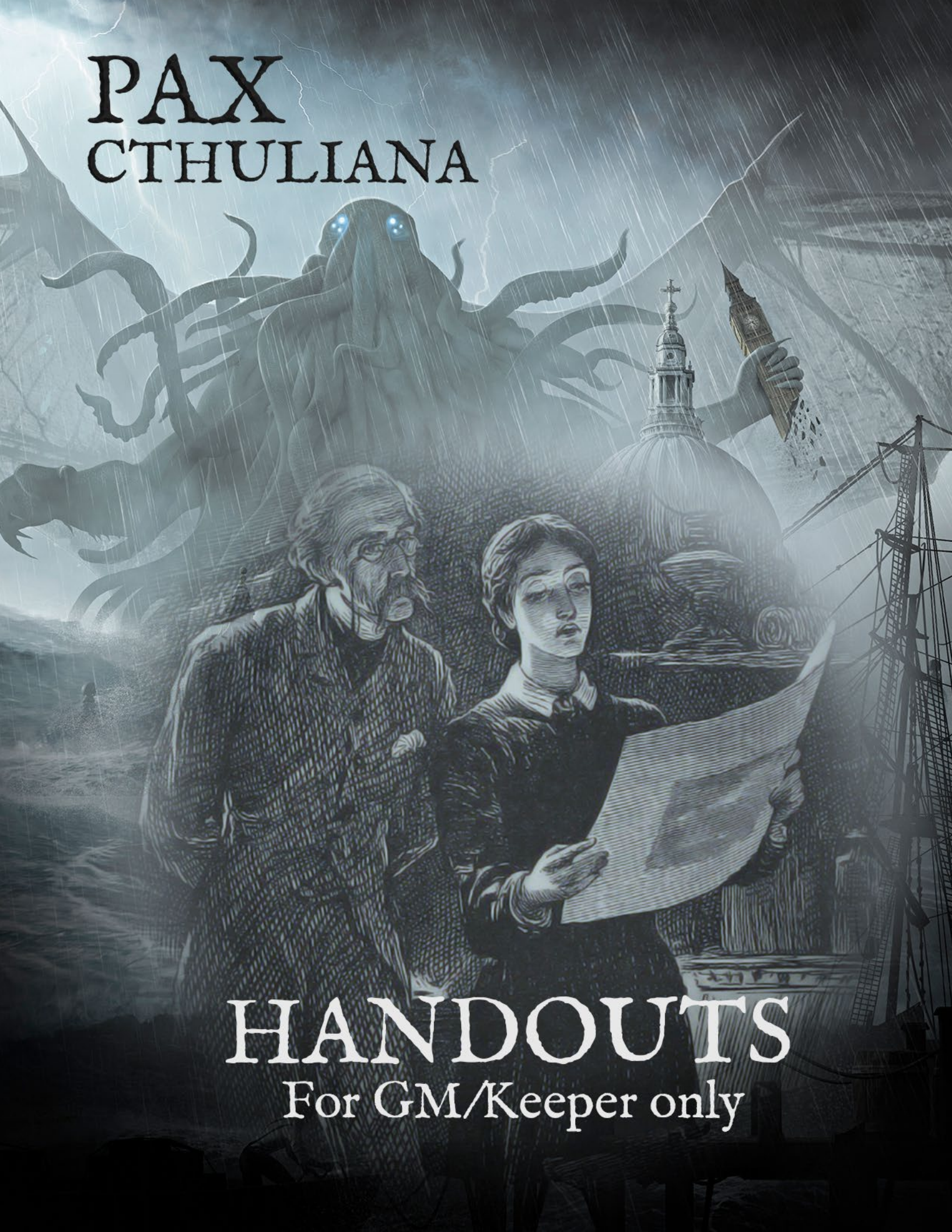


PAX CTHULIANA



HANDOUTS

For GM/Keeper only

PAX CTHULIANA

HANDOUTS

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

Handout #1

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

We would very much appreciate your urgency.

Regards,



Dr. Sven Berglowe
Ward Manager Hanwell Asylum

URGENT

Handout #2

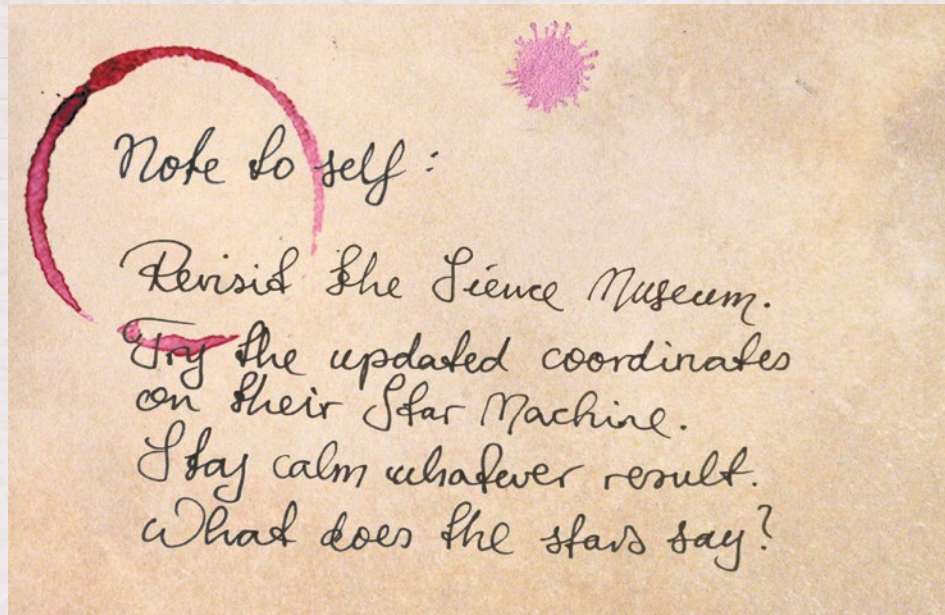
This symbol matches the one found
in Dr. Dee's translation on page 48.
I must also consult the symbol on
Page 131, if I may find the page.
Ally God, I am on to something, I am
sure, I must revisit the museum!



Handout #3

ph'nglu mglw' nagh Gghulhu
Plyeh wgal' nagh fh'tagn

Handout #4

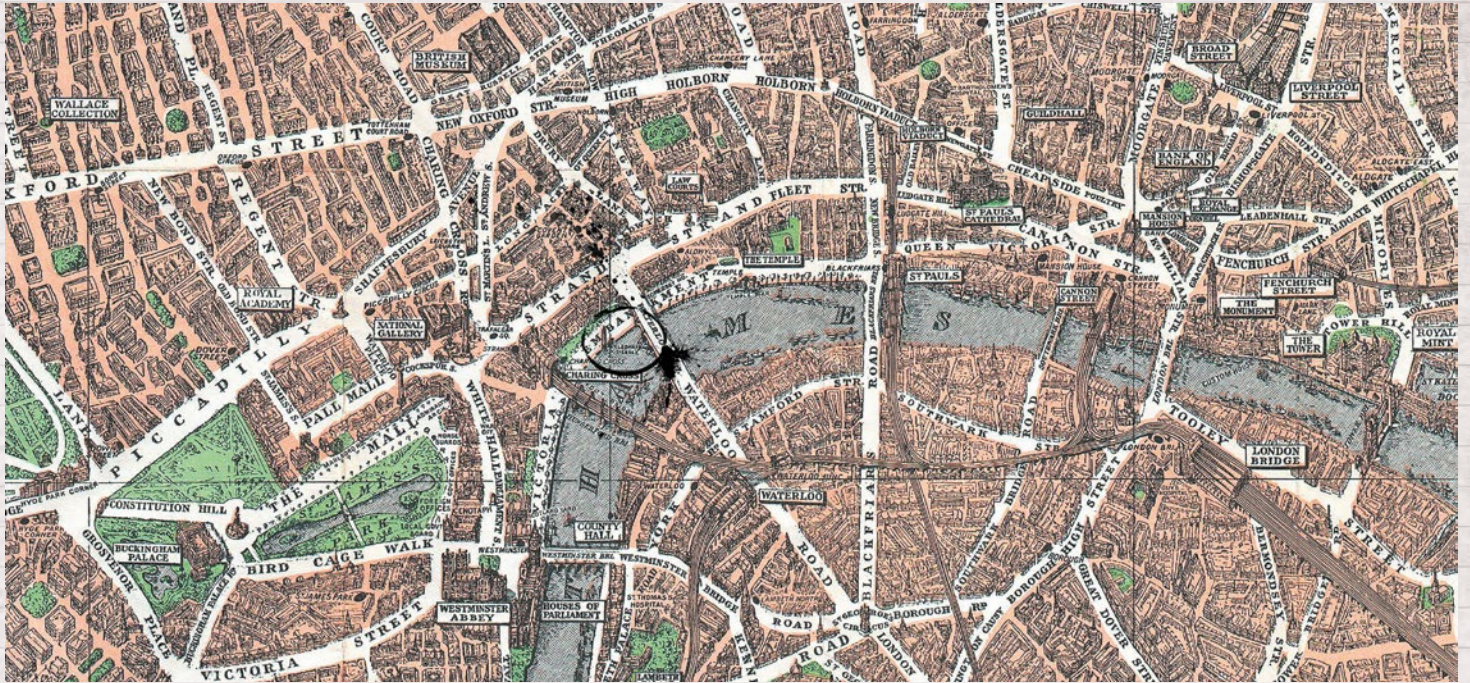


Handout #5

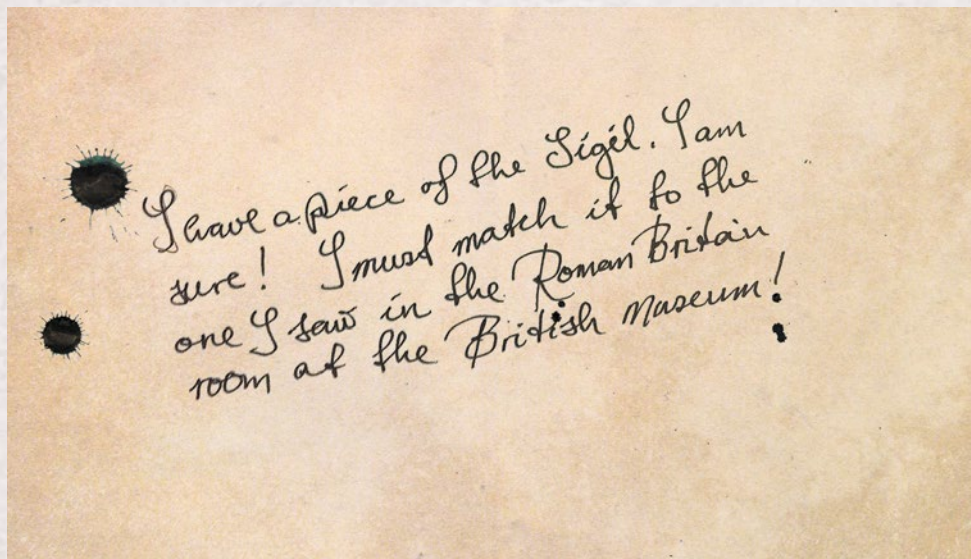


I know now... there has been a long time when
 other Things ruled on earth, and They
 had had great cities. They all died
 vast epochs of time before men came,
 but there were arts which could revive
 them when the stars had come round
 again to the right positions in the
 cycle of eternity. They had,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

Handout #7



Handout #8



Handout #9

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

Handout #10

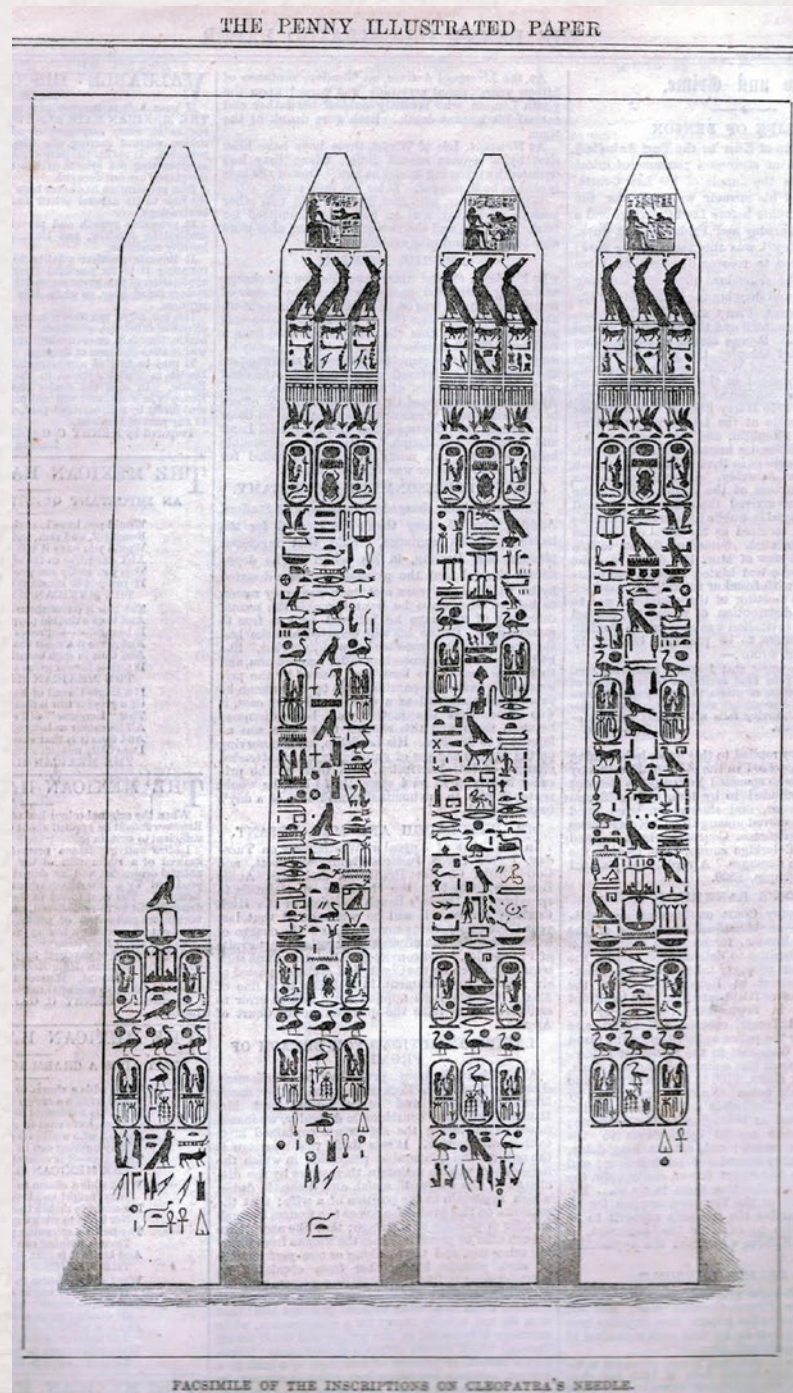


Handout #11

Symbol found in the margin
of page 48:

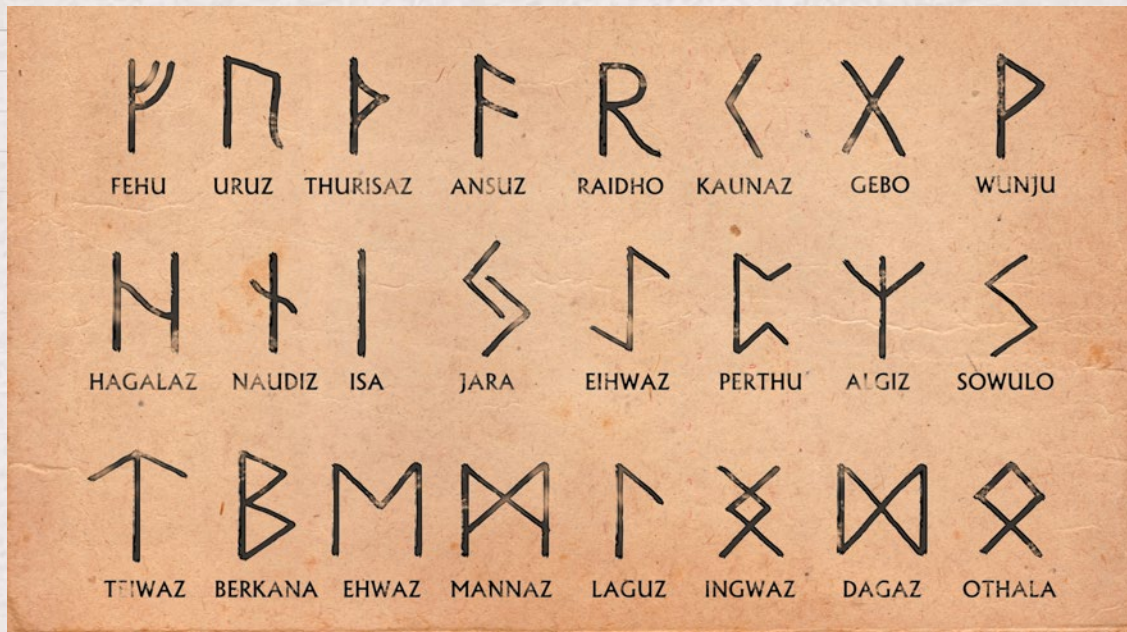


Handout #12





Handout #18



Handout #19



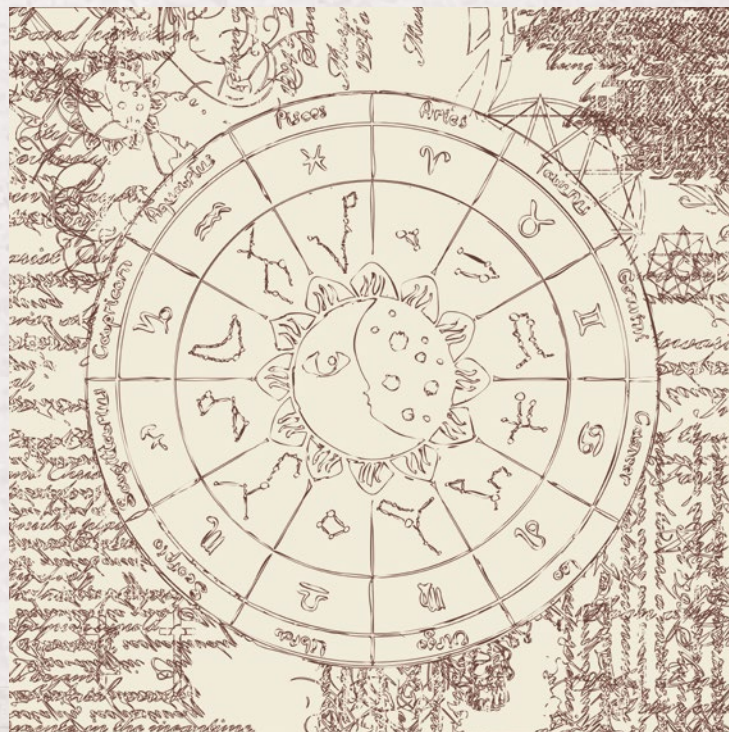
Handout #20

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

Handout #21

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

Handout #22



Handout #23

Symbol found in the margin
of page 131:



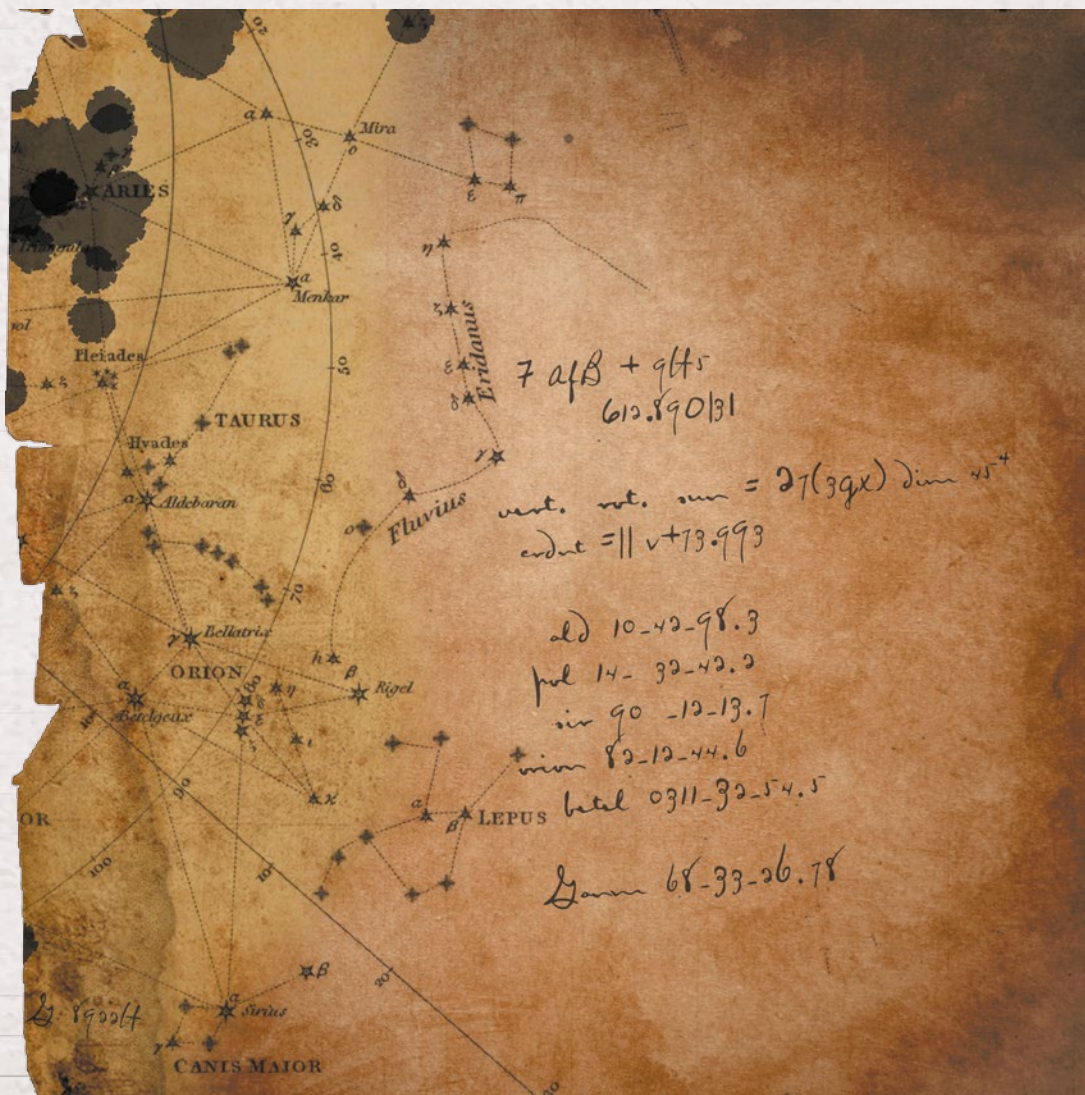
Handout #24



Handout #25



Handout #26



THE SIGIL PUZZLE

