

TERROR

From the Stars



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by
Scott Aniolowski
Doug Lyons
Andre Stalin
Michael Szymanski

CALL OF
CTHULHU
ADVENTURE



2313

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Howard Phillips Lovecraft
(1890-1937)

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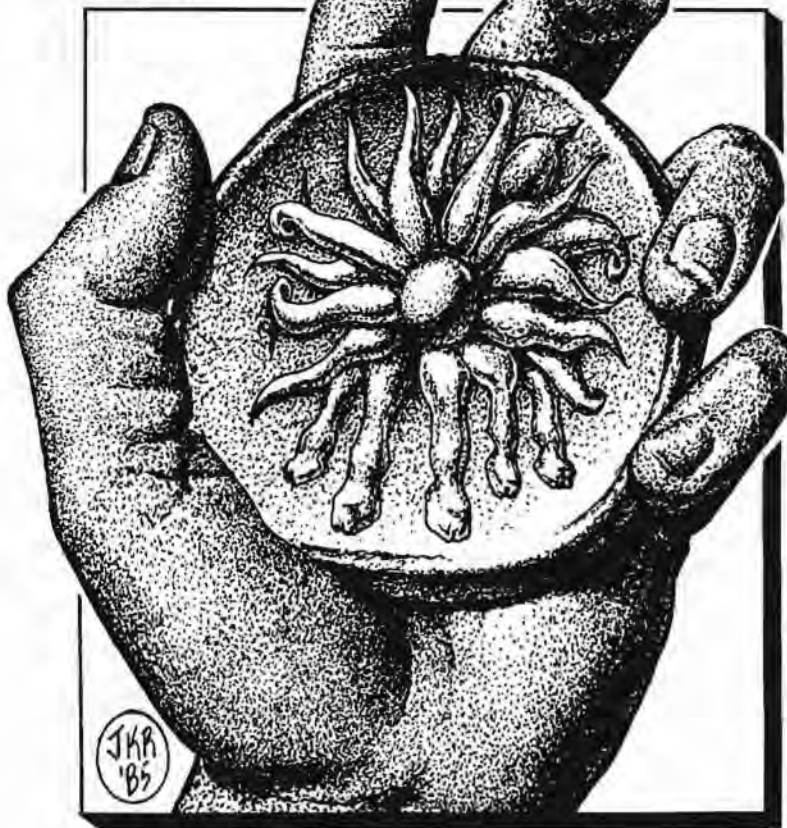
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ISBN 0-933635-11-7

Printed in the United States of America.

Shub-Niggurath
Medallion



Introduction

Chaosium has never provided *Call of Cthulhu* players with a paternalistic secret organization to pamper their investigators, give them fancy equipment, provide unrealistic excuses for going on "missions", save their bacon, or otherwise hinder their free choice of action. However, there is a great difference between such a "non-player-character" society and a group organized by the players themselves, using their own investigators as the primary and perhaps sole members. The Theron Marks Manual is intended to help inspire them to create such a group.

The Theron Marks Manual, stapled into the middle of this booklet, purports to be a field guide for Cthulhu investigators. Some of its advice is very good. Some is bad. All is dangerous if followed slavishly. This is intentional. No band of investigators knows all the answers, nor should they. *Call of Cthulhu* is a game of mystery. To remove the Theron Marks Manual from the rest of the book, carefully lift the top and bottom

staples and gently pull the manual up. Do not loosen the center staple; it holds together the manual. After removing the manual, tamp the top and bottom staples back down.

If you wish to provide your players' investigators with access to the Theron Marks Manual, we suggest that it be found in the ruins of the Society's devastated headquarters, or on the corpse of someone who had been investigating the same mystery that your players are now checking out. You may wish to change the dates in the manuscript to conform to your campaign. One place the manual could be found is in the effects of one of the ill-fated graduate students killed on the first Bendal-Dolum expedition.

Since the Theron Marks Society is defunct, your investigators are thrown back on their own resources. At the same time, however, they are alerted to the fact that, at least for a while, they were not alone in attempting to defeat the minions of the Great Old Ones.

In early 1986, *Call of Cthulhu* entered its third edition. Though the game's outward format was considerably changed (the "Rulesbook" was split up into the "Keeper's Book" and "Investigator's Book"), the rules themselves have not been altered, except for a few typos, and for the rule on automatic weapons. If you own one of the earlier editions, and your pocketbook is too slim to afford the new one, here is the change: when firing automatic weapons, the firer may choose how many bullets he will fire in his burst. For each extra bullet fired, he can add +5% to his chances of hitting (up to a maximum of twice his normal skill in the weapon). If he scores a hit, he rolls a die of the same magnitude as the burst to see how many shots hit. Thus, if he fired a 6-round burst, he adds 30% to his chances to hit (up to a maximum of twice his normal chance) and 1d6 rounds strike the target. If he fired a 3-round burst, he adds +15% and 1d3 bullets hit. If he fired a full magazine of 20 rounds, 1d20 rounds would hit. And so forth. If he rolls an impale, only the first bullet of the burst impales.

Iä! Shub-Niggurath!

CP

Sandy Petersen

The Pits of Bental-Dolum

by Doug Lyons

The investigators are approached by Dr. Henry Armitage of Miskatonic University (or any other professor they trust and respect). The professor explains that a young colleague of his, Jeremy Morgan, is organizing and heading a privately backed expedition to the Central American jungles and is looking for competent adventurous people to round out his party. The purpose of Morgan's expedition is to discover the fate of Dr. Eric Williamson, one of Morgan's former teachers and his good friend.

Dr. Williamson earlier led an expedition into the same jungles to map Mayan ruins. All contact was lost with Williamson two weeks after his expedition started, and no trace of his party has been found. Morgan wishes to locate this previous expedition and continue Williamson's work. Dr. Armitage feels that the search could provide valuable experience for the investigators.

Keeper's Information

Dr. Morgan is a secret devotee of Shub-Niggurath. He intends to use his expedition to find an ancient Temple of the Black Goat of the Woods and then to sacrifice his fellow expedition members in an effort to summon her. The temple, called Bental-Dolum in certain ancient records, was also sought by the first expedition, but for purely archaeological interest. The members of the first expedition were murdered in the jungle by an accomplice of Morgan's.

Morgan's motivations mask powers even more sinister. The colossally evil and stupendously powerful non-human sorcerer Haon-Dor has prepared a special gate to link the material world to his home citadel. Such a portal would allow Haon-Dor to spread his influence over the face of the Earth. The key to this portal lies in the ancient mystery of Bental-Dolum. Haon-Dor's magic cannot easily affect the material world, so he has sent dreams to influence the actions of Dr. Morgan, who is now the unknowing pawn for Haon-Dor's design, believing that he fulfills only his own desires.

The only fact that Haon-Dor has failed to take into account in his diabolical plan is the presence of the investigators on the expedition.

The investigators' job is to piece together information to learn the true nature of events, and to outwit Haon-Dor's unspeakable designs. This will not be initially apparent, so

the investigators must first avoid becoming Morgan's sacrifices.

Research and Clues

Before the investigators set out, they might wish to check out a few details.

Professor Armitage's Background: All his colleagues have concrete faith in Armitage's integrity and judgment. Armitage himself knows nothing about Morgan's secret worship and wholeheartedly tries to encourage the investigators to take this opportunity for adventure.

Assistant Professor Morgan's Background: Morgan is greatly respected in academic circles and is active in the field of Archaeology. A successful Library Use looking up Morgan's articles in the Miskatonic library reveals that for the past few years he has published little following a self-imposed sabbatical due to a period of ill-health.

Professor Williamson's Background: Dr. Williamson was regarded as a bit of an eccentric. Some of his theories on Mayan cultural background were very poorly accepted by the academic community. A book was published on Williamson's theories, a copy of which is listed in the Miskatonic University Library's card catalog. However, a search for the book itself reveals that it is missing.

The Williamson Expedition: the expedition set out in late June 192-, and consisted of Williamson, Associate Professor Anthony Baldwin, and four graduate students of Baldwin's. The common belief is that the expedition fell afoul of black-marketeers trafficking in illegally exported Mayan and Aztec relics.

The Expedition

The investigators are expected to meet with Morgan in Belize, the major town in tiny British Honduras. Their passage there is paid for by the university. The trip is taken aboard the Augusto Leguia, a ship of Peruvian registry, which after stopping at Belize travels on through the Panama Canal to the Peruvian port of Callao. Upon their arrival, the investigators are met by Morgan and the other team members (none of whom know anything about Morgan's plot). After equipping at Belize, the expedition is chartering a boat on which to travel up the Belize river. Due to rough travel conditions and the need to search the shores for signs of the previous expedition, this trip upriver can take up to seven days. A payment of \$750 is made to each investigator in Belize before departure. Travel afoot is difficult in the rainforest and in the mangrove swamps, so the party must travel as far as possible by riverboat.

Professor Jeremy Morgan

Dr. Morgan was once an honest archaeologist. In his extensive studies, he came across many references to an evil fertility deity worshiped in many cultures. He sought out more evidence for this with almost fanatic energy and traveled the world investigating this deity. Eventually his enthusiasm involved him in arcane rituals and before he was aware of it, Morgan became a worshiper of Shub-Niggurath.

During a ritual, one of Haon-Dor's familiars made contact with the unfortunate professor. Haon-Dor now looks over Morgan, giving him an inhuman luckiness which protects him from almost any harm short of direct assault. All attacks directed towards Morgan by mortal creatures have only half the normal chance of success. Any damage done to Morgan is halved before applying it to his hit points. Morgan has noticed his invulnerability and he believes it to be a blessing from Shub-Niggurath herself. He

always tries to avoid combat situations to help conceal his true nature, and sometimes pretends to be injured, in pain, or fatigued to alleviate suspicion.

The keeper should ensure that Morgan survives until the confrontation in Bental-Dolum.

Dr. Jeremy Morgan

STR 9 CON 16 SIZ 15 DEX 17 APP 12
SAN 0 INT 16 POW 21 EDU 21 HP 16

SKILLS: Anthropology 40%, Archaeology 70%, Cthulhu Mythos 59%, History 50%, Make Maps 60%, Spot Hidden 50%.

LANGUAGES: English 90%, Mayan 30%, Spanish 70%.

WEAPONS: knife 35%, parry 35%, 1D6 damage.
.38 revolver 25%, 1D10 damage.

SPELLS: Call Shub-Niggurath.

Dr. Dennis Franklin MD

Dr. Franklin is quiet and medically competent. However, outside his field he has poor judgement and he takes a

British Honduras

British Honduras is a British Crown Colony on the east coast of Central America. It is a tiny country, with an area of only just under 9000 square miles and with only about 20,000 inhabitants, 1500 to 2000 of whom are of European descent. Most of the British who live here are descendants of Caribbean buccaneers. British Honduras is bounded on the north by Mexico, on the west and south by Guatemala, and on the east by the Caribbean Sea.

The culture of British Honduras is more closely linked to that of the Caribbean islands than to that of its closer Central American neighbors. The bulk of the population is former slaves of African descent. There are a few Asian Indians and many Native Americans. Most of the Native Americans live in the jungles of the northwest and in the mountains of the southwest and have little contact with the settlers. Except near the coast, natives here are more likely to speak Spanish than English.

The approach to the coast of British Honduras is made very treacherous by the world's second largest barrier reef, which breaks the water along the coast in a series of islets called cays. Ships coming in to the capital, Belize, always stop outside the reef to pick up a qualified local pilot. Belize harbor has no adequate facilities to dock large ships. The steamer on which the investigators arrive anchors in the open bay, and the investigators must be ferried to shore on a jetty.

British Honduras is a land of mountains, swamps, and tropical jungle. The southern half of the country is dominated by the Maya mountains, which in the south support a rainforest. It is here to which the investigators must eventually travel. The northern half of British Honduras never rises to more than 200 feet above sea level, and much of the area is swamp. To the west the swamp fades into deciduous forest and savannah. The coast is primarily mangrove swamp. The three major rivers of British Honduras are the Belize river, the Hondo river, and the New river. The investigators will be navigating the Belize river.

Though British Honduras is officially in the tropics, its climate is subtropical. Temperatures range from 50 to 90 degrees Fahrenheit. Wind comes from the east over the Caribbean. The dry season spans from February to May, occasional rains fall throughout the rest of the year and it rains nearly continuously during October, November, and December. Annual rainfall averages 50 inches but rises in some areas to more than 150 inches.

The capital of British Honduras is Belize. Other towns include Stann Creek, Corozal, Orange Walk, Punta Gorda, the Cayo, Monkey River, and Mullins River.

Telegraph line connect Belize with Corozal in the north and with Punta Gorda in the south. There are no rail lines or

auto roads. Most travel is accomplished aboard steamers that run up and down the coast. Mail steamers from New Orleans, Liverpool, Colon, and Porto Cortez in Honduras regularly visit Belize.

The American Gold Dollar is the standard coin of British Honduras, and the British Sovereign and half-sovereign are legal tender. British Honduras issues notes to the value of 1, 2, 5, 10, 50, and 100 dollars and a local currency of 1 cent bronze pieces and of 5, 10, 25, and 50 cent silver pieces. British Common Law reigns in British Honduras.

British Honduras is dotted with Mayan ruins, and some believe with ruins of a more sinister nature, but that is up to the investigators to discover. The western part of the country has undergone little exploration, and is uninhabited by Europeans, and could contain various centers of Cthulhoid activity.

Plants and Animals

The trees of northern British Honduras are mainly deciduous. Mangroves predominate in the swampy areas along the coast. In the mountainous south, coniferous trees abound, gradually being overtaken in the far south by tropical rainforest. Where the investigators will be traveling, typical rainforest vegetation, including lianas and various varieties of fern, reaches for the sun.

Animals include jaguars, pumas, tapirs, deer, crocodiles, and manatees, as well as a variety of turtles, tortoises, reptiles, birds, and fish. British Honduras is located at the edge of the ranges of both North American and South American animals, providing a wide variety of creatures.

Belize

The capital of British Honduras is Belize (population approx. 10,000). Belize is on the Caribbean coast, occupying both sides of the river Belize at its mouth. The houses of Belize are built of wood and have high roofs and wide verandahs shaded by coconut palms. The principal buildings of the town are the Court House in the center of town, the Government House at the southern end, Fort George towards the north, the British Bank of Honduras, a hospital, a Roman Catholic convent, and a Wesleyan church which is the largest building in town and the favorite of most of the inhabitants.

Mangrove swamps surround Belize, making outbreaks of yellow fever, cholera, and other tropical diseases common here. But Belize is not as unhealthy as some tropical towns. Frequent high tides cover the marshes, and warm but brisk breezes blow in from the sea.

There is no rail or auto road connection between Belize and any other town, so all travel to and from there is done by steamer.

passive role in decision-making. His medical bag contains quinine for malaria and other tropical diseases, insect bite ointments, carbolic acid disinfectant, and miscellaneous medical instruments.

Dr. Dennis Franklin MD.

STR 12 CON 11 SIZ 16 DEX 15 APP 15
SAN 45 INT 17 POW 9 EDU 20 HP 14

SKILLS: Credit Rating 35%, Diagnose Disease 50%, First Aid 80%, Pharmacy 45%, Psychology 25%, Treat Disease 40%, Treat Poison 40%.

LANGUAGES: English 85%, Latin 40%.

WEAPONS: knife 30%, parry 25%, 1D6 damage.

Stuart Devlin

Stuart is the expedition river pilot and all-around handyman. He is rash and hot-headed, and hates retreating from fights. His basic good character makes him a good ally for the investigators.

Stuart Devlin

STR 15 CON 16 SIZ 16 DEX 17 APP 16
SAN 60 INT 13 POW 12 EDU 10 HP 16

SKILLS: Dodge 85%, Electrical Repair 30%, First Aid 50%, Hide 30%, Listen 60%, Mechanical Repair 35%, Pilot Aircraft 85%, Sneak 50%, Spot Hidden 40%, Swim 40%, Track 35%.

LANGUAGES: English 65%, Local Indian Dialects 30%.

WEAPONS: .45 revolver 35%, 1D10+2 damage.
fist 60%, 1D3+1D4 damage.

Miguel

Miguel is an indian laborer whose job is to carry the equipment. He speaks no English (not even 'yes' or 'no'), is slightly retarded mentally, and Devlin usually takes responsibility for him.

Miguel

STR 17 CON 13 SIZ 16 DEX 11 APP 9
SAN 50 INT 8 POW 10 EDU 1 HP 15

SKILLS: Hide 60%, Sneak 65%, Track 20%.

LANGUAGES: Yucatecan 40%.

WEAPONS: knife 60%, parry 40%, 1D6+1D6 damage.

Gordon Lockly

Lockly, a ruthless smuggler, is in league with Morgan because he has been promised a fortune in treasure supposedly lying in the Bental-Dolum ruins. He knows nothing

Gordon Lockly

STR 15 CON 16 SIZ 16 DEX 16 APP 11
SAN 45 INT 14 POW 12 EDU 12 HP 16

SKILLS: Camouflage 80%, Electrical Repair 30%, First Aid 70%, Hide 90%, Listen 75%, Mechanical Repair 40%, Sneak 90%, Spot Hidden 65%, Treat Poison 50%.

LANGUAGES: English 60%, Mayan 55%.

WEAPONS: .30-06 rifle 60%, 1D6+3 damage.
9mm automatic 45%, 1D10 damage.



of the occult and Morgan plans to include him among Shub-Niggurath's sacrificial victims.

Lockly killed Dr. Williamson and his party at Bental-Dolum and fled the ruins. Even more important than his agreement with Morgan is his wish to keep the British government from finding out about his part in the murders — Lockly is too well-known in parts of the country.

The Expedition

Before leaving Belize, the investigators are shown a map of the previous expedition's known route, which they are to retrace. The investigators can interview the local Englishmen about the Williamson expedition, but no one knows anything of the party after they left Belize. The map shows the route of the previous expedition only to where they left the river. From there, the route is up to the investigators.

If the investigators interview any of the local indians, either through an interpreter or in the indians' halting English, they encounter resistance on the part of the in-

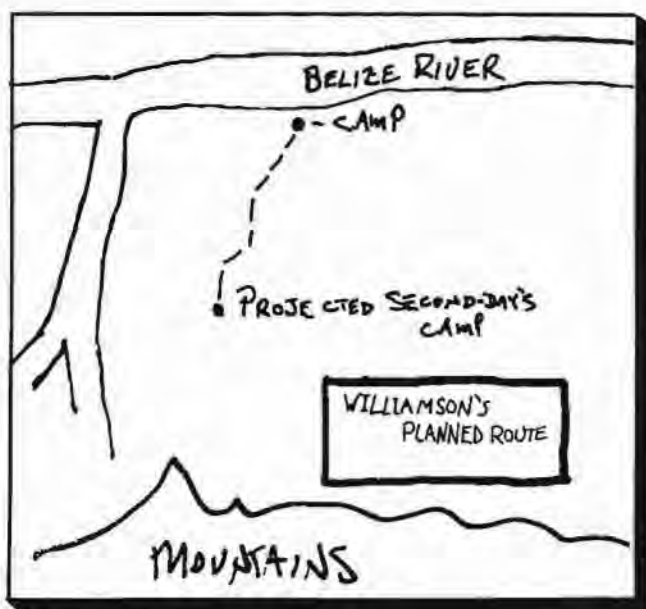
dians to talk about any of the ruins upriver or in the north. In fact, conversation with a local Englishman reveals that at the turn of the century, near Corozal, an Englishman named Thomas Gann discovered a series of mounds from which strange stucco wall-paintings came to light. But Gann was only able to save a small portion of the paintings because the local Indians destroyed his find.

On the Trail

The Expedition Route Map shows to where the investigators will have traveled at the end of each day. Areas of interest are marked on the map and described below.

Last Known Position: this marks the last stop which the Williamson expedition is proven to have made. At the site, near the river, the remains of a campsite are still barely detectable under the jungle growth. Under the fungus-riddled leaf litter can be found several rusty lanterns, metal cans of food, and other miscellaneous nonbiodegradable gear. Some small metal rings are also left behind — a Know roll reveals them to be the remains of a tent. No weapons remnants can be found.

About 8 yards south of the campsite is a Mayan structure; a pyramid approximately four yards per side and three yards high, covered only with new growth. Evidently the Williamson expedition cleaned the structure off on their trip. Atop the pyramid are the shattered remains of a carving set in a 12 inch by 6 inch slab. It is smashed beyond recognition. Close inspection (a successful Spot Hidden) reveals bullet marks in the stone and some old .38 shells strewn in the rubble. Near this ruin is a curious tangle of vegetation (successful Spot Hidden or Botany rolls to notice). Underneath are two human skeletons. One has a fractured neck; the other has been shot through the head. Only the belt-buckles and rings remain of their clothing, but under one skeleton is a metal box. Within this box is a crumpled slip of paper and a small notebook. The slip of paper shows Williamson's planned route of travel (see the accompanying map), which the team can use to follow his path. The small notebook has only two entries, both on the first page.



Notebook Entries

May 21 — with Williamson and the rest heading east, there is little for Peter and myself to do but wait and keep watch over the base site. This journal should help pass the time.

May 22 — I fear that the others will not return in time. Since Peter wrecked that awful carving I have...

The remainder of the entry trails off into indecipherable scrawls. Hastily scribbled across the bottom of the paper is the brief warning: "God help them." Nothing more is in the notebook.

A Pile of Stones: this pile of stones appears to be a cairn. A stone slab at one end bears the name of Johnathan Daris, a graduate student. Below that is scratched a curious emblem, which a successful Cthulhu Mythos identifies as an Elder Sign. Anyone searching around the cairn and succeeding with Spot Hidden finds a small gold medallion of Mayan origin with a relief engraving of a stylized swarming mass of tentacles and hooves. A successful Cthulhu Mythos roll identifies the engraving as a depiction of a Dark Young of Shub-Niggurath. (Keeper's Note: the medallion was found by Williamson, and unknowingly lost here when his companion was buried.)

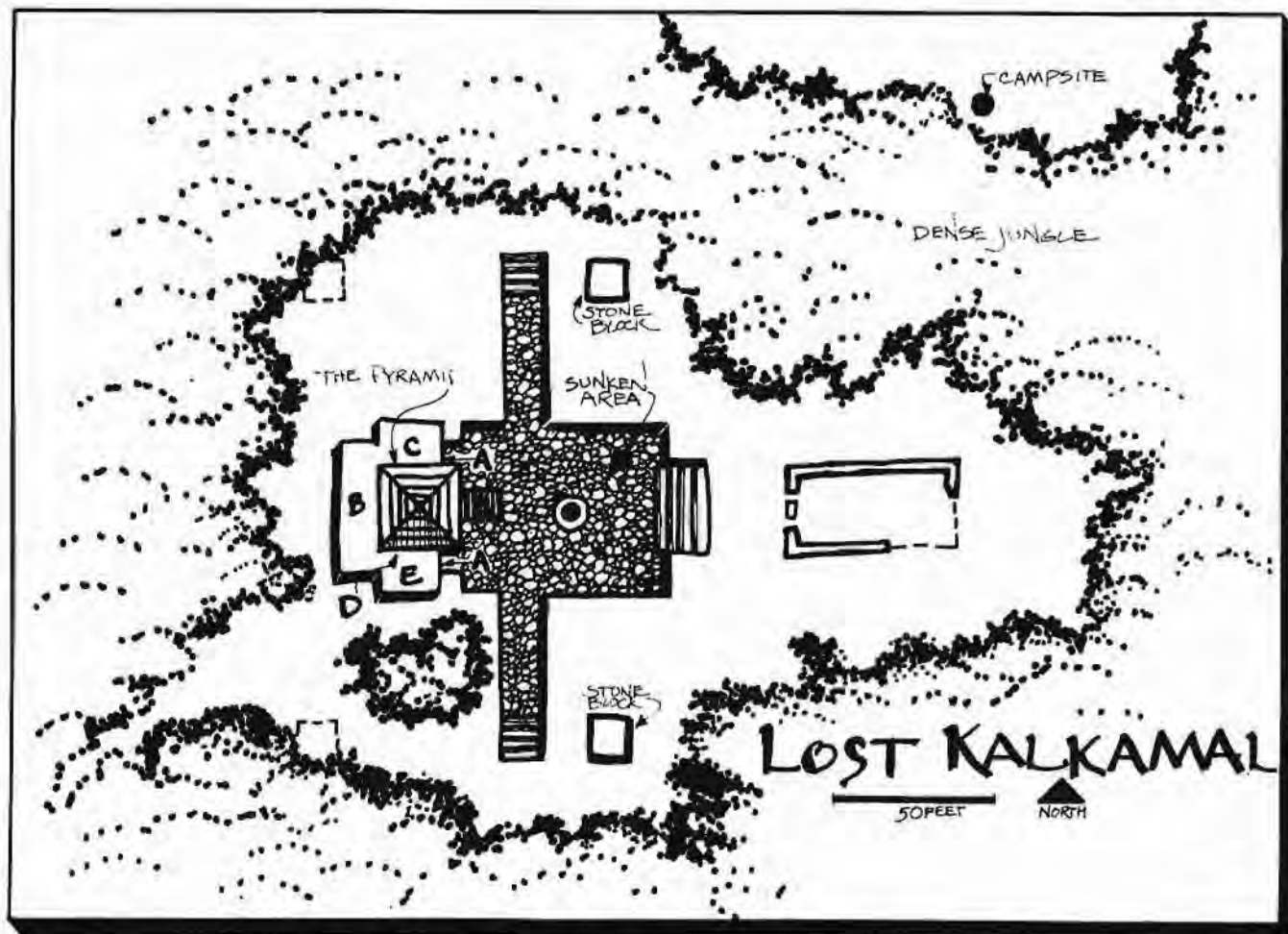
Lost Kalkamal: after the team leaves the last site, the map found at the small pyramid gives out and the team is left on their own. Morgan leads the expedition to the southwest, hoping to pick up Williamson's trail. He is seemingly in luck, as soon the expedition finds another of Williamson's encampments. (This is not just good luck on Morgan's part. Lockly, who followed Williamson's team has informed Morgan of the exact route. Naturally, Morgan cannot let the team members know that he knows Williamson's route.)

Metal tent-rings show that two tents were abandoned here. Apparently once stored in a tent is a heap of Mayan pottery. Mixed in among the pots and clay sculptures is an Elder Sign molded into a star-shaped piece of baked clay. The items were apparently in the process of being tagged for identification. A small locked chest marked E.W. sits by the relics. The chest can be broken open with little trouble. Inside is a small jade and silver sculpture of an elaborately bedecked head. Beneath this is a bundle of loose papers and a book wrapped in burlap. The book is a copy of von Junzt's *Nameless Cults*, the Bridewell edition. The papers are notes on the artifacts collected so far by the expedition. Evidently the settlement was abandoned rather hastily, as otherwise Williamson would never have left all this stuff behind.

The pottery is all mundane. The jade head is not mentioned in the notes — probably it was found after the camp was set up. The notes do mention the gold medallion (possibly found at the last site), and apparently Williamson was unaware of its loss. He mentions nothing occult about it.

A rather long entry concerns the clay Elder Sign. Williamson knew that the sign was of major occult significance, and did research on it in his copy of *Nameless Cults*. Williamson states that the sign's efficacy lies in preventing the entry of certain malign supernatural entities. The rest of the notes are a dull catalog of the pots.

About 50 feet from the campsite, through a patch of dense jungle, is the lost ruin of Kalkamal. Someone in the



investigator's team will run across it shortly after Williamson's camp has been found.

Kalkamal is not a true ruin — it was created only centuries ago by a vast expenditure of Haon-Dor's magic and its purpose is to direct humans toward Bendal-Dolum.

Sunken Area: this entire area is a ten foot deep depression lined with slabs of rock. A circular stone well, covered by an extra slab of rock, sits at point B. If the slab is removed, an ominous green vapor pours out of the well and seeps across the bottom of the depression. Whenever the mist touches a person, wisps of it curl up its victim's body and burns away the flesh. Each round, the mist does 1D4 damage, plus lowers APP by one point, and causes 0/1D3 SAN loss until the victim escapes it. Weirdly, if the mist is permitted to completely dissolve an individual, it seeps back into the well, and the rock slab can be replaced without danger. Nothing is left of any victim but gold fillings and eyeglass lenses. (The mist dissolves everything but glass and gold.) The mist moves relatively slowly, and is not difficult to outrun. This mist is impossible to harm by any means available to the investigators.

The Stone Blocks: two twenty-foot-high stone blocks covered with Mayan carvings stand to either side of the ruin. They feel slick and cold. If the Elder Sign is touched to a block, the slick feeling goes away, only to return when the Elder Sign is removed.

Haon-Dor has invested these blocks with magic power. They monitor Morgan's expedition and maintain the ruins

of Kalkamal. They can take no physical action — their function is purely sensory. If Elder signs are attached to both stone blocks, the ruins of Kalkamal begin to crumble and topple. Stone falls from stone, walls fall piecemeal, and even before the entire structure has collapsed, the stones themselves begin to crumble into gravel, and the gravel into dust.

The only parts of the ruins which are not destroyed by this action are the twin stone blocks. The keeper should not let Kalkamal be destroyed unless the team members have already spotted the bas-relief at location 'D' within the pyramid.

The Pyramid: a two-step Mayan pyramid overgrown with roots and vegetation. At each of the points labeled 'A' a 2-foot-square hole in the wall slopes downward into a fetid dark pool full of snakes, lizards, and mosquitoes.

The point labeled 'B' was the old priest's chamber. Various religious carvings are prominent, especially carvings of snakes.

'C's' entrance is full of debris and refuse. A large hole in the floor leads to the fetid pool noted above under 'A'. The pool is 20 feet below the floor and the walls are slick and climbable only by lizards and flies.

Along the entire back wall of chamber 'D' are bas-relief carvings of a huge city of stone. Careful study indicates that the city lies to the southwest. The route to it is apparently marked out by small pyramids set at intervals.

In the 'E' chamber is a small altar and piles of human skulls in each corner. Lying atop the altar is a pocket

knife and a small wrist watch with E.W. engraved on the back. If someone searches through the skulls, he finds one with gold fillings. (This is not Williamson's skull, but that of the last of the unfortunate graduate students who accompanied the professor on his expedition).

Through The Jungle Mists

By now the investigators probably realize that the first expedition went looking for the lost city indicated in the Kalkamal ruins. Though Morgan does not know the exact site of Bendal-Dolum, he urges the party to proceed in the direction of the stone city, believing it (correctly) to be Bendal-Dolum itself.

Periodically, the investigators encounter small (3-foot-tall) Mayan pyramids with the image of a city carved on one face. These pyramids are aligned so that if the team travels exactly at a right angle to the carving, they arrive at the next pyramid within 5 miles. Careful compass reading is essential, and the team must often stop to take bearings. Even with such careful planning, it is astounding that the team always manages to find the next pyramid in line without difficulty. The pyramids are never overgrown by brush, their alignments are always exactly correct, and their positions fairly easily determined. Anyone with any knowledge of Map Making or Archaeology should be a little uneasy that it is so easy to follow this path for so many miles without getting lost even once.

The pyramids are magic creations of Haon-Dor. If the party backtracks to a pyramid they have already passed, they discover that it has vanished — Haon-Dor allows the enchantment maintaining each pyramid to lapse as it is left behind by Morgan's team.

The Mayan-Style Pyramid

As the team passes through a patch of particularly dense brush near the Guatemalan border, they suddenly come across a Mayan-style pyramid, heavily overgrown. Next to the pyramid are a rusted machete blade and some metal buckles and loops — evidence that Williamson made it this far. A careful search of the campsite, if combined with a Spot Hidden, uncovers some fungus-overgrown, leather-bound books. Most of the pages are completely unreadable, but those remaining tell of Williamson and Baldwin being joined by an American named Gordon Lockly. According to the notes, Williamson took a liking to Lockly and trusted him completely. Baldwin was less than enthusiastic about Lockly. The clearest page reads as follows.

Journal Entry

I am now convinced that at last I shall be able to prove my theories on the origins of Mayan religion. Judging from the carvings in Kalkamal, I must nearly be upon ancient Bendal-Dolum — the lost temple to the Forbidden Gods. The inscription on this pyramid verifies this fact. The site cannot be more than 20 miles southwest of us, if von Junzt is correct. Anthony, Gordon, and I depart at sunrise.

As soon as the journal is found, Lockly finds himself in an awkward position. He tries to claim that the Lockly that accompanied Williamson was not him, but some other coincidentally-named American. If the investigators show no signs of believing this, he admits that he was with the first expedition for part of the way, but denies any knowledge of Williamson's ultimate fate, claiming to have left them shortly after leaving this site. Lockly also claims to know nothing of the deaths of Williamson's students — stating that he joined up after the students died and that Williamson didn't want to talk about the tragedies.

If Lockly is asked why Williamson left this site without taking his equipment, he mumbles that he left in the night before the others awoke, then refuses to comment further. A successful Psychology roll indicates that Lockly seems frightened by something other than the interrogation — the pyramid itself seems to scare him.

If the team decides to spend the night at the pyramid, Lockly strongly opposes the decision. However, he consents if everyone else is against him. If the investigators do camp near the pyramid, during the night everyone's sleep is troubled. Everyone's dreams are infiltrated by incessant whispers and soft mutterings. A nightmare landscape of ruins, Mayan pyramids, and viscous mists is seen. Obscurely malformed creatures writhe slowly across the stones and twist grotesquely in the mists. All the investigators are terrified (lose 0/1D4 SAN), and suddenly all awake simultaneously, moaning.

Those who failed the SAN roll awake with a shriek. Lockly jumps up and begins to collect his gear, readying himself for instant departure. He hates the pyramid and says it hates him too. He adds that this happened to the first expedition, and prompted them to flee, leaving behind their supplies. Claiming he can't stand it anymore, Lockly vanishes into the jungle. If the investigators try to follow, Lockly agrees to rejoin the expedition as long as they leave the pyramid site immediately.

As the investigators approach nearer to Bendal-Dolum, the team begins to hear inexplicable voices. Nothing can be heard directly, but when the investigators are talking or their attention is addressed elsewhere, strange whispering voices can be half-heard in the distance. Whenever anyone concentrates on them, the sounds fade, and are no longer audible.

Bendal-Dolum

As the party approaches the site, visibility is lessened and the jungle fills with a thick, humid vapor. The mist has a rotten, unwholesome stench, and seems to be filled with gibbering voices just below the threshold of audibility. After travelling for days, the mist suddenly parts to reveal the gates of ancient Bendal-Dolum.

Bendal-Dolum has a distinctive architectural style, and anyone succeeding with Archaeology or Anthropology can tell that the city is not Mayan, though its precise origins remain unclear. Perhaps it was built by a whole new, previously-unsuspected pre-Columbian culture.

Around and through the whole complex is a stinking pool of stagnant, fetid water. If the investigators try to measure its depth, they'll find that the pool is apparently bottomless.

The buildings in this temple complex are connected to one another by ramps rising from the water.

The Gate: the entrance is a greasy-looking stone ramp flanked by two sixty-foot stone walls. On either side of the stone ramp stand twisted tree-like statues on large pedestals. Along the ramp on both sides are holes spaced six inches apart, from which stinking, diseased looking plants emerge and droop despondently into the fetid water surrounding the complex.

The Fresco Building: this one-room structure contains frescoes of unspeakably brutal torments and mutilations carried out on hapless humans by the same tree-like horrors depicted by the statues at the gate. From a well in the floor rises another tree-like statue, which forms the ceiling of the room with its branches. Lipless mouths silently drool stone slobber down the statue's sides. Drawing paper and artist's charcoal lie near one wall — apparently Williamson reached the lost city. On some pages are rubbings of the carvings.

The Junctions: small twenty-foot-square, one-room buildings with thirty-foot ceilings. Within these buildings, the team members can definitely, though barely, hear garbled voices speaking furtively.

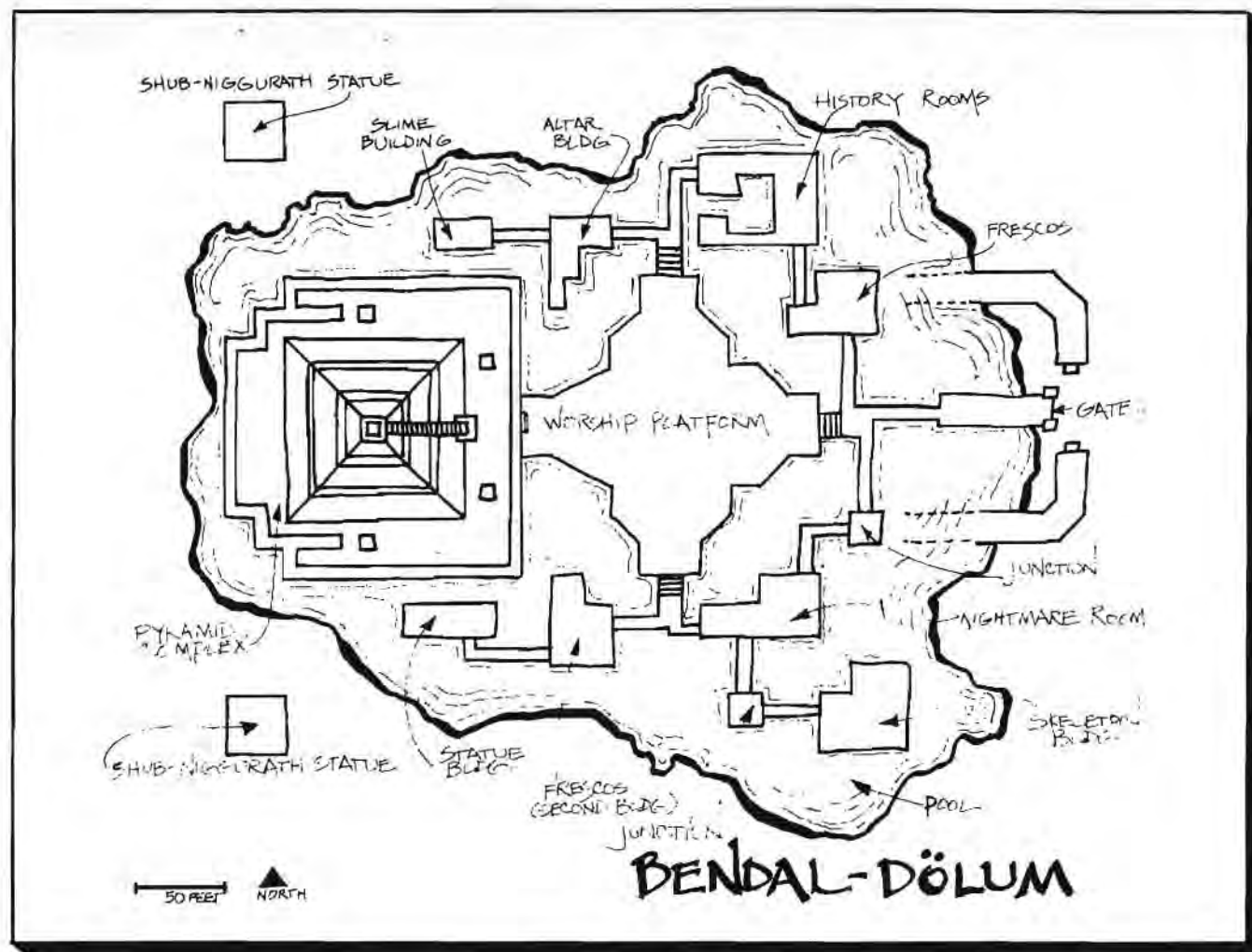
The History Rooms: this building contains a fantastic array of painted relief carvings illustrating the history of Bendal-Dolum. The main chamber contains carvings depicting humans and less distinct creatures gathered in wor-

ship and ceremony. The whole complex is alive with activity.

The next largest chamber depicts what appears to be Bendal-Dolum's creation. Fantastic tentacled beasts rear great blocks of stone while human and half-human artisans carve them into their present forms. Above the site, the artist has depicted a pair of gigantic, floating red eyes, watching the construction.

The smallest chamber in the building is of dual interest. The carvings evidently show what was (to the artist) Bendal-Dolum's future — the structure appears old and disused, much as it does now. However, in the front of the pyramid complex is a circular opening with a writhing tentacled horror crawling through it. Hanging in the air above Bendal-Dolum is an oversized, skull-like moon. Also in this smallest chamber is a skeleton in rags. Identification in the pockets identifies the skeleton as that of Anthony Baldwin. A lantern and several pieces of mildewy notepaper lie near him — Baldwin was apparently taking notes on the carvings when he died. An examination of the body reveals a bullet-cracked rib and several bullets on the floor under the body, proving that he was shot several times before he died. (He was of course a victim of Gordon Lockly.)

The Nightmare Building: this building contains several stone altars as well as carvings of a ruined city populated by nightmare beasts. Everyone who had a nightmare sent by the Mayan-style pyramid loses 0/1D3 SAN because the city is so easily recognizable as the one from their dreams.



This room is apparently where Williamson set out to organize his notes. More half-completed, moldy rubbings of all types of carvings lie strewn about. One rubbing, which is fairly intact, shows a priest holding a shiny object in his hands before the entrance to the pyramid complex. (This is a clue of how to use the medallion found near Kalkamal to open the pyramid.) Also present is a selection of Williamson's notes concerning his failure to gain entrance to the pyramid complex, which he believes to contain the fabled Caves of Life. He mentions that he has found some of the rubies that supposedly originate from these caves. No trace of these rubies can be found, as Lockly stole them when he murdered Williamson.

Skeleton Building: every wall of this chamber bears bas-reliefs of tentacled tree-like monsters drooling from multiple mouths. In the center of the room is a narrow (two-foot-diameter) well surrounded by a low wall and covered by a stone lid. If the lid is moved off the well (it has a SIZ of 25), a horrible stench fills the room. The interior of the well has many handholds leading down into a foul-smelling chamber. If the sides of the well are searched with a light from above, or if someone is so bold as to descend into the well, movement is heard below. After a few moments, several animated skeletons bedecked in silver and golden finery silently climb up the interior of the well toward the team. If the stone lid is put back in place, the skeletons cannot emerge. Otherwise they crawl forth and attack. There are five skeletons.

Notes on skeletons: described on page 28 of the *Call of Cthulhu 1920s Sourcebook*. Because of the damage-absorbing silver and gold ornamentation they carry, these skeletons are only shattered when the D100 roll is equal to or less than damage rolled x3. Impaling type weapons only shatter these skeletons on a roll of damage x1. SAN loss for viewing animated skeletons is 0/1D6.

Skeletons

	1	2	3	4	5
STR	13	16	9	5	9
SIZ	13	17	13	10	11
DEX	14	14	14	11	10
POW	11	9	16	6	6
grapple*	70	70	70	50	55
damage*	1D6	1D6	1D6	1D6	1D6
	+1D6	+1D6	+1D6	+1D6	+1D6

*attempts to strangle victim.

Altar Building: along all interior walls of this building are a series of low altars, each built beneath a sculpture of a different tree-monster. Just inside the entrance is a small crate with a lantern atop it. Inside the crate amidst fungus-riddled packing straw is an old Mayan carving and a slip of paper reading, *Artifact 205, D. Belize*.

This was set up by Lockly on his first trip to the city in preparation for his departure with the artifacts he had stolen from Williamson. This artifact was mistakenly left behind when Lockly left the ruins in haste.

The Second Fresco Building: this chamber contains more horrendous frescoes of mutilated human torture victims, done in pornographic detail. There seems no ritual function for this building. Possibly prisoners were kept here before meeting their fate. Or perhaps the chamber displays only the diseased mind of the artisan.

The Slime Building: this building drips with slime and water molds. The floor slopes away at the end down into

a slimy hole. Above it on the back wall is a rendering of a Dark Young.

Anyone searching near the hole can spot what appears to be a length of slimy vine along the wall. Upon closer inspection (Spot Hidden roll), the vine proves to be a rusty chain with a loop at one end hooked over a convenient projection from the wall, and the other end disappearing down the hole. Pulling on the chain reveals that something is attached to the other end. If it is pulled up, the object is seen to be a large watertight chest made of metal and wrapped in rotten burlap. The chest is held closed by an easily pulled lever. Inside are boxes containing 100 .30-06 rifle rounds and 35 9mm automatic rounds. Also inside are some blankets, a small leather bag containing Williamson's wallet, a bottle of inferior rum, a flare gun, five flares, a bundle containing a hacksaw, hammer, chisel, and a small burlap bag containing a stone dog's head, apparently sawn off a statue (from the statue building).

Anyone brave enough can descend into the hole. Rope is needed, as the stone walls of the shaft are very slick, and the slimy chain presents too little grip. About fifty feet down, a ledge rings the shaft. On the ledge, still clothed in the last tatters of his jungle outfit, is the skeleton of Dr. Williamson (ID in his pocket identifies the skeleton). There is a bullet hole smack in the center of his forehead.

Further down, the shaft stretches on, apparently forever. If the person on the rope is so hardy as to continue, about 200 feet down he hears a chattering noise, which grows louder as he proceeds downward. If he continues, about 300 feet down, the shaft ends and he swings loose in the air inside what appears to be a vast underground chamber. If he is not pulled back within a few minutes, a gigantic flying creature swoops by and gulps the investigator down. The party at the top of the pit gets back nothing but the severed, slimy rope end.

Gordon Lockly

When the investigators find the remains of Professor Williamson and Anthony Baldwin, Lockly probably becomes less than popular. The team members doubtless guess that he did away with the first expedition, and (if he didn't run away at the Mayan-style pyramid) hold him prisoner. Professor Morgan tries to prevent the investigators from killing Lockly, though he too is furious. Lockly originally told Morgan that the previous expedition had never found the ruin, so Morgan now regards Lockly as untrustworthy, and acts accordingly.

The Statue Building: this building is filled with statues of humans, deer, jaguars, and other natural animals. The head of one dog-like statue has been sawn off. None of the statues are in the Mayan style.

Statues of Shub-Niggurath: these massive statues of masonry, each standing an amazing 40 yards high, depict a bypedal creature with huge claws on its feet. The creature's waist explodes into thousands of tentacles, and two writhing serpents rise from the armless torso in lieu of a head. Investigators succeeding in a Cthulhu Mythos roll recognize these statues as symbolic portraits of Shub-Niggurath. Investigators succeeding with Archaeology recognize that the statues resemble the Aztec fertility goddess Coatlique.

Worship Platform: this vast open area was apparently built as a gathering place.

The Pyramid Complex: there is no entrance to this structure — only a blank stone circle 24 feet in diameter with a distorted, somewhat human face set into it. If the gold Shub-Niggurath medallion found at Kalkamal is held in front of the face, its eyes flash and its mouth opens, then it cracks to pieces and falls apart. If the team does not figure out how to get into the pyramid complex, Morgan, inspired by Haon-Dor's dream thoughts, realizes the secret and proceeds. If the team did not find or pick up the Shub-Niggurath medallion in the jungle, Morgan will have done so on the sly, and produces it from his pocket, using it to open the gate.

Once inside, the mist clears, and the true scope of the complex becomes apparent. Inside the courtyard (formed of black stone) are two representations of Dark Young. The entrance to the ramp on the pyramid is a gaping black mouth, filled with venomous-looking fangs and bracketed with a carved tentacle mass. A constant chorus of gibbering voices vibrates the air. Hideous gargoyles squat leering at each of the four corners of the pyramid's second tier. Inside the entrance to the ramp, set into the face of the pyramid, is a small negative image of the Shub Niggurath medallion. The medallion must be inserted into the depression to reveal a secret passage opening into the pyramid's side.

Shortly after the depression is discovered and the secret passage opened, Morgan makes his move. He grabs a random investigator around the neck and holds a handgun to his or her head, demanding that the others rid themselves of all weapons or he'll kill the hostage. Gordon Lockly, if he hasn't already fled or is not already disarmed, takes out his rifle and backs up Morgan's demands.

Now that his plans are so close to fulfillment, all Haon-Dor's concentration is on Morgan, who is filled with super-human strength. Any attempt by his hostage to break Morgan's grip, throw him to the ground, or similar action will not even cause Morgan to shift position.

If the investigators consent to allow themselves to be disarmed, after all the weapons have been removed, Morgan marches the party up the ramp, Lockly bringing up the rear. Once the group reaches the top of the pyramid, Morgan has the investigators lie on their bellies while he kneels on each of their backs and cuts their throats. Before he can manage this fiendish deed, the investigators should try to overpower Lockly and Morgan.

If the investigators refuse to be disarmed, Morgan shoots his prisoner (killing his victim unless he rolls 95-00, in which case ordinary weapon damage is done) and then opens fire on the group, assisted by Lockly.

If Morgan is killed or seriously injured in the ensuing fight, he falls to his knees, grimaces in extreme pain and anguish, looks pleadingly at the investigators, saying "My God! I couldn't stop myself," and collapses in tears on the ground. Seconds later, Haon-Dor's seed takes effect as Morgan's back splits open and a writhing, slime-covered mass rips its way free from his body. A huge plant, covered with bulging eyeballs and fanged, lipless mouths, sprouts from Morgan's corpse and begins spreading creepers and branches throughout the temple complex. Anyone who witnesses this horrible event loses 1/1D10 SAN. If any investigator tries to make a break for the gate, all the mouths hiss a quick spell in harmony, and the gate is resealed. The



The Face in the Pyramid

gate's face is not on the inside, and hence cannot be opened with the medallion. As the plant grows ever-larger with preternatural speed, its mouths and tendrils begin reaching hungrily for the investigators.

The Hell-Plant

STR 20 CON 60 SIZ grows DEX 13 INT 8
POW 18 HP 30+2D6 growth per round

WEAPONS: Tendril 80%, 1D6 damage + drains 1 point of STR each subsequent round.

NOTES: since the plant adds 2D6 hit points to its total each round, the investigators must do more damage than that to the plant to keep it from spreading. If the plant is ever reduced to zero hit points, it dies. Once it reaches 100 points (SIZ 140) the plant ceases to grow, only to start again if reduced below 100 through damage.

Every person within reach of the plant is attacked by 1D4 tendrils per round.

ARMOR: none, but impaling weapons do minimum damage to this vegetable growth. The plant is not inflammable and cannot be set alight, but fire does normal damage to it.

SAN loss: 1/1D10

The only escape route from the plant is through the secret passage in the pyramid. The shaft slopes down into a very steep tunnel, winding down into the bowels of the complex. The plant's creepers follow the investigators down the shaft, but in the dark passage, they travel slower than a man can walk. The walls are completely featureless.

After some time, the tunnel opens up into a chamber about thirty feet square. Around the chamber is a stone shelf two feet thick from top to bottom and extending six feet into the room in all directions. In the center of the floor is a well, rimmed with another stone shelf. Peering into the well shows that it has many usable handholds, but it stretches down as far as the eye can see. The well is five feet in diameter. All along the stone shelf and on the back wall of the chamber are inscribed unusual characters in an unknown tongue.

As the party descends into the well (there is really no other place to go unless the investigators want to fight the hell-plant), the way is initially easy due to the profusion of handholds. After one round all the investigators must succeed with STR x5 or less on D100 or fall. In two rounds each must succeed with STR x4 or less, then STR x3, and so forth, until on the sixth round, the handholds vanish completely and the investigators still clinging frantically to the well-side fall automatically.

The fall seems to stretch on into infinity, and the force of the acceleration, the stench of death, and the terror of the situation cause all the investigators to lapse into unconsciousness.

The Nether Regions of Time and Space

At this point, the players probably believe that their investigators have fallen to their doom. However, this well actually leads to the fabled Caves of Life — a nether region

between the planes from whence mortals can find their way to Earth's dreamlands. The investigators' entrance to the caves was arranged by the sorcerer Haon-Dor, who has a special task in mind for them. Haon-Dor has constructed a special gate to link his lunar citadel with his earthly fortress of Bental-Dolum, and allow his minions easy and instant access to the material world. However, to set Haon-Dor's gate into operation, beings from the material world must pass through it first.

After they lapse into unconsciousness, the next thing the investigators know is that they are lying naked on cold stone in utter darkness. The only wounds suffered are those sustained prior to the fall. The air smells dank, and there is no evidence of walls and ceiling anywhere near the investigators.

It is important for the keeper to remember, and to impress upon the investigators, that they are naked and weaponless. Only objects of overwhelming sentimental importance, such as wedding rings, remain with the investigators (having become effectively part of the investigator). The only other object which the investigators still possess is the Shub-Niggurath medallion.

Through the Abyss

Heading in any direction, it takes hours to reach any sort of landmark, but eventually a low red glimmering becomes visible ahead. The light builds as the investigators approach, until they can see that they stand in front of a huge wall rising into infinity. A single red hemisphere set into the wall, fifty feet above the ground, gives light to the scene. Directly beneath the light is a 20-foot unornamented arch.

Any investigator attempting to walk through the arch walks into an invisible wall doing 1D3 damage to himself if he was not proceeding carefully.

The barrier feels very smooth, almost slick. Its surface can be scratched by the Shub-Niggurath medallion, leaving a permanent groove. If the investigators persist in carving at the barrier with the medallion, they'll penetrate deeper and deeper into the barrier. After several hours the barrier suddenly vanishes with a loud pop and the investigators are free to proceed.

Another method of destroying the barrier is to scratch an elder sign onto it. Other methods that sound reasonable should be allowed by the keeper.

This barrier was a natural boundary between the Caves of Life and the magic passage from Bental-Dolum. It prevented the passage of physical beings into the caves, which the investigators have now accomplished. The barrier was normally exceedingly powerful, but Haon-Dor's mightiest spells were assailing it from the dreamlands side of the barrier. Between Haon-Dor and the investigators, the boundary came down. However, Haon-Dor's plans are not yet fulfilled. Though Bental-Dolum is now ready for use, Haon-Dor does not yet have his lunar citadel's gate activated.

The Caves of Life

Beyond the archway is a roughly-circular cavern. In the center of the floor is a shiny, black pillar rising from an apparently bottomless pit. The pillar feels cold and un-

wholesome to the touch, and the pit gives off a sickly greenish light.

A passageway directly opposite the entrance leads further within. Phrases in several different types of glyphs are haphazardly scratched into the wall near the entrance to the passageway. One phrase in Latin, reads *Speci Animae*, which translates into English as Caves of Life. Investigators with a Read Latin skill can translate the inscription automatically, and any college-educated investigator can translate it with a successful Know roll. The other inscriptions are indecipherable, unless an investigator can read Arabic or ancient Egyptian Hieroglyphics, which are the only other known tongues used (the markings in those languages also read 'The Caves of Life').

Entranceway: the passageway abruptly opens into a great carven hall with a vaulted archway at one end. The chamber past the archway is rough and uneven, sloping irregularly down to the passageway into the rest of this small, but important, cave system.

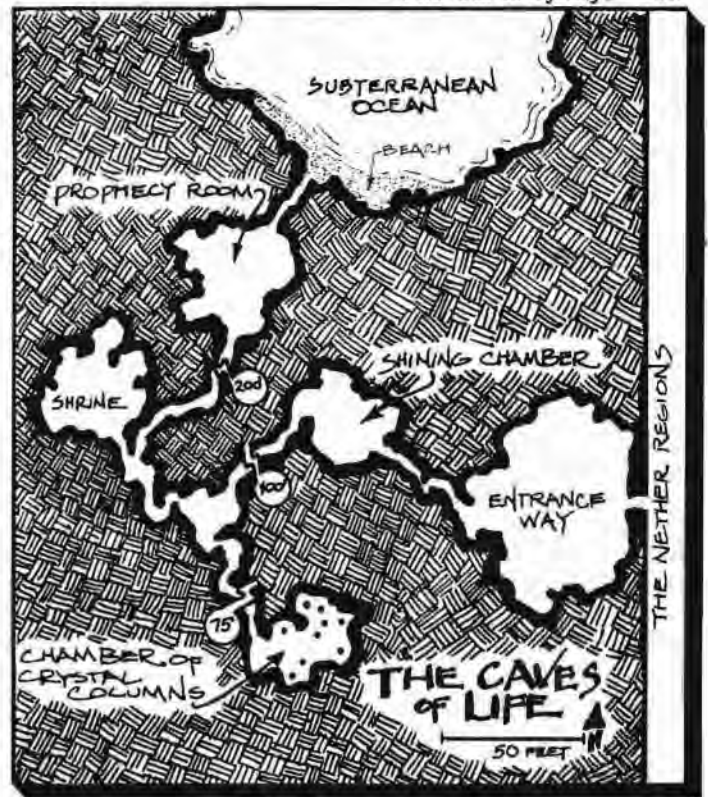
The Shining Chamber: here the passage widens into an irregular chamber seemingly made of smoked quartz, and glowing with an internal light seemingly originating deep within the material. Columns, stalagmites, and stalagmites decorate the room. In parts of the chamber, it is obvious that someone has chopped out curiously shaped bits of the material, but no loose pieces lie about. An interesting property of the substance, apart from its great strength, is that it is totally frictionless, making walking, or even crawling, impossible. Travel across this room is left to the creativity of the investigators, but to take a running start down the passageway and slide across the floor is the easiest method.

Investigators succeeding with a Cthulhu Mythos roll remember vague references to a type of slippery, luminous, stone-like substance used by extraterrestrial magicians — presumably this very material. The material is so tough that the investigators cannot possibly break off a piece. It has a variety of uses and must be detached by special spells for that purpose.

The Chamber of Crystal Columns: as its name implies, this chamber is filled with columns of a strange glass-like material, which refracts and reflects any light shined on it into strange kaleidoscopic patterns. The columns shimmer with strange light and for investigators whose players roll their POW x3 or less, the light coalesces into a vision of a sinister black galley sailing on a glassy ocean with an oddly disfigured moon hovering behind. The whole image gives a sensation of monstrous evil, and 0/1D3 SAN is lost. Those well-versed in the use of this room can summon tremendous visions and precognizant sights. The inexperienced investigators can only see their own near future.

The Shrine: a small shrine to Shub-Niggurath, complete with altar, statue, and ceremonial dais. All spells performed inside this room cost only 1/10 normal magic points (round fractions up), though any POW cost is unchanged. There is no light source in this room, and the investigators have to grope their way along.

Prophecy Room: along the sides of this chamber are many glyphs and pictographs. In the middle of the room is a single pillar of glowing rosy quartz. Anyone succeeding with Cthulhu Mythos recognizes that the glyphs are the words of an incantation and also realizes how to pronounce them. If he does, taking well over 15 minutes to



do so (there are a great many glyphs to read), the moment he finishes, the room seems to dissolve away before him and he sees a vision: the Earth and a weird disk-like dream-Earth rotating next to one another. Suddenly a spark is thrown from the dream-Earth to Earth, whereupon a black blight forms at the point of contact and begins to grow over the Earth's surface until the entire planet has been transformed into a dull, black globe. Then the investigator awakes.

While the investigator is experiencing his vision, his companions only see him staring into space.

The Subterranean Ocean: the tunnel from the prophecy room opens into an incredibly vast cavern (or perhaps it is the surface of a starless planet?) with countless cyclopean obsidian pillars towering up into the sky, presumably supporting the roof. The chamber is dominated by a phosphorescent blue sea whose shore is about 500 feet into the tunnel and stretches out as far as the eye can see. At the edge of the glowing water is an obsidian pier 40 feet wide and 400 feet long. Set back from that a collection of stone ruins, apparently a one-time port village. The ruins are all of 4 to 10 foot high dome-shaped hutches, with two-foot circular doorways halfway up their sides. Nothing lives in these hutches and nothing human ever lived in them. Nothing else of interest is found here except for some immovable stone doors set into the cavern sand.

While the investigators poke around the ruins, a black galley silently rows out of the dark and pulls up to the pier (Spot Hidden is necessary to notice). Several men scamper from the galley and fasten ropes from the ship onto protrusions on the pier. They do not seem to see the naked investigators (who are presumably hiding). These men all have extremely wide mouths, remarkably short feet, and wear turbans curiously humped up into two points over their foreheads. Their clothing appears to be

made mostly of silk and velvet and is reminiscent of the styles of medieval Persia.

Actually, or course, these creatures are the hideous inhabitants of Leng, clothed to hide their cloven hooves and devil horns. They are under instructions from Haondor to bring the investigators to him.

After they secure their ship, the Leng-men set up a small camp on the shore near the base of the pier. After starting a fire using several white fungous-looking logs, the sailors sit in a ring around the fire eating and drinking. About this time the investigators should realize that they haven't eaten for quite some time.

If the investigators approach the sailors in a friendly manner, the sailors react likewise, inviting the investigators (in strangely accented English) to share their meal. The sailors do not seem to find it strange that the investigators are naked. Any investigator taking more than a single swallow of the sailors' wine (which is held in a fabulous bottle carved from a single gigantic ruby) enjoys it immensely for about ten minutes and then begins to feel tiredness and stupor and finally falls unconscious. If the whole party is thus overcome, when they wake they find themselves prisoners on the ship, heading out to sea.

If the vision in the chamber of crystal columns has made the investigators wary or if not all the investigators drink the sailors' wine, and they take precautions or attack outright, the strange sailors draw long, lethal-looking knives and attempt to capture the investigators and bring them all to the ship. They'll chase the investigators right into the Caves of Life, if necessary and even beyond into the dark cavern. The men from Leng carry fungous-looking torches as light sources. The sailors try to keep from killing investigators, but gleefully wound them and, if the investigators put up a fierce struggle, might kill one or two expendable-seeming humans.

Men From Leng

Six men from Leng crew the ship. If the investigators manage to kill three or more of them, the survivors throw down their daggers and surrender. The keeper should ensure that at least one of the sailors survives the battle. If the investigators remove a sailor's turban or other clothes, they'll clearly see the sailor's non-human nature and lose 0/1D6 SAN.

Men From Leng

	1	2	3	4	5	6
DEX	11	10	10	10	9	8
HP	10	11	15	14	14	7

WEAPON: knife 45%, 1D4+2 damage.

SAN loss: 0/1D6 if true nature is revealed.

If the Investigators are Captured

As the investigators are unarmed, capture is the most likely outcome of any struggle between them and the sailors. If captured, the investigators are carried onto the ship, which immediately sets off. They are kept abovedecks and the sailors smirkingly tell the investigators that the rowers would not be pleasant to their eyes.

If the Investigators were Victorious

The surviving sailors offer to take their ship anywhere the investigators please and to do whatever the investigators

say, so long as they are not harmed. They have never heard of any earthly land and claim to know nothing of the Caves of Life of the gigantic cavern they are now in — saying that they landed solely to prepare a quiet meal ashore. They claim to have attacked the investigators to capture them as slaves. "Not galley slaves, of course. We have no need of those." The sailors give no information about the world outside the cavern and act confused if the investigators quiz them closely.

If the investigators decide not to sail off on the ship, they'll have to stay behind on the dismal shore with the sailors. After a few hours, a rushing noise is heard coming from back in the Caves of Life, and the investigators can hear enormous thudding footsteps of something approaching. Surviving sailors panic and flee — even if the investigators threaten to kill them, they run. (If they're bound, the sailors froth at the mouth, scream, and roll their eyes fearfully.) Presumably the investigators decide to take the ship away from that shore before whatever it is arrives. If they don't Shub-Niggurath herself appears, blasting everyone's sanity and killing everyone too stupid to rush aboard the ship and sail off.

If the investigators decide to sail off in the ship, the surviving sailors warn them not to go below decks. "The rowers would not be pleasant to your eyes." If the investigators foolishly open up the great black bilge-doors, a slippery horde of floppy moonbeasts rushes up from below and speedily overwhelms them. This sight costs 0/8 SAN (since there are so many moonbeasts, those failing a SAN roll lose the maximum possible SAN). Well over a hundred moonbeasts man the ship and there is no chance that the investigators will prevail. Each investigator that fights takes 1D6 damage in pummeling and squeezing per round until he stops resisting.

If the investigators are intelligent enough to avoid the belowdecks, proceed to Bon Voyage below.

Bon Voyage

First of all, the investigators need clothing. The sailors provide them with robes of coarse white linen. Unless the investigators are both victorious and hardy enough to wear the outlandish costume of a sailor, only the linen is available.

Once the investigators are aboard the ship, whether as prisoners or new masters, it sets sail out into the sea towards the far end of the cavern. Any investigation along the coast by ship only reveals unpleasant openings in the stone walls of the cavern surrounded by dangerous outcroppings of rock. Eventually, light is seen ahead as the cavern narrows to a tunnel leading out into an open sea. As the ship reaches the mouth of the tunnel it gathers speed and is sucked through the opening by a mysterious force. The sailors mutter nervously. They did not encounter this phenomenon on the way in.

Andrew Trelaine

As the black galley begins its voyage, the investigators, if prisoners, are taken aft to a small, dark cabin and chained to the floor. As they are fixed into the chains, they notice

a dirty and frail human figure slumped in the corner. If the investigators are masters of the ship, they'll find the man in the same dirty cell. He is apparently asleep. After a while he wakes, and the investigators can see that he is clearly an ill, but otherwise normal human. He greets the investigators in a friendly manner, using a cultured British accent, introducing himself as Andrew Trellaine.

Mr. Trellaine is in his late thirties, and is garbed in a tattered robe of oily fabric woven into a triangular design. If he is asked how he got here, Trellaine smiles grimly and says that he was foolish enough to take passage on the black ship at the port of Dylath-Leen, thinking that it would safely take him to Celphais in the vale of Ooth-Nargai. Undoubtedly the investigators are a bit confused by these exotic names.

If Trellaine is questioned more closely, he appears confused and peers closely at the investigators. If he is asked where they are, he explains that they are in the Southern Sea. Gesturing out a barred porthole, he says that Thalarion is doubtless out in that direction. When the investigators still seem confused, Trellaine asks them whither they came from. After they have finished, he mutters in fascination. Trellaine then admits that he too is from the waking world, but the dreamlands can normally only be attained through spiritual travel. He explains that his physical body is currently in London, asleep. The passage of full physical beings to the dreamlands is quite unusual. At this point, his voice trails off and he thinks for a few minutes. He then says that he has heard that the pre-human sorcerer Haon-Dor has been preparing some loathsome design, certain to prove disastrous towards the world. Trellaine had been puzzling over this, but he suspects that the investigators' presence has something to do with Haon-Dor.

As soon as the investigators begin to question Trellaine about Haon-Dor, the sailors enter and grab Trellaine. They slam him against the wall, holding the investigators at bay with their knives and undo Trellaine's chains. As they drag him out, Trellaine feebly gasps out one final warning, "Be aware that which may damn us all." He is then dragged off and killed to feed the rowers.

If the investigators are masters of the ship, Trellaine tells the same story. As soon as the investigators begin to question Trellaine about Haon-Dor, one of the sailors shrieks, pulls out a tiny, concealed knife, leaps at Trellaine, and puts the knife through Trellaine's skull, killing him instantly. Nothing the investigators can do prevents this, though they can kill the sailor immediately afterwards if they wish. If they don't, the sailor leaps overboard and sinks immediately. The remaining sailors claim complete ignorance of why their comrade went mad.

Of course, Haon-Dor instructed the sailors that under no circumstances were the people from the waking world to hear about himself.

The Basalt Pillars of the West

The ship steers its own course, driven by demon winds and currents, and no amount of fighting with the steering (provided the investigators are able to do so) deters it from its course.

Land is never sighted for the entire trip. The ship sails due west and remains on course for many uneventful days. The sailors cast nets into the sea to catch edible fish for food. Huge barrels catch rainwater to drink. The sailors

periodically cast food to the mysterious rowers belowdecks, but even if the investigators prevent the unseen rowers from being fed, the oars do not slow and the ship continues.

Eventually two dark points appear on the western horizon. As the ship draws nearer, the points resolve into colossal stone pillars that rise from the sea and vanish into the clouds, to rise to still more unguessable heights.

The closer the ship draws to the pillars, the more quickly it moves, as if some force were pulling it towards the columns. A low sound becomes audible slowly growing to a thunderous roar, and a white mist fills the air between the pillars. The sailors (if any are left) secure the ship for rough waters and retreat belowdecks. As the ship reaches the pillars, mist drenches the deck and obscures everything from sight. The roar is deafening and a sudden, fierce current grips the ship and hurls it forward between the pillars. Suddenly, the world drops away, and the ship plunges over the edge of the monstrous cataract, where the waters of the dreamworld pour out into interplanetary space. As the world falls away and the ship shoots cometlike into the void, all the investigators lose 1/1D4 SAN.

After dropping from the precipice, the ship slowly changes course, aiming for the crescent moon in the distance. As it rows through the aether, a horrible larval monster becomes visible in the distance, and it writhes its blind way toward the ship. It is as big as a truck and armed with flexible claws and spines. Those seeing it lose 1/1D10 SAN. Just as the creature reaches the ship, a flash of light bursts before it, and it twists away as if in pain. From then on the ship is not molested, though periodically at the edge of vision, dark malevolent shapes are seen briefly before other bursts of light dispel them.

These monsters are the mindless larvae of the Outer Gods. Haon-Dor is protecting the travelers' life and sanity by sending the magical bursts of light to ward off the larvae.

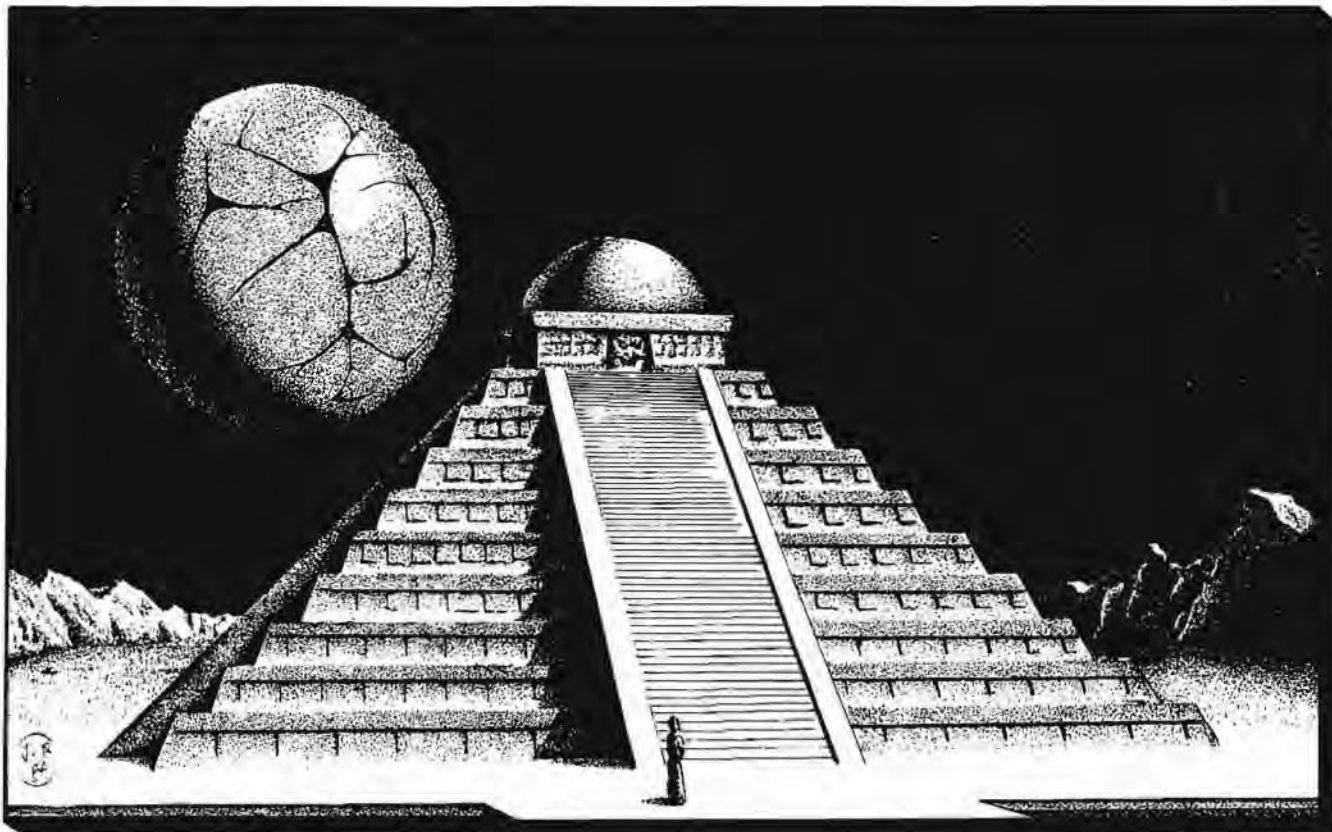
Eventually the ship rounds the curve of the moon, heading for the dark side. As the ship draws nearer to the surface, the investigators can see forests of white fungi and crumbling ruins. Eventually a large, oily sea of opaque liquid can be seen, and the galley plunges into it with a peculiar sucking noise. The ship glides through the horrible sea for several hours and pulls up beside several other black ships at a black, scabrous wharf in a port which looks like it came right out of a nightmare.

The Land of the Moonbeasts

The lunar city is a horrible conglomeration of distorted gray towers, bizarre temples, and forests of obscene fungi. Myriad creatures swarm through the twisted alleyways; moonbeasts, fantastic and unspeakable domestic animals, and herds of naked men from Leng mill about — the men from Leng don't look so very human after all. All the investigators lose 1/1D20 SAN when they see this dreadful place for the first time.

As the investigators stare in horror, moonbeasts swarm over the sides of the ship and take them all prisoner. The investigators are dragged into one of the larger structures (windowless, as are all the buildings in this lunar city) and placed in separate, globular cells in total darkness.

After many long and hungry hours, the moonbeasts return and take the investigators across the lunar plains to

*Alternate Bental-Dolum*

the lip of a huge crater. They travel in a ceremonial procession, piping nauseously on thin flutes and wriggling their slippery way along the lunar soil. No men from Leng are in the procession — only moonbeasts and two of their hideous pack-beasts. It is impossible for the investigators to escape. Any investigator refusing to proceed is tied to the back of one of the pack-beasts, each of which is forty-feet long and resembles the leprous hybrid of a centipede and a paramecium.

The lip of the crater is clearly too steep to climb, and towers at least a mile overhead. But the procession unerringly finds its way to a small cave leading through the side of the crater rim and travels for some time through the cave's utter darkness. The moonbeasts, of course, can navigate perfectly well in the dark. The prisoners may stumble a few times, but the moonbeasts always grip them firmly with their powerful paws and lift them back up again. Eventually, the procession emerges into light again, now inside the crater. Before the investigators have a chance to do more than blink in the light and look around, the moonbeasts and their pack-beasts retreat back to the cave and collapse it after them, sealing the exit with heaps of gigantic boulders.

As the investigators collect their senses, they can see that they stand inside a huge flat circular plain, surrounded by stupendously steep, unclimbable crags. Doubtless they will be most amazed by what lies before them on the lunar flats — a green-veined marble replica of ancient Bental-Dolum.

Alternatives

It is possible that the investigators have somehow not reached this point due to escape from the ship, venturing

onto the land regions of Earth's dreamlands, or even escape from the clutches of the moonbeasts in the lunar city. Ultimately, the keeper should find some way of bringing the investigators to the lunar crater where the alternate Bental-Dolum lies. Haon-Dor's plan requires that the investigators arrive there, and he spares no pains to ensure that they do. Haon-Dor sends his minions and familiars over length and breadth of the univers to bring the investigators to him.

On the other hand, the investigators' fortitude in even temporarily escaping such a rigged situation as this should not go unrewarded. Magic books or material wealth may be found in the lunar city or elsewhere, best left up to the keeper's judgement.

His Eminence Haon-Dor

However they arrive, the investigators find themselves in front of an exact replica of Bental-Dolum fashioned green-veined marble. The structure appears to be in perfect condition and no sign of habitation is evident. Since there is nowhere else to go, the investigators must eventually enter and explore the duplicate. As they wander through the complex they discover that everything is identical to Earth's Bental-Dolum, except that, of course there are no corpses lying around. The decapitated dog-statue from the statue room is also headless here, though the missing piece is not to be found. Also, the lunar Bental-Dolum rises directly from the dust rather than from a stagnant, bottomless pool. The gate to the pyramid complex is closed — the stone face leers out at the investigators.

As soon as the investigators move toward the pyramid complex, a tall being appears between them and the gate. This being stands well over eight feet tall, but is thinner than the average human.

Its precise features are unclear, because the being is entirely clothed in a dull, brown robe, a hood completely obscures its face, and the long sleeves cover its hands.

The being bows slightly before the investigators and speaks in a sibilant, reverberating voice. He greets each investigator by name and gestures with his sleeve to the terrain around him.

"Ladiess and gentlemen, welcome to the moon. I trust your journey was interesting and gratifying. I have watched over you since your arrival in Ssentral America — your trip here is no accident. You must assist me.

"I am Haon-Dor, a philosopher of a species alas now extinct. Many thousands of years ago my Earthly body was demolished and I came to the dream universe. But now I have decided to once again wield my powers over the lands of Earth. Sadly, when one's Earthly body is destroyed, one may never leave the lands of dream. So I made my plans to send my magics over Earth, violating the laws that separate the lands of dream and nightmare from those of mundane reality.

"I am engaged in a great design to link forever my homess in each world, and it is now near complete. My rituals were capable of completing all the process but two parts. It was necessary first that mortals from Earth break physically through Bendal-Dolum. This you have done, and my gratitude is fast. Now it is necessary that mortal physical beings from Earth break back through once again at my temple here. This completes the cycle and my sendings shall blanket the waking world once again.

"So, you see, my purpose is the same as yours. You wish to return to the waking world, and I wish to send you there. So go!"

Whether the investigators dither, attempt to flee, attack or communicate with Haon-Dor, he vanishes from view, but then in a tremendous hiss, audible for miles, his voice is heard once again.

"You have no choice. Stay on this dream moon and brave the terrors of the moonbeasts or take your leave and return to the lands you know. Tarry not long in your decision!"

With that a monstrous hunting horror appears and hangs menacingly over the investigators. It is present to ensure that the investigators do not take too long reaching a decision, and also to give them an additional reason to go through the gate. A broad hint is left as well, for a heap of a dozen golden Shub-Niggurath medallions is left behind on the stone where Haon-Dor vanished.

The hunting horror drops lower, flicking its tail back and forth in expectation.

Hunting Horror

STR 28 CON 14 SIZ 35 DEX 20 INT 15
POW 21 HP 25 move: 7/11 flying

Armor: 9 points

WEAPONS: bite 65%, 1D6+3D6 damage.
tail 90%, grapple.

SAN Loss: 0/1D10

Return

If the investigators decide to return through the gate, they must use a medallion to open it. Use of the medallion to

open the gate has a very different effect, however. As soon as the medallion is clasped with the intent of opening the gate, rays of ruby light shoot from the eyes of the carved head and transfix the medallion and the investigator holding it in a soft red glow. That person is paralyzed and the carved head shimmers with energy. The hissing voice is heard once more.

"My thanks! please retain the medallions as tokens of my esteem."

Almost without transition the investigators find themselves at the real Bendal-Dolum in the jungle of the normal world. The gate to the pyramid complex is open (no sign of the horrible plant is visible), and the unfortunate who used the medallion lies prone on the stone with the medallion clenched in one hand. All his characteristics are reduced to 3, but increase one point per day per characteristic until all are at their previous level.

Suddenly the whole complex shudders and massive tentacles shoot up from the main pyramid. Small writhing appendages sprout from all parts of the pyramid complex as the fetid pool that surrounds the city drops dizzily down, leaving a bottomless chasm. As the myriad tentacles reach out from the pyramid, the gate to the complex glows with a feral light. Dull rumbles fill the air as the glowing entrance emits a dazzling pulse of light. Simultaneously a terrific gust of gale-force wind rips at the investigators and forces them to their knees. As the wind and light die down, the investigators can see that the entrance to the pyramid has become a round portal of dull nebulosity, and is obviously Haon-Dor's newly opened gate between his temples. The portal is surrounded by countless masses of stone tentacles that rise from the pyramid itself.

As the party watches, spectral balls of light begin flitting out of the gate and flying across the jungle sky. In five or ten minutes, the ghostly spheres cease pouring through and all becomes quiet again. It should be obvious that the spheres are Haon-Dor's promised sendings to the waking world. Who knows what they will do?

Defeating Haon-Dor

The inhuman sorcerer can be thwarted a number of ways. The most obvious and straightforward is for the investigators to refuse to open the gate. In such a case, Haon-Dor sends the hunting horror to destroy the investigators, hoping to change their minds. If the investigators manage to flee or even to kill the hunting horror, they still must face the terrors of the moon. If they can escape from the moon (with a gate or a summoned creature) they might be able to return to Earth's dreamlands, but still must firstly return to the material world and secondly, escape Haon-Dor's pursuit. This is an adventure in itself. If this does happen, much information can be found in Chaosium's *Dreamlands* package.

There is another way to defeat Haon-Dor's plans. If an Elder Sign is etched onto the stone in front of Bendal-Dolum's gate, the gate becomes unusable until Haon-Dor's influence can cause someone to mar the sign, which could take years. If this is done, a howl of frustration fills the air and gradually dies until silence falls upon stone ruins. Of course, the sendings of Haon-Dor that have already passed through the gate are free, but that is nothing compared to what could have happened. Each investigator receives 1D20 SAN for successfully blocking the gate.

Failure

It is likely that the investigators will be unable to directly defeat Haon-Dor and that the gate will be opened. If they can retrace their path and escape the jungle, they should have a new goal, to close the gate once again.

The presence of a supernatural portal such as Haon-Dor's in Central America can allow for interesting future scenarios. Events should be kept in proportion however. Haon-Dor's gate is only a gate, and it is in an isolated area. It will not trigger a series of world-wide disasters, but it should have some impact. The keeper should keep this in mind when designing future adventures.

Haon-Dor's sendings have the particular effect of making people's nightmares come true. So while the gate is open a rash of horrifying suicides and murders begins to occur in British Honduras and Guatemala and the the gate

remains open for a matter of years the suicides begin to spread to Honduras, Mexico and beyond.

No matter what happens, it is likely that the investigators come away from the adventure in possession of one or more golden Shub-Niggurath medallions. Each medallion weighs six ounces, and its gold value is about US \$130. The medallions are also magical. They have the ability to scratch and leave marks on any magic barrier, and can penetrate magic barriers at the keeper's discretion and imagination. Possession of a medallion adds 10 percentiles to the chance of success in casting any spell dealing with Shub-Niggurath and her Dark Young, including dismissing them. It also adds 10 percentiles to the possessor's chance of overcoming Shub-Niggurath's or a Dark-Young's magic points with any magic use. Possessing multiple medallions does not increase this chance any further.

The Temple of the Moon

by Michael Szymanski and Scott Aniolowski

The date is September 23, 192—. It is a normal fall day in the big city; people hustle to and from work, and the air is thick with the grime and the sounds of metropolitan life. An investigator has just finished his normal day, and is stopping at a post office to pick up a mysterious package. This wooden box is roughly eight inches by twelve inches by four inches and ways a little over seven pounds. There is no return address and the mailing label is typed. The postmark indicates that the package was mailed thirty days earlier from Lima, Peru.

Inside the package is a golden artifact (a section of the Tablet of the Moon) wrapped in several layers of protective newspaper. A successful Archaeology roll identifies the artifact as Incan, while a geology roll shows that it is fashioned from solid gold.

An envelope in the bottom of the package contains a hastily scribbled note:

Dear (*investigator's Name*),

I regret burdening you with this item, but you are my last hope. Please guard it with all your available resources. It is priceless, but too dangerous for me to keep.

Meet me in front of the New York Public Library at 2:00 P.M. on the 24th of September. I'll retrieve the artifact and explain to you in detail what is happening. See you then.

Your friend

C.D.

Charles Danvers

Charles danvers is an old college friend of the investigator's. Charles has kept in touch over the years, calling, writing, or dropping by for a visit every few months. Charles is not

a close friend, but he is a friend nonetheless. Charles is a freelance journalist, specializing in organized crime. He never fails to send the investigator a clipping of every article he writes. None of Danvers' articles deal with any aspect of the supernatural.

Alternately, if the investigators have just returned from Bental Dolum, Charles Danvers can be a contact made by the investigators on the steamer they took to British Honduras, which was of Peruvian registry and was heading onward to Peruvian ports. Danvers is also an investigator of sorts, though he specializes in organized crime, rather than in occult phenomena, so he and at least one of the investigators hit it off. Danvers promised to send the investigators all his articles on the theft and smuggling of Incan artifacts in Peru and has indeed sent a few, which the investigators discovered upon their return from British Honduras. On the liner, the *Augusto Leguia*, Danvers showed himself to be a great sceptic of the supernatural.

The Tablets of the Moon

These three wedge-shaped pieces of lattice-work are made of solid gold and form a complete circle when fitted together. The interstices in the lattice are set with carefully polished and fitted transparent quartz, each piece of which acts as a lens. Each wedge depicts a phase of the moon — new, half, and crescent. The full moon is conspicuous by its absence. The completed circle measures 14 inches in diameter and each section is roughly 6 inches wide and 9 inches long. Each tablet weighs 7 pounds.

The investigators come into possession of the new-moon tablet at the start of the scenario. The French-Canadian smuggler Simon LeCloche has the half-moon tablet, and his fair-weather partner Canditta Domingues has the crescent-moon tablet.

Keeper's Information

The mysterious object is one of the tablets of the moon. This ancient Peruvian artifact was acquired by Charles Danvers in Lima, where he was researching a story on an international art-thief and smuggler named Simon LeCloche. A black-marketeer passed the tablet to Danvers when he found himself being stalked by persons unknown. This same black-marketeer was shot to death shortly after. The tablet originally came from a dig sponsored by the New York Institute of Archaeology and Ancient History.

Both Simon LeCloche and his erstwhile partner, Canditta Domingues, want the tablet, and they will stop at nothing to wrest it from the investigators. A band of Peruvian Indians sent by a certain Ticocha also desires the tablet. These three groups intend to make life extremely difficult for the investigators shortly after they receive the tablet.

Simon LeCloche

LeCloche is an international criminal specializing in the theft, smuggling, and sales of precious archaeological artifacts. He is firmly (though mistakenly) convinced that the Tablets of the Moon hold the secret to a vast Incan treasure hidden somewhere in the Andes. Possessing only

a single tablet, LeCloche has formed an uneasy alliance with Canditta Domingues, who owns the second tablet. He plans to doublecross Canditta — and few have survived one of LeCloche's doublecrosses.

Simon LeCloche

STR 13	CON 15	SIZ 13	DEX 15	APP 11
SAN 65	INT 14	POW 15	EDU 19	HP 14

SKILLS: Drive 65%, Fast Talk 60%, Hide 50%, Psychology 60%, Sneak 55%, Spot Hidden 70%, Ride 45%.

WEAPONS: 9mm Automatic pistol, 1D10 damage.

knife 65%, 1D6 damage.

sawed-off shotgun 65%, 4D6 damage.

Jean Murphy

LeCloche did not come to the U.S.A. himself, leaving the pursuit of the tablet in the hands of his lieutenant, Jean Murphy. Jean is too stupid and too arrogant to assign many tasks to the thugs under his control, and does everything himself except for actually abducting or killing people.

Jean Murphy

STR 15	CON 15	SIZ 14	DEX 10	APP 13
SAN 60	INT 11	POW 15	EDU 11	HP 15

SKILLS: Climb 50%, Dodge 40%, Hide 45%, Listen 35%, Mechanical Repair 55%, Pick Pocket 35%, Psychology 25%, Spot Hidden 40%.

WEAPONS: 9mm automatic pistol 40%, 1D10 damage.

knife 35%, 1D6+1D4 damage.

LeCloche's Thugs

At present, LeCloche has in his employ fifteen ruthless French-Canadian thugs, whose loyalty to him goes as far as LeCloche's pocketbook can reach. This disreputable crew comes equipped with a valise holding 24 sticks of dynamite to be used for various nasty purposes. All the thugs can be treated as identical, and six have been sent to the U.S.A. with Murphy.

Typical LeCloche Thug

STR 14	CON 14	SIZ 15	DEX 10	APP 10
SAN 60	INT 10	POW 11	EDU 9	HP 15

SKILLS: First Aid 45%, Hide 45%, Sneak 45%, Throw 50%, Track 45%.

WEAPONS: 9mm automatic pistol, 1D10 damage.

sawed-off shotgun 45%, 4D6 damage.

fist attack 65%, 1D3+1D6 damage.

Canditta Domingues

Canditta is LeCloche's partner of convenience in his bid to obtain the three Tablets of the Moon. She possesses one tablet and secretly plots to acquire the other two, double-crossing LeCloche and beating him to the imaginary treasure that she too, firmly believes in. She owns a modestly large coffee plantation in Peru, and her workers are loyal to her personally and are willing to do her dirty work. She always wears jackets or loose-fitting blouses to conceal a double barreled derringer in a small holster under her left arm as a backup for the .45 revolver holstered at her hip. Canditta is almost as ruthless as LeCloche, and much more intelligent.

The fact that she doesn't know that LeCloche knows that she plans to doublecross him is Canditta's greatest handicap.



Simon LeCloche and Canditta Dominguez

Canditta Dominguez

STR 10 CON 13 SIZ 10 DEX 12 APP 13
 SAN 70 INT 17 POW 15 EDU 14 HP 12

SKILLS: Psychology 40%, Ride 55%, Sneak 50%, Spot Hidden 45%, Track 45%.

WEAPONS: .45 revolver 75%, 1D10+2 damage.
 .22 derringer 75%, 1D6 damage.
 30-30 rifle 50%, 2D6+3 damage.
 knife 33%, 1D4+2 damage.

Filipe Gonzales

Gonzales is a short, thin man with a pencil-moustache. All his clothes are out of style and all his attempts to be suave fail miserably. Gonzales is crafty and treacherous.

Filipe Gonzales

STR 11 CON 13 SIZ 10 DEX 15 APP 7
 SAN 50 INT 12 POW 12 EDU 9 HP 50

SKILLS: Hide 50%, Listen 40%, Mechanical Repair 60%, Throw 40%.

WEAPONS: .22 automatic pistol 30%, 1D6 damage.
 stiletto 45%, 1D4 damage.

Canditta's Men

Canditta has sent three trusted foremen with Filipe Gonzales to the U.S.A. In Peru, in an emergency she can muster over fifty sturdy laborers armed mostly with tools and knives. Her workers can all be treated as identical for *Call of Cthulhu* game purposes. However, only the foremen sent to America have firearms.

Typical Canditta's Man

STR 16 CON 16 SIZ 15 DEX 12 APP 10
 SAN 60 INT 10 POW 11 EDU 5 HP 16

SKILLS: Hide 50%, Ride 75%, Sneak 50%, Spot Hidden 45%, Track 60%.

WEAPONS: .45 revolver 70%, 1D10+2 damage.
 .30-30 rifle 65%, 2D6+3 damage.
 knife 60%, 1D4+2+1D4 damage.
 fist 65%, 1D3+1D6 damage.

Ticocha

Ticocha is the high priest of a Shub-Niggurath cult originated by his direct ancestors in 1452 A.D. Those ancestors constructed the Temple of the Moon with the aid of the Fungus creatures from Yuggoth. This dark worship continues into the twentieth century through Ticocha. Only he knows the true meaning of the Tablets of the Moon and he must regain possession of them. Also, he is determined to halt all work at the archaeological dig so that he and his fellow cultists can remain free to worship their foul deity and continue collaborating with the fungus-creatures.

Ticocha

STR 17 CON 17 SIZ 16 DEX 16 APP 14
 SAN 0 INT 16 POW 19 EDU 6 HP 17

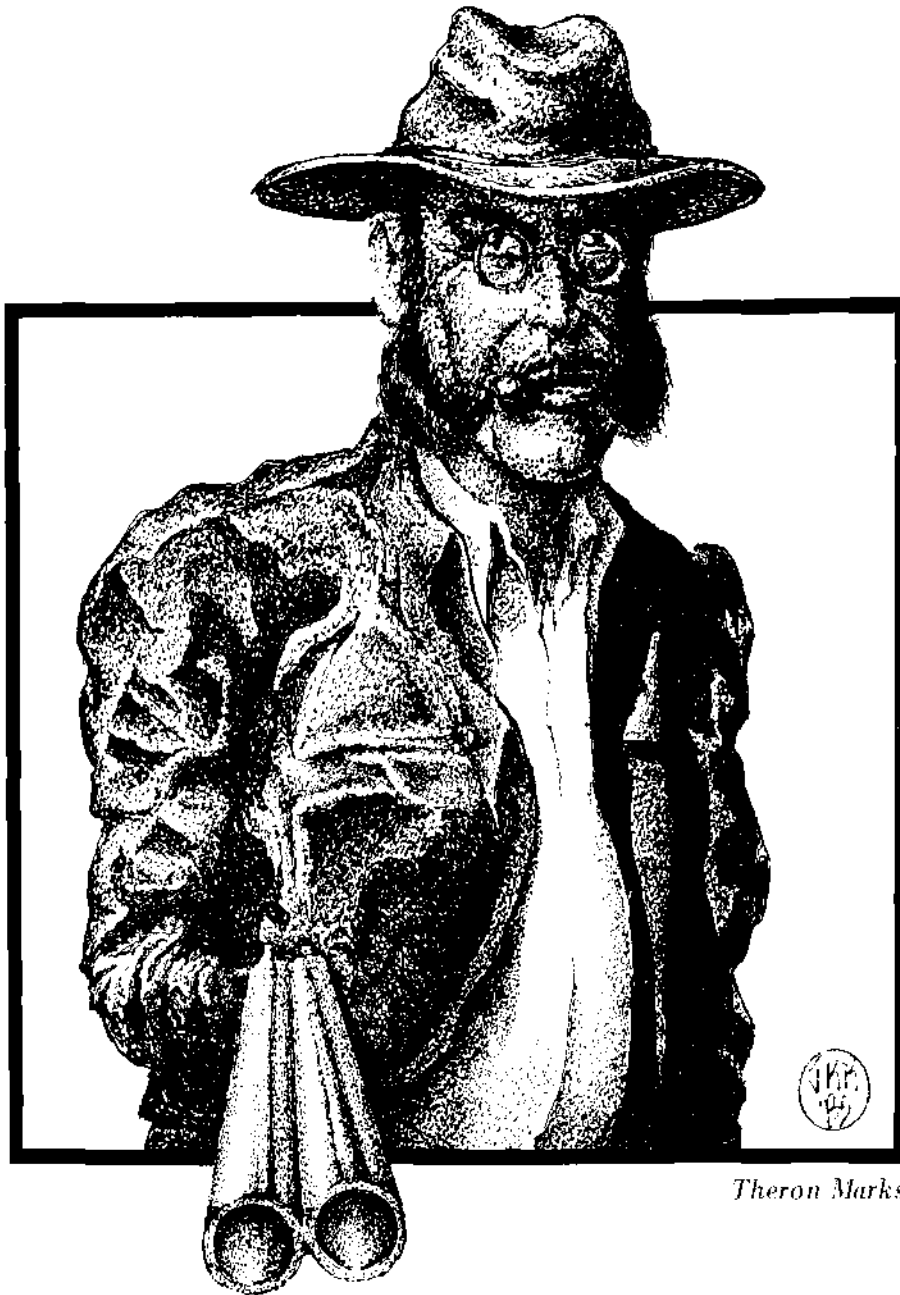
SKILLS: Cthulhu Mythos 33%, Hide 75%, Sneak 75%, Spot Hidden 70%, Track 80%.

WEAPONS: knife 60%, 1D6+1D6 damage.
 Fist 55%, 1D3+1D6 damage.

SPELLS: Brew Space-Mead, Call Shub-Niggurath, Contact Fungi from Yuggoth, Shrivelling, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Servitor of the Outer Gods, Voorish sign.

Field Manual of the Theron Marks Society

Compiled by Andre Stalin



Theron Marks

FOREWORD

Not much is known of Theron Marks before his appearance in Arkham, Massachusetts early in 1920. But within a few short years, and with the help of a few trusted companions, Theron Marks built a group of part-time, low-rent occult investigators into an organization which boasted such well-known Cthulhu investigators as Joshua Leng (died 1923), Jonathan Harker Jr. (died 1923), Ambrose Hunt (died 1923), Virgil Hector Hades (died 1924), August Rath (died 1924), Dmitri Katliya (died 1924), and Frank Glup (died 1924).

Throughout the 20s, we fought together under Theron's guidance as the Theron Marks Society, hunting down and exterminating Cthulhoid phenomena wherever we found them. Most of the original members of the Theron Marks Society have either been killed or have retired to the Theron Marks Home for Investigators of Little Sanity. Despite attrition, the society continues to work to this day, for we must be ever-vigilant against those who would destroy us to possess our world.

My purpose in passing on the wisdom of Theron Marks is to give like-minded investigators information, and to provide them with tactics which can help make the difference between a rewarding investigation and death or madness. The Theron Marks Manual contains useful observations and helpful hints about weapons, personnel, equipment, standard investigative procedures, and tactics to fit a variety of situations into which the investigator of the unknown can be thrown.

Happy Hunting,

Andre Stalin
Arkham, 1925

Strategy

"Run, you fools, Run!"
— *Theron Marks*

Investigation of a Cthulhoid phenomenon requires a two-fold strategy: first, investigation of the background of the phenomenon (an information-gathering phase), and second, primary investigation of the target. One must find out as much as possible about a phenomenon before confronting it. Theron Marks' usual method was to split the team. I was usually assigned, along with Frank Glup or August Rath, to cover the library, city hall, newspapers, witnesses, and other places and people where background information is to be found. Only when the background has been thoroughly researched can a relatively safe visit to the location of the Cthulhoid threat be conducted. Once on site, it remains necessary to continue to examine the physical surroundings for clues. A more detailed treatment of procedures for conducting a proper background investigation is set forth later, in the section entitled "Investigative Procedures."

Upon arrival at the site of Cthulhoid activity, the primary task is to remain alive and sane. Beyond that, investigators must discover as quickly and safely as possible the nature of the phenomenon. In order to do so, it is necessary to overcome threats and obstacles of a lesser nature. In my experience, the creatures known as "Deep Ones" or human cult-worshippers are often the guardians of secret information or of some far larger threat. Investigators must often survive combat with these lesser threats to learn the secret of the threat. The section entitled "Tactical Procedures" treats in detail methods of dealing with such threats.

Once penetration has been made to the heart (or other organ) of the phenomenon and it has been confronted, the investigators must decide whether to attack, or to run away because the horror is

too great to bear and still remain alive and sane. Attack is recommended if it is within the investigators' power to defeat the opposition and accomplish their goal (whether the goal is to vanquish the blasphemy or just to discover information). Either way, experience has shown that it is a fairly foregone conclusion that on any given mission, at least one member of the investigative team will be killed or go mad (or worse). The life of an investigator is often short, but is always exciting.

Know your enemy. Find out as much as possible about Cthulhu and his minions. An excellent source of information is the writings of the contemporary author Howard Phillips Lovecraft. His accounts of Cthulhoid activity, thinly disguised as fiction, contain much valuable perspective about Cthulhu and other horrors.

A well-prepared investigator arms himself with good friends, good equipment, and a good pair of running shoes.

Personnel

"Frank Glup was one of the all-time great hatchet-men. His kill-list reads like an index of the necronomicon."

– Theron Marks

When Theron Marks first recruited me to investigate Cthulhoid activity, his teams comprised jacks-of-all-trades. As our experience increased we found that our most successful teams were those with specialists and understudies (non-active investigators studying to take over the job of an active investigator). Now the society has a pool of investigators (figuratively) from which to select.

The recommended anti-cthulhu task force consists of a language specialist/magician, a gunfighter/demolitions expert, a mechanic/assistant gunfighter, and a doctor/scholar/communications specialist. Following are suggested categories of expertise, based on our experience, which teams of investigators should include in some combination or another.

Fighters: the goal of all investigations should be to uncover information, books, objects, letters, and plots which can be used to stop the Great Old Ones and the humans who aid them. Unfortunately, most information, books, and the like are guarded. The task of a fighter or tactician is to get his fellow investigators through to their goal and out alive with the goods or information. In general, ex-military men are the best potential recruits for this job because of their skills with weapons, tactics, and demolitions. With a proper cover-story and the right credentials, a tactician might even be able to give the authorities a plausible reason why it is acceptable for his party of investigators to go about armed to the teeth with automatic weapons and explosives. Choose fighters with formidable sanity – they will need it. The last person a party of investigators wants to go berserk is the man with all the weapons.

Language Specialists: every team needs someone who understands Latin, Arabic, and ancient Egyptian hieroglyphics. It is also usually necessary to have someone who can speak modern European languages such as German, French, Italian, and Spanish. Other languages are used rarely enough so that unless a team intends to visit the country where the language is spoken, consulting at a university for translations should suffice. If possible, a team should have members of different nationalities, as this increases the language capability of the entire team. At various times, the Theron Marks Society had members of American, British, Scottish, Irish, Chinese, Russian, Indian, French, German, and Spanish origin.

Communications Specialists: it is valuable to have a charismatic team member who is a good talker. He is often necessary to assuage the worries of local authorities or to gain the confidence of unwilling or fearful informants. A scholar with these skills is a useful combination, since his social status and position provide legitimacy to the information-gathering function.

Scholars: a successful team needs someone knowledgeable in the non-language areas of learning. He should be a good researcher. In order of preference, seek investigators skilled in archeology, medical

EACH MEMBER
SHOULD
UNDERSTAND WHAT
HE OR SHE IS TO
DO IN THIS SITUATION. TALK
THINGS OVER

greek!

4 - Theron Marks Manual

science, the occult, astronomy, geology, and zoology. Scholars need not be so much sane as they need to be intelligent.

Magicians: every investigative team should have a designated magician with an understudy. Since most spells are in foreign languages or ancient tongues, a language specialist or bilingual investigator usually practices any magic the team acquires. Investigative teams should always have magician understudies. Magicians often gain their knowledge at the expense of their sanity, and thus tend to go insane just when needed most. The turnover in this job category is high.

Demolitions Experts: to use dynamite, a team must have a demolitions expert. Gunter Dammerung, one of our late comrades, was quite appropriately blown to smithereens in the hills outside Drovost-na, Hungary, because his group failed to store properly the dynamite it was carrying by horse cart to Castle Hauptmann. A certified demolitions expert can also more often obtain the right permits to possess and use dynamite. Seek to recruit former sappers or persons formerly employed in mining and construction. ~~HE OR SHE SHOULD HAVE A GOOD THUNDER ARM!~~

Mechanic: never underestimate the value of a handyman. A mechanic can drive vehicles, open doors, pick locks, repair hinges, fix weapons, devise gadgets, care for crumbling books, operate a winch, run heavy or unfamiliar machinery, and otherwise save the day when things go wrong. If a mechanic has a strong back and can lug around all the group's equipment, so much the better.

Benefactors: one factor that has contributed greatly to the success of the Theron Marks Society is its independent wealth. All captured wealth becomes the property of the Society (all carefully accounted for by the society's trained accountants), and Theron Marks Society members frequently will their estates to the Society. This relieves Theron Marks Society investigators of the necessity of working outside jobs, at least while the money holds out. An investigative group that has no wealthy members should watch for rich dilettantes.

Understudies: every team should train understudies. Understudies are new recruits who are not sent on investigations, but stay at the team's base and study books or otherwise hone their skills. An understudy's training period can last months if the attrition rate of the regular investigators is low enough. This pool of fresh blood (so to speak) helps maintain the continuity of an ongoing investigation. A full stable of understudies ensures that despite the high mortality and insanity rate among full-time investigators, a complete team can always be fielded.

Archivist: one team member should be designated the archivist. This fellow keeps a running record of the team's activities, making notes of various clues and keeping track of information gleaned from the team's findings. This job can be passed around on rotation. The archivist also acts as librarian of the team's books, keeping track of which books the investigators possess, who has read them, and who has gone insane reading them.

Benevolent Fraternal Brothers: membership in some sort of fraternal brotherhood (at least one of the benign ones) has saved the day for a Theron Marks Society member more than once. On one investigation, my group happened to find a jar containing the worldly remains of Benjamin Franklin and a reanimation spell. So we reanimated Mr. Franklin, who was quite naturally rather confused, somewhat afraid of us, and not at all inclined to trust us until Theron, who was a sixth degree Mason, slipped Mr. Franklin the Mason's handshake. With that single handshake Theron won Franklin's "undying" confidence.

Photographer: an excellent method of preserving clues for future examination is photography. A team member whose hobby is photography is a valuable asset, especially if this person also knows how to develop his pictures and regularly carries with him the massive stack of supplies required to do so. The team photographer should carry his camera at ready rather than a weapon. There is a certain risk to mind and body involved in photographing Cthulhoid manifestations, since a clear photograph often requires exposure of the photographer as well as of his film. Nonetheless a photographer's presence on a team provides an important opportunity to gather information quickly or surreptitiously for later and more detailed examination.

ALSO SOMEONE WITH
GOOD PHYSICAL SKILLS
MAY BE A SPECIALTY
LIKE PILOTING, OR
HANDLING BOATS

ALSO ANY
PROFESSIONAL
ORGANIZATION
INVESTIGATORS
CAN JOIN MANY

BUT REMEMBER
MINE AND MISTER EDWIN!

BE INVOLVED
IN THE INVESTIGATION
PHASE

Equipment

"Sanity is a sawed-off shotgun."

Frank Glup

Without a doubt, a weapon is one of the most important pieces of equipment for a Cthulhu investigator. Without exception, my investigations with Theron Marks eventually led to a confrontation with some sort of outre horror. If an investigator can retain his sanity, a weapon is the best way to ensure that the carnage that often accompanies is inflicted primarily on the monster rather than the investigators. Naturally, not all Cthulhoid beings are susceptible to physical assault, but in our experience, investigators seldom meet those that aren't before defeating a number of those that are.

Shotguns: the shotgun is the best all-around weapon. When sawed-off, it is light and relatively easy to conceal, easy to wield, and quite deadly at close range. A team of investigators all armed with shotguns can defeat most any physical threat.

The greatest practitioner of the double-barreled fast-draw in our group was Frank Glup. Frank carried two sawed-off shotguns in shoulder holsters concealed inside his exceedingly baggy trench-coat, and could empty both weapons quicker than you could say 'Shub-Niggurath.' The double-barreled shotgun has the drawback of carrying only two rounds. On the other hand, it was seldom necessary for Frank Glup to reload after emptying both barrels of both shotguns into something.

The pump shotgun is the weapon of choice around the Theron Marks Society. It holds four rounds, fires relatively frequently, and is excellent in close-quarters tactical situations — except when it jams. Some members carry special shells loaded with silver or with enchanted shot; which is effective against the undead as well as the all-too-alive.

Rifles and Handguns: Theron Marks rarely bothered with rifles or handguns, though he was quite proficient with both. A rifle is more accurate at long range than a shotgun, but may not do enough damage to kill something before it kills you. If a threat is so distant that it cannot be hit accurately with a shotgun blast, investigators should consider waiting for the threat to close, laying an ambush or running away. Handguns are as inaccurate as shotguns and shotguns are four times as deadly at close range. Sawn-off, a shotgun is fairly easy to conceal, too, though not so easy as a handgun.

Dynamite: this is a weapon of last resort. It is dangerous to the investigator, and often counter-productive to the success of the investigation. See the entry about demolitions experts and the entry covering tactics with dynamite.

Flammable Liquids: bring flammable liquids in a variety of breakable and non-breakable containers. White gasoline (benzene) is more flammable than ordinary gasoline. Alcohol is even better, but many varieties are difficult to obtain and illegal to possess because of the prohibition amendment. It is advisable to carry flares, flareguns, or a gun loaded with incendiary ammunition to ignite flammable liquids from a distance.

Although much more readily obtainable than dynamite, flammable liquids carry with them all the disadvantages and contraindications inherent to explosives. However, when the liquids can be used, tactics employing them are quick and deadly against large or slow-moving physical threats, or against packs of animals such as wolves, dogs, or rats. See the entry covering tactics with flammable liquids.

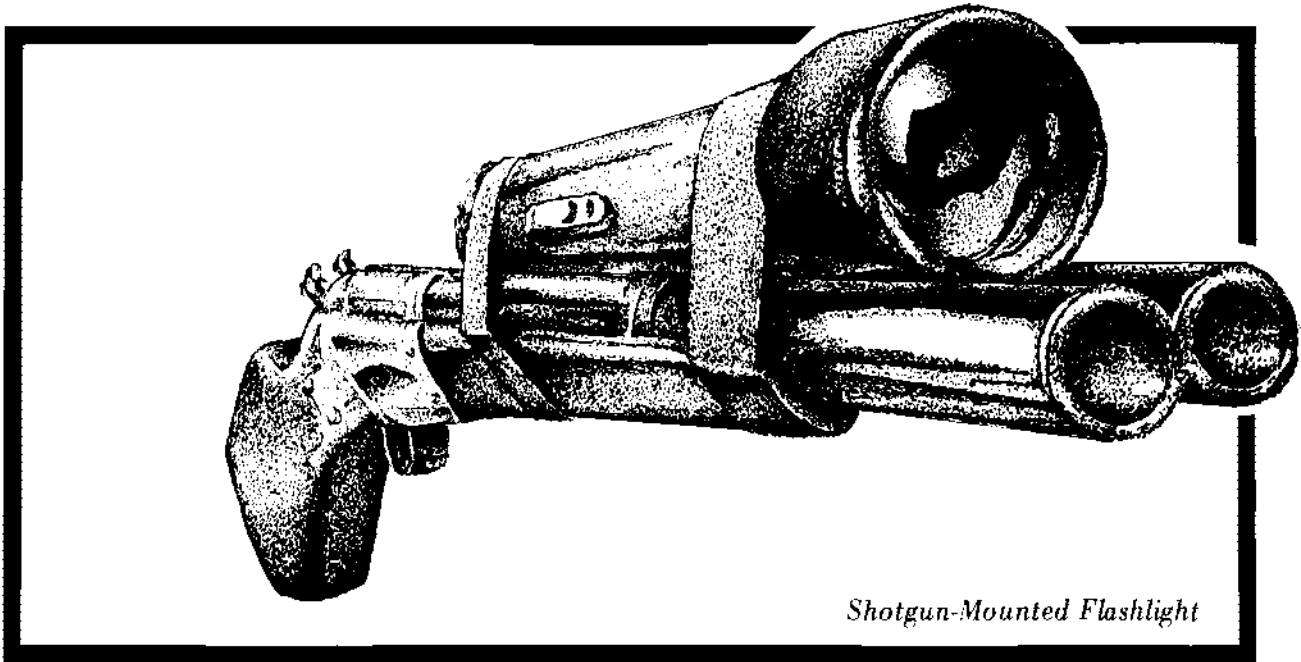
Lanterns and Lighting: to truly overcome Cthulhoid blasphemies, it is necessary to pursue them into the Stygian blacknesses which they favor. But it is foolish to enter such a place without the benefit of a strong and sturdy source of light. A steady source of bright light acts as an invaluable weapon, bringing comfort and courage to the investigators, and fear and dismay to their foes. Be mindful, however, that it is sometimes better not to see the unnatural horror one confronts.

When the Theron Marks society first started undertaking Cthulhu investigations, we always found it difficult to carry a light in a satisfactory manner into a dark place. A light held in one hand left only one other hand free (at least for humans) to hold a gun and fire it. Accuracy suffered, and so did the investigators. Mining hats helped, but did not suffice, because their illumination must be

THUNDER IS THE BEST THOUGHT

Not Always!!
SAWED-OFFS
ARE ILLEGAL
EVERYWHERE!

aimed separately from a gun and rate of fire suffers. Then we tried taping flashlights onto shotgun barrels, but each blast would break the light. Usually at least one member of a group would not be firing at a given time so one flashlight would still provide some light. The Society now possesses custom gun mounts for flashlights, which demonstrates the value of a member wealthy enough to afford it. Carry spare flashlights, batteries, and bulbs, and always bring someone skilled at repair.



Shotgun-Mounted Flashlight

Automobiles: every investigative team should have an automobile, preferably a light truck. The vehicle should have a large trunk or passenger capacity to carry all the above described equipment. It should be equipped with a winch,, and with such essential equipment as a jack, a spare tire, a complete tool kit, etc.. A winch is an invaluable piece of equipment. If the vehicle mires itself, use the winch to pull it out. If a large object must be moved, use the winch with block-and-tackle as a hoist. Use of the winch is limited only by the investigative team's imagination.

If the team has an automobile, it is necessary to recruit an investigator who is adept at driving it, as it might be needful to chase cultists, race to forestall some terrible doom, or to run from the police or irate citizenry. It is convenient for this investigator to be also the mechanic of the team. For advice on procedures for occasions when a team fails to escape the notice of the law, see the section entitled Communications Specialists.

In some locations it is advisable to have a different type of vehicle, or even to have no vehicle at all. For example, a car, or truck is useless in a swamp or in the amazon rainforest, and in Antarctic snowfields dog sleds provide the optimum transportation.

Clothing: investigators should wear leather gloves; these protect the hands against insects and other bites. Leather boots also provide valuable protection. If a descent into a sewer or even more foul underground location is planned, investigators should consider investing in hip boots or waders. Not only do these offer greater protection but wearing them may prevent an investigator from contracting a horrible disease. Carry spare clothing in the trunk of the team's automobile. After a difficult night spent breaking up Deep One rituals, investigators are tired and covered with Deep One gore and filth and a change of clothes makes everyone more comfortable. Also, some team members might be insane (temporarily or permanently), and the last thing the investigators who have been spared the ravages of madness need is to explain the appearance of the party to nosy policemen.

Other Equipment: in the trunk of the team's car should be carried picks, shovels, axes, jacks, crow-bars, spare clothes, weapons, ammunition, a complete tool kit, spare tires, photographic and dark-

ALWAYS KEEP RAINCOATS.

room equipment and always carry rope (perhaps it is better to keep a truck). Most of this stuff can be left in the vehicle, but each investigator should carry a backpack containing essential supplies, as much rope as he can carry, and a couple of grappling hooks. The team should bring spare canisters or bottles of white gas or of alcohol (but if the alcohol is an illegal variety, watch for treasury agents), flares, and flareguns. Every member of a team should memorize the team's standard cypher (see the section entitled Coded Communications) ... it is not advisable for team members to carry written keys to valuable codes as these can easily fall into the hands of the team's enemies.

Don't forget
to bring
keys to
the stuff.

Headquarters: the Theron Marks Society headquarters used to be in Arkham, Massachusetts in the home of Dr. Jonathan Dare until a certain Edward Chandler destroyed it. The society headquarters offered room and board to our investigators and contained a library. In the basement was a vault, a laboratory, a firing range, and Mr. Franklin's quarters. Every team should have a home base, at least a temporary one. The headquarters serves as a rendezvous in times of emergencies, acts as a central switchboard to relay messages between groups of investigators, provides room and board for guests and for team members, and a place to store books and valuables. It provides the team with esprit-de-corps and a refuge from certain death and madness. Unfortunately, if a team is successful or otherwise attracts attention to itself, it becomes necessary to change locations regularly to avoid attack.

Don't have a
new one yet.

Investigative Procedures

"You check the libraries; I'll check the speakeasies."

— Frank Glup

Before rushing off to destroy unnatural and blasphemous horrors, an investigative team must learn all it can about its enemy, whatever that may be, from available sources of information. Find out the history behind any family, place, or sequence of events related to an investigative target and do not stop the search until reasonably satisfied that all available sources of information are exhausted. Though it is folly to split up a party in a tactical situation, investigative tasks can be split up with relative safety among smaller groups of investigators to economize on time when speed is necessary. Try to include in each group at least one person with better-than-average research skills. Send your scholar to the library or to the newspaper morgue since the information to be found at these sources should not be missed. Remember, a thorough investigation of a Cthulhoid phenomenon is not just a necessary prerequisite for a successful investigation, it is often a necessary prerequisite for staying alive and sane.

Libraries: the public library should be a team's first source of background information on a phenomenon. If a town is too small to have its own library, check the county library or the library in the nearest large town.

Search by subject, name, and title for key persons, places, events, sequence of events, deaths, or disappearances. Search the author index for anything written by key persons. Search for any books about local legends or spooky stories either by the indigenes or the latter-day inhabitants of an area. Libraries contain local newspaper files and possibly also have copies of old newspapers which are no longer in circulation, or even newspapers from other towns, states, or countries. Public libraries often possess rare or old books, personal papers, and letters of long-dead historical figures withdrawn from circulation and kept under lock and key. Inquire at the front desk for any such documents. Your team scholar should be able to obtain these materials with his or her credentials.

If an investigative team finds themselves in someone's home or office, either as part of a background investigation or part of a primary investigation of a target itself, they should take time to search any desks, libraries, or collections of books they come across. Always continue a search after a find, even under the same topics for more information on the same subject, key name, place, event, or sequence of events. There might be more information to discover. Take your time and be thorough — Cthulhu has waited for strange aeons; he can wait a few more hours.

Newspapers: the second-best source of information is the local newspaper morgue, usually at the local newspaper itself or at the public library. If a town is too small to have a newspaper or if the local paper is now defunct, check in the nearest large town's library and newspaper morgues. Search for key family names, events, sequences of events, dates, places, marriages, deaths, births, injuries, attacks, sightings, words, etc.. Always search through the obituaries. Keep the search category narrow enough to get the required information but broad enough not to miss fringe items. Look for articles covering unusual deaths or disappearances; the manner of death sometimes indicates what kind of monster or phenomenon is involved. Try to determine when a phenomenon began. Chronologies of events, deaths, births, marriages, all sometimes reveal useful information such as whether the phenomenon was brought to the area or originated here.

Civic Records: usually located at city halls or country seats, these contain birth, death, and marriage certificates, property records, and police records. These documents are all public records and should be freely available for inspection. If, for some reason, a custodian of these records refuses access, do not take no for an answer. Get a lawyer, the team's communication specialist, or a mechanic to obtain access.

Cemeteries and Churches: before cities and counties began record keeping, churches kept records of births, deaths, and marriages. If civic records do not stretch back far enough, check local churches. Check local cemeteries for tombstones of key persons or families. Remember though that many wealthy families keep private plots.

Other Sources: historical societies are sometimes a source of information, and their members are notoriously garrulous. Also check local speakeasies for talk around town. The inhabitants of a town might be suspicious of strangers and some of them might even be hostile agents. However, the town drunk is usually a safe, though unpredictable, person to ply for information. If the team includes someone who can climb, move quietly, and pick locks and open safes do not underestimate the value of a little second-story information gathering.

On-Site Investigation: once at the primary site of the Cthulhoid phenomenon, continue to investigate the physical surroundings for clues. If the site is a house, perform a systematic search of each room, looking for letters, diaries, books, journals, newspapers, maps, and other objects which might be hidden in desks, closets, boxes, dressers, under beds, under rugs, in walls, the attic, or in the basement. Check the fireplace, the mantle, and the ashes.

If the site of a Cthulhoid manifestation is an open area, such as a cave, field, cemetery, or archaeological site, quarter the area and spread out to search the ground, but stay within sight of one another. Check for foot-, claw-, or tentacle-prints, broken branches, the absence or presence of plant, animal, and bird life. Search for underground openings.

If the site of a Cthulhoid manifestation is an open area, such as a cave, field, cemetery, archaeological site, quarter the area and spread out to search the ground, but stay within sight of one another waiting.

Consultations: the scholar or communications specialist of a team should be given the task of obtaining university translations, since the scholar's status can provide the necessary credentials to obtain access to the information, and the communication specialist's skills can be used to allay any suspicions about the contents of the translated document.

Miskatonic University: if possible, consult Miskatonic University. Miskatonic can be a valuable source of information if the staff is not all on sabbatical in Antarctica and can be convinced that the team is not completely crazy. It is often possible even to recruit a faculty member or graduate student to help with the investigation. One such student, Quentin Murgatroid, joined one of the Theron Marks Society investigations but, sadly, was slowly dissolved into a puddle after being struck dumb by Nygotha. Another team member, Dr. Robert Parker, received a fellowship at Miskatonic and due to his library privileges became invaluable to many investigations.

Communications: when an investigation requires travel, establish in advance rendezvous places and times. Rendezvous should be made at places like hotels, where telegrams and telephone calls can be reliably made and received. Wire money ahead to the rendezvous if necessary to cover expenses. Keep all the receipts for the income tax.

Witnesses: naturally, witnesses to Cthulhoid activity are reluctant to talk about their experiences. Send a communications specialist to interview witnesses, police officers, records clerks, university or museum employees, and other people with information which they might not want to reveal.

Travel and Borders: when investigations require foreign travel, check ahead with authorities to determine what weapons and equipment are contraband in the new country. When crossing borders, do not carry any contraband items (have them somewhere else where they cannot be found or traced to the group, or get them within the country).

Photography: take photographs to preserve ephemeral phenomena and evidence which cannot be removed from the site. Photographs provide an opportunity for detailed examination of an object or site at a safe location which might reveal formerly hidden details. Photographs also relieve the painstaking task of copying down long inscriptions and reduce the chance for error in transcription. It is recommended that a camera be taken to the library at Celaeno. There is a rather stiff fine for stealing books which the librarians exact with terrifying relish.

Photographs can also be persuasive evidence for the unbelieving and skeptical laity. This is true particularly with persons who are in authority, such as county sheriffs, who might be inclined to make trouble for persons they believe are troublemakers, yet may feel obliged to help if provided with hard evidence to substantiate what is otherwise an improbable story. Remember, however, that many beings, such as Mi-Go, cannot be photographed at all, or only with specially prepared emulsions. So-called proof in the form of a black or blurry photograph confirms nothing more quickly to an official than an investigator's lack of sanity.

Coded Communications

"More bowling balls, man! More bowling balls!"
— Professor Clarence Gambolputty

Occasionally an investigator is forced to use a telephone or carry on a conversation where there is no privacy and discretion must be exercised in what is said. An eavesdropper could raise far more than inconvenient questions should he overhear plans for a break-in, a demolitions blast, or an assassination. The Theron Marks Society standard code is for use whenever privacy cannot be assured, and obviously cannot be reproduced in this manual. It is recommended that investigative teams agree beforehand to the existence and use of a code, and use the code whenever needed.

Tactical Procedures

"Don't ever split the party. Period."
— Theron Marks

Weapons are the last line of defense. Whenever preparing to enter a potential tactical situation, clean, repair, and load weapons. Carry plenty of spare ammunition and flares. After firing a weapon, as soon as it is safe, immediately reload. Carry rope, water, and food in a pack. Never put anything in a pack which cannot be abandoned should the pack be dropped to expedite flight. Keep valuables safe, especially books, which should be wrapped in water-tight material. Always carry flares, fuel canisters, and dynamite far from any source of flame, but ready for use; not buried in a pack. Above all else, never split up a group.

Have weapons ready whenever opening a trap door or any other aperture of dubious safety. When opened, smell first for foul, overwhelming stench. Although sometimes an odor yields informa-

Drop Ship to An Imbored Area,
Then Seal or Break From This Area.

tion, it can also have adverse effects on your health. Send a scout down first, tied to a rope. If the scout is overwhelmed by the smell or attacked while descending a pit or stairs, he can be hauled quickly to relative safety.

Spells: realistically, arcane spells can only be used in a tactical situation when sufficient other tactical procedures are being employed allowing the magician enough time and safety to cast his spell. Spells take time to cast and the user can easily get himself killed in the amount of time it takes to cast a single spell. If it is not possible to anticipate the use of a spell, at least get the magicians to a safe place or otherwise protect them while the spell is being cast. Of course, if a threat is non-physical, such as a dimensional shambler or star vampire, a spell might be the only available weapon. When such a creature is encountered, everyone who knows the appropriate counterspell should begin chanting immediately. Everyone must pray that someone will finish the spell before everyone who knows it is killed, driven insane, or driven away.

All in all, spells are notoriously unreliable; an example follows. Melvin Peele, a former NWI security officer in Peru, joined the Theron Marks Society team, and discovered that he possessed uncanny psychic powers. We were with him in a life-threatening situation and were preparing to flee when Melvin stepped forward and shouted "Let me handle this!" He then clutched his head, screamed, and, apparently having seriously failed to cast whatever spell he had attempted, dropped dead. The monster never raised a tentacle.

The elaborateness of the rituals required to cast certain spells is another limiting factor not only on the combat use of spells, but also on their non-combat use. Few spells can be employed surreptitiously, with minimal unusual behavior on the part of the practitioner. Many more spells require formal rituals, wild gesticulations, loud incantations in unnatural languages, animal sacrifices, and other bizarre and socially abhorrent acts to be successfully cast. In other words, it is impossible to successfully cast spells in Times Square, at least in A.D. 1925. Take care not to be observed or overheard while casting spells. If an investigator is overheard by a layman casting a spell he runs the risk of being mistaken for the very person he might be trying to thwart, or even being considered a lunatic with the doubly unfortunate consequences of being thrown into prison or into an asylum while his quarry escapes to pursue its evil design.

Dynamite: the only real tactical use of dynamite is to destroy things that cannot be destroyed with small arms. The use of dynamite in tactical situations is limited by several factors. It is difficult to use underground, too close to a monster, anywhere populous, or in an expensive or structurally unsound building, or if the investigators need to preserve certain artifacts or information. Although it is always wise to carry some dynamite just in case, its use is strongly discouraged. Dynamite stands as the ultimate confession of investigative failure and many Theron Marks Society members have died using it, including Theron Marks himself.

One thing that everyone remembers about Theron is that he always smoked a cigar. Never a cigarette, always a cigar. "A cigar stays lit longer," he used to say. Whenever Theron needed a light, he always had one. He carried his cigar clenched in his teeth so that he could shoot with one hand and light a stick of dynamite with the other. It is somehow fitting that he went the way he did. Theron died in Castronegro, New Mexico, in an underground blast. We were cornered by a slimy monster, and Theron covered our escape by raining dynamite down on the beast. But he lost his grip on a stick and when it fell, he threw himself on it to save the rest of the party. The creature threw itself on Theron, the rest of the dynamite went off, and the blast caved in the chamber. Needless to say, there was nothing left to reanimate.

Flammable Liquids: tactical use of flammables is limited by the same factors that limit the use of dynamite. See the section on dynamite above.

In many tactical situations involving physical threats, a breakable canister full of a flammable liquid can be thrown at the threat, in the path of the threat, or at a wall to one side or the other in

And in Berlin, 1929.

Spells are mostly good for attacking with preparation. Not good for fighting in tight situations.

such a way as to spread the liquid over as much of the surface of the threatening area as possible. The liquid can be ignited at the best moment with a flare or flaregun. One of Theron's friends, Damon Hunter, devised a tactic whereby a non-breakable container is thrown at or placed near a threat and then ignited with a round of incendiary ammunition. A "breakable" container that fails to break can also be ignited in this way. Another variation of this tactic is to leave a pool in the track of a possible threat to be ignited with a flare, a flaregun, or with a cigar if necessary.

Theron's own variation on the use of incendiary liquids required an "Indian firepump." An Indian firepump is normally a piece of fire-fighting equipment. It consists of a metal canister mounted on a back-pack frame. The canister is supposed to be filled with water. A tube runs from the canister to a hand-pump, much like a high-pressure bicycle pump, which squirts the gasoline from the end when pumped. It has a range of up to 15-25 feet when in good working order. An Indian firepump is quite deadly, and very accurate whether used properly or improperly. Theron would soak down enemies with benzine first, and then set them afire, all from a relatively safe distance. Beware fire vampires, though.

THIS IS
ANOTHER
DANGER!
USE ASBESTOS
GLOVES AND A
GAS MASK.

Use of flammable liquid weapons entails the risk to the user of also succumbing to the smoke and flames. Should an investigator find himself in the midst of a general conflagration, he should cover his nose and mouth and stay close to the floor so as to breathe as little smoke as possible. If no water is available to wet the handkerchief, the investigator should urinate on it. I kid you not. It could save his life.

Star Stones: a portable elder sign, such as a star stone, is a useful item. Not only does it provide limited personal safety when brandished at some creatures, it can be used to secure doors and thresholds. I was once trapped in a tomb with several other investigators by two eight-foot Egyptian mummified alligator-men. We took sanctuary inside the tomb itself and held off the guardians by hanging a star stone over the door handles outside. We then poured lamp-oil under the doors. It spread out under the feet of the guardians, and we set them afire. We left when they had finally burnt themselves out.

NOT ALWAYS

Standing Watches: always stand watches when spending the night on an investigation. A two-man watch is best, but a luxury. Divide the number of hours in the night by the number of team members and draw straws. Be on guard for piping, overhead shadows, lights, and apparitions. Never investigate alone. If something appears, wake the other investigators immediately. This saves lives.

Monster and the Right Weapon

"Wooden stakes and mallets? No, don't tell me. I don't want to know."

... Monterey Jack, independent investigator extraordinaire

Human Cultists: insane cultists present a particularly insidious threat. Cultists are usually found in packs. The size of the pack varies in proportion to the ability of the cult to function in its environment and yet remain secret. Cultists stop at nothing to avenge the theft of their secrets, so it is unsafe to attempt action against one cultist without proceeding thereafter to wipe out the entire local organization. There may only be one opportunity to attack a cult. Make that opportunity count.

Another problem with human cultists is that the law frowns particularly harshly at open murder of them. Unlike many Cthulhoid monstrosities, deceased humans don't melt away, leaving no tell-tale evidence behind. Circumspect activity, therefore, is usually called for.

Humanoid Monsters: many humanoid monsters have more-than-human strength, so do not let them close with you. Fortunately, most humanoid monsters, such as Deep Ones, can be killed by normal weapons. Firearms are fine, though Frank Glup took a macabre glee in burning Deep Ones to death, often subjecting us to his insane sense of humor with comments about frogs' legs, and so forth. Deep Ones carry spear guns, so beware.

OR RUN THEM DOWN IN YOUR FLINCH

Mi-Go: what is true for deep ones is doubly true for Mi-Go who can fly and have technically advanced equipment, not to mention huge claw-like pincers. Fortunately, since Mi-Go are low-gravity creatures, they damage easily. A squirt of gasoline set on fire brings down a flying Mi-Go quickly. Use a shotgun to kill them.

Slimy Things: slime creatures like Nyogtha or shoggoths are best repelled using flammable liquids. Explosives are contra-indicated for the obvious reason that it spreads the creature's slime all over the investigators and the surrounding terrain. Shotguns and other projectile weapons do little damage to these monstrosities. A real danger when facing slime creatures is the possibility of going mad.

Byakhee, Hunting Horrors, and the Like: investigators who run across these creatures are in serious trouble, especially if the encounter is outdoors where the monsters can fly freely. Try to get under cover, and blast at them with rifles or shotguns. Pray that the ammunition holds out and that the entire team is not driven insane by the sight of the creatures.

Other-Dimensional and Non-Physical Monsters: physical weapons won't harm non-physical and other-dimensional creatures like fire vampires. What is more, many such creatures cannot even be seen until they are feeding when the blood coursing through their gullets becomes visible. Enchanted weapons harm Servitors of the Outer Gods, and a star stone holds them off. Otherwise, the only hope is that no one has bound the creature to destroy your team of investigators so that its attention can be distracted with a sacrifice of an animal tied firmly between the investigators and the monster.

Chthonians, Dholes, and Worse: don't look, run. The only hope in this situation is to summon another deity or monster with a natural hatred for whatever it is that is attacking. Survival in the vicinity of such a battle is an entirely different matter altogether, but perhaps is less risky than the alternative.

Afterword

When fighting Cthulhoid monsters, keep in mind that each investigator possesses a monster of his own which is also capable of wreaking great havoc. This monster is made of moist gray convoluted flesh, has thousands of tentacles called nerves, and hides within a cavern called a cranium. This monster, called Brain, is marvelously equipped with eyes, ears, a nose, and a lot of common sense. Brains can save an investigator's life when summoned in advance and used wisely. Every investigator should look before he leaps, think before he acts, stay alert, sane, and instead of working hard, work smart.

Andre Stalin
Arkham, 1929

About the Author

Andre Stalin was born in 1900 in St. Petersburg, Russia, the landless son of a minor Russian noble. Mr. Stalin was an officer in the cavalry and fought for the Whites in the civil war. He came to Boston after the revolution and fell in with Theron Marks, traveling extensively throughout Europe, South America, the Middle East, and (if his memoirs are to be believed, to the library on Celaeno and to the City of the Old Ones). This manuscript was found among his effects upon his death in 1929 of unnatural causes.

The Editors

Ticocha's Indian Cultists

Ticocha's cultists are absolutely willing to die for their cause — a willingness not shared by Canditta's or LeCloche's hired brutes. Ticocha sent only seven men to the U.S.A., but near his temple in Peru he can muster a dozen more.

Typical Indian Cultist

STR 12	CON 12	SIZ 12	DEX 10	APP 10
SAN 0	INT 12	POW 14	EDU 2	HP 12

SKILLS: Cthulhu Mythos 10%, Hide 75%, Sneak 60%, Spot Hidden 60%, Track 70%.

WEAPONS: Knife 50%, 1D6 damage.

SPELLS: Contact Fungi from Yuggoth, Shrivelling.

The New York Public Library

Charles Danvers never arrives at the library. A search of the building and the surrounding area turns up no sign of him, and no bystanders have seen anyone matching his description anywhere nearby. After a considerable wait, it becomes clear that Danvers will not keep his appointment. Fortunately, the investigators have Danvers' address.

Charles Danvers' Apartment

Danvers lives on the fourth floor of a brownstone on New York's Lower East Side. No amount of knocking or yelling at his door brings a response; if the investigators decide to force their way in, they must overcome the door's STR of 7 with their own. The apartment manager won't interfere as long as the investigators don't look completely disreputable. Danvers' neighbors are all transients.

Danvers' apartment is a dingy two-room flat consisting of a kitchen/living area and a bathroom. The walls and the floor are laced with a web of meandering cracks and what wallpaper has survived the decades is torn and age yellowed. The kitchen/living area is furnished with a small table, two chairs, a rusty sink, a small stove, an icebox, a worn sofa-bed, and a cluttered desk. The furniture is strewn about in disarray and some pieces are broken, providing clear evidence of a fierce struggle.

When the investigators enter the apartment, all the shades are drawn and the room is dark and gloomy. The only light is the faint glow of an overturned desk lamp. Close inspection and a successful Spot Hidden allow the investigators to discover marks on some of the woodwork and furniture which indicate that it had been recently hacked at with a well-honed blade. With a second Spot Hidden an investigator finds a small amount of dried blood on the floor in front of the desk. (This was caused by Ticocha's indian cultists in a nearly successful attempt on Danvers' life.)

If the apartment is searched thoroughly, a curious stone can be found beneath the ruins of the sofa-bed; this is a small stone amulet. The amulet belonged to one of Danvers' attackers and was lost in the scuffle. If the investigators have been to Bendal-Dolum, and found the golden Shub-Niggurath amulet they recognize the symbol on the stone amulet as being nearly identical to the one on the gold amulet.

Danvers' desk holds a great deal of uninteresting writing and one small black notebook holding the following entries.

Danvers' Notebook Entries

Aug. 9: Trailed LeCloche to Lima.

Aug. 12: was right; L. Definitely involved in black marketeering.

Aug. 13: made contact; obtained gold tablet as proof. Probably stolen from New York institute dig.

Aug. 19: contact murdered; suspect I am being followed.

Aug. 20: am certain I am being followed. Soon leaving for New York. The tablet is safely away.

Sept. 13: Stalked through the ship by a Latin; am sure of it. Must have followed me aboard.

Sept. 22: Home at last, yet still feel unsafe. No unwelcome shadows seen yet, but I am sure they still lurk close at hand.

Sept. 23: have been up all night. I finally understand why they are after me. I now know.

Other objects of interest in the desk include a punched ticket for a Callao-New-York passenger liner and a map of Peru. Nothing else of interest is here, except that if the window are checked, it is found that one is wide open, while all the other windows in the apartment are locked closed. (Danvers' assailants made good their escape through the open window.)

The Phone Call

Charles Danvers survived the attempt on his life and phones his investigator friend at the earliest possible opportunity. Danvers says, "Hi (*Investigators' nickname*). Listen, don't ask questions yet, just hear me out. Ask questions later. I guess you missed me at the library, huh? Did you go by my flat? pretty bad, huh? Here's the story. I was studying black marketeers, and learned of some major antiquities thefts in Peru from a contact at the New York Institute of Archaeology and Ancient History. When I got to Peru, I found out that a guy called Simon LeCloche was probably the ringleader. He's stolen art from all over the world, and had been seen in Peru. So I got in touch with a man in Peru — one of LeCloche's men — except this guy didn't like LeCloche too much so he helped me out. He gave me the gold tablet I sent you because he was afraid that LeCloche would catch him with it. Well, I started being followed, too. So I figured that LeCloche or someone suspected that I had the tablet. So I shipped it to you — sorry about that, but who else could I trust? — but they didn't stop following me. They aren't on to you yet, are they? Anyway, last night these guys with knives busted right into my apartment. Chased me all over the place and nearly got me. I got away, but I saw their faces. They were indians. They can't be LeCloche's men — he uses French-Canadians and knocks-off his targets with guns besides. So what else do you need to know?"

Danvers has told the investigators everything he knows, except that he believes a vast Incan treasure to be involved. He'll reveal this if questioned closely, or if the investigators talk him into joining up with them. The treasure, he says, is worth well over a million dollars in gold and jewelry, but Danvers is scared of LeCloche's men and of the in-

dians. A successful Orate or Debate convinces Danvers to join the investigators, especially if he is promised a press-exclusive and part of the money.

Should Danvers survive the ordeal ahead, he writes a news story about the theft of the tablets and all events associated with it, omitting those details which the general public is better off not knowing. However, Danvers also pens a truthful account of the adventure, which appears three months later in "Weird Tales" magazine under the pseudonym of Brian McFarlan. Danvers sends a copy of this story to the investigators.

From here on, Danvers is at the disposal of the keeper. He could be horribly murdered in the next day or two to scare the investigators into doing or not doing something. He could prove a loyal friend and fellow investigator. He could just retire out of the scenario and the investigators' lives after passing the buck to them via the golden tablet. It is up to the keeper.

Charles Danvers

Charles is a tall, thin man with thinning dirty-blond hair and a pair of thick-lensed glasses which continually slide down his nose. As a result of his experiences in Peru and afterwards in New York, Danvers is extremely jumpy. At any meeting with the investigators he behaves in a paranoid manner. At the slightest hint of danger, Danvers runs for his life, unless he is cornered, in which case he fights as bravely as anyone.

Charles Danvers

STR 10 CON 10 SIZ 12 DEX 12 APP 15
SAN 70 INT 14 POW 14 EDU 16 HP 11

SKILLS: Archaeology 30%, Debate 50%, Fast Talk 60%, Law 35%, Orate 45%, Psychology 45%.

LANGUAGES: (Speak/Read): French 23/45%, Spanish 40/20%.

WEAPONS: .32 revolver 35%, 1D8 damage.

The New York Institute of Archaeology and Ancient History

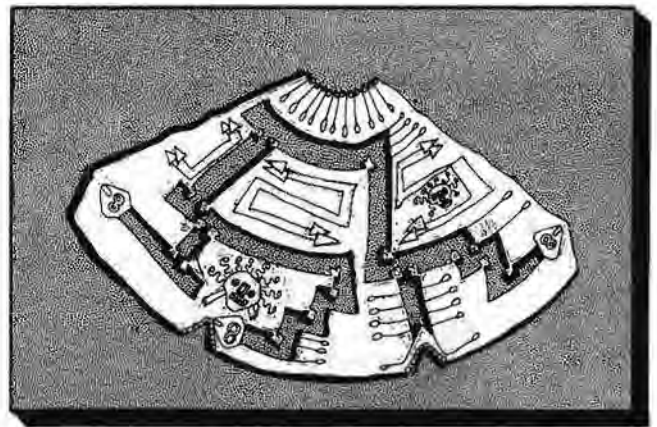
This private, non-profit institution located on 76th Street at Central Park West is home to many artifacts of ancient civilizations, including representative pieces from Hellenic Greece, ancient Egypt, Babylon, and Shan dynasty China.

The building is a research center, not a museum, though several rooms of showcased pieces are open to the public on Thursday, Friday, and Saturday from 10 A.M. to 5 P.M. The showcase rooms take up most of the ground floor. The basement is used to store equipment and unimportant artifacts from the institute's digs (it tries to sponsor at least one major dig per year). The second floor houses a members-only research collection, and the third and fourth floors house offices and research facilities.

If the investigators wish to speak with the institute's director, Alistair McLaughlin, they can either make an ap-

pointment for 2D6 days later or Fast Talk their way past the security guard on the ground floor of the building. If the investigators show the guard their section of the Tablet of the Moon, their chances of a successful Fast Talk are doubled.

If the investigators successfully Fast Talk, or arrive at the proper time for their appointment, the guard leads them up the stairs to a small reception room on the fourth floor. This is the domain of a tall, stately-looking, gray-haired woman who introduces herself as Miss Dupont. Miss Dupont must be Fast Talked into allowing the investigators in to see Mr. McLaughlin – again, showing the tablet doubles the chance of success. If this fails, Miss Dupont regrets that Mr. McLaughlin is engaged by pressing business. If the gentlemen and or ladies would care to make another appointment? The next appointment is for 2D6 days later and, yes, the investigators must succeed again with another Fast Talk or debate upon arriving for that appointment.



New-moon Section of the Tablet of the Moon

If the investigators convince the formidable Miss Dupont to admit them, she asks them to wait while she confers with Mr. McLaughlin. The reception room is furnished with eight brown leather chairs, a heavy coffee table, and an expensive Persian rug. The walls are decorated with framed photographs of various digs sponsored by the institute over the years. The shots have labels such as "Giza, Egypt 1922"; "Valley of the Kings, Egypt 1922"; "Chen-chow, China 1918"; "Athens, Greece 1912"; "Rabat, Morocco 1915"; and "Peru 192- (current year)". Soon Miss Dupont returns and ushers the investigators into Mr. McLaughlin's presence.

Alistair McLaughlin is a small, soft-spoken gentleman with spectacles. If he is questioned about the current Peruvian expedition, he states that the institute is fortunate enough to have discovered a unique and unusual temple complex southeast of Lima, but can give no details, claiming that the excavation is still in its earliest stages. A psychology roll shows that McLaughlin is disturbed about something to do with the excavation but he denies this categorically.

If he is shown the tablet (or has been told that the investigators have it by Miss Dupont), McLaughlin is visibly surprised and tries to find out how the investigators got the artifact. No matter what the investigators say, McLaugh-

lin informs them that the tablet is the property of the institute and that it must be turned over to him at once, or the investigators will be arrested.

A successful Law roll informs the investigators that they have done nothing illegal for which they can be arrested. If McLaughlin can prove that the tablet was found by the Institute's expedition, then indeed, it should be turned over to the Institute, though doubtless Peruvian and U.S. authorities would be interested to hear that an artifact made from several pounds of solid gold reached the institute's archives without being declared at customs. In fact, the Peruvians might be so interested that they'd cancel the Institute's visas and expel the entire expedition.

Whether the investigators cooperate fully with McLaughlin, point out the awkwardness involved in the tablet's transport to New York, mention the scandalous death of Danvers black-market contacts in Lima or the murderous assault on Danvers, McLaughlin tries to make a deal.

He relates, "For some time the institute has been searching for a previously undiscovered Incan temple city. Our search took nearly 10 years, but we have found what our experts believe to be a lost temple to Quilla, the moon goddess." At this point McLaughlin looks nervous and begins to question the investigators about their previous experience, their credentials, and so forth. When satisfied that the investigators are discreet and competent, he continues. "Work at the dig progressed well until some rather odd events took place. These were what you might term mysterious events. . . strange lights seen in the sky, weird noises heard in the night, and so forth. Nothing really frightening. But five workers and an assistant professor of Ancient History have been lost at the site. They have seemingly vanished from the face of the Earth. Probably they were kidnaped, though we've received no ransom notices. "My colleagues have been pressing me to undertake an investigation, for work at the site has nearly ceased. If the situation does not change soon, the institute will run out of funds and the excavation will have to be abandoned. I have hesitated until now because I disliked the prospect of telling outsiders about the temple city. However, you already knew some of our troubles, and now you know much more. If you are willing to assist us, the institute will pay your passage to and from Peru, as well as a \$2000 fee if you can correct the problem. Well?"

McLaughlin will pay up to a \$5000 fee to be divided among the investigators, including advances of up to \$200 per investigator. McLaughlin books passage for the investigators as soon as possible, and tells them that a Peruvian named Enrique Garcia will meet their ship at Callao and escort them to the dig site, where Dr. Willmont Dermott will brief them on the details. The investigators can keep the tablet for now. They must return it to Peru to satisfy the Peruvian authorities that no fraud was intended on the part of the expedition. The investigators are expected to turn the tablet back over to Professor Dermott when they meet him.

The Next Day

The morning following the investigators' meeting with Alistair McLaughlin, the New York Times carries a front page story concerning the New York Institute of Archaeology and Ancient History.

BREAK-IN AND MURDER AT SCIENTIFIC INSTITUTE

Yesterday morning, apparently at 2:00 A.M., thieves broke into the New York Institute of Archaeology and Ancient History and murdered Gerard Kingsby, the nightwatchman. The corpse of Mr. Kingsby, who had been strangled, was discovered on the fourth floor of the Institute, where considerable vandalism had taken place. Offices on the third and fourth floors were ransacked, but apparently nothing was stolen.

Police feel that the criminals apparently broke in hoping to find money in the office desks. The criminals were too uneducated to realize the value of the Institute's collection of ancient artifacts.

Alistair McLaughlin, the Institute's director, expressed his shock, "Mr. Kingsby was a cheerful and hard-working man. All of us are stunned by this pointless tragedy." Mr. McLaughlin later indicated that the institute plans to increase the nightwatch to two guards, and arm both guards with guns instead of the nightstick Mr. Kingsby carried.

The break-in was performed by Ticocha's indians, looking for the tablet. By now, all three factions looking for the tablet know that the investigators have it, and are doing their best to find and eliminate the investigators. The investigators are being watched at all times, and if one or two go off on their own before leaving for Peru, an attempt will be made to abduct them.

LeCloche's thugs seek to trade a captured investigator for the tablet. Canditta's band tries to beat a victim into revealing the tablet's whereabouts. The indians want their secrets preserved and try to kill their target, not abduct him, hoping to prevent him from revealing their temple's location to anybody else. Of course, if the investigators left the tablet at the Institute overnight, the indians now have it and will attempt to smuggle it onto the next steamer for Peru. If the investigators have the tablet, LeCloche's and Canditta's thugs will not know and continue to bother the investigators.

The keeper must remember that the three groups are operating independently and against one another. LeCloche and Canditta each want to have the tablet section to gain the upper hand in their shaky 'partnership', while Ticocha desires to keep his Andean temple hidden.

Passage to Callao

Callao is Peru's chief port. From there it is a few hours' journey to Lima.

The journey to Callao requires six days aboard the S.S. Trinity, an American passenger liner which makes the trip on a regular basis. The voyage is not destined to be a restful one for the investigators. The ship leaves October 2.

All three factions hunting for the tablet section — at least those who have survived until now — follow the investigators to the docks. Murphy and his thugs, plus Filipe and Canditta's foremen, have all booked passage aboard the Trinity. Anyone staking out the gangplank after the



Ticocha

investigators arrive can observe the arrival of these individuals, and any investigator succeeding with Spot Hidden upon entering a common room or strolling deck notices a Latin (one of Canditta's men) skulking in the shadows.

The indian cultists creep aboard the ship under cover of darkness, stowing away in the small cargo hold. This murderous band of fanatics needs no leader, as they all share the same beliefs and the same motivation. They remain in hiding each day and emerge each night to sneak about the ship.

The investigators are watched and stalked every moment of the cruise. If one of them goes off on his own, one of the enemy groups attempts an abduction to learn the whereabouts of the tablet section. On the very first night of the cruise, Jean Murphy burglarizes one of the investigators' cabins, and Filipe Gonzales burglarizes another. The men are professionals, and leave little trace that they have searched a room. This continues until the end of the cruise or until all of the investigators' cabins have been searched. Jean is a bit absent minded, and when he searches a cabin he always forgets to lock the door on the way out. Filipe fancies himself a fashion plate and, operating under this mistaken assumption, practically bathes in a sweet spicy cologne whose overwhelming fragrance lingers long after Filipe has made his departure. This not only makes his presence easily identifiable, but anyone following his odorous trail gets 15 percentiles added to his Track skill.

To determine which of the pair has searched a room, roll a D6: 1-3 is Jean and 4-6 is Filipe. It takes either burglar at least 15 minutes to thoroughly search a cabin and restore everything to as it was before. Should an investigator return during that time he discovers his unwanted guest.

The investigators are assigned cabins on 'A' deck (the institute travels with class), but they are separated unless they specifically request adjoining cabins before the cabins are assigned. Each stateroom sleeps two investigators.

Murphy's Cabin (B-Deck, Number 16)

This is a single-occupancy cabin with a bed opposite the door, a night table to the left of the bed, and a wardrobe to the right. Restrooms and showers are located down the hall. Murphy's single suitcase is tucked under the bed and in it are two boxes of 9mm bullets.

In the drawer of the night table, along with Jean Murphy's passport, a Peruvian visa, and other such necessary documents, are three telegrams received during the course of the cruise, dating from the date of departure.

OCTOBER 2: MESSAGE REC'D STOP IMPORTANT
YOU LOCATE MERCHANDISE SOONEST STOP
MUST BEAT COMPETITION — LECLOCHE

OCTOBER 4: HAVE SPOKEN WITH D STOP SHE DOES
NOT HAVE MERCHANDISE STOP WE STILL HAVE A
CHANCE — LECLOCHE

OCTOBER 6: DO YOUR JOB STOP YOU ARE BEING
WELL PAID STOP REMAIN IN LIMA WILL JOIN YOU
ON THE 11TH — LECLOCHE

Murphy's gang of six thugs can be found in double-occupancy cabins B3, B9, and B12.

Filipe's Cabin (C-Deck, Number 7)

This is a duplicate of Murphy's cabin, save that it reeks of Filipe's cologne. There are three ugly suits hanging in the wardrobe, and each of the side-pockets contains a handful of .22 bullets. In the night table is Filipe's passport (Peruvian): tucked inside are three telegrams received aboard ship. They are in Spanish, and a Read Spanish roll is needed to decipher them. If they can be read, they say the following.

OCTOBER 1: YOU HAVE DONE WELL STOP WATCH
FOR THE CANADIANS THEY ARE UNDER JEAN
MURPHY — CANDITTA

OCTOBER 3: MURPHY IS DANGEROUS AS ARE HIS
MEN STOP WATCH AND USE EXTREME CAUTION
STOP DO NO FAIL ME — CANDITTA

OCTOBER 5: THE CANADIANS DO NOT HAVE IT
STOP DOUBLE YOUR EFFORTS I NEED IT
— CANDITTA

OCTOBER 7: RETURNING TO CAMP STOP JOIN ME
AND BRING THE ITEM OR DO NOT COME AT ALL
— CANDITTA

Filipe's three foremen can be found sharing a four-person suite in C10.

The Lurkers in the Hold

The indians act more straightforwardly. On the third night of the cruise, they attack. Four indians break down the cabin door of an investigator and charge in, knives ready to dispatch their enemy. This creates a good deal of noise.

If the embattled investigator can hold off his assailants for three rounds, the indians flee for fear of attracting attention. If they are pursued, they ambush and slay those

catching up to them. If they escape, they return to the hold and plot further attacks.

Should the indians kill their victim or find the cabin unoccupied, they tear the cabin apart looking for the tablet. Since the indians cannot read English, there is a 50% chance that they invade the cabin of an innocent passenger, in which case the investigators hear of the bloody results the next day.

The indians try a second murder attempt if they do not have the tablet section by the last night of the cruise. This time they are even more ruthless as this is a last desperate measure.

Non-Fatal Pastimes

Other activities are available aboard the *Trinity* besides fighting for one's life, and the investigators are advised of them by the ship's purser, Andy Briggs.

Shuffleboard and skeet-shooting off the stern are old standbys, but the *Trinity* also sports a small casino and several bars, to be opened for business after the ship passes the three-mile-limit. The Triton Room is a nightclub where patrons are entertained by nightly cabaret performances and where a dance contest is held on the third evening of the cruise.

The investigators are invited to dine at the captain's table on the second night of the cruise, and anyone succeeding with Orate is asked back the next night. On the final evening of the cruise, the Last Night Ball is held. The female investigator with the highest APP is asked for a dance with Captain Ellerby. If she succeeds with an Idea roll (thus making clever conversation), she is asked to be the captain's guest for the evening's festivities.

Then of course, there is sun-bathing and flirting. The former provides a much-needed and well-deserved rest. The latter should be handled with as much imagination as the keeper can muster. But remember — the cruise is only six days long, so time cannot be wasted.

Enrique Garcia

Before arrival at Callao on October 8, passports and visas are collected from all passengers, and the passengers are ushered off the ship to the customs office where their passports are checked and their visas are stamped. When the investigators finish with the formalities, they are met by a fit-looking Peruvian whose most outstanding feature is the gleaming steel hook serving as his left hand.

This fellow is Enrique Garcia, and he introduces himself with a smile. His English is good: Enrique speaks with a barely perceptible accent. He says, "Good afternoon, sirs and madams. I am Enrique Garcia from the institute, here to look after you. We leave immediately for Lima. I have already purchased supplies in town, and we leave Lima for the excavation at first light tomorrow morning.

Enrique leads the investigators to a train. For the evening Enrique has obtained rooms at a respectable hotel in Lima, to which he drives the investigators in a battered, weatherbeaten flatbed truck loaded with supplies. Since the cab holds only three people, some of the investigators have to ride outside with the luggage. Enrique apologizes profusely.

If Enrique is asked about the expedition's problems, he says, "To be frank with you, Mr. McLaughlin knows more about the problems than I do. Surely he told you about the disappearances and the strange lights? I have seen no lights myself. Always there has been a strangeness about that mountain. (laughs) Perhaps it is the curse of the ancient Incans. (laughs, then becomes more serious). But this evening I visit one man who maybe knows more. Did Mr. McLaughlin say to you about Fernando Vasquez? (waits for response) No? He was a worker at the excavation site who became what you say overcome with fear of I know not what very bad."

If any of the investigators show and interest in visiting Mr. Vasquez, Enrique sneaks them into the asylum.

Fernando Vasquez

A grim two-story brick building in the outskirts of town serves as Lima's asylum. It is a pit of human horror. Mad laughter and shouts mingle with the foul stench permeating this ghastly place. Enrique gets the investigators into the asylum through a cousin named Juan — an orderly who also escorts the group to Fernando Vasquez, who is kept solitary in a separate cell.

En route, Juan explains to Enrique (who translates for the investigators if they speak no Spanish) that Fernando has developed an unreasoning fear of darkness, causing him to react violently should the light in his cell be turned off, which is why the asylum staff has isolated him. Juan says that the asylum doctor believes Fernando's problem to be the result of being lost overlong in a dark, confined place. Since Fernando was known to be claustrophobic, the experience was evidently too much for him. Keeping Fernando all alone in a small enclosed cell is this asylum's cure for acute claustrophobia.

Fernando is not suffering from claustrophobia, of course. While blundering around in the caverns beneath the dig site, the hapless Fernando saw the fungi city and its alien inhabitants, and it was the sight of a Dark Young emerging from the pylon in the nether vault which drove him into madness.

The investigators find Fernando huddled against the wall of his cell, as close to the tiny window as he can get. If no investigator speaks Spanish, Enrique translates Fernando's mumblings: "Darkness closing all around. . . . Keep moving, don't let them find me. Mother of God! the thing in the dark! Must get back to the daylight. . . . Away from them. . . . Away from what I see in the dark."

If a Spanish-speaking investigator succeeds with Psychology, "Fernando says the following as well: "Sliding. . . sliding down and around. . . . The stink. . . of death! Strange light. . . . I see in the darkness! Cathedrals of the devil. . . . The buzzing in my ears! I cannot stand it."

If a Spanish-speaking investigator then succeeds with Psychoanalysis, he gets one final statement out of Fernando: "The city of devils. . . . Hundreds and hundreds, flying. . . . Mother of God help me, I can almost understand their Spanish! The black hall. . . so huge. . . . Something moves. . . big. . . black. . . squeezing out of the pillar! A thousand ropes to reach! A thousand mouths to feed! I

flée! Must return to the world above. . . . Leave the devil's place. I do not belong here. Blessed Virgin, protect me!"

Fernando has no other useful comments, and Juan hurries the investigators away, for the chief of staff is making his rounds soon, and strangers should not be found in Fernando's tiny cell.

The Journey to the Dig

It takes three days to drive from Lima to the dig site, so Enrique plans to camp outside for two nights. He has brought bedrolls for the group, who can sleep either on the ground or in the truck bed.

The days are hot, the nights chilly and dry. The ride is rather painful, for the truck follows only a rough, rutted path, always uphill. The land is bleak and arid and the only water is in a barrel in the back of the truck.

Any of Canditta's shipboard men who are alive and not under arrest join up with four more of her men to follow the investigators at a distance, traveling in a pair of abused pick-up trucks. The first night out, Canditta's men sneak up and surround the investigator's camp under cover of darkness. If they are not detected with a Listen or Spot Hidden, the men ambush the investigators, trying to capture or kill everyone.

If the attackers are not victorious after five combat rounds, they retreat. The next day, they chase down Enrique's truck and shoot out the tires. If this tactic succeeds, the investigators have a three-day walk ahead of them, during which they are constantly harassed by Canditta's men. If Canditta's men manage to strand the investigators, they become cocky, sure of their success. They post no sentries at night and fuel a blazing campfire (visible for a mile) with crates taken from Enrique's abandoned truck. Under such conditions, the investigators have a fair chance of stealing one of Canditta's pickups. If the investigators do not think of this on their own, Enrique suggests it (if he is still alive).

If Canditta's men capture the investigators, they are taken under guard to Canditta's camp for interrogation. The keeper can handle this as he sees fit, based upon Canditta's personality and the investigators' actions.

If all goes well, the investigators arrive at the dig-site late on the evening of October 11th. Should all not go well, the arrival date should be adjusted accordingly.

At the Dig

The ancient Temple of the Moon is in fact a temple to Shub-Niggurath, built and protected by a fanatical band of indian renegades in league with the alien fungus-creatures from Pluto (called Yuggoth by the Indians). With the fall of the Incan Empire, the location of this vile temple was forgotten and lost — to all but the aliens, who continue to mine the area, encouraging the worship of Shub-Niggurath, now called the Black Goat among the aliens' human allies.

Over the centuries the worship of the black goat went on unsuspected and unmolested, until the New York Institute of Archaeology and Ancient History sent an expedition to Peru in search of the remnants of the lost Incans.

The institute hired locals as guides and workers, some of whom were Black-Goat-Worshipping allies of the Fungi From Yuggoth. After several mishaps and diversions — mostly caused by the cultists — the Temple of the Moon was discovered. The cultists are frantic lest the secret passages of their temple and of the Yuggoth caverns be discovered and have been working as diggers in order to stall operations, especially at site 14, a crucial part of the dig. Simon LeCloche, the French-Canadian art thief, has also learned of the dig-site and is convinced that the Temple of the Moon holds the secret to obtaining a vast treasure. He is allied with the greedy Canditta Domingues, and together they intend to take the treasure for themselves. This, they believe they can do by making use of the three sections of the Tablet of the Moon; they are half right.

The Tablet of the Moon does indeed show the way to a secret place in the mountains — the alien temple to the Black Goat. The three sections of the tablet were smuggled out of the dig by black-marketeers; two were sold — one to LeCloche and one to Canditta — while the third fell into the hands of Charles Danvers. Acting individually LeCloche and Canditta have each attempted to gain possession of the third segment.

Ticocha, the high priest of the Black Goat cult and main liason with the aliens, knows the true nature of the Tablet of the Moon and has also sent a band of his followers to retrieve the artifact.

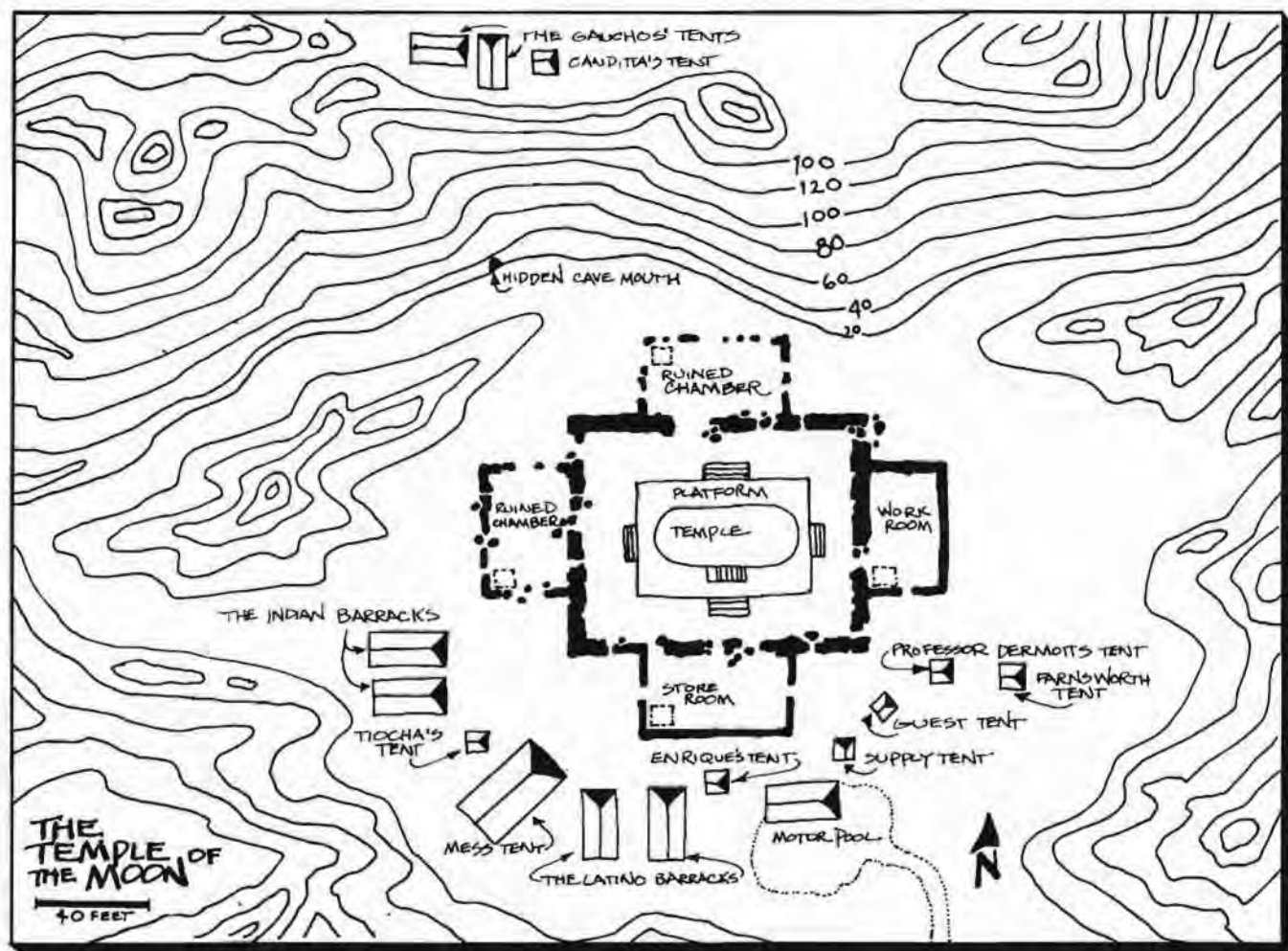
Canditta Domingues has set up a small camp atop a cliff overlooking the dig. From this lofty vantage she spies on operations below, hoping for a clue to allow her to move in and take the fabled treasure before LeCloche arrives. The indians still worship at the Temple of the Moon, guided by the aliens, and are responsible for the disappearances of the five diggers as well as the two scientists. Ceremonies are conducted each night in the secret lower level of the temple, and on every third night the aliens appear on the temple roof. On these nights nine of the fungus-aliens either take flight into space for the long journey back to Yuggoth or return from that journey bearing food and other supplies necessary for the survival of their colony.

When the investigators arrive, they learn of the disappearance of Professor Dermott and find work on the site at a standstill. Only a considerable effort on the part of Enrique Garcia gets the work parties moving again.

LeCloche arrives on the scene three days after the investigators. If Canditta has not yet produced any results, LeCloche directs his hired thugs to attack openly and take direct control of the dig; Canditta's men assist in this endeavor. LeCloche thinks the investigators have the third section of the Tablet, and he will not be pleasant about convincing them to part with it.

The Dig Site

The temple ruins sit near the base of a 120-foot cliff, hidden from the open valley by a ridge of low, barren hills. The site is accessible only by a narrow, rutted path, and



except for the expedition itself and the indian cultists, there is not a living soul within twenty miles of the dig — save for the unwelcome visitors at the top of the cliff.

The Store Room: this temple room is being used by the expedition. The Dig's artifacts are crated here prior to shipment to New York. Loaded crates are arrayed against the walls, and empty crates are stacked randomly. There is a foot-high raised platform in the northern portion of the chamber. This platform was the base of an altar, and it conceals a stairway leading down into the underground passages. The archaeologists are unaware of the stairway. To expose the stairs, the investigators must pull up the top of the platform (it is SIZ 40). The stairs descend into the antechamber on the underground passages map.

The Work Room: like the store room, this is an intact temple room being utilized by the expedition. Artifacts from the dig are cleaned and prepared for packing here. Six metal workbenches are arranged against the walls, atop which rest minor artifacts in various stages of restoration. Beneath the benches are various types of cleansing agents and acids used to dissolve impacted soil and lime encrustations on artifacts. Near the northwest corner of the room is a foot-thick stone platform which functions exactly like the one in the store room. It, too, weighs SIZ 40, and conceals a stairwell unsuspected by the expedition leaders. This flight of steps leads into the south burial chamber on the Underground Passages Map.

Ruined Chambers: these two chambers have fallen prey to earthquakes over the centuries. Once they held secret

stairways but the stairwells are now rubble-filled and inaccessible.

The Camp: nothing useful to the investigators can be found at the supply tent, the guest tent (where the investigators sleep), Enrique's tent, the barracks, or Farnsworth's tent, though the last is cluttered with notes concerning the dig and the artifacts found therein.

Professor Dermott's tent is a duplicate of Farnsworth's, save that tucked away in a trunk at the foot of Dermott's cot are three day-books which might prove of interest.

From these three densely-handwritten volumes the investigators can learn the following information. A successful Library Use is required to pick out each item from the mass of trivia in which the items are buried. The entries in the journals are presented in chronological order and a reader can try Library Use INT/2 times per day.

The Motor Pool: the expedition's two trucks are kept here to protect them from storms. Here also is a basic tool kit, a number of spare parts, and a fifty-gallon drum of gasoline with a pump attachment. A case of motor oil lies nearby.

The investigators should be reminded, through Enrique, that they are a long way from civilization. If they decide to use up the gas and oil as weapons against their enemies, they will find it a long hard walk through the dry mountains when the investigation is over.

The Hidden Cave Mouth: an expertly-concealed opening leading to the rough tunnels on the Underground Passages

map. It is used by the Indians as an emergency exit. If an investigator specifically states that he is searching for an opening in this area a Spot Hidden finds it.

Canditta Domingues' Tent: comfortable quarters with a rug on the floor, a luxurious cot, and a locked teak trunk (the key to which is kept on a key around Canditta's neck). Inside the trunk are extra clothing, several boxes of cartridges, two bottles of French wine, and a pair of field glasses. A rawhide camp chair sits in front of a small writing table, and three rifles are displayed on a gun rack by Canditta's cot. A successful Spot Hidden reveals a square depression in the rug under Canditta's cot. If the rug is rolled back, a one-foot square hole in the dirt is visible in which is a small box containing Canditta's section of the Tablet of the Moon.

The other tents at Canditta's camp house her men. She has a total of twelve men, plus those men who survived the ambush of the investigators en route. One man is always on watch at the top of the cliff which contains the camp and another man patrols the camp area. Saddles are neatly lined up between the tents and the party's horses are tethered at the bottom of the hill.

The Day Books of Professor Dermott

JULY 15: Must learn if this area is subject to inordinate seismic activity. The ruins are in a very delicate state and I fear the minor tremors presage an earthquake of dangerous proportions. Yet why tremors only at night? Perhaps it is merely a side effect of the stone cliff's cooling after the hot day.

AUGUST 9: The Tablets of the Moon disappeared last night. By now they have probably been smuggled out of the dig to be sold on the black-market. These cursed thieves must be stopped.

AUGUST 12: Another worker has vanished in the ruins. Did the poor devil blunder through another hidden door, or worse, is the ruin salted with hidden traps?

AUGUST 18: The Indian overseer Ticocha has informed me of another collapse at site 14. This is a great disappointment, for I am certain some great revelation awaits there. I also find it strange that that particular area should be unsafe, for the hall is constructed of solid stone blocks of respectable size and weight. Ticocha suggests the tremors are to blame.

AUGUST 30: First Vasquez, then Peron and Gabrerra vanish. The Latin diggers are afraid of the ruins and only a substantial pay raise plus Enrique's help keeps them at work. The Indians, stoic as ever, continue to work at their usual frustratingly slow pace. At this rate, our money may well run out before we solve the mystery of the temple. Farnsworth agrees, and works like a fiend sixteen hours a day.

SEPTEMBER 5: Someone is watching us. While taking measurements atop the temple, I caught the glint of sunlight off glass or polished metal from atop the cliff overlooking the site. Could this be the accomplice of the thieves who are making off with our artifacts?

SEPTEMBER 9: Our digging must have released a large pocket of trapped gas, or possibly some ignorant Indian put semi-poisonous mushrooms in our food, for everyone in the temple experienced strange visions last night. We were awakened after midnight by eerie sounds seemingly emanating from the temple area; curious fluting mixed with a noise like a bee-swarm chanting.

We rushed from our tents to discover the site bathed in bright illumination which hurt our eyes. Through the painful blur I saw a seemingly solid blob of color leap from the temple roof into the heavens, followed by several more in quick succession. Then the light began to fade. Shortly after, we experienced another ground tremor. Most unusual.

The Underground Passages

At least two cultists are always on patrol in the Underground Passages.

The Collapsed Cave: Fernando Vasquez used this route to enter the fungus caverns. Shortly after Vasquez escaped, the aliens collapsed this part of the cave to prevent any further accidental invasion of their realm.

The Burial Chambers: all the past priests of the Black Goat are interred here — though not in any usual manner. The walls of the chambers are pocked with many niches; in each chamber, ten niches each contain a large cylinder of a peculiar glossy metal. This alloy is extremely tough, and it requires extreme effort (such as a diamond saw or the like) to break into one.

Each cylinder contains the active brain of a high priest or of a certain favored cultist who served the aliens sometime throughout the centuries. A Cthulhu Mythos roll identifies the cylinders. Anyone realizing what the cylinders are, or breaking one open to find the throbbing brain within loses 1/1D6 SAN. No speaking or sensory attachments are connected to the cylinders, and all the brains,

SEPTEMBER 14: Found Vasquez today. The man has become a raving idiot screaming of black caverns and subterranean forests through which he was pursued by some sort of pink thing. Several Latins quit on the spot. When Enrique takes Vasquez back to Lima, he will try to recruit replacements. The great majority of my team is now made up of the Indians, who work at a snail's pace which nothing I say or do hastens. I am almost certain they are wilfully stalling the work at site 14 out of spite.

The Vasquez incident only serves to stress the peculiar dangers we face here. I shall recommend that the institute provide some recompense for the poor man's family.

SEPTEMBER 17: I have spotted our watchers. Catching a reflection from the top of the cliff, I went to my tent and fetched my field glasses. I saw an unsavory-looking laborer — not one of mine, thank goodness — standing beside a well-groomed Latin woman in riding attire, observing the camp through their own field glasses. She must have seen me, for she suddenly lowered her glasses and the unlikely pair retreated from the cliff edge.

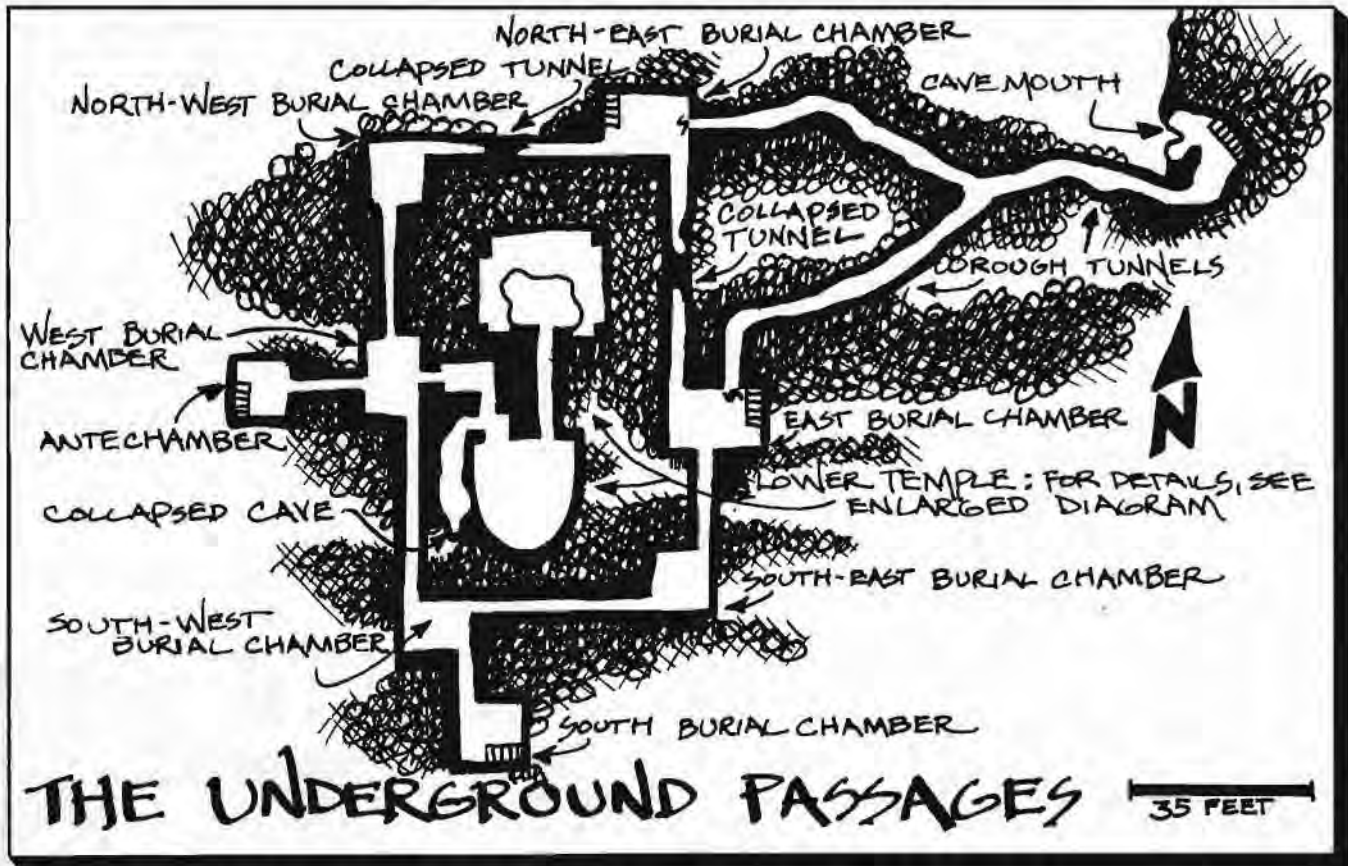
I suspect these people are responsible for the theft of our artifacts, but there is little I can do about it now.

SEPTEMBER 18: The glowing light phenomena repeated itself last night. I believe now that the phenomena are not hallucinations. The tremors, chanting, and unnatural light are all as before, save that the blobs of light descended from the sky to the temple roof. Farnsworth is determined to solve this mystery and intends to spend the night in the lower temple to surprise the thieves.

SEPTEMBER 21: Farnsworth is gone. He entered the temple at dusk, and that was the last we saw of him. I can no longer fool myself with notions of poison gas, traps, and clever thieves. The things we see in the night are horribly real and responsible for all these disappearances. I have sent a man to Lima to telegraph the institute. He left after nightfall to avoid meeting the watchers on the clifftop.

When the shuddering phenomena were done I rushed to the lower temple but could find no trace of Farnsworth. I did find a layer of strange phosphorescent spores which covered the entire chamber — even the water of the map pool. I took several samples and am certain that they hold a clue to this mystery.

OCTOBER 9: Someone has taken the spore samples. I must replace them and soon, before another of us vanishes. Tonight I go to the lower temple, right after the nocturnal phenomena have played themselves out.



through the decades of sensory deprivation, have become mindless, silently-screaming things. The cultists do not know this, and believe that the living brains experience wonderful ecstasies. The fungus-aliens cruelly encourage this belief to strengthen their hold on the humans, reserving their horrible cylinder heaven for only those cultists who serve them the most faithfully.

In the east and northeast burial chambers are secret doors opening on the rough tunnels. A successful Spot Hidden reveals these doors, each of which is opened by a movable rock to its right.

Four of these chambers sport a flight of worn stone steps leading to the concealed doors in the floor of the ruins above; as follows. The antechamber leads to the store room upstairs. The northeast chamber leads to the north ruined chamber (no access possible), and the east chamber stairs lead to the east ruined chamber upstairs (also no access possible). The south chamber stairs lead to the work room.

A Spot Hidden is needed to find the secret movable stone that opens the slab at the top of the stairwell. As noted, however, the east and northeast stairwells are filled with rock and their mechanisms no longer function.

The Connecting Tunnels: low, narrow passages connecting all the burial chambers. Each tunnel is lined with small niches, spaced one every three feet which contain clay urns. The urns hold the embalmed heads of all the helpless victims sacrificed to the Black Goat over the centuries. Discovering the heads costs 0/1D6 SAN.

The Collapsed Tunnels: the years have not been kind to all parts of the tunnel complex. This section has caved in. Clearing the rubble from these tunnels takes a minimum of two months with a dozen workers. Ticocha and his fol-

lowers are working to do just that, and there are signs of recent excavation at each of these locations.

The Rough Tunnels: used by the cultists to get in and out of the temple unseen. On the tunnel side of the secret door is a lever to open the door.

The Cave Mouth: a narrow fissure in the cliff-wall hidden by a thicket of brambles. Inside, a flight of rough-hewn steps winds down into the rough tunnels.

The Temple of the Moon

This is a lozenge-shaped, raised platform at the middle of which stands a single square building. The platform is 15 feet tall, with a flight of stone steps leading to a rectangular arch in the western wall. Inside the arch, identical stairways ascend to the right and left, affording access to both ends of the platform.

The Upper Level

The Light Shaft: allows sun- and moonlight to enter the chamber. The size and design of the hole matches that of the assembled sections of the Tablet of the Moon. A successful Idea roll reveals this, but the reason for the coincidence must be figured out by the investigators themselves.

The Antechamber: gives access to the lower level via a centuries-worn flight of stone steps.

The Shrine: a wall-carving opposite the door depicts the same symbol as is found on the cultists' amulets. Surrounding this symbol are one thousand tiles of the exact

size and shape as the amulets of the Black Goat, for that is exactly what they are. The investigators can find 22 such amulet/tiles missing from the mural – one for each of the cultists plus the one found on the body of Charles Danvers.

The Lower Level

The Chamber of Worship: the stairs from the antechamber on the upper level lead to this torch-lit room, which is dominated by a round sunken pool, long since drained of water. On the bottom of the pool is a carved map of the region surrounding the temple. The opening of the light-shaft is located above and several feet off center of the pool.

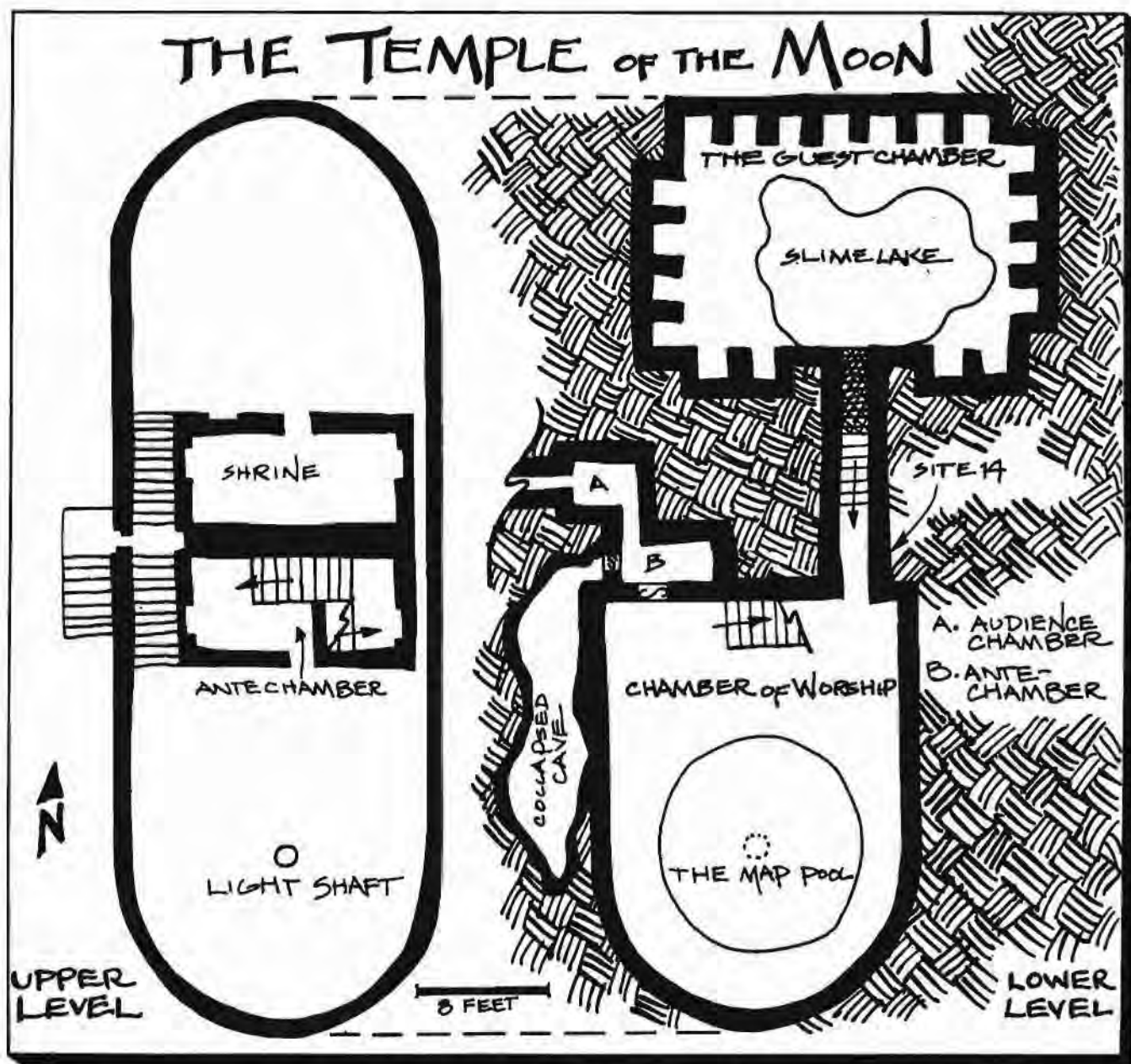
If all three sections of the Tablet of the Moon are fitted together and placed atop the light shaft at midnight under the light of the full moon, the quartz lenses in the Tablet bend the shafts of light to form a complex pattern of lights on the map below, which the pool refracts into a single, bright point of light shining on a location on the map 75 miles from the Temple of the Moon, well into the

high-Andes. The pattern does not look the least bit symmetrical until all three tablets are emplaced or if the conditions are wrong – only random bits of light shine over the map if only one or two tablets are emplaced, or if the pool remains empty of water.

The spot indicated by the Tablet is the main temple to Shub-Niggurath, the cultists Black Goat. This temple can also be reached by a long journey through the underground tunnels of the aliens.

A successful Spot Hidden reveals a well-concealed touchstone in the south wall. Depressing this stone causes the pool bottom to slide sideways beneath the floor to reveal a seemingly bottomless pit or shaft, around which spirals a smooth stone ramp about six feet wide. It is the ponderous grinding of the pool floor sliding aside which has caused the mysterious ground tremors at the excavation.

In the northwest corner of the chamber, a secret door is hidden. It can be found with a Spot Hidden, and leads to a small antechamber.



The Ceremonies

Each night, Ticocha and his allies make their way to the map room to worship the Black Goat and to commune with their masters, the aliens. Before the ceremony begins, the shaft beneath the pool is opened, allowing nine aliens to emerge from the caverns below to assist in the dark-some rites. Thereupon a Servitor of the Outer Gods is summoned, and the brief ceremony begins. Afterwards, the Servitor is dismissed, and the fungi return to their lair, leaving behind traces of a phosphorescent fungus which grows in the caverns. Anyone entering the chamber within half an hour after the ceremony can discover this glowing fungus all over the room.

On nights of the new-moon, Ticocha is flown by the fungi to the main temple to participate in an even more nightmarish celebration. The airborne journey through the fungus caverns requires only a few hours. On these nights, the other cultists celebrate with a sacrifice. The victim's heart is cut out and his corpse thrown into the pit — this was the fate of Professor Dermott, Farnsworth, and of the lost Latin diggers.

Should more than one investigator venture into the temple during any of these ceremonies, the cultists cut short their rites and swiftly retreat to the security of the underground passages.

Mi-Go in the Worship Chamber

	1	2	3	4	5	6	7	8
STR	10	8	6	9	8	10	5	7
CON	11	9	7	10	9	11	6	8
SIZ	12	10	9	9	7	8	10	11
INT	13	12	11	9	13	14	12	10
POW	16	13	15	12	14	11	16	10
DEX	20	15	14	13	11	11	10	10
HP	12	10	8	10	8	10	8	10
nipper								
Attk%	45	35	45	35	30	35	50	55
damage*	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6
	-1D4		-1D4		-1D4	-1D4		

*plus grapple

Move: 7/9 flying

ARMOR: none, impaling-type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 1 knows Summon and Bind Dark Young, fungi 6 knows Summon and Bind Servitor of the Outer Gods, fungi 8 knows Summon and Bind Dimensional Shambler.

NOTE: the eight fungi arriving for the worship ceremony bring no weapons with them.

Servitor of the Outer Gods

STR 13	CON 20	SIZ 17	DEX 18	INT 13
POW 12	HP 19	move 7		

WEAPONS: 2D3 tentacles 45%, 2D4 damage each.

SAN loss: 1/1D10

SPELLS: the Servitor can whistle up Hunting Horrors, Byakhee, and Nightgaunts; it also knows the spells of Call Ithaqua, Contact Deep Ones, Contact Ghoul, Contact Hound of the Tindalos, Contact Star-Spawn of Cthulhu, Elder Sign, Powder of Ibn Ghazi, Summon Dark Young, Summon Star Vampire.

Site 14: a long hall of fitted stone with a flight of stairs midway down its length. Presently, the tunnel is filled with dirt placed there by Ticocha's ancestors to prevent anyone from gaining entry to the guest chamber. It re-

quires two days of hard work to clear the passage and lay bare the A-shaped, stone door at the far end. There are three touchstones, one above the door and one to either side (Spot Hidden for each), and all three must be pressed simultaneously to activate the mechanism, which causes the door to slowly sink into the floor.

When the door opens, the slime lake in the guest chamber pours into the hall. Anyone failing to Dodge doesn't get to the top in time and is inundated by the oily noxious sludge. The one or two investigators nearest the door are too close to Dodge at all. Anyone coated with slime must roll his POW x5 to avoid ingesting the muck. Anyone who fails loses 1 CON (permanently) and is seriously ill for the next 1D8 hours, incapable of taking any action. For the next 1D8 hours after that, all the victim's skills are reduced by ten percentiles. After it settles, the slime does not rise beyond the bottom step.

The Guest Chamber: when the temple was newly-built, groups of aliens remained with their human allies to instruct them in the blasphemous rites of Shub-Niggurath. Those eldritch teachers inhabited this chamber until their students knew enough to continue learning on their own. When the aliens returned to their caverns, this chamber was sealed off, and the passage leading to it was filled in to prevent accidental entry.

Over the years, seeping water collected into a black, slimy pool of sludge against the south wall and the door into the chamber. Around this foul lake grow a variety of fungi, but only one — a three-foot-tall, black, finger-shaped horror with scarlet speckles is dangerous. Any contact with that growth causes it to burst, sending out a twenty-foot-diameter cloud of acidic spores which do 1D6 damage to exposed skin. It is by far the largest and most striking fungus in the room.

The walls of the guest chamber are lined with niches once occupied by aliens, but now filled only with slimy growths. A successful Spot Hidden reveals an amulet of the Black Goat in one niche.

The Antechamber: is empty, but it contains two secret doors. The first secret door leads to the chamber of worship. Spot Hidden rolls are required to detect the door, the touchstone to open it, and the tiny peephole at eye-level in the center of the door. This peephole offers a clear view of most of the chamber of worship.

The second secret door is located in the west wall, leading into the collapsed cave. Once the door is found via a Spot Hidden, a simple shove pivots it open.

The Audience Chamber: in the middle of this featureless room stands a bizarre machine made from the same glossy metal as the burial chamber cylinders. A successful Electrical Repair identifies the machine as some sort of communications device. The machine is used by the aliens to speak with the minds contained in the metal cylinders found in the burial chamber.

The machine is a small speaker-like device with myriad blunt, spiked protrusions and a long flexible metal cord which fits into a corresponding socket in each cylinder. Anyone who succeeds with a Mechanical Repair can figure out how to operate this device, but all occupants of the burial cylinders are Incan, and speak only Quechua. In addition, only the most recent do anything but scream mindlessly once the attachment is affixed. (The more recent cylinders gibber frantically and insanely in Quechua).

Fungus Caverns

During the centuries in which the aliens from Yuggoth have been mining in the wastes of Peru, they have excavated several hundreds of miles of passages and tunnels off the main cavern. Certain of the passages are used by the aliens and their human allies to travel unseen between the Temple of the Moon and the Temple of the Black Goat. The two temples are roughly 75 miles apart, requiring five days of travel through the mountains aboveground, three days by way of the caverns if walking, and about five hours for an alien to fly through. The tunnels and caverns are overgrown with horrible alien fungi. The strange growths are all unidentifiable to the investigators, for they all come from the alien base on Yuggoth or are grotesquely mutated terrestrial varieties. Most of the growths are luminescent, glowing in sickly hues of pink, pale orange, yellow, and violet. The deeper into the caverns the investigators travel, the brighter the fungal glow becomes, and at some points the investigators have to shield their eyes, as the unnatural light becomes irritating, and even causes their eyes to water, blur, and burn. New tunnels have no fungi and are thus, pitch-black — the aliens themselves have no need of light.

The floors, walls, and ceilings are covered with molds, slimes, and sprouts of fungi in layers several feet thick in some places; bare rock shows through only in those places that are freshly mined. Some of the fungus growths are over ten feet high, and all the caverns are adorned with huge fungal buttresses dripping from ceiling to floor. Much of the Fungi look unhealthy — loathsome pools of decaying fibers and rotted fungal masses as tall as a man are visible everywhere.

Small dark creatures can be seen crawling and squirming through the buttresses and the undergrowth in the caves, and at times tiny but dark shapes can be seen flitting amongst the growths drooping from the high ceilings of the main caverns. Various chirping, humming, buzzing, and metallic whining sounds are audible faintly throughout the caverns, produced by alien fungal and animal life dwelling here.

The entire complex reeks with a nauseating, rotting odor. The air is stale and the investigators find the caves uncomfortably humid. Even walking is at times uncomfortable because of the thick spongy layers underfoot.

The horrible sights, sounds and smells of the alien caverns mix to form a totally alien subterranean world. Each day a human spends here costs him 1/1D8 SAN.

Fortunately for humanity, only a tiny fraction of the spectrum of alien life from Yuggoth can survive on Earth. Even so, there is a tremendous variety here in the caverns.

The Chute Chambers: located at the end of the wide ramp winding down around the pit into the chamber of worship in the lower temple level. For the unfortunates cast into the pit this is truly the end. A huge pile of skeletons and rotting corpses, covered with disgusting molds and mushrooms fills the chambers. The odor wafting up from the carnage renders the air here nearly unbreathable and anyone who enters the chambers must succeed in a CON x5 roll or be forced to retreat temporarily. Amongst the broken bodies mangled by the long fall are those of the five missing laborers, Professor Dermott, and Professor Farnsworth.

The Collapsed Cave: an area of recent collapse, filled in with large chunks of rock and loose soil. A successful Geology roll tells the user that the cave collapsed only a few weeks before. An investigator succeeding with Chemistry identifies a faint odor of ozone still lingering in the air. This was the secret passage to the antechamber on the temple's lower level which was sealed off by the aliens shortly after Fernando Vasquez blundered into and out of the caverns. The ozone smell originates from a molecular agitator used by the aliens to bring down the cave walls.

The Entry Hall: affords access to the rest of the complex. The glowing fungi is rather sparse here, but the larger forked tunnel to the north is aglow with the outre illumination. The entrances to the abandoned mine tunnels are choked with odd spider-like webs, and it is obvious that these mines have not been used for decades.

The Dead End Cave: the tunnel mouths giving access here are clear of the webby growths found in the entry hall, though there is no sign of recent traffic. Once every century or so, the chute chamber is cleared of human debris, which is brought here and then reduced to a fine gray ash by an alien disintegrating device. The very last chamber of this cave is filled with a twenty-foot-high, twenty-foot-diameter pile of ash, and small bits and pieces of undisintegrated ash can be found around it. The walls and ceiling of this cave are blackened and glassy. A Geology roll reveals that they have been exposed to extremely high temperatures — caused by the disintegrator.

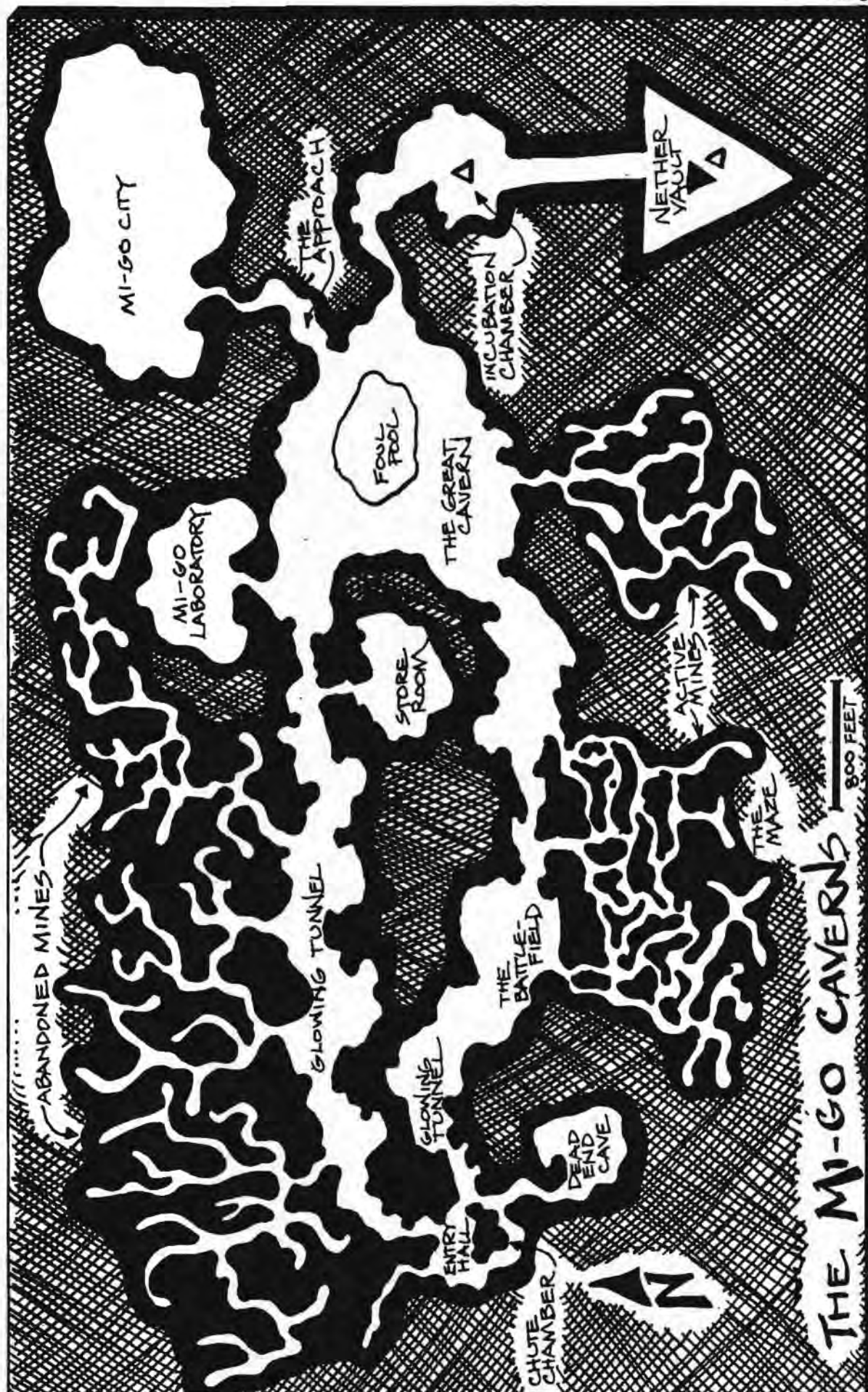
The Abandoned Mines: these eight-foot-high tunnels are completely infested with web-like fungi and it is clear at a glance that none have been used for decades. No phosphorescent fungi are found in any of the abandoned mines, and anyone attempting to explore the tunnels must slog, through knee-deep layers of sticky, foul, and slimy fungus, only to find, after miles of twisting passages, a dead end. The tunnels are perfectly tubular, with the arc of the floor the same as that of the ceiling — a condition which cannot occur naturally and which is highly unlikely to be of human origin.

The Glowing Tunnels: the two main channels of the cavern complex, branching off east and north of the entry hall. They are brightly lit with a violet phosphorescence which hurts the eyes. Sunglasses nullify the effect — otherwise, a dull, throbbing headache results from prolonged exposure to this radiation (-5 percentiles to all skill rolls).

A successful Listen at the branching of these channels reveals a faint and curious whirring unlike anything the listener has ever heard (those familiar with the Fungi from Yuggoth might recognize it). The buzzing whir is more pronounced down the eastern route. The noise is characteristic of the aliens and is due to the presence of a large number of aliens to the east.

The caverns are two hundred feet wide, and very high — ceilings range from three hundred to seven hundred feet high. Fifty-foot vermilion fern-like fronds hang from the roof of the caverns and sway gently as if in a breeze, though there is no wind in the caverns.

The Store Room: a large, gloomy chamber housing dozens upon dozens of variously shaped orange, beslimed, veiny growths. These range from the size of a man's head to well over fifteen feet in diameter, and each constantly pulsates as though it were breathing. These are alien storage



containers, formed by an engineered fungus which grows around any object, completely covering it in a matter of minutes. They are harmless to mobile creatures, but any human in this room who remains stationary for more than five minutes is attacked by the growth, which sprouts from small pores in the floor and covers the person's feet, progressing upwards to cover 1D3 SIZ points of the victim per round, until the victim is completely covered and suffocates. A victim can pull free if he can overcome the growth's STR of 6D6+10. Alternately, the growth can be cut with edged weapons — each point of damage the growth takes reduces its STR an equal amount. Fire does not visibly harm the fungus, and bullets only put little (harmless) holes in its surface.

An alien laborer is nearly always in this chamber, removing items from their loathsome containers, placing stored objects into the fungus growths, or simply on guard. The alien is instantly aware of human presence, and greets the investigators with inhuman hostility.

Alien Guard

STR 7 CON 9 SIZ 6 DEX 11 INT 14
POW 13 HP 8 move 7/9 flying.

WEAPONS: nippers 70%, 1D6-1D4 damage + grapple
electric gun 25%, 1D10 damage + see below, weapon speed 2

NOTES: the electric gun fires a bluish bolt of sparks which has a variety of effects — it does 1D10 damage; damage done is matched against the victim's current hit points on the resistance table and if the victim is overcome, he dies; finally, the victim's muscles spasm painfully and do not respond to his commands for a number of rounds equal to the damage done.

The electric gun is a warty doornob-sized lump of black metal with a tiny pore in one end. Tiny wires course over its surface. Aliens fire the device by gripping it tightly and actually altering the electrical resistance of the gun. Humans incapable of such a feat can fire the device by clipping one of the surface wires (an Electrical Repair roll permits an investigator to realize that the gun can be so fired, and a second successful roll permits him to figure out which wire must be clipped). The wire must be quickly twisted together again after the shot before the gun can be fired again, so in human hands it has a speed of 1/3 instead of 2.

If 98-00 is rolled when the electric gun is fired by a human, the bolt arcs backward and strikes the firer.

The Battlefield: a Spot Hidden here reveals a gleam of metal beneath a clump of abnormal mushrooms. If the investigators scrape away the growths, they find the skeletal remains of two men holding old-fashioned Peruvian army-rifles. The rifle barrels are pitted, and slimy pink toadstools with tentacled caps grow right out of the metal which shines as a side-effect of whatever is eating it away. Further Spot Hidden rolls in the general area uncover another dozen armed skeletons, and a History roll informs the investigators that the fungus-encrusted buckles and rifles are correct for the Peruvian army circa 1880, during the War of the Pacific between Peru and Chile.

This patrol was in the dig area when they came across signs of unusual activity, investigated, and were wiped out by the aliens. If the investigators get back to Lima and check with the army, battalion records list a detachment of 14 men AWOL after their battalion passed through the dig area.

The Active Mines: in these areas of ongoing mining, the investigators can clearly hear the disturbing buzz of alien activity. There is a 25% chance that the investigators a mining team at the entrance to any mine, and if the inves-

vestigators actually explore one of these perfectly round tunnels, they are certain to meet the aliens.

A mining team consists of seven aliens, two of which are always at the far end of the tunnel, operating a burrower. A burrower is a repulsive, biomechanical device combining metal and fungus into a collection of flattened ovoids with a ribbed, scoop-like dish at the front. The device slides slowly along the bottom of the tunnel, rather like a slug. Ovoids on either side of the unit glow sickly green and throb with a rhythm reminiscent of a heartbeat. When the burrower is activated, the glow increases until it hurts the eyes, and an eight-foot-diameter burst of energy flashes out of the forward dish, slicing out a perfectly circular scoop of rock and extending the tunnel for three feet.

All that remains after the blast are the useful minerals that previously were trapped in the rock separated into their component elements. The minerals are swallowed up by throbbing tubes extending from the machine, sorted and ejected onto floating ore trays behind, kept off the ground by glowing fungous, repulsor units.

Five aliens operate the platforms, taking them back to the main channels or up through a large fissure in the ceiling. The fissures are openings to the surface, where the aliens dump useless waste such as gold, copper, lead, and zinc. It is impossible for the investigators to exit the caverns through the fissures, as they can only be reached by flying.

One mining group works in each tunnel of an active mine. None of the miners are armed. If a group is at least one of the aliens attempts to escape and warn the colony of the intruders.

Typical Mining Group

	1	2	3	4	5	6	7
STR	11	15	11	9	14	12	15
CON	8	12	9	11	18	10	11
SIZ	10	10	8	14	7	9	11
INT	13	15	16	15	16	13	14
POW	13	13	13	15	17	17	14
DEX	20	20	17	16	14	13	13
HP	9	11	9	13	13	10	11

nipper

Attk% 35 50 30 45 40 40 45
damage* 1D6 1D6 1D6 1D6 1D6 1D6 1D6

*+ grapple

move: 7/9 flying

ARMOR: none, impaling-type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: none

The Maze: a very active mine, where the aliens have discovered a particularly rich source of an important mineral crystal. In this area the chance to encounter random aliens transporting ore is 75%. The aliens otherwise act as they do in the active mines. If the investigators try to explore this area, they have an excellent chance of becoming lost. Should this occur, a Track roll is needed to get the investigators back into the main channel.

The Great Cavern: the centerpoint of the system of caves; all the major tunnels are connected to this colossal cavern. The great cavern is two miles long, a mile wide, and half a mile high. Here the fungus glow is powerful

enough to impede vision; all sight-related skills (Spot Hidden, firearms skills, etc.) are halved until the investigators leave this area.

The air in the great cavern is far more humid than in the rest of the caverns, making breathing difficult. The stink of mold and rot is overpowering, and fetid water drips from giant mushrooms and other less-pleasant growths on the roof of the huge chamber to such a degree that it actually appears to be raining. The growths here are far larger here than elsewhere in the caverns. The largest fingers of fungus reach hundreds of feet into the air, or from the roof, and measure up to thirty feet thick at the base. Fifty-yard draperies of maroon grape-cluster mold descend from a sickly-pink, spongelike ceiling rippling with irregular convulsions, and the walls are laced with thick, black vines supporting ten-foot-long violet pods which burst from time to time, spewing out gouts of gray-green mucus upon which other growths feed. Giant yellow puffballs throbbing with veins of angry-red float about the chamber spewing a heavy mist into the air. Periodically a puffball settles onto the surface of the foul pool in the center of the cavern to absorb more stagnant water. Though they might look threatening, the purpose of the puffballs is to humidify the great cavern.

The Foul Pool: the stagnant water of this rather large lake is filmed with over a foot of algal filaments, and surely no investigator hardy enough to dig through the spongy mass to get to the liquid beneath would dare to drink of it. If someone does taste this water, the keeper should invent his own gruesome catastrophe.

While in the great cavern, the investigators hear the buzzing approach of a large swarm of clumsily flying aliens. From concealment, the investigators can see over 50 aliens awkwardly maneuver through the great cavern. One or two aliens even blunder through some of the diaphanous fungus draperies, apparently without ill effect. Their brain-like heads rapidly change colors as the aliens converse with one another.

The Alien Laboratory: a well-lit grotto containing examples of almost every piece of technology the aliens possess. Eight aliens are here as well, and they do not take kindly to human intrusion. Three aliens are armed with electric guns. Two unarmed aliens take flight when the investigators are detected, attempting to flee out of the lab to contact more aliens to warn them of the intrusion.

This grotto is primarily a repair station, and so several each of the various alien devices, such as burrowers, electric guns, brain-cylinders, speaking attachments, and floating ore platforms are here. All the larger devices are fashioned in the disturbing alien biomechanical style. An assortment of alien tools are scattered about on workstands. Anyone who picks up one of these tools receives a burning tingle in his hand that lowers all hand-related skills (Mechanical Repair, Handgun, etc.) by 10% for 1D3 hours.

The side cavern is broken into several work-areas by convoluted half-walls of a spongy, resilient fungus which can absorb considerable blasts, should a repair job go awry. Even bullets and dynamite cannot burst through this tough organism, though a knife can cut its substance, though only very slowly.

One of the workspaces near the center of the grotto can easily be identified as an operating theater. The centerpiece is a shiny, black, metal table bearing a shallow de-

pression in the shape of the human form. Nearby stand trays of surgical instruments and a cabinet containing nine unsealed brain-cylinders. Also near-at-hand is a ten-foot-wide, evidently-bottomless pit from which rises a miasma of rot. This is where the aliens remove living human brains and place them into metal cylinders, discarding the useless human carcasses into the disposal pit, where a special type of fungus rapidly destroys the flesh. In some lands infested by the Fungi from Yuggoth, the bodies of the alien's human allies are carefully tended, and their brains reimplanted between trips to Yuggoth or other places. Not here.

On a table in a second operating theater near the grotto's rear is a female human body whose torso has been opened; brief inspection shows that the body contains no internal organs. Closer inspection reveals that the body is not made of flesh but of some lifelike plastic. This is a new type of alien disguise. It is clear that an alien could not fit inside the suit without extensive surgical alteration (such as the removal of all limbs), but the fungi are master surgeons, and for them such a task is not difficult.

Laboratory Aliens

	1	2	3	4	5	6	7	8
STR	14	12	15	7	13	16	11	9
CON	10	9	8	9	14	15	13	8
SIZ	12	10	13	6	14	8	9	13
INT	16	14	18	14	14	13	17	14
POW	12	15	15	13	16	13	14	13
DEX	14	12	11	11	11	11	10	8
HP	11	10	11	8	14	12	11	11
nipper								
Attk%	45	30	50	40	30	50	30	55
damage*	1D6	1D6	1D6	1D6	1D6	1D6	1D6	1D6
	+1D4		+1D4	-1D4	+1D4			
*+grapple								
electric								
gun	55	55	25					
damage**	1D10	1D10	1D10					

*the electric gun fires a bluish bolt of sparks which causes a variety of effects — it does 1D10 damage; damage done is matched against the victim's current hit points on the resistance table and if the victim is overcome, he dies; finally, the victim's muscles spasm painfully and do not respond to his command for a number of rounds equal to damage done. For additional information see the storeroom guard.

move: 7/9 flying

ARMOR: none, impaling type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 4 knows Summon Servitor of the Outer Gods, fungi 5 knows Summon and Bind Byakhee; fungi 7 knows Call Shub-Niggurath, Contact Y'Golonac, and Summon Dark Young.

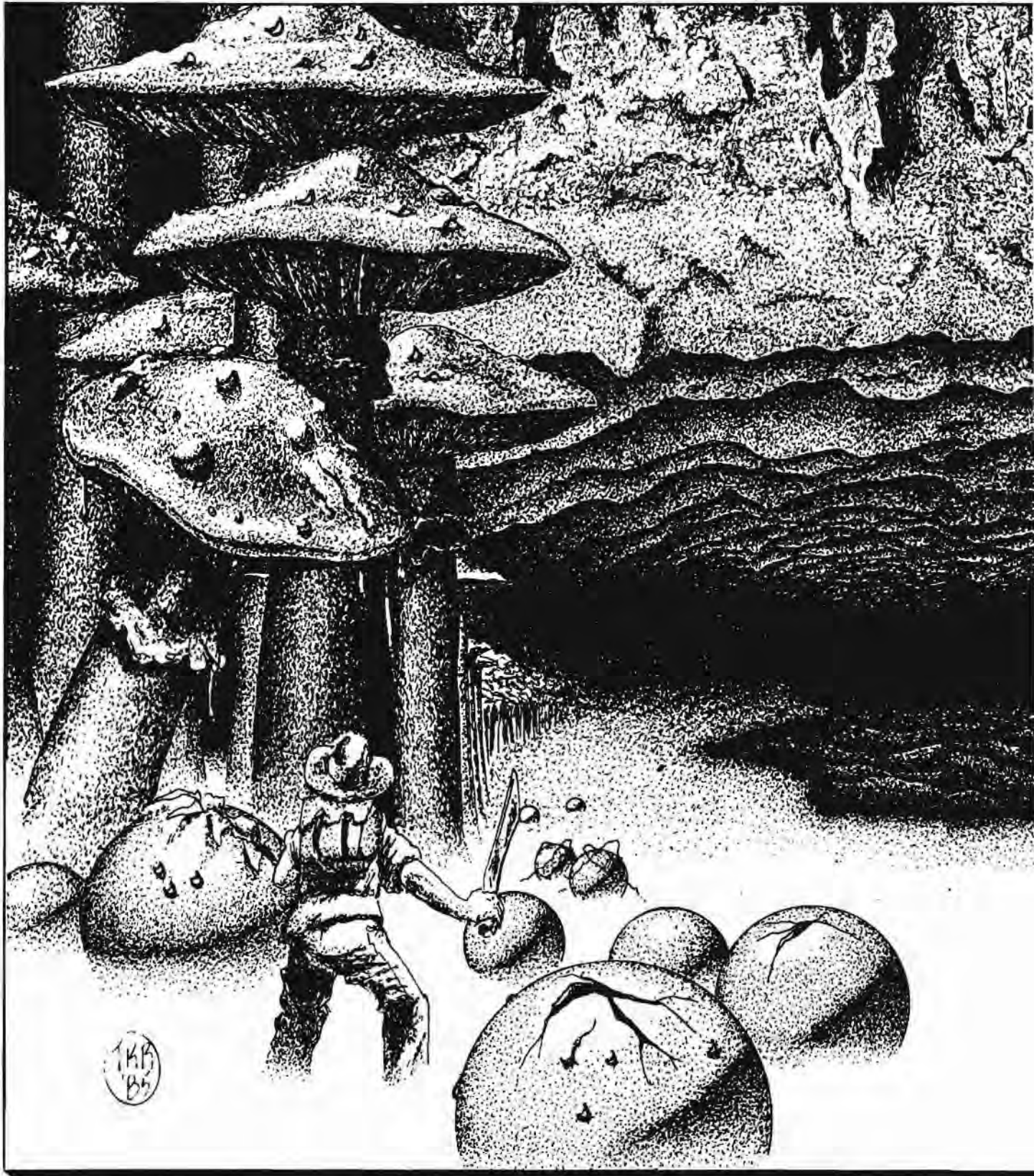
The Approach: this tunnel heads straight for the alien city. Just as the investigators reach the first bend of the tunnel, they hear an oncoming swarm of the bumbling flying aliens. Everyone can hide, and about 75 aliens go zooming overhead. It is clear that the passageways have been made extremely wide because the aliens find it difficult to maneuver in Earth's atmosphere. The investigators have a 30% chance of encountering another such swarm for every half-hour they remain in this tunnel.

The Alien City: the heart of the colony, hewn from the bedrock of the mountains above. Seeing this city costs 1D4/2D8 SAN. The cavern is two miles long, a mile and a half wide, and triangular in cross-section, tapering to a

peak over a mile above the floor, with triangular entrances to alien habitations peppering the walls at every conceivable level and angle. A major portion of the cavern floor is covered with huge, triangular pillars, clustering together, each measuring a hundred feet to a side and extending to almost a thousand feet high. Irregularly spaced triangular openings in the pillars look down out of the city like

countless dead, blank, eyes. From time to time aliens emerge from the openings to fly off into the gloom or to scuttle across the lattice-like walkways connecting these looming structures. Weird glowing glyphs adorn the building exteriors.

Twisting roads and walkways crisscross the cavern beneath the level of the city floor. Fungus, in a thousand



ghastly forms, covers the cavern floor and walls in a putrid blanket of garish, nightmare colors. Even the lower levels of the towers support twisting fingers of bulging, bilious mold which pulse and heave with hideous unlife. For some reason, there are few phosphorescent fungi here.

The investigators view this scene from a wide natural balcony about five hundred feet above the cavern floor.

The investigators will be in deadly danger should they linger here too long. If they are detected, hundreds of aliens swarm to the attack, pursuing the investigators with electric guns through the twisting passages until not a soul survives.

The Incubation Chamber: is a cold, humid chamber whose floor is drowned by a shallow layer of icy muck.



The temperature here hovers around freezing and the stench is powerful enough to make a strong man choke.

In the center of the chamber squats a blunt, triangular pillar riddled with pores from which pour thick streams of malodorous vapor. The surface is dotted with pulsating, gauzy lumps ranging from a few inches to about two feet long.

As the investigators watch, one of the grey lumps suddenly vibrates frantically, then is torn open from the inside, allowing something pinkish and lumpy to fly out into the main channel. A successful Cthulhu Mythos roll identifies the creature as a newly spawned Fungi from Yuggoth.

At the southern end of the incubation chamber looms a hundred-foot-tall triangular doorway with smooth, finely-polished edges, around which are inscribed glowing, alien glyphs. A mild draft is being drawn through the opening, and a successful Know roll enables an investigator to realize that the doorway might lead to the surface. This is the entrance to the ebon hall.

The Ebon Hall: a mile-long triangular passageway cut through the bedrock of the Andes. The walls are black, glassy, and mirror-like, reflecting and distorting any light produced by the investigators. No fungus of any sort grows here. Into the walls are etched bizarre symbols in the alien language, glyphs ten feet high in rows a hundred feet long. A story is being told on these walls, and the investigators should count themselves lucky to be ignorant of it.

The floor of the ebon hall is hidden beneath a knee-high blanket of vapor drawn in from the incubation chamber, and as they walk, the investigators encounter irregularities in the floor — more alien glyphs. As the investigators progress along the hall they find that the temperature does not increase, remaining icy and uncomfortable. Frost forms on the investigators' clothing and boots.

At this point, the investigators see a familiar face, provided that Ticocha has survived to this point; if he has not then nothing at all occurs here.

As the investigators near the end of the ebon hall, they hear the now-familiar buzzing of an approaching alien, coming from behind. There is nowhere to hide except beneath the steam. Everyone succeeding with Hide can conceal themselves. The camouflage skill is, however, useless. Soon, two aliens pass by, bearing Ticocha in their multiple arms. The indian spots anyone who failed his Hide, shouting to the investigator that he is amazed that any mortal could get this far and still live, but that the investigators are powerless to thwart the plans of those who worship the Goat.

Ticocha and the aliens won't stop to attack the investigators, for they have more important business at hand. If

the investigators shoot at them, each investigator gets only one combat round to shoot as the aliens zoom past, at half normal chance to hit because of the quick movement of the flying aliens. Range to the target is 20 yards — weapons with a lower maximum range than that must halve their chances to hit again. Weapons that are holstered or otherwise unready to fire can fire only one shot maximum — and that only if the firer succeeds with his DEX x5 or less on D100. If nobody hits, the investigators are rewarded by the fading sound of Ticocha's mocking laughter. If a hit is scored, the two aliens and Ticocha turn to attack. Ticocha's stats are found earlier.

The Nether Vault: a vast triangular cavern about a mile across and a mile high. The walls, floor, and far off roof are polished to a high gloss which manifests the eerie, diseased-looking green glow which bathes the entire chamber. The light is produced by three individual glowing symbols spaced one to a wall some three hundred feet above the floor.

In the center of the chamber stands a colossal pillar measuring a thousand feet to a side and reaching to the roof. The pillar is of gleaming black rock ribboned with blazing veins of poisonous green. Each face of the pillar is broken by a seventy-five-foot, diamond-shaped doorway which opens to utter blackness. Above each portal is carved a weird, but non-alien heiroglyph, which anyone succeeding with Cthulhu Mythos recognizes as a symbol of Shub-Niggurath.

Initially concealed by the bulk of the pillar and situated in the southeast portion of the cavern is an imposing, steep-sided pyramid which also extends to the roof. Into each of the pyramid's three sides is carved a flight of steps made for a giant, though man-sized steps have been chiseled out which run up the center of their larger counterparts. All three sets of stairs lead to a wide, irregular hole in the ceiling through which an unsettling, flickering light can be seen. From this opening also issues a chilling sound of fluting music providing background to a curious mixture of human chanting and alien buzzes.

As the investigators pass near the pillar on their way to the pyramid, an odor of grave-rot suddenly manifests, and they hear a peculiar squishing sound which produces a rhythmic quaking of the ground. This disturbance approaches from the pillar doorway facing the pyramid. Should anyone dare look through the portal, they see the writhing mass of a Dark Young of Shub-Niggurath about to emerge into the nether vault. A Cthulhu Mythos roll identifies the eldritch horror.

The Dark Young ignores the investigators unless they attempt to interfere with its progress to the pyramid and up the steps. Left alone, the creature slops up to the top and disappears through the opening in the ceiling. If the investigators prove annoying though, the Dark Young attacks immediately.

Ticocha Carrying Alien Number 1

STR 16 CON 10 SIZ 13 DEX 15 INT 16
POW 10 HP 12 move: 7/9 flying.

WEAPONS: nippers 40%, 1D6+1D4 damage + grapple.

Ticocha Carrying Alien Number 2

STR 8 CON 11 SIZ 7 DEX 14 INT 14
POW 14 HP 9 move: 7/9 flying

WEAPONS: nippers 45%, 1D6-1D4 damage + grapple.

Dark Young of Shub-Niggurath

STR 42 CON 12 SIZ 41 DEX 13 INT 13
POW 24 HP 27 move: 8

WEAPONS: tentacle 75%, 4D6+ STR drain.

SAN loss: 1D3/1D20.

SPELLS: Call Shub-Niggurath, Call Yog Sothoth, Contact Fungi from Yuggoth, Contact Nyarlathotep, Dread Curse of Azathoth, Summon and Bind Servitor of the Outer Gods.

Caverns Conclusion

The caverns of the dread Fungi from Yuggoth are extremely deadly, and it is likely that one or more investigators will be killed here. While the odds against our heroes might seem hopelessly grave, it must be remembered that many of the dangers here need never be encountered and certainly need never be fought. The keeper should transport unused areas of the caverns into future scenarios. If the investigators manage to deactivate one or more of the areas in the caverns, give them 1D10 SAN for each area.

The Temple of the Goat

In the steep, forested, eastern slopes of the Andes, this ancient temple was chopped from solid rock, and is still the scene of abominable ceremonies. The temple's design intentionally mimics the treelike silhouette so often associated with Shub-Niggurath.

The Altar Chamber: this is where the actual ceremonies occur. In the middle of the room is a large pit which descends into a vast abyss; the cultists believe that Shub-Niggurath herself lives therein. In the southwest corner of the Altar Chamber is a platform on which one to three Dark Young stand when summoned for the ceremonies. Between this platform and the pit is a flight of stairs leading down into the fungus caverns. This is also the route by which the Dark Young and possibly the investigators enter the temple.

In the southeast corner of the altar room is another platform, reserved for a Servitor of the Outer Gods which is summoned to lend its ungodly flutings to the ceremony. On the north wall is an altar on which sacrifices are made to Shub-Niggurath. To the right and left of the altar are low openings affording access to the remainder of the temple.

The chamber is illuminated by a thin green light from several large fungus-globes growing on the ceiling.

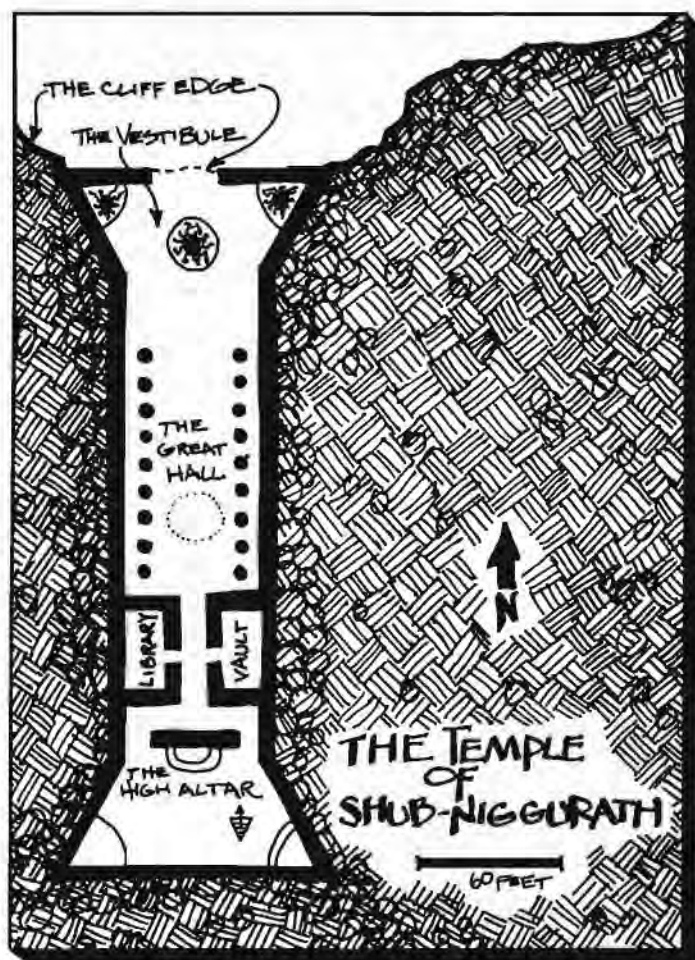
The Treasure Vault: here are stored the objects deemed most valuable to the cultists. Viewing this chamber's monstrous collection costs 0/1D6 SAN. The vault contains over a hundred repulsive, unhuman statuettes on pedestals fashioned of rock from the mines on Yuggoth. Many statues are representations of Shub-Niggurath and the Dark Young, but a few depict creatures such as hunting horrors, nightgaunts, byakhee, and so forth. A separate Cthulhu Mythos roll is needed to identify each creature type never before seen by the investigators. Close inspection of a statue over a period of several weeks reveals fascinating detail about the form and nature of a depicted being — add one percentile to a student's Cthulhu Mythos skill for every separate type of being he studies in this way. Successful Geology reveals that ten of these statuettes are partially made of gold (gold value for each statue is 1D10 x 1D100 dollars).

The Library: the walls of this room are lined with a row of brackets, each pair supporting a quarter-inch-thick tablet, two feet high and eighteen inches wide. Two hundred such tablets are here, each made of solid tungsten and weighing exactly 75 pounds. A hundred and twenty

of the tablets are covered with indecipherable, glowing alien glyphs. But eighty are a basic primer for speakers of Quechua to learn the alien language. An investigator who knows Quechua could learn the alien language here (no living Peruvian cultist has learned the alien language — not even Ticocha). Note that it is impossible for a human to speak the fungi language — humans can only read it. Speech between Fungi from Yuggoth is performed by changing colors of the head — a hard act for a human to follow.

If an investigator learns the alien language and then reads the remaining hundred and twenty tablets, he learns that the tablets are a historical overview of the activities of the Fungi from Yuggoth on Earth since their arrival in Jurassic times. Reading the tablets adds 15% to Cthulhu Mythos, and costs 2D8 SAN, but provides no spells. The tablets contain numerous pieces of amazing information about the Fungi, their deeds, their goals, and their physiology, and it is recommended that the keeper use this information as the source of future scenarios.

If an investigator learns the alien language and then goes back into the fungus caverns to read the glyphs contained in various parts of the caves, the keeper is left to his own devices to create suitable labels and words. Anyone who starts to read the writing in the ebon hall soon realizes that his sanity would be severely afflicted if he were to read on and begin to comprehend the dread truths contained therein. Obviously, even the keeper can't be allowed to know those dread truths without a significant chance that he would go insane. Tell that to the players if any of them are so rash (and lucky) as to read the glyphs without going permanently insane. Any investigator who reads the glyphs in the ebon hall loses 1D100 SAN.



The Great Hall: a vast chamber sporting eighteen-yard-thick columns of gray rock into which are carved strange and disturbing designs. These columns are spaced along the east and west walls, and run the entire length of the room. On the floor of the room is a stylized symbol — the same as is found on the Amulets of the Black Goat. The symbol is harmless, but glows eerily, casting a faint, sickly-green shine over much of the hall. Only the area behind the pillars remains shrouded in gloom.

The Vestibule: the light of the outside world illuminates this chamber through a wide opening in the northern wall. Three life-sized statues of tentacled monstrosities (Dark Young) are here, one each on the corner platforms and one in the center of the room. Seeing these statues unexpectedly costs 0/1D6 SAN. The temple exit is a cleanly-cut square seventy-five feet up the face of a cliff overlooking the Peruvian interior jungles. The investigators can work their way down the cliff-face with three successful Climb rolls. If the the investigators have brought sufficient rope only one Climb each is required.

The Ceremony

Each night the cultists and their alien masters conduct an alien rite in this chamber, and if the investigators make their way through the caverns they interrupt one such ceremony.

Nine humans array themselves around the great pit, while three aliens, acting as priests, direct the proceedings from the altar. If Ticocha has survived to this point, he too is present. The aliens summon a Servitor of the Outer Gods, which appears upon its platform. It in turn summons three Dark Young of Shub-Niggurath, who ascend the steps from the cavern below and take their places on the stepped platform.

If the investigators intrude, they are attacked by the cultists, the aliens, and by the Dark Young, but the latter won't pursue the humans to the surface. There might be only two Dark Young present, for the investigators might have dealt with one in the nether cavern beneath.

If the investigators appear to be winning the battle, the alien priests command the servitor to summon Shub-Niggurath, who arrives 1D4+1 rounds after the Servitor begins its ritual. The Outer God first makes her presence known as a deadly translucent gas seeping into the room from the pit. A few cultists should drop dead from the gas's effects to help the investigators realize that they should flee. (The Fungi from Yuggoth, Dark Young, and the Servitor are immune to the gas.) Soon a gigantic worm-like tentacle is flung up out of the pit as a venous inhuman eyeball at least six feet across floats up into the air. If the investigators stay here any longer, Shub-Niggurath begins to attack. Her attack brings down the temple, kills all the human cultists still alive in the room and destroys any tardy investigators.

For the human cultists use the stats found in the New York section of the scenario.

Conclusions

The investigators are left with two choices. They can continue east, or attempt to cross the Andes and get back to the dig. The eastern route eventually sees the party on the shores of Lake Titicaca; the towns of Puno, Peru and La Paz, Bolivia are near at hand. Returning across the Andes

is the longer, and certainly the more dangerous route, but it is not impossible.

Note that if LeCloche has survived, he travels overland to the Temple of the Black Goat. The investigators are certain to encounter him again.

This scenario ends with several loose ends — and purposely so. What if the investigators ally with Canditta against LeCloche and Ticocha alike? What if the investigators try to dynamite the Temple of the Moon — what would Ticocha's cultists and the aliens do; and what would the New York archaeologists do? What if the investigators try to use one of the bizarre fungus types as a weapon against the smugglers? These questions are too intriguing to be left to anyone's imagination but the keeper's. Have fun, and good hunting!

The Alien Priests

	1	2	3
STR	10	11	10
CON	11	12	11
SIZ	9	10	8
INT	14	13	13
POW	16	17	17
DEX	15	14	13
HP	10	11	10
nipper			
Attk%	55	40	30
damage*	1D6	1D6	1D6

*plus grapple

move: 7/9 flying

ARMOR: none, impaling type weapons do minimum damage per type of hit.

SAN loss: 0/1D6

SPELLS: fungi 1 knows Shrivelling, Summon and Bind Servitor of the Outer Gods, and Voorish Sign; fungi 2 knows Shrivelling and Summon and Bind Servitor of the Outer Godw.

Servitor of the Outer Gods

STR 14	CON 16	SIZ 14	DEX 17	INT 14
POW 19	HP 15	move: 7		

WEAPONS: 2D3 tentacles 30%, 2D4 damage.

SPELLS: can whistle up Dark Young and Shub-Niggurath. Also knows Summon and Bind Byakhee, Bind Nightgaunt, Summon Star Vampire, and Summon and Bind Dimensional Shambler.

SAN loss: 1/1D10

Dark Young 1

STR 44	CON 17	SIZ 44	DEX 16	INT 12
POW 17	HP 31	move: 8		

WEAPONS: tentacle 85%, 4D6+STR drain.

SPELLS: Bind Servitor of the Outer Gods, Bind Shantak, Contact Fungi from Yuggoth, Contact Old One, Create Zombie, Summon Hunting Horror.

SAN loss: 1D3/1D20

Dark Young 2

STR 40	CON 16	SIZ 40	DEX 17	INT 13
POW 17	HP 28	move 8		

WEAPONS: tentacle 50%, 4D6+STR drain.

SPELLS: Call Yog Sothoth, Contact Deep Ones, Contact Formless Spawn, Contact Fungi from Yuggoth, Elder Sign, Summon and Bind Hunting Horror.

SAN loss 1D3/1D20

Dark Young 3

See the nether vault section.

TERROR

From the Stars

The Pits of Bendal-Dolum: The investigators travel to tiny British Honduras in search of a lost archaeological expedition, but find evil beyond their worst nightmares.

The Temple of the Moon: adventure and intrigue in Peru. An investigator receives a gold artifact through the mails from Peru, pitting him and his friends against a ring of international art thieves and perhaps against more sinister foes.

The Field Manual of the Theron Marks Society: the Theron Marks Society is an underground group of organized Cthulhu investigators. This manual explains all the investigative techniques and tricks they have learned. The Theron Marks Manual is designed to be fit into any campaign.

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