

# PAX CTHULIANA



## HANDOUTS

For GM/Keeper only



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Published by  
NEVR  
Grimstad,  
Norway  
[www.nevr.no](http://www.nevr.no)

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This PDF contains the complete “End Part 2: Handouts” section of Pax Cthuliana (page count 54 – 66). The handouts cover all the puzzles and clues needed to complete the scenario. This section is for GM’s ONLY. You must NOT read these handouts if you plan to be a player of Pax Cthuliana; only do so if you plan to run it as a GM.

### Handout #1

Please come to Hanwell Asylum in order to identify one of our patients. Do assemble your friends/associates as they may help in the matter.

We would very much appreciate your urgency.

Regards,



Dr. Sven Berglowe  
Ward Manager Hanwell Asylum

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URGENT



Handout #2

This symbol matches the one found  
in Dr. Dee's translation on page 48.  
I must also consult the symbol on  
Page 131, if I may find the page.  
Ally God, I am on to something, I am  
sure, I must revisit the museum!

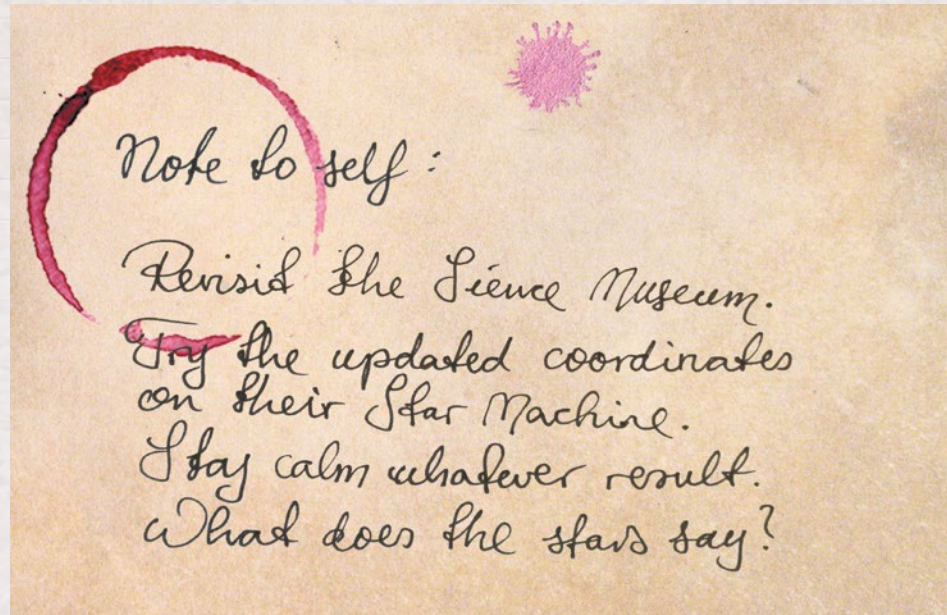


Handout #3

ph'nglu mglw' nagh Gghulhu  
P'lyeh wgal' nagh fh'tagn



#### Handout #4



#### Handout #5

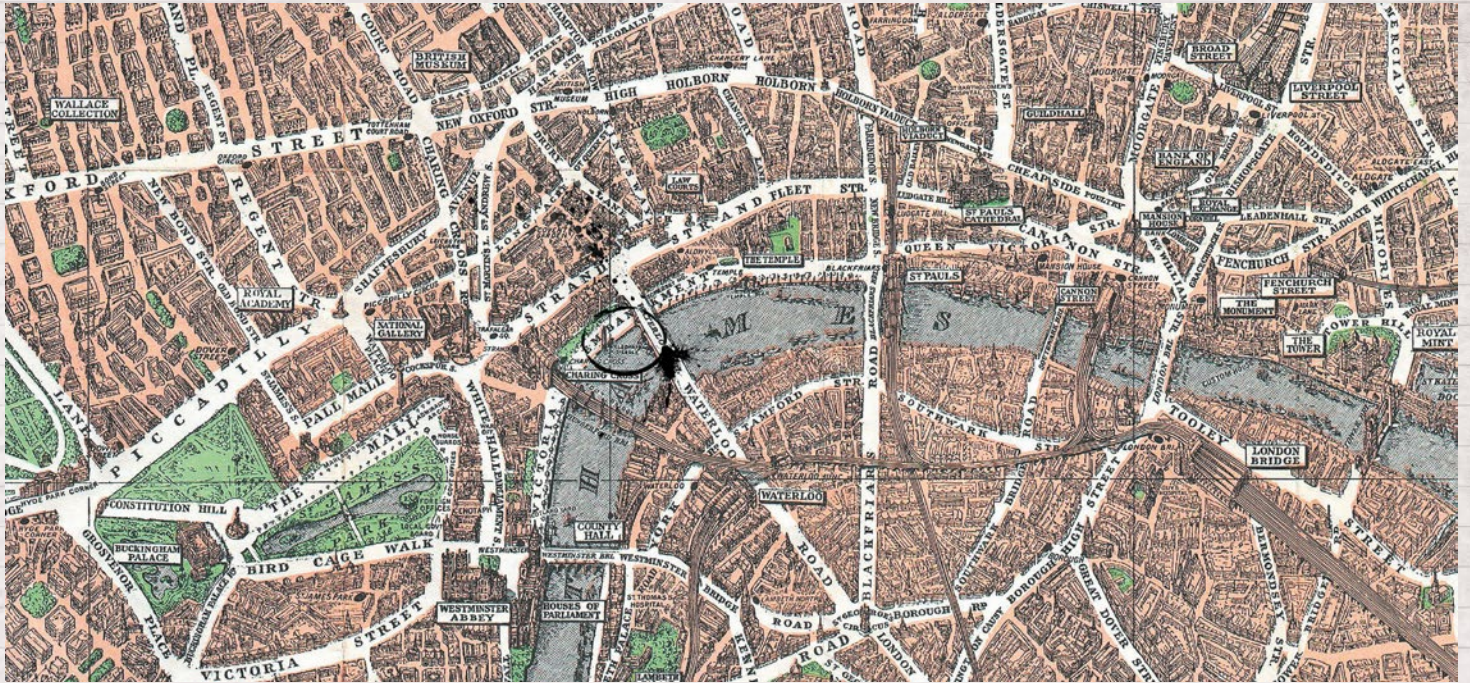




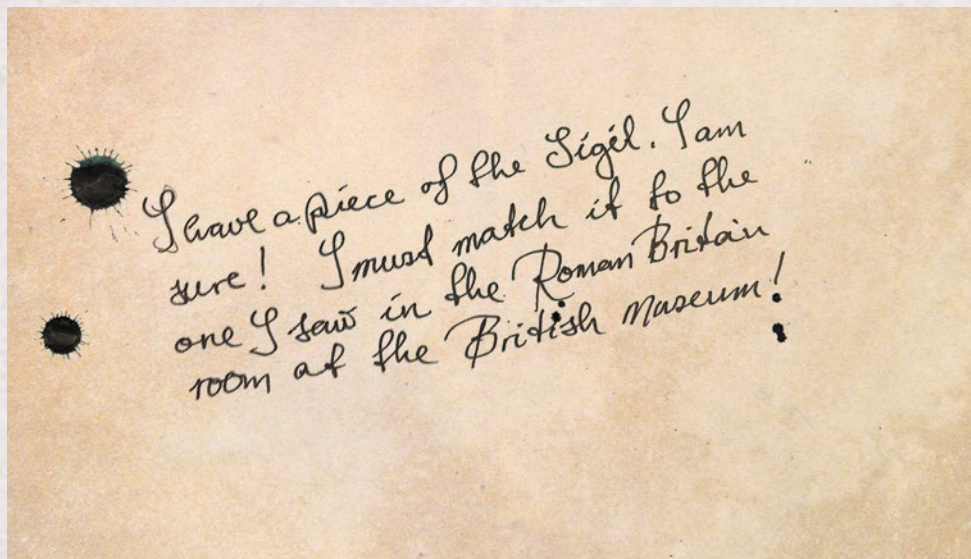
I know now... there has been a long time when  
 other Things ruled on earth, and They  
 had had great cities. They all died  
 vast epochs of time before men came,  
 but there were arts which could revive  
 them when the stars had come round  
 again to the right positions in the  
 cycle of eternity. They had, indeed,  
 come themselves from the stars, and  
 brought Their images with them. But  
 what do we know of the world, and  
 the universe about us? Our means  
 of receiving impressions are absurdly  
 few, and our notions of surrounding  
 objects infinitely narrow. We see  
 things only as we are constructed  
 to see them, and can gain no idea  
 of their absolute nature. Oh, Yag-Lothoth  
 knows the gate. Yag-Lothoth is  
 the gate. Yag-Lothoth is the key  
 and guardian of the gate. Past,  
 present, future, all are one in  
 Yag-Lothoth. He knows where the  
 Old Ones broke through of old,  
 and where They shall break through  
 again. He knows where They have  
 trod earth's fields, and where They  
 still tread them, and why no one can  
 behold Them as They tread.



Handout #7



Handout #8





Handout #9

Ar'lun Ar'lun  
Ar'lun  
Ar'lun! It must be it! I must  
speak with professor J.R.Q.T.  
once more while he's in London!

Handout #10



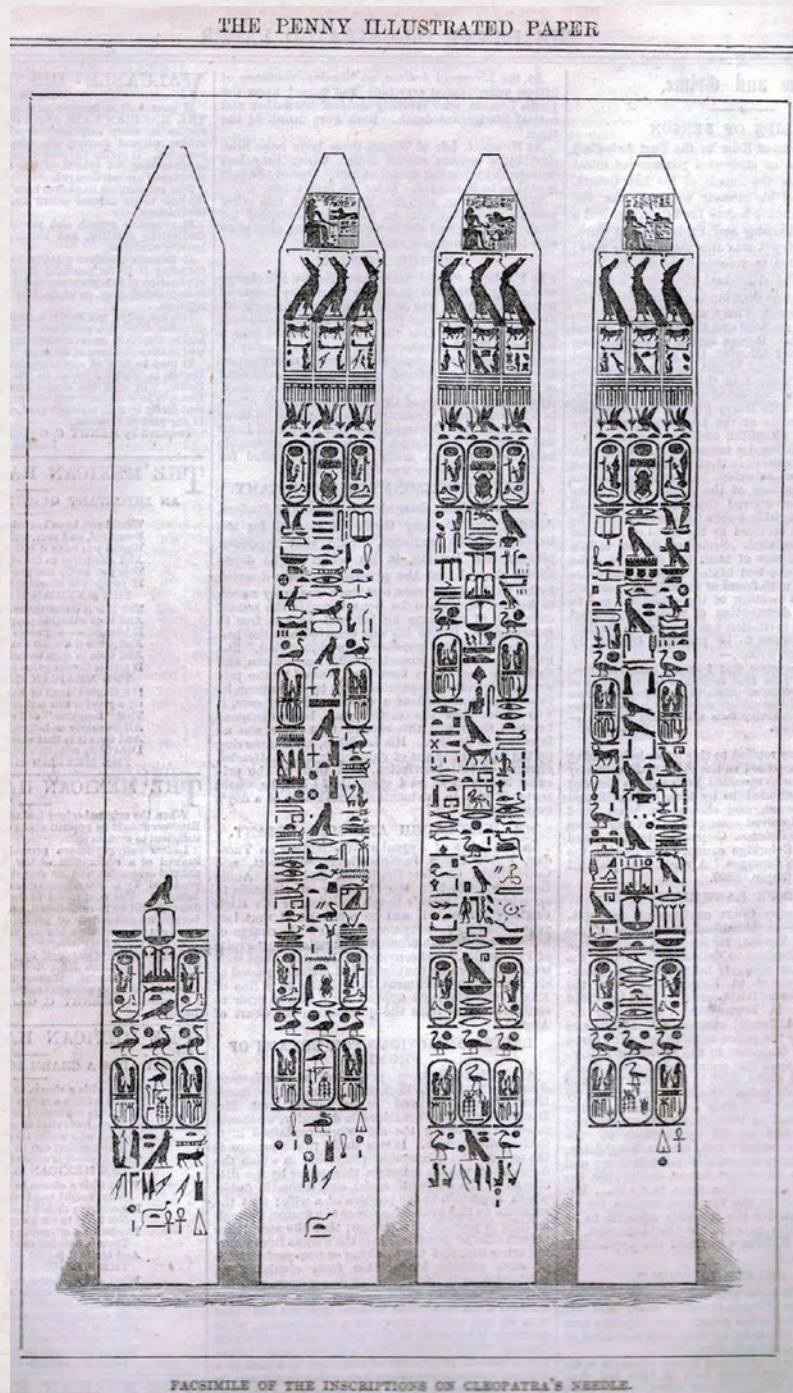


Handout #11

Symbol found in the margin  
of page 48:



Handout #12

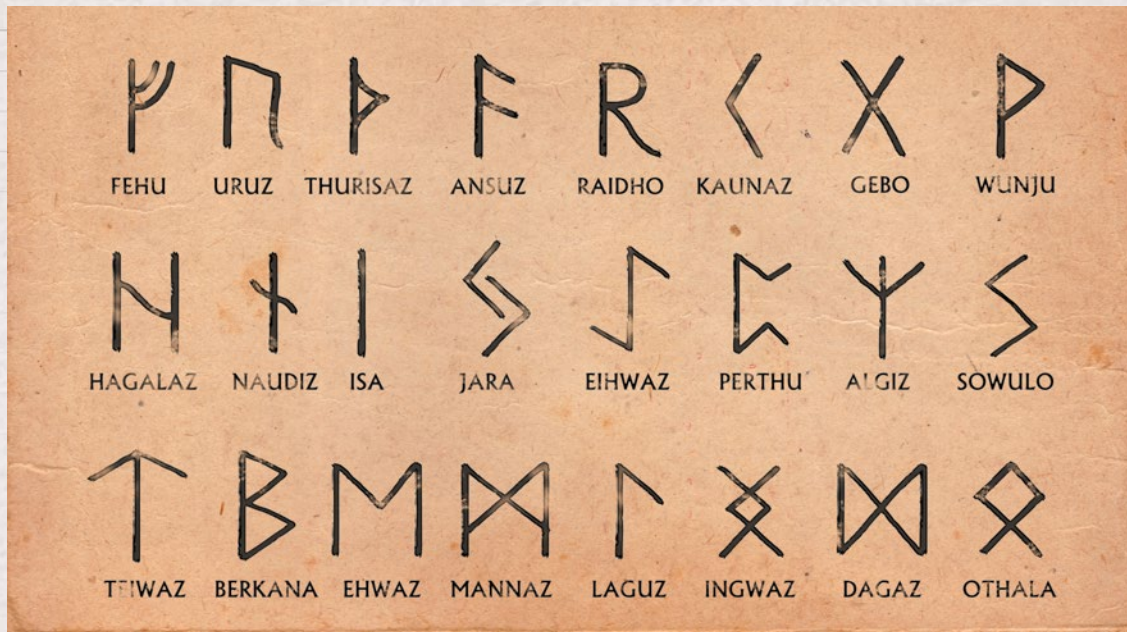








# Handout #18



# Handout #19



# Handout #20

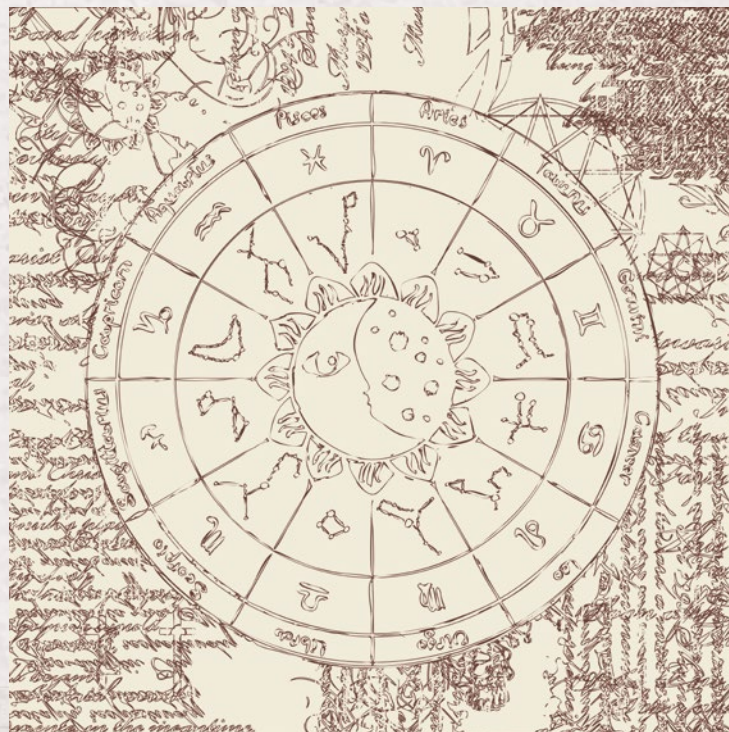
If my knowledge of the runic alphabet is right, and my understanding of the Norse mythology is correct, then the symbol hidden within connects to the Hanged Man



Handout #21

Daylight has finally reached its end  
As evenfall strikes into the sky  
Far away in the dark glimpsing moonlight  
Sickening souls cry out in pain  
Whispering voices summoning screams  
Waiting for Cthulhu to bless their sins  
Blackhearted angels fallen from grace  
Possessed by the search for utter darkness  
Hear the cries from the Mourning Palace  
Feel the gloom of restless spirits  
Hear the screams from the Mourning Palace  
Feel the doom of haunting chants  
Eternal is their lives in misery  
Eternal is their lives in grief  
Abandoned in a void of nothingness  
A chain of anger, a fetter of despair  
In this garden of depraved beings  
This unsacred place of helpless ones  
Cthulhu blessed the creatures  
Inswathed them in endless night  
Whispering voices, summoning screams  
Waiting for Cthulhu to bless their sins  
Blackhearted angels fallen from grace  
Possessed by the search for utter darkness

Handout #22





Handout #23

Symbol found in the margin  
of page 131:



Handout #24

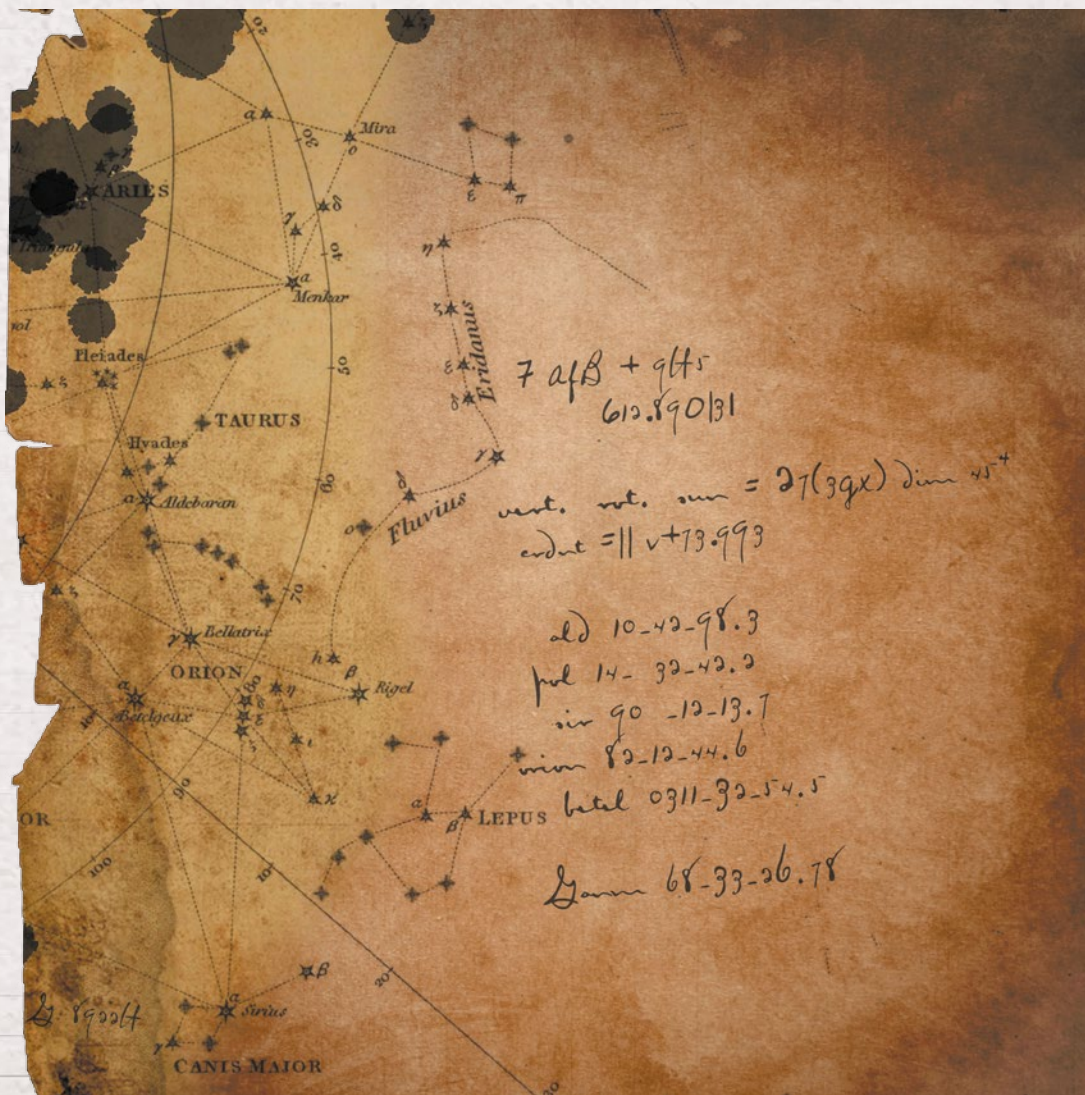




Handout #25



Handout #26





## THE SIGIL PUZZLE

