

Pursuit To Kadath

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CALL OF CTHULHU



This volume is designed specifically for use with *Call of Cthulhu* Chaosium, Inc.'s fantasy role playing game based on the works of H.P. Lovecraft. It will allow the *Keeper of Arcane Knowledge* to stage vividly realized adventures for the Players. Illustrations, maps and photocopy-ready props are provided to add flavor to the bizarre adventures that await in **PURSUIT TO KADATH**

Also includes a special bonus scenario **The All Seeing Eye of the Alskali**

*For Spirits when they please
Can either sex assume, or both, so soft
And uncompounded is their Essence pure,
Not tied or manacled with joint or limb
Nor founded on the brittle strength of bones,
Like cumbrous flesh; but in what shape they
choose
Dilated or condensed, bright or obscure,
Can execute their aery purposes
and works of love or enmity fulfill.*

Milton - Paradise Lost

Pursuit to Kadath

A TOME, Inc. presentation.

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Any rules changes, additions, or suggestions contained herein are not to be considered official addenda to the *Call of Cthulhu* game system. They are optional rules that may be used at the whim of the individual Keeper, or, if essential to correct play of a scenario, may be restricted to that scenario only, at the Keeper's pleasure.

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Maps courtesy of the *Philadelphia Free Library*



INTRODUCTION

The material presented in this volume is designed specifically for use with "Call of Cthulhu", Chaosium, Inc.'s fantasy role playing game of the macabre, based on the works of H. P. Lovecraft, by permission of Arkham House.

Although loosely based on historical facts, the primary purpose of the information presented here is dramatic, and to the authors' knowledge, none of the specific events or major characters mentioned ever existed.

This volume is designed to allow the **Keeper of Arcane Knowledge** (Keeper) to stage a series of adventures for the Players. Narrative descriptions and specific time lines mesh easily together to form a living backdrop against which the Players will act out their drama. Ultimate presentation, however, is entirely at the Keeper's discretion. Use this volume in any way you see fit. Purchasers of this work are urged to photocopy the various documents, articles and maps contained in this volume, and to hand them to the Players at appropriate times as props. Of course, permission is given to photo-copy any sections for personal use only.

Keeper's Background

This scenario involves a young student at Miskatonic University who has had the great misfortune to become possessed by Kingu, a servitor of the Great Old One, Yig, father of serpents.

The narrative material that follows describes the actions of Kingu when he inadvertently gets the opportunity to inhabit the body of Nils Lindstrom. These are not necessarily the events that will take place. They are the events that would have taken place if the Player Characters made no move to halt them. As much as possible, however, Nils will stick to the plans outlined here. They are a constant guideline to the Keeper as to how Nils will decide his actions, even if the Player Characters interfere.

It is important to note that the Player Characters do not become involved in the action until after the bank robbery on April 9, 1923, thus they are powerless to alter any activity before that point. They may only investigate what has already happened. The Keeper should reveal information to the Players during this investigative phase based upon his/her knowledge of what really did happen and the thoroughness of the investigator's technique. Talking to twenty people a day is possible, but will reveal very little of what they know.

Interviews should be role-played as much as feasible. Where undesirable or unfeasible, an arbitrary decision of time should be made based on approximately 15 minutes per important fact recalled. Fast Talk and Debate will help persuade reluctant people to talk. Fast Talk will only get one fact (its persuasive effects wear off quickly).

What has gone before:

Setting: Fairview Manor, Arkham, Mass. Friday Evening 3/16/23: A modest estate, as befits the successful archeologist and anthropologist holding the Scanper Chair of Anthropology at Miskatonic University. Professor Vincent Duprey is busy preparing for his next expedition to Asia Minor, but has graciously opened his home to his daughter's friends for a bit of weekend merriment. Professor Duprey's lovely daughter Patricia has recently fallen in with the crowd and is terribly keen about being accepted as a member of the Sunday Club.

Existentialism and spiritualism are in their heyday. On a whim, Sally Garfield, one of the NPCs, will hypnotize several of the guests, including Nils Lindstrom and the Player Characters. Nils will prove to be the most susceptible, and will be subjected to all of the usual indignities attendant to this: age regression, various animal behavior patterns, and personality alterations. The exact instructions Sally gives are unheard by the other participants.

After half an hour serving mostly to confuse and embarrass Nils, who was blessedly unaware of the indignities heaped on him, Patricia Duprey suggests trying out her new Ouija Board, which her father brought back with him from his latest trip to Egypt, along with the excellent piece of statuary in the main hall.

This activity quickly leads into the conducting of a seance, with the attractive Patricia as the medium. The room is darkened, with the participants sitting around the hastily-cleared oak dinner table with joined hands. After the opening "summoning" address and request for materialization, a preternatural silence will fall over the room, followed by a drop in temperature and drafts suggestive of unseen movement about the table. There is even an occasional ominous creak of the floorboards, as if some great weight were treading on them.

Investigative Note: Successful Idea and Listen rolls will be needed to remember these details.

As the frivolous crowd attempts to open contact, there is a brief episode of table-tipping as the 450 pound table rises 24 inches off the ground. After its flight, the summoned spirit begins to converse with



the participants in the traditional fashion of a series of knocks. These knocks appear to emanate from the center of the table. While they do not seem particularly loud, they possess a sharp quality.

Investigative Note: Anyone examining the underside of the table will find the impressions of clawpoints driven into the wood.

At Midnight, Nils begins to groan. He breaks the circle by standing in the grip of a seizure and then stiffly falls over backwards. He arches his body after impact and the seizure passes. His first act is to start clawing at his head. This gives way to a loss of coordination and much drooling.

Investigative Note: Critical Listen and Idea rolls will give the recalled impression that there were two voice tracks trying to share the same throat, improving their synchronization over the next two minutes.

Nils's skin feels hot to the touch and he has visibly uncertain coordination for a further five minutes until he can walk. He seems somewhat confused, but assures everyone that he's quite all right. He requests to be taken back to his dormitory.

Almost as soon as he is alone, he falls into a coma. It is during this period of time that Kingu explores the mind and body of his new host.

It is the act of hypnotism that has opened Nils's mind to possession. By suppressing his normal psychological defenses under her will, Sally Garfield inadvertently left Nils wide open to invasion. The mind of Kingu, imprisoned in the statue for millions of years, has insinuated itself within Nils's subconscious.

With the POWER made available to him during the seance, he has increased the amount of control he can exercise, and when Nils awakens, some two days later, he will be totally under the control of Kingu.

It is important to note that the Player Characters are also partially possessed by the brothers and sisters of Kingu. While their actions are in no way controlled, at this time, there are alien intelligences in their minds. This is how Kingu, et al, observed the world until three thousand years ago.

Investigative Note: If the Players allow themselves to be hypnotized, they can find closed doors in their subconscious minds. If one of these doors is opened, the Player will be face to face with the possessing entity. A POWER struggle will ensue. If the Player wins, the thing is banished back to the statue. If the thing wins, the Player is possessed like Nils, and will pursue a similar course of action.

Nils is not seen on campus until the following Wednesday, March 21. After two days, he begins to cut some of his classes, which is very uncharacteristic of him.

Investigative Note: Nils's classmates will recall his eloquence in class increasing even to the point of losing some of his characteristic pedantic inflexibility.

Nils appearance is also undergoing a gradual change. He is becoming haggard and pale, and is losing weight. He eats ravenously, but it seems to do little good. His temper is shorter as well. Most people describe these changes to his burning too many candle ends in his increased social and academic career.

Investigative Note: Inquiries to his dorm neighbors will document growing restlessness and difficulty in sleeping on Nils's part.

In fact, Kingu is finding Nils's body not quite acceptable as a host. It is during this time that he realizes that he will have to travel to Turkey to undergo the transformation ritual. In the meantime, he will have to perform a series of rather grisly ritual sacrifices to keep Nils's body alive with himself as host. In order to facilitate the sacrifices, he buys an athame (sacrificial knife) from an antique store on Curwen Street.

Investigative Note: If Nils's whereabouts are traced, it will be discovered that he has been spotted on campus away from his classes in the library during the day. Inquiries into his selection of books will demonstrate that he is researching ancient and modern history, philosophy, geography and current events. His evenings are spent holding long and literate conversations with history, archeology and anthropology professors, notably excluding Professor Duprey. He also spends a lot of time looking in antique stores.

On Thursday, March 28, a rumor circulates among Nils' friends concerning a row with track coach the day before. No one will want to talk directly about it.

Investigative Note: The rumor proves to be correct. After a week of missed practices, Nils had the misfortune to run into Bull Bradock, his track and field coach, at the Athletic Field. Bradock is infamous for his ill-temper when "one of his three-letter men gets religion and doesn't support the School!" Neither listening to explanations nor taking no for an answer, while trying to intimidate Nils into coming out for practice, he succeeded in getting Nils to lose his temper. Picking up his favorite weapon, a javelin, Nils proceeds, with a "flat footed" (no run up) throw, to hurl it 190 yards, putting it through the brick fieldhouse wall and slightly wounding Ungelo Innucci, a groundskeeper.

During the morning of Friday 3/30, Nils moves out of his dorm room. He does all the work himself, and will not tell anyone where he is going.

That night, he lures a girl to a secluded spot and then overpowers her. The subsequent ritual sacrifice upon unhallowed ground gives him the strength he needs to carry on.

On Saturday morning, March 31, police are seen on campus. Rumor has it that one of the kitchen staff has been murdered.

Investigative Note: Inquiries around campus, more specifically among food service personnel, will clarify that the victim was Maggie O'Conner, a young girl with a fanatical devotion to Church activities and a manner as smooth as a sack full of broken glass. She was a loner both by choice and mutual consent with her co-workers; Not likely to have had romantic entanglements.

Investigative Note: The Newspaper account of the incident is outraged at the attitude of the police in refusing to disclose much information or to even let the press near the site of the murder. All that is disclosed is that the event occurred in a secluded spot 100 yards north of Forbidden Drive along the Miskatonic River, a mile or so out of town. Death involved a knife attack of great ferocity and an apprehension is imminent.

Investigative Note: Research into this location will provide some intriguing information. The derivation of the name "Forbidden Drive" arises from its proximity to the infamous Witches' Glen. During the Seventeenth and Eighteenth Centuries a small recess in the rock cliff, not a true cave, was the scene of the obligatory grisly rites of sacrifice and celebration by Diabolists. Strangely, no one was ever apprehended while the festivities were in progress; they were only ever caught going to or from the rites. Oral tradition has it that the site is still in use.

Nils spends the weekend moving out of his dorm room. His destination is a second floor walkup in a row of four-story apartments at Sentinel and Washington Street. It is a 15 minute walk from campus.

Monday, April 2, sees a much brighter and more rested Nils. He seems to have regained a semblance of his former glow of health. By the end of the week, however, he is beginning to fade.

Investigative Note: If consulted, Nils's classmates will reveal that he only showed up to hand in papers and to take tests.

The Saturday, April 7, newspapers will carry a subdued account of a second murder, another of Nils's victims. This was the daughter of a well-respected Baptist Minister. The girl failed to show-up for evening services after a shopping trip to the market for fish. She was found dead on Saturday Morning.

Investigative Note: If contacted, the reporter covering the story will reveal a suspicion that this case is connected with the murder last Friday, but that the authorities are sitting on the story for some reason. No paper in town can get away with printing anything inflammatory.

In his apartment, Nils's weeks long preparations draw to a close. Research completed, packing done, he spends Saturday marshalling supernatural forces to do his bidding.

Investigative Note: If asked, the neighbors will complain of strange odors and "funny noises" from the apartment.

Nils will visit 2 drugstores near the campus to obtain certain materials for a "surprise" for the intrusion that is sure to come. He works at setting the trigger through Sunday night into the dawn of Monday morning. By 7 a.m., he has sent his luggage to the Railroad Station for the New York train.

Investigative Note: Showing a photograph of Nils (from the yearbook) at the train station will reveal the address at which the bags were picked up: 782 Sentinel Street. There is no delivery address. The bags were to be picked up in New York by a Mr. Robert Frazer.

As his bags speed to the south, Nils sits down to a hearty breakfast in the Hunt Room of the Stratford Hotel on Main Street, just south of the First National Bank. He finishes and leaves at 10:30 a.m. on Monday, April 9, 1923.

Armed Robbery

After Nils leaves the Stratford Hotel, he is totally absorbed in the task of generating the cloaking spell that he weaves about himself to prevent anyone from registering his presence.

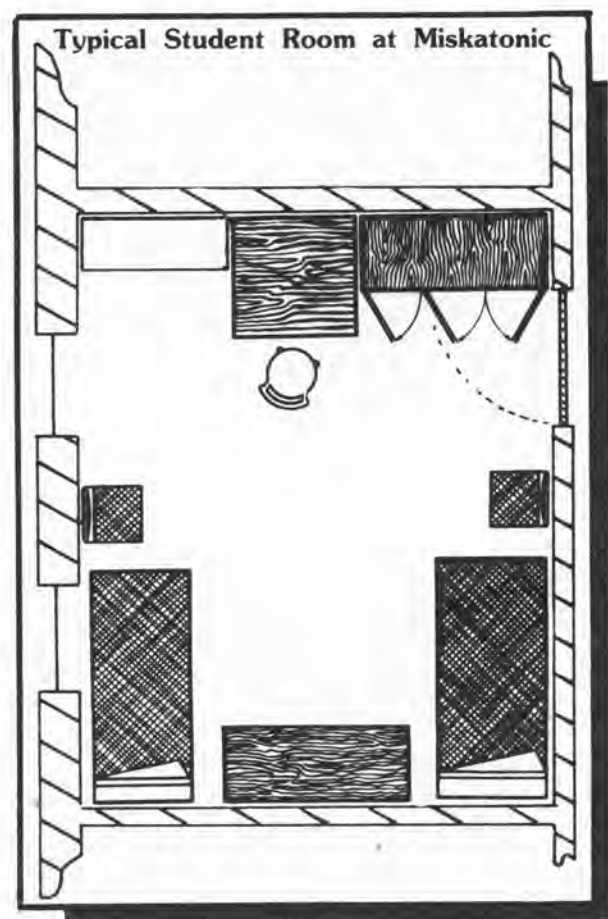
At 10:35 a.m., Monday, April 9, Nils walks up to the front door of the bank. The guard, who has been opening the door for customers for an hour and an half, does not appear to see him. Nils doesn't hesitate to let himself in and pause next to him, passing through his direct line of sight without visible result.

No one in the bank sees Nils as he strides up to the counter before an out-of-service teller and pauses, staring at her. The girl stops counting funds, eyes glazing, and sways briefly as if faint.

Investigative Note: The customer at an adjacent window, Mrs. Williamson, heard a somewhat distorted voice tell the teller: "Take me to the manager".

Benton Charles Dank, the Manager of the First National Bank, looks up to see Nils, now visible, but pale and drawn, staring down at him. The manager offers his help in measured, practiced tones and tells the teller that she may go. He watches distractedly as she takes only a few aimless steps before stopping.

Nils, in a slightly strained but conversational voice, tells Dank that his wife is in his possession. If Dank wants to see her again, he will open the vault to him, now and without raising an alarm. Dank scoffs at this to the point of not triggering the alarm beneath his desk, calling him mad. Nils smiles as he reaches for his breast pocket to remove a folded handkerchief. In a voice that is nothing but silken menace, Nils asks if he would recognize his wife's wedding ring? Dank openly laughs at the foolish tale he is being told; she hasn't been able to get that ring off in ten years. Nils's rejoinder is that it was a shame that she couldn't, as he flicks his wrist to open the handkerchief and deposit a severed finger with the ring in question still in place. He again explains his position, as Dank stares mutely at the horror on his blotter. Dank, a look of utter contempt and loathing on his face, conducts Nils to the vault wordlessly.



Once inside the vault, Dank fills Nils's Gladstone bag with \$18,000 in small, mixed bills and 32 packets of 50 one hundred dollar bills from a Federal Reserve shipment. They are new bills with consecutive serial numbers, very easy to trace.

As Dank turns back to him, Nils takes the bag in his right hand, striking upward with the palmed athame in his left. The blow transects the whole of the brutally struck throat, spinning Dank around fast enough to spray spurting arterial blood across the Safety Deposit Boxes and depository racks but sparing Nils. The athame is shaken free of blood and returned to the concealment of a topcoat pocket.

Hurrying across the rotunda that comprises the main area of the bank, sweating and breathing rapidly from the effort of holding the cloaking spell, Nils makes for the street. Seconds after leaving the Bank, putting thick stone walls between himself and the ensorcelled patrons and staff, the Chief Teller walks into the vault and begins to scream. Within a minute, the alarm rings out. Patrolman Archie Malone, standing a block and a half away from the bank, and beyond the range of Nils's cloaking spell, sees Nils glance over his shoulder. The policeman kneels briefly to beat his nightstick on the Belgian Block (type of stone) curbside to summon assistance (standard period police procedure). The sharp sound attracts Nils's attention and he realizes that the policeman is outside the range of the cloaking spell, has seen him and can probably shoot him even if he attempts to incapacitate him, given his current power level. Seeing the big Irish cop begin to run towards him, Nils runs east, sending the teller to walk in front of a 'bus running north. Patrolman Malone, only concerned with his quarry, isn't distracted by the seemingly mindless girl.

The Teller remains rooted to the spot, hidden from the 'bus driver by a stream of lunch-seeking office workers. The stream parts at the last moment. Fortunately, as the distance opens between her and the controlling influence of Nils, she recovers control, jerking back from certain death, being sideswiped instead.

Investigator's Note: The teller, Miss Pamela Simpson, will sustain a broken clavicle, shoulder, arm (humerus) and four fractured ribs, as well as a concussion. She will be able to answer questions after six day's convalescence. She will claim amnesia as to the events surrounding the robbery. A critical Psychology roll or Idea roll will lead to the impression that she is concealing something. If pressed she will break down and amidst terrified tears will provide a lurid account of being psychologically overwhelmed by an implacable snakelike intelligence that held her mind in a grip of fangs and coils. Her orthopedic surgeon and neurologist will attribute this to the concussion.

Patrolman Malone sees his quarry turn left next to a Catholic Church and hurries down the narrow lane after him to turn right behind the church. As he rounds the corner, Smith and Wesson .38 caliber Police Positive in hand, he is seized by his gun hand, struck on the right shoulder by the assailant's other hand and spun savagely around off his feet in a three-quarter circle which ends with a sickening crunch on the corner of the stone church wall. (A blood patch will mark the spot where face meets wall.) The left hand of the assailant (Nils) draws back only to strike again against the side of the chest, below the armpit. The right hand, still holding the wrist, cruelly twists and Malone screams as first the shoulder joint ruptures, then the arm wetly tears away from his torso, leaving a reddening sleeve behind. Nils then flees to the train station.

Lungs failing, Malone gives his last statement from an oxygen tent gasping and fighting back the long night to end crying that "The man had the eyes of the Devil himself."

Investigators Note: The attending surgeon, if questioned, will describe the injuries as being impossible, except for one thing. He will reveal photographs of two very visible handprints on the chest and wrist (of the severed arm) visible in the pulped flesh.

Nils boards the 12:36 pm Train to New York City via Boston at the train station.

NOTE: It is at this point that the Player Characters will become aware of the oddness about Nils. A newspaper reporter has taken a photograph of the "Floating Arm" that ripped itself off of the policeman. No-one else can see Nils holding the arm in the photo except the investigators and any of the others hypnotized at the party. The investigators can also see that Nils is holding a bag with the words "First National Bank" stencilled on it. The bank robbery is the other story on the first page.

The investigators will have no trouble remembering that the last time they saw Nils was at the party at Prof. Duprey's house where he passed out during the seance. Idea/Memory rolls are needed from then on to slowly piece the events of that evening together. A critical roll will recall the strange statue that Prof. Duprey had brought back from Egypt along with the ouija board.

By careful investigation of what has happened, and questioning the train porters about where the baggage was picked up for the New York train, the investigators will learn of Nils's new address.

Upon entering Nils's apartment, they find it piled with books, maps, periodicals, and reams of notes. Of the latter, some are written, but many are of a purely mathematical nature totally foreign to Nils's classical and literary background.

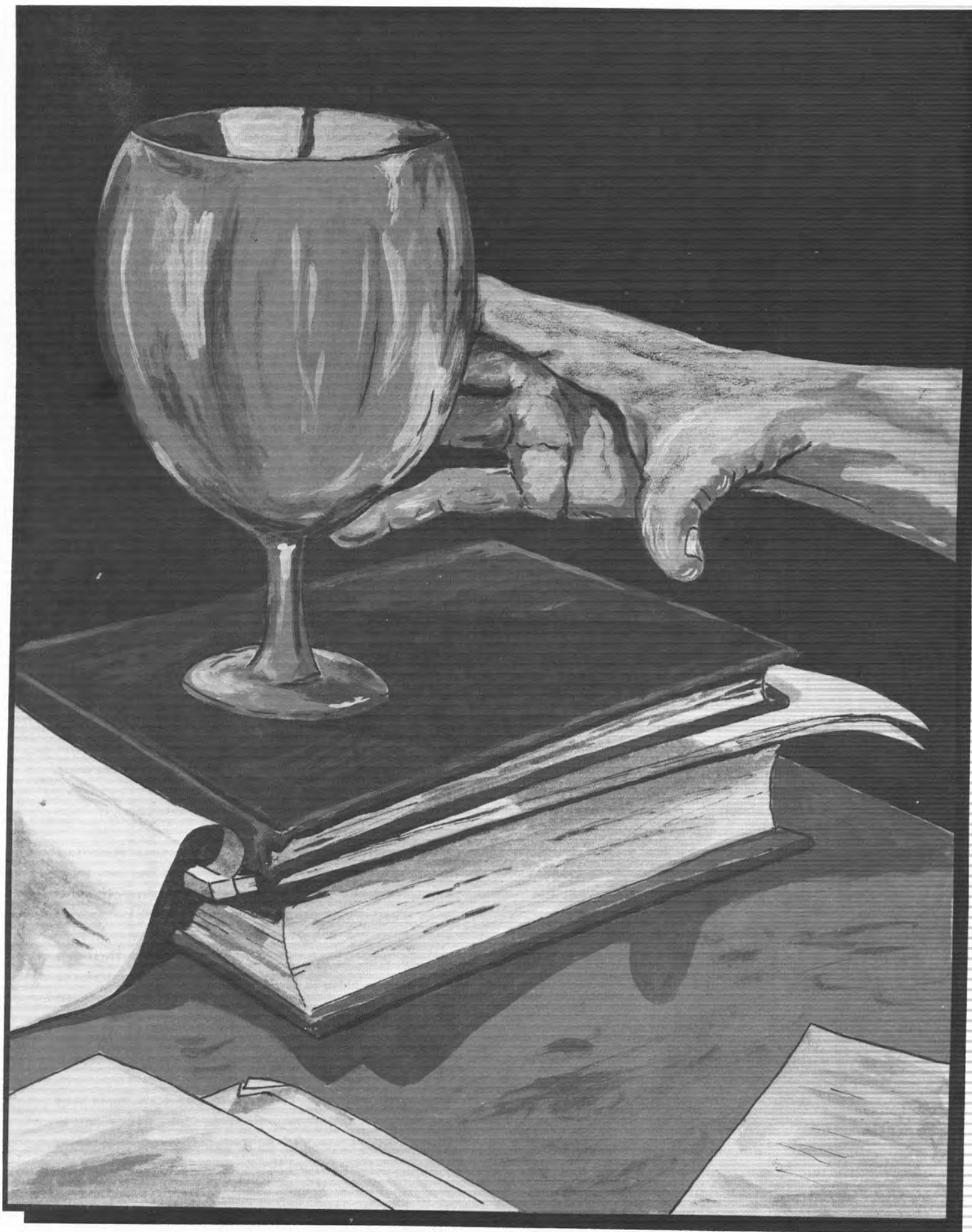
Book titles run from modern and classical treatises on magic to political science, astronomy, astrology, geography, religion, Africa, travellogues, the Middle East, Asia Minor and Field Supply catalogs. One modern and three ancient ephemerises (texts on the calculation of stellar position) are present, as well as copies of the Social Register, *Who's Who in America*, and a business directory. There is also a small pile of ancient texts from the closed stacks, which is priceless.

Atop a large pile of notes in the opposite corner of the room, is a gold communion chalice. When approached, it will appear to be two-thirds full of blood. When picked up or touched, it will be found to be quite heavy. Within 3 seconds of being disturbed, symbols will be seen to glow brightly on the chalice's sides. Simultaneously, a pentacle-like design chars into the top sheet of the stack of notes. The glow spreads over the chalice in one combat round, the heat flare igniting twelve ounces of magnesium and metallic phosphorus under a thin scum of coagulated blood. The thermite blooms into a fountain of white fire and even whiter smoke, spraying burning slag over the very combustible contents of the room. The faster the participants extinguish the fire, the more information will be recovered, giving clues to Nils's intentions and itinerary.



Enter, the Senator

While the participants try to digest and interpret the clues, if any, that they saved from the burning apartment, they may attempt to interrogate the Head Librarian, Beatrice Martin. She will, under duress, tell of blackouts during which she experiences hallucinations identical to those of Pamela Simpson (the somewhat broken up teller), but of a decidedly erotic nature.



Back in Arkham, the attempt at the interrogation of the Chief Librarian is interrupted by the appearance of Richard Martin, a hard-bitten private investigator in the classic mold. He will collect the participants, amiably or otherwise, and load them into a waiting car. Under the watchful eyes of four obviously armed detectives, they are conducted to the railroad yard, and across the tracks to a private train waiting outside the confines of the station, on a siding. The train is still connected to the engine and tender, which have up a head of steam.

The participants are met at the end of the business car by two better dressed toughs who search all concerned for concealed weapons before conducting them into the interior of the car. Once inside the well-lit, panelled interior, they are confronted by a short, stocky and forbidding figure in a blue pinstriped suit who bears a distant resemblance to Nils. Senator Harold Lindstrom will identify each of the people before him and give sufficient data to convince the participants that his operatives have been collecting dossiers on all of them. When done, he will demand that they tell him what has happened to his son. (There is an 80% chance that he will see through any attempt at duplicity.) Anyone mentioned as a material witness not currently in police custody will be rounded up and brought to the train. Professor Duprey will be the last to arrive (with the statue display if it has been mentioned). All of Duprey's research and the legendary magical background will be revealed at this time if the investigators have told all they know or suspect to Lindstrom.

Senator Lindstrom will listen to all the above with concentration and little comment, asking several pertinent questions at the end. After several moments of brooding thought, he turns to the group and begins to give his assessment of the situation. He states that he doesn't know how much of the story he has been told is true or even how much they really believe. Whatever the case, they (the Players) seem partly responsible for causing the current state of affairs. Consequently, they are responsible for solving the problems.

There mission is to find Nils and bring him back to Washington. Reasonable out-of-pocket expenses will be handled through his secretary, Mr. Rounds.

Shopping in New York

Meanwhile, in New York City, Nils eyes the new packets of bills with a faint suspicion. He buys a Boston newspaper in the lobby of his hotel and has the good sense not to read it until he gets back to his room. Reading of Dank's subtle revenge sends him into howls of rage and frustration. Rushing out into the streets, he vents his anger on the first suitable target:

three nuns near St. Peters Church. Two of them are killed on the spot and stuffed into a sewer manhole. The third is carried off to Harreman State Park and Lake Sebago. There, at the site of a massacre of women and children during the French and Indian War, the nun meets a martyrly fate of ritual sacrifice and dismemberment. After refueling himself and purging his frustrations, Nils begins to redraw his plans to include new means of capital acquisition.

The Saturday, April 7, newspapers will carry a subdued account of a second murder, another of Nils's victims. This was the daughter of a well-respected Baptist Minister. The girl failed to show-up for evening services after a shopping trip to the market for fish. She was found dead on Saturday Morning.

Investigative Note: If contacted, the reporter covering the story will reveal a suspicion that this case is connected with the murder last Friday, but that the authorities are sitting on the story for some reason. No paper in town can get away with printing anything inflammatory.

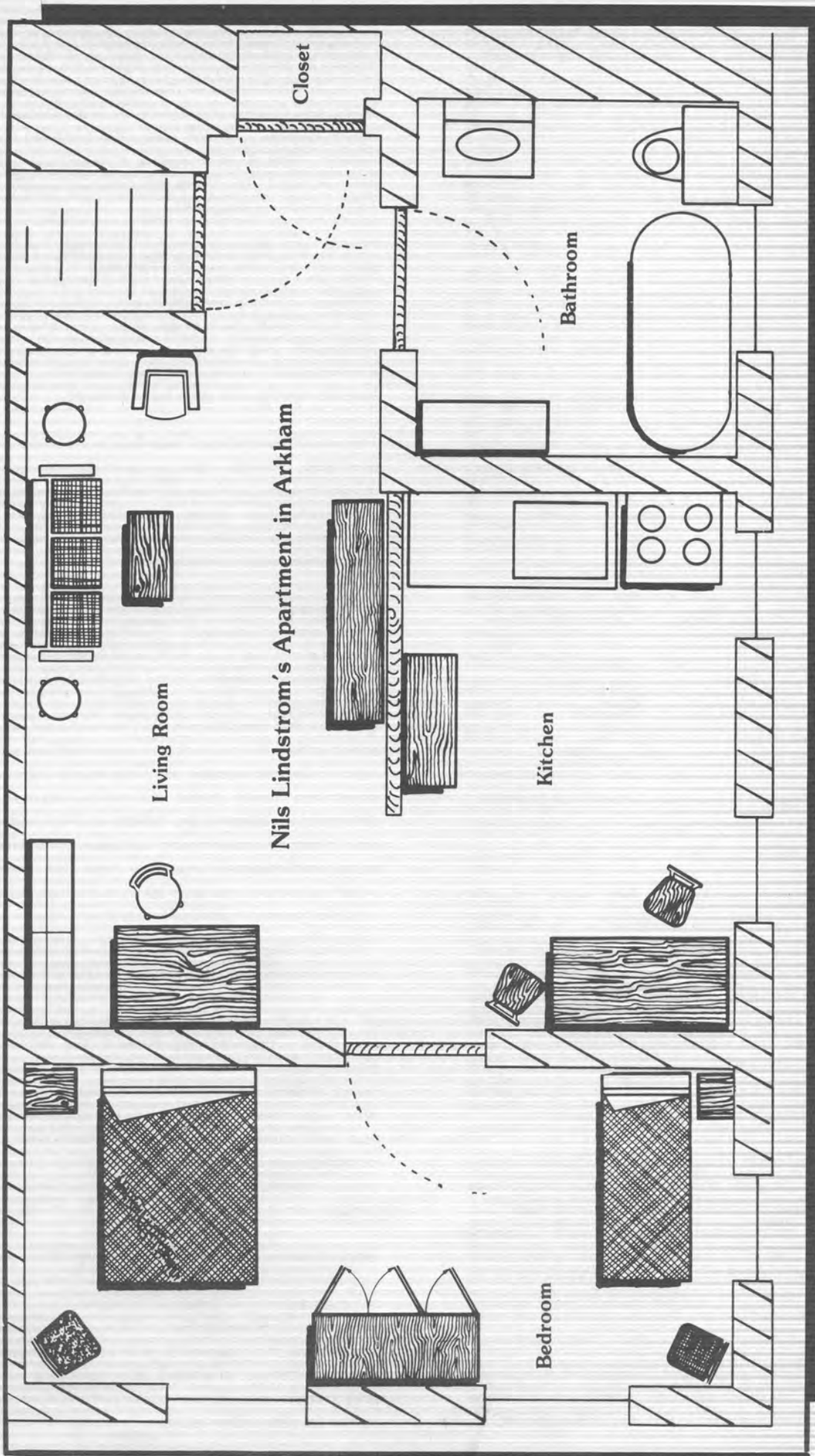
He chooses a name from his "hit list": He will stalk Amelia Van Slyke, sole heiress to the vast Van Slyke financial empire. Using the POWER from his last sacrifice, Nils gains entry to an exclusive society function. Once there, he separates Amelia from her fiancé, Reggie Carstairs III, by the simple expedient of manipulating Carstairs's body to simulate a roaring drunk, and then begins to work his magic on Amelia.

Investigative Note: The incident is carried in at least one New York newspaper society column. Nils is not mentioned by name, but he is photographed. This will be spotted by a detective in the employ of Senator Lindstrom, and sent to the Players.

Investigative Note: Before Reggie was rendered helpless by Nils's magical attack, he'd had less than one-tenth of his usual limit. This can be confirmed by both party goers and the servants.

Reggie was attacked magically directly thru his cerebellum, to produce all the necessary symptoms of alcohol intoxication largely thru disturbance of cerebral blood flow. He will be picked up by servants and friends and poured into a cab. Amelia will forget about him the moment he is out of sight.

The second meeting between Nils and Amelia is held on Saturday, April 14, at the Van Slyke home. Nils is now passing himself off as Arthur Dornig, a wealthy young dilettante from Boston. He has established an address at the Waldorf-Astoria hotel. His wit and charm make him a welcome guest at the Van Slyke mansion on Central Park West.



Reggie Carstairs arrives at the mansion only to find that his lady friend is with another man. After learning their whereabouts, he spends the next 4 1/2 hours dogging the couple's tracks on a mad whirl through exclusive night spots. Upon being accosted in the Twenty-one Club, Nils loses patience with Reggie's uncharacteristic persistence. He decides that another, more permanent conclusion to this meeting is in order. Stunning his victim with a slashing mental blow, Nils casts spells over both Reggie and Amelia. Leaving ahead of Reggie, Nils and Amelia await Reggie's departure from the Club. Nils boards Reggie's runabout and steers him into Central Park where he guides the runabout into a tree. Amelia has followed, spellbound, in her Rolls-Royce Town Car.

Cut and bleeding from the impact, Reggie hears a few well-chosen words from Nils before his throat is slit with the black-handled athame in a short ritual which sends his soul, screaming, to oblivion. As Nils hangs the dripping body over the shattered windshield, he looks down at the blood on his hands and roars with delight at the inspiration which will shape Amelia's final destiny. He laughs delightedly as he uses the POWER from Reggie's sacrifice to conceal the evidence of murder and make the death look like a car crash.

Investigative Note: Intensive investigation will turn up a derelict called Wilbur Throckmorton who saw the whole thing from some nearby shubbery. He may be approached by people who don't resemble police and who are at the scene at or after twilight.

Reggie's funeral is scheduled for Friday, April 16, at Forest Lawn Cemetery. The event is attended by 300 of New York society's finest. Amelia doesn't attend.

Nils has decided to turn Amelia into a True Vampire, a fitting servant and mate for himself as he is to become, and an excellent guardian for himself until he can effect the final changes to his own body. This process begins on the evening of April 16. By Tuesday, April 24, Amelia is Nils's forever. She will immediately talk her father, Jonathon Van Slyke, into letting her have the use of a steamship from his Kismet Line. He gives her the *S. S. Morning Star*. She will also run Nils' list of equipment through a field supply company.

Investigative Note: The invoice from the field supply company will be filed with the customs authorities before the materials can be loaded on the ship. The expedition is provisioned for an Atlantic Crossing (round trip) and a 3 month overland expedition. Loading will not start until the ship docks from its latest voyage on May 9, and will be complete by May 11.

Beginning on Wednesday, April 25, Nils and Amelia will begin to seek the other supplies they will need for the voyage. Nils needs seven virgins, each of noble blood,

for sacrifices that will lead up to his transformation ritual, and a final sacrifice that must be a virgin of royal blood. In addition to these sacrifices, Nils needs one ritual death a week to maintain the alien spirit in his body, and Amelia needs a blood feast every night. For noble virgins, Nils will take girls of good family (the closest thing to aristocracy in egalitarian America), and for his Princess he will abduct Miriam, the Iraqi Ambassador's daughter.

Amelia also plans to kidnap the bulk of the sacrifices from the Kitteridge School For Young Ladies. Having attended the establishment, she formed a great enmity for Gertrude Kitteridge and her staff. She has persuaded Nils to assist in this plan as a matter of convenience. He gets the young women of good blood that he needs, she gets her revenge.

Nils will obtain sixteen "candidates" at one time with a dramatic daylight raid on a riding party from the school in Central Park. The attack will be made under the cover of a dense fog which Nils will call up. Following this kidnapping, he will immediately take the Iraqi ambassador's daughter.

The attack will be presaged by a sacrifice. This will raise the necessary POWER for his weather modification. At 9:15 A.M. (on Saturday, 5/12/23) a fog bank will sweep in from Long Island Sound without warning, and in total contradiction to local weather patterns and forecasting. As the riders in Central Park are engulfed, screams both equine and human will ring out. Riderless horses and horseless riders will be observed (with great difficulty) running in all directions. Those not taken will give hysterical descriptions of something huge and powerful moving about in the fog.

The next day (Sunday, 5/13/23), the Iraqi Consulate will be invaded in the fashion of the Bank Raid.

At 7:20 A.M., Nils will be dropped off a block north of the Iraqi Consulate by Amelia. He will repeat his performance at the bank with greater ease, due to fewer individuals within line of sight. At 7:30 A.M., after a brief search, he will find the girl's room and stun her with his inhuman will. Nils throws some of the girl's considerable wardrobe into a suitcase and leads her off in a helpless state, unaware of her surroundings or plight.

Investigator's Note: Several passersby will remember seeing a figure lead a dark girl from the consulate on the morning in question. They will remark that she was most striking and scandalously clad in a satin slip at the time. No one will be able to describe the man. If pressed further, they will describe blurred features and a similar description of the car used, which turned down an alley after picking them up.

A crippled newsie, "Legs" Murphy, with a stand opposite the mouth of the other end of the alley will remember seeing a blue Rolls-Royce nose out into traffic at that time and will provide the police with Amelia's license number.

The Rolls will drive directly to the Van Slyke docks, pausing in the lee of a warehouse to conceal the presence of the Ambassador's daughter. Nils obtains a canvas tarpaulin, a rolled oriental rug, a wooden plank, and cordage from the warehouse. The canvas tarp is laid on the greasy concrete with the rug, face down, atop it. The board is laid on one edge of the rug. Commanding the girl to lie on the 1x4 board, Nils and Amelia roll her in the rug, tying it upon completion. With the loading of the rug completed, they drive to the dock and the *S.S. Morning Star*.

Investigator's Note: The tarp and cordage will be left outside the warehouse, as well as the bill of lading for the rug from Altenhawn's Carpenters. This is traceable to Amelia.

Pulling up to the quay-side, Amelia directs the Third Officer, who is in charge of the loading, to have the carpet taken to her cabin day-room, but not to bother having it laid. The Rolls is driven onto a pallet, secured, drained of gasoline, and winched aboard. Amelia and her male companion disappear up the gangway into the ship.

Investigator's Note: Little will be mentioned of the nature of "a disturbance at the Consulate." The newspapers will hint (Library Use to notice) at pressure being brought to bear to keep this from becoming a public scandal. There is, however, a furor over this crime. The Governor has personally contacted newspaper owners and chief editors to downplay these events.

Investigator's Note: The identity of the ship and announced destination of the Belgian Congo may be learned from the Customs House, the Port Authority and the Shipping Registry as well as a cargo list from the insurance underwriter, Portnoy's Underwriters.

The *Morning Star* clears its moorings at 1:30 P.M., on Sunday, May 13, and puts out to sea.

If the investigators petition the Senator for transportation to North Africa it will be granted. They have a choice of a crossing to London, England on the *S.S. Brittany*, a 25-knot French flag liner, travel time five-and-one-half days. The next leg of this option would be handled by the *S.S. Barcelona*, a small Italian coaster with a speed of ten knots, requiring 22 days for the last leg of the journey.

The other alternative is to board the *M.S. (Motor Ship) Mary Rose*, a large private yacht of the Rothenfelder Family (personal friends of the Lindstroms). The *Mary Rose* has a speed of 15 knots but is capable of only 3500 miles range without refueling and reprovisioning which requires a 48-hour layover in port. Cruising time from New York to London is nine-and-one-half days (This does not include reprovisioning time.). The voyage from London to Moanda and the Mouth of the Congo River is 5257 miles, requiring 14 days, 14 hours steaming.

A Host of Sea-Changes

As the *S.S. Morning Star* churns steadily eastward, her crew is unaware of the grisly cargo she carries. Amelia occupies the Owner's Suite on the Cabin Deck, ostensibly separated from Nils by an unused cabin. The unused cabin is being used as their larder.

Beyond the locked and bolted cabin door is a scene from a harem in Hell. All the furniture has been shoved against the walls, except the double bed. The floor has been covered with mattresses loaded aboard by an ensorcelled steward and one of the cooks. The mattresses are covered by the docile maidens who await their slaughter torpidly in the steamy heat of the poorly ventilated cabin, staring off into space except while waiting on the sultry Iraqi girl who is being groomed as a surrogate Princess in a slow parody of royal attendance. The Iraqi girl has enough noble blood to be an acceptable sacrifice for the climax to this weird odyssey: a rite of sacrifice and revenge that has not been performed in over five thousand years!

The crew begins the voyage in good spirits with the novelty of an African expedition and the promise of relatively light work for this voyage. This doesn't last too long. There is a growing uneasiness caused by sensations of dread and snake-haunted dreams. Men on night-watch often report "almost" seeing things on deck and feelings of invisible presences. Nils and Amelia do all they can, naturally, to allay suspicions which reach a crescendo when, in mid-Atlantic, she orders a change of course to proceed to Dortyo in southern Turkey, which the Captain very reluctantly agrees to after much fiscal pressure.

The cause of the unease in the crew is due to the stray emanations from Nils's sacrifices. The first sacrifice at sea takes place at midnight, on Friday, May 18. This body and the bodies of Amelia's victims will be disposed of under cover of darkness and the same sort of cloaking spell as has been used thus far. Four days later, on Tuesday, May 22, Nils will sacrifice one of the more aristocratic girls to propitiate his awful master, Yig, Father of Serpents, on the dark of the moon. This is the first step in preparing for the final transformation ritual.

Further life-sustaining sacrifices take place on Friday, May 25; Friday, June 1; and on Friday, June 8. A sacrifice to Yig is made on the Full Moon, Tuesday, June 5.

The Wreck of the *Morning Star*

As the S.S. *Morning Star* approaches the Anatalya Korfezi (a gulf on the southern coast of Turkey), Amelia begins the next part of Nils's plan. During the night of Thursday, June 7 Amelia commences the vampirization of four of the girls left in the cabin. She does this by very carefully draining their blood to the very edge of death, and then letting them take sustenance from a wound she opens in her own neck with her fingernails. She will appear somewhat torpid in the mornings.

This continues every night for the next three days, until the process is completed in the small hours of Sunday, June 10. By sunset, at 9:10 P.M., reconstitution completed, they will rise and take over the ship after Amelia and Nils have left. The neophyte vampires will remain in darkened spaces of their cabin until night, helpless.

Five miles off the Turkish coast and the small port of Selefko, at 6:45 P.M., Amelia orders the ship to heave to. Three heavy trunks containing the equipment Nils will need are removed from storage and placed in the motor launch. Before the boat is lowered, Amelia leads the Ambassador's daughter and five of the remaining girls to the boat. Seeing the girls for the first time, the crew will be barely controllable in their fear. The captain will inform Amelia that he will make a full report to the authorities and her father once in port at Dortyo. She will grant that it is his privilege and descend with Nils to the launch and their catatonic victims. The motor launch sails off toward the coast at 7:30 P.M. Captain Colper, fearing sabotage, orders the ship underway immediately and orders a search of the ship, commencing with the Cabin Deck and the cargo holds. The "bodies" of four girls are found, and laid out in the ship's infirmary awaiting a decent burial at sea.

At 9:10 P.M., with the setting of the sun, there begins a nightmare aboard ship beyond the experience of any seaman. The four undead arise and revel in the execution of their orders. The oldest girl strides onto the bridge, hurling the Captain from his feet and throwing the Helmsman through a window. Two others hold the crew at bay in the Engine Room, while the last prowls above decks, preventing any counter-attack on the bridge.

Upon taking control of the ship, the vampire turns the ship northward toward the coast. After attempts to reason with this apparently deranged woman fail, the Captain leaves the bridge for his cabin. Taking his Colt .45 revolver from its place in his safe, he loads it and returns to the bridge. Giving the girl a last warning, he shoots the figure before him in the chest. There is no visible effect on her, despite an enormous spray of blood and tissue on the bulkhead behind him. She laughs hysterically, showing her fangs for the first time. She seems somewhat disappointed to be left alone on the bridge after that.

The Captain sends a radio message that his ship is being attacked by fiends from hell. If the investigators are at sea by this time, they will hear of this message no matter where they are and will be able to talk to the Captain for five minutes before one of the vampires remembers to destroy the ariel.

At 10:51 P.M. the Mayor of Selefko is just leaving his office for a well-deserved rest when he is horrified to see a large vessel enter the bay at high speed on a suicidal course. He has time to re-enter his office for a signal rocket and launch it. As if inspired by the rocket, the whistle of the ship begins to wildly blow, arousing the village.

The *Morning Star* strikes the shore at an angle, driving her bow up onto the shore and breaking her back. Flooding of the engine compartment detonates the ship's boilers, killing all below save the two undead.

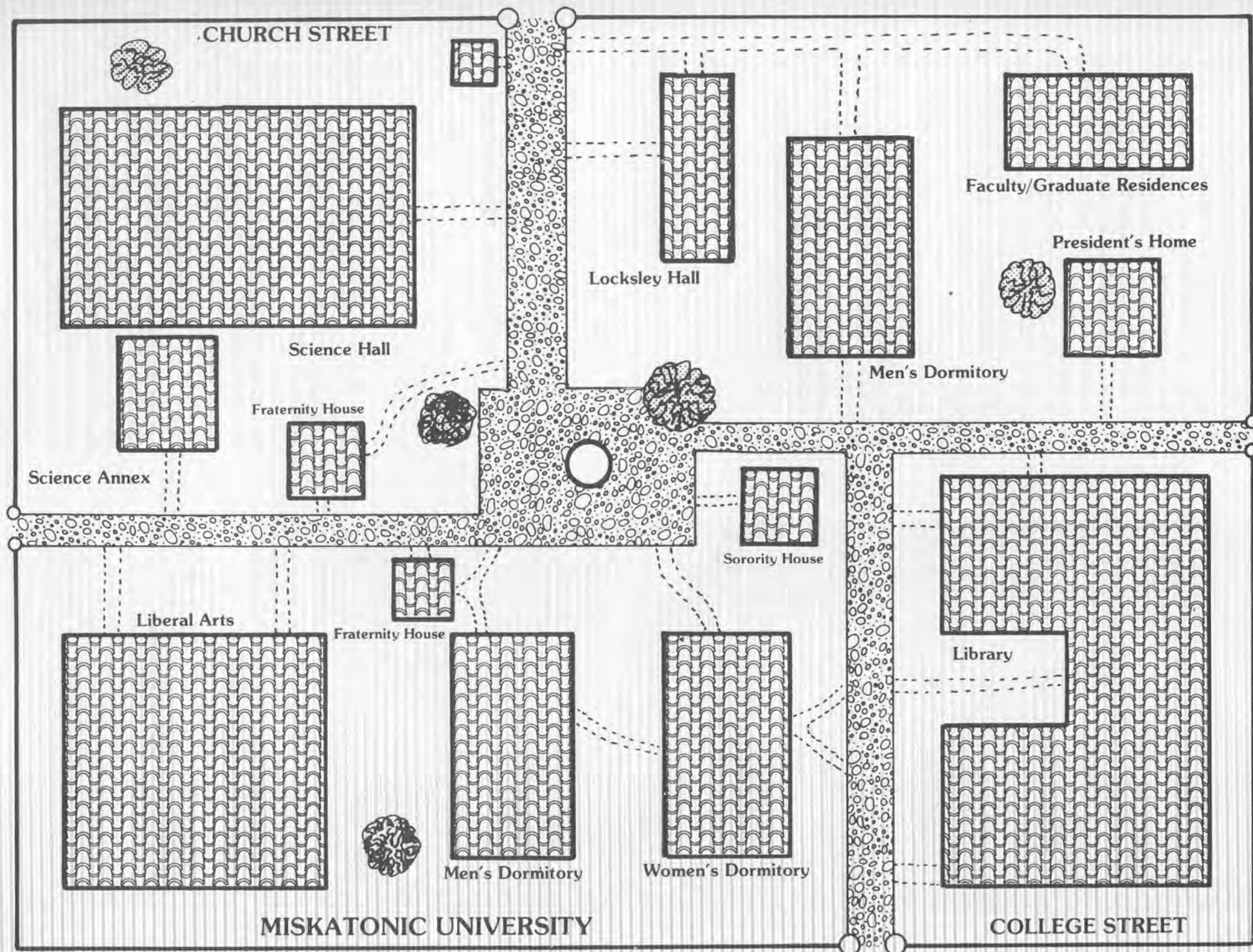
The Captain will order the crew to abandon ship immediately after the crash. Once the ship has been grounded, the four undead are released to do their will on Lamos.

Overland

After casting off from the *Morning Star*, Nils orders the launch to head for the mouth of the Busukche River, to the northwest of their position. The launch has a top speed of fifteen knots against a five knot current. The launch will traverse the river fairly easily, but will attract attention from the native population as they motor past.

Investigative note: The Players can learn of the passing of the launch up-river from the peasants.

Nils's ultimate destination is the city of Karaman fourteen hours up-river. They arrive at 11:30 A.M. on Monday, June 11. Nils will remain in Karaman for 48 hours collecting food, mounts, and other supplies with much Baksheesh (bribes) being distributed. At the conclusion of his preparations, he turns his attention to the seaman who has been impressed to pilot the launch.



It had been Nils's intent to kill the seaman, and he has made no attempt to hide his plans and ultimate destination from the man. At the last minute, however, the man succeeds in throwing off the psychic thrall that holds him, and dashing into the crowded streets. Nils has no time to follow him, and must press on without taking care of that last detail.

Investigative note: By the time the Players arrive, the sailor has been arrested and thrown into prison. Most of Nils's travel plans may be learned from the sailor, if he is rescued or bought out of jail.

Nils will leave Karaman at 8:00 A.M. on Wednesday, June 13, in the company of three horsemen, his five sacrifices, the Iraqi Ambassador's daughter, and, of course, Amelia. Riding northwest, the party passes through the foothills of the Sultan Daqlari Mountain Range, covering only 25 miles in three days. Friday night, June 15, sees the party lose one of its members to Nils's obligatory sacrifices while the horsemen, not totally unfamiliar with these practices, stand grim watch. Late in the afternoon on Saturday, the party reaches the slopes of Alacadaq (A-la-ka-dak) Mountain, a peak of unsavory reputation in local traditions. In old wives tales, the mountain is known as Kadaq, and there are the ruins of an incredibly ancient town at its base. The remains of the doorways do not seem designed for human beings. In a local dialect, the town is called Kadath.

Nils dismisses his teamsters, who melt into the mountains from whence they came, and begins the ascent to the hidden entrance of the Shrine of the Serpent's Eye.

Night on Alacadaq Mountain

Nils's final goal is an ancient temple buried near the summit of Alacadaq Mountain. This is a hidden complex of tunnels drilled during the megayear reign of the Serpent Folk. There is an easily accessible entrance at the 6000 foot level, but this way leads into the heart of a lair of dholes. The real entrance is concealed in a fissure at the 7000 foot level. After a short, level traverse, a steep narrow passage drops at a 50 degree angle for a further 200 feet.

Investigative note: With successful Luck, Fast Talk and Charisma rolls, the Players will find a guide in the vicinity of Alacadaq Mountain who knows the correct way into the hidden temple, and will not leave them up there to die. If they try to find the temple without a guide, they will only find the easy entrance. Once they reach the correct entrance, it will take half-an-hour's patient work with ropes and pitons to enter the temple safely. Quicker entrances, or exits, can be made with

successful Climb rolls: two minutes in, five minutes out, with a Climb roll every minute. Failing a Climb roll means falling to the base of the shaft and accruing 1 Hit Point for each 10 feet fallen.

The entrance shaft leads to the southernmost of five rooms evenly spaced around the Shrine. The central chamber is pentagonal with a pyramidal roof. Most of the vaulted ceiling is filled with metal and crystal encrustations.

The floor is inlaid with various shades of dark stone with disturbing patterns and runes. Dominating the chamber is a central dais of striated green stone. In its center, oriented with magnetic north along its long axis, is the Eye of the Serpent. This is one of the foci of the ancient Thaumaturgical Art of the Serpent Folk and Nils's goal. Here he will tap undreamed-of forces to transform the human clay of his body into a proper vessel for the spirit that currently resides in it.

The purification of the Shrine will take six Man-Days to complete before the unification of Earth and Sky powers may take place. The sacrifices are useless for such work. Assuming that both Nils and Amelia take part, all preparations, including construction of the proper sigils and pentacles should be completed by Tuesday, June 19.

During this time, Nils will not leave the shrine. He spends his days in menial tasks such as sweeping and polishing the long deserted temple rooms and artifacts. At night, he conducts the ceremonies that have not been heard in five millenia, his voice cracking and croaking as it shapes unhuman sounds. Amelia will be quiescent during the day, according to her new way of life, and at night, she will sally forth in her full power to spread horror over the surrounding villages and hamlets. In addition to satiating her own sanguinary appetite, she will also bring back more normal fare for Nils, as and when he needs it.

Investigative note: The Players will meet a much warmer reception if they stress to the villagers they approach as guides that they have come to destroy the vampire.

Nils will begin his final ritual at 4:30 P.M., on Friday, June 22. He will spread-eagle himself on the circled triangle over the Eye of the Serpent. After closing the circles around Nils and the five sacrifices, Amelia will erect the necessary wards around herself and begin the sacrificial ritual which Nils has been teaching her. The POWer resultant from each sacrifice will form and strengthen the focusing matrix. Each sacrifice will require at least two hours and they all must be completed before 3:59 A.M. on Midsummer's Morning. It is only at this time that the Shrine may be triggered at the height of its power.

Amelia's need for specific wards is due to the attraction of an inordinate number of spirits to feed on the field leakage. She must be free to carry out the sacrifices and ritual. She will, however, have to enter a protective pentacle, close it, and exorcise it prior to the invoking of the Shrine. When this occurs, any attracted spirits will go into a "feeding frenzy" and attack anything within five miles of the mountain.

Since the POWER being tapped is Yig's, the minifesting spirits will appear as a carpet of snakes, mostly asps and cobras. They will appear to crawl out of the ground from any unhallowed site, usually ancient graveyards. While they have the appearance of snakes, they are spirits. Their attack is a psychic one. Each of the Players must make a POW resistance roll against a POW of 18. If a Player fails his/her roll, they will be instantly overrun by a great wash of hissing, wriggling serpents, and will die quickly, screaming in anguish. Even Players who successfully ward off the spiritual attack must make a SANity roll or lose 1D10 SAN. If one of the Players has been killed by the snakes, the potential SAN loss increases to 1D20.

There is one benefit to this sea of snakes. The lower caverns that housed the dholes will be empty for the next twenty four hours. Even dholes can't face that many spirits with equinamity. This will allow the Players to use the backdoor into or out of the shrine.

Background Mythos

Several million years ago, when the division first occurred between humans and chimpanzees, the elder races walked abroad upon the surface of the Earth. Among these beings and races were individuals of power and knowledge whom legend has handed down to us as the Great Old Ones.

One of these was Yig, known in latter days as Father of Serpents. But Yig is father of much more than serpents. He experimented widely with the beasts of the world, and it is entirely possible that mankind is the result of an early effort. Certainly many of the leprous, stinging and crawling life forms owe their existence to his insane imaginings.

Over the millenia, he conceived a grand conceit that he would create for himself an inner cadre of servitor warriors. He perceived them as individually powerful beings who would support him unquestioningly in the savage wars he saw coming between the Great Old Ones.



Kingu was the first created, leader and most powerful of the Dragon Warriors, made in the form of a Serpent Man with great leathery wings and fearsome fangs projecting downward from his jaw.

Next came Boresh, a winged bull with horns of flame. He could sweep down from the skies to gore or crush his foes, leaving them to be consumed by the elemental fire that clung to his horns.

Sstushii was next, another Serpent Man, but given more to the study of war machines.

Then came Choara with the body of a scorpion and the upper torso of a man.

Nergal had the form of a lion, but stood erect and spoke in soft tones.

Speechless Foret had the head of a bull and the body of a man.

Next came Humhabku, largest of the warriors, huge, lumbering and crudely formed.

Kallich, the Roc, spread wide his wings to ride the storms of his bidding.

Dra'aka, mate to Yig, could form herself as human or serpent at whim and controlled the elemental flame.

Savage Amnuris with the head of a wolf carried the curse of the lycanthrope.

And Maruya, the winged stag, contains the fury of the wind.

Into each of his warriors, great Yig poured the POWER of a thousand thousand sacrifices that they might be invulnerable in battle; and having learned of treachery from the shoggoths, he bound the essence of each into a statue of brass, mounting them in an ovoid circle around a replica of himself to give him ultimate control, for by use of the statue and the device set into it, the soul of each warrior could be drawn out of the flesh it inhabited and placed within the brass replica.

Yet this means of controlling his powerful warriors proved to be his undoing, for the enemies of Yig divined its purpose and contrived to steal it, and, at the appropriate moment in battle, the soul of each of his powerful warriors was imprisoned.

Thus Yig was driven far into the nether regions of the cold abyss between the universes.

The brazen statues containing the souls of his servants could not be destroyed. Instead, the device which could also release the souls was removed and cast deep into the ocean. The statue itself passed through many hands, often as an object of worship, until it came to rest in the Valley of the Kings within the Tomb of Tutankhamen.

Before this tomb was lost from memory, it was plundered, and the statue stolen again. Yet it did not travel far, for it fell from the grave robber's fingers as he plunged to death off the high cliffs around the valley.

There it lay, lodged in a hidden crevass for three thousand years until fate, if there be such a capricious thing, brought it to the notice of Professor Duprey of Miskatonic University.

The device for binding the Dragon Warrior's souls, meanwhile had passed through many a curious path before it came to rest in the hogun of Amonna Sowenda, Serpent Man and shaman. (For more information on Sowenda, see "The Arkham Evil", another TOME publication.)

YIG **Father of Serpents**

Description: When incarnate or properly summoned, Yig appears as an oriental dragon of enormous size. Colors run to emerald green and bronze with red trim. He was put down by the Other Gods, who used his powers to shape the face of the Material Universe. His cognitive functions have been suppressed by the spells that hold him in the thrall of the Other Gods. His only hope of release is the machinations of his servitors to effect a disruption of the bonds holding him outside of our universe.

Cult: There are few, if any, practicing devotees of Yig left in either nonhuman or human races. The Other Gods' agents ruthlessly suppressed them down through the ages lest the stability of the universe be upset and the War begin again. Worshipping wizards were either very careful or quite mad in their dealings.

Those seeking the favors of Yig do so for the ability to cause direct changes in the material world, as opposed to the usual cerebral, illusory and communicative effects of other forms of "Magick". Successful propitiation and gaining the favors of the slumbering Old One will result in the wizard getting the creation of whatever he wants: riches, servants of any sort, Magickal instruments and even trans-

dimensional gates. The summoner has to use these gifts wisely and for their granted purpose, for Yig is far more terrible in his rage than in his generosity. The same sort of abilities are used to destroy those who betray his indulgence.

The only means of worshiping Yig is by living sacrifice. A fair fraction of his creative force has been imbued into life forms to allow them to create new life from their own. He appreciates the proper return of this lost power in the sacrificial ritual, regaining lost strength. Since human life is the highest form locally, it has the highest yield and therefore is the most appreciated. Sacrifices must be made on the full moon and dark of the moon.

A great deal of stability and persuasion is required to deal directly with Yig and live. Misunderstandings are quickly settled by the immediate destruction of all present in an apocalyptic fit of temper. There must be no attempt to change the terms of any point of a bargain and no mitigating circumstances are acceptable. Abdul Alhazred learned this the hard way. Contact is always carried out through Yig's avatars.

Characteristics: Since he is both all around the participants and chained by spells of unnatural somnolence by his enemies, Yig cannot directly appear before those daring or foolish enough to summon him. What appears is an avatar - a sympathetic shadow or projection of the original. The avatar takes the dragon form of its original with the exception of color. The color will reflect the prevailing emotional attitude of the avatar. Shifts down the spectrum toward the red end indicate displeasure and approaching doom. The avatars are capable of dealing with any aggravation with the emission of anything that is appropriate from venom to lightning.

The host of attendant spirits that are present during an unleashing of Yig's power will take the form of serpents. The avatar will seem to arrive on a carpet of serpents, hissing and crackling with ionic energies. Since the serpents are not real, they will appear differently in different parts of the world. They usually appear as the most venomous snake in the area: cobras, copperheads, black mambas, etc.

Avatar Characteristics

STR 30 CON 120 SIZ 28 INT 24 POW 30
DEX 21 CHA 18 EDU 92 SAN 8 HP 120

WEAPONS: Bite/Claw (85%: 1d100), Emmission (100%: Variable)

Kingu, Dragon Warrior:

Description: Kingu was the first of the Dragon warriors created by Yig for the War declared against the Other Gods. He is somewhat more intelligent than the other Dragon Warriors, who as purpose-built fighting machines reflect Yig's primal singleness of purpose in his rage. His increased intelligence proved to be a liability as it weakened his will, costing him the psychic battle in which Kingu and the others were first bound and then stripped of their bodies (put to death in cruder terms.)

Characteristics: Kingu was the first created and the most POWERful of the Dragon Warriors. Made in the form of a Serpent Man, he had in addition great leathery wings and fearsome fangs projecting downward from his jaw. This is the form Nils will take if and when he succeeds in his ceremony at the Shrine.

STR 30 CON 45 SIZ 25 INT 30 POW 65
DEX 35 CHA 24 EDU 67 SAN 1d4 HP 85

WEAPONS: Claws (85%: 1d10), Bite (95%: 1d12)

The Other Dragon Warriors:

Boresk

Description: A winged bull with horns of flame who sweeps out of the skies to gore or crush its foes, leaving them to be consumed by the elemental fire clinging to its horns.

Characteristics: Once it has successfully gored a foe, it will have set fire to the opponent with the elemental fire on its horns. The elemental flame burns for thirty minutes, consuming one point of size per minute burning. It may only be put out by smothering for one minute or a POW confrontation. Treat each minute of burn time remaining as one POW point to be overcome. Each lost size point is equal to 5 points of damage.

STR 60 CON 85 SIZ 49 INT 9 POW 51
DEX 15 CHA 7 EDU 42 SAN 10 HP 98

WEAPONS: Gore (90%: 4d6), Flame (see above)

Ssrushii

Description: This Dragon Warrior was, unlike Kingu, the prototype of the Serpent Folk. He is most notable for his intelligence but his creator balanced this with a truly homicidal intent overriding all other considerations. If given the opportunity, he will employ the highest technology present against its owners.

Characteristics: Ssrushii will employ his bow in the absence of more attractive ordinance. When the opposition closes to within 20 yards, he will draw his sword and fall on his attackers with berserker fury.

STR 30 CON 45 SIZ 25 INT 30 POW 30
DEX 35 CHA 3 EDU 120 SAN 2 HP 43

WEAPONS: Claws (85%: 1d10), Bite (95%: 1d12), Bow: (78%: 3d6)

Choara

Description: Choara is the prototype of the Scorpion Men used by the Other Gods to protect their sacred places upon the Earth. He appears as an enormous black scorpion with the head, arms, and torso of a man, with the addition of exoskeletal armor in place of skin.

Characteristics: The scorpionoid form confers extremely high mobility over broken ground and obstacles. Despite this, due to the spells binding him and his progeny, he will not pursue a fleeing foe. Only those trying to pass a set limit will be attacked. He will attempt to force trespassers back on their first two incursions. The third attempt brings a crushing attack until the object is forced back or destroyed.

STR 26 CON 55 SIZ 32 INT 12 POW 48
DEX 24 CHA 3 EDU 14 SAN 6 HP 32

WEAPONS: Sting (75%: 2d6 plus poison), Spear (85%: 3d6)

Nergal

Description: Appears as bipedal lion of heroic proportions. Due to the poor articulation of his forepaws, he is known to use a mace.

Characteristics: Next to Ssrushii, Nergal is the most cerebral of the Dragon Warriors, preferring to match wits with his opponents. Despite his fierce appearance, he has an excellent speaking voice and suave manner. He will attempt to win over anyone who will listen with a Fast Talk "attack". He will use his advantage for 1d10 minutes or until he can spot an opening which he will then exploit.

STR 35 CON 65 SIZ 25 INT 16 POW 42
DEX 15 CHA 14 EDU 112 SAN 2 HP 86

WEAPONS: Mace (60%: 4d6), Bite (95%: 1d6)

Faret

Description: Faret is a classical Minotaur with a low level of frustration. Incapable of verbal communication, he must get by with expressive gestures and writing when given the chance. Because of his appearance, he usually isn't. A bull's head sits atop a well-developed human body.

Characteristics: Faret also adheres to the 3-strikes rule: he will attempt to tell someone what he wants them to do twice. The third failure to communicate brings an attack. He will use any available object as a weapon.

STR 40 CON 55 SIZ 20 INT 10 POW 50
DEX 28 CHA 4 EDU 12 SAN 4 HP 63

WEAPONS: Club (84%: 3d6), Gore (80%: 3d6)

Humhabku

Description: A huge, ugly, stupid, fire-breathing humanoid giant. There is nothing funny about anything that stupid and that big if it is in line of sight.

Characteristics: Humhabku is attracted to interesting sounds, movement, and small arms fire. When he locates their source or suffers pain from that same source, he will attack it. He is "programmed" to destroy Man and all his works. He will attempt to level it by stamping it flat, smashing it with a fist the size of a Packard, or breathing fire as in a flame-thrower attack. The flame attack may be made every third turn. This reflects the time that it takes to figure out that the last one wasn't enough.

STR 200 CON 250 SIZ 95 INT 2 POW 58
DEX 5 CHA 2 EDU 4 SAN 3 HP 300

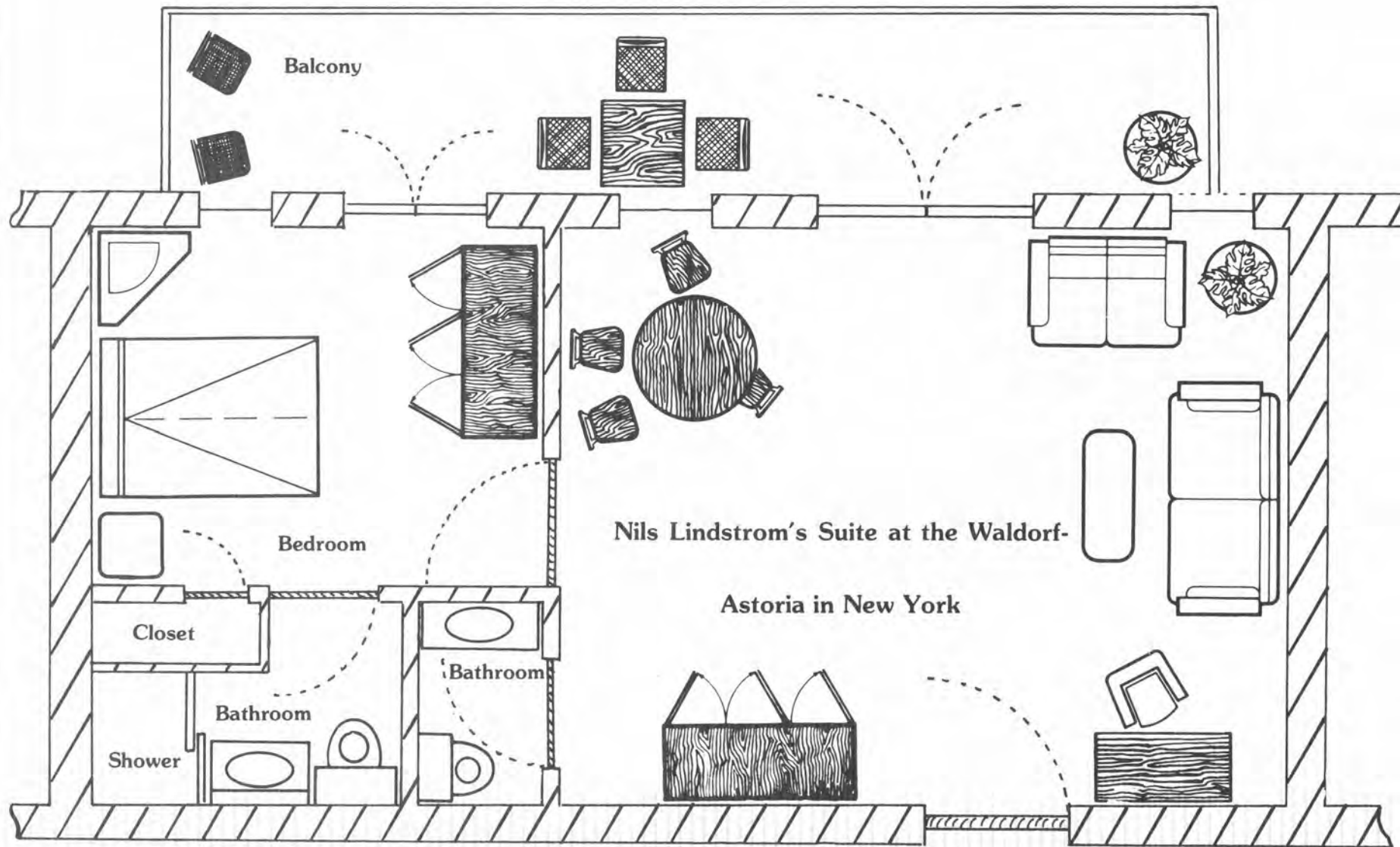
WEAPONS: Stomp (65%: 1d100), Fire (85%: 1d20)

Kallick

Description: An enormous vulture (Roc) that can summon storms as its primary offensive ability.

Characteristics: Requires the presence of moisture and heat to initiate a storm. The time required for this is computed as the reciprocal of temperature less than 100° and relative humidity expressed in time notation.

Fifth Avenue (five stories down)



Suite 504

Example: Temp 75° RH 65%
 100°-75°=25° 100%-65%=35%
 25 + 35 = 60 seconds until arrival
 Duration = 1d100 minutes
 Damage = 1 point per minute exposed

STR 30 CON 45 SIZ 70 INT 6 POW 54
 DEX 6 CHA 2 EDU 13 SAN 4 HP 48

WEAPONS: Claws (65%: 3d6), Storm, (see above)

Dra'aka

Description: At rest, she has the appearance of a beautiful, demure, red-headed young woman. She will, when enraged or fearful of attack, explode into a conflagration of elemental flame (as previously described) and assume her true form, that of a Chinese Dragon composed of the same elemental flame.

Characteristics: Once in attack configuration, there isn't a lot that the target can do about it, physically. Projectile weapons do one fifth damage. Impact or edged weapons do one third damage before incineration. Explosive munitions do full damage, detonating on contact. Damage equivalent to remaining CON points will extinguish the flame, leaving an unconscious young woman at the mercy of her flight path and the remaining adventurers.

Note: Stats shown for human state first

STR 11 CON 175 SIZ 10 INT 8 POW 52
 DEX 28 CHA 18 EDU 9 SAN 8 HP 24

STR 44 CON 175 SIZ 32 INT 8 POW 52
 DEX 28 CHA 6 EDU 9 SAN 3 HP 160

WEAPONS: Bite (65%: 3d6 plus flame), Flame (75%: As above)

Amnuris

Description: The prototype werewolf, he appears as a black-furred biped with a wolf's head, a swatch of white in the form of a pentagram at his throat.

Characteristics: Will fight in a calculating manner until wounded when he goes berserk. Prior to going berserk, he will attempt to bite any prey or assailants, transmitting the lycanthropic curse. Regenerates 1 point damage per round. Silver does triple damage.

STR 38 CON 50 SIZ 21 INT 7 POW 53
 DEX 28 CHA 3 EDU 5 SAN 2 HP 62

WEAPONS: Bite (80%: 3d6 plus lycanthropy)

Maruya

Description: Maruya is a wind demon. He appears as a winged stag with a tail of elemental flame. A constant strong wind blows in his vicinity, and the force of the wind increases as his fury grows. It will reach gale force before he attacks anyone, and at that point, lightning can be seen sparking between the branches of his horns.

Characteristics: Maruya also holds to the rule of threes and will twice warn attackers to retire. Each warning will be accompanied by an increasing force of wind. There is no third warning, just a savage attack.

STR 76 CON 100 SIZ 100 INT 8 POW 52
 DEX 9 CHA 4 EDU 6 SAN 8 HP 120

WEAPONS: But (85%: 30d6), Wind (Automatic: 4d6)



CHARACTER GENERATION Students in Arkham, Mass.

Note: Miskatonic University is an old Ivy League University. It is assumed that the majority of students attending come from fairly wealthy families. To determine the exact financial background of a student, roll 1d100.

1-5%: Penniless. Entire tuition/board paid by scholarships/grants. No money left over.

6-20%: Poor. Tuition/board paid by scholarship /grants. \$1d6 per week pocket money.

21-60%: Middle income. Tuition/board paid by parents. \$2d6 per week pocket money. \$1d100 in savings account.

61-90%: Higher income. Tuition/board paid by parents. \$1d20 per week pocket money. \$1d1000 in savings account.

91-99%: Rich. Tuition/board paid by parents or self. \$1d100 income per week (trust funds, investments, etc.). \$3d1000 in savings account.

100%: Fabulously wealthy. Money no object. \$1d1000 per week, \$1d10,000 in savings.

Extra Income

In addition to pocket money, characters may work a few hours a week around Arkham to make some extra income over and above any pocket money. All of these jobs are cash for work done. If the character fails to put the required hours in, he/she will not be paid. In addition, failure to show up will risk losing the job. Missing one appointment will require a Fast Talk roll to keep the job. Missing a second within 7 days will require 1/2 Fast Talk roll. Missing 3 times within a week (or any other obvious dereliction of duty) will result in automatic loss of job.

Amount/ week	Job	Hours
\$2	Newspaper round. Character is considered to have read paper every day.	5:30-6:15 A.M. 7 days/week
\$5	Restaurant help. Character is considered to be aware of any rumors in town.	7-10 P.M. 5 days/week
\$Variable	Tutor. Must have 60% in Knowledge skill being taught. Rates: 60-70% - \$2/week Rates: 71-80% - \$3/week Rates: 80%+ - \$5/week	5:30-7:30 P.M. 3 days/week
\$.	Volunteer work in hospital or home for incapable. No monetary benefit, but 15% Communication skills with all people previously aware of character's volunteer activities. 5% to Communications skills with professionals in related skills at any time. (i.e., hospital workers get +15% Fast Talk with police constable in Arkham who has seen them working at hospital, and +5% Debate with surgeon in London.)	8 hours, 1 day/week

Character lifestyle and associated costs:

Room and Board

Dormitories: The cost of living in the dormitories of Miskatonic is assumed to have been paid by scholarships, grants, parents, or self at the beginning of each semester. The cost of attending MU is \$225 a semester for tuition and board. (\$150 tuition only)

Dormitories at MU are of three types.

- 1) Freshmen live in multiple dweller dormitories with 8 people sharing sleeping quarters and washing facilities.
- 2) Sophomores and Juniors live in smaller rooms with two people to a room. Washing facilities are shared by 8 people.
- 3) Seniors and graduate students have private rooms equipped with study areas. Washing facilities are shared by 8 people.

Residents of a dormitory are expected home by 10:30 pm. The doors are locked at 11 pm.

All dormitory students eat their meals at the cafeteria. Each dormitory has its own cafeteria and students have a ticket to that area only. (After the first few days of a semester, tickets are no longer needed.) Cafeterias are supervised at all times by the dormitory staff.

Staff consists of House Mother/Master and one or two assistants. Two cooks and three domestics also work at each dormitory.

Meals:

Breakfast: 7:00-8:00 A.M. Full meal.

Lunch: 12:00-1:00 P.M. Light Meal.

Dinner: 6:00-8:00 P.M. Full meal.

Private Dwelling: Only seniors and graduate students may live in private apartments off-campus. Unlike dormitories or fraternity/sorority houses, private dwellings have on-going costs associated with them: rent, utilities, and food. The obvious advantages to a private dwelling are privacy and freedom to come and go at will.

Rent/week:

\$5 Studio (One large room with small kitchen & bathroom)

\$10 Family (Living room/dining room/kitchen/bathroom and bedroom(s). Note: price quoted is for one bedroom apartment. Add \$3 to cost for each additional bedroom.)

All apartments are assumed to be rented fully furnished.

Food costs will vary based on the character's ability to cook. Cooking is a Manipulation skill with a base chance of DEX + INT. The better a person cooks, the less it costs to eat well. The costs given are for average daily meals for one person for one week. Special dinner parties, etc. will cost an additional amount.

Cooking Skill

Cost/Week to Eat

1-25	\$8
26-60	\$5
61-100	\$3

Fraternity /Sorority Houses: Fraternity houses (both on and off-campus) and sorority houses (on campus only) function exactly as dormitories do with one exception: no freshmen may live in a fraternity/sorority house. Note that this also means there are no rooms (other than bathrooms) shared by more than two people.

Fraternities/sororities cost \$2 per week in various dues and contributions. Their advantages are in "the old school tie" tradition. Fraternity/sorority pins are respected by the professional world, especially if the particular individual attended the character's fraternity/sorority. Add +10% to Fast Talk or Debate when wearing pin and dealing with any college graduate. There is a 10% chance that the NPC was associated with the character's fraternity/sorority, in which case add +25% to Fast Talk and Debate.

Clothing

The clothes a character wears will usually follow a certain style. From day to day, specific items of clothing will obviously be changed, but this category offers the player a chance to get a feel for how the character dresses. Is it elegant but understated, flashy, dishevelled, or frayed but neat? Clothing is also very much determined by income levels. There is no specific on-going cost associated with wardrobe - laundry is already included in the general cost of housing - but there are upper limits to which a character may afford to dress. A character of great wealth can, of course, dress any way he/she chooses. Poor students have much less choice. Maximum dress levels are given for each financial background classification.

Rich: Sartorial splendor
Higher: Income Elegant
Middle Income: Well-dressed
Poor: Sensible
Penniless: Frayed but neat
Any: Sloppy

Types of dress and some effect:

Sartorial Splendor - Clothing worn (down to the underwear) is of the highest quality and latest fashion. Wardrobe is extensive. This dress category carries a +1d4 CHA bonus. This bonus is lost, however, if the clothing is disturbed significantly. Anyone with a DEX less than 12 runs a 35% chance of destroying the effect of his clothing during eating by spilling food on himself.

Elegant - Clothing worn is of excellent quality and chosen with an eye for fashion coupled with a sense of what looks good on the person. Wardrobe is good, but not exhaustive. This dress category carries a +1 CHA bonus. This bonus is lost, however, if the clothing is disturbed significantly.

Well-Dressed - Clothing worn is of good quality and chosen with an eye for style. The wearer will feel comfortable in any social setting, although there is no specific bonus.

Sensible - Off-the-rack clothes chosen for desirability and ease of maintenance. Minus 5% to all Communication skills with anyone Well-Dressed or better.

Frayed but neat - Clothes are old and well used, but clean and well maintained. Minus 10% to all Communication skills with anyone Well-Dressed or better.

Sloppy - All negative effects of clothing styles are invalidated for Players with a CHA of 12 or more.

Well-Dressed or better characters will attract undue attention in any questionable neighborhoods. The chances of being mugged increases with value of dress.

Well-Dressed: 15% every hour

Elegant: 25% every hour

Sartorial Splendor: 35% every hour

The Sunday Club

Social group for the very rich at University. A deposit of \$1000 is needed which is usually made by the students parents. The group meets for Sunday brunch at the Stratford hotel in town. Total membership is 70-90 people, with that many alumni in the area. To be a member of the Sunday Club is to have made it.

New members must be sponsored by at least two existing members. They must then make a presentation of who they are and why they should be allowed into the club at one of the Sunday meetings. A secret vote is held immediately after.

The Players have all been members of the Sunday Club since they first went to school. If any of the Players are of a social background that obviously could not afford the Sunday Club, they are assumed to be one of those members who is sponsored to the Club each year for academic merit.



Degree Requirements:

B.A.

English:

English 601, 602, 605, 606, 609, 610, 612, 613 (22 credit hours)

Art 201, 202 (6 credit hours)

Biology 101, 102 (6 credit hours)

Foreign Languages, intro. level (6 credit hours)

History 405, 406, 427 (9 credit hours)

Electives (71 credit hours)

Total credits - 120 hours

History:

History 405, 406, 407, 408, 410, 411, 414, 415, 419, 420, 432 (30 credit hours)

Art 201, 202 (6 credit hours)

Biology 101, 102 (6 credit hours)

English 601, 602, 605, 608, 610, 615, 616 (21 credit hours)

Foreign Languages, intro. level (6 credit hours)

Electives (51 credit hours)

Total credits - 120 hours

Languages:

Anthro./Soc. - Linguistics (3 credit hours)

Art 201, 202 (6 credit hours)

Biology 101, 102 (6 credit hours)

English 601, 602, 605, 609, 610, 612, 613 (21 credit hours)

French 701, 702, 703, 704, 705, 706, 710 (21 credit hours)

German 1501, 1502, 1503, 1505 (11 credit hours)

History 413, 425 (6 credit hours)

Spanish 1601, 1602, 1603 (8 credit hours)

Electives (38 credit hours)

Total credits - 120 hours

Liberal Arts:

Anthro./Soc. 1310, 1311, 1322 (9 credit hours)

Art 201, 202, 204, 205, 209 (11 credit hours)

Biology 101, 102, 109 (8 credit hours)

Chemistry 301, 302 (6 credit hours)

English 601, 602, 605, 606, 615, 616 (16 credit hours)

Foreign Languages - intro. level (6 credit hours)

History 405, 406, 413, 425 (12 credit hours)

Math 510, 511 (6 credit hours)

Philosophy 1101, 1102 (6 credit hours)

Psychology 1201, 1202 (6 credit hours)

Electives (34 credit hours)

Total credits - 120 hours

Philosophy:

Philosophy 1101, 1102, 1104, 1106, 1107, 1110 (18 credit hours)

Anthro./Soc. 1310, 1311, 1322 (9 credit hours)

Biology 101, 102 (6 credit hours)

English 601, 602, 605, 610 (12 credit hours)

Foreign Languages - intro. level (6 credit hours)

History 405, 406, 407, 414, 415, 419, 420 (19 credit hours)

Psychology 1201, 1202 (6 credit hours)

Electives (44 credit hours)

Total credits - 120 hours

B.S.

Biology:

Biology 101, 102, 105, 109, 114, 115, 116, 117, 120, 121, 123, 125, 127 (28 credit hours)

Anthro./Soc. 1317 (3 credit hours)

Chemistry 301, 302, 311 (9 credit hours)

English 601, 602, 605 (9 credit hours)

History 405, 406 (6 credit hours)

Math 508 (6 credit hours)

Electives (59 credit hours)

Total credits - 120 hours

Chemistry:

Chemistry 301, 302, 304, 305, 307, 308, 311, 315, 317, 318, 320, 321, 325, 326, 330, 331 (or 335, 336) (42 credit hours)

English 601, 602 (6 credit hours)

Geology 801, 802 (6 credit hours)

Math 501, 502, 504, 505, 508 (24 credit hours)

Physics 904 (3 credit hours)

Electives (39 credit hours)

Total credits - 120 hours

Geology:

Geology 801, 802, 803, 805, 809, 810, 820, 821, 825, 826, 830, 831 (35 credit hours)

Anthro./Soc. 1316, 1317 (6 credit hours)

Biology 101, 102 (6 credit hours)

Chemistry 301, 302 (6 credit hours)

English 605 (3 credit hours)

Foreign Language - intro. level (6 credit hours)

Math 508 (6 credit hours)

Electives (52 credit hours)

Total credits - 120 hours

Mathematics:

Math 501, 502, 504, 505, 507, 508, 510, 511, 513, 514, 520, 523, 525, 527 (51 credit hours)

English 605 (3 credit hours)

Geology 801, 802 (6 credit hours)

History 419, 420 (6 credit hours)
 Physics 901, 902 (12 credit hours)
 Electives (42 credit hours)

Total credits - 120 hours

Physics:

Physics 901, 902, 904, 905, 906, 910, 912 (28 credit hours)
 Chemistry 301, 302 (6 credit hours)
 English 605 (3 credit hours)
 History 419, 420 (6 credit hours)
 Math 501, 502, 504, 505 (18 credit hours)
 Electives (59 credit hours)

Total credits - 120 hours

General Sciences:

Anthro./Soc. 1310, 1311, 1316 (18 credit hours)
 Biology 101, 102, 105, 109 (11 credit hours)
 Chemistry 301, 302, 307, 308, 335, 336 (16 credit hours)
 English 605 (3 credit hours)
 Foreign Languages - intro. level (6 credit hours)
 Geology 801, 802, 825, 830, 831 (15 credit hours)
 History 419, 420 (6 credit hours)
 Math 508 (6 credit hours)
 Psychology 1201, 1202, 1206 (12 credit hours)
 Physics 905, 906 912 (10 credit hours)
 Electives (17 credit hours)

Total credits - 120 hours



Anthropology/Sociology

Dept. Head: Prof. Charles Rigby
 Faculty: Mr. Lenard Wish
 Mr. Paul Bishop
 Dr. Franklin Phillips

13103-			
1311	The Science of Anthropology (3 sem. hrs. ea.) Prof. Rigby	Mon/Wed/Fri	9:00-10:00 A.M.
1313	Linguistics (3 sem. hrs.) Mr. Wish	Mon/Wed/Fri	9:00-10:00 A.M.
1314	Research Methods (3 sem. hrs.) Prof. Rigby	Mon/Wed/Fri	10:00-11:00 A.M.
	Pre. Req. - 1310-1311		
1316	Problems in Archaeology (3 sem. hrs.) Dr. Phillips	Tue/Thu/Sat	11:00-12:00 Noon
1317	Problems in Paleoanthropology (3 sem. hrs.) Prof. Rigby	Mon/Wed/Fri	3:00-4:00 P.M.
1320	Population Theories and Problems (2 sem. hrs.) Mr. Bishop	Tue/Thu	9:00-10:00 A.M.
1322	Evolution of Complex Societies (3 sem. hrs.) Mr. Bishop	Mon/Wed/Fri	8:00-9:00 A.M.
	Pre. Req. - 1320		

Art

Dept Head: Prof. Alan Watson
 Faculty: Mrs. Beth Lombardi
 Mr. William Van Horne

201-			
202	Art History (3 sem. hrs. ea.) Mrs. Lombardi	Mon/Wed/Fri	11:00-12:00 Noon
204-			
205	Italian Renaissance Art (2 sem. hrs. ea.) Mrs. Lombardi	Mon/Tue	3:00-4:00 P.M.
209	Greek Vase Painting (1 sem hr.) Prof. Watson	Wed	3:00-4:00 P.M.
211	Early American Modernism, 1900-present (1 sem hr.) Mr. Van Horne	Thu	8:00-9:00 A.M.

Biology

Dept. Head: Dr. Alfred Moles
 Faculty: Dr. Peter O'Donnell
 Dr. Ronald Logan
 Mr. Karl Vanderkamp

101-			
102	Basic Biology (3 sem. hrs. ea.) Dr. Logan	Mon/Wed/Fri	9:00-10:00 A.M.

- 105 Darwin and his Theory (3 sem hrs.)
Dr. McDonnell Tue 10:00-12:00 Noon
Thu 1:00-2:00 P.M.
Pre. Req. 101-102
- 109 Practical Lab (2 sem hrs.)
Dr. McDonnell Mon. 1:00-3:00 P.M.
Pre. Req. 101-102
- 114-115 Invertebrate Biology (1 sem hr. ea.)
Mr. Vanderkamp Fri 2:00-3:00 P.M.
- 117 Marine Animals (3 sem. hrs.)
Dr. Moles Mon/Wed 8:00-9:00 A.M.
- 116 Research Techniques (2 sem hrs.)
Dr. Moles Wed 1:00-3:00 P.M.
Pre. Req. 101-102
- 120 Nucleic Acids in Development (1 sem hr.)
Dr. Logan Thu 8:00-9:00 A.M.
Pre. Req. 116
- 121-123 Seminar (2 sem. hrs. ea.)
Faculty Mon. 3:00-4:00 P.M.
- 125-127 Vertebrate Biology (3 sem. hrs. ea.)
Dr. McDonnell Tue/Wed/Fri 10:00-11:00 A.M.

Chemistry

Dept. Head: Dr. Michael Talbot
Faculty: Dr. Ian Forbes
Dr. Michael Bridges
Prof. Dickson Cuthbright

- 301-302 Introductory Chemistry (3 sem. hrs. ea.)
Dr. Forbes, Mon/Wed/Fri 8:00-9:00 A.M.
Dr. Bridges
- 304 Physical Method (3 sem. hrs.)
Dr. Forbes Tue 2:00-5:00 P.M.
Pre. Req. 301-302
- 305 Instrumental Method (3 sem. hrs.)
Dr. Talbot Wed 2:00-4:00 P.M.
Fri 8:00-9:00 A.M.
Pre. Req. 301-302
- 307-308 Development of Theory (2 sem. hrs. ea.)
Faculty Wed. 1:00-3:00 P.M.
Pre. Req. 301-302
- 311 Biochemistry: An Introduction (3 sem. hrs.)
Prof. Cuthbright Tue/Fri 8:00-9:00 A.M.
Sat 10:00-11:00 A.M.
Pre. Req. 301-302
- 315 The Teachings of Chemistry (1 sem hr.)
Dr. Talbot Thu 8:00-9:00 A.M.
- 317-318 Inorganic Chemistry (3 sem. hrs. ea.)
Dr. Talbot Tue/Wed/Thu 3:00-4:00 P.M.
Pre. Req. 307-308

- 320-321 Organic Chemistry (3 sem. hrs. ea.)
Dr. Bridges Tue/Wed/Thu 2:00-3:00 P.M.
Pre. Req. 307-308
- 325-326 Seminar (2 sem. hrs. ea.)
Faculty Wed 4:00-5:00 P.M.
- 330-331 Lab. I (3 sem. hrs. ea.)
Prof. Cuthbright Mon 1:00-4:00 P.M.
- 335-336 Lab II (3 sem. hrs. ea.)
Dr. Forbes Wed. 10:00-1:00 P.M.

English

Dept. Head: Dr. Martha Helic
Faculty: Prof. Norman Feltman
Prof. William Wren
Dr. Bruce Morgan

- 601-602 History of the English Language (3 sem. hrs. ea.)
Prof. Feltman Tue 1:00-3:00 P.M.
Fri 8:00-9:00 A.M.
- 605 English Composition (3 sem. hrs.)
Dr. Helic Mon/Wed/Fri 11:00-12:00 Noon
- 606 Literary Criticism (1 sem. hr.)
Prof. Wren Fri 8:00-9:00 A.M.
Pre. Req. 605
- 607 Readings in Poetry (3 sem. hrs.)
Dr. Morgan Mon/Wed/Thu 8:00-9:00 A.M.
- 608 Chaucer (3 sem. hrs.)
Dr. Morgan Mon/Wed/Fri 9:00-10:00 A.M.
Pre. Req. 606
- 609 Major British Writers from Donne to Milton (3 sem hrs)
Dr. Helic Mon/Tue/Thu 1:00-2:00 P.M.
- 610 Major British Writers Since 1850 (3 sem. hrs.)
Prof. Feltman Thu/Fri/Sat 10:00-11:00 A.M.
- 612-613 American Writers (3 sem. hrs. ea.)
Prof. Wren Mon/Wed/Fri 1:00-2:00
- 615-616 Shakespeare (3 sem. hrs. ea.)
Dr. Helic Mon 4:00-5:00 P.M.
Tue 9:00-11:00 A.M.

French

Dept. Head: Prof. Raymond Humphrey
Faculty: Mr. Alen DuBois

- 701-702 French (3 sem. hrs. ea.)
Mr. DuBois Mon/Wed/Fri 10:00-11:00 A.M.
- 703-704 French (3 sem. hrs. ea.)
Prof. Humphrey Mon/Wed/Fri 10:00-11:00 A.M.
Pre. Req. 701-702

- 710 French Literature (3 sem. hrs.)
Mr. DuBois Mon/Wed/Fri 8:00-9:00 A.M.
Pre. Req. 703-704
- 712 Studies in Comparative Literature (3 sem. hrs.)
Mr. DuBois Mon/Wed/Fri 2:00-3:00 P.M.
Pre. Req. 710

German

Dept. Head: Dr. Gunther Bachem
Faculty: Prof. Julius Hertzog

- 1501-1502 German I, II (3 sem. hrs. ea.)
Dr. Bachem Mon/Wed/Fri 1:00-2:00 P.M.
- 1503 Advanced German Language (3 sem. hrs.)
Dr. Bachem Mon/Wed/Fri 3:00-4:00 P.M.
Pre. Req. 1501-1502
- 1505 German Literature (2 sem. hrs.)
Prof. Hertzog Tue 2:00-4:00 P.M.
Pre. Req. 1501-1502
- 1507 German Drama of the 19th Century (2 sem. hrs.)
Dr. Bachem Tue 2:00-4:00 P.M.
Pre. Req. 1501-1502

Geology

Dept. Head: Dr. David Stephens
Faculty: Dr. Andrew Lord
Dr. Robert Fitzgerald

- 801-802 Geology I, II (3 sem. hrs. ea.)
Dr. Lord Fri 9:00-11:00 A.M.
Sat 10:00-11:00 A.M.
- 803 Water Resources (3 sem. hrs.)
Dr. Stephens Mon/Wed/Fri 8:00-9:00 A.M.
Pre. Req. 801-802
- 805 Introduction to Mine Design (2 sem. hrs.)
Dr. Fitzgerald Sat 9:00-11:00 A.M.
Pre. Req. 801-802
- 806 Ore Deposits (3 sem. hrs.)
Dr. Fitzgerald Tue/Wed/Fri 3:00-4:00 P.M.
Pre. Req. 801-802
- 809-810 Regional Geology (3 sem. hrs. ea.)
Dr. Lord Mon/Wed/Fri 8:00-9:00 A.M.
Pre. Req. 801-802
- 815 Marine Geology (3 sem. hrs.)
Dr. Stephens Mon/Tue/Wed 1:00-2:00 P.M.
Pre. Req. 801-802
- 820-821 Geological Instrumentation (3 sem. hrs. ea.)
Dr. Lord Mon/Fri/Sat 11:00-12:00 Noon
Pre. Req. 801-802
- 825 Introduction to Paleontology (3 sem. hrs.)
Dr. Fitzgerald Mon/Wed/Fri 1:00-2:00 P.M.
- 826 Seminar (3 sem. hrs.)
Dr. Stephens

- 831 Field Research (3 sem. hrs. ea.)
Faculty Must be scheduled.

Pre. Req. 809-810

History

Dept. Head: Prof. Herbert Evanson
Faculty: Dr. Michael Warner
Dr. Thomas Norris
Prof. Alan Barnswick
Dr. Hubert Hamilton

- 405-406 American History I, II (3 sem. hrs. ea.)
Dr. Warner Mon/Wed/Fri 3:00-4:00 P.M.
- 407 Early American Social History (1 sem. hr.)
Dr. Warner Mon 1:00-2:00 P.M.
- 408 The American Revolution (1 sem. hr.)
Dr. Norris Tue 11:00-12:00 Noon
Pre. Req. 405-406
- 410-411 U.S. Political History (3 sem. hrs. ea.)
Prof. Evanson Mon/Wed/Fri 11:00-12:00 Noon
- 413 Latin America (3 sem. hrs.)
Prof. Barnswick Tue/Thu/Fri 9:00-10:00 A.M.
- 414-415 European History I, II (3 sem. hrs. ea.)
Dr. Norris Mon/Wed/Fri 11:00-12:00 Noon
- 418 Studies in Medieval History (1 sem. hr.)
Dr. Warner Mon 10:00-11:00 A.M.
- 419-420 Renaissance and Reformation (3 sem. hrs. ea.)
Prof. Evanson Mon/Wed/Fri 9:00-10:00 A.M.
- 425 Asia (3 sem. hrs.)
Prof. Barnswick Tue/Thu/Sat 8:00-9:00 A.M.
- 427 19th Century England (3 sem. hrs.)
Dr. Hamilton Mon/Tue/Fri 11:00-12:00 Noon
- 431 Seminar I (2 sem. hrs.)
Faculty Wed 3:00-5:00 P.M.
- 432 Seminar in Ancient Civilizations (4 sem. hrs.)
Prof. Evanson Tue/Thu 2:00-4:00 P.M.

Mathematics

Dept. Head: Dr. Orin Glaeser
Faculty: Dr. Francis Martin
Dr. Robert Bruce
Dr. Ralph Matos
Prof. James Slook

- 501 Number Theory I (6 sem. hrs.)
Dr. Martin Mon/Wed/Fri 8:00-9:00 A.M.
- 502 Number Theory II (6 sem. hrs.)
Dr. Bruce Mon/Wed/Fri 8:00-9:00 A.M.

- 504-
505 Applied Mathematics (3 sem. hrs. ea.)
Dr. Matos Tue/Thu/Sat 11:00-12:00 Noon
Pre. Req. 501-502
- 507 Probability Theory (3 sem. hrs.)
Dr. Slook Mon/Wed/Fri 10:00-11:00 A.M.
Pre. Req. 508
- 508 Statistical Analysis (6 sem. hrs.)
Dr. Glaeser Mon/Wed/Thu 9:00-10:00
- 510-
511 Algebra (3 sem. hrs. ea.)
Dr. Martin Mon/Wed/Fri 9:00-10:00 A.M.
- 513-
514 Geometry (3 sem. hrs. ea.)
Dr. Matos Tue/Wed/Thu 3:00-4:00 P.M.
Pre. Req. 510-511
- 520 Mathematical Logic (3 sem. hrs.)
Prof. Slook Mon/Wed/Fri 9:00-10:00 A.M.
Pre. Req. 501-502
- 523 Linear and Multilinear Algebra (3 sem. hrs.)
Dr. Martin Tue/Thu/Fri 10:00-11:00 A.M.
Pre. Req. 510-511
- 525 Statistical Inference (3 sem. hrs.)
Dr. Glaeser Mon/Wed/Fri 10:00-11:00 A.M.
Pre. Req. 508
- 527 Advanced Probability Theory (3 sem. hrs.)
Dr. Bruce Tue/Thu/Sat 8:00-9:00 A.M.
Pre. Req. 507

Philosophy

Dept. Head: Dr. Daniel Dyke
Faculty: Dr. Elizabeth Hathaway
Prof. Paul Sidney

- 1101-
1102 History of Philosophy (3 sem. hrs. ea.)
Dr. Dyke Mon/Wed/Fri 2:00-3:00 P.M.
- 1104 Philosophy of Religion (3 sem. hrs.)
Dr. Hathaway Mon/Wed/Fri 3:00-4:00 P.M.
- 1106 Greek Philosophy (3 sem. hrs.)
Dr. Hathaway Mon/Wed/Fri 4:00-5:00 P.M.
- 1107 Philosophy of Law (3 sem. hrs.)
Prof. Sidney Tue/Thu/Fri 1:00-2:00 P.M.
- 1110 Contemporary British and American Philosophy
(3 sem. hrs.)
Dr. Dyke, Dr. Sidney

Psychology

Dept. Head: Dr. Stanley Wells
Faculty: Dr. Branden Hamsher
Dr. Mack Goldstein

- 1201-
1202 Introductory Psychology (3 sem. hrs. ea.)
Dr. Goldstein Tue/Thu/Sat 9:00-10:00 A.M.

- 1204 Psychoanalytic Method (3 sem. hrs.)
Dr. Wells Mon/Wed/Fri 11:00-12:00 Noon
Pre. Req. 1201-1202
- 1205 Personality Development (3 sem. hrs.)
Dr. Hamsher Tue/Thu/Sat 9:00-10:00 A.M.
Pre. Req. 1201-1202
- 1206 Modern Trends in Psychology (6 sem. hrs.)
Dr. Wells Mon/Wed/Fri 1:00-2:00 P.M.
Pre. Req. 1201-1202
- 1207 Psychological Disorders (3 sem. hrs.)
Dr. Goldstein Mon/Wed/Fri 1:00-2:00 P.M.
Pre. Req. 1205-1206

Physics

Dept. Head: Dr. Melvin Green
Faculty: Dr. Gerald Larsen
Dr. Jerrold Dubeck

- 901-
902 Mathematical Physics (6 sem. hrs. ea.)
Dr. Larsen Wed/Sat 8:00-11:00 A.M.
- 904 Electromagnetic Theory (3 sem. hrs.)
Dr. Dubeck Mon/Wed/Fri 9:00-10:00 A.M.
- 905-
906 Concepts in Physics (3 sem. hrs. ea.)
Dr. Green Tue/Thu/Fri 10:00-11:00 A.M.
- 910 Introduction to Astronomy (3 sem. hrs.)
Dr. Dubeck Mon/Wed/Fri 4:00-5:00 P.M.
Pre. Req. 905-906
- 912 Lab (4 sem. hrs.)
Dr. Dubeck Tue 1:00-3:00 P.M.
Thu 2:00-4:00 P.M.
Pre. Req. 905-906

Spanish

Dept. Head: Dr. Paul Bente

- 1601-
1602 Spanish I, II (3 sem. hrs. ea.)
Dr. Bente Mon/Wed/Fri 4:00-5:00 P.M.
- 1603 Spanish Literature
Dr. Bente Thu 3:00-5:00 P.M.
Pre. Req. 1601-1602



PURSUIT TO KADATH

THE WORST KIND OF TRESPASS

Opening Scene

5:45 P.M., Monday, 9th April, 1923. The reading room of the University Library. The players are gathered together to work on plans for the Sunday Club's picnic on May 28, a big social event.

Narrative:

As you reject idea after idea as being too mundane or too wild, you catch sight of Darryl Stewart, another member of the Sunday Club. He waves a newspaper at you and hurries across the room to plant it triumphantly onto the table in front of you.

"The whole world's gone mad," he exclaims. "Can you believe this tripe they're printing? Look at it."

The cover story is about a particularly gruesome attack on a policeman that morning. The article describes in great detail how the policeman, in plain view of several people, was suddenly hurled against a wall and then had his arm ripped off his body. The reporter swears on a stack of Bibles that the bloody arm waved about in the air by itself for several minutes. He even took a photograph.

As you look again at the photograph next to the article, you can see very plainly that a young man is standing by the policeman holding what indeed looks like an arm. The caption reads, "FLYING ARM!" in bold type. According to the article, no one can explain how the arm is hanging there in space.

"Thank God you can see him," says Stewart. "I showed the foolish thing to half a dozen people, and they all swear there's nothing in that picture but the arm floating in mid-air. I thought I was going crazy. But you can see the chap holding the arm, can't you?"

Indeed you can. But when you show the picture to others in the library, you get the same reaction Stewart claimed. No one else seems to see the man holding the arm.

"The awful thing about it is," says Stewart, "that I think I know the chap in the picture. So do you. Isn't it Lindstrom, that fellow in pre-law who's father is a senator or some such near Chicago?"

It does indeed look like Lindstrom. There's a magnifying glass on the librarian's desk, and under the lens, you can make out even more detail. The man holding the arm that was torn off the policeman's body is very definitely Nils Lindstrom. His face is contorted in unnatural rage, but the nose, ears, and chin are unmistakable. He is holding the blood-soaked arm in

his right hand. In his left hand is a canvas and leather bag of the type banks use. You can just make out a name stencilled on the bag: "1st National Bank," reads Stewart.

An article immediately below the cover story is about a daring daylight raid on the First National Bank not four hundred yards from the alley where the policeman was dismembered.

"I don't think I like the looks of this," says Stewart. With that, he promptly leaves.

Keeper's Information

Note: Nils Lindstrom did indeed rob the 1st National Bank. He subsequently attacked Officer Archie Malone. (See Plot Line included with Keeper's Background.)

What Players can discover that night (Monday, 9th April, 1923):

From Paper:

Police Officer Attacked

Patrolman Archie Malone is in critical condition at University Hospital. He has not regained consciousness. No one is allowed to see him. His arm is in the morgue at the hospital.

Reporter Anthony Greenly, who wrote the story and took the photo, will attest to the fact that he saw an arm swinging in mid-air as though wielded by the Invisible Man.

Bank Robbery

Mysterious day light raid. Bank manager viciously slain in vault. Bank teller struck by 'bus on street moments later. (Miss Pamela Simpson is also in University Hospital, unconscious. Benton Charles Dank, bank manager, is in the morgue at the hospital.) Severed finger of woman with wedding band found on bank manager's desk with blood-stained handkerchief. Handkerchief is initialled N L. Blood over every thing.

Most of stolen money is in \$100 bills, brand new, easily traceable.

On Campus

Nils Lindstrom moved out of his dormitory room over a week ago (Friday, 30th March).

He'd been acting strangely and had looked terrible. He'd had an argument with the track coach "Bull" Bradock a few days before that (Wednesday, 28th March).

No one knows where he moved to. Some people have seen him around the library since then.

Further Investigations

As the Players begin to investigate Nils more and more, they will begin to piece together his actions over the last few weeks. They will also be able to recall what they know of Nils with successful Knowledge rolls for each fact.

Nils Lindstrom:

Nineteen years old, amiable and fairly intelligent. He stammers a little and is very shy with aggressive women. He is the only son of Senator Harold Lindstrom, Republican, Indiana. Nils' father is wealthy and powerful. Nils just wants to make friends.

He joined the Sunday Club for that specific purpose. He hasn't done very well, though. The Players all know him vaguely.

He is a serious student, but not brilliant.

The Players last met Nils at the home of Professor Vincent Duprey who holds the Scanper Chair of Anthropology and who lives at Fairview Manor in Arkham.

His daughter *Patricia* is 19, lovely, and longs to be one of the Sunday Club set. She threw the party that started everything. Patricia has a terrible personality (Cost 1 SAN not to snap at her if more than ten minutes spent in her company) but her father dotes on her and will not take kindly to anyone who shuns her.

The guest list for the party can be remembered, with a successful Knowledge roll for each name, or the Players can obtain the list from the Dupreys. The names followed by an asterisk are the Characters who were hypnotised. Each of these Characters is partially possessed by one of the Dragon Warriors represented in the statue. The only way the Players can find out who was hypnotised is by making a successful Knowledge roll for a name. Each Player gets one roll for each name.

Richard Potter*
Beatrice Simmons*
Dorothy Saybolt
Christopher Moutroce*
Robert Horn
Sally Garfield
Herbert Endicott
Donald Calder*
Susan Kingsley*
Harvey Nicholson
Margaret Logan
Darryl Stewart*

Nils Lindstrom*
David Wright*
Karen Easby-Smith
Michael McLaughlin
Mark Taylor*
Dellia Holland
Monica Foley
Peter Cooke*
Sarah Ladington*
Anne Forsythe
Elaine Rowehampton
Mary Atkins

Sally Garfield had recently returned from the Sorbonne where she had been working with Dr. Louis Jadot on the use of hypnotism in treating lunatics. She had told lurid tales of what people did under the effects of hypnotism to some of the guests. Several people tried in a group. Only one seemed very susceptible - Nils Lindstrom. Sally made him do various silly things: animal behavior, age regression, etc. Then she brought him out of the trance.

Later on, Patricia had fetched the Ouija board her father had bought in Egypt. This lead directly to a seance.

Note: After seance, Prof. Duprey found deep gashes, like claw marks, in the table. Idea and Luck roll to remember that that's where Nils sat.

The seance was very creepy with guttering candles and table tapings. The highlight was when Nils stood up and fell flat on his back. He convulsed once or twice and then came around. He refused any medical help. He did ask to be driven home, however, and that started the end of the party.

Within an hour, everyone had left.

Prof. Duprey has just returned from an expedition to Egypt. His prize piece, on display in the main hall at his house, is a group statue in bronze. Eleven mythic figures surround a central coiled dragon. The piece is in an armoured glass case in the hall.

If asked whether there is anything odd about the piece, he will look embarrassed. On further prying, he will admit that it is now slightly different than he thought it was in Egypt.

"I could have sworn their eyes were all tightly closed when I first found it in the Valley of the Kings. It was found in a crevice, you know. No idea how it got there. We had a devil of a time getting it out. My chief digger spotted it from a cliff-top. I think it must have been thrown off the cliff."

"It's not Egyptian, you know. More likely Babylonian or even earlier."

"But where was I? Yes. As I say, I thought all the eyes were closed. But they're not. See for yourself. You can even see the enamel paint in the eyes of the big one there." He points to the largest of the reptilian warriors.

"It's amazing, the craftsmanship, isn't it? That paint's been in those eyes for nearly five thousand years, yet you could almost swear the eyes were looking right out at you."

"I've yet some other interesting pieces in my study if you've got the time."

Any players looking at the statue will see the eyes of the large reptilian warrior slowly turn to look right into their eyes, no matter how many players are looking at the same time.

Roll 3d6/POW or lose 1 POW. (No SAN loss if POW lost).

If POW roll successful, roll 1d100/SAN or lose 1d6 SAN.

Inquiry into the group and professor's theories will reveal:

- Group is one of a mere handful of artifacts that point, in his opinion, to a pre-Babylonian civilization that inhabited the area of the Sahara Desert. At that time it ran with great rivers and grew abundant grasslands and dense forests. Basis of Eden legend.

- This is the most complete figure ever found. Only one piece missing. He points to small slots in base for holding a thirteenth figure.

- Hieroglyphs of unknown origin and meaning. He is working on translation from ancient Sanskrit papyrus that surfaced in Napoleon's collection from Egypt. He only has copies, of course. The papers contain details of trading with a second nation in the same hieroglyphs.

- Duprey believes the group to represent a very early mythic group: the dragon who birthed the world egg surrounded by her sons and elite guard. He doesn't have any idea about the missing figure.

NOTE: Professor Duprey is entirely wrong in his theories.

Confrontations in New York

When the players finally reach New York, they will have very little problem finding Nils. His whirlwind romance with Amelia Van Slyke is the subject of many a gossip column and the inquisitive columnists have done most of the snooping work already. One of the columnists, Rudy Schwartz of *Variety*, has even discovered that he is in fact a Senator's son travelling *incognito*.

Nils is living at the Waldorf-Astoria under the name of Andrew Dorning. He is a frequent guest at the Van Slyke mansion on Central Park West. Everyone who has met him finds him universally charming and witty. He is considered wise beyond his years, and Jonathan Van Slyke, Amelia's father, has even begun to ask him important questions about how to run his financial empire.

(Nils' response was that he should put his capital into precious metals, gemstones, and other tangible assets since he predicted a sudden breakdown of the rather shaky economic system currently operating. He gave it five or six years before it all came tumbling down.)

In fact, Nils seems to have entrenched himself very nicely in the very upper crust of New York society. The players will even receive a 'phone call from one of the Senator's detectives shortly after they arrive in New York telling them that the Senator has left strict instructions that they shall in no way interfere with his son's conquest of one of the world's most eligible young women. Senator Lindstrom is so pleased at his son's achievements that he isn't even angry at the Players for stringing him along with such a crazy story.

There is no doubt, however, that if the Players are seen to interfere in any way, they will be dealt with very strongly.

Encounters with Amelia

Before Transition:

Amelia Van Slyke:

STR 9	CON 8	SIZ 8	INT 13	POW 8
DEX 12	CHA 17	EDU 12	SAN 40	HP 8

Skills: Credit Rating 95%.

Weapons: Hand bag (60%: 1d4)

If confronted directly by the adventurers, Amelia will attempt to Fast Talk them out of the notion that she is involved with Nils beyond the purely social acquaintance published in the society columns. If the Players persist, she will act as follows:

COMMONWEALTH OF
MASSACHUSETTS
MOTOR PATROL
PRELIMINARY REPORT

Officer filing: Detective Inspector Carlton Beetz Badge # 45

Date and time of preliminary investigation: 5:30 am March 31, 1923

REMARKS:

At 5:04 A.M. on March 31 this officer received a call from the Arkham Police Dept. concerning the discovery of a body belonging to a white female approx. 20 years of age.

The victim was hanging in a grove of trees 62 feet from the Miskatonic River, 112 feet from Forbidden Drive, approximately 1.3 miles northwest from Arkham, Mass.

A large cut extended from just below the victim's right earlobe, across the throat, ending the diagonal in the victim's left collarbone. This laceration was deep and immediately recognizable as fatal.

A second cut began just below the victim's right breast, running across the stomach with the diagonal ending in the victim's left pelvis. This laceration was deep and immediately recognizable as mortal.

A third cut began just below the victim's left breast, running across the stomach with the diagonal ending in the victim's right pelvis. This laceration was deep and immediately recognizable as mortal.

The entrails of the victim were draped over the branches of the surrounding trees.

There was no evidence of a struggle nor were any footprints or other tell-tale marks indicating a struggle found.

Surprisingly, no evidence of a ladder was found nor were there the marks of one at the base of the tree in which the victim was found.

Victim identified as Maggie O'Conner, age 19, a food service employee at Miskatonic University.

WITNESSES: None

INVESTIGATION STATUS Continuing

Signed: Carlton Beetz Date: 3/31

COMMONWEALTH OF
MASSACHUSETTS
MOTOR PATROL
SUPPLEMENTARY REPORT

Detective assigned to case: Carlton Beetz

Officer filing: Beetz Badge #: 45

Reference document codes: Preliminary Report, March 31, 1923

INVESTIGATIONS:

Interviews with associates and acquaintances of the victim reveal that victim was basically a "loner" and was not inclined toward romantic associations. Victim's absence from work that morning was noticed and considered unique in that victim had never been late for work before. Victim had an extreme religious inclination.

Victim's lodgings:

Victim lived alone and according to landlady was extremely punctual and tidy. Belongings found undisturbed and bed unslept in.

Discovery of body attributed to Ralph Carlisle, a retired baker, age 72. He and his dog had been on their way to a favorite fishing spot when the odor of a "slaughtered animal" overwhelmed them, causing the dog to go into a frenzy. While trying to collar the dog, Mr. Carlisle happened to look up into a tree. He was confronted with the grizzly sight of Miss O'Conner.

It is this officer's estimate that the victim had arrived in the state found at around midnight the night of March 30 through March 31, 1923.

No person or persons interviewed seem to know anything about or have any ideas concerning the murderer.

Wounds reveal that the assailant must have had great strength or had accomplices. Assailant is believed to be of unstable mind in that the method of killing implies insanity on the part of the assailant. Recent escapes and releases from mental institutions are being checked into. Persons in the vicinity of Arkham who are known or are suspected to have problems of this nature are being investigated.

INVESTIGATION STATUS Continuing

Signed: Carlton Beetz Date: 4/2

COMMONWEALTH OF
MASSACHUSETTS
MOTOR PATROL
PRELIMINARY REPORT

Officer filing: Detective Inspector Carlton Beetz Badge # 45

Date and time of preliminary investigation: 11:30 am April 7, 1923

REMARKS:

This officer was notified in Springfield, Mass: that his assistance would be required in Arkham, Mass. that morning concerning the murder of a white female found earlier that day. Detective Inspector J. Fisk requested the assistance on the grounds that I might be of some help due to an investigation currently in progress of which I am involved. Arriving at 11:03 A.M. at the Arkham P.D. offices, I was escorted the three blocks necessary to reach the priory of the First Baptist Church of Arkham. There I was met by Detective Inspector Fisk who immediately showed me up to the garret of the building, this being on the third floor. The essentials of the investigation had already taken their course. The body had not yet been removed pending my arrival. I was greeted by a scene of carnage similar to the one I had viewed on March 31 of this year.

The air in the attic had contained much of the stench common to the manner of death and I immediately ordered Fisk to have the place opened up. At a glance I saw the three slashing cuts that had been the mark of the Forbidden Drive murderer. The victim, a Loretta Swift, age 17, dangled from a rafter not 6 feet from the ground, her elbow and forearm strapped to the rafter with a belt so as to keep her suspended. Around and about her were her body organs. On the floor boards directly beneath her, scrawled in such a way as to catch her guts while they spilled from her abdomen, was a pentagram with twelve symbols equally divided among the five points. None of these symbols were recognizable to any of those present. I racked my brain but could not remember anything like this on Forbidden Drive.

WITNESSES: None

INVESTIGATION STATUS Continuing

Signed: Carlton Beetz Date: 4/7

COMMONWEALTH OF
MASSACHUSETTS
MOTOR PATROL
SUPPLEMENTARY REPORT

Detective assigned to case: Carlton Beetz

Officer filing: Beetz Badge #: 45

Reference document codes: Preliminary Report, April 7, 1923 (also see March 31, '23)

INVESTIGATIONS:

Further investigation of Loretta Swift revealed that she had been found by her mother at about 6:00 A.M. The girl had not come home from an errand she had been sent out for the previous day. At about 4:30 P.M. on the 6th there was an occasion when no one was at home and it is believed that this is when the assailant entered the building. It is not known when he had left. There were no marks indicating a forced entry. The Reverend Swift, a creature of habit as he assured me, regularly secures the home each evening before he retires at 9:00 P.M. sharp. This morning all locks and latches were as he had left them the night before.

It is this officer's firm belief that the murder at Forbidden Drive is directly linked to the murder of the priory of the First Baptist Church. Confirmation of this should be forthcoming with the Coroner's inquest when the wounds are examined more thoroughly.

INVESTIGATION STATUS Continuing

Signed: Carlton Beetz Date: 4/8

At a society function, Amelia will begin to act out one side of an outraged discussion. As the host/hostess investigates the disturbance, she will claim that the Players have expressed "Bolshevist threats" toward her father and the "idle rich" in general. At best, the adventurers will be asked to leave.

In a public place, Amelia will shriek and run for the nearest employee or policeman. Tearfully, she will demand protection from "a group of terrible young people who have made her a series of indecent proposals". If the party answering her call for help is a policeman, he will run the Players in when he finds out who she is. The group will spend 2d6 hours in jail until rescued by a Private Detective (if they think to call the Senator for help).

At the Van Slyke home, the Players will be summarily ejected by four burly servants and/or police.

Following a second attempt to question her, Amelia will 'phone a friend for the name of his bootlegger. A further call will obtain the services of six thugs to waylay the Players outside the Velvet Dragon Speakeasy (in the Off-Broadway theatrical district) where she meets Nils most nights. The thugs will flee if two of their number are brought down.

They have blackjacks (treat as a nightstick attack) and orders to do no more than work over each of the Players. If fired on, they will return fire and withdraw.

After transition:

STR 26	CON 18	SIZ 8	INT 13	POW 24
DEX 20	CHA 19	EDU 12	SAN 0	HP 18

Weapons: Bite (65%: POW drain as described in Source Book), Claw (60%: 2d6)

At any public function, Amelia will attempt to Enthrall anyone who accosts her (See Vampire: Hypnotic Gaze in the "Call of Cthulhu" Sourcebook for the 1920's). Failing this, she will attempt to walk out of the group (with a 26 strength, this isn't too hard). Attempts to physically assault her will be met with passive resistance and screams or enough struggle to attract attention. Shooting here will be either ignored, if not too noticeable, or will result in her feigning grievous injury. When she is out of public view, she will turn on her benefactors and escape.

In private Amelia will show her true colors, turning on the Players in fury if threatened. She will attempt to deceive them into pitying her until their guard is down or until four of them are within six feet of her. She will attempt to injure or incapacitate all present before leaving or calling for assistance.

Should Nils be injured, she will distract or destroy the Players. Allowing Nils enough time to get safely away before she escapes to help him.

If Nils is killed, she will dedicate all her energies to escape, in the hope of effecting his return as quickly as possible. Anyone who gets in her way is in serious danger of death.

Without Nils, she will remain a vampire, but she will lose her ability to tolerate the presence of the sun. She must kill every third night to sustain herself at a minimum level.

A Dream in New York

On the evening of Monday, April 23, 1923, each of the Players will have the same vivid dream.

"As you drift deeper into sleep, it seems that you are floating a few inches above your own body. This sensation lasts for only a second, but you are acutely aware of every detail in the room around you. Even cobwebs and a tiny, quiescent chrysalis which you had not noticed before are startlingly obvious.

You also notice a silver cord leading from your floating body's navel to your corporeal body's navel. There is no sense of fear or danger.

Suddenly you are travelling very quickly. The land is slipping by at a blinding speed. Your body is passing through walls and even other bodies with no apparent ill effects. The silver umbilical cord stretches out behind you, seeming infinitely elastic. As you look, you see a faint criss-crossing network of other like cords through which you are weaving like the shuttle on a loom.

After several minutes, during which you would judge that you are moving southwest in direction and must have covered many hundreds of miles, you arrive suddenly in a small, octagonal hut. Sitting in the center of the hut is an ancient, wizened man. He is swarthy of complexion and wears the trappings of an American Indian Shaman. As you watch, however, his features melt and flow into a new shape - that of a Serpent Man. He speaks to you in hissing tones, a long, oily, black forked tongue flickering in and out of his mouth as he shapes the words.

'You seek the one who has come again. Kingu, he is known. His father is mine own, Great Yig, Father of Serpents. Yet brotherly love I bear him not. You seek to depose him from his present host. I cannot tolerate his interference at this time. Thus we are allied in this small detail alone.

REGGIE CARSTAIRS MEETS DEATH

The body of Reginald Carstairs III was laid to rest today at Brinks Memorial Gardens. Several hundred of New York's upper crust attended the funeral of one of their own. As you will recall, Mr. Carstairs crashed his car in Central Park on Saturday night. The untimely death of such a promising young man can only be mourned by all.

Yet one mourner was very conspicuous by her absence. Miss Amelia Van Slyke, fiancée to Mr. Carstairs, was nowhere in sight. Nor was she at her Central Park West mansion. It seems Miss Van Slyke spent the day at Coney Island with her new paramour, Mr. Andrew Dorning.

The behaviour of this young heiress is becoming increasingly erratic and must be a source of continual embarrassment to her father.

Newspaper Article: NEW YORK TIMES, 17th April 1923

AMELIA MEETS MYSTERY MAN

Once again the dazzling Amelia Von Slyke is playing footsie with a mystery man. Her steady beau seemed quite potted, but Miss Von Slyke paid no attention as she fawned shamelessly on this handsome stranger in Pettigrew's last night. What will Mr. Carstairs have to say when he wakes up? And, of course, there's always Daddy to think of. But maybe this dashing Prince Charming has the right formula. Keep watching this column of further developments.

(This article is accompanied by a photograph of Nils Lindstrom with a very attractive young lady.)

Article, VARIETY SOCIAL COLUMN, 11th April 1923

BRUTAL MURDER POSES \$100,000 MYSTERY

City workmen found the mutilated bodies of two nuns in a sewer yesterday afternoon. The bodies seemed to have been pushed into the sewer very tightly and then covered with money. Almost \$100,000 in brand new bills had been tossed down on top of the bodies.

Clarence Tibbs and Wilbur Tronton, both employees of the New York Sewer Department, were investigating a suspected blockage in the sewer lines when they opened a manhole cover at 17th and 8th Avenues in a narrow alleyway at 3:15 P.M. on Monday. As sewer workers, they are both used to pungent aromas, so it came as quite a shock to see the partially decayed bodies of two women in nuns' habits stuffed down into the sewer.

Police officers and coroner's men called to the scene carefully removed and examined the bodies. Both women had had their throats slit, their abdomens slashed and their backs broken. The latter injuries probably occurred when their bodies were forced into the narrow opening. The coroner estimates the bodies had been there for a week.

Newspaper Article, NEW YORK TIMES, 17th April 1923



It suits my purposes to aid you. My own attention is fixed upon the stars.'

As he says this, you get a sudden image of a black object tumbling endlessly through space. After a second, it is gone, and the Serpent Man continues.

'His only vulnerability is the statue, although he thinks it no longer so, for he deems this to be lost forever.'

He holds up a small brass device between scaly thumb and forefinger. It is alien in design and disquieting to look at, but you will instantly notice the three tangs which match the slots in the statue exactly.

'Many thanks, Sowenda,' a soft female voice interrupts. Amelia Van Slyke leaps into the center of the hogun and snatches the device from the Serpent Man's fingers. In an instant, she hurls him to the ground with horribly unnatural vitality. She pauses to look at you.

'Leave my Master alone, vermin. He will fetch you when your time of awakening is come.'

With that, she smashes out one of the stout timber walls and speeds into the darkness. You catch a vague glimpse of something monstrous and foul in the dark which is gone with a clap of thunder. You are alone again with the stunned Serpent Man.

'Find the device,' he croaks. 'You must read the manuscripts of my people. They explain its use. Go. Even now he plans his full awakening within the Shrine of the Serpent's Eye.

'Go!'

With that, you feel a sharp tug at the cord into your belly and you are instantly back in your real body.

Roll against your SANITY. If you fail, lose 1d6 SAN. If you succeed, lose 1 SAN. You will be unable to sleep the rest of the night and will have an uncontrollable urge to turn on every light you can find.

Keeper's Information

The Serpent Man Amonna Sowenda lives on Black Mesa in Arizona. Amelia travelled there with a Dimensional Shambler, and returned to New York the same way. Sowenda has his own plans for the human race (see "The Arkham Evil", a TOME publication). He has given the Players knowledge of a potent weapon against Kingu.

The device came into his people's possession three million years ago. A full description of how to use it to return the souls of the Dragon Warriors to the statue is contained in the Pnakotic Manuscripts.

The only known copy of the Pnakotic Manuscripts just happens to reside in the rare books section of the New York Public Library (one day Library research to find out). When the Players ask to see it, however, they will discover it has been borrowed by Mr. Andrew Dorning of the Waldorf-Astoria ("Yes, it is very unusual, but Miss Van Slyke personally guaranteed the safety of the book.")

The only way to get the book is to break into the hotel suite to retrieve it. (He has not destroyed the book. It also has important information on his own panned rituals.)

Nils' schedule is random. There is a 65% chance he will go out at night, leaving at 8 P.M. and returning at (Midnight + 1d4) o'clock. The only night he is definitely out from 10 P.M. to 4 A.M. is Friday when he is conducting a sacrifice.

When he goes out, he leaves two ghouls to guard his room. These foul creatures are brought to his balcony after dark by a nightgaunt. The ghouls will be in the bedroom asleep when the Players enter the room. They will attack silently in the darkness 1 melee round after a Player fails a Move Quietly roll. The nightgaunt is perched on a rooftop across Fifth Avenue. If any Player goes out on the balcony, it will swoop down to grapple and tickle him/her. If it tickles a Player successfully, it will take off with him/her.

It takes 1 melee round for the nightgaunt to get into the air. If it is attacked that turn, it will grapple with its attacker, dropping the immobilized victim onto the balcony. If it is not attacked, it will soar out over Fifth Avenue and drop the victim 10-12 stories onto the street. There is absolutely no chance of surviving this fall.

The nightgaunt will drop the victim 1d3 blocks from the hotel and return for another attack within 1d10 rounds. It will attack until it has taken 6 hits of damage.

The ghouls will attack until dead.

The manuscript the Players are looking for is in the bedside table drawer. Coiled behind it is a tiny coral snake. Anyone touching the book without leather gloves worth 1 point armor on will have to roll DEX+2 on 1d100 to avoid being bitten. The bite of the coral snake is deadly. The victim will blacken, puff up, and die within the space of 1d3 rounds.

BOSTON AND MAINE RAILROAD

Schedule April 1922

STATION	AM	AM	PM	PM	PM	STATION	AM	AM	AM	PM	PM
Boston	7:00	10:00	1:00	4:00	7:00	Portland	3:48	7:41	10:48	2:30	6:00
Chelsea	7:12	10:12	1:12	4:12	7:12	Scarborough	—	8:11	—	3:00	—
Revere	7:21	10:21	1:21	4:21	7:21	Biddleford	4:33	8:29	11:33	3:18	6:45
Lynn	7:30	10:30	1:30	4:30	7:30	Kennebunk	4:51	8:47	11:51	3:36	7:03
Arkham	7:39	—	1:39	—	7:39	Berwick	—	9:08	—	3:57	—
Beverly	7:48	10:45	1:48	4:45	7:48	York Village	—	9:53	—	4:42	—
Ipswich	8:15	—	2:15	—	8:15	Portsmouth	6:18	10:20	1:18	5:09	8:30
Newburyport	8:45	11:39	2:45	5:39	8:45	Hampton	6:51	10:53	1:51	5:42	9:03
Hampton	9:12	12:06	3:12	6:06	9:12	Newburyport	7:18	11:20	2:18	6:09	9:30
Portsmouth	9:12	12:42	3:48	6:42	9:48	Ipswich	—	11:50	—	6:39	—
York Village	10:15	—	4:15	10:15		Beverly	8:12	12:17	3:12	7:06	10:24
Berwick	11:00	—	5:00	—	11:00	Arkham	—	12:26	—	7:15	—
Kennebunk	11:21	2:06	5:21	8:24	11:21	Lynn	8:27	12:35	3:37	7:24	10:39
Biddleford	11:39	2:24	5:39	8:24	11:39	Revere	8:36	12:44	3:36	7:33	10:48
Scarborough	11:57	—	5:57	—	11:57	Chelsea	8:45	12:53	3:45	7:42	10:57
Portland	12:27	3:09	6:27	9:09	12:09	Boston	8:57	1:05	3:57	7:54	11:11

Other items of interest in the room include an atlas with indecipherable scrawlings in the margins of the map of Eastern Europe (general map of Turkey), a black-handled athame (unless it's Friday), a heavy gold crucifix on a chain in one of the ashtrays, and a well-thumbed Turkish/Greek dictionary.

Pnakotic Manuscripts:

Reading these blasphemous works will give the Players all of the background mythos included in the Keeper's Information section of this volume. It also mentions many other disgusting and horrible things, giving a general +10% to Cthulhu Mythos. Reading the manuscripts will take 6 hours and will cost 1d8 SAN. Players must also make a SAN roll at new SAN to avoid going temporarily insane (catatonia for 1d6 hours) when they realize that they are playing host to one of these awful things.

The manuscripts contain two spells:

Elder Sign

Summon/Bind Nightgaunt



SOURCES OF INFORMATION IN NEW YORK

*American Museum
of Natural History*
77th St. & Central Park West

City Hall
City Hall Park

Columbia University
116th St. & Amsterdam Ave.

County Court House of New York
Centre & Wroth St.

Custom House
Broadway at Bowling Green

Hall of Records
Chambers & Centre Sts.

New York Historical Society
170 Central Park West

New York Public Library
5th Ave. & 40-42nd St.

HOTELS IN NEW YORK

<i>Algonquin</i>	59 W. 44th St.
<i>Ambassador</i>	Park Ave. & 51st St.
<i>Biltmore</i>	Madison Ave. & 43 St.
<i>Chatham</i>	Vanderbilt Ave. & 48th
<i>St. Claridge</i>	160 W. 44th St.
<i>Continental</i>	Broadway & 41st st.
<i>Empire</i>	Broadway & 63rd St
<i>Grosvenor</i>	5th Ave. & 10th St.
<i>Hermitage</i>	7th & 42nd
<i>Knickerbocker</i>	120 W. 45th
<i>Majestic</i>	Central Park W. & 72nd
<i>St. Mayfair House</i>	610 Park Ave.
<i>Park Lane</i>	Park Ave. & 48th St.
<i>Plaza</i>	5th & 59th St.
<i>Ritz-Carlton</i>	Madison & 46th St.
<i>St. James</i>	109 W. 45th St.
<i>Vanderbilt</i>	Park Ave. & 34th St.
<i>Waldorf-Astoria</i>	5th & 34th St.
<i>Warwick</i>	69 W. 54th St.

Hypnosis

History: Modern (1920's) hypnosis traces its roots back to Franz Anton Mesmer who in 1777 moved to Paris and began treating the rich and impressionable for diseases. Mesmer's methods (from which we derive the word "mesmerism") were not hypnosis per se but instead involved elaborate theatrics designed to convince patients they were receiving curative magnetic fluids. The patients were conditioned to behave in the manner that Mesmer assured them they would. A French commission of inquiry (which included Benjamin Franklin as a member) found that Mesmer's methods of healing were baseless in fact. However, Mesmer's followers defended him and the first clear account of hypnosis being used dates from 1785 by a mesmerist.

Hypnosis was first scientifically studied by James Braid, a Scottish physician. He experimented a good deal with hypnosis and cautiously suggested that it was a neurological function. He wrote a book on the subject, *The Power of the Mind Over the Body*. He was the first to notice that susceptibility to hypnosis varied greatly among individuals.

By the second half of the nineteenth century hypnosis was being widely practiced to treat hysteria and as an amusement at carnivals. The public was generally aware of the topic (but see Myths later on). In the early 1900's no true understanding of the process was available. Sigmund Freud began to develop his famous psychiatric theories partly due to the frustration encountered with hypnotizing patients (they often failed to respond).

Background: There exists the possibility that characters may wish to practice hypnotism or be hypnotized during the course of an adventure. Guidelines are presented below for Keepers to utilize hypnosis.

Practicing Hypnosis: Any character with a Psychology Skill of 25% or more will be familiar with inducing hypnosis. For every 10 points of Occult Skill there is a 1% chance of knowing hypnosis. If a character specializes in Far Eastern Occult Knowledge, the base is 3% per 10 points of Occult Skill.

While most people would define hypnosis as the "subject going into a trance," a better explanation is to say the subject undergoes a period of fixed concentration upon a single idea. During this period the subject is vulnerable to suggestions voiced by the hypnotist (but see Myths).

Inducing hypnosis requires certain conditions. The subject should not be a close associate of the hypnotist nor should the subject be in a hostile mood towards the hypnotist. It should be extremely difficult

to hypnotize an unwilling subject and such subjects should be allowed two saving throws (see below) against the effect. It is not necessary to wave one's hands to induce the effect although some hypnotists may do so to impress an audience. The effect can be produced entirely with the hypnotist's voice. The best results are obtained with a relaxed and comfortable subject. Good results can also be had with subjects who have been deprived, bullied, and humiliated over a period of time (brain-washing).

Being hypnotized: As a general rule, a character's vulnerability to hypnosis is a function of his willpower. This is best simulated by multiplying a character's POW by 5 and that is a character's percentage chance of resisting hypnosis. A character with a POW of 3 would have a scant 15% chance of resisting hypnosis. Characters with low resistance to hypnosis can be victims of traveling salesmen and auctioneers familiar with hypnosis. They may end up with very over-priced and unwanted articles! A character may voluntarily reduce his or her resistance to hypnosis by 10% to assist the hypnotist, but it should be clearly known that some characters can never be hypnotized by a given hypnotist.

Currently Believed Myths About Hypnosis:

Supernormal Powers

A common belief about hypnosis is that while hypnotized, an individual is capable of performing extraordinary feats of strength, endurance, and memory recall. Tests have shown this not to be true. At most, a hypnotized individual will gain no more than a point or two in a given characteristic. An individual's POW can never be increased by hypnotism. It is quite possible to reduce a person's sensitivity to pain through hypnosis, though only a very susceptible individual could have a leg amputated without flinching. Hypnotism can reduce a person's threshold for boredom and a hypnotized individual will quite happily work at a dull task for a very long time.

Morality

It is also very widely held that a hypnotized individual is powerless to resist the commands of the hypnotist. It is thought that crimes, moral depravity, and the telling of secrets can all be commanded by the hypnotist. This again is not true. It is very difficult to entice a hypnotized individual to do something that violates his personal beliefs. However, indirect suggestions can be very effective. For example, if the hypnotist can convince the subject that the hypnotist is the one who gave the subject the secret, the subject may quite willingly tell the hypnotist all he knows. In a similar vein, if the hypnotist has evil designs on a lady of modesty, he may convince her she is all alone and ready to take a bath. Since removing one's clothes is quite natural for bath-goers, the lady may quite happily comply.

SOLD
TO Amelia Van Slyke,
Central Park West,
New York City, New York.

OUR ORDER NO.	YOUR ORDER NO.	SALESMAN	TERMS	SHIPPED VIA	PPD. OR COLL.
	Agency	Raul Duke	CASH	delivered Pier 67	

\$1,356⁹⁰/₁₀₀
Paid in full.
S. Hutchinson

The Gender Myth

Any average citizen professing any knowledge of the subject will assure a character that women are much more susceptible to hypnosis than men are. Again this is not true. Tests have shown that men and women are equally susceptible to hypnosis. Use the rules above based on an individual's POW to determine whether a character is hypnotized.

Using Hypnosis in "Pursuit to Kadath"

As Keeper, assure the Players that the above three myths are true. Experienced characters may, at the option of the Keeper, learn otherwise. Any of the Professors in the Psychology Department who have had experience with hypnosis will be able to explode each of these myths.

Researching Hypnosis in the library will reveal these three myths first. Library Use roll for each. More research will indicate that Jung believes hypnosis will open the doors to the "collective unconscious" inside us all.

If any of the Players decide to try hypnosis again to find out what has happened to them, they must be hypnotized by someone with Hypnosis Skill, as previously described. Once successfully hypnotized, the Player must make a SAN roll to be able to locate the dysfunctioning area in his/her brain. This area will appear as a closed door encountered in a very dream like sequence. If the Player listens at the door, faint shuffling movements will be heard. If the door is opened, the Player will be face to face with the entity that is possessing them. The entity (roll randomly to determine which it is) is seen in its natural state, and will immediately engage the Player in a POWER struggle. The winner of the struggle will be the sole inhabitant of the Player's body. If the Player wins, he/she will lose 1d6 SAN, but will have intimate knowledge of who was inhabiting their brain. If the Dragon Warrior wins, it will immediately feign illness and request admission to a hospital. Once alone, it will escape and follow a parallel course to Nils.

Booking Passage to Adventure

Prior to leaving New York, the Adventurers should be first encouraged, and later compelled, to get their papers in order. The basic document required is a United States Passport, valid, at this time, for all countries. Acquiring this requires a birth certificate, \$2.00, and presentation of the individual with a suitable photograph at the local Federal Building. In five days, a passport may be picked up.

Visas

Visas are required by some countries for entry and/or exit. Visas are usually given free of charge by applying to the Consulate or Mission at your port-of-exit.

No visa is required for travel to England.

A visa is required to enter the Belgian Congo. These are available from any Belgian Consulate. The delay is 4 days. Any attempt to speed this up with bribery will result in denial, permanently, and a file opened in Brussels on the perpetration.

Turkey presents a problem. Due to the Civil War, visas are required to enter the country. They are only granted to those petitioning to enter major ports. Visas are not enforced in the outlying areas. However, failure to produce a valid visa on demand will result in imprisonment (as an agent provocateur/smuggler) 80% of the time and summary execution 20% of the time, unless other skills can be used to prevent it.

The issuance of a Turkish visa takes 10 days unless the Ottoman clerk can be bribed.

Available Shipping:

There are only two ways for the adventurers to reach their destination on the time frame given. The type of accommodation available will depend on the time that arrangements are made (the better cabins tend to fill up first).

S.S. Brittany - sails Tuesday, 5/15/23, 11:00 A.M. from New York City, Pier 86. Arrives Southampton, Sunday, 5/20/23, 9:00 P.M.

Fare/ Incidental Expenses/ Closeout
First Class \$625/ \$125/ Monday 5/7 (1)
Second Class \$415/ \$65/ Friday 5/11
Third Class \$205/ \$20/ Monday 5/14
Steerage \$125/ None/ None

S.S. Barcelona - London to Turkey

The *Barcelona* is an Italian Flag coaster (small tramp steamer) that will depart Liverpool Friday, 5/25 for Constantinople, arriving Friday 6/15. For a £200 consideration, the captain can be convinced to head straight for Selefkö arriving Saturday, 6/16.

There is one class aboard which is really quite good if you like Italian food. Cost is \$210 plus \$40 incidental expenses.

Should the adventurers not secure documents or accommodations by 5/26, the Senator will arrange passage on the Yacht *Mary Rose* for them. The accommodations will be First Class, the Atlantic crossing taking 7 days, 14 hours. Departure will be on Sunday, 5/27, arriving Portsmouth 6/2 at 11:30 P.M.

A forty-eight hour layover is required for refueling and reprovisioning, departing for Constantinople 6/4 at 4:30 A.M. with the tide. Arrival in Constantinople will be Monday, 6/11. Lamos is an eight hour cruise away.

Language

In the course of their travels, it is highly likely that investigators will wish to communicate with foreigners who don't speak English. Proficiency in the local language (any score of 75% or more) will allow excellent dialogues with a local inhabitant. Locals will always speak the local language at 75% or more unless very young or brain-damaged in some way. Truly obscure words like "vampire" will baffle the investigator unless he, too, is a native to the area. In exasperation, a local may resort to a synonym the investigator does understand. This may mislead the investigator into believing the synonym is a correct description. Customs and courtesies are easily handled.

At the 50% level an investigator has a working knowledge of the language. The finer points of accenting and grammar escape him. Embarrassments will occur given prolonged conversations with locals and a 5% chance exists for offending the listener. Two characters conversing at this level have a 25% chance of a significant misunderstanding.

At the 25% level investigators will be able to express simple wants, courtesies, and descriptions. Accents will be poor and sentence construction will be awkward. Confusion as to what the investigators hear and speak will be frequent. Locals may often ignore the investigators' attempt at communication and argue amongst themselves as to what the strangers want.

Investigators with no ability in a language must resort to hand signs and whatever words they can pick up. Concepts like "yes" and "no" and "I'm hungry" can be expressed. Anything more complex must be pantomimed by the Player. It is up to the Keeper to determine how effective this is, but the Keeper should require the Player to act out his or her wish.

Language can serve as a guide to who's on top in the local power structure. In multi-national areas, the local ruling class may speak a language completely different from the language the citizens speak. Inability to communicate with the proper level of authority may lead to frustrating delays. Some areas may require multiple passports, documentation and seals of authority, all in different dialects! Failure to secure proper documentation may lead to prison sentences or fines. All attempts to bribe will be reduced by the characters ability with the language. An investigator with an 80% Bribe skill and a 50% Speak Turkish skill would have a 40% chance to bribe a Turkish customs agent.

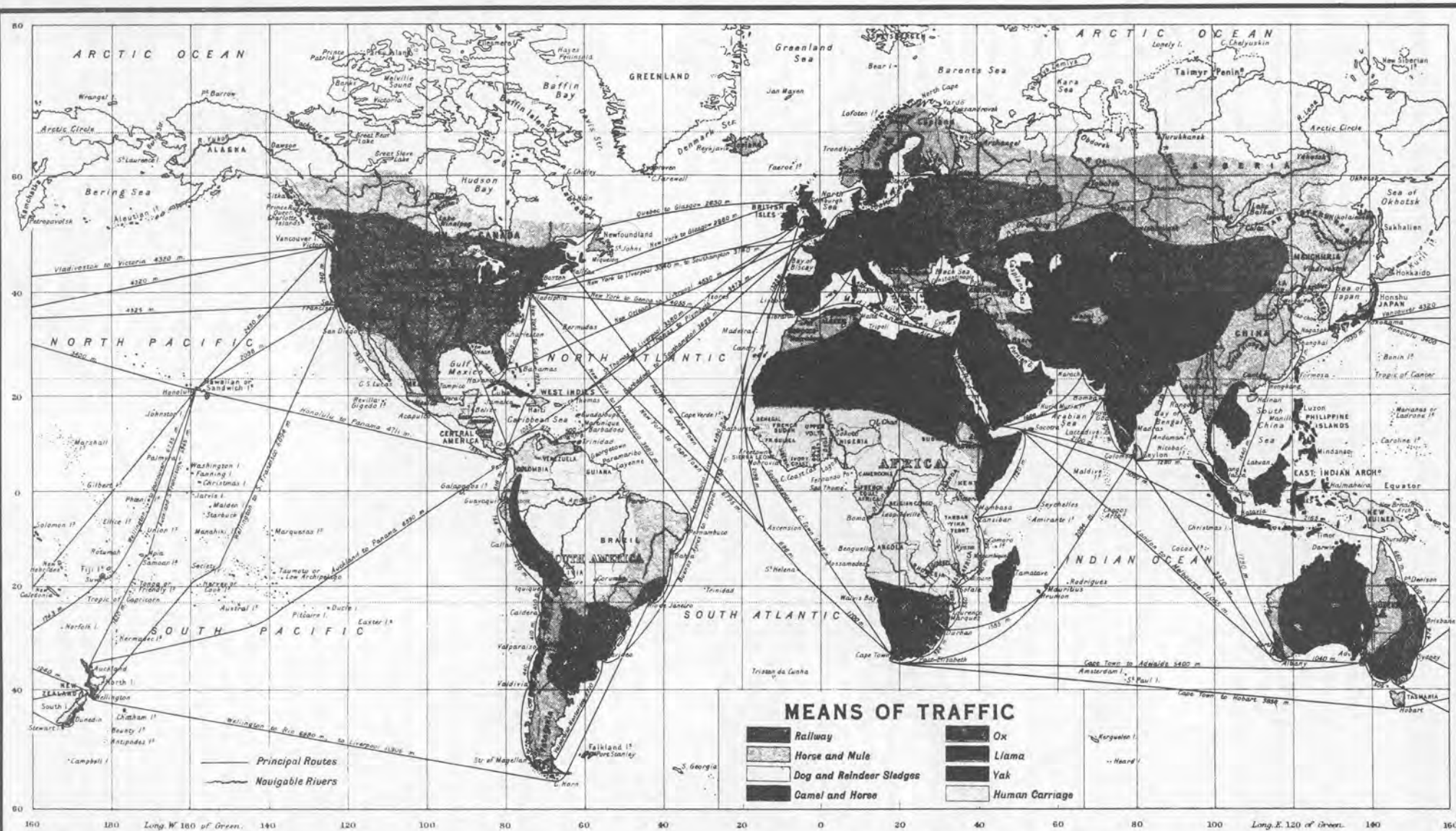
Interpreters and Dictionaries:

Interpreters can be hired by investigators. Better ones will be found in urban settings vs. rural areas. Generally the interpreter will speak his or her native tongue and two or more related dialects at 75% or better. He or she will be very familiar with the laws of the land and their penalties. An interpreter will have a minimum score of 50% or better in English. He or she will be vulnerable to the same errors an investigator would have speaking another language.

Interpreters will always look out for themselves. They may attempt to steal from the investigators. Depending on the level of class-consciousness in a country, the interpreter may refuse to perform any duties other than interpreting. They may refuse to travel beyond a certain area. Good pay and treatment by the investigators may cause the interpreter to identify with the investigators and he or she may reveal useful additional bits of information about the countryside, local politics, or goals that the investigators have. Investigators doing outrageous or dangerous things will be warned by the interpreter who will then dissociate himself from the activity.

Purchase of a Foreign Language to English dictionary is possible. A week's study will allow communication at the 25% level. Non-Indo-European language dictionaries are hard to find and harder to use. Loss of the dictionary will prove catastrophic and Players will be reduced to the 5% level.





160 180 140 120 100 80 60 40 20 0 20 40 60 80 100 120 140 160
Long. W. 180 of Green. Long. E. 120 of Green.

TURKEY IN 1923

Area: The borders of Turkey have been slightly extended towards the Caucasus and in the Balkans since 1914. On the other hand, Syria, Palestine, Mesopotamia and Arabia with an area of more than 400,000 square miles, have been detached. The present area of Turkey is about 300,000 square miles, or nearly the same as that of France and Spain combined.

Population: In the territory now remaining under Turkish control the population has decreased since 1914 from about 14,500,000 to approximately 9,000,000. This decrease is due to the death or deportation of one and three-quarter million Armenians, two and a quarter million Greeks, and to the death during the War of about two million Turks, Kurds, and other Moslems. An accurate census figure is not as yet possible, but the true Turks now in Turkey probably number less than seven million.

Races: The meeting point of Asia, Africa and Europe has, for centuries, been the home of many races. The Turkish government has been unable to amalgamate into one the various peoples which have occupied its territory. The Greeks and Armenians who formerly constituted a considerable portion of the population have been practically eliminated, leaving Turks, Kurds, Circassians, Arabs, Jews, and a number of smaller groups.

Turks: The Turkish people have absorbed representatives of all the races with whom they have come in contact and thus the pure original Turkish stock has been lost. It is consequently rather difficult to name distinctive Turkish characteristics.

Kurds: A wild, virile people, living out of doors, the Kurds have maintained their early forms of feudal government in many parts of the high plateau of Asia Minor. They have always been a source of trouble to the Turkish Government which has been unable fully to assimilate them. This nomadic people is to be found scattered over the southern half of Asia Minor and far to the east into Persia. They have a bad reputation among the other races. Violence and cruelty among them are common, although they have shown a keen desire for schools and education.

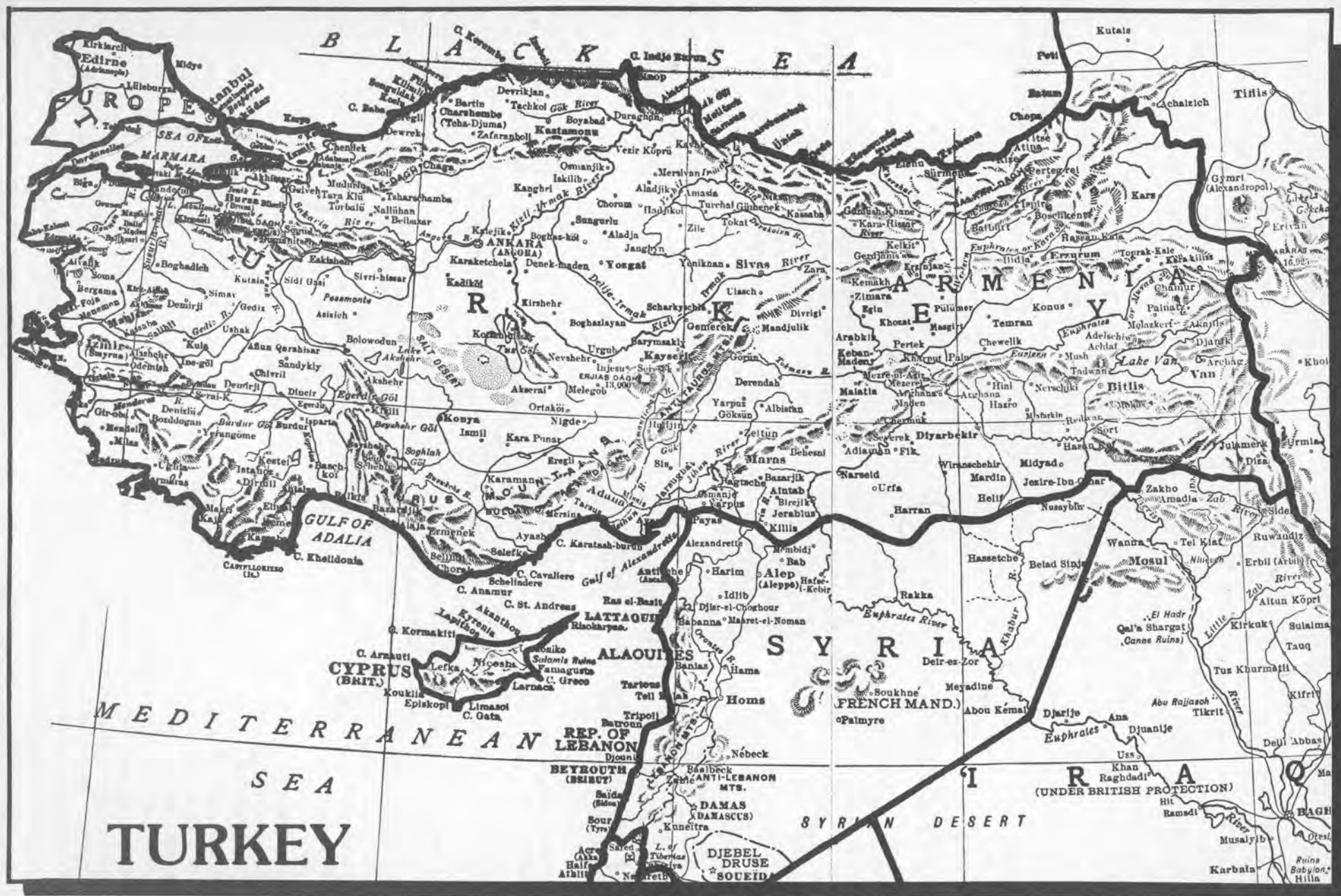
Greeks: Business in Constantinople has been largely in the hands of the Greeks. They have taken a leading part in commercial enterprises along the coasts of the Black Sea, the Marmora, and the Aegean. They are bold sailors and skilled artisans. As stone masons and workers in the mines they have scattered themselves throughout the country. Business and the professions have suffered seriously since their deportation. Between two and three hundred thousand still remain in Constantinople.

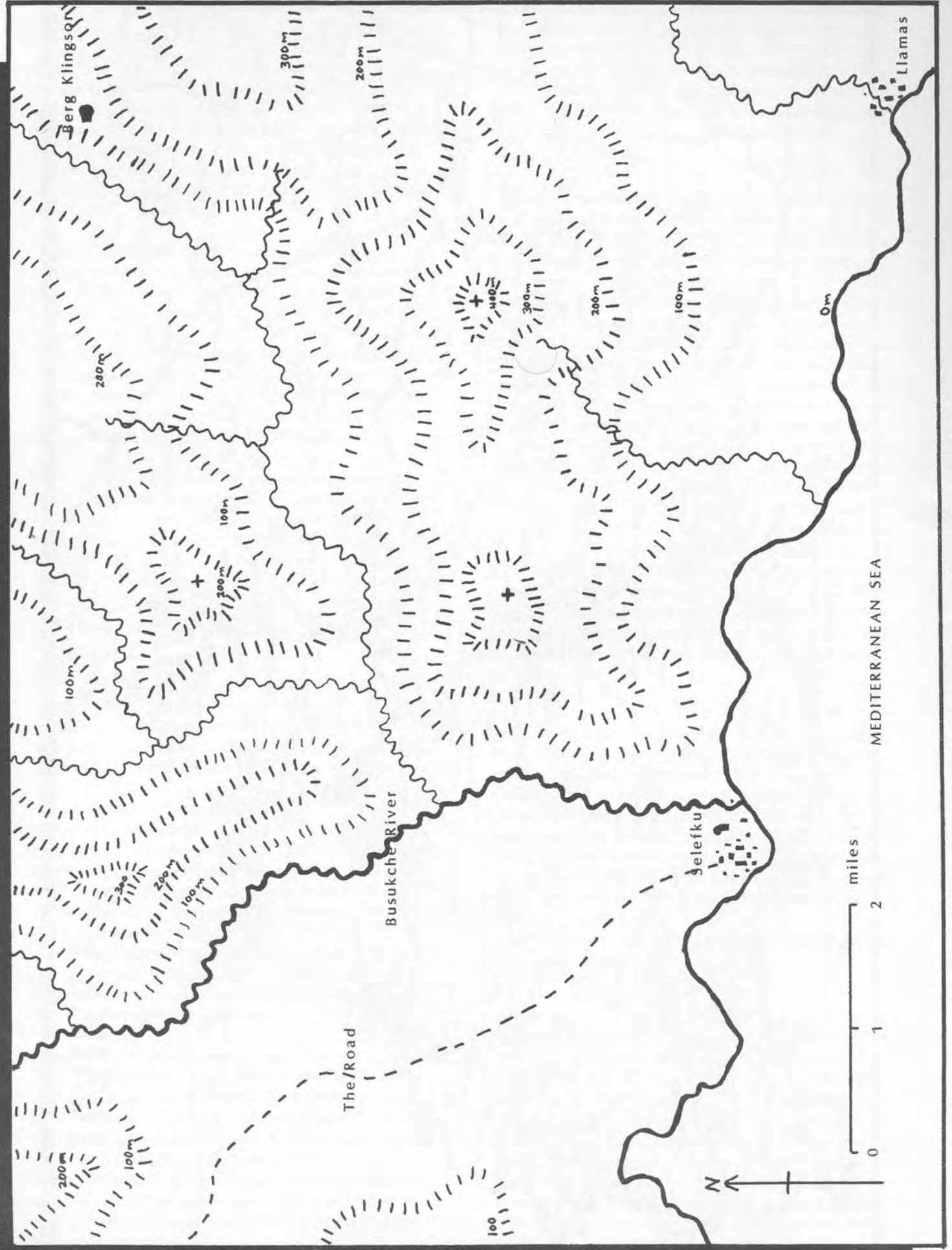
Armenians: The number of Armenians still remaining in Constantinople is perhaps a hundred thousand. The sufferings of the past years have led most of them to flee panic-stricken from the country. Since they have no national home and are finding it very difficult to establish themselves in their places of refuge, it is not impossible that many of them may return.

Climate and Health: On the plateau the winter is long and cold and in the northern districts there is much snow. The summer is very hot, but the nights are usually cool. On the north coast the winter is cold, and the winds, sweeping across the Black Sea from the steppes of Russia, are accompanied by torrents of rain and heavy falls of snow. East of Samsoun, where the coast is partially protected by the Caucasus, the climate is more moderate. In summer the heat is damp and enervating; and, as Trebizond is approached, the vegetation becomes almost sub-tropical. On the south coast the winter is very mild, with occasional frosts and heavy rain; the summer heat is very great. On the west coast the climate is moderate, but the influence of the cold north winds is felt as far south as Smyrna; and the winter at that place is colder than in corresponding latitudes in Europe. The portion of Turkey in Europe has a climate much like that of northern Asia Minor. Health conditions are generally good, so far as climate is concerned. Unsanitary conditions prevail, however, and eye diseases, smallpox, malaria, typhoid, and dysentery are common. Filth and a lack of scientific care make infant mortality very high.

Communications: In 1914 the length of railway lines, not including the most recently opened sections of the Bagdad Railway, was 2,865 miles. There are 1,814 Turkish post offices, many with a parcel post system. Telegraph lines extend to about 28,890 miles. There are several important macadamized roads connecting the principal cities, but these are usually in bad repair. The present government is eagerly seeking assistance in building new lines of communication throughout the Turkish State. It is probable that with the establishment of peace the highways of commerce will be greatly improved.

Language and Literacy: In this polyglot country each race has clung tenaciously to its own language. With the beginning of the world war a new effort was made to force Turkish upon all the people. It is not uncommon for a workman or farmer to speak three or four languages though he can read or write no one of them. The degree of literacy among the present population is probably not more than ten to twenty percent, though education among the Christian populations recently displaced had advanced much farther.





THE COUNTRYSIDE AROUND SELEFKU

Education: During the great war the Turks put a new emphasis upon education. School systems were revised and new schools were opened. Elementary education is nominally obligatory for all children of both sexes. Higher schools and gymnasiums are to be found in most of the larger cities. The University at Constantinople, reorganized in 1918, provides professional training along many lines. French models have largely dominated in forming the Turkish school system. Besides the secular training, Medresseh, or Moslem theological seminaries, give instruction in the Koran and in Moslem religious law to a decreasing number of white-turbaned religious leaders. The large number of foreign schools of lower and college grade have been seriously crippled or have ceased to operate since the war.

Industries: A primitive form of agriculture is common, and much of Turkey has a fertile soil. Wheat, maize, and barley are the chief products. Tobacco, opium and cotton are also profitably raised. Silk is produced at Broussa and Ismid and in the neighborhood of Constantinople. Asia Minor is especially rich in its mineral resources. A copper deposit near Diarbekir is one of the most important in the world. Chrome ore, silver, zinc, antimony, borax, and asphalt are found in quantity. A low grade of coal is mined in a few places, but no complete survey of fuel deposits has yet been made. Manufactures are still in a primitive stage. Carpets, silks, and cotton goods are woven in the homes of Asia Minor. Until a stable government can induce the investment of foreign capital, no large factories will be developed.

Government: Though the constitutional government of 1876 of Abdul Hamid II had become a dead letter two years later, it was restored by him in 1908, but failed to satisfy the progressives. In 1921 the new government at Angora revised the constitution of 1876 and rapidly gained control over the whole country. The administrative, legislative, and judicial powers were all centered in the Grand National Assembly which met at Angora. This Assembly in the late months of 1922 deposed the Sultan and declared its power to elect the Caliph. It then set up in the office of Caliph a cousin of the Sultan after the latter had fled from the palace in Constantinople. This Turkish State, with its capital at Angora and with a novel form of representative government, has been recognized by the sovereign powers of Europe and America. It has been tremendously active in securing to itself complete sovereignty and has prepared plans for the rejuvenation of the ancient, tottering Empire. The supreme powers of the Grand National Assembly, necessary for a strong military government, will probably be reduced. In 1923, this republican form of government was proclaimed with separate legislative, administrative and judicial bodies and a president elected by the Assembly. Sovereign power is vested in this Assembly which is elected by all males of voting age.

Religion: Though by the deposition of the Caliph, Church and State have been separated in Turkey, Mohammedanism of the Sunni form remains the state religion. An effort to modernize Mohammedanism, purging it of some of the worn-out superstitions, is in progress. The Christian sects of the country, Greek Orthodox, Armenian, and others, have in the past represented political groups as well as religious divisions. The Patriarchate of the Greek church in Constantinople was an important political office. Hereafter all such political influence will be restrained. Religious liberty, by the new laws of the land, is guaranteed to every subject.

THE BEAUTIFUL DAUGHTERS

Scene: Selefko, Turkey. A small coastal town (Pop. 1200) on the strait between Turkey and Cyprus, approximately 400 miles south of Ankara.

Selefko, a typical village for the area, consists of several hundred one and two story stuccoed buildings and a marketplace. The streets are dry and dusty but there is an affluence of tall date palms aligned with them. A few miles to the north and east are a series of rolling foothills that rise steadily to the snow-capped Taurus Mountains. Upon one of the foothills is the remains of the ubiquitous Crusader castle. To the south and west are the beaches and the sea. For the most part this is where the livelihood of the village is located.

One large ship, obviously an ocean-going vessel, lies absurdly beached beside and among a score of much smaller fishing craft. In the low tide, a good 90% of the ship, its keel broken, can be seen above ground.

The streets of including the marketplace, are completely deserted. There is a stillness and stench of decay about the air. The *S.S. Morning Star* lies as it had before in its strange new berth. The air here is almost unbearable. Upon close inspection, the entire bulk of the ship may be found to be covered by flies.

Ahmed Mohat Mohamed, a true believer and champion of the Poliopolus Mosque, approaches from the north. He is alone save for his horse and hound. He ostentatiously displays a large, bejeweled scimitar. Dangling from a sling is a hand-crafted musket. Mounted on the forehead of his fez is a large diamond. About a mile from Selefko he forgoes the road and circuitously explores the perimeter of the town moving from the north to the east. Once the town has thus been by-passed, he turns back to it via the southern coastline. Eventually he approaches the *Morning Star*. Nothing in his behaviour belies the fact

that he is aware of the overwhelming stench of decay. For several minutes he observes the ship. He nudges his horse onward. About an hour later, from the lone minaret of the Selefko mosque, the strong, somber voice of Ahmed Mohat Mohamed calls the faithful to prayer. About six miles away, nestled in the bowels of the Crusader castle, the creatures of Amelia Van Slyke's turn restlessly in their blood-soaked earth. They are aware of the challenge.

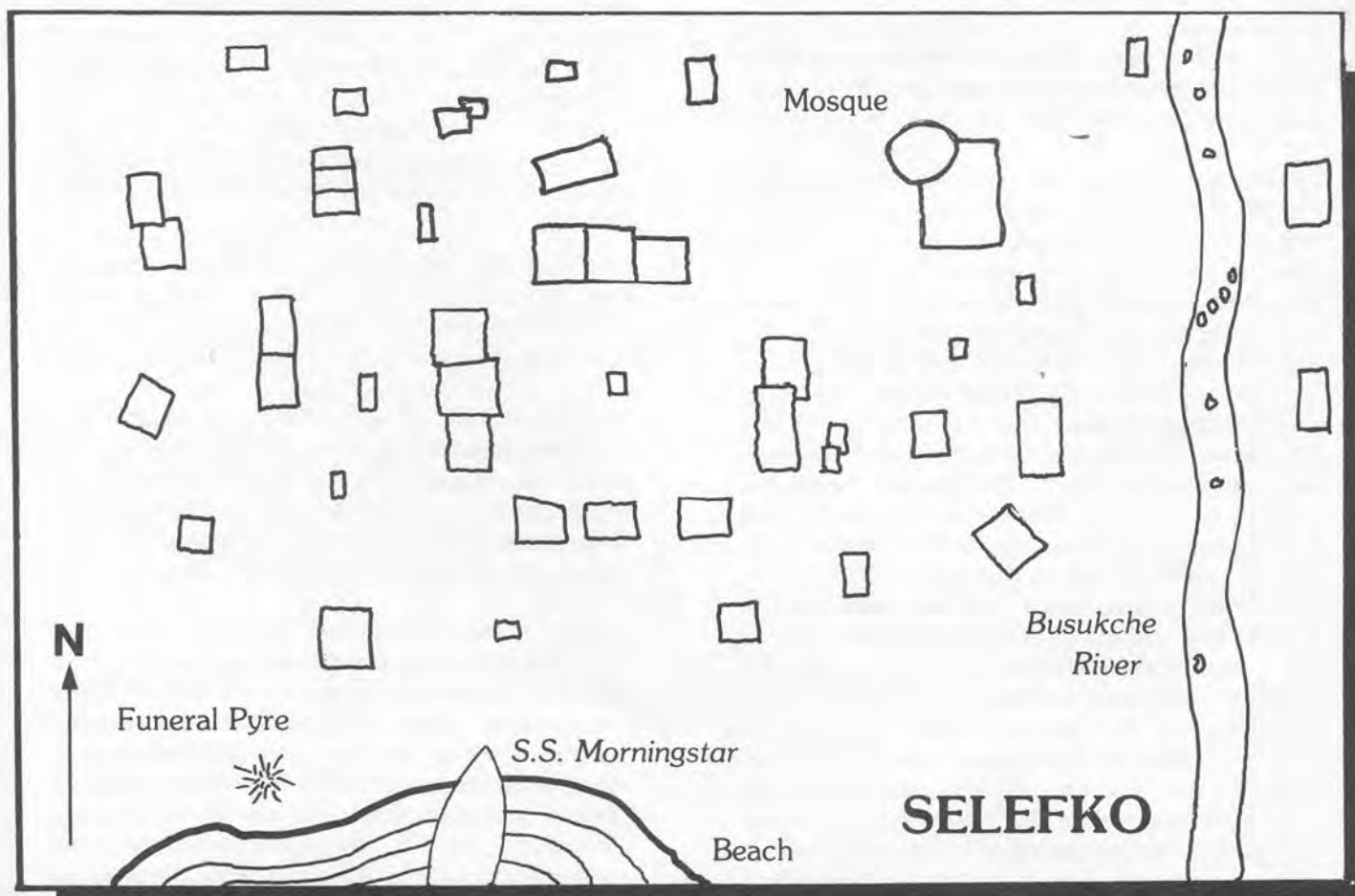
Keeper's Information

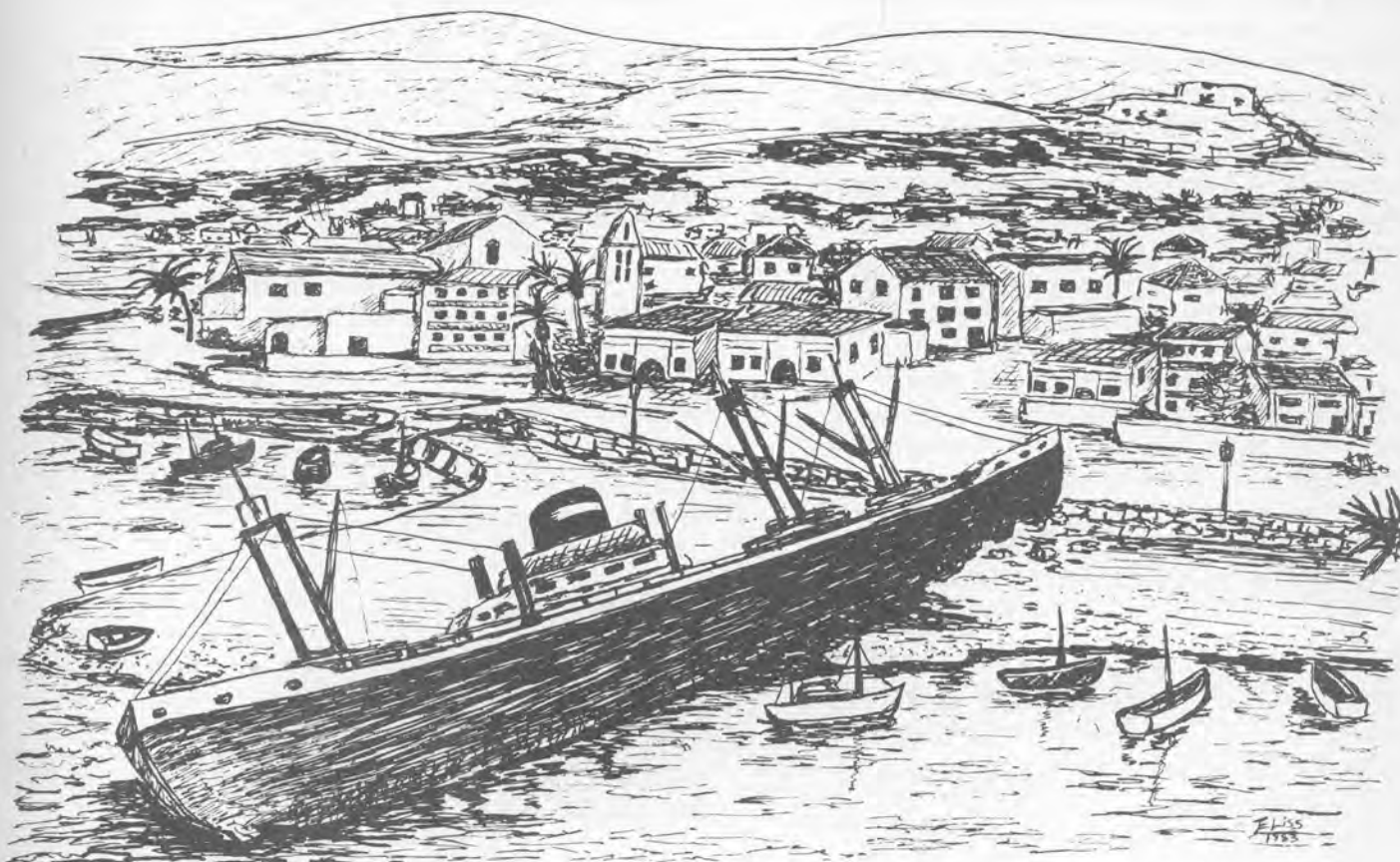
When the *S.S. Morning Star* arrived in Selefko the townspeople did the only thing they thought proper and after wandering around in a daze, showing one another with outstretched arms how absurdly large the beached vessel was, they prepared the unlucky crew for burial. This was quite a task and the large funeral pyre was not completed until late in the afternoon. Because it is not Allah's wish that people be incinerated after dusk, even the infidel, the torch was not to be passed until the following morning. The bodies were secured against the wandering dogs and vermin, after which everyone retired to their beds. Much to their dismay, however, several of them ended up getting much more sleep than they had had in mind. The daughters of blood stirred to action at 11:00 P.M.

There was little subtlety in their methods or desires and by morning the entire town, save twenty, had fled into the hills. The next night, the same number met their fate as they straggled behind the main body in exhaustion. The bulk of the villagers reached the relative safety of Ayash on the third night. There were great lamentations and cries for vengeance which the Mullahs heard with sympathy. By the fourth night the area around Selefko was completely devoid of people.

Ahmed Mohat Mohamed, a man secure and capable in who he is and what he does has been sent by the Mullahs to deal with these monstrosities.

If the Players have succeeded in divining Nile's intent, it is best to have them arrive towards dusk on the fifth day. If this is done, they will have just enough time to get the general impression of catastrophe before they hear Ahmed call the faithful to prayer at dusk. This calling to prayer will be a beacon for the Players so that they meet Ahmed. It will be the second time that Ahmed has called the faithful that day. He does this four times a day. If they make contact with Ahmed, they must speak at least one of the languages he is familiar with or they will be totally unable to converse with him. If this is the case, Ahmed will ignore the players and deny them the shelter of his Mosque. If





they do speak at least one of these languages, Ahmed will insist they leave Selefko, but he will only hint darkly at the troubles with the town. If contact is made at dusk, Ahmed will offer them the shelter of his Mosque, but only for that night, according to Allah's precepts of hospitality.

Ahmed prefers hunting the vampires in his own manner. He will not assist the Players. If they go out on their own, he will merely await their elimination before he employs his own method. This method consists primarily of Ahmed doing nothing in any case.

He will await the daughters in a holy place. He relies on his hound to inform him of when they are near. He then plans to blow them apart with his musket (The bullets are one half inch spheres of silver taken from an icon in Constantinople. No one is quite sure if they will work on vampires.) The shape of the scimitar, a crescent, representing the power of the sun, has a 50% chance of stunning a vampire for 1d3 minutes. The diamond in the forehead of Ahmed's fez will make him immune to any hypnotic gaze. It takes him four rounds to load his musket. The hound is quite immune to a vampire's guile but he himself is not able to defeat one. He can certainly delay one long enough for his master to reload his musket, though.

When the Players arrive in Selefko they will find the unlit funeral pyre and the corpse-infested Morning

Star. (Like morbid Valkyries, the daughters bring their exsanguined victims to this collection point each night.) The combined body heat of the Players will draw the attention of the vampires away from Ahmed unless, of course, they are all together in the Mosque.

If Ahmed is with the players 100%
 If Ahmed and the players are not together Ahmed - 10%
 Players - 90%
 If Ahmed is alone
 and the players are in 2 groups Ahmed - 20%
 Group 1 - 40%
 Group 2 - 40%
 If Ahmed is alone
 and the players are in 3 groups Ahmed - 20%
 Group 1 - 30%
 Group 2 - 25%
 Group 3 - 25%

The vampires have taken the residence in the not-so-sacred ground of the chapel of the old Templar Castle Klingsormont. They are awake in the daytime. Although their bodies are incapable of locomotion, their minds are totally active and clairvoyant. They are aware of all movement and thought for about a twenty-mile radius from their abode. When we say they are aware of all thought, we mean to imply that they are aware that an object is thinking and therefore capable of thought, not what its thoughts are necessarily. For

the most part, these vampires can surmise intent. If the Players violate the sanctuary of the chapel in daylight, they will and must succeed in a POW duel before they can attempt to destroy the prone sleepers. If they fail in this duel and the particular sleeper is destroyed, they will suffer a growing personality change over the next week symptomatically displayed by extreme nightmares, melancholia, and catatonia. Eventually they will be totally possessed and become the topic of another scenario. If the vampires fail in their POW duel, the player still must pass a SAN check or they will be incapable of participating in the decapitation and impalement ritual. If none of the players is capable of overcoming this "charming" aspect of the sleeping vampire or if some of them fail the POW duel also in concert with those who fail the SAN check, the vampires will awaken at the usual time and deal with the Players forthright.

Vampire #1

STR 20	CON 13	SIZ 9	INT 11	POW 18
DEX 17	CHA 8	EDU	SAN	HP

WEAPONS: Touch 50%, 1d4 + 1d4 damage
Bite 50%, 1d4 damage

Vampire #2

STR 22	CON 14	SIZ 17	INT 17	POW 8
DEX 16	CHA 13	EDU	SAN	HP

WEAPONS: Touch 50%, 1d4 + 1d4 damage
Bite 50%, 1d4 damage

Vampire #3

STR 19	CON 9	SIZ 10	INT 14	POW 11
DEX 18	CHA 12	EDU	SAN	HP

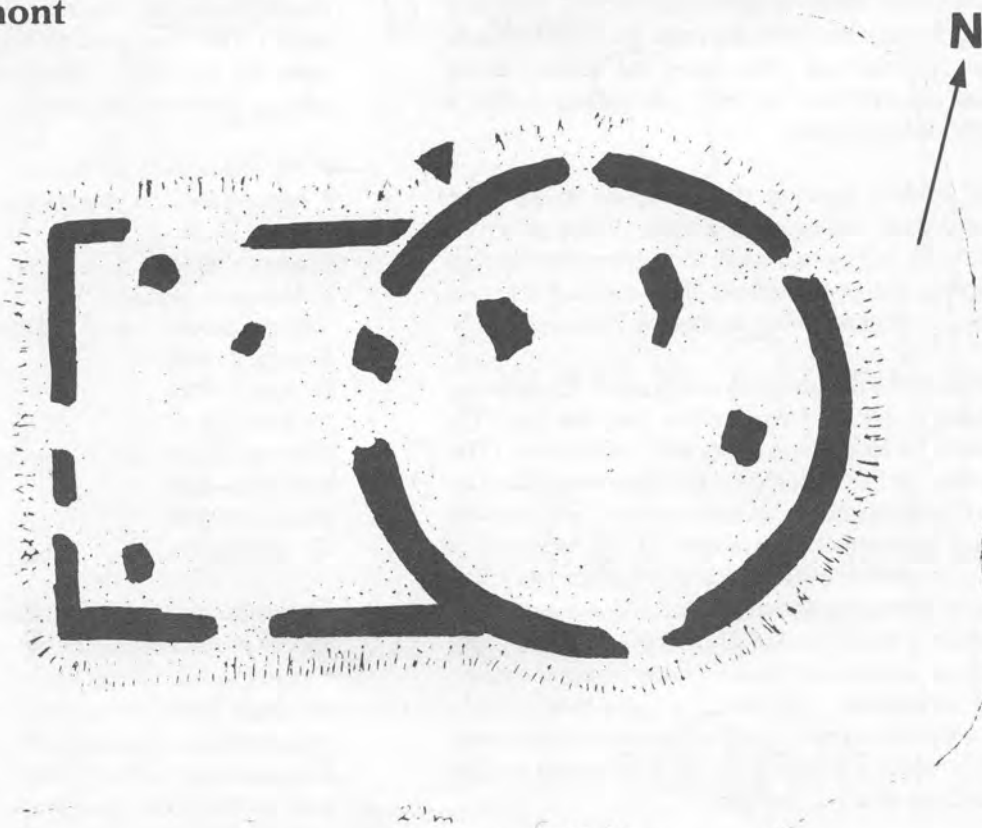
WEAPONS: Touch 50%, 1d4 + 1d4 damage
Bite 50%, 1d4 damage

Vampire #4

STR 23	CON 12	SIZ 13	INT 8	POW 15
DEX 12	CHA 16	EDU	SAN	HP

WEAPONS: Touch 50%, 1d4 + 1d4 damage
Bite 50%, 1d4 damage

Castle Klingsormont



For an explanation of the special abilities of vampires, see the *Sourcebook for the 1920's* included in the Call of Cthulhu Game, page 29.

Ahmed Mohat Mohamed

STR 17 CON 14 SIZ 16 INT 15 POW 18
DEX 16 CHA 12 EDU 11 SAN 90 HP 15

WEAPONS: Musket .60 cal. 80%, 2d6 + 10 damage, 40 yd. range, 1 shot/4 rds. Scimitar★ 68%, 1d8 + 2. Dagger† 80%, 1d6.

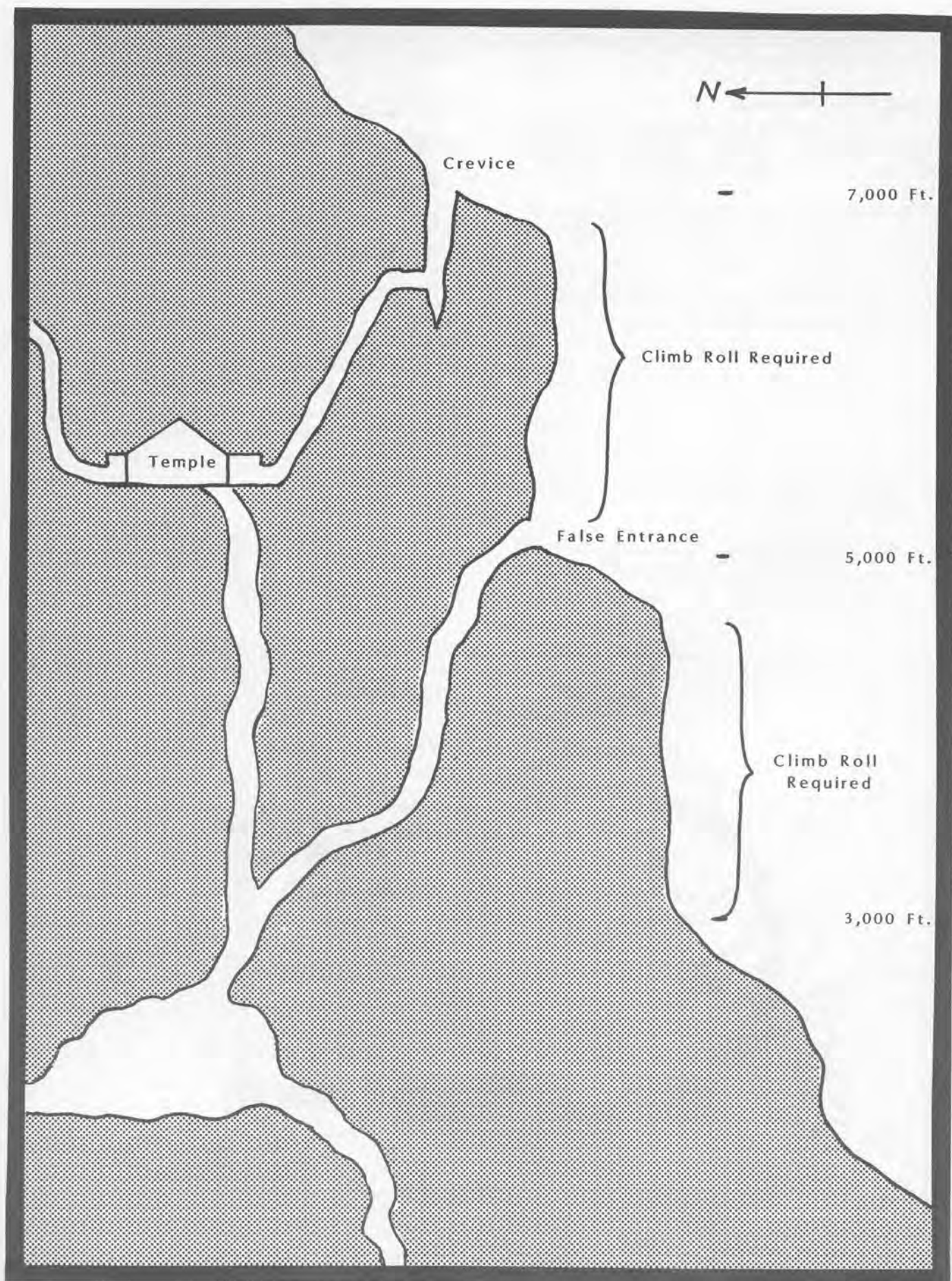
SKILLS: Move quietly 90%, Listen 85%, Dodge 80%, Climb 75%, Jump 80%, Ride 95%, Throw 95%

† If dagger is thrown, roll throw percentage; if successful, roll to see if dagger impales (20% of throw skill or 19% in the case of Ahmed). If dagger does not impale, it will do damage a rock would do or 1d3.

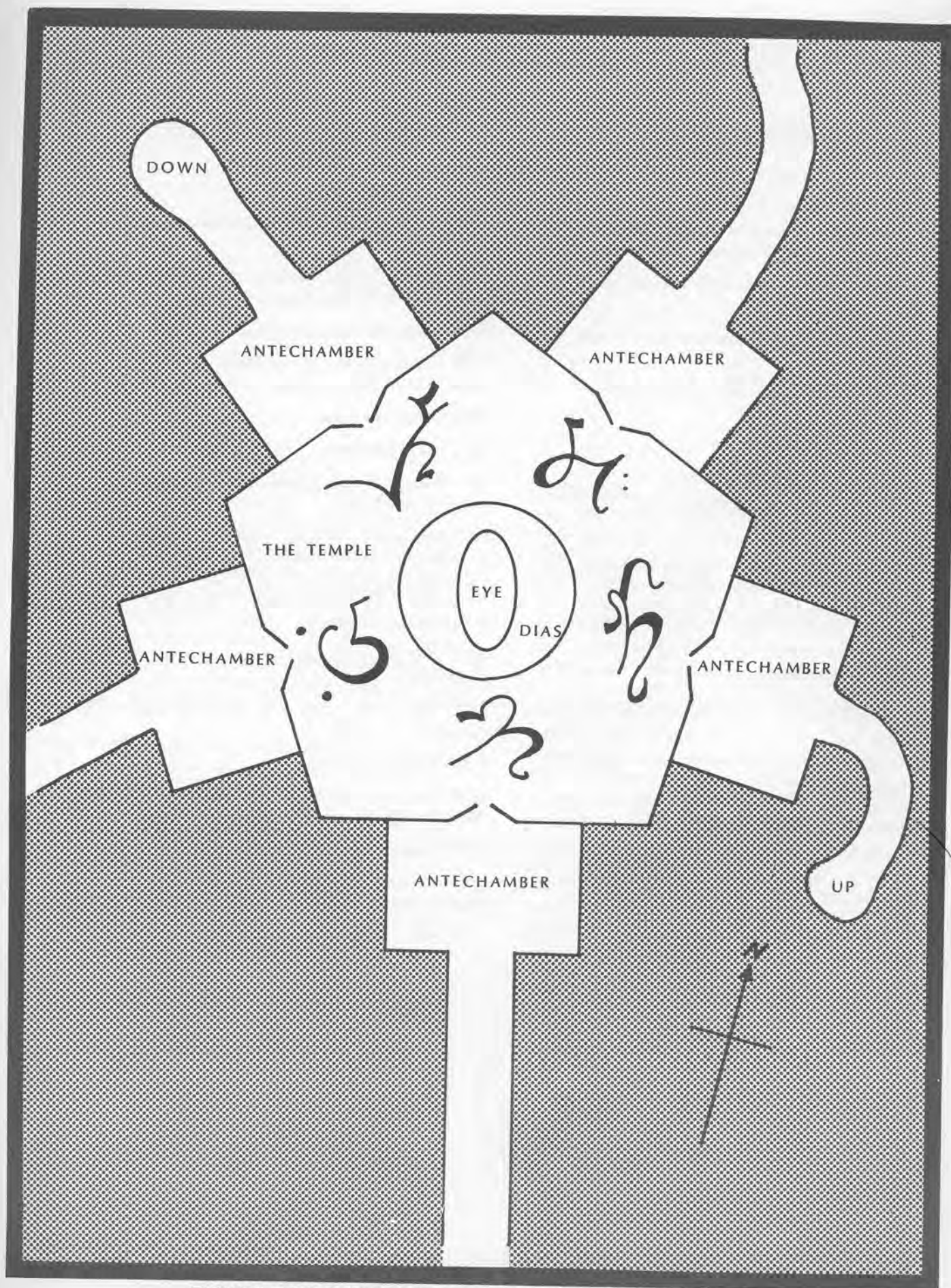
★ Ahmed must be at least one yard away from his quarry for the scimitar to be fully effective. If opponent is closer than this or if Ahmed is involved with a grapple, he will use the butt end of the scimitar as a bludgeon which will do 1d6 damage as long as he does not fumble.

Ahmed has a working knowledge of German, Greek, Latin, and most high and low Turkish dialects. He knows English at 11% but refuses to use it. If players let on that English is their main language, they must convince him that they are not British. If any of the Players have the surname Lawrence, he will attack them on the spot with the intent to kill.





SCHEMATIC OF KADAQ MOUNTAIN (not to scale)



TEMPLE OF THE SHRINE OF THE SERPENT'S EYE

Chronology of Events

3/16 Nils is possessed by Kingu.

3/17 Saturday: Nils spends weekend alone in coma in room while Kingu takes full control.

3/21 Wednesday: Nils reappears on Campus at 0900 hrs.

3/28 Wednesday: Epic argument with Track Coach.

3/30 Friday: Nils moves out of his dormitory. First sacrifice.

4/6 Friday: Sacrifice #2.

4/8 Sunday: Incendiary trap is set.

4/9 Monday: Bank Robbery. Nils goes to New York City.

4/10 Tuesday: Nils learns of new fiscal difficulty, runs amok (killings) and draws his new plan.

4/12 Thursday: Nils stalks Amelia, first meeting with Reggie.

4/13 Friday: Sacrifice.

4/14 Saturday: Nils's second meeting with Reggie.

4/15 Sunday: Reggie's last meeting with Nils.

4/16 Monday: Reggie found dead.

4/20 Friday: Reggie interred. Sacrifice.

4/24 Tuesday: Amelia commences arrangements for borrowing of the S. S. Morningstar and equipment acquisition.

4/27 Friday: Sacrifice.

5/4 Friday: Sacrifice.

5/11 Friday: Sacrifice.

5/12 Saturday: Fog attack / mass kidnapping in the park.

5/13 Sunday: Iraqi Ambassador's daughter kidnapped. S. S. Morningstar sails.

5/18 Friday: First Sea Sacrifice.

5/22 Tuesday: Dark of the Moon sacrifice to begin transformation ritual.

5/25 Friday: Sacrifice.

6/1 Friday: Sacrifice.

6/5 Tuesday: Full Moon sacrifice for the propitiation of Yig.

6/7 Thursday: Amelia begins to create vampires.

6/8 Friday: Sacrifice.

6/10 Sunday: Shipwreck.

6/11 Monday: Motor Launch arrives in Karaman.

6/13 Wednesday: Nils and company leave Karaman.

6/15 Friday: Sacrifice.

6/16 Saturday: Nils and company arrive Alacadaq Mountain and the ruins of Kadath.

6/19 Tuesday: Temple preparations completed.

6/22 Saturday: Midsummer's Eve, The Transformation Ritual.



THE ALL-SEEING EYE OF THE ALSKALI

by E. S. Erkes

Introduction

This is a bonus scenario designed for use with Chaosium, Inc.'s role-playing game of the macabre, "Call of Cthulhu". It may be played as a stand-alone scenario, as part of a larger campaign, or as a continuation of the action in "Pursuit to Kadath", and characters from that scenario could very well be recuperating in Constantinople waiting for an appropriate ship home.

Note that although the city of Constantinople has not yet had its name changed officially, most residents already refer to it as Istanbul.

Keeper's Information

A race of intelligent beings have evolved, entirely apart from the human race, in the steep cliffs along the shoreline of the Crimea. These beings are gigantic, with a single glossy black eye in the middle of their faces. In form they are generally anthropomorphic with skin of a greyish-white color. Their eyes have mild hypnotic powers, as explained later.

The Crimean giants, who call themselves the Alskali (a name unknown to humans, except those who serve the giants), have entered human folklore as the Cyclops, and as other traditional giants. They built huge dwellings out of the sides of mountains in ages past, and from these citadels communicated and became affiliated with the wholly extraterrestrial Outer Gods, sharing with them a passionate hatred of the "small ones" -- humanity.

The great fear of the Alskali is fire, and two conditions, the increasing human reliance on fire and the increasing volcanism in the Crimea, combined to drive the Alskali out of their cities and into new dwellings deep in the earth. This migration had the effect of producing evolutionary change in the giants, making them smaller in size (though they are still huge in comparison with humans), as well as cutting them off from most of the Outer Gods except Nyarlathotep.

Some of the Alskali resisted the move underground, and instead migrated to the Aegean coast of what is now Turkey, where they built the city we know today as Troy. However, these Alskali, cut off from the Crimean homeland, soon degenerated culturally and were wiped out by a Greek invasion while their city was burned to the ground. The main body of the Alskali remained underground in the mountainous southern area of the Crimea, unknown to humanity except for unbelievably legends and the human cult that worships them. These cultists call themselves "Alskali Moslems," but are not Islamic at all, and in fact are banned from most Islamic countries. These cultists are the only link the Alskali have with the human world.

Narrative:

You have all been discreetly solicited by the government of Turkey with an offer of high-salaried employment for special services, and you have accepted. It is midnight on the morning of Monday, July 16, 1923, and it is a hot, dry night. You have just been taken from the main portion of Istanbul by a chauffeur. You travel across the Bosphorus inlet known as the Golden Horn via the old pontoon Galata Bridge to the foreign quarter of Istanbul known as the

Galata district. After several minutes of driving along deserted, echoing streets, between grim rows of frowning brick buildings, you reach a dark, dingy warehouse in the waterfront district, and the chauffeur instructs you to enter. Inside is a well-lit clean room, empty but for chairs and a table. Shortly after you enter, two armed guards, in uniforms of the Turkish Army, and a small typically Turkish-looking fellow in Western clothes enter the room.

After the guards inspect the room carefully, another man enters. He is a tall man with balding fair hair and piercing blue eyes who looks like a professor of military history in some Prussian university. (The Players, with a successful Knowledge Roll, will recognize him as Ghazi Mustapha Kemal, the ruler of Turkey. He didn't add Ataturk onto his name until 1934).

The tall man thanks you all for coming. He begins a long persuasive speech by stating that his Republic of Turkey is in all important respects a very young country, and as such needs to gain prestige in the international community; this is difficult in any case, but in Turkey's case, where the poor legacy of the Ottoman Empire has to be lived down, it is even more so.

The present problem which is making international relationships difficult is this: an English archeologist resident in Turkey named Quentin Halward (Players with Archeology skills or a successful Knowledge roll will know of him) has disappeared. The knowledge has not been made public, but the British Embassy has started to ask questions. "We have not involved the Turkish police in this matter for reasons of security. We have brought in you foreigners in the interests of discretion; we don't want this news to get out because it could cause irreparable damage to Turkey in public-relations terms. I need a report within one week." He turns the meeting over to his assistant, Ahmet Arculgu, the smaller man in western clothing.

Arculgu again stresses the need for discretion and security in this matter. He also informs you that the government will look the other way if you are required to bend the law in certain situations. What he stresses most is the need to find positive information on Halward: if he's been killed, we want his body; if he's been kidnapped, kidnap him back; if he's lost, find him. Arculgu definitely suspects foul play. He gives you the following information in response to questions:

-- Halward was last seen two weeks ago (Sunday, July 1, 1923) on Yokusu Street near the Hotel Istanbul by the Hotel's doorman, Emin Atchiya.

-- He was in the company of two Russians named Sergei Atamanov and Ivan Shamilov. They have been known to accompany him constantly for the last two years. All that is known about them is that they are Russian emigres and that they were supposed to be assisting him.

-- No one has seen him since. Subtle inquiries have been made to various colleagues at the British Museum and elsewhere, but no one has had contact with him.

-- His only known friend was Basil Kenworth who worked with Halward at Troy and who still lives on-site there. Halward is also said to have lived there at one time.

-- Halward's residence is on Turkiye Street in Galata. His disappearance was reported by his housekeeper, a woman named Marie Dousette, who said that he never goes anywhere for more than a night without telling her. She reported him missing on Wednesday morning, July 4, 1923.

Arculgu pays you \$500 in American dollars and the equivalent of \$500 in Turkish lira for expenses, and informs you that you will receive another \$1000 in salary after the completion of the mission. He will meet you here in exactly one week. You will have full accommodations in the Hotel Istanbul for the duration of their stay.

Sources of Information:

Emin Atchiya

The very friendly doorman at the Hotel Istanbul will tell the Players that he saw Halward and the two Russians that Sunday travelling north on Yokusu Street. They looked like they were "going prospecting." Halward looked absorbed about something. He was carrying a package. As he speaks, a pair of men walk by wearing white robes; as is customary in certain parts of the Moslem world, they are wearing veils over their faces and only their eyes are visible. On the veils are single large, round, black spots. "They are of the Alskali sect of Islam," says Atchiya making the sign of split horns to ward off the Evil Eye. "During the old regimes they were persecuted as demon-worshippers, and now our new government has granted them freedom of religion. They even have their own mosque." Atchiya knows little else about them except that they're very secretive.

The Information Desk at The Hotel

The well-dressed woman at the desk can supply a list of Russian-speaking institutions in Istanbul, including the Soviet Consulate, the Anti-Bolshevik League, the Free Russia Society, the Russian Patriotic League, the Tolstoy Cafe, the Pushkin Cafe, the *Rossiia Vestnik*, and the Russian Orthodox Church. This information is also available from the library. If the Players try to contact Kenworth from the hotel or anywhere in Istanbul, they will be informed that he only goes to the port city of Koum Kale once a week to send and receive mail and that he has just left there Monday morning and will not be back for a week. If the Players want to talk to Kenworth, they will have to go to see him.

CONSTANTINOPLE.



SCALE 1:42240

0 1000 2000 3000 4000 5000 Feet
0 1 2 3 4 Miles

The Plan is divided into mile squares

The Library

Successful use of the library will reveal that Halward is considered the single greatest living expert on Troy and is mentioned in the same breath with Schliemann, whom Halward considers a model. Halward came from very poor origins, but an early interest in the career of Schliemann gave him a passion for archeology. The library will have several of Halward's standard works on Troy, but they will supply no clue as to his present behavior. Some sources (Library Use roll) will reveal that he seems to have lost interest in Troy in the last two years and hardly goes there at all any more. The library will have very little information on the Alskali sect of Islam except that it is almost universally banned in the Islamic world for idolatry. Almost nothing is known of Alskalian rituals, and the sect is noted for being very secretive.

Marie Dousette

She is an elderly French woman. She will let the Players in if she believes their story (Fast Talk or Debate, in French). She is very concerned about "the white men" (she means the Alskali Moslems) who have been trying to get in -- prowling around the area, offering her money to let them in -- since Halward's disappearance.

Halward's Study

There are hundreds of books, including an incredibly varied selection on the Trojan War, and many editions of the *Iliad*. These books appear very dusty. A successful Spot Hidden roll will indicate that one section of the books is less dusty than the others. These include a selection of books about the 19th century debate over whether it was possible for a race or group to "degrade" culturally. The Players will find some excerpts from these works annotated in Halward's own hand. They will also find the heavily underlined article on giant footprints being found near Troy. On the wall the Players will find a page from a book about Schliemann describing his success at taking some of the gold artifacts from the Troy site out of the country. The Players will also find a copy of the English-language *News of Istanbul* from 6/26/23 with one article cut out of it.

*Note to Keeper: Halward has been making a lucrative outside income smuggling gold out of the country from his digs. This is the **real** reason the Turks want him, but they will not admit this to anyone. Nevertheless, Halward is a dedicated archeologist, and his digs are serious attempts at finding new traces of civilization.*

News Article:

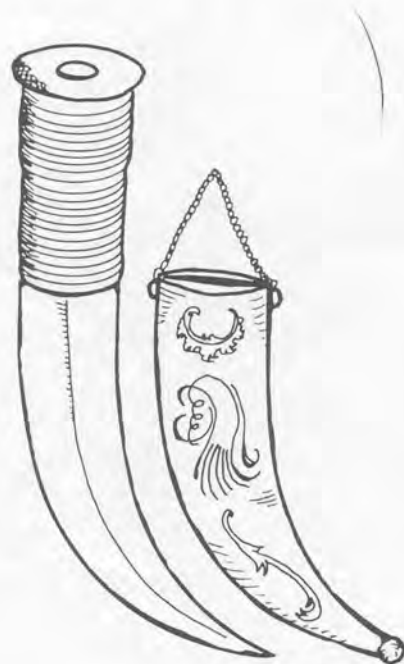
This can be obtained from the library or the News offices. The missing article concerns volcano eruptions in the Crimea.

Note to Keeper: The article is not legitimate. It was planted there to lure Halward to the Crimea. The Players may realize this with a critical Knowledge roll. They will also learn the falseness of this story if they do any research on the subject with a Geologist.

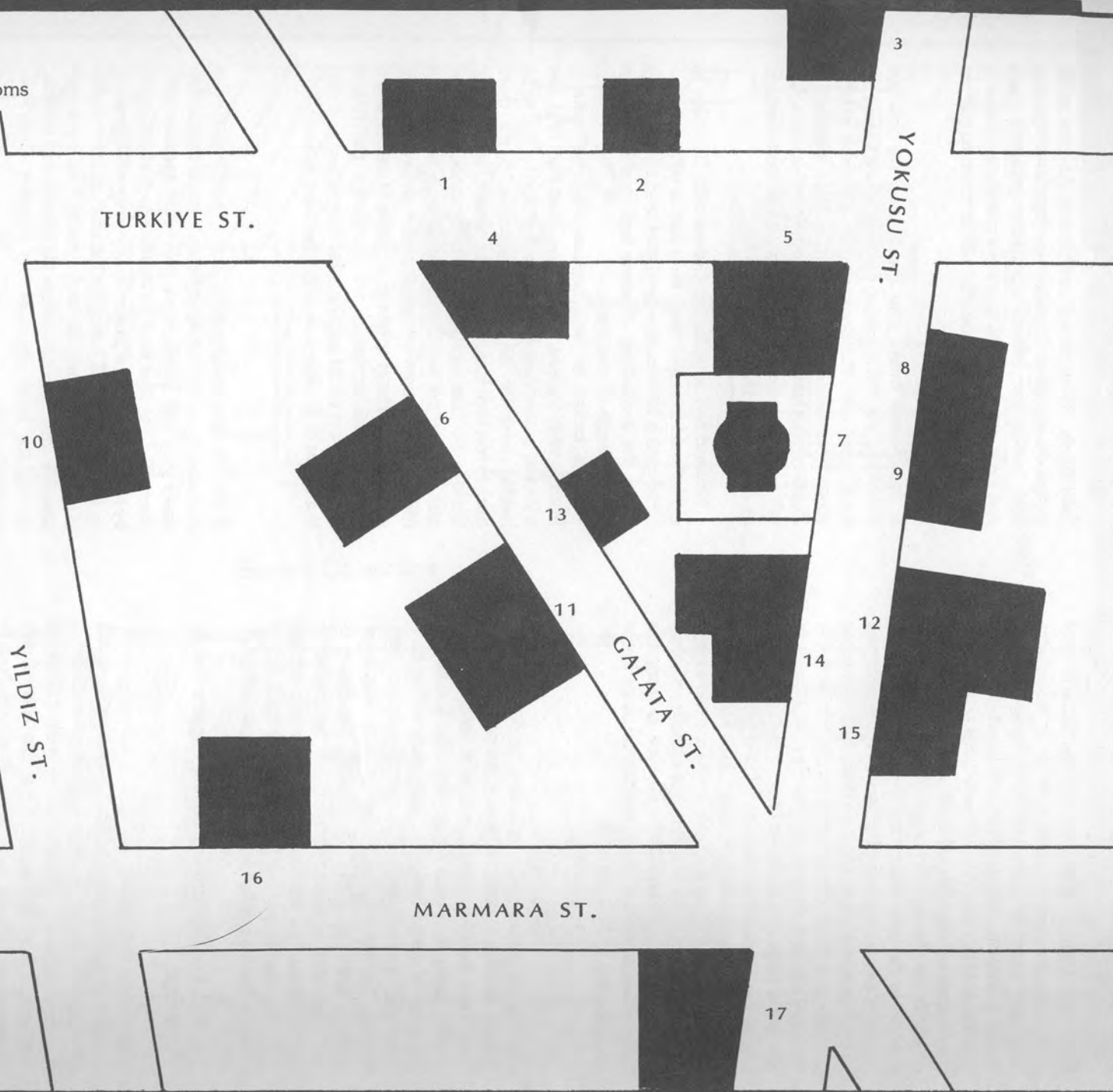
Atamanov's and Shamilov's Rooms

Atamanov and Samilov have small adjoining rooms in a shabby apartment building on Yolcusade Street. The Players will have to bribe the concierge to gain admittance. They will find the rooms ransacked, with nothing of value remaining. For an additional price, the clerk will admit that the Alskali Moslems bribed him earlier to let them in.

Note to Keeper: After the Players travel to either 1) Halward's house, 2) Atamanov's and Shamilov's rooms, or 3) the Alskali mosque, they will be followed on foot by the cultists. They will keep at a respectable distance and will not attack, but they cannot be caught when pursued. The Players should be continually reminded of the two or three veiled cultists shadowing them where-ever they go.



- 1--Halward House
- 2--Russian Patriotic Society
- 3--Atamanov's and Shamilov's Rooms
- 4--Soviet Consulate
- 5--British Consulate
- 6--The *Rossiya Vestnik*
- 7--Alskali Mosque
- 8--Pushkin Cafe
- 9--Free Russia Society
- 10--Anti-Bolshevik League
- 11--Galata Library
- 12--Galata State Museum
- 13--Tolstoy Cafe
- 14--Russian Orthodox Church
- 15--Bank of Istanbul
- 16--*News Of Istanbul*
- 17--Hotel Istanbul



STREET MAP OF THE GALATA DISTRICT

The Alskali Mosque

Callers at the Alskali Mosque will be received by a polite man dressed in the usual costume. He will invite them into one room and give them a lecture on Alskalism which a successful Knowledge roll will reveal is nonsense; all questions will be answered by doubletalk of this kind. A break-in or a direct attack on the mosque will reveal that it is not a mosque at all but a temple for the worship of an unspecified god or demon. In the main room of the building is a huge statue of an anthropomorphic figure differing from a human form in its face: it has no discernable features except for a large, black, many-faceted gem in the center. There is nothing of value to the investigation in any of the other rooms. At the base of the statue is an inscription in medieval Arabic: "Know ye that the Alskali know the Crawling Chaos." This line can only be translated by a native Arabic speaker or an expert in Semitic languages. A successful Cthulhu Mythos roll thereafter will reveal that the line is from the original Arabic *Al-Azif*, or *Necronomicon* as we know it, and refers to Nyarlathotep.

The Alskali cultists will attack only to defend their temple. Though stealthy, they are not good fighters. They have the added disadvantage of having sworn terrible oaths to remain whole of body. If they are wounded in even the slightest way, they will scream "Alskali!!!!" and plunge their curved dagger into their left eye. The first time the Players see this, they must make a SAN roll. If the roll is failed, the Player is flabberghasted at the action and will be unable to defend himself for one turn. This gives any cultists attacking that Player one free shot. No SAN is lost unless a Fumble is rolled, in which case, lose 1d4 SAN.

The Alskali cultists fight with curved daggers that do 1d6 damage.

The Soviet Consulate

A caller at this anonymous, lifeless-looking place will be received by a large, emotionless man who will direct any inquiries to a "cultural attache" named Semyon Feldstein, a polite and ingratiating fellow who will give absolutely no relevant information about anything to anyone. He is likely to even lie about the time or date.

Note to Keeper: Upon leaving the Consulate, the Players will be followed by a GPU (Soviet Secret Police) man named Andrei Senchishchin, a big, slow-witted agent who is easy to detect. (Roll Spot Hidden every five minutes until he is seen.) Unless stopped (by killing him or blowing his cover, in which case his own people will kill him), he will follow the Players every day from 8 am to 10 pm. He wears the same grubby white suit every day, and constantly eats salami which he cuts with a long sharp pocket knife. The GPU is following the Players for general intelligence purposes only and actually has no ulterior motive.

The Free Russia Society

A shabby-looking operation. A nervous man receives the Players. His name is Pyotr Surkev. As soon as the names Atamanov or Shamilov are mentioned his eyes light up with fear. After a moment he gets bluff-angry and orders the Players to leave immediately because they're wasting his time. He will threaten to call the police.

If the Players break into the Society (or into the Pushkin Cafe, the adjoining building which shares the back room with the Society) they will come upon a room from which can be heard a voice shouting in Russian to let him out. When they enter this room they will find someone whom they recognize from pictures as *Atamanov*. He will tell them:

-- Halward has gone to the Crimea with Shamilov to dig for gold in a spot near their native village.

-- Halward is interested only in gold, and all the stories about the archeology of some lost race are just to throw people off the track.

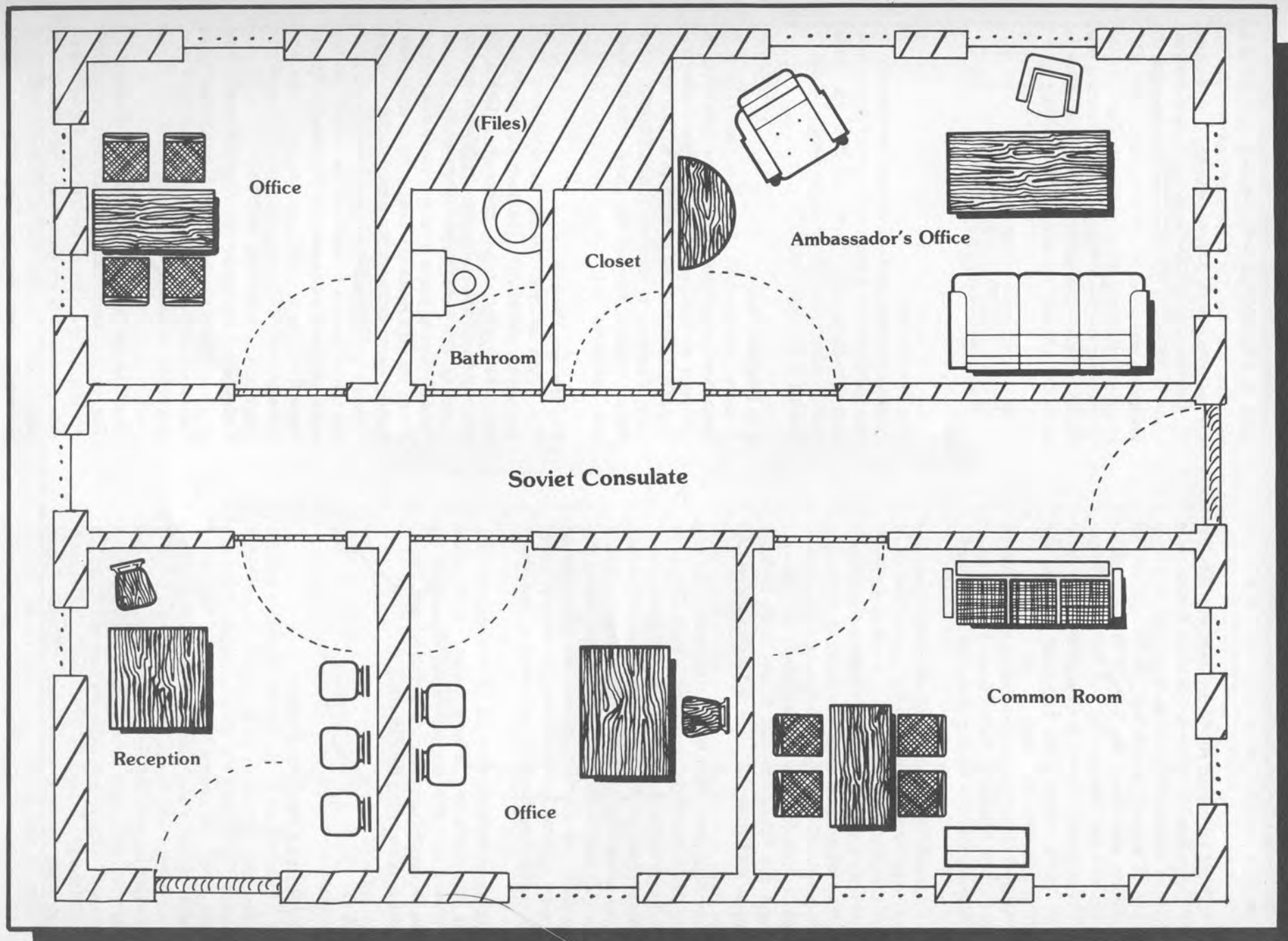
-- He is locked in here because Halward, who is friendly with Surkev, told Surkev that the GPU was trying to assassinate Atamanov and that he had to be hidden here for his own protection. Since then, Surkev has kept him here against his will. Halward told Surkev this false story because Atamanov disagreed with making the venture to the Crimea now. Some friends of Atamanov's in another part of the Crimea are planning a partisan action in a couple of weeks, and if Halward and company are found by the Soviet authorities, it could put them on their guard and ruin the chances for success of the partisan mission.

If the Players successfully break into the Soviet Consulate (an incredibly difficult, almost impossible task) they will, if they have a Russian speaker with them, find the files kept on Atamanov and Shamilov by the GPU (with the files on every emigre in Istanbul). In the file they will learn the location of their native village in the Crimea: Bajak Laiabale. This is the only possible way they can follow Halward's trail without finding the back room at the Pushkin Cafe/Free Russia Society.

The Anti-Bolshevik League

At this well-run, professional-looking operation an attractive receptionist will summon the League's director, Dmitri Markov. He will welcome the Players heartily and be very friendly, but will not give them any useful information.

Note to Keeper: The Anti-Bolshevik League is secretly run by the GPU. Players who call here without having been to the Soviet Consulate will be followed by the GPU man Senchishchin after leaving. Markov is a high level GPU agent, but the rest of the League's personnel are legitimate.



But Halward insisted he had to go now, while the Soviets in the Crimea were distracted by the erupting volcano.

-- Halward contacted Atamanov and Shamilov two years ago when looking for people with a knowledge of Crimean folklore; he had heard legends of a huge hoard of ancient gold in the Crimea and wanted someone who knew the legends in more detail. Atamanov and Shamilov did know of a place where gold was allegedly buried, in a mountainous area near their native village. They had been planning this surreptitious trip ever since.

-- Halward rented a boat disguised as a fishing vessel for the trip. Atamanov doesn't know from whom.

-- Atamanov knows nothing about the Alskali sect.

A successful Spot Hidden roll will reveal a package exactly like that described by Atchiya which Halward was carrying. It is under several boxes in the room. Atamanov knows nothing of it. When the Players open it, they will find gold artifacts: medallions, plates, etc. Atamanov will say he's not surprised; Halward often used emigre contacts to unknowingly smuggle gold under the impression that it was "vital evidence against the Bolsheviks." (This part of the story is true.)

Note to Keeper: This is not Atamanov. The real Atamanov is with Halward in the Crimea. This is one of the servitors of Nyarlathotep, and it has shape-changing powers. In another guise it planted the false story about the volcano. In Atamanov's shape, it came to Surkev and begged for asylum, saying that the GPU was after him, and has been waiting for the Players to come. Its mission is to lure any who traced Halward's movements to their death in the Crimea.

Almost immediately after the Players discover him, the false Atamanov will insist that the Players follow Halward and stop him before the Soviets do. He knows exactly where he went (this is true). He will offer to accompany the Players.

The Russian Patriotic Society

The "Society", as far as anyone can tell, is just one heavy man with vodka on his breath name Mikhail Harkin. The "Society's" office is one squalid little room with a cot and several vodka bottles, half-empty, visible. Harkin is overbearing, telling Civil War stories ("With these very hands," he'll say, waving them, "I strangled fourteen Bolsheviks."), until Atamanov and Shamilov are mentioned. Then he will become enraged: "Why do you waste my time with scum like that? I thought you wanted to ask me about Russians. And those two -- they're Tatars, Crimean Tatars! They're as bad as the . . ." And he will start to babble drunkenly. The Players will get no more information out of him.

Note to Keeper: Harkin has some very informal connections with the Istanbul underworld, and he will soon start babbling about the Players' visit. Within a day after their visit, the Players who spoke to Harkin will be followed by Mehmet Pasha, a prominent Turkish thief. He will be recognizable by the fez he wears in defiance of official custom. He is very difficult to capture, and unlike the Alskali cultists or the GPU, he will get a boat and actually follow the Players to the Crimea. He knows something about Halward and Atamanov and Shamilov and their connection to smuggled gold, and this is what he is looking for.

The Tolstoy Cafe

Filled with bearded and well-dressed Russian emigres who speak as much French as Russian. People will be very tight-lipped. The Players will hear the initials "GPU" whispered behind their backs. There is nothing to be learned here.

The Pushkin Cafe

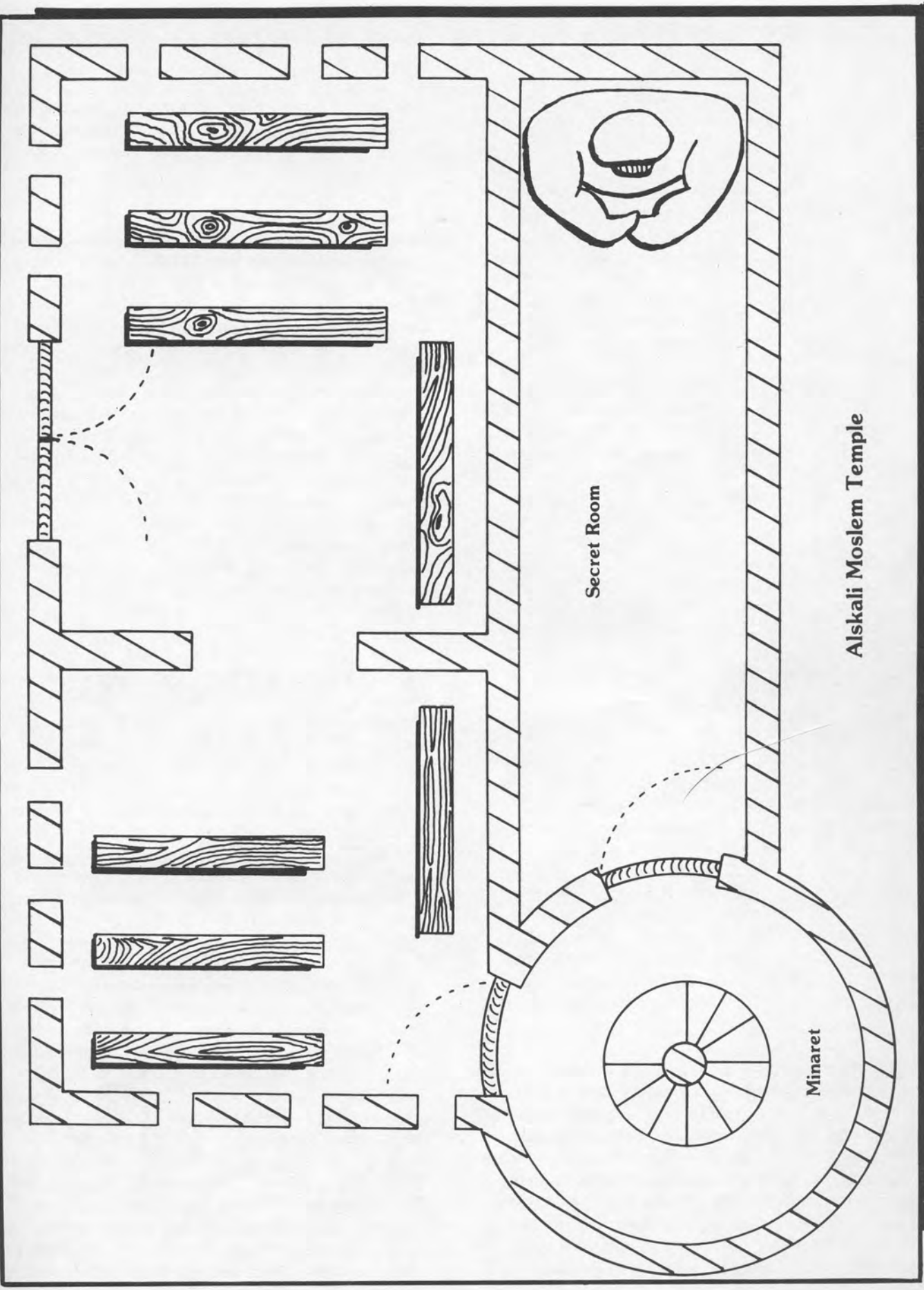
A more working-class place than the Tolstoy. If Atamanov is mentioned to any of the bartenders, he will react as Surkev would, with fear. Surkev will probably be in the cafe as often as not (he runs the Cafe in addition to the Free Russia Society). If the Players break in, they will also come upon the room with "Atamanov" in it.

The Rossiya Vestnik

The editor of this weekly newspaper is Yuri Kuznetzov, and he will speak freely with the Players about the Russian emigre community in Galata. He will warn them to stay away from the Soviet Consulate ("nothing but GPU") and to avoid the Russian Patriotic Society, but to trust the Free Russia Society. About the Anti-Bolshevik League he is ambivalent, finding them too aloof from most of the emigre community. He says there is very little information in the cafes ("Scared to death of the GPU"). He has heard the names Atamanov and Shamilov but doesn't know them. He can tell from the sound of at least Shamilov's name that they are probably some kind of Moslem. Kuznetzov does know Halward, though, and if asked about him will say that Halward came to him a couple of years ago, asking if he (Kuznetzov) knew anyone who knew traditional Crimean folklore, but he was unable to help Halward.

The Russian Orthodox Church (St. Sergius)

The pastor, Aleksandr Karchin, lives in a small dwelling to the side of the church. He knows of Atamanov and Shamilov vaguely, but says that he cannot help. "You see, they do not come here. They are not Christians, they are Tatars, Moslems -- from, how you say, Krimsky. (Crimea)"



Alskali Moslem Temple

The Trip to Troy

The trip from Istanbul takes either eight hours by chartered ferry (\$20), or six hours by rented car (\$50). Ferry travellers will arrive at the port of Koum-Kale and will have a half-hour taxi drive (\$1.5) from there. No matter when the Players arrive, they will arrive in the midst of a dust storm. The storm will require any Players who drove to make Map Making rolls to find the hut. Once they reach the locale, the driver must roll every half-hour until he succeeds in finding the place. There will be very few people around in the Troy area; much of the population, being Greeks, were deported in 1922. Kenworth's cabin is large and sturdy, but unsightly. There is a shed of tools, supplies, and various implements; there is also a small stable close by with two horses in it.

Basil Kenworth

When he sees that the Players are Westerners, he will let them in. He is a genial Australian. Inside the cabin is an area where he works, and two sleeping rooms. One of them is where Quentin used to stay when he was here. The cabin is generally a mess: books, papers, artifacts, and bottles of quinine are scattered everywhere. Kenworth will say that Halward had been coming here less and less, and had begun to get a little "strange", dropping hints about new areas of research that he was just getting into, and about his theory that the Trojans were a degenerated offshoot of a much superior race completely unrelated to the Greeks or any other local tribe. Halward was going to put all this in a book.

Halward's Room

The first thing the Players will notice about the room is a strangely-recolored map on the wall. Kenworth will tell them that this is a littoral (shoreline) map of the Mediterranean basin. Three areas are heavily colored-in around the coastline: the Italian peninsula, the Aegean basin, and the Crimean peninsula. "Quentin had a theory that civilization is aided by irregular coastlines, and that this is especially true in the Mediterranean," Kenworth explains. "And according to this map, a civilization equal to or greater than the ones in Greece or Rome should have grown up in the Crimea. When I said how that blew his theory all to hell, he just laughed."

Scattered around the room are many stones and medallions with counter-clockwise swastikas on them. Halward, Kenworth explains, had another theory about them: the Greeks used the clockwise swastika as a symbol for Zeus, but they almost never used the other direction, and then only as a symbol of death or black magic. Halward had a theory that the Greeks placed these artifacts around the destroyed city as a warning that nothing should ever be built there again, that they had destroyed something terrible and supernatural on this site.

The Players will also find excerpts from books about the Crimea describing the huge excavated mountains there.

Note to Keeper: Kenworth knows nothing of Halward's theories in detail, never having read the notes. He also knows nothing of Halward's gold-smuggling activities.

The Trip to the Footprints

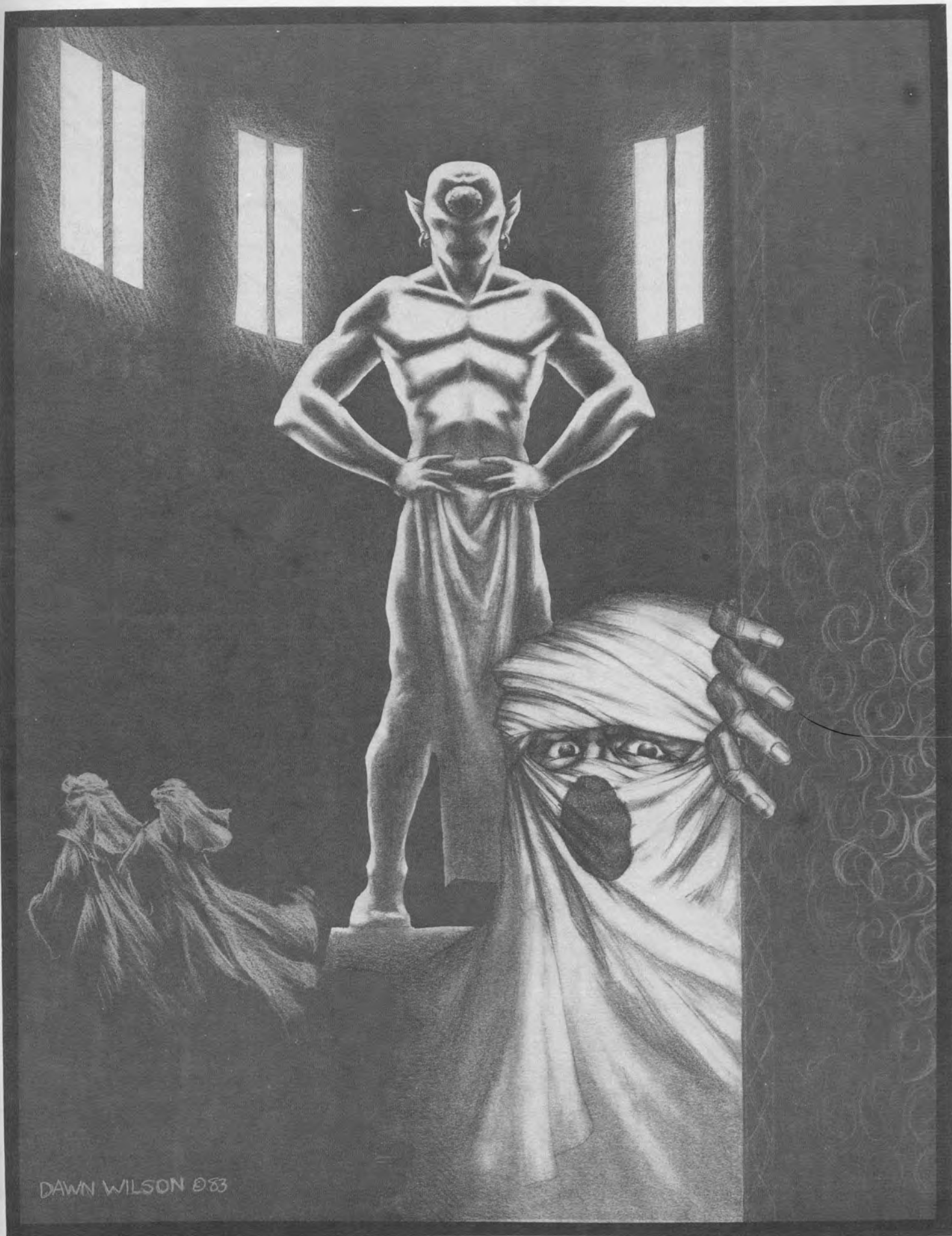
Kenworth will be skeptical as to why anyone would want to see some sloth tracks in this weather, but he will go along (storms such as this one, he explains, can go on for days and weeks). Only one Player can go to the footprints because Kenworth must ride one of the horses to take him there. The only other way to go, and the only way more than one Player could go, is on foot. (The prints cannot be reached by car; several streams have to be forded, and the area is very swampy in spite of the dry conditions.) Kenworth will vociferously object to going on foot because of the time (3 hours vs. 1/2 hour) difference, and the swampy areas. When the Player or Players finally reach the prints and dig all the dirt and dust off them, the prints reveal nothing that is not in the article. There is a 10% chance that the player travelling on horseback will develop malaria, and a 50% chance that the Players travelling on foot will get the disease.

Malaria victims will become feverish within CON hours of arriving back at the cabin. In three more hours, they will be in a raging fever. Kenworth will recognize the symptoms and direct the treatment. Each victim will recover in (20-CON)d6 hours. They will be weak and nauseous for the next few days (CON-2), but will eventually recover. The worst thing about malaria is that it is an incurable chronic disease. Subsequent attacks will occur every 1d20 months (varying intervals). If correctly diagnosed and treated, there is little chance of death. If not treated correctly, the Player must roll 3d6 versus CON to survive a bout. Death will be from loss of fluid.

Note to Keeper: The Players should not be allowed to go to the Crimea without having been to Troy and having had access to Halward's notes. Not having this information cuts their chances of survival at least one half. If necessary, the Keeper could require a 24-hour wait while the Players' boat is readied. However, if the Players insist on going to the Crimea without going to Troy, the Keeper has no choice but to leave them to their fate.

The Preparation for the Trip to the Crimea

The Players may obtain a boat in two ways: either using the special phone number given to them by Arculgu for use when additional supplies are needed, or else using the same method Halward did -- renting a boat on the black market with no questions asked.



0 1 2 3 Miles

DARDANELLES

Koum-Kale

AEGEAN SEA

Simois River

Hissarlik (Site of Troy)

Scamander River

Bunarbashi River

Thymbrios River

The Vicinity of Troy "The Troad"



On the degeneracy of man, and others:

The progressive "improvement" of mankind is thought by some to be a necessary consequence of human evolution. Nonsense! Evolution is only a biological process -- not a cultural one. Cultures can and do decay, in the way Troy did.

It was common in 1875, as it still is now, to judge cultures in terms of our own as being the highest point of reference -- a most ignorant viewpoint, almost pitiable when you think of the truth.

The Trojan War, a war of extermination -- why? The answer is obvious.

This entire particular mythology of the judgement of Paris, the rape of Helen, etc., -- invented, in this case, because the real specifics were not to be retold!

When people argue against the "degeneration" theory, their chief problem is that they only consider known civilizations as forerunners.

Note that Homer, whoever he was (or whoever they were), uses the word "cyclopean" in describing the architecture of Troy; to the ancient Greeks, the word applied to such structures that could only have been built by giants. Literally: Round-Eyes.

The traditional European mistrust of Anatolians, down to the "Terrible Turk" of our day. The Etruscans, who were exterminated by the Romans, claimed to have emigrated from West Anatolia (Hallgren, p. 524).

Schliemann's "Second City", almost certainly the Homeric Troy: Certain aspects of technology even cruder than in the Stone Age neolithic village (pottery, etc.) that the great city is built on. But in so many other respects, the technology takes such a huge leap forward that makes it impossible to believe that these were the same people (and of course they weren't!). As if an Eskimo and a Masai had

alternated living in the same spot. And make no mistake about what the neighbors thought about the new tenants; Schliemann instantly noticed that the city had been destroyed by fire.

From Troy and Homer by Stephen Salisbury (1875): "In the slightest glance at the discoveries of Dr. Schliemann, the inscriptions cannot be overlooked, for they may be the keys to all the secrets of history." Some hyperbole here -- the inscriptions are not all that important. But certainly there exist many clues here to unimaginable secrets of history, but none of the ones that Salisbury is thinking of.

How facts are accepted without any examination or interpretation of their meaning, even as that meaning is so obvious as to be clear to all: No Trojan graveyards have ever been found. The implications.

The misreading of Darwin.

Migrations -- opposite from humans.

The original Greek -- Pontos Axeinox ["Inhospitable Sea"] -- Later, the agreement in almost all the other Euro languages -- Chernoye More, Schwartzes Meer, Mer Noir -- an international tabu?

Latitudes -- meaningless (Topography).

Cloud conditions. The mean annual temperature.

The Tatar habitation of the ancient rock structures -- the obvious explanation is that they were formed by "erosion" -- because, obviously, no human beings could ever have built them.

Shamilov's sketches -- amazing!

The technological paradoxes.

Estimating the bone structure, the extra musculature.

The etymology of the peninsular name.

The Crimea -- existed geographically much as it does now hundreds of thousands of years ago. Even 50,000 yrs. ago, when Sicily was a part of the Italian peninsula, Corsica and Sardinia were one island, and Britain (under the glacier) was just a northern promontory of the Continent -- the Crimea would have looked on a map almost as it looks now.

The Argus myth. Originating from them, or their descendants?

Our knowledge of them has certainly been crippled by the Islamic tabu against graven images.

Deposits of lignite. Quarries?

Problems in industrialization. (Volkov, Sochineniya, V, p. 695.)

Henges, dolmens. 80,097 -- contradiction? Uncertain figs. Into the millions?

Physiology: Required to support the extra. (The square/cube law -- geometric)

M, c, h, c.l., syn. -- can only be guessed at.

The eyes must not be looked at. The universal agreement of local folklore on them.

Galai Khan, the ancient Mongol fire-god, and his tradition; the importance of his Tatar equivalent, the fervence of his worship; even after Islam!

The "Russian Riviera" -- My God!

The heavily fossilized geology of the Crimea.

The preglacial vegetation there, much of it found nowhere else in the world; and more: the Crimean deer, the Crimean hawk -- anomalous, unique to the peninsula.

Why the Crimean Tatars, in their rocky, uneven land, became such good horsemen -- e.g. the streets of Bakhchisarai ("they are so narrow that only men on horseback could pass through them").

Periods of greatest activity apparently ending in times of active volcanism.

No major or minor eruptions since 1794.

As is sometimes common in folklore of this nature, they have no specific name, at least that I could find -- just called "The Big People", "The Old Ones", etc.

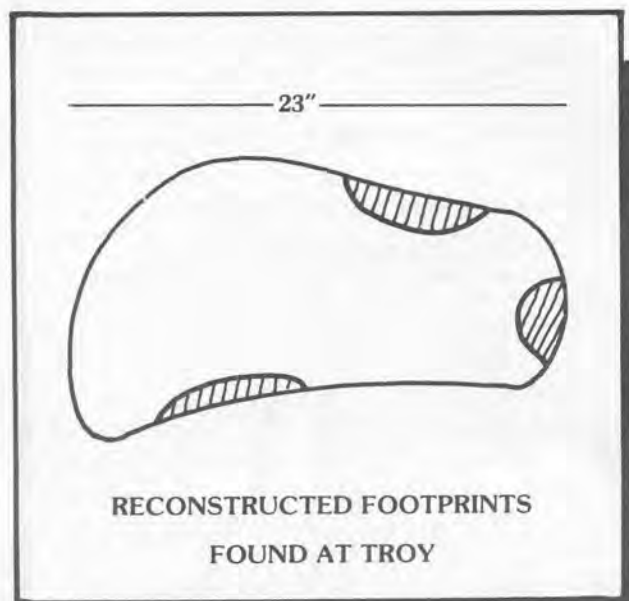
They must decide whether to take Atamanov with them (the logical move is to do so). If not, they require a detailed map from him.

They must also decide if they want additional equipment from the government. Grenades and incendiary devices would be most helpful, but this choice, of course, is entirely up to the Players.

The Trip

It will take 24 hours to travel from Istanbul to the Crimean coast. The Players should ideally arrive at night (if they are not scheduled to, a squall in the storm-prone Black Sea can delay them). At some point a successful Listen roll will enable the Players to hear Mehmet Pasha's launch behind them (if Pasha is still capable of following them, he will be following them). If not stopped, he will pursue them into the cove and up the mountain.

As the boat approaches the Crimean coastline, there is a 15% chance that it will be spotted by a Soviet motor launch patrol. If spotted, the boat will be hailed. If they are on a fishing boat, and someone can call back to the Russians in fluent Turkish, Bulgarian, Romainian or Russian, they will not be bothered. If not, they will be boarded. Players with only personal weapons (nothing larger than a rifle) will be escorted to Sebastopol and shipped back to Turkey the next day. Player groups with heavier weapons, or groups who unsuccessfully resist capture, will be taken to Siberia to work in the salt mines.



The Crimea

The shoreline is apparently a sheer cliff, but Atamanov (or the map, if he isn't there) will direct the Players to a crevasse in a cliff at Cape Plaki. At the bottom of the cliff is a small cove large enough to accomodate a reasonably small vessel. Inside the cove, concealed from the outside by overhanging vegetation (as the Players' vessel will be) is a powerboat made up to look like a fishing vessel.

"Atamanov" will lead the Players up a long, steep trail which ascends the side of a mountain. There is a 40% chance the Players will encounter a wild boar ahead of them in the darkness. It will announce its presence with a low, grunting growl. If "Atamanov" is with them, he will shoo it away. As the Players continue to ascend the slope, the oak and pine forest becomes thicker and more primeval. Eventually they will climb to a relatively flat spot where, in a clearing before them is a tent, a pile of dirt, and an excavation with picks and shovels around it.

At this point, if "Atamanov" is with the Players, he will apparently disappear. One of the Players (chosen by die roll) will be privately informed that Atamanov is no longer present, and that for an instant he heard a flapping sound and felt a slight breeze from where Atamanov was standing. If the false Atamanov is not with the Players, then at this point they *will* see him in the center of the clearing, beckoning to them. The Players will now hear a rumbling sound in the earth and will see three small holes in the ground of the clearing begin to form. In a scene from a nightmare, the crumbling earth will peel back as if some foul vermin were erupting out of a rotting carcass. Out of the cavities will be pushed the horribly mutilated but recognizable forms of Halward, Shamilov, and Atamanov. They are all quite dead. In places their flesh has been alternately pulped and shredded. Each of the Players must make a SAN roll or lose 1d10 SAN.

Around this time the Alskali will become visible, slowly walking up the hillocks that surround the clearing. They are about ten feet tall with squat, heavily-muscled bodies. They are hairless, with dead-gray skin and huge hands and feet. Each has a single black glossy eye in the center of their otherwise humanoid faces. The single eyes always look like multiple eyes because of their hypnotic effect. Staring into the eye of one of them for more than a few seconds will cost 1d6 of Sanity Points. Also at this time the false Atamanov will be seen by all in its true form which resembles a snake made of oily black wings of various sizes. It alternates laughing at them in Atamanov's voice with an indescribable shriek that costs the Players 1 Sanity Point each unless they have some Cthulhu Mythos skill, no matter how small. This servitor of Nyarlathotep can be driven off by weapons, but not killed. It will not otherwise attack Players.

The Alskali, however, will attack, and fully intend to kill. The Players' job now is survival only -- unless they have some kind of bombs or incendiary devices, there is no possible way they can defeat the Alskali (because of the hypnotic effect of the eyes, all projectile weapons -- guns, throwing knives, etc. -- are halved in hit percentage). The Alskali have no weapons, but kill by grabbing and crushing.

Soviet Red Army troops will arrive 1/2 hour after shooting or explosions begin. If the Players are still alive, treat this as the patrol boat interception. The soldiers will drive off any remaining Alskali with grenades.

The Meeting With Kemal, One Week Later

Arculgu pays any surviving members who make it back to Turkey their remaining salary. Before Kemal are newspapers in various languages with the Soviet wire-service dispatch reporting that a "counter-revolutionary band" led by the "infamous emigre terrorist White Guardists Atamanov and Shamilov" has been "liquidated" in the Crimea. He listens to your story and accepts it. He will not ask about the gold. (If you turn the gold that you have found over to him, he will be very pleased, though. Likewise, if you turn over Mehmet Pasha or his body, there will be an additional reward for you.) If you bring back Halward's body, Kemal will be all the more pleased.

Material Found in Halward's Study

1) Excerpt from a work on "Degradation" with Halward's notes below it:

The *Quarterly Review* argument from the recent discoveries of Dr. Schliemann in the ruins he considers to be of Troy, merely shows that low barbarians may build on the ruins of towns previously inhabited by more civilized nations.

It is quite possible that the savages of the Polynesian and South American jungles may have had more civilized antecedents, and a segment of scientific opinion may be inclined to admit that; what they refuse to admit is the possibility that a civilization (Troy) which successfully competed with the Greeks could have been a degraded offshoot of a far more advanced race, a race completely unknown to us. The possibility terrifies us.

2) Article on giant footprints found near Troy:

ON THE SUPPOSED HUMAN FOOT-PRINTS RECENTLY FOUND IN TURKEY

Marsh, O.C. - *American Journal of Science*, 3:26:139-140, 1883.

During the past summer various accounts have been published of the discovery of human foot-prints in sandstone near the ancient city of Ilium, or Troy. The tracks were uncovered in quarrying stone for building purposes. Many different kinds of tracks were found, some of which were made by an animal allied to the elephant; some resembled those of the horse and the deer; others were apparently made by a wolf. There were also tracks made by large birds.

The foot-prints occur in series, and are all nearly in the same horizon. Some of the smaller tracks are sharp and distinct, but most of the impressions are indefinite in outline, owing apparently to the fact that the exact surface on which they were made is not usually exposed.

The supposed human foot-prints are in six series, each with alternate right and left tracks. The stride is from two and one-half to over three feet in extent. The individual foot-prints are from eighteen to twenty three inches in length, and about eight inches wide. The distance between the line of right hand and left hand tracks, or straddle, is eighteen to nineteen inches.

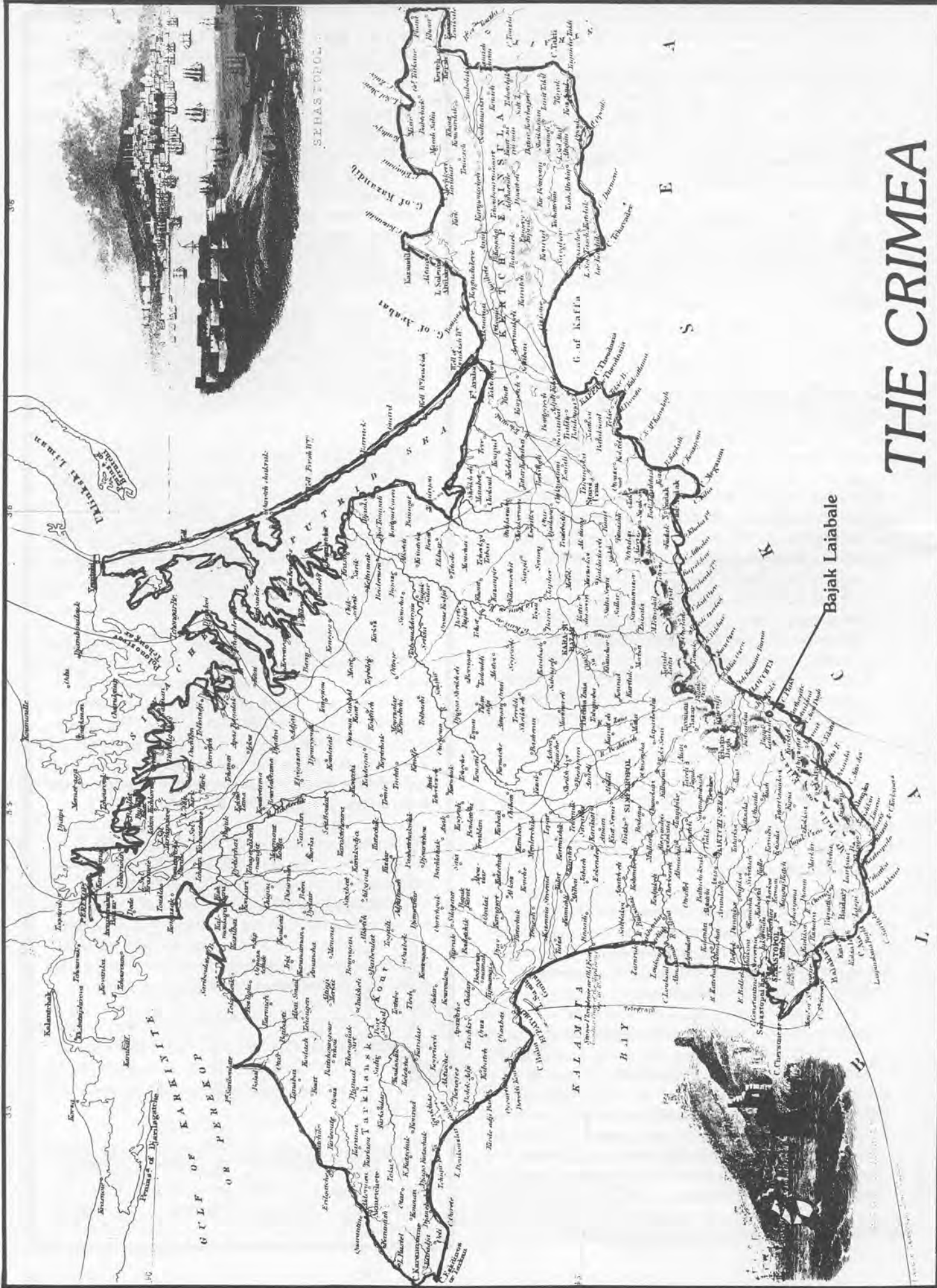
The form and general appearance of the supposed human tracks is shown in figure 1 which is a reduced copy of one of the impressions represented by Dr. W.H. Harkness, in his paper before the California Academy of Sciences, August 7, 1882. The shaded portion was restored by him from other foot-prints of the series. A copy of this impression was given, also, by Professor Joseph LeConte, in his paper before the same society, August 27th, 1882.

The size of these foot-prints, and especially the width between the right and the left series are strong evidence that they were not made by men, as has been so generally supposed. A more probable explanation is that the impressions are the tracks of a large Sloth, either *Myiodon* or *Morotherium*, remains of which have been found in essentially the same horizon and in many surrounding areas, particularly in the Crimean peninsula of Russia.

In support of this view, it may be said that the foot-prints are almost exactly what these animals would make, if the hind feet covered the impressions of those in front.

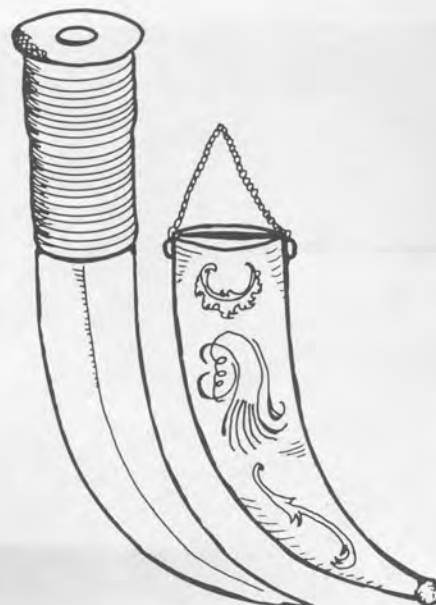
The geological horizon of these interesting foot-prints is near the junction of the Pliocene and Quaternary. The evidence, at present, appears to point to the *Equus* beds of the upper Pliocene as the nearest equivalent.

THE CRIMEA



MOUNT KOUKOU ERUPTS

July 4 – Private and independent sources have confirmed that volcanic activity has occurred over the last week in the mountainous areas of the southern Crimea. Mount Koukou Oba, in the southernmost portion of the peninsula, is believed to have erupted. The volcano, silent since the eighteenth century, was thought to have been dormant. No information on the strength and size of the eruption was immediately available. Soviet news sources, as is typical in natural disasters such as this, remained silent on the subject.



NON-PLAYER CHARACTERS

Mehmet Pasha

If Pasha pursues the Players to the Crimea without being intercepted, Pasha will be the first to be killed by the Giants. The Players will hear a gunshot followed by his screams and will then see his crushed body thrown into their midst. Pasha has:

STR 10 CON 12 SIZ 8 INT 13 POW 12
DEX 14 CHA 9 EDU 8 SAN 60 HP 10

WEAPONS: Revolver 75%, 1d4 + 2 damage

Knife 80%, 1d4 damage

Hand-to-hand 80%, 1d4 damage

Wild Boar

A loud voice will scare it away.

STR 15 CON 20 SIZ 20 INT 3 POW 6
DEX 10 CHA EDU SAN HP 20

WEAPONS: Bites at 25%, Damage 1d8+1

Alskalis (giants)

STR 32 CON 20 SIZ 20 INT 8 POW 20
DEX 10 CHA 4 EDU 7 SAN 3 HP 20

WEAPONS: Grab and crush at 60%, 2d8 damage

GPU Man

STR 12 CON 15 SIZ 13 INT 10 POW 7
DEX 6 CHA 8 EDU 12 SAN 35 HP 14

WEAPONS: 9mm Automatic at 20%, damage

Alskali Cultists (average)

They can be detected by 1/2 a Spot Hidden roll.

STR 10 CON 11 SIZ 9 INT 10 POW 12
DEX 15 CHA 9 EDU 7 SAN 60 HP 10

WEAPONS: Scimitar at 30%, 1d8 damage

Average Thug

If one or two of the Players go out alone at night, there is a 10% chance they will encounter him. He will try to rob them.

STR 10 CON 8 SIZ 8 INT 9 POW 7
DEX 13 CHA 7 EDU 5 SAN 35
HP 8

WEAPONS: Attacks in melee rounds with Knife at 35%, 1d6 damage

Note: There is a 50% chance that, if captured, the average thug can supply Mehmet Pasha's name from a description.



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