hardingfele* (Hardanger fiddle) player and storyteller, although young Øydis never quite believed the tale that she had learned to play the instrument from a forest troll. Her grandfather and father were both engineers who worked at the hydroelectric power plant at Tyssedal, not far from their home village.

Her family always encouraged Øydis to work hard and practice her skills, and they were delighted when she gained a scholarship to the University of Oslo to study physics; they were even more delighted when she graduated at the top of her class. Keeping up the family association with power production, Øydis began to look into novel methods of energy generation, and it is this work that brings her to the attention of *Nachtwölfe* shortly before war breaks out.

Her refusal to join the organisation does not go down well, and makes her a legitimate target for Wolff's forces when the Nazis invade Norway in April, 1940 (at least as far as they are concerned). Fortunately for her, others in the scientific community have also realised her value. A small unit of Polish troops, commanded by Lt. Iwo Nowak (p.293) is sent in to snatch her out from under the nose of a crack *Nachtwölfe* retrieval team, led by the Norwegian military patrol (the forerunner of modern biathlon) champion and Olympic demonstrator, **Capt. Kai S. Fredriksen**.

Øydis has no idea why she has really been brought to Clemens Park, although she is very grateful to both Lt. Nowak and Lord Towton for getting her out of Norway. Her research into some of Nikolai Tesla's wireless energy work and her personal fascination with unified field theories has certainly been branded as "crackpot" by some of the more respected voices in academia and, from what she sees as she begins to work with Dr. Parker and his team, crackpot is a very good word to describe her current situation.

Appearance: Øydis keeps her wavy, dusty blonde hair short and neat to prevent it from getting in her eyes whilst she works. It also makes it easier to stuff under a woollen hat when out and about in cold weather. Never without a pencil (which is usually tucked behind one ear as an impromptu hair slide), Øydis has a habit of absent-mindedly chewing on its end or doodling strange mathematical formulae on any scrap of paper or flat surface she can find. Even though she has not been in England long, she misses the fable-soaked mountains and valleys of her childhood, and often daydreams of snow.

Cth

STR 13	**DEX** 12	**INT** 17	**CON** 10
SIZ 10	**APP** 11	**POW** 12	**EDU** 18
SAN 70	**Hit Points:** 10		

Damage Bonus: none.

Skills: Chemistry 40%, Electrical Repair 30%, Folklore 25%, Geology 30%, Library Use 65%, Mathematics 65%, Mechanical Repair 40%, Meteorology 25%, Perform (Hardanger Fiddle) 40%, Physics 60%, Pilot (Boat) 35%, Rifle 40%, Ski 55%, Spot Hidden 65%, Survival (Arctic) 40%.

Language Skills: Norwegian (Own) 90%, English 45%.

Weapons: *Fist/Punch* 50%, damage 1D3.

Kick 25%, damage 1D6.

Sav

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6.

Skills: Boating d6, Fighting d6, Investigation d8, Knowledge (Chemistry) d6, Knowledge (English) d6, Knowledge (Folklore) d4, Knowledge (Geology) d6, Knowledge (Meteorology) d4, Knowledge (Mathematics) d8, Knowledge (Physics) d8, Notice d8, Repair d6, Shooting d6, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Curious, Quirk (Does her best work whilst playing the Hardanger fiddle), Quirk (Homesick).

Edges: Luck, Scholar (Mathematics, Physics).

Gear: none.

Flight Lt. Duncan Ross, RCAF Pilot

Raised on his family's farm on the prairies of Alberta, Canada, young Ross is fascinated by his father's tales of flying during World War One, and always dreamed of one day taking to the skies and escaping from the humdrum routine of his daily farm chores.

Skilled with his hands and with a knack for tinkering, Ross worked hard to become a bush pilot, and, in the mid-1930s, took his first step towards his goal when he was hired by a company to maintain their bush planes (including flying boats). His easy-going charm and dedication soon saw him up in the air, surveying the forests and wildernesses for fires or delivering goods to out of the way locations.

When war breaks out, he immediately volunteers for the Royal Canadian Air Force and quickly works his way up the ranks. Thanks to his varied flight experience, in early 1940 Ross is chosen to become part of the teaching staff on the British Commonwealth Air Training Plan (or "The Plan" for short), the Commonwealth equivalent of the later British Flying Schools (the *Keeper's Guide*, p.259).

However, on his flight to the training facility at the Eglington Hunt Club in Toronto, Ontario, Ross disappears during a freak storm, and the RCAF add him to their list of missing pilots. However, a few days later he arrives at his destination completely unaware of his missing time. Instead of teaching new pilots, he finds himself transferred to England and a crazy secret organisation known as Section M, where his bush piloting skills are put to good use on a variety of weird and wonderful clandestine missions.

Appearance: Tough and rangy from his life on the prairies and in the wilds of Alberta, Ross takes great care to maintain his health so that he can cope with the physical demands of flying. His thick, black hair and dark, sparkling eyes hint that there may be a touch of Cree ancestry in his family background somewhere. Charming and friendly on the whole, Ross can be a little shy around ladies, which tends to manifest itself as even more polite and formal behaviour than would usually be expected even of a Canadian.

Cth

STR 14 **DEX** 14 **INT** 14 **CON** 13
SIZ 11 **APP** 15 **POW** 10 **EDU** 14
SAN 48 **Hit Points:** 12

Damage Bonus: +1D4.

Skills: Command 40%, Cthulhu Mythos 02%, Electrical Repair 50%, Heavy Weapons (Machine Gun) 30%, Mechanical Repair 50%, Military Doctrine 35%, Navigate (Air/Sea) 50%, Parachute 40%, Pilot (Multi-prop) 65%, Pilot (Single-prop) 60%, Radio Operator 40%, Spot Hidden 65%, Tactics 45%.

Language Skills: English (Own) 70%, French 40%.

Weapons: *Fist/Punch* 50%, damage 1D3+1D4.

Webley .38/200 Service Revolver (Handgun) 40%, damage 1D10, atts 2, base range 15 yds.

Sav

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Knowledge (Battle) d6, Knowledge (Communications) d6, Knowledge (French) d6, Knowledge (Navigation) d8, Notice d8, Piloting d8, Repair d8, Shooting d6.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 7.

Hindrances: Code of Honor, Quirk (Shy), Quirk (Time lost).

Edges: Ace, Jump Qualified, Mythos Exposure, Rank (Officer).

Gear: *Webley .38/200 Service Revolver* (2d6+1, 12/24/48, RoF 1, Shots 6, Revolver).

CHAPTER 2

Adventure Seeds

"Life is either a great adventure or nothing."
– Helen Keller

In this chapter are a selection of adventure seeds inspired by some of the research for *Shadows of Atlantis* that did not make it into the main story arc. They may be used as follow up adventures for the investigators, or merely as sources of inspiration for the Keeper.

THE SWEET SMELL OF SUCCESS

Location: Kashan, Persia.

Situated on the edge of the Dasht-e Kavir, Kashan is a beautiful oasis city whose origins stretch all the way back to the Elamite Empire (p.185). Beloved by Shah Abbas I (p.187), the city is home to the famous Bagh-e Fin (Fin Garden), built by the Shah as a representation of paradise on earth.

The area around Kashan is also famed for its horticulture, boasting field upon field of fragrant roses whose petals are used in the production of rose oil and its accompanying (and equally useful) by-product, rose water. Throughout April, the heady scent of the delicate pink petals fills the air, and the locals are kept hard at work tending to their valuable crop.

However, something very strange is happening in the fields close to Kashan. One farm is growing a new variety of rose, far darker and thornier than any of the local strains; one with an intense scent that borders on the overwhelming. One man even claims that he was attacked by the roses when he went to cut them back after they encroached onto his property. He also says that he might as well not have bothered trying, because the next day the plants were right back where they had been the day before.

The farm's new owners are far from friendly, and no-one knows what has happened to the original farmer and his family. There are reports of strange sounds emanating from the farm's outbuildings late at night, and there has been a spate of livestock deaths in the last few weeks. The animals' remains are found shredded and charred, and many fear that it is only a matter of time before people become included in the death toll.

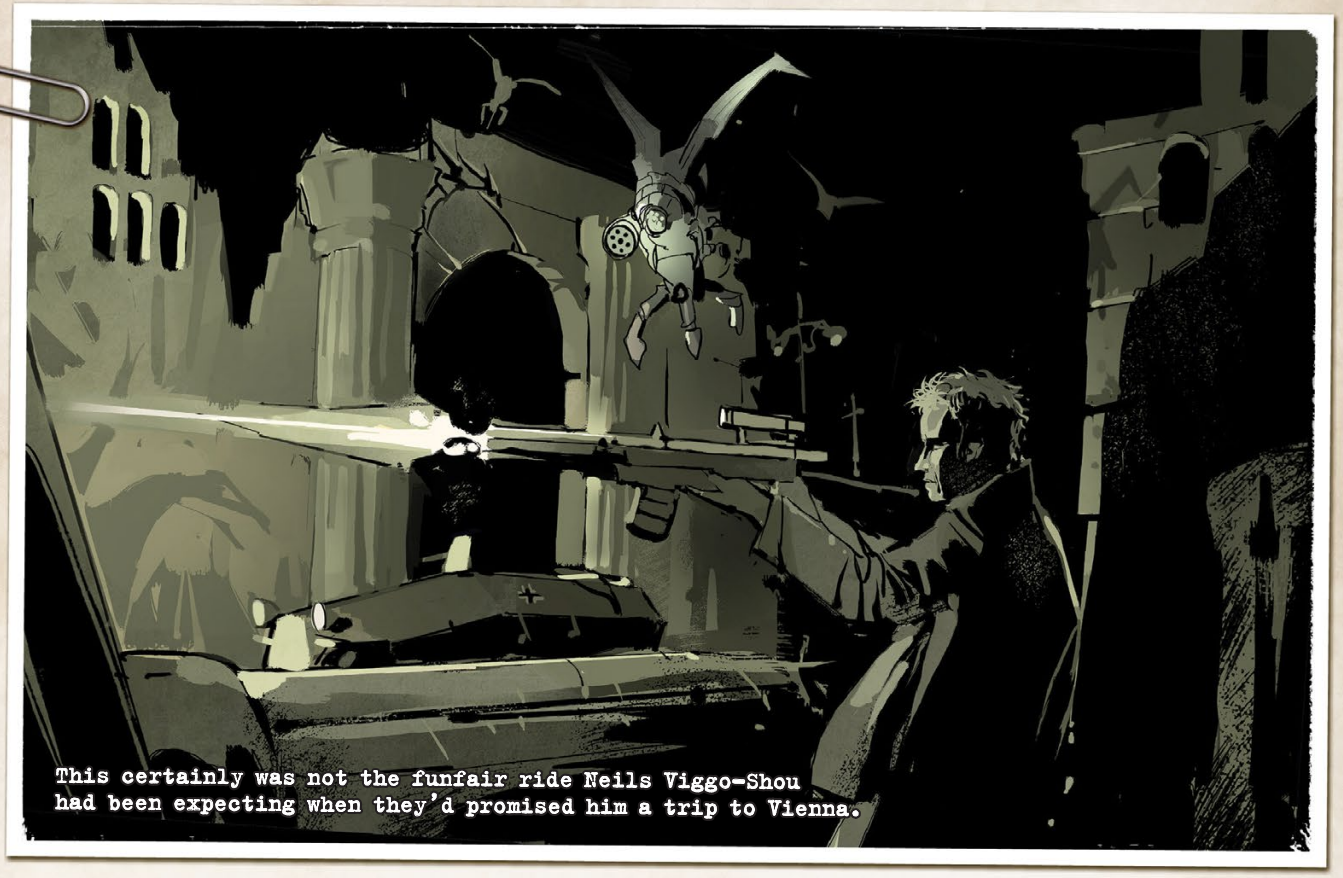
Local tea-shop gossip has made its way to the ears of either Section M or Majestic's agents in the area. One of them is now missing, having been assigned to stake out the farm in an attempt to find out what is going on. The investigators are sent in to discover what has happened to the local operator, and to determine whether long-standing petty rivalries between the rose farmers are at the root of the problem (or whether there is a far more sinister cause).

One farm is growing a new rose, one with an intense scent that borders on the overwhelming.

Keeper Information

Renowned for the abilities of their oils and waters to heal skin and protect against infection, the roses of Kashan have drawn the attention of Black Sun Prior, Reiner Lang (the *Keeper's Guide*, pp.90-91). As the head of research and development for the Exarch, Lang is constantly trying to improve on what has gone before. A particular case in point is that of *die Gefallenen* (the *Keeper's Guide*, p.237), reanimated corpses which fight mindlessly and savagely for Black Sun.

Unfortunately, the reanimation process does nothing to stop *die Gefallenen* from decaying, limiting their "lifespan" and



This certainly was not the funfair ride Neils Viggo-Shou had been expecting when they'd promised him a trip to Vienna.

requiring the constant replenishment of Black Sun's stock of undead warriors. Not that finding dead bodies during a war is all that difficult, but Lang considers the rigmarole of creating new zombies tedious and is determined to improve it.

Black Sun's agent in the area, **Ronnward te'Barsec** (currently masquerading as a French businessman), is instructed to purchase a rose farm. Having identified the perfect site, te'Barsec sets about obtaining it as quickly and cheaply as possible. Once his heavies have sabotaged the farm's water supply, it does not take long for its owner to see the wisdom in selling up.

Now in control of the property, Lang sends those of his researchers with a background in botany and horticulture to develop a new hybrid rose, one which he hopes will help to solve the aging and decay issues suffered by *die Gefallenen*. He has every confidence that the plan will be successful; after all, this is the team that develops ebon ivy (the *Keeper's Guide*, pp.144-145).

The research team uses the same wild black creepers from the Valley of the Black Sun that have worked so effectively before, blending them with the Kashan roses to produce a tough, heavily-scented hybrid plant. The extracted oils are incorporated into the creation rituals for *die Gefallenen*, and the original farmer and his family become the first of this new breed of undead.

The research team are delighted with the results of their experiment. Not only are these Mk.II *die Gefallenen* preserved from decay by the actions of the hybrid oil, lasting at least twice as long from the point of their creation compared to the original preparation method, but they also appear to regenerate after they incur damage. In game terms, this means that Mk. II *die Gefallenen* recover 1D4 Hit Points per round [Cth]/have Fast Regeneration [Sav]. The amount is variable due to the technique still being in the early stages of development and not yet completely reliable.

The only apparent downside of the new process is that, as time goes on, the corpse gradually changes into vegetative material derived from the hybrid, which feeds on its host's original body before replacing it completely. This means that, whilst the bodies do not decay, they eventually cease moving and take root instead. The Mk. II *die Gefallenen* are also just as susceptible to fire as their predecessors, and do not regenerate damage caused by flames.

Unfortunately, there have been a few "escapes", which lead to the animal deaths in the vicinity. Having to operate under the radar means that Black Sun has not been able to enforce its usual levels of security, but everything has been dealt with as quickly and efficiently as possible. At least, they think it has...

"A zombie by any other name..."
as a badly misquoted Bard might say...

-R.D.

IN THE PINK

Location: Puqaqucha and Lake Caballococha, northeast Peru.

There has been a sudden spate of pregnancies in the town of Puqaqucha on the shores of Lake Caballococha, and in the surrounding villages. The hospital in nearby Caballococha has been run off its feet trying to deal with the sudden flurry of births.

Sadly, almost all of the children born within the last month whose mothers hail from Puqaqucha and its environs have been born with a variety of physical defects. These range in severity from fused fingers and long, thin lantern jaws, to unusual pink skin pigmentation, severely malformed limbs, and a visible hole in the top of the child's head which, unlike the usual fontanelles in a baby's skull, is not covered by a protective membrane or their skin.

The authorities are very concerned that some form of toxin may have entered the food chain, even though it is many years since the area's rubber industry collapsed and there have been no reported major spillages into the nearby Amazon from ships passing Caballococha in recent memory. They have completely dismissed a local legend as being the cause, although a friend of **Dr. Niels-Viggo Schou**, who is currently working in the area, is not entirely convinced.

Knowing Dr. Schou's love of strange cases, she has contacted him with details of what is going on. Although his curiosity is most definitely piqued by what his friend tells him, he is currently engaged elsewhere and asks that the investigators look into the matter for him.

When the investigators meet with Dr. Chelo Flores, an ethnologist from the University of San Marcos in Lima, she has a very interesting tale to tell. According to the local stories, the pink Amazonian dolphins of Lake Caballococha are more than they appear to be.

Not that anyone has seen any for a very long time but, supposedly, the male dolphins can leave their underwater city below the surface of the lake at night, transforming themselves into suave, handsome men in white linen suits in order to woo the local women. The only way to tell if a man is a *bufeo* (a local name for the dolphins) is that he will never raise his hat for fear of exposing his blowhole.

The investigators' task is clear: are the birth anomalies the result of contamination of either the food or water supply, or are the legends of the dolphins true and, for whatever reason, the creatures have once again decided to pay court to the women of Puqaqucha?

Keeper Information

Long years past, the deep ones of the Atlantic Ocean made their way up the Amazon in order to establish new territories. With the indigenous human populations being so widely scattered, they looked to other partners to further their genetic line.

One of the most successful pairings was with the pink river dolphins, *Inia geoffrensis*, creating a hybrid of deep one and dolphin DNA that led to far more intelligent offspring than those produced through other matings. The *bufeo* deep ones established their kingdom around Lake Caballococha, breeding alternately with river dolphins and humans alike in order to improve and strengthen their genetic stock.

No-one quite knows where or when they gained the spells that allowed them to disguise themselves as almost fully human, with none of the usual tell-tale signs of deep one physiognomy. Apart from the blowhole issue, which was easily disguised, the glamour was foolproof and worked very successfully for many years.

But the coming of the rubber industry and all of its associated pollution almost destroys the *bufeo* deep ones, who are forced to abandon the lake to protect themselves. Now that the industry is gone, they have decided to return and replenish the human element of their bloodline after so many years of absence.

Every woman who has given birth to an affected child tells the same story: that a handsome man in a white suit began to talk to her when she was out one evening. Although slightly shocked by his lack of manners (he never once raised his hat to them), all of the women were immensely charmed by him and, eventually, gave in to those charms. After a few more visits, their suitor vanished, never to be seen again. Now they have their little *niños* to take care of until their father comes to claim them, as he promised he one day would.

In game terms, use the statistics for deep ones provided on p.155 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/pp.224-225 of the *Keeper's Guide* [Sav], but with an INT of 3D6+6 and a DEX of 2D6+12 [Cth]/ Agility d10 and Smarts d10 [Sav]. *Bufeo* hybrids with a POW of 14 or more [Cth]/Spirit d8+ [Sav] can learn up to 4 spells, one of which permits male *bufeos* to disguise themselves as human.

THE COVEN

Location: Rome, Italy.

The Americans, led by Lt. Gen. Mark Clark, head for Rome and liberate the city on 4th June, 1944, much to the surprise and dismay of their allies, who are unaware of the general's plan to be the first to reach the Eternal City. Canadian and British forces arrive soon afterwards and begin to check that the city is as "open" (p.43) as it is claimed to be.

Section M and Majestic are not far behind. Knowing that many valuable occult items have probably been stolen from Rome by the fleeing Germans, they nevertheless institute a full sweep of the city, under the direction of **Major Mark Harding**, on secondment with the Canadian Army.

But something dark is stalking the streets of Rome. Although the vast majority of the city's citizens are delighted to see the Allies, someone is systematically

attacking Allied soldiers and leaving their corpses in Rome's winding alleyways. The victims all appear to have had their hearts ripped out.

Although the military police are attempting to track down the killer, the lack of evidence at the various scenes and the fact that no-one is seen with the victims immediately before their deaths has left their investigations at something of a dead end. The only feature that all of the victims have in common so far is the possession of a little black key, intricately carved all over with tiny scales.

It is only when Major Harding hears that a witness has been found to one of the deaths that Section M becomes involved. According to the witness, the victim clutched at his chest and became paralysed, gasping for breath and turning increasingly red in the face, before his ribcage ripped itself open, flinging blood and gore everywhere. This, to the Major (and the authorities) sounds like a job for the most secret of secret services, and the investigators are called in to identify who is behind the obviously magically-mediated killings.

Keeper Information

Rome is said to be built on seven hills (p.45), although many claim that it is really built on eight. This final hill, the Monte Testaccio, is entirely manmade, constructed from the smashed and carefully stacked pieces of *amphorae* delivered by ship in the days when the river into Rome was still navigable.

Lying to the south of the Aventine, the hill forms the core of the Testaccio *rione*, a poor suburb that is home to many immigrants and refugees from other regions of Italy. Throughout its history, the area has had a bad reputation, and is often referred to by citizens in other parts of the city as a "coven of criminals" along the lines of London's Victorian rookeries.

There have also been rumours across the ages that there are other covens beside those of the criminals in the Testaccio. Whether or not this was true before, it certainly is now. Those witches of Rome who sided with Black Sun's *Hexenzirkel* during the German occupation have remained behind in the city with the express purpose of destroying the Allies, one by one, so that when the Nazis turn the tide of the war again (as they surely must), then the city will be ready to welcome them back with open arms.

In order to achieve their goal, the witches are using the Clutch of Nyogtha (***Call of Cthulhu, Sixth Edition***, pp.224-225 [Cth]/ the Keeper's Guide p.201 [Sav]) to kill the Allies in the most gruesome and terrifying manner at their disposal. Whilst not the fastest method of dispatching their enemies, the level of fear it creates amongst both the civilian population and the military is most pleasing to those involved.

In Italy, keys are supposed to be protective charms against the evil eye and the attentions of witches. Unfortunately for the Allied soldiers, the coven has subverted this belief and made them, instead, a means of identifying their next target. The witches attempt to palm the key off on a soldier by the age-old technique of bumping into him to distract his attention whilst slipping the charm into one of his pockets.

Once marked, the soldier's fate is almost certainly sealed, although the investigators may be able to find one or two men in possession of a carved black key who were able to resist the effects of the spell, passing it off as nothing more than an attack of heartburn...

BOUND IN IRON

Location: Vienna, Austria.

There is a strange 7ft- (2.1m-) tall lump of wood mounted into one corner of the Palais Equitable building in the Stock-Im-Eisen-Platz. Studded with iron nails and bound with an iron band secured with a padlock that cannot be opened, the *nagelbaum* (nail tree) is better known by the name it gave to the square in which it stands: Stock-Im-Eisen ("staff in iron").

Over the centuries, visiting blacksmiths and their apprentices have hammered nails into the remains of the tree in what may well be some form of votive offering in return for good luck and protection. (At the time the ritual is said to have started in around the 15th Century, iron nails were a valuable commodity and not to be hammered into tree trunks for no apparent practical purpose.) Oddly, the first nails are believed to have been driven home whilst the tree was still alive.

Hammering nails into "decorative" wooden objects is not restricted to Vienna. The so-called "Men of Nails" (*Nagelmänner*) are used to raise funds in the Austro-Hungarian and German Empires during World War One. Inspired by the Stock-Im-Eisen, iron nails, sometimes coloured gold or silver, are hammered into a wooden statue (frequently, but not exclusively, of a knight in full armour) in return for a small donation.

Plans have been mooted recently that the *nagelbaum* should be moved from its long-held position to the safety of a museum in Munich. The citizens of Vienna are not happy about the idea and many believe that, when it suddenly disappears one night, it is local enthusiasts who have spirited it away to protect it from the Nazis, who have already stolen so many of Vienna's historic treasures.

However, word has reached Section M and Majestic that a familiar face has been seen lurking around Vienna of late. Although they do not know her true name, they are aware that whenever "the Mouse" appears, trouble is sure to follow.

The investigators have been instructed to determine the whereabouts of the Stock-Im-Eisen and to make sure that it is in safe hands. If it were just an ordinary tree, the Allied players in the Secret War would not be risking such a great deal by becoming involved in what, at first, appears to be a purely local matter.

But, from their own research, Section M knows that there is something strange about the tree trunk, and they are concerned that it is not at all what it appears to be...

Keeper Information

In Germany, the Men of Nails statues are known as "Iron Guardians" (*eisener Wehrmann*). The name is quite appropriate, for reasons members of Black Sun are beginning to appreciate. Despite Viennese insistence that the city's favourite tree trunk is that of a spruce tree from the 15th Century, nothing could be further from the truth.

One legend regarding the tree is true: that it is all that remains of a grove that was removed to allow the building of Vienna. Some versions insist that the grove was sacred; others fear to mention that it was actually briefly home to a fearsome race known as the shan, or insects from Shaggai; vile, mind-controlling arthropods who became trapped on Earth in the distant past.

The shan and their slaves, monstrous, carnivorous plant-beings from the planet Xiclotl, were eventually wiped out after the local chieftain discovered the Xiclotls' susceptibility to iron (although history does not record how he managed to defeat the shan). The remains of the final Xiclotl plant-creature, its toothed maw and grasping branches removed "just in case", were kept as a permanent reminder of how lucky the locals had been to escape shan slavery.

Over the intervening years, people forgot what both the stump and the iron nails represented. But the folk memory of the importance of hammering iron into the tree was not forgotten and continued well into the 19th Century as a good luck charm.

Black Sun have discovered the truth about the origins of the Stock-Im-Eisen and have despatched their best thief, **Amata Doyle**, to retrieve the item for them after their first attempt to acquire it fails (the move to the museum mentioned above). However, the trunk's disappearance may well have nothing to do with her and may really be down to Vienna's citizens trying to protect their half-remembered heritage.

One way or another, the investigators need to find where the Stock-Im-Eisen really is and, if it is in Black Sun hands, prevent it from reaching Wewelsburg, or the Allies may well end up facing an army of carnivorous plants on the battlefields of Europe.

CARNIVEROUS TREES?
WHERE'S MY FLAMETHROWER?

– SGT. CARTER

A WHALE OF A TIME

Location: The former Erik the Red's Land, Greenland East Coast.

As far as the Allies are concerned, the Battle of the Atlantic begins to draw to a close in May, 1943. However, later that year there is a sudden spate of sinkings in the North Atlantic between Greenland and Iceland that cannot be chalked up to Admiral Dönitz' U-boats.

The reports from the few survivors are, at first, put down as fabrications created to cover incompetence or hallucinations caused by hypothermia. But, not entirely convinced that the US Navy is on the right track, Majestic sends out **Capt. Richard Whitaker** on a survey mission from Bluie East 2 (p.250). He spends days monitoring convoys without incident, before finally witnessing a terrifying sight: a gigantic, whale-like creature rising from the ocean's depths to crush a ship.

At around the same time, the North East Sledge Patrol (p.250) starts to find the remains of large, strange idols made of bone, skin, and vegetation washed up on the shore at sites they were investigating for potential German radio or weather stations. Analysis of the skin and bones by the Patrol's hunters identifies them as belonging to several types of whales and seals, as well as including scraps of walrus and polar bear.

Now completely convinced that something odd is happening, Majestic takes over the official naval enquiry, sending in the investigators to find out what is happening in the hope that they can prevent the sinking of any more Allied ships.

Some versions insist that the grove was sacred; others fear to mention that it was actually briefly home to the shan.

Keeper Information

Tupilak are hand-crafted spirits of revenge, made from the remains of dead animals and given life through dark shamanic spells. The rites necessary to produce these vengeance creatures must be carried out in secret, for they are highly shameful and of an intimate nature. Once made, the *tupilak* idol is placed into the sea so that it may find its victim.

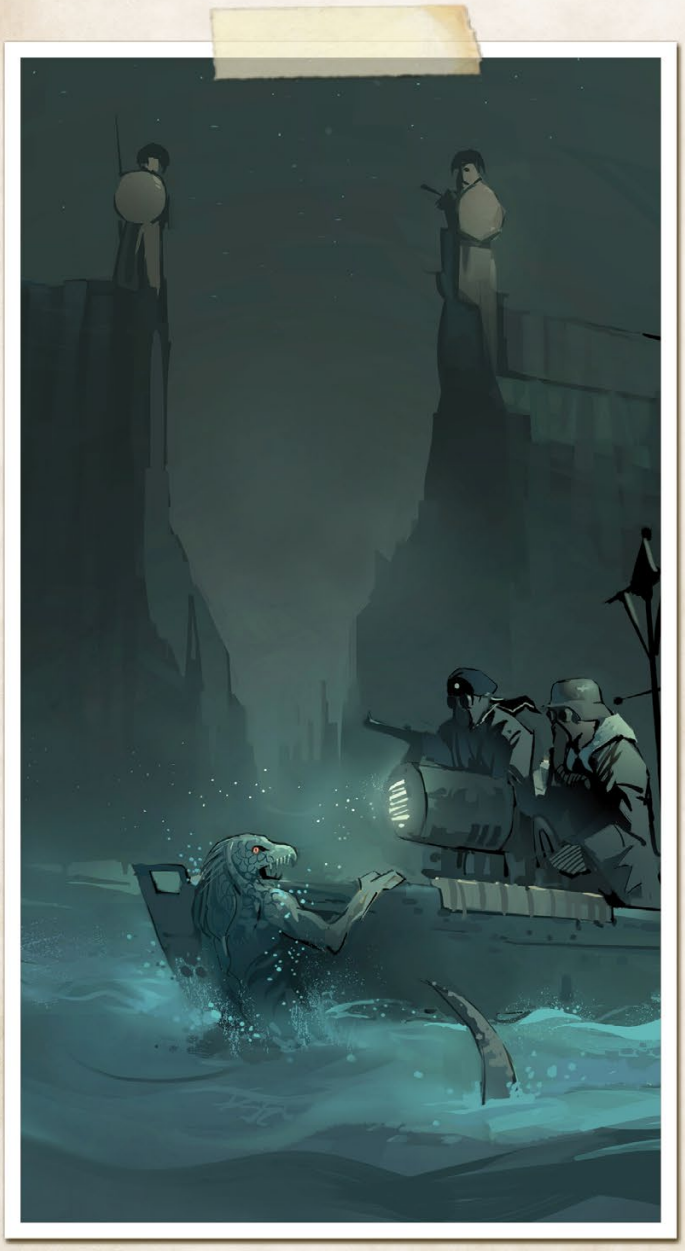
Although many *angakok* know how to craft *tupilak*, the risks are usually considered to be too great to make a habit of it. After all, if the person the shaman sends the *tupilak* after turns out to be stronger than him, then the proposed victim can turn the monster back on its creator, whose only hope of escape is to very publicly confess what he has done.

There are some Inuit, however, who have few qualms about making use of *tupilak*. They are the ones belonging to the remaining nomadic tribe of Cthulhu worshippers,

originally encountered by Prof. William Channing Webb in 1860 (p.250). Having left the increasingly populated west coast over the intervening years, the tribe has come to settle in territory once claimed by the Norwegians (p.249).

It is here that Black Sun agents find them and convince them of their shared purpose: the veneration and raising of the old gods. The tribe teaches the German sorcerers how to summon the *tupilak* to drown their enemies, before they, in turn, are destroyed by the monsters that the Nazis conjure up using the Inuit's own ancestral magic. The few survivors are then rounded up and shipped back to Wewelsburg for an extended "visit".

The remnants discovered by the North East Sledge Patrol most definitely belong to *tupilak*, but they are far, far larger than any that the local, less bloodthirsty Inuit have ever seen. They can easily accept that the creatures which emerge are capable of destroying ships. They are keen to assist the investigators in any way that they can to make sure that the Mother of the Sea (p.262) does not punish them for the slaughter of her children and their use in the making of such blasphemous creatures.



The professor's enquiries indicate that Jaipur will be the spot where the so-called "Lord of Carcosa" will appear.

THE SKIES AT NIGHT

Location: Jaipur, Rajputana, India.

Section M's resident astronomy expert, the **Reverend Professor Jess Coffee**, has recently received a most intriguing report from one of his former colleagues who is now based in Jaipur. Whilst working at the city's magnificent Jantar Mantar observatory, more particularly on the Rashivayala Yantra, Dr. Kalyan Tanwar notices something amiss with the constellation of Taurus.

The instrument, which was designed and built by Sawai Jai Singh II in the early 18th Century, consists of twelve sundials, each oriented on a different constellation of the zodiac. Traditionally used for casting horoscopes, Dr. Tanwar draws up a reading based on his observations. What he sees there disturbs him greatly, prompting him to contact his friend in London.

Something about the calculations (both astronomical and astrological) that Dr. Tanwar forwards to him triggers the Reverend Professor's memory and sends him scurrying to a set of manuscripts recently recovered from a raid on a Welsh cult, which identified itself as the "Children of the Rains".

Although the position of the stars observed by Dr. Tanwar does not quite match the rough diagram in the cult's papers, their movement suggests that is only a matter of time before they will and, from the tone of the document, that will permit the summoning of something great and terrible to Earth.

The professor's own enquiries show that the strange alignment has not been recorded at any other observatory, indicating that Jaipur, or somewhere near by, will be the spot where the so-called "Lord of Carcosa" will appear after those faithful to him perform the necessary rituals.

Taking his concerns to his superiors, both Richard Deadman and Lord Towton agree with the scholar that the matter requires further investigation and that time is of the essence. Whilst Rev. Prof. Coffee is *en route* to India, Section M's local agents are sent out with instructions to identify any potential cult activity in the area of Jaipur, paying special attention to any references to rain, yellow, or the constellation of the bull that they may find.

Keeper Information

Although it is not a large cult, the Children of the Rains nevertheless has a long reach. Originally transported to India by Welsh "missionaries", the group has continued to worship He Who Is Not To Be Named (Hastur), awaiting the day when their chance will come to bring their fell master to Earth.

That time is almost upon them, and the cult's members are travelling to the spot appointed for the summoning, located in the hills on the eastern outskirts of the Pink City (p.138). The (albeit small) influx of pilgrims towards what is not traditionally recognised as a holy site should cause some gossip in the local bazaars, as well as in some of the city's more mainstream temples.

The set of nine monoliths that form the site, arranged to reflect the constellation of Taurus the Bull, were actually mapped by the Archaeological Survey of India in 1872 as part of its ongoing work in Rajputana, although they had no idea what it was they were dealing with. Records of the Survey's results can be found at its headquarters in Simla (p.138).

Despite their name, the cult is not directly linked to the monsoon season (p.151) and they do not venerate water or storms. The "rains" refers instead to the Hyades, a group of stars that help to make up Taurus. According to Greek legend, the Hyades were the daughters of Atlas, who cried ceaselessly in mourning for their dead brother, Hyas. They were then turned into stars and set upon the head of the celestial bull, where they forever became associated with the rain that greeted their rising in the Northern Hemisphere (between the months of October and April).

The glowing red eye of Taurus is Aldebaran, associated with Hastur through its proximity to his hidden home planet of Carcosa. Known rituals to summon the god can only take place at night when Aldebaran is visible above the horizon, as anyone versed in the Mythos will be able to discover.

With time growing short, will Section M be able to stop the cultists before the Unspeakable sets foot upon the Earth once again?



Photo: Wittke—Russland, Nachtkampf, Soldaten im Schnee, February, 1944. Bundesarchiv, Bild 101I-693-0280-24 / Wittke / CC-BY-SA

CHAPTER 3

Additional Rules

"Integrity has no need of rules."
- Albert Camus

This chapter contains a collection of the additional rules and statistics mentioned elsewhere in *Shadows of Atlantis*, some of which have appeared in an alternative form in other publications. They are reproduced here for ease of reference and for those who do not own those particular supplements.



Photo: Krause, Ernst—Tibetexpedition, Melken einer Schlange, 1938—Bundesarchiv, Bild 135-KA-01-019 / CC-BY-SA

BATTLING THE ELEMENTS

In this section, we look at the rules for dealing with different environmental hazards that can affect the investigators' health and wellbeing in the various countries visited in *Shadows of Atlantis*. These rules are optional, and the Keeper should not feel obliged to use them if they do not suite the style of his game.

Animal Encounters

Wildlife can cause problems for the investigators in a variety of ways; two of the most important ones are discussed below.

BANEFUL BITES

Several of the countries visited in *Shadows of Atlantis* have venomous insects and snakes amongst their inhabitants. Although such creatures, like their non-venomous brethren, prefer to avoid people, this is not always possible, such as during the monsoon season in India (p.151). Usually, if the investigators are making sufficient noise, then most animals, birds, and insects will wisely get out of their way.

A Luck roll [Cth]/drawing Action Cards [Sav] each turn can be used to avoid coming into contact with dangerous creatures if the investigators are, instead, moving stealthily through somewhere with a particularly dense population of venomous creepy-crawlies or reptiles. A failure [Cth]/drawing a black face card [Sav] means that the unfortunate investigator has stepped on something unpleasant and, probably, poisonous (or it has dropped onto him).

Cth

Bites from venomous creatures should be handled using the poison rules on pp.57-58 of the ***Call of Cthulhu, Sixth Edition*** rulebook.

Sav If an investigator is bitten by a venomous creature, then the effects should be handled using the rules in **Chapter 4: Situational Rules—Hazards; Poison** in the ***Savage Worlds*** core rulebook.

FEAR & LOATHING

Not all creatures are poisonous, but even the ones that are not can still have a deleterious effect on certain investigators. Snakes, spiders, insects, rats: all are the subject of common phobias which can have an impact on the investigator's ability to do his job.

If any of the investigators do suffer from a particular phobia that could come into play, such as harbouring a fear of snakes or rats and then visiting somewhere where they are common (like India), the Keeper may wish to have the affected person make a daily Sanity roll [Cth]/Fear test [Sav] to maintain a brave face against the odds. Individual encounters should only warrant their own roll if they are particularly stressful or terrifying.

Dehydration

Dehydration can be a threat in arid conditions, which does not automatically mean that the temperatures are high. After all, an investigator can suffer from dehydration in both Greenland and Tibet, neither of which are renowned for their hot weather.

Dehydration symptoms include constipation, fatigue, prickly heat, pain when urinating, dark and strong smelling urine, nausea, heat cramps, and painful sores from even the most minor cuts and scratches. The best treatment is to drink more fluid, which can include fruit juices and milk as well as water. As with hypothermia (p.306), alcohol and coffee are to be avoided.

Cth Investigators who suffer from dehydration lose 2 points of CON for each twenty-four hour period they remain without access to water or alternative fluids, with the accompanying loss of 1 Hit Point per day.

Sav Rules for dealing with dehydration can be found in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Hazards; Heat** & **Thirst**.

Frostbite

Frostbite usually affects the extremities (ears, nose, lips, fingers, and toes) when they are exposed to temperatures below 0°C (32°F). The chill factor caused by extremely cold winds can also decrease temperatures sufficiently to make frostbite a real danger to the improperly prepared.

The symptoms of frostbite can be quite hard to spot, at least at first. They include feelings of cold, throbbing pain or pins and needles in the affected areas, which eventually turn white and become numb (although there can, alternately, be a tingling sensation). These early stages are often referred to as "frostnip" and do not always lead to permanent damage.

If the victim's exposure continues, the damage grows worse as the skin and underlying tissue begin to freeze solid. This leads to swelling, itching, blistering, and redness of the skin once the sufferer moves back into a warmer environment.

However, if the victim does not protect themselves from exposure at this point, or fails to seek proper, warm shelter, then the freezing penetrates deeper into the tissues, reaching as far as the tendons, muscles, and bones. Any thawing that occurs after this point leads to blood blisters and large, black scabs, and it is highly likely that much of the surrounding tissue may well be dead. As if this wasn't bad enough, there is a real danger that gangrene will set in. Rules for gangrene can be found on p.307.

The best way to avoid frostbite is to avoid exposure. As long as no skin is left bare and the investigator is wearing the proper clothing for the environment (including a hat), then no rolls are required to check for the onset of the condition.

Cth If, however, the investigator is wearing inadequate or insufficient clothing, the Keeper can ask for a CON×5 roll every ten minutes that his extremities are exposed to the elements. On a failure, the investigator incurs 1 Hit Point of damage from frostbite; a critical failure causes 1D3 Hit Points of damage instead.

There is a chance that the investigator will be dressed entirely inadequately for the conditions in which he finds himself; for example, if he has become soaking wet (either through sweating or being immersed in water) or is dressed in a manner suitable only for temperate or tropical climes. Under these circumstances, the Keeper should feel free to ask for a CON×5 roll every minute that the investigator remains wet or highly exposed, incurring the same damage as described above.

Sav Use the **Cold** rules from **Chapter 4: Situational Rules—Hazards** in the ***Savage Worlds*** core rulebook. Should an investigator end up becoming incapacitated due to the cold, triggering the requirement to make successful Vigor tests to avoid death, then another investigator can make use of a co-operative Healing test to help his companion out (see the ***Savage Worlds*** core rulebook, **Chapter 3: Game Rules** for further details).

Those who have the Survival (Arctic) [Cth]/Survival [Sav] skill should have sufficient knowledge of the required equipment and procedures for avoiding and identifying frostbite that they should not need to make skill checks against its onset, unless they do nothing to remove themselves from a situation where it is likely to occur. However, in really extreme conditions, the Keeper may feel that it is appropriate for the investigator to roll in the same way his less experienced colleagues must.

The best way to treat frostbite is to very gradually warm up the affected tissue (often by immersing it or bathing it with warm water) so that as little permanent damage is caused as possible. Hot water bottles or other artificial heating devices (such as the lighter fluid warmers created by the

Japanese in the 1920s) should not be applied directly to damaged tissue as they will only make matters worse.

If infection does set in, then amputation may be the only way to save the investigator's life. Although frostnip cases can fully recover with minimal medical attention (First Aid or Medicine rolls [Cth]/Healing tests [Sav], anything more serious requires proper hospital attention.

Heat Exhaustion & Heatstroke

Heat exhaustion is caused by a loss of bodily fluids, largely through sweating and urinating. The decrease in blood volume and the loss of important salts from the body leads to a decrease in a person's blood pressure, leaving them feeling hot, incredibly sweaty, sick, dizzy, and confused.

Heatstroke occurs when heat exhaustion progresses to dangerous levels. Its symptoms include heavy sweating that suddenly stops and a high temperature (usually over 40°C/104°F), as well as a rapid pulse and high breathing rate.

Cth On the first day of exposure to conditions which could cause heat exhaustion or heatstroke (such as in the desert or at high altitudes, such as those found in Tibet), the Keeper may call for a CON×5 roll every three hours the investigators spend out in the sun, or for every hour they spend working in it between the hours of 10AM-4PM.

At night, in the desert (provided the temperatures do not drop below 0°C/32°F), then the Keeper should extend the period between rolls to six hours, provided that the investigators have not been exhausting themselves during the day; otherwise, they can remain at three-hour intervals.

Failure results in the loss of 1 point of CON; every 2 points of CON lost means the accompanying loss of 1 Hit Point. Bear in mind that an investigator's damage bonus may also be affected by a decreasing CON attribute. On the second day of exposure to the heat, then the CON roll drops to CON×4, and so on over the next few days.

Investigators who find themselves reduced down to a CON of 1-3 are left virtually immobile and must make a successful POW×3 roll if they wish to move anywhere. The investigator is now suffering from the full effects of heatstroke. Investigators who suffer a critical failure (96-00) on any of their applicable CON rolls also find themselves suffering from the condition.

A critical success (01-05) on any of the relevant CON rolls can restore 1 Hit Point, as long as that Hit Point was not lost due to dehydration.

In order to recover, the sufferer must find shade or shelter and fluids and be the subject of a successful First Aid roll. This roll does not restore any Hit Points or lost CON; it merely stabilises the patient until proper medical attention can be sought.

Sav Rules covering heat exhaustion and heatstroke can be found in **Chapter 4: Situational Rules—Hazards; Fatigue** and **Heat** in the ***Savage Worlds*** core rulebook.

Table 7: The Stages of Hypothermia

Stage	Body Temperature (°C/°F)
Mild	32-35 / 89.6-95
Moderate	28-32 / 82.4-89.6
Severe	Below 28 / 82.4

Hypothermia

If a person's body temperature drops below 35°C (95°F), then they are likely to start showing symptoms of hypothermia. To confuse matters, there are several different types of hypothermia, including exhaustion hypothermia (caused by over-exertion) and immersion hypothermia (caused by rapid heat loss, usually after falling into freezing cold water).

As with frostbite, hypothermia can occur due to exposure and inadequate clothing in a cold environment and it is not unknown for the two to manifest at the same time, even though they are different conditions.

The symptoms of hypothermia include cold, pale skin, increased breathing rate, shivering, and tiredness. As the illness progresses, the victim begins to shiver violently and may also become delirious and short of breath; there is also a danger that they will pass out or attempt to do something irrational, like removing all of their clothing.

Stopping shivering is not a good sign; it usually indicates that the condition is critically deteriorating. The same goes for unconsciousness. A severely hypothermic victim may be barely breathing and have a very weak pulse; in some cases they may actually appear to be dead.

In the early stages of hypothermia, the best treatment is to get the sufferer into a warm, dry location, and wrap them in coats and blankets after removing any wet clothing. Warm drinks (not hot!) can also help to raise the victim's core temperature, but anything containing alcohol is a bad idea, as it depresses body temperature; caffeine is also not recommended, so coffee should be avoided (although tea is acceptable).

As with frostbite, hot water bottles and artificial heating devices are not recommended, and immersing the person in warm water can cause the victim's heartbeat to become irregular and even stop altogether.

Cth Hypothermia becomes a real risk to the investigators after prolonged periods spent without shelter in sub-zero temperatures. Provided



the investigators manage to succeed at a Luck roll every hour they spend travelling or working out of doors in the extreme cold, then they can stave off hypothermia.

However, prolonged exposure to such cold has a cumulative effect. For every hour that the investigators spend outside under freezing conditions, they suffer a cumulative penalty of -10% to their Luck roll. If the investigators fail, hypothermia begins to set in and their body temperature will decrease by 1D6°C (2D6°F) every thirty minutes, passing through each stage of hypothermia (Table 7) until they collapse and die (if they do not manage to find suitable, warm shelter first).

Normal body temperature is 37°C (98.6°F).

Sav Use the **Cold** rules in **Chapter 4: Situational Rules—Hazards** from the ***Savage Worlds*** core rulebook for dealing with the effects of hypothermia.

Although mild hypothermia is treatable with successful First Aid or Medicine rolls [Cth]/Healing tests [Sav], any further deterioration requires proper medical treatment by trained practitioners.

Infection Risks

There are two particular circumstances where the risk of infection increases: when recovering from sever frostbite, and in tropical conditions. Although penicillin proves to be a wonder drug when it comes to saving lives and limbs, it does not become available until June, 1944, meaning that infected wounds remains a serious danger to investigators for a large part of the war.

If penicillin is available, a successful First Aid or Medicine roll [Cth]/Healing test [Sav] per application is required to make sure that infection does not set in. Sulpha powder and pills, such as those provided to American servicemen, along with a variety of traditional folk remedies (depending on where in the world the investigators are) can help to stave off gangrene and septicaemia.

Cth Investigators who suffer from a loss of Hit Points in tropical conditions, or who are recovering from severe frostbite (p.305), need to make a successful Luck roll to avoid the onset of gangrene or septicaemia. If the wound has been successfully treated with a First Aid roll, then the Luck roll is a *Normal* one.

If the First Aid roll failed, or no-one has attempted to treat the wound at all, then the Luck roll becomes *Difficult*. Dousing the wound with sulphanilimide or a tried and tested indigenous remedy can reduce that difficulty back down to *Normal*, at the Keeper's discretion.

Infection sets in if the Luck roll fails. Any such instance requires immediate medical attention if it is not to become life threatening. 1D3 days after first exhibiting signs of infection, the investigator starts to truly suffer from its effects. The infection acts as a POT 10 poison, inflicting 1D3 Hit Points of damage per day until the wound is properly treated.

Alternatively, a kind Keeper may wish to stick with the rules for infection found on p.29 of the *Keeper's Guide*.

Sav Every investigator who is wounded in tropical conditions, or who is recovering from frostbite (p.305), should draw a card from the Action Deck to see if an infection is likely to develop. If

a successful Healing test has been made for the injury in question, the wound only becomes infected if a black face card is drawn.

If no Healing test has been attempted, or it failed, then the investigator should draw two cards; the wound is infected if either of them happens to be black. After a number of days equal to half the investigator's Vigor die, the infected individual will need to start making daily Vigor tests. If he fails, the investigator suffers one level of Fatigue each day until he receives successful medical treatment.

See also the rules for using medical first aid kits on p.116 of the *Investigator's Guide*.

Sunburn

Skin exposed to the sun's unfiltered UV rays, either in the desert or at high altitude, can easily burn if suitable precautions are not taken.

Cth Up to 1D6 Hit Points of damage can be incurred by exposed skin, depending on the amount left unprotected. An investigator who suffers from 4-6 Hit Points of damage from sunburn also begins to suffer from heatstroke (p.306) if he does not succeed at a CON×3 roll.

Sav The rules for heat exhaustion and Fatigue can be found in the ***Savage Worlds*** core rulebook, **Chapter 4: Situational Rules—Hazards**, as described on p.306.

CREATURES

Many of the mundane animals that the investigators will come across can be found on pp.202-211 of the ***Call of Cthulhu, Sixth Edition*** rulebook [Cth]/in the **Bestiary** in **Chapter 7** of the ***Savage Worlds*** core rulebook [Sav], alongside one or two slightly less run-of-the-mill creatures. Three that are not included there can be found below.

Camel

The fabled ship of the desert, the dromedary (one-humped) camel has great value as not only a means of transport, but also as a beast of burden and supplier of "wool", meat, and milk. Long-lived and highly adapted for the hardships of desert life, they are infamous for being stubborn and intractable.

Cth

STR 4D6+18	**DEX** 3D6	**INT** n/a
CON 2D6+6	**SIZ** 4D6+16	**POW** 3D6
SAN n/a	**Hit Points:** 24 (average)	

Damage Bonus: varies; **Move:** 10 (walking)/12 (running).

Skills: Go Without Water 85%, Malinger 60%.

Weapons: *Bite* 25%, damage 1D6.

Kick 10%, damage 1D6+db.

Spit 40%, damage -1D6 APP (temporary loss).

Armour: 3 points of hide.

Sav **Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10.

Skills: Fighting d4, Notice d6, Taunt d8.

Pace: 9; **Parry:** 4; **Toughness:** 10.

Special Abilities

- **Fleet-Footed:** camels roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Large:** attacks against a camel gain a +2 bonus.
- **Size +3:** camels weigh between 800 and 1000 pounds.
- **Spit:** the camel makes a spit attack using its Taunt skill as its ranged attacking skill, with a range of 1/2/3. If it hits, the target suffers -2 Charisma until he can wash off the mucus.
- **Ships of the Desert:** camels can go a week before having to make tests for thirst.

Highly adapted for the hardships of desert life, camels are infamous for being stubborn and intractable.

Llama

Another member of the camelid family, the llama hails from South America, where it was domesticated long ago by the peoples of the Andes. Used as beasts of burden, llamas were essential to the success of the Inca Empire. Just as stubborn as their African and Asian relatives, llamas have a habit of lying down and refusing to move if they feel they have been overloaded.

Like the camel, the llama needs little water to survive and provides a wealth of useful materials for its owner, including wool for textiles, leather, dung for fuel, and even meat. They are also known to hiss, spit, and kick if displeased.

Cth

STR 3D6+12	**DEX** 3D6	**INT** n/a
CON 2D6+6	**SIZ** 3D6+12	**POW** 2D6+3
SAN n/a	**Hit Points:** 17 (average)	

Damage Bonus: varies; **Move:** 9 (walking)/11 (running).

Skills: Go Without Water 75%, Stubborn 50%.

Weapons: *Bite* 25%, damage 1D6.

Kick 10%, damage 1D6+db.

Spit 40%, damage -1D6 APP (temporary loss).

Armour: 1 point of hide.

Sav **Attributes:** Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8.

Skills: Fighting d4, Notice d6, Survival d8, Taunt d6.

Pace: 9; **Parry:** 4; **Toughness:** 6.

Special Abilities

- **Fleet-Footed:** llamas roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Large:** attacks against a llama gain a +2 bonus.
- **Size +1:** llamas can weigh up to 450 pounds.
- **Spit:** the llama makes a spit attack using its Taunt skill as its ranged attacking skill, with a range of 1/2/3. If it hits, the target suffers -2 Charisma until he can wash off the mucus.
- **Fortified:** llamas can go a week before having to make tests for thirst.

Yak

Originating in Central Asia, yaks are large members of the cow family. The domesticated form in Tibet has usually been crossed with a cow; known as a *dzo*, it is smaller than the wild yak (*drong*). Used for ploughing and transport, yaks are big and tough creatures that are central to the survival of Tibet's nomads and farmers, who rely on them for wool, leather, meat, dung, and dairy products.

Cth Use the statistics for the cape buffalo found on p.204 of the ***Call of Cthulhu, Sixth Edition*** rulebook. Domesticated *dzo* will be smaller and are not known for charging, although their wild cousins should always be treated with wary respect.

Sav Use the statistics for the bull in **Chapter 7: the Bestiary** of the ***Savage Worlds*** core rulebook, bearing in mind that the domesticated *dzo* is much more even-tempered than the *drong*.



Photo: Krause, Ernst—*Tibetexpedition, Beladene Jaks, 1938*—Bundesarchiv, Bild 135-KB-04-042 / CC-BY-SA

CHAPTER 4

Enchantments and Curses

"Whatever deceives men seems to produce a magical enchantment."
- Plato

SPELLS

Many of the spells mentioned throughout this book can be found in either the Mythos Grimoire chapter of the ***Call of Cthulhu, Sixth Edition*** rulebook if you are playing ***Call of Cthulhu***, or in Chapter 10 of the *Keeper's Guide* if you are playing ***Savage Worlds***.

New spells for both systems, as well as those which have previously appeared in other supplements, can be found below.

Bait Humans

Cth See ***Call of Cthulhu, Sixth Edition***, p.218.

Sav
Casting Modifier: -2
Range: 1 mile
Duration: 5 minutes
Cost: Nausea (+0)

Upon completion of the spell, an image of a glittering, huge diamond appears floating in the air before the target. The caster makes a Spirit roll opposed by the target's Spirit. Once control is taken, the target will do all in their power to follow the image, which recedes from them as they approach it in an attempt to lure them to a location of the caster's choosing. This spell is believed to be known by none but the chthonians.

"The covetous man is always in want."
- Horace

Bring Haboob

Cth See ***Call of Cthulhu, Sixth Edition***, p.222.

Sav
Casting Modifier: -4
Range: see below
Duration: several hours
Cost: Horror (+1)

If cast in the desert (or wherever there is a considerable quantity of sand) this spell produces a whirling sandstorm approximately 20 miles (32km) across, with winds ranging from 30-60 miles per hour (48-96km/h). This storm reduces visibility to, at best, only a handful of feet. Anyone caught in the storm must make a Vigor test every half an hour or suffer a level of Fatigue. Anyone not in protective clothing suffers 2d4 damage every round until they can find shelter.

By The Mind Unseen

Certain ascetics, after years of intense study, manage to master this spell, which effectively grants them invisibility. Whilst not actually imparting true invisibility, it causes those around the caster to take no notice of his presence or even recall that he was ever there unless the caster deliberately does something to an observer (such as attack him).

Cth The caster sacrifices Magic Points equal to his SIZ, plus one additional Magic Point for each round he wishes the spell to remain in force. If he interacts directly with another person or creature, the spell is broken.

Sav

Casting Modifier: -4
Range: self
Duration: variable
Cost: Nausea (+1)

A successful casting roll inflicts a -4 penalty on the Notice tests of all those who try to perceive the caster (whether passively or actively); a raise on the casting roll increases this penalty to -6. If the caster is noticed, the penalty is still applied to any tests to attack the caster. If the caster interacts with another person then the spell is broken.

Call/Dismiss *Yidam*

Cth

Each *ngagspa* chooses one deity as his personal *yidam* and knows the relevant Call/Dismiss spell for that god. See ***Call of Cthulhu, Sixth Edition***, pp.222-223 for some examples. Further details on Call/Dismiss Deity spells can be found on p.221 of ***Call of Cthulhu, Sixth Edition*** and *Achtung! Cthulhu: Terrors of the Secret War*, pp.113-116.

Sav

Casting Modifier: -6
Range: special
Duration: special
Cost: Horror (+0), plus 1 point of Sanity

Yidam is a catch all term for all the gods worshipped both in, and out of the Mythos. Each *ngagspa* chooses one as his personal *yidam*, and knows the relevant Call/Dismiss spell for that god (the *Keeper's Guide*, pp.119-200 and *Achtung! Cthulhu: Terrors of the Secret War*, pp.113-116). Obviously, casting the spell requires different circumstances and requirements, depending on the *yidam* involved.

Certain ascetics, after years of intense study, manage to master this spell, which effectively grants them invisibility.

Command Animal (Wolf)

Cth

See ***Call of Cthulhu, Sixth Edition***, p.225.

Sav

Casting Modifier: +0
Range: Smarts
Duration: 1 command
Cost: Horror (+1)

Using the Command Animal spell causes a specific creature (or swarm, if appropriate) to obey a simple command that the creature in question can instinctively understand. If the request requires knowledge that an animal simply could not have, or involves an activity beyond the creature's capability, then the animal will simply leave without attempting to complete the task.



Command Ghost

Cth

See ***Call of Cthulhu, Sixth Edition***, p.225.

Sav

Casting Modifier: -2
Range: touch
Duration: special
Cost: Horror (+0)

This spell permits the caster to summon a ghost and question it. Under cover of darkness, blood from a mammal must be poured onto the grave, ashes, or other bodily remains of the dead person. However unwilling, the ghost (which appears as the person did at the moment of death) will answer questions regarding events that happened during their lifetime for as long as the caster maintains control of the spell.

Photo: Schäfer, Ernst—*Tibetexpedition, Professioneller Bauchrutscher, 1938*—Bundesarchiv, Bild 135-S-15-02-14 / Schäfer, Ernst/ CC-BY-SA

Create Time Gate

Cth

See ***Call of Cthulhu, Sixth Edition***, p.230.

Sav

Casting Modifier: see below
Range: touch
Duration: permanent
Cost: see below

This spell creates a portal between two points in time and can permit travel into either the past or the future, as the caster desires. In terms of the casting modifier and cost, refer to Table 22 on p.203 of the *Keeper's Guide*, but substitute the time in years for the existing distance in miles.

Creating a Gate requires the permanent sacrifice of Spirit Attribute die steps, but the sacrifice need not come from only one donor; indeed, it is common for dozens of dupes or captives to be sacrificed. Those who are left with no Spirit by the creation of the Gate just wither away into dust.



Both ends of the Gate have the same appearance, be it a pattern of painted lines or a peculiar arrangement of stones. Some Gates can only be activated by a trigger word or gesture, and some even physically change a traveller so that they are able to survive when they reach their destination. Rumours persist of rare Gates with more than one destination.

The spell is far from precise; it can only place the portal's users in approximately the correct time. However, once the Gate is in existence, the "distance" between the present and the target time remains fixed (i.e. time moves at the same rate in both locations).

Create *Tulpa*

Tulpa are spirit creatures summoned into being by the strength of the caster's will. The Create *Tulpa* spell works along similar lines to a Summon/Bind spell, but the *tulpa* does not exist before the spell is cast.

Cth

The caster sacrifices 1 Magic Point for every 10% he wishes to add to the base chance of 0%. Each point sacrificed adds five minutes to the time taken to cast the spell. If successful, one *tulpa* manifests itself above the caster's head as a swirling, ethereal, humanoid form that closely resembles the caster. The *tulpa* remains incorporeal and immune to physical attacks unless the caster temporarily sacrifices his own Hit Points to the creature on a one-for-one basis. (Hit Points lost this way can be restored by use of the Healing spell, or naturally over time.) The *tulpa* is effectively the spirit twin of the caster and takes on his attributes and skills during its existence.

On a Critical Success (01-05), the *tulpa* does not require the caster to sacrifice his Hit Points in order for it to become corporeal. A roll of 96-00 is always classed as a failure, no matter what the percentage chance of the spell is; however, the *tulpa* is still created but turns instantly on the caster and attempts to destroy him. Corporeal *tulpa* can be slain with ordinary weapons; spirit *tulpa* can only be harmed by enchanted weapons (assume that they have the same number of Hit Points as the caster's maximum), or by killing the caster. There is, however, a 05% chance that the *tulpa* will not die with the caster but will, instead, break free to wander the world under its own steam.

Each casting of the spell costs 1D3 Sanity points, whether or not the spell is successful.

Sav

Casting Modifier: -4
Range: self
Duration: permanent
Cost: Nausea (-1)

If successfully cast, one *tulpa* manifests itself above the caster's head as a swirling, ethereal, humanoid form that closely resembles the caster. The *tulpa* remains incorporeal

and immune to physical attacks unless the caster takes 2d4 damage to make the *tulpa* gain physical form at the caster's expense.

On a raise, the *tulpa* does not require the caster to take damage in order for it to become corporeal. On a roll of snake eyes (a 1 on both the casting die and the Wild Die), the *tulpa* is still created but turns instantly on the caster and attempts to destroy him. Corporeal *tulpa* can be slain with ordinary weapons; spirit *tulpa* can only be harmed by enchanted weapons (assume that they have the same Toughness and skills as the caster, and are usually Wild Cards), or by killing the caster. There is, however, a slight chance (a draw of an ace of spades from the Action Deck) that the *tulpa* will not die with the caster but will, instead, break free to wander the world under its own steam.

Create Window

Cth See ***Call of Cthulhu, Sixth Edition***, p.230.

Sav
Casting Modifier: see below
Range: touch
Duration: see below
Cost: see below

This spell is a variation on *create gate* and functions in exactly the same way (see the *Keeper's Guide*, Table 22, p.203 for casting modifiers, costs, and distances). The only difference is that the Gate is kept open purely by the will of the caster—usually a powerful sorcerer or god, and does not rely on the spiritual input of cultists and devotees. The caster can shut the Gate whenever they wish, and it can allow one or two way travel, depending on the caster's needs.

Dust of Suleiman

Cth See ***Call of Cthulhu, Sixth Edition***, p.232.

Sav
Casting Modifier: -4
Range: touch
Duration: permanent
Cost: none

Casting this spell creates a grey-green powder which has the power to harm unnatural beings from other planes of existence. Dust from an Egyptian mummy (at least two millennia old) is required in the manufacture of this dust, along with other essential materials such as frankincense, saltpetre, and sulphur. A complete mummy has the potential to make three "pinches" of dust.

Once the dust is thrown or blown over the target (with a successful Throwing test), the target takes 2d10 damage which ignores any bonuses to Toughness from both Armor and Size. The dust only effects creatures for which a Summon/Bind or Call spell exists.

Enchant Dzi Bead

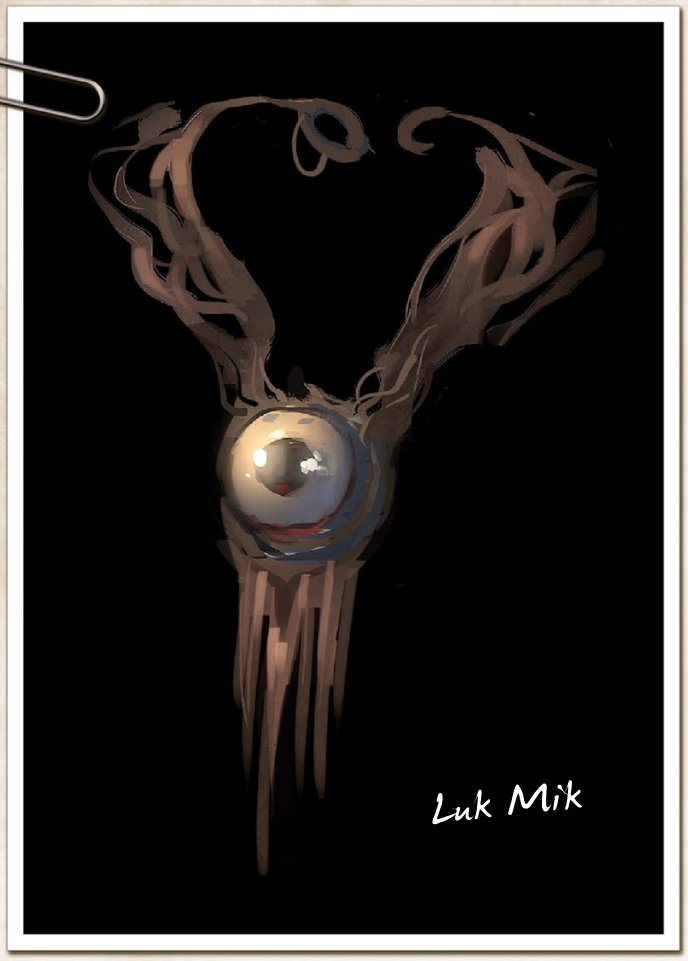
Traditionally worn as part of a necklace or bracelet, dzi beads (also known as Buddha's eye beads), are made from agate and can be either etched cylindrical black or brown beads with a varying number of eyes (or other significant patterns) or natural round beads, like the *luk mik* (goat's eye dzi). The number of eyes or the type of pattern is believed to affect the properties of the bead, and the *luk mik* is specifically used when travelling.

Cth The caster must find or prepare a suitable piece of agate ready for the enchantment, then spend a day in meditation reciting the spell over the bead. Once the chanting is complete, the caster must sacrifice a number of drops of their own blood corresponding to the number of eyes/patterns they wish to etch into the bead, along with 1 point of POW for each eye/pattern. The blood spilled onto the bead forms itself into the required motif. The caster must also roll 1D4 Sanity loss for each eye/pattern inscribed.

Blood, POW and Sanity must all still be sacrificed even for non-etched beads, like the *luk mik*; here, the blood seeps into the natural pattern of the bead, rather than creating it.

Table 8: Sample Dzi Bead Patterns & their Meanings

Number of Eyes/Pattern	Meaning
1 eye	Improved wisdom and thought
3 eyes	Wealth, health, and good fortune
4 eyes	Removal of obstacles
6 eyes	Improved strength, healing
8 eyes	Protection against demons and calamities
12 eyes	Honour, power, and influence
Banded/striped pattern	Luck, reversal of bad fortune
Dorje (thunderbolt) pattern	Subduing demons and evil spirits
Lotus pattern	Improved mental clarity
Wave pattern	Prosperity



See Table 8 for some sample meanings; the exact in-game effects should be determined by the caster and the Keeper, and can include temporary improvements to attributes, protection from certain types of harm, adjuncts for other spells, or improved luck. Each enchanted dzi bead is, therefore, likely to have a slightly different effect depending on the caster and their interpretation of the pattern's meaning. Generally, the more eyes there are on a bead, the more powerful it is.

Sav

Casting Modifier: -2
Range: touch
Duration: permanent
Cost: Horror (+2)

The caster must find or prepare a suitable piece of agate ready for the enchantment, then spend a day in meditation reciting the spell over the bead. Once the chanting is complete, the caster must sacrifice a number of drops of their own blood corresponding to the number of eyes/patterns they wish to etch into the bead. The blood spilled onto the bead forms itself into the required motif. The caster cannot reduce the casting penalty by the methods described in the *Keeper's Guide* on pp.194-195. Creating a bead is a singular personal experience.

Blood and Sanity must all still be sacrificed even for non-etched beads, like the *luk mik*; here, the blood seeps into the natural pattern of the bead, rather than creating it.

See Table 8 for some sample meanings; the exact in-game effects should be determined by the caster and the Game Master, and can include temporary improvements to attributes, protection from certain types of harm, adjuncts for other spells, or Bennies to be spent on related rolls. Each enchanted dzi bead is, therefore, likely to have a slightly different effect depending on the caster and their interpretation of the pattern's meaning. Generally, the more eyes there are on a bead, the more powerful it is.

Enchant *Pago*

Pagos are small, ritual offering bundles containing leaves, berries, flowers, and other significant items, which vary depending on the effect the *pago* is supposed to achieve. One common ingredient is the coca leaf; usually chewed to help alleviate hunger, exhaustion, and the effects of altitude sickness, coca leaves are also used in fortune telling.

Cth

The caster must set up his *mesa* (layout of ritual accoutrements) in an ancient, sacred place according to a strict pattern determined by the type of *pago* he wishes to create. The ritual must take place at midnight, preferably on a night without a moon. The caster chants for 1 hour, expending 1 POW for every *pago* he attempts to make during that time (up to a maximum of six).

The *pago* can be worn as an amulet or, to release its full effect, it should be burned at midnight, preferably in a high place. The exact benefit (or curse) produced, as with the creation of enchanted *dzi*, should be discussed with the Keeper.

Sav

Casting Modifier: +0
Range: touch
Duration: permanent
Cost: nil

The caster must set up his *mesa* (layout of ritual accoutrements) in an ancient, sacred place according to a strict pattern determined by the type of *pago* he wishes to create. The ritual must take place at midnight, preferably on a night without a moon. The caster chants for 1 hour for every *pago* he attempts to make during that time (up to a maximum of six).

The *pago* can be worn as an amulet or, to release its full effect, it should be burned at midnight, preferably in a high place. The exact benefit (or curse) produced, as with the creation of enchanted *dzi*, should be discussed with the Game Master.

Enchant Spirit Trap

Cth

Creates a special trap for spirits and ghosts. The caster must construct the trap from coloured threads wrapped in specific patterns around a wooden frame whilst reciting the spell. A simple trap for a minor spirit costs 1 POW and 1D4 Sanity and takes 1 hour to prepare; a trap for large and powerful spirits costs 4 POW and 1D8 Sanity and takes 4 hours to wind.

The spirit is attracted to the trap by repeating a separate incantation (no SAN or POW cost). Once the spirit has been contained within, the trap must be burnt as quickly as possible to destroy it (or banish the spirit back to the plane it came from).

Sav

Casting Modifier: +0
Range: touch
Duration: permanent
Cost: Horror (+0) for Extra spirits and Horror (-1) for Wild Card spirits

Creates a special trap for spirits and ghosts. The caster must construct the trap from coloured threads wrapped in specific patterns around a wooden frame whilst reciting the spell. Only one spirit or ghost can be captured per trap, and the Cost for creating the trap is determined by the status of the spirit the trap is designed to imprison.

The spirit is attracted to the trap by the creator repeating an incantation, who must make an opposed Spirit test against the targeted spirit to ensnare it within the trap. The trap must be burnt as quickly as possible to destroy the captured spirit (or banish it back to the plane it came from).

Evil Eye

Cth

See ***Call of Cthulhu, Sixth Edition***, p.235.

Sav

Casting Modifier: -1
Range: sight
Duration: see below
Cost: Horror (+0)

The target of this spell suffers from crippling bad luck. Not only does he suffer a -1 penalty to all Agility-based skills, but when he does anything in which luck can be a factor (so, almost everything) a card is drawn from the Action Deck. If this card is a face card from the club or spade suit, then something unlucky has happened to him. This could be a jammed gun, a squeaky floorboard, or even a crampon failing during a mountain climb. Attempting to summon a Mythos creature while under the effects of this spell always ends with the summoning caster/victim fighting for his life.

The spell lasts until either sunrise, the caster ends the spell, the victim inflicts a wound upon the caster, or the caster dies, whichever comes first.

Find Gate

Cth

See ***Call of Cthulhu, Sixth Edition***, p.236.

Sav

Casting Modifier: -1
Range: sight
Duration: instant
Cost: Horror (+2)

This spell enables the caster to identify any Gates within their line of sight. It does not, however, give them the ability to open, close, or use any Gates found to be present.

Generate *Thumo*

Thumo, also known as *drod* (psychic heat), is internal heat summoned up by the caster that can be used to aid survival in extreme cold or can be projected out as a form of attack.

Cth

To produce *thumo* for survival purposes, the caster must expend 3 Magic Points to activate the spell, then intone the correct ritual chant for one hour, during which time the *thumo* slowly builds up inside him. For each additional Magic Point spent, the heat lasts for one further hour without causing any damage to the caster or to his surroundings.

Thumo can also be generated quickly to produce an attack. In this case, the spell costs 6 Magic Points and sends out an almost invisible wall of flame in a 6ft (1.8m) diameter around the caster. Anyone (or anything) hit by the flame suffers 1D6+2 damage; however, the caster suffers half the rolled damage due to the stress on his body caused by the speed with which the spell has been cast.

Sav

Casting Modifier: +0
Range: see below
Duration: caster's Spirit die in hours
Cost: none

To produce *thumo* for survival purposes, the caster intones the correct ritual chant for one hour, during which time the *thumo* slowly builds up inside him. While under the effects of the spell the caster automatically succeeds at any Survival tests triggered by extreme cold.

Thumo can also be generated quickly to produce an attack. In this case, the spell sends out an almost invisible wall of flame in a Medium Blast Template. Anyone (or anything) in the area of attack suffers 2d6 damage; however, the caster suffers half the highest rolled damage himself due to the stress on his body caused by the speed with which the spell has been cast.

Hands of Colubra

Cth See ***Call of Cthulhu, Sixth Edition***, p.237.

Sav
Casting Modifier: +0
Range: self
Duration: half Spirit die in rounds
Cost: Horror (-2)

The caster turns his hands and forearms into venomous snakes, each of which hits the target on a successful Fighting test, with a Reach of 1; normal off-hand penalties and effects apply. Those who witness the transformation must make a Horror (+0) test. Those bitten suffer 1d4 damage, and must make a Vigor test or suffer an immediate wound and 2 levels of Fatigue (Exhausted), followed by death 2d6 minutes later, unless treated.

Journey to the Other Side

Cth See ***Call of Cthulhu, Sixth Edition***, p.238.

Sav
Casting Modifier: -4
Range: self
Duration: caster's Spirit die in hours
Cost: see below



After entering a trance, the caster of this spell can send his spirit out into the void and travel to far distant destinations. The destination is hard to predict and the caster may even find himself in the presence of one of the Great Old Ones. The Cost of the spell cannot be guessed at, considering the horrifying sights the caster may be subjected to in their journey.

The caster may find himself in the presence of one of the Great Old Ones.

Legs of the Wind Runner

This spell is used by highly trained lamas to cover large distances at great speed. Having meditated to put himself into a trance, the caster focuses on his destination, which must be somewhere that he has either visited himself or has an accurate and detailed description of. The caster does not so much run as take great, leaping strides, with his feet barely contacting the ground.

Cth **Cost:** 1 Magic Point for every 100 miles (160km) the caster wishes to cover (round up). The caster must meditate for one hour for every Magic Point spent, whilst concentrating on the route and drawing it in the air with a *phurba* (ritual dagger). At the end of the meditation, the caster will begin to run whilst still in his trance state.

Provided the caster does not drop the *phurba* (which he must take with him; for example, if someone successfully snatches it from him with a DEX×3 roll) or is not wakened, he will reach his destination ten times faster than if he had run at normal speeds (his Move rating effectively becomes 80). If anyone attempts to waken the wind runner whilst he is in his trance, he must succeed at a CON×3 roll or suffer 1 Hit Point of damage and the loss of 1 point of Sanity for every 100 miles his trip was originally supposed to be (round up).

Sav
Casting Modifier: see below
Range: self
Duration: see below
Cost: none (but see below)

Every 100 miles (160km) the caster wishes to cover (round up), inflicts a -1 Casting Modifier. The caster must meditate for one hour for every 100 miles about to be travelled (round up), whilst concentrating on the route and drawing it in the air with a *phurba* (ritual dagger). At the end of the meditation, the caster will begin to run whilst still in his trance state.

Provided the caster does not drop the *phurba* (which he must take with him; for example, if someone successfully snatches it from him with an opposed Agility test) or is not wakened, he will reach his destination ten times faster than

if he had run at normal speeds (his Pace effectively becomes 60). If anyone attempts to waken the wind runner whilst he is in his trance, he must succeed at a Vigor test or suffer a Nausea roll with a -1 penalty for every 100 miles his trip was originally supposed to be (round up).

Levitate

Cth See ***Call of Cthulhu, Sixth Edition***, p.238.

Sav
Casting Modifier: -2
Range: Smarts
Duration: caster's Spirit die in minutes
Cost: Horror (+0)

This spell causes the caster (or his chosen target) to float slowly through the air. They can ignore all of the effects of Difficult Ground and move at a pace of 4, but are unable to run. This spell also slows the effect of falling, safely bringing the target to the ground (assuming the spell lasts long enough).

If the target of the spell is unwilling, they must make a Spirit test using the casting result as a Target Number. If they are unsuccessful, the caster decides how and where they move, though the target may try to resist by grabbing hold of windowsills or tree branches, thereby provoking another opposed test, this time made with Strength.

Parting Sands

Cth See ***Call of Cthulhu, Sixth Edition***, p.240.

Sav
Casting Modifier: -4
Range: Smarts
Duration: caster's Spirit die in hours
Cost: Horror (+1)

This ancient Egyptian spell can be used to separate non-living barriers, such as walls, bodies of water, or even mountainsides. Enchanted desert sand is required as a focus for the spell; a line of sand indicating the direction of the required split must be drawn in front of the object to be sundered. The resulting gap should be large enough for humans and animals such as horses and camels to pass through, but may need enlarging by other means to permit modern vehicles to pass.

Spirit Wrack

Cth This spell behaves just like the spell Wrack (see ***Call of Cthulhu, Sixth Edition***, p.247), except that it only effects ghosts and other disembodied spirits. The ghost is incapacitated and suffers terrible pain as it is slowly torn apart. The spell lasts for 1D6 rounds, and costs 3 Magic Points and one Sanity to cast.

Sav
Casting Modifier: -1
Range: Smarts
Duration: half Spirit die in rounds
Cost: Nausea (+0)

This spell behaves just like the spell *wrack* (see ***Achtung! Cthulhu: Keepers Guide***, p.212), except that it only effects ghosts and other disembodied spirits. The ghost is incapacitated and suffers terrible pain as it is slowly torn apart.

Summon/Bind *Am'mut*

Cth This spell summons a single *am'mut* to the caster's side. The cost of this spell varies; to increase the percentile chance by 10%, sacrifice 1 Magic Point (the base chance is 0%). The caster must intone the correct incantations in ancient Egyptian (hieratic) uninterrupted for five minutes for each Magic Point sacrificed to the spell whilst burning costly incenses, including amber, cassia bark, and myrrh. Each casting of the spell also costs 1D3 Sanity points, regardless of success.

Sav
Casting Modifier: -4
Range: Smarts
Duration: permanent
Cost: Horror (+1), plus the Cost of seeing the creature (Terror +0)

This spell requires the burning of costly incenses, including amber, cassia bark, and myrrh, while intoning incantations in ancient Egyptian. If the spell is successfully the cast, the *am'mut* appears by digging its way out of the sand at the caster's feet.

Summon/Bind *Andhakasura*

Cth This spell summons a single *andhakasura*. As with other Summon spells, the base cost for the enchantment is 0%, increasing by +10% for every 1 Magic Point the caster sacrifices. The caster must procure a sample of *gajasura* (elephant demon) blood, which is used to inscribe the relevant arcane symbols on the floor of where the spell is to be cast. After five minutes of chanting for every Magic Point sacrificed to the spell, an *andhaksura* will billow up from the summoning symbols, consuming the blood from which they were formed. Each casting of the spell costs 1D3 Sanity points, irrespective of whether the spell succeeds or fails.

Sav
Casting Modifier: -4
Range: Smarts
Duration: permanent
Cost: Horror (+1), plus the Cost of seeing the creature (Horror +0)

This spell requires the caster to procure a sample of *gajasura* (elephant demon) blood, which is used to inscribe arcane symbols on the floor of where the spell is to be cast. Success causes the *andhakasura* to rise up through the floor, forming itself from the blood used to inscribe the symbols.

Summon/Bind *Preta*

Cth This spell summons a single *preta*. The base chance for the spell starts at 0% and the cost varies; to increase the percentile chance by 10%, the caster must sacrifice 1 Magic Point. The caster must also gorge himself on food, water, or another relevant object of desire for five minutes for each Magic Point sacrificed to the spell; at the end of that time, he must purge himself by vomiting back everything he has just devoured. The *preta* that appears will yearn for the same substance consumed by the caster. The spell automatically costs 1D3 Sanity points, regardless of success.

Sav **Casting Modifier:** -4
Range: Smarts
Duration: permanent
Cost: Horror (+1), plus the Cost of seeing the creature (Horror -1)

The caster must gorge himself on food and then regurgitate all he ate at the time of casting. The *preta* rises from the bile and partially digested food yearning what the caster consumed to summon it.

Voices on the Wind

Cth To send a message telepathically to another person, the caster must close their eyes and concentrate on the person they wish to communicate with. If the caster knows the person, then the spell costs 3 Magic Points; if he does not, then it costs 6 Magic Points. If the person is not expecting to be contacted in such a way, or has never been so before, then the caster must overcome the recipient's POW with his own (see the Resistance Table, ***Call of Cthulhu, Sixth Edition***, p.55) before the message can be accepted. Contacting a stranger always triggers a Resistance Table roll.

Short messages require no further expenditure of Magic Points; longer, more complex communications incur an additional cost which depends on experience of both the caster and the recipient (to be determined by the Keeper as appropriate).

Sav **Casting Modifier:** +0
Range: Spirit die in thousand miles
Duration: instant
Cost: Nausea (+0)

This spell sends messages telepathically to another person. If the caster knows the person, then he can contact them without any difficulty other than the Cost. If, however, the recipient is unknown to them, or resistant, the caster must succeed at an opposed Spirit test. There can be additional costs for long or complex communications, determined by the Game Master as appropriate.

Warding the Eye

Cth See ***Call of Cthulhu, Sixth Edition***, p.247.

Sav **Casting Modifier:** +0
Range: self
Duration: see below
Cost: none

This spell, when cast, protects the caster from the effects of Evil Eye (p.315), and involves a series of complicated hand gestures to invoke. Like the Evil Eye spell, this spell ends at sunrise.

MAGICAL TOMES

As with the majority of the spells mentioned in *Shadows of Atlantis*, most of the grimoires encountered in ***Achtung! Cthulhu*** can be found in either the ***Call of Cthulhu, Six Edition*** rulebook, pp.92-99 [Cth] or the *Keeper's Guide*, pp.187-192 [Cth & Sav]. New books not detailed elsewhere in the text can be found below.

He must purge himself by vomiting back everything that he has just devoured.

Book of Dzyan

Mythos Grimoire: **BOOK OF DZYAN**—*in English, translated from an earlier lost version by an unknown author, publication date unknown.* Best known to Western esotericists as the alleged source of Helena Blavatsky's *The Secret Doctrine*, the rare English translation of the Universal history and grimoire is currently believed to be lost.

Cth See ***Call of Cthulhu, Six Edition***, p.94 for further details of this version of the book.

Sav **Language:** English (-1), 4 successful rolls needed to read the book. **Spells:** dreaming visions (*contact deity/Cthulhu*), call forth wind spirit (*summon/bind byakhee*), call forth childe of the woods (*summon/bind dark young*), call forth the unseen walker (*summon/bind dimensional shambler*).

THE SECRET DOCTRINE—*in English, written by Helena Blavatsky, 1888.* Published as a two volume set, Blavatsky claimed that the contents of the book had been imparted to her by secret masters (her *Mahatmas*), although it is written from the viewpoint of a commentary on the *Stanzas of Dzyan*. In it, Blavatsky develops her theories of the universe's development and those dealing with the various "root races".



No Sanity loss; Occult +5 percentiles; average three weeks to read fully, four hours to skim.



Language: English (-1), 2 successful rolls needed to read the book. **Spells:** none. Successfully reading the book provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

I strongly suspect Madame Blavatsky never saw the original Stanzas for herself, although someone in her circle obviously did.

-R.D.

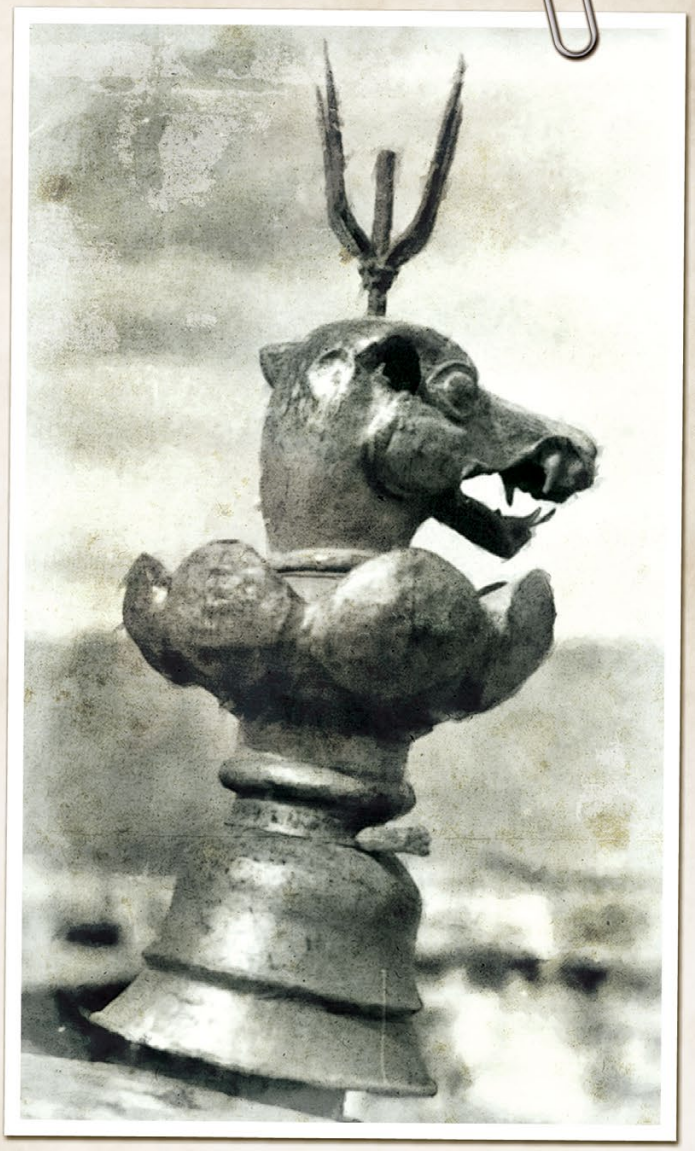


Photo: Schäfer, Ernst—Tibetexpedition, Verzierung, Dach des Stadttempels, 1938—Bundesarchiv, Bild 135-S-13-24-39 / Schäfer, Ernst/ CC-BY-SA

CHAPTER 5

The Means to an End

"Research is formalised curiosity. It is poking and prying with a purpose."
– Zora Neale Hurston

Many of the sources used for *Shadows of Atlantis* have already been listed in both the *Investigator's* and *Keeper's Guides*. An additional selection is provided below, along with some old favourites.

MOVIES & TELEVISION

Lost Horizon (1937).
The story of Robert Conway (a British diplomat) and his associates, kidnapped and taken to Shangri-la by a well-meaning, hidden society. Directed by Frank Capra.

Black Narcissus (1947).
Powell and Pressburger's powerful film adaptation of Rumer Godden's tale of high ideals and slowly encroaching madness at a convent high in the Himalayas.

The Third Man (1949).
Set in post-war Vienna, this film adaptation of a Graham Greene short story follows American novelist Holly Martins as he searches through the rubble of the city for the truth about the death of his friend, Harry Lime.

Kim (1950).
Technicolor adaptation of Rudyard Kipling's story about a young British orphan caught up in the Great Game in 1885. Stars Dean Stockwell and Errol Flynn.

She (1965).
Hammer Film's retelling of H. Rider Haggard's fantasy story of a lost ancient city and the immortal woman who rules it.

In Search of Myths & Heroes: The Search for Shangri-La (1985).
Historian Michael Wood investigates the legends of Shamballah.

Legacy: The Origins of Civilisation (1991).
Television documentary series, presented by Michael Wood, looking into the origins of the world's greatest civilisations.

Tea With Mussolini (1999).
The semi-autobiographical story of Italian film director Franco Zeffirelli's interactions with a group of elderly British women expatriates ("the Scorpioni") in 1930s and 1940s Florence.

Pan's Labyrinth (2006).
Guillermo del Toro's dark horror fable about a young girl's supernatural adventures and her attempts to protect her mother and baby brother, set in 1944 in the aftermath of the Spanish Civil War.

Jodhaa Akbar (2008).
Period Bollywood movie recounting Akbar the Great's rise to power and his marriage to Hindu princess Jodhaa Bai.

BOOKS

Allen, Charles (ed.).
Plain Tales From the Raj.

Buschbeck, E.H.
Austria.

Co-ordinating Council for Welfare Work in Egypt.
Services Guide to Cairo.

Crankshaw, Edward.
Vienna: the Image of a Culture in Decline.

David Néel, Alexandra.
Magic and Mystery in Tibet.

Donnelly, Ignatius.
Atlantis: the Antediluvian World.

Duggan, Christopher.
A Concise History of Italy (Cambridge Concise Histories).

Godwin, Joscelyn.
Atlantis and the Cycles of Time: Prophecies, Traditions and Occult Revelations.

Godwin, Joscelyn.
Arktos: the Polar Myth in Science, Symbolism and Nazi Survival.

Goldstein, Melvyn C.
A History of Modern Tibet, 1913-1951: the Demise of the Lamaist State.

Goodrick-Clarke, Nicholas.
Black Sun: Aryan Cults, Esoteric Nazism and the Politics of Identity.

Goodrick-Clarke, Nicholas.
The Occult Roots of Nazism: Secret Aryan Cults and Their Influence on Nazi Ideology.

Hakl, Hans Thomas and Goodrick-Clarke, Nicholas.
Unknown Sources: National Socialism and the Occult.

Hale, Christopher.
Himmler's Crusade.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Hayton, Pauline.
Naga Queen.

Hibbert, Christopher.
Rome: the Biography of a City.

McRae, Michael.
In Search of Shangri-La: the Extraordinary True Story of the Quest for the Lost Horizon.

National Security Agency & Central Security Service.
German Clandestine Activities in South America in World War II.

Ward, Stephen R.
Instructions for American Servicemen in Iran During World War II.

WEB PAGES

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www.britishmilitaryhistory.co.uk/

Bombay map c.1914.
www.lib.utexas.edu/maps/historical/baedeker_indien_1914/txu-pclmaps-bombay_1914.jpg

Calcutta map. c.1924.
homepages.rootsweb.ancestry.com/~poyntz/India/images/Calcutta1924.jpg

Cairo map c.1930s.
historic-cities.huji.ac.il/egypt/cairo/maps/nicohosoff_after1933_cairo_b.jpg

Delhi map c.1924.
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Imperial Airways timetables.
http://www.timetableimages.com/ttimages/iaw.htm

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www.lonelyplanet.com/

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Peru.
www.peru.travel/?internacional

Rome.
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Rome map (Ministry of Information).
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Services Guide to Cairo.
sites.google.com/site/malsserv/cairo

Vienna.
www.aboutvienna.org/

Vienna map (date unknown).
www.tourvideos.com/Images/maps-big/Austria/Vienna-big.jpg

ROLEPLAYING GAMES

DiTillio, Larry, Willis, Lynn, et al. (Chaosium Inc.)
Masks of Nyarlathotep.

Hensley, Shane Lacey. (Pinnacle Entertainment Group)
Savage Worlds Deluxe.

Herber, Keith, Dietze, William, et al. (Chaosium, Inc.)
The Keeper's Companion (Volume 1).

Montessa, Mike, Hensley, Shane Lacey et al. (Pinnacle Entertainment Group) *Weird Wars: Weird War II.*

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.)
Call of Cthulhu, Sixth Edition.

Gosh, that was a bit of a whirlwind tour, wasn't it?

– Peggy

CHAPTER 6

Handouts

"If we knew what it was we were doing, it would not be called research, would it?"
- Albert Einstein

This chapter contains all of the handouts scattered throughout *Shadows of Atlantis*, which may be reproduced as required by the Keeper for their own personal use during the game.

Handout #1

The Secret Note

Meet me where young lovers like to stroll and families to picnic, beneath the shadow of the wheel. Tonight at dusk. Don't delay, there isn't much time. I don't know who may be watching.

Filing scraps of paper is such a nuisance, but we'd better hang on to them, just in case.

- Peggy

Handout #2

A Page from Ehrlichmann's Notebook

It has long been my intention to investigate further the stories told to me by my mentor, Herr Doktor Burgdorf, regarding the discoveries made in Sais before the Great War. And now, with the burgeoning interest in our Germanic history and inheritance, I feel this is the perfect time to embark upon this journey, wherever it may take me.

But each journey begins with a small step, and I must first locate the DOG archives and retrieve the notes he made on the Black Stone and its strange tales of the descendants of a lost civilisation. Perhaps those stories were the misrememberings of an old man but, as a scholar, I feel that I cannot ignore what could be a very important lead in the quest to discover the truth behind our Aryan heritage. The boxes should be in—

Handout #3

Ehrlichmann's Letter

My dearest G,

Please, first let me apologise for leaving so abruptly – you must understand that if the circumstances were any different, I would never have felt the need to do so. If I have hurt your feelings, please forgive me – that was never my intention.

These last few weeks have proven to be the most difficult of my career. The triumph of deciphering the archive has been tempered by the seemingly endless strange meetings I have had to endure as a result. These have prompted me to set my affairs in order and I have gone home to think on my future.

Should anything happen to me, know that I love you.

Your devoted B.



Handout #4

The Hidden Message

LOOK TO THE MEXICAN APOTHECARY'S BOOKSHOP. THERE LIES THE KEY TO UNLOCK THE GATES OF HISTORY.



Handout #5

Instructions

Our Viennese archaeologist friend cannot be trusted. Loose ends must not be left untied. I trust I can leave you to deal with the matter to our satisfaction. Retrieve whatever you can find.

-LM

Handout #6

The Formula

Entropy

A state of chaos and decay

$S = k \log W$

Handout #7

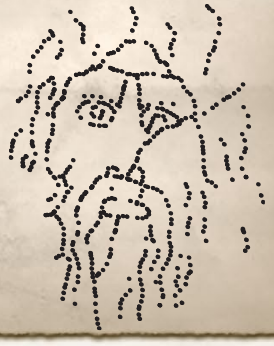
The Strange Note

Pasquino has lost his voice. His dearest Lucrezia is concerned for his health. There are too many sausages in the pantry. Please come home and help your sister. She cannot run the family restaurant alone.

Handout #8

The Oak Leaf Message

what lies
behind the
truth that
bites?



Handout #9

Lucrezia's Notes

P. taken to Regina Coeli, moved to CSant'A road crew

Archaeologists present, appear to be looking for something

Germans have arrived—strange badge on uniform

Bodies from the site taken to Tiber Island hospital (Aesculapius?)

Situation escalating. Sent for help

Handout #10

Küster's Telegram

TO: DR. E. F. KÜSTER

REQUEST UPDATE ON PROGRESS OF THE SEARCH FOR THE ITEM. SPEED IS OF THE ESSENCE.

LM

Handout #11

The Index Card

Polished black stele, age unknown (Dynasty?). Recovered Saïs c.1905 DOG. Three scripts, hieroglyphs, hieratic, unidentified. Condition: damaged. Location: XXVIa13jb.

Dear Sergeant,

Peggy is really rather displeased with you at the moment, so the next time you feel the need to check the files, please could you put things back where you found them, for your own safety...

A. T.

Handout #12

Rock Temples

ELEPHANTA ISLAND: circa 6th Century ANNO DOMINI. Original name--Gharaputi, the Island of Caves. Renamed by the Portuguese for the giant elephant statue on the island. Dedicated to Shiva.

ELLORA: on important trade route. Lies along the edge of a 2km escarpment. Thirty-four caves in total–Hindu, Jain, Buddhist–created over a period of at least 300 years (C7th-9th). Most important: Kailasanatha, representing Shiva's home on Mt. Kailash. Carved down from the top of the cliff into the rock below over the course of 150 years on the orders of the Rashtrakuta Dynasty. Complex frequently tied to myths of Atlantis and lost underground cities (see also notes on Var, Persia).

AJANTA: painted murals circa C2nd Before Christ, until C6th AD. Nothing of interest to this enquiry.

HINDU TEMPLES: in North--SHIKHARA spire above inner sanctum. Worship takes place in the GARBHAGRIHA. South--VIMANA pyramidal structures over inner sanctum instead.

Musical columns tuned to specific notes--why here?

Handout #13

Holy Flame

FIRE: life, growth, purity.

SACRED FIRES: Ancient and lost--the farmer's fire (Adur Burzen-Mihr, Mithra's fire), the warrior's fire (Adur Gushnasp), and the priest's most sacred flame (Adur Farnbag). Present--the lowliest (ATASH DADGAH, not always holy), the fire of fires, gathered from the four professions (ATASH ADARAN), and the fire of victory, born from the embers of sixteen lesser fires at the recitation of the Atash Nyayesh (ATASH BEHRAM).

Embers from the sacred ATASH BEHRAM carried into battle as the Persian Army's own Palladion. Atlantean influence (Really? Do I believe that now?), or parallel development of shared protective themes?

TEMPLES: Zoroastrian, although younger than the faith to which they are attached. ATROSHAN--the place of burning fire--inner sanctum?

Major developments--Sassanian era, ATESHKADEH (house of fire). Domed roof supported by four pillars at the corners of a square--characteristic four arches (CAHAR TAQ). DARB-E MEHR--the Court/Gate of Mithra (modern usage).

Godard's work--Isfahan. Hill of Maras. Could that be a mistranslation of Jamshid's legendary refuge? Possible. Is a magical artefact associated with him--a RHYTON that permitted him to see everything in his kingdom. Could that be it?

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