

for CALL OF CTHULHU

SOLO ADVENTURE

Alone  
Against **THE DARK**

Defying the Triumph of the Ice

**Matthew J. Costello**

CHAOSIUM 2312

**CALL of  
CTHULHU**

ADVENTURE

a  
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publication



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# Alone Against **THE DARK**

## Defying the Triumph of the Ice



H. P. Lovecraft

1890-1937

written by

# Matthew J. Costello

illustrated by

# Krawczyk

diagrams pp. 53, 56, and insert, CAROLYN SCHULTZ

silhouette, p. 62, LISA A. FREE

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**CALL of  
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# Introduction

1. Read Introduction.
2. Remove Pyramid Insert and Investigator Sheets from Center of Book.
3. Note Location Tables on Last Page of Book.
4. Prepare Professor Grunewald and Start at Entry -13-.

*Alone Against The Dark* is an adventure for one player, set in the Fall of 1931. Four investigators are provided: their collective goal is to solve strange disappearances and to forestall a calamity about to beset the world. They journey as a whole from New York City to Greece, Egypt, Germany, and Antarctica.

As the player, your job is to successively assume the identity of a new investigator when the last one has been eliminated by the forces of darkness, and to attempt to confound the power of evil before time runs out.

These adventures are guaranteed dangerous. But, no matter how skillfully you avoid death, your characters fail if they do not prevent the turning of the world and the freeing of the city of the Old Ones from the ice.

## GETTING STARTED

You'll need pencils, scratch paper, and the dice normally used in playing *Call of Cthulhu*. Photocopy the character sheets, saving the originals as master copies for later play.

Though his or her background, characteristics, skill points, finances, and bonus points are fixed, you may change an investigator's actual skills and point distributions each time you play him or her. When first beginning play, design only Professor Grunewald, the initial investigator. Since each investigator communicates with the next, it is reasonable and proper to design succeeding investigators in the light of what has happened in the past — as well as to suggest the particular investigator's background and experience.

Use the investigators in order. If all four die, you have not lost—you may begin again with Grunewald, or try some of your own investigators. When you finish a series of four investigators, turn back the clock—Grunewald's initial position always is Sept. 1, 1931.

Order of Play for Investigators	Starts At
1. Louis Grunewald	-13-
2. Ernest Holt	-36-
3. Nora McShane	-37-
4. Devon Wilson	-554-

Investigators succeeding Louis Grunewald begin in play at stated amounts of time following the death of the preceding investigator, and the order of play does not change.

## Investigator Sheets

Four modified investigator sheets are included, one each for the four investigators. Each sheet lists five new skills:

Cryptography, Egyptology, Navigate, R/W/S Egyptian Hieroglyphics, and Survival. Three existing skills (Sing, Electrical Repair, and Zoology) have been deleted as not pertinent to this adventure.

Each sheet is pre-printed with information germane to that investigator. The pre-printed weapons are not meant to be exclusive. Investigators may have more or other weapons, as they wish and can afford.

An asterisk following a skill indicates that the skill is, for that particular investigator, a bonus skill. In addition to normal skill points, a special pool of bonus skill points can be added to those skills only.

You may award skill checks for skills successfully used in important moments, as per the rules, but your investigators do not increase in skills during the adventure. An investigator entering the game anew may have his or her skills points redistributed, but the total should neither increase nor decrease.

## New Skills

The five new skills are not official to *Call of Cthulhu*, and should not be transferred to other adventures without keeper permission.

**CRYPTOGRAPHY** — A cryptographer is a student of codes, ciphers, and the use of secret symbols. With the skill, he or she may find hidden meanings in communications, or construct messages unintelligible to those without the key or the skill to unravel the message.

**EGYPTOLOGY** — With this skill, investigators understand significant portions of dynastic Egypt's myth, religion, art, science, architecture, custom, and demography. R/W/S Hieroglyphics is a separate though relatable skill. Still-surviving aspects of ancient Egyptian religions are knowable by Occult or Cthulhu Mythos skills: they are arcane private knowledge, unknown even to Egyptian specialists.

**NAVIGATE** — An investigator can determine his or her location upon the Earth by the position of the sun, moon, and stars, and can travel long distances without becoming lost. Possessing this skill grants no specific information except of relative position on the Earth, and the theoretical effects of tides, currents, winds, etc.

**R/W/S EGYPTIAN HIEROGLYPHICS** — Knowing Egyptian Hieroglyphics, investigators can read and write hieratic Egyptian glyphs and writings, and can attempt pronunciation of those forms. They would not know demotic Egyptian or Arabic, distinct skills in themselves.



**SURVIVAL** – Possessors of Survival know how to stay alive for many days or months in extremes of heat or cold, in the wilderness, adrift at sea, or in caves. This skill cannot create food, water, or air, but it lets the user make the best use of what is available or what exists to be found. Survival does not confer the ability to swim, ski, sail, or to perform any specific activity except survive.

### Optional Investigators

You may, if you prefer, use one of your own investigators to solve the mysteries of the Karpathos Device, the cult of Aten, and the secrets beyond them. This adventure is quite dangerous, and you may need to revive your investigator many times before he or she triumphs. Unless you agree that your outside investigator can die, he or she should not retain skills checks, skills increases, changes in Sanity or other characteristics, new spells, magic items, and so on as a result of this adventure. Nothing ventured, nothing gained.

Your investigators should follow the sequence of the investigators included with this book, and with their money. The first one always begins in Grunewald's place at entry -13-. Your investigator can negotiate with Miskatonic U. administrators, or immediately start the chase.

### BEGINNING PLAY

Prior to playing *Alone Against The Dark*, you may want to review sections of the second-edition *Call of Cthulhu* rules:

Simple Percentile Rolls, p. 14	Using Melee Weapons, pp. 17-19
Resistance Table Rolls, p. 14	Firearms, pp. 19-20
Taking Damage, p. 16	Using SAN, p. 26
Shock, p. 16	Shock and Temporary Loss, pp. 26-27
Combat Skills, p. 17	Indefinite Insanity, p. 28
Fighting, p. 17	The Value of Insanity, p. 28
The Impale, p. 17	Defeating Monsters, pp. 28-30.

### Insanity

Even if they do not die, during the course of play several of your investigators are likely to become temporarily or permanently insane, with specific game effects.

(1) In this adventure, only temporary and permanent insanity exist. Treat indefinite insanity as temporary insanity.

(2) There are no phobias, therefore, unless the individual player desires their presence. No provision for phobias has been made in the game as written.

(3) An investigator who becomes permanently insane is out of the game – treat him or her as dead, and warm up the next investigator.

(4) An investigator who is temporarily insane is out of the game for the rolled amount of time (see the rulesbook, p. 26, Temporary Insanity Time Table).

As an option, because temporarily-insane investigators are likely not to write, the player may activate the next investigator instead, play the latter until his or her demise or success, then return to the former investigator if the latter dies. At that time, though, the rest of the days of insanity must be taken. Make a note in the journal so that you remember what's going on. Leapfrog only one investigator at a time in this fashion.

*Miskatonic U. administration*





(5) Becoming sane again, an investigator starts at the same entry number as when he or she went insane, but the encounter which precipitated the insanity is presumed over, and the player should go to the next entry or back-track to an appropriate decision-point.

### About Time

Your investigators may never know it, but they are involved in a collective race against time. To win, you must allot time to their activities in an efficient manner. Every hour of every day must be accounted for on the calendar in the center of this book. A number followed by an 'a' is a morning hour; a number followed by a 'p' is an afternoon or evening hour; the 'N' stands for noon; the 'M' stands for midnight.

At most locations, the amount of time which passes is specifically indicated, but not always. Sometimes, as at a library, passing time is indicated by the number of topics studied; in other locations other arrangements may exist for noting the passing of hours or for other record-keeping.

Movement from one location to another location on the same location table is assumed to take exactly one hour, no more and no less. This time cost usually is not noted, since your investigator may go from one location to another when you wish.

In New York, Athens, and Egypt, you may walk from location to location (rather than taking a taxi), an action costing an additional hour per each such stroll, but saving money.

Travel between location tables takes the amount of time specified at the port, airport, or train station. During a journey, the passing of time may change, according to the situation. Such specific instructions for travel-time record-keeping will be found in pertinent entries.

Note any losses of hit points or magic points on the calendar, or enter the loss, hour, and day in your journal. Make a habit of studying the calendar or journal to see when those points can be regained. Remember, hit points regenerate at one point per week; hospital care regenerates hit points at two per week. Magic points return at the rate of one-quarter of the investigator's POW per 6 hours (round down any fractions); an investigator regains all of his or her magic points in 24 hours.)

In search or research situations (rifling rooms, quizzing suspects, examining library holdings, etc.), each interview or topic costs one hour. Be patient about these amounts of time: what anyone actually gleans is not necessarily a function of the time they invest.

### Special Time

At several points the general time-keeping scheme of *Alone Against The Dark* changes. Those points will be indicated in the text, and instructions given.

### Food And Sleep

Investigators must spend time every day to sleep and to eat.

Two hours per day must be given over to eating. A meal always lasts one hour; the two meals of the day must be separated by an interval of at least six hours. On the calendar, circle the hours so spent. Conveniently, meals may be obtained at any time during the 24-hour cycle. One or both meals may be skipped for one day, but must be made up the next day, along with the second day's

meals — which themselves cannot be shifted forward. If your investigator is unable to eat, the meal periods must be spent resting, with the same loss of time. He or she loses 1 hit point for each day of fasting.

Meal availability is part of the information available in the locations tables; meal prices are given in the specific entries referred to by those tables.

Eight hours per day must be spent sleeping. Alas, none of your investigators are good at catnaps (the time spent sleeping must be in a continuous block), and they all need their sleep. An investigator may sleep fewer than eight hours one night, but all the lost sleep time must be made up the following night as part of the continuous sleep-block requirement for that second night. Circle the hours spent sleeping, so that you remember.

You cannot stock up on food or sleep; sleeping 10-11 hours the previous night does not change your need for eight hours of sleep the next night. Similarly, stuffing four meals into an investigator one night doesn't prevent the need for food the next day.

### The Telephone

Each location table shows the locations from which information may be obtained by phone calls. You can call from any residential entry; you do not need to be at an entry displaying the phone symbol above. While you can learn timetables, fares, and hours of business by a phone call, you cannot conduct interviews or follow up on an entry reference by means of the phone. Locations also may contain data obtainable only by a visit; such information will be apparent in the relevant entries. Local calls are free; make as many as desired; do not charge your investigator time for making them.

Long distance calls are not available.



### Equipment And Supplies

At stores in Arkham, New York, Athens, Cairo, and Alexandria, you may purchase any item available in the *Call of Cthulhu* rulesbook or from pages 20-21 of the *1920s Sourcebook*. Prices may vary. Note in your journal the cost of what you buy, and deduct it from your cash.

If an investigator dies in a private place, a succeeding investigator can acquire the property by reaching that entry and receiving a successful Luck roll. Each investigator can pass on property once in a game; for obvious reasons, an investigator cannot inherit from himself or herself. Fail the Luck roll, or die a public death, and any property is out of play.

Lacking cab, train, boat, or plane, be reasonable in how much your investigators carry. All items can be left safely for the day in a hotel room or vehicle.

### The Journal

Using scratch paper, record what you spend, what you buy, and what you carry. You may find it convenient to create an investigator kit, something about the size of an attache case, within which can be carried what seems appropriate to you. List the investigator kit as a shorthand entry for several items.

Always take a moment at the beginning of the day to properly outfit yourself for anticipated events.

The journal should show the investigator's current cash, and record changes in cash balance as they occur. Do not



worry about cash for a return ticket — if you save the world, you get a free ride back.

## THE OBJECT OF THE GAME

To get a perfect score in *Alone Against The Dark*, you must have saved the world without losing a single investigator on the way — that is, your original investigator (Grunewald) must have survived and succeeded. Though desirable, that outcome is unlikely. Be prepared to lose several or all of the initial investigators, and even to run all four several times. Investigators do not exist to survive, but to battle great forces, win or lose.

### LEVELS OF VICTORY

<i>number of investigators lost before world is saved</i>	<i>result</i>
0	magnificent success
1-3	excellent play!
4-8	modest success
9-12	passable
13 or more	failure—think harder and try again

## LOCATIONS AND FORMAT

Though this adventure is pre-plotted, the locations system gives considerable freedom of action, letting the investigators create the general order of the researches and encounters while the workings of the encounters themselves remain fixed.

A location table lists specific locations for a particular locale, such as New York. Nine location tables exist. All are on the last page of this book. At minimum, a location table contains one entry which funnels investigators to another location table. Most also list neighboring location entries useful in play. Examine the tables carefully.

Within a location table, all locations are equally accessible (except Holt's and McShane's apartments in NYC — starting points which contain no information). You can visit a location as often as you wish, but many are open only parts of each day.

At a location, die rolls may be needed to gain information or interviews: those rolls can be attempted only once daily unless stated otherwise in the pertinent entry.

Locations not investigated probably will remain unknown. The adventure will not force you to visit every entry. The location tables are menus of clues and possibilities. As with items on a restaurant menu, some entries will be more beneficial to your investigators' health than others.

### Format

The entries are numbered consecutively from 1 to 593. All entries present information in the same way.

- (1) The entry number is in large bold numerals.
- (2) If the entry is one for a location, it gives the name in bold capital letters, such as **TAXIS**.
- (3) Special instructions for time-keeping or travel may be given.
- (4) Then the entry may elaborately describe a scene or briefly comment on a situation, or merely refer you to a second entry.
- (5) After that, the entry might instruct you to go to a certain entry, or ask you to choose an action or to roll a die which have different outcomes. The 'go to' numbers

are found between dashes: an instruction might say something like "Go to -787-."

If there are no 'go to' instructions, either you must return to your previous entry, or you have reached a location from which you may go to any other location on that location table.

(6) If a telephone silhouette is beside the entry, you can call to or from that entry location to any other local, phonable location for the routine information within that location.

(7) The parenthesized number or numbers at the end of the entry are trace numbers, showing the entries from which you could have come in order to have arrived at the present entry. Sometimes the trace number may be replaced by a notation such as (*Athens location*), which shows that you could have arrived at that entry from any other Athens location, and that you must choose another location as a destination if the text gives no other "go to" reference.

Occasionally you will encounter the phrase THE END in capitals. This signifies that your adventurer is doomed, not that the adventure is over. Activate the next adventurer in the sequence. Sometimes it means you have won, of course. But not very often.

## NOTES FOR PLAY

Think strategically. Make general plans. There is no way to know what happens from entry to entry.

In general, either a place is recognizable as potentially dangerous, or the description will be cryptically threatening. Despite obvious danger, often your investigators will have to go anyway — that's their fate.

Use the phone. Make notes concerning what you want to do and see. Try to arrange an efficient daily schedule. You can make all the plans you want without expending any game time, as long as you stay inside an entry.

All points on a particular location table are, in game terms, equidistant unless your investigator walks sometimes and takes cabs other times.

Go nowhere without reason. Be cautious.

Allow for wild goose chases.

The few friendly characters in the adventure can be of considerable help. Some unfriendly characters, of course, can be downright deadly.

Money can be important to some characters. Keep track of it. One drachma (Greece) equals U.S. 3 cents. One piastre (Egypt) equals U.S. 2 cents.

Keep track of time. You are racing against events beyond immediate control, and failure to keep accurate time may mean that important events do not happen. That may be good or bad. Be honest in your calendar time-keeping.

Your investigators need Sanity, money, friends, language skills, good physical skills, good physical condition, and equipment and supplies.

If extra cash is needed, you'll have to risk something to get it.

Each location contains something of value, if only a place to stay for the night.

If you become disoriented by an entry, go to the location table and try the sequence again.

*If you have not previously done so, now prepare Prof. Grunewald and start at entry -13-.*



# CALL OF CTHULHU

Name: LOUIS GRUNEWALD  
 Occupation PROF. M.D. Sex M. Age 53  
 Nationality USA Residence ARKHAM

## INVESTIGATOR STATISTICS

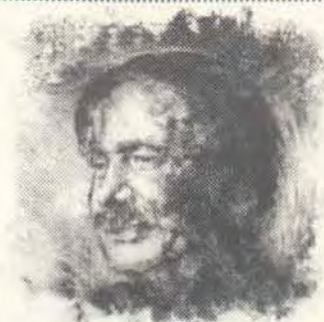
STR 14 DEX 12 INT 14 Idea 70  
 CON 10 APP 11 POW 11 Luck 55  
 SIZ 9 SAN 95 EDU 19 Know 95  
 Schools U. CHICAGO  
 Degrees M.A., Ph.D.  
 Damage Bonus/Penalty NONE

## MAGIC POINTS

1	2	3	4	5	6	7
8	9	10	<u>11</u>	12	13	14
15	16	17	18	19	20	21

## HIT POINTS

1	2	3	4	5	6	7
8	9	<u>10</u>	11	12	13	14
15	16	17	18	19	20	21



## SANITY POINTS

(Insanity .....)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18									
19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	<u>55</u>	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## INVESTIGATOR SKILLS

Accounting (10) .....	<input type="checkbox"/>	First Aid (30) .....	<input type="checkbox"/>	Pilot Aircraft (00) .....	<input type="checkbox"/>
Anthropology (00) .....	<input type="checkbox"/>	Geology (00) .....	<input type="checkbox"/>	Psychoanalysis (00) .....	<input type="checkbox"/>
Archaeology (00)* .....	<input type="checkbox"/>	Hide (10) .....	<input type="checkbox"/>	Psychology (05) .....	<input type="checkbox"/>
Astronomy (00)* .....	<input type="checkbox"/>	History (20)* .....	<input type="checkbox"/>	R/W/S English (EDU x5) .....	<input type="checkbox"/>
Bargain (05) .....	<input type="checkbox"/>	Jump (25) .....	<input type="checkbox"/>	R/W/S <u>GERMAN</u> (00)* .....	<input type="checkbox"/>
Botany (00) .....	<input type="checkbox"/>	Law (05) .....	<input type="checkbox"/>	R/W/S <u>LATIN</u> (00)* .....	<input type="checkbox"/>
Camouflage (25) .....	<input type="checkbox"/>	Library Use (25)* .....	<input type="checkbox"/>	R/W/S <u>NORDIC</u> (00)* .....	<input type="checkbox"/>
Chemistry (00) .....	<input type="checkbox"/>	Linguist (00) .....	<input type="checkbox"/>	R/W/S <u>hieroglyph</u> (00)* .....	<input type="checkbox"/>
Climb (40) .....	<input type="checkbox"/>	Listen (25) .....	<input type="checkbox"/>	Ride (05) .....	<input type="checkbox"/>
Credit Rating (15) .....	<input type="checkbox"/>	Make Maps (10) .....	<input type="checkbox"/>	Sneak (10) .....	<input type="checkbox"/>
Cryptography (00) .....	<input type="checkbox"/>	Mechanical Repair (20) .....	<input type="checkbox"/>	Speak ..... (00) .....	<input type="checkbox"/>
Cthulhu Mythos (00) .....	<input type="checkbox"/>	Navigate (00) .....	<input type="checkbox"/>	Spot Hidden (25) .....	<input type="checkbox"/>
Debate (10) .....	<input type="checkbox"/>	Occult (05)* .....	<input type="checkbox"/>	Survival (05) .....	<input type="checkbox"/>
Diagnose Disease (05) .....	<input type="checkbox"/>	Operate Hv. Machine (00) .....	<input type="checkbox"/>	Swim (25) .....	<input type="checkbox"/>
Dodge (DEX x2) .....	<input type="checkbox"/>	Oratory (05)* .....	<input type="checkbox"/>	Throw (25) .....	<input type="checkbox"/>
Drive Automobile (20) .....	<input type="checkbox"/>	Pharmacy (00) .....	<input type="checkbox"/>	Track (10) .....	<input type="checkbox"/>
Egyptology (00) .....	<input type="checkbox"/>	Photography (10) .....	<input type="checkbox"/>	Treat Disease (05) .....	<input type="checkbox"/>
Fast Talk (05) .....	<input type="checkbox"/>	Pick Pocket (05) .....	<input type="checkbox"/>	Treat Poison (05) .....	<input type="checkbox"/>

## WEAPONS

Weapon	Attk%	Damage	Impale	Parry%	Hit Points
<u>FIST</u> .....	.....	<u>1B5</u>	.....	.....	.....
<u>KICK</u> .....	.....	<u>1D6</u>	.....	.....	.....
<u>H. BUTT</u> .....	.....	<u>1D4</u>	.....	.....	.....
<u>GRAPPLE</u> .....	.....	.....	.....	.....	.....
<u>EDGE</u> .....	.....	<u>1D6+1</u>	.....	.....	.....
<u>AS. REV.</u> .....	.....	<u>1D10+2</u>	.....	.....	.....
<u>12 GAUGE</u> .....	.....	<u>4D6/2D6/1D6</u>	.....	.....	.....

## SPELLS KNOWN, OTHER SKILLS, NOTES

ALLOT. 355. SKILL POINTS. PLUS ...  
150. BONUS. POINTS. FOR. THOSE. SKILLS  
FOLLOWED. BY. A '\*'  
 .....

MONEY: \$2200-

.....

FRIENDS. WITH. ERNEST. HOLT;  
INSTRUCTED. NORA McSHANE & DEVON WILSON



# CALL of CTHULHU®

Name: ERNEST HOLT  
 Occupation: INDUSTRIALIST Sex: M Age: 62  
 Nationality: USA Residence: NYC

## MAGIC POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

## HIT POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21



## INVESTIGATOR STATISTICS

STR. 9 DEX 6 INT 16 Idea 80  
 CON 7 APP 12 POW 10 Luck 50  
 SIZ 16 SAN 50 EDU 11 Know 55  
 Schools: RENSLAER  
 Degrees: B.S.  
 Damage Bonus/Penalty: +1/DA

## SANITY POINTS

(Insanity .....)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18									
19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## INVESTIGATOR SKILLS

- |  |   |   |
|--|---|---|
| Accounting (10) * <input type="checkbox"/>     | First Aid (30) <input type="checkbox"/>           | Pilot Aircraft (00) <input type="checkbox"/>    |
| Anthropology (00) <input type="checkbox"/>     | Geology (00) <input type="checkbox"/>             | Psychoanalysis (00) <input type="checkbox"/>    |
| Archaeology (00) <input type="checkbox"/>      | Hide (10) <input type="checkbox"/>                | Psychology (05) * <input type="checkbox"/>      |
| Astronomy (00) <input type="checkbox"/>        | History (20) <input type="checkbox"/>             | R/W/S English (EDU x5) <input type="checkbox"/> |
| Bargain (05) <input type="checkbox"/>          | Jump (25) <input type="checkbox"/>                | R/W/S ..... (00) * <input type="checkbox"/>     |
| Botany (00) <input type="checkbox"/>           | Law (05) * <input type="checkbox"/>               | R/W/S ..... (00) <input type="checkbox"/>       |
| Camouflage (25) <input type="checkbox"/>       | Library Use (25) <input type="checkbox"/>         | R/W/S ..... (00) <input type="checkbox"/>       |
| Chemistry (00) <input type="checkbox"/>        | Linguist (00) <input type="checkbox"/>            | R/W/S ..... (00) <input type="checkbox"/>       |
| Climb (40) <input type="checkbox"/>            | Listen (25) <input type="checkbox"/>              | Ride (05) <input type="checkbox"/>              |
| Credit Rating (15) * <input type="checkbox"/>  | Make Maps (10) <input type="checkbox"/>           | Sneak (10) <input type="checkbox"/>             |
| Cryptography (00) * <input type="checkbox"/>   | Mechanical Repair (20) <input type="checkbox"/>   | Speak ..... (00) <input type="checkbox"/>       |
| Cthulhu Mythos (00) <input type="checkbox"/>   | Navigate (00) <input type="checkbox"/>            | Spot Hidden (25) <input type="checkbox"/>       |
| Debate (10) <input type="checkbox"/>           | Occult (05) <input type="checkbox"/>              | Survival (05) <input type="checkbox"/>          |
| Diagnose Disease (05) <input type="checkbox"/> | Operate Hv. Machine (00) <input type="checkbox"/> | Swim (25) <input type="checkbox"/>              |
| Dodge (DEX x2) <input type="checkbox"/>        | Oratory (05) <input type="checkbox"/>             | Throw (25) <input type="checkbox"/>             |
| Drive Automobile (20) <input type="checkbox"/> | Pharmacy (00) <input type="checkbox"/>            | Track (10) <input type="checkbox"/>             |
| Egyptology (00) * <input type="checkbox"/>     | Photography (10) <input type="checkbox"/>         | Treat Disease (05) <input type="checkbox"/>     |
| Fast Talk (05) <input type="checkbox"/>        | Pick Pocket (05) <input type="checkbox"/>         | Treat Poison (05) <input type="checkbox"/>      |

## WEAPONS

Weapon	Attk%	Damage	Impale	Parry%	Hit Points
FIST		1D3+1DA			
H. BOTT		2DA			
KICK		1D6+1DA			
GRAPPLE					
CLUB		1D6+1DA			
45 REV.		1D10+2			
12 GAUGE		4D6/2D6/1D6			

## SPELLS KNOWN, OTHER SKILLS, NOTES

ALLOT 255 SKILL POINTS  
 PLUS 150 BONUS POINTS  
 TO SKILLS FOLLOWED BY A !  
 \*  
 MONEY: \$35,000-  
 DEVON WILSON'S OLD COMMANDER, DECORATED HIM;  
 FRIENDS WITH LOUIS GRONSWAND, & NORA  
 Mc SHANE



# CALL of CTHULHU

Name NORA McSHANE  
 Occupation REPORTER Sex F Age 23  
 Nationality USA Residence NYC

## INVESTIGATOR STATISTICS

STR. 11 DEX 11 INT 13 Idea 65  
 CON 12 APP 13 POW 11 Luck 55  
 SIZ 9 SAN 55 EDU 14 Know 70  
 Schools MISKATONIC  
 Degrees NONE  
 Damage Bonus/Penalty NONE

## MAGIC POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

## HIT POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21



## SANITY POINTS

(Insanity . . . . .)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18									
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## INVESTIGATOR SKILLS

- |  |   |  |
|--|---|--|
| Accounting (10) . . . . . <input type="checkbox"/>       | First Aid (30) . . . . . <input type="checkbox"/>           | Pilot Aircraft (00) . . . . . <input type="checkbox"/>             |
| Anthropology (00) . . . . . <input type="checkbox"/>     | Geology (00) . . . . . <input type="checkbox"/>             | Psychoanalysis (00) * . . . . . <input type="checkbox"/>           |
| Archaeology (00) . . . . . <input type="checkbox"/>      | Hide (10) . . . . . <input type="checkbox"/>                | Psychology (05) . . . . . <input type="checkbox"/>                 |
| Astronomy (00) . . . . . <input type="checkbox"/>        | History (20) . . . . . <input type="checkbox"/>             | R/W/S English (EDU x5) * . . . . . <input type="checkbox"/>        |
| Bargain (05) . . . . . <input type="checkbox"/>          | Jump (25) . . . . . <input type="checkbox"/>                | R/W/S <u>E. HIEROGLYPH</u> (00) . . . . . <input type="checkbox"/> |
| Botany (00) . . . . . <input type="checkbox"/>           | Law (05) * . . . . . <input type="checkbox"/>               | R/W/S . . . . . (00) . . . . . <input type="checkbox"/>            |
| Camouflage (25) . . . . . <input type="checkbox"/>       | Library Use (25) . . . . . <input type="checkbox"/>         | R/W/S . . . . . (00) . . . . . <input type="checkbox"/>            |
| Chemistry (00) . . . . . <input type="checkbox"/>        | Linguist (00) . . . . . <input type="checkbox"/>            | R/W/S . . . . . (00) . . . . . <input type="checkbox"/>            |
| Climb (40) . . . . . <input type="checkbox"/>            | Listen (25) . . . . . <input type="checkbox"/>              | Ride (05) . . . . . <input type="checkbox"/>                       |
| Credit Rating (15) . . . . . <input type="checkbox"/>    | Make Maps (10) . . . . . <input type="checkbox"/>           | Sneak (10) * . . . . . <input type="checkbox"/>                    |
| Cryptography (00) . . . . . <input type="checkbox"/>     | Mechanical Repair (20) . . . . . <input type="checkbox"/>   | Speak . . . . . (00) . . . . . <input type="checkbox"/>            |
| Cthulhu Mythos (00) . . . . . <input type="checkbox"/>   | Navigate (00) . . . . . <input type="checkbox"/>            | Spot Hidden (25) . . . . . <input type="checkbox"/>                |
| Debate (10) . . . . . <input type="checkbox"/>           | Occult (05) . . . . . <input type="checkbox"/>              | Survival (05) * . . . . . <input type="checkbox"/>                 |
| Diagnose Disease (05) . . . . . <input type="checkbox"/> | Operate Hv. Machine (00) . . . . . <input type="checkbox"/> | Swim (25) . . . . . <input type="checkbox"/>                       |
| Dodge (DEX x2) . . . . . <input type="checkbox"/>        | Oratory (05) . . . . . <input type="checkbox"/>             | Throw (25) . . . . . <input type="checkbox"/>                      |
| Drive Automobile (20) . . . . . <input type="checkbox"/> | Pharmacy (00) . . . . . <input type="checkbox"/>            | Track (10) * . . . . . <input type="checkbox"/>                    |
| Egyptology (00) . . . . . <input type="checkbox"/>       | Photography (10) * . . . . . <input type="checkbox"/>       | Treat Disease (05) . . . . . <input type="checkbox"/>              |
| Fast Talk (05) . . . . . <input type="checkbox"/>        | Pick Pocket (05) . . . . . <input type="checkbox"/>         | Treat Poison (05) . . . . . <input type="checkbox"/>               |

## WEAPONS

Weapon	Attk%	Damage	Impale	Parry%	Hit Points
FIST		1D3			
KICK		1D6			
H. BUTT		1D4			
GRAPPLE					
CLUB		1D6			
.45 REV.		1D10+2			
12-GAUGE		4D6/2D6/1D6			

## SPELLS KNOWN, OTHER SKILLS, NOTES

ALLOT 280 POINTS TO SKILLS & 150 BONUS POINTS FOR THOSE SKILLS MARKED '\*'

MONEY: \$700-

GIRLFRIEND OF DEVON WILSON; FRIEND OF ERNEST HOLT; INSTRUCTED BY PROF. GEORGE WARD



# CALL of CTHULHU

Name DEVON WILSON  
 Occupation USN-Lt. Sex M Age 28  
 Nationality USA Residence NORFOLK, VA

## INVESTIGATOR STATISTICS

STR 13 DEX 11 INT 13 Idea 65  
 CON 12 APP 10 POW 17 Luck 85  
 SIZ 14 SAN 50 EDU 17 Know 85  
 Schools MISKATONIC  
 Degrees NONE  
 Damage Bonus/Penalty +1D4

## MAGIC POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21

## HIT POINTS

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21



## SANITY POINTS

(Insanity)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18									
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72
	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## INVESTIGATOR SKILLS

Accounting (10) <input type="checkbox"/>	First Aid (30) <input type="checkbox"/>	Pilot Aircraft (00) <input type="checkbox"/>
Anthropology (00) <input type="checkbox"/>	Geology (00) <input type="checkbox"/>	Psychoanalysis (00) <input type="checkbox"/>
Archaeology (00) <input type="checkbox"/>	Hide (10) <input type="checkbox"/>	Psychology (05) <input type="checkbox"/>
Astronomy (00) <input type="checkbox"/>	History (20) <input type="checkbox"/>	R/W/S English (EDU x5) <input type="checkbox"/>
Bargain (05) <input type="checkbox"/>	Jump (25) <input type="checkbox"/>	R/W/S <u>GERMAN</u> (00)* <input type="checkbox"/>
Botany (00) <input type="checkbox"/>	Law (05) <input type="checkbox"/>	R/W/S ..... (00) <input type="checkbox"/>
Camouflage (25) <input type="checkbox"/>	Library Use (25) <input type="checkbox"/>	R/W/S ..... (00) <input type="checkbox"/>
Chemistry (00) <input type="checkbox"/>	Linguist (00) <input type="checkbox"/>	R/W/S ..... (00) <input type="checkbox"/>
Climb (40) <input type="checkbox"/>	Listen (25) <input type="checkbox"/>	Ride (05) <input type="checkbox"/>
Credit Rating (15) <input type="checkbox"/>	Make Maps (10) * <input type="checkbox"/>	Sneak (10) <input type="checkbox"/>
Cryptography (00) * <input type="checkbox"/>	Mechanical Repair (20) * <input type="checkbox"/>	Speak ..... (00) <input type="checkbox"/>
Cthulhu Mythos (00) <input type="checkbox"/>	Navigate (00) * <input type="checkbox"/>	Spot Hidden (25) <input type="checkbox"/>
Debate (10) <input type="checkbox"/>	Occult (05) <input type="checkbox"/>	Survival (05) * <input type="checkbox"/>
Diagnose Disease (05) <input type="checkbox"/>	Operate Hv. Machine (00) <input type="checkbox"/>	Swim (25) * <input type="checkbox"/>
Dodge (DEX x2) <input type="checkbox"/>	Oratory (05) <input type="checkbox"/>	Throw (25) <input type="checkbox"/>
Drive Automobile (20) <input type="checkbox"/>	Pharmacy (00) <input type="checkbox"/>	Track (10) <input type="checkbox"/>
Egyptology (00) <input type="checkbox"/>	Photography (10) <input type="checkbox"/>	Treat Disease (05) <input type="checkbox"/>
Fast Talk (05) <input type="checkbox"/>	Pick Pocket (05) <input type="checkbox"/>	Treat Poison (05) <input type="checkbox"/>

## WEAPONS

Weapon	Attk%	Damage	Impale	Parry%	Hit Points
FIST		1D3+1D4			
KICK		1D6+1D4			
H. BUTT		2D4			
GRAPPLE					
.45 Rev.		1D10+2			
30-06 RIFLE		2D6+3			
12-GAUGE		4D6/2D6/1D6			

## SPELLS KNOWN, OTHER SKILLS, NOTES

ALLOT 320 POINTS TO SKILLS  
 PLUS 150 TO THOSE SKILLS  
 MARKED WITH \*  
 MONEY: \$2500 -  
 BOYFRIEND OF NORA McSHANE; DECAPATED  
 BY ERNEST HOLT; INSTRUCTED BY GRUENWALD











# Alone **THE DARK** Against

- 1** He's lying. (166, 177)
- 2** The room is silent. You feel about for the light switch. You find it, and gently press it on. Oops! It's Mrs. Harding's room! What a mistake! You see her turn and rise from the bedclothes, her frightened face screaming. As the scream pierces your ears, you hear the boarders begin to stir. If you want to stay, go to -51-. To escape, go to any Arkham location. (52)
- 3** **ARKHAM FIRST NATIONAL BANK**  
Deposits and withdrawals are possible between 9-3, M-F. If you're Prof. Grunewald, your account is here, and you can withdraw up to the amount noted on the investigator sheet, or the current balance as entered in your journal. Go to any Arkham location. (Arkham location table)
- 4** He's lying. And he does not possess the implied skill. Return to the previous entry. (76, 166, 177)
- 5** You noticed flecks or flakes of dry, transparent material. It looks like skin. Whoever was here was peeling like a water-soaked ceiling! Baffled, you find no answer to this puzzle. No more evidence can be found here. Go to any Arkham location. (165)
- 6** There is a difference between using a phrase book and speaking a language. They speak English at the Athens Bureau of Investigation, you suppose. Go to -87-. (87)
- 7** The window opens smoothly, and you enter. You try to move as quietly as possible: attempt a Sneak roll. If you fail, go to -51-. If you succeed, you realize that you have no idea where Gliere's room is. You go upstairs. All the doors are closed; none have names on them. To try one, go to -52-. To leave the house, go to any Arkham location. (28, 90)
- 8** He takes your refusal without interest. "Very well, sir. I shall return later." He leaves, and you stare at the walls of your silent room. Go to -73-. (167)
- 9** The man is an Egyptian. His posture seems threatening. To run past him, attempt a Dodge roll. If you succeed, your investigator gets away, and can proceed to his or her destination or next activity. If you fail, go to -10-. (47)
- 10** Attempt a Luck roll. If you succeed, and if your investigator is armed, he or she gets weapon of choice in hand before the stranger attacks. If you fail the roll, the Egyptian strikes first with his knife (1D6 damage, 50% attack). Mark off any hit points lost.  
If you succeed with a Grapple or a Dodge roll, you evade the murderous cur's next stab, and break free. If you were armed, you now have your weapon in hand. If you fail the roll, the murderer attacks again.  
You may attack in return, or attempt to get free of his grasp. He is holding you and stabbing. His STR is 11; attempt to break free by making a STR vs. STR roll on the resistance table. If you fail, the stranger strikes again. Attempt additional STR vs. STR rolls; each time you fail, he stabs another time.  
If you break free before dying, the authorities start a ship-wide search. It is unsuccessful. If you do not escape or kill him before he kills you, he shows no mercy. **THE END.** (9, 91)
- 11** Go to -141-. (52)
- 12** The food tasted all right at the time, but now your stomach is churning. Food poisoning! You're really sick! Make a successful Treat Poison roll and go on your way, or spend three hours recovering, and mark off 1 hit point and 1 magic point from your current totals; regain them naturally. Go to any location on the appropriate location table. (586)
- 13** For you, Professor Louis Grunewald, this first day of September, 1931, has been tiring and uncomfortable. Light mist has covered Arkham for most of the day. You held two uninspired undergraduate classes at Miskatonic University. You also met with the new chairman of the Literature Department, a giddy Technocrat. You survey your desk and see that a stack of papers to grade has already formed. You're enjoying your second pipe of the evening when the doorbell rings. To your surprise, it's a telegraphic messenger.  
"It arrived at Kingspoint Head station not more than an hour ago," the boy says. You sign for it, and



slip a dime into the youngster's hand. "Oh, thank you, sir!" You open the envelope and scan the contents.

**ATHENS, GREECE** 9/1/31 via Kingspoint Station

**IN JAIL FOR ANTIQUITY THEFT STOP NEED HELP STOP CAN YOU COME STOP URGENT STOP SEE CORPORAL ILIONAS, ATHENS BUREAU OF INVESTIGATION.**

### GLIERE

My goodness, you think. Imagine! Dotty old Gliere in prison! You recall that he had gone to Greece to work on his book concerning primitive myth. What has he gotten himself into? Should you wire money? You recall all the amusing discussions you've had with him, and a sudden insight lets you understand that Tibor Gliere had no close friends — except you. Should you go help him? You suppose the University will grant you leave. But do you want to go?

With uncommon speed you decide to go to Athens to help Gliere. You write him a wire, and another to Ernest Holt, a wealthy New York financier and a good friend of yours. If you get into hot water, Holt will help. And you decide to keep him posted on your progress. You give both telegrams to the waiting messenger, along with the necessary funds.

What to do now? You have four dollars left in your wallet—you'll go to the bank first thing in the morning. Trans-Atlantic schedules—the *Advertiser* surely carries that information. As you pack, you wonder if you should check Gliere's room at Mrs. Harding's boarding house. Maybe you could get a clue about Gliere's activities or a hint about his arrest.

Your passport's in order; your clothes and sundries are packed. You'd best turn in. You're going on a little trip. When you awake, it is Sept. 2; go to -102-. (START)

**14** You crouched in the gloomy shadows. Soon you hear slow, shuffling footsteps from many directions. Do you wish you'd run instead? Somehow you count yourself glad that you can't make out the faces of the approaching figures—figures which move as though alive, and yet remind you of the dead! Now you're sure they see you. You begin to panic. To run, go to -27-; to stand up and use Fast Talk or Credit Rating to get out of this, go to -31-. (194)

**15** Nobody goes near the European driver. Perhaps there's something odd about that. And the old fellow looks shaky, but serene. And the young driver looks friendly, but perhaps overly brash. Go to -58-. (58)



**16** **ARKHAM DEPOT**  
Trains for Boston leave at 9am, noon, and 5pm. The trip takes an hour and costs \$1.25. You may purchase a ticket for the train and wait here, or go to any other Arkham location; see the location table. When you go to Boston, go to -64-. (Arkham location)

**17** He's lying. (166, 177, 316, 346)



*Professor Louis Grunewald*

**18** At first you move silently, cunningly evading the ghastly, lifeless figures which shuffle across the court in search of you. Then you clumsily kick a loose stone which clatters across the court. All of the terrifying figures turn toward you.

A successful Climb roll gets you over a fence and away from the encircling figures; go to -33-. If your roll failed, you must go to -27-. (194)

**19** You whistle loudly to show that you've heard nothing, and amble away. But in the gloom you begin

to see strange cloaked figures shamble toward you from all sides. How stupid you were to have drawn attention to yourself!

If you can roll a successful Dodge and a successful Climb roll, you manage to get over a fence and safely beyond the grasp of the creatures; go to -33-. If either or both rolls fail, go to -31-. (194)

**20** **PIOSOTOS CAFE**  
As you enter the cafe, the thick, acrid tobacco smoke nearly chokes you. The place is filled with laughing, gesticulating dock workers and sailors. If you're here to meet someone, go to -35-.

If you're just looking around, you can approach any of the following if you have Christos with you, or if you can make a successful R/W/S Greek roll for each one you try:

for the group in back playing cards, go to -107-;



for the burly sailors at the bar, go to -105-.

For the Englishman alone at a table, you need make no roll to approach him; go to -35-.  
(Athens location)

**21** "And the Karpathos Device," you ask, "was it returned to the museum?" He shakes his head. "Oh, no. It was scheduled to be sent to the National Museum at Cairo for a special exhibit. The Device may be Egyptian, you see. The plans were not changed."

If it is September, go to -128-. If it is October or later, go to -174- or return to -204-.  
(40)

**22** Christos whispers that you and he could just burst into the office. He grins slyly. If you agree, go to -177-; otherwise return to -118-.  
(153)

**23** "'Tis my boarding house, and I'll allow in whom I wish!" She slams the door. If you want to try sneaking in later at night, go to -90-. Or you may go to another Arkham location.  
(113)

**24** A map of the heavens rests on one of the shelves. This constellations map is quite similar to the copy of Ptolemy's found in the M.U. collection. Strangely enough, the star patterns here are slightly twisted or even completely skewed. In some patterns, stars are missing.

Attempt a Spot Hidden roll: if you succeed, go to -68-. If you fail, return to -150-.  
(72, 150)

**25** "Aristotle Mylonas, while collecting an undeniably-tremendous treasure house of Greek art, has been reluctant to loan or even to show some of the National Museum's most interesting treasures. The Karpathos Device, for example, has not been displayed for years. Its loan to other museums is, according to Mylonas, 'unthinkable.'"

- *Great Museums of the Modern World*

(63, 145)

**26** Roll each of the following, and write down whether the roll succeeded or failed: Luck, Spot Hidden, Listen, Know. After making all of the rolls, go to -123-.  
(101, 127, 424)

**27** Something grabs you. Roll STR vs. STR on the resistance table to escape; it has STR of 4D6. Fail, and a second thing grabs you. The combined STR is 8D6; roll against the new total on the resistance table. Succeed, and you squirm out of their grasps, escaping to -33-. Fail, and a third one grips you and all three begin tearing at your flesh. You fill the chill air with your screams. It is . . . THE END.  
(14, 18)

**28** The door is locked. If you want to try the window, go to -7-. If you want to pick its lock, make a successful Mechanical Repair roll. If you want to pry open the window, succeed at an STR x4 on D100. If any roll succeeds, you are in Harding House. If you make a successful Sneak roll, you may scout the house. There are four upstairs bedrooms which might be Gliere's; go to -52-. If you fail the Sneak, go to -51-.  
(90)

**29** You see strange, bird-like markings and some scribbled words in the Professor's familiar hand. Three of the words seem paired with the symbols - *old*, *heavens*, *cold*. Successfully make an Idea roll and go to -124-. Failing, return to -150-.  
(150)

**30** **GREEK CONSULATE**  
Concerning Greek criminal matters, they advise visiting the Athens Bureau of Investigation. A Corporal Ilionas, they say, has handled the Gliere case. You ask for information about the National Museum and its treasures, but they have only an unhelpful travel brochure. They jokingly caution you about the cab drivers of Athens. You may go to any New York City location.  
(New York location)

**31** Even if you made a successful roll, they aren't listening. Reaching hands grasp you, closing around different parts of your body, tighter and tighter. You whimper, then scream. The last thing you see is a nightmare of hollow eyes; the last thing you smell is the stench of fetid, hungry mouths. It is . . . THE END.  
(14, 19)

**32** In rifling through Gliere's notes and letters, you find a portion of manuscript: "The Great Upheaval Myths Correlated with Climatic Change," by T. Gliere. Skimming, you see a bizarre collection of tales mentioning nearly every rumored land, from Atlantis to Mu. Many stories you do not recognize at all. Apparently Gliere sought historical and physical evidence for these legends of lands sunken and frozen. He seems to have found common dates for the devastation myths common to nearly every culture. Interesting. If you can make a successful Spot Hidden roll, go to -53-; if you fail, go to -150-.  
(150)

**33** Trembling with fear, you reel down the road from the Parthenon. You spy a lone figure ahead, a white-haired old man who uses a walking cane. You babble a warning in English, supposing that the alarm alone in your voice will be enough to dissuade him from going closer to the horrors lurking in the Parthenon behind you.

To your surprise, he answers in English. His voice is slow, but it inspires your confidence. "Fear no more," he says. "Tonight the stars themselves bind those things



to the top of the sacred hill. We have nothing to fear here."

Your terror begins to lift like a veil. "Your friend was killed by one of those . . . creatures. You see them in museums, you know, looking like stuffed animals. Undead? Ghouls? Who knows their origin? Your friend Gliere saw them just before they killed him. That is as much as you and I need know." He pauses. "All our lives we struggle in darkness. We are poor beings, who need the darkness in order to find the light." As he says these words, the moon breaks through the clouds, and a calm beauty pervades the world. Your fears are quenched, your heart utterly at peace.

"I have been on quests like yours. I have been a scholar of the unusual. I know the uncertainties and the terrors. There is nothing we mere mortals can do but strengthen our faith and struggle against the darkness." The two of you walk slowly.

"I do not know what Gliere had discovered. I do know that while in prison he told someone that if the Karpathos Device was 'returned to its home,' life as we know it will cease to exist."

He turns to you "I am at the end of my life. It is up to you to stop this evil, as your friend attempted so valiantly. Egypt is the answer. Go there, find the Device, return it to the sea, or destroy it utterly." He takes something from his hand "It is a ring, heavy with gold, curiously made, covered with signs, most prominently a five-pointed star with a core of flame. "I give you this. It has power, though perhaps not as much as you would want. Use it against dead things brought back to existence."

For a moment a friendly hand has steadied you and restored your resolve. This warmth of feeling is what you fight for—and the numbing terror which chased you from the hill is what you despise.

When you look up again, your new friend is gone. The road is empty. The encounter was like a dream. But the ring is still there. You slip it on a finger; it fits firmly and comfortably. Reaching the bottom of the hill, you find a cab and go to a hotel. The room costs 100 drachmas. You sleep peacefully.

In the morning, go to any Athens location.  
(18, 19, 27)

**34**

She will not change her mind. Go to -118-, or you can go to any Athens location you wish.  
(153)

**35**

He is Richard Hawkes. He greets you warmly. "An *ouzo* and some talk," he suggests. "Look, I know you're investigating Gliere's death. I've talked to him once or twice. His death caused quite a stir. Well, to make a long story short, I have some interesting information concerning his crazy theft. I don't have it here, but if you'd like to come back to my apartment, I can show it to you."

If you say yes, go to -79-. If you say no, Hawkes suggests meeting you at the Parthenon at sunset. He'll bring the stuff then. In the meantime, you may go to any Athens location.  
(20)

**36**

#### ERNEST HOLT'S APARTMENT

Something is wrong. You're a hard-headed tycoon, but you learned long ago to trust your strong hunches. Grunewald's telegrams stopped without explanation 72 hours ago; your inquiries have gone unanswered. Should you alert your agents scattered across the globe?

Judiciously sipping superb brandy, at last you decide against the employment of proxies. Grunewald hinted of mysteries beyond the capacities of mere assistants. You trust his judgment—you'll go yourself. You scrawl instructions to subordinates and dictate phone messages to a secretary whom you have callously woken from a sound sleep.

Your holdings will tend themselves for a few weeks. Your passport is in order. You'll pull strings to get an assortment of visas overnight: mere governments cannot keep Ernest Holt from aiding a friend.

*Financier Ernest Holt* A liner sails soon—or perhaps you should charter one. Jenkins can have you packed and reading to go in an hour. You have plenty of time. It's a pity your experimental trans-Atlantic passenger plane isn't quite ready, though—that would be fun! You find yourself eagerly anticipating action in the field. You feel ready for anything. You open your safe. You have \$35,000 in cash on hand. Note in your journal how much you bring along.

You call Nora McShane at the *Sun*. A despicable rag of a newspaper, but a crackerjack young lady — "the light of the *Sun*," you like to say. Miss McShane has heard nothing from Grunewald. You notice her professional interest grow as you talk, and you ask her to write nothing for a few days. "I'm sure there's a proper explanation," you say grandly, but somehow you know that neither of you believes that statement.

Now you sleep. You'll attend to details tomorrow. When you wake, go to any New York location.  
(START)





### 37 NORA McSHANE'S APARTMENT

You flirted with the City Editor, and then polished up the National Editor — as usual, your baby-blues got you what you wanted, and you don't mind giving an old goat a lift now and then. Besides, this could be the biggest story of your young life, or so you hope. Headlines sail through your imagination: "MISKATONIC MYSTERY!" "GAL GUMSHOE TRACKS DOWN MISSING PROFESSOR!" "FINANCIER FOUND ALIVE!" And your by-line is under every one.

With Gliere dead, and Holt and Grunewald missing, you're pretty sure that the story behind this one will be a real jaw-dropper. And probably dangerous—now Holt's been missing for 72 hours. You thoughtfully pack the gigantic revolver given to you on the QT by Bruno the vice-squad cop. A girl can't be too careful, you decide. You have \$700.00 expense money that the *Sun* allowed you, more cash than you've ever seen in one place. You can leave soon on one of the regular liners, and in the meantime do some shopping and research—maybe even make a trip to Arkham.

You send a cablegram to your beau, Devon Wilson, aboard the USS *Rochester*, telling him your plans and that you'll keep in touch.

The *Sun*'s circulation boost from this story should blow that pipsqueak *Daily News* right out of the water, you dreamily calculate. As for you, it'll be goodbye New York—hello Pulitzer Prize!

In the morning, go to any New York location.  
(START)

### 38 RETAIL STORE

This retailer accepts currency from any country. You can buy any item listed in the *Sourcebook*, page 21. Deduct the purchase cost from your current funds. You also can buy any of the weapons listed on pages 19-20 of the rulesbook. Then go to any location on the appropriate location table. (branches in Arkham, New York, Athens, Alexandria, and Bremen)

### 39

You hear a scream. The plane lurches, then tilts slightly to the right. You notice that the previously smoothly-flying craft has begun to wobble. Go to entry -44-.  
(50)

### 40

"But yes, very strange . . . Professor Gliere first stealing that device, then taking his own life. I wish I could tell you more," Ilionas says. "The Karpathos Device is mysterious. No one knows its true nature. Perhaps the scholars at the National Museum can tell you about it."

If you can make a successful Idea roll, go to -21-. If you fail, return to -204-.  
(204)

### 41

Attempt the appropriate R/W/S roll for each of the following books. For each successful roll, spend two hours and go to the pertinent entry:

R/W/S German, *Die Mythe*, go to -62-.

R/W/S French, *Cultes des Goules*, go to -84-.

R/W/S Latin, *Liber Ivonis*, go to -140-.

R/W/S English, *Marvels of the Spirit World*, go to -159-.

When you have finished, return to -74-.

(62, 74, 84, 117, 140, 157, 159, 182)

### 42

If you wish a crowded, smelly seat, go to -75-; if you wish a private suite, with toilet and basin, then pay 400 drachmas more and go to -93-.  
(183)

### 43

The plane has been abandoned, but it looks in good condition. A tempting thought enters your mind: steal it. If you have five or more percentiles of Pilot Aircraft, you can check out the plane and get it started, go to -98-. Otherwise, go

to -181-.

(44, 181)

### 44

The door is open. Beyond sprawls the limp, lifeless body of the pilot; you see the futile kicks of the co-pilot. The plane flies on, tentatively. The Arab turns his head. You gasp at the sunken, ghostly eyes. His skin has a grayish pallor. He looks like an animated corpse: make a Sanity

roll and lose 0/1D4 SAN. Go to -71- with a successful Egyptology roll.

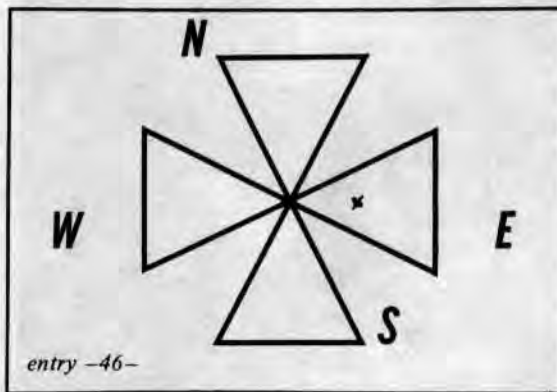
A sudden lurch of the craft throws the other passengers against the bulkheads, stunning them or disabling them. Only you had kept your safety belt fastened.

Are you armed? You can shoot if you have a gun, at point-blank range. The Arab has 40 hit points. It will take him 1D6 rounds to finish killing the co-pilot. In the meantime, you can continue to try to kill the Arab. Then, if he's still moving, he will turn and grab you — roll STR vs. STR to escape; he has STR 20.

The plane will crash in 1D6+6 rounds after the Arab turns his head. Once he is dead, you can save yourself and the rest of the passengers by saving the co-pilot, by rolling a successful Pilot Aircraft for yourself, or by rolling a successful Spot Hidden and a successful First Aid — you notice that the Greek Colonel, momentarily knocked unconscious, wears pilot's wings.

If you survive, go to -181-. If you want to try another airplane, the rest of them are still where they were. If you think you'd like to steal this one, go to -43-.

(39, 50, 71)





**45** "That's just fancy talk! Professor Gliere specifically instructed that no one disturb his room." She slams the door. You can try sneaking in later, at night, by going to -90-, or you can go to another Arkham location.  
(67, 113)

**46** "Curious," you think. "That symbol looks almost like a map." In the box below is the diagram you copy and take with you. Now return to the previous entry.  
(49, 294)

**47** If you have already survived this entry, the steward is harmless. If not, read on. A new steward enters, carrying fresh towels for your stateroom. He looks Egyptian. Choose one of the following. If you make a successful roll for it, then go to that entry:

for a successful Spot Hidden roll, go to -91-;  
for a successful Anthropology roll, go to -9-;  
for a successful Luck roll, go to -106-.  
(167)

**48** "Aristotle Mylonas, Director of the National Museum of Archaeology in Athens, died today in a bizarre automobile accident. His car, apparently going much too fast, spun through the railing of a stone bridge across the Illisus River. This internationally-known scholar, largely responsible for the protection of many Greek national treasures, will be sorely missed.

"A reclusive man, Mylonas was unmarried and without other family. He declared always that his beloved Greece was both mother and father to him."

-Arkham Advertiser,  
July 1, 1931

Return to -60-.  
(60)

**49** You can go to -46- or to -68-. It's your choice.  
(150)

**50** Make a successful Listen roll and you can go to -55-. If you succeeded with the Listen roll and you have a gun, you can go up to the pilots' cabin to see what's happening: go to -44-. If you failed the Listen roll, you lay low in your seat: go to -39-.  
(55, 59, 76, 99)

**51** "Why, the idea!" Mrs. Harding sputters. "I'll count to three," she says, her grip tightening on the shotgun, "and then I'll pull the trigger! One . . . two . . ." You quickly decide to leave. Go to any Arkham location.  
(2, 7, 28, 52, 141, 150)

**52** You'll have to try one of the rooms. Attempt a Sneak roll before each try. If you fail the Sneak, go to the entry and read it, then immediately go to -51-:  
for room A, go to -141-;  
for room B, go to -2-;  
for room C, go to -11-;  
for room D, go to -150-.  
(7, 28, 141)

Reporter Nora McShane



**53** You find a letter from a Mr. Velikovsky, post-marked Palestine. The scrawl is difficult, but you can see that the author greets Gliere's work 'with joy.' There is a page about the Vedas and how they confirm something called the 'Polar Reversal.' One portion deals with the 'Era of Fertility on the Frozen Continent.' Velikovsky reports that work on 'Freudian Heroes' -including Ikhenaten-continues. Return to -150-.  
(32)

**54** E. S. WILENTZ Bookstore.

Three floors of books! Some titles interest you:  
Harrison's *English/Greek Phrase Book* (\$1.75)  
Harrison's *English/Arabic Phrase Book* (\$1.75)  
Basel's *English/German Phrase Book* (\$2.25)  
Cherry-Gerrard, *The Longest Journey in the World* (\$2.50)  
Douglas, *With Lake in the Antarctic* (\$2.00)  
Planchon, *Guide to South America* (\$2.00)

You have enough suitcase room for no more than three. Enter any books purchased in your journal. Go to any New York City location.  
(New York location)

**55** You hear a scream. Return to -50-.  
(50)

**56** NEW YORK TAXIS  
A cab trip costs 30+2D10 cents; a cab for the day costs \$3.00. Go to any New York location.  
(New York location)




**57** Jacques smiles gallantly. "I am trying to interest wealthy Greeks in the romance of the air. But my little service—" his subtle accent is as pervasive as perfume "—has not been well-received, mmmh? Yet perhaps I may take you somewhere?" If yes, go to -92-; if no, go to -181-.  
(181)

**58** You see three other drivers standing near their cabs. One is young, another is an old man, and the third is nattily dressed, almost English in his impeccability. Which will you hire? If you can successfully make a Psychology or a Spot Hidden roll, go to -15- first, then choose.

For the young driver, go to -179-;  
for the old driver, go to -201-;  
for the 'English' driver, go to -223-.

(81, 131, 201)

**59** Something's not right. You can, if you are carrying a weapon, get it ready. Now go to -50-.  
(76)

**60** **ARKHAM ADVERTISER**  Information available by phone: for scheduled sailings of ocean liners, go to -136-, then return here. For news of Athens, go to -80-, then return here.

For each hour spent browsing through the paper's back-issue files, you can attempt one of the following rolls once:

for a successful Library Use roll, go to -48-;  
for a successful Spot Hidden roll, go to -125-.

You may also attempt a Luck roll, if you succeed, go to -168-. If it is October or later, go to -172- as well.

(Arkham location)

**61** You notice flakes of dry skin. Someone has left behind his or her sunburn, you think. Quite out of place to do it in this fine shop. You look around and see two figures, one short and one tall, staring directly at you. You quickly leave the shop. Go to -126-.  
(133)

**62** The ancient myths refer to Gotterdammerung, the fall of the Gods. Inexplicably, almost all of these Northern myths say that the climate became colder after that fall. With a successful Luck roll, go to -117-. Fail, and you must return to -41- or -74-.  
(41)

**63** This democratic nation of freedom-loving peoples has a complex and lengthy history. They are fiercely protective of their rights, and even more protective of the precious artifacts of their past. Make a successful Know roll and go to -25-. Fail, and return to the last entry.  
(74)

**64** **BOSTON RAILWAY STATION**  
There are two trains to New York City's Grand Central Station. One leaves at 10am and arrives at 5pm; the other leaves at 4pm and arrives at 10pm. Each costs \$6.00 one way; go to -146- upon arrival.

Trains depart for Arkham at 10am, 1pm, and 6pm, and arrive one hour later. Each costs \$1.25 one way; go to -16- upon arrival.

Should you miss the train, you have friends in Boston who gladly will pick you up and put you up for the night for free.

(Boston location)

**65** **NEW YORK SUN (EUROPEAN ED.)**  
When you browse through the newspaper, you notice three items.

"Amet Keh, Director of the Cairo National Museum, eagerly awaits the arrival of the Karpathos Device, on loan from Athens."

"The casket bearing Professor Gliere, the academic thief from Miskatonic University, has been placed aboard the *Urania* for New York. A service has been scheduled at Arkham, Mass., U.S.A."

"The Starkweather-Moore Expedition nears readiness as the *Dark Sea* heads for Bremen, Germany. Once there, final preparations include reinforcing the hull for the treacherous journey into the ice floes surrounding Antarctica."

If it is after September 15, go to -95-.  
(Athens location)

**66** From Vienna, you reach Athens or Bremen, Germany, in two days. The only European locations of relevance are listed in the location tables.  
(183)

**67** Her eyes are wary, but she is listening. Try to roll APP x5 or less on D100. If you make it, go to -150-. If you fail, go to -45-.  
(113)

**68** In Breasted's classic, *A History of Egypt*, a slip of paper is sticking out. It marks page 170, and on that page phrases are underlined: "internal conflicts," "the fall of the Old Kingdom," "the triumph becomes complete," "the crocodile god."

You also notice a word on the slip of paper. In Gliere's hand it reads: "Quattara."

Succeed with another Spot Hidden and go to -188-; fail and go to -150-.  
(24, 49)

**69** Two foreigners stand on deck. The tall fellow wears a robe with a cowl. He is perhaps Arabic or Turkish. A shorter fellow, ferret-like, looks in your direction. Though they seem out of place on this ship, they make you feel uncomfortable. Return to your last ship activity number, or go to -187-.  
(73, 83)



**70** "The myth of the cataclysm, or the upheaval, is one of the oldest tales and is found in nearly every culture. These imagined events occurred, according to some Nordic myths, three or four thousand years ago. Other legends, notably those told by the Shikastra sect of Tibet, date the world-changing disaster to as recently as 850 B.C."

— T. Gliere, *The Destruction Myths*

Go to -145—.  
(145)

**71** Astonishingly, the skin has the unmistakable look of the preserved flesh of an Egyptian mummy. Go to -44—.  
(44)

**72** Attempt a Spot Hidden, if you succeed, go to -24—. If you fail, go to -150—.  
(150)

**73** If you have scheduled Room (am), Room (pm), or Room (night), then go to -167—. If you scheduled Ship's Tour (pm), make a successful Spot Hidden and go to -69—. For any other result, go to the ship activity table at -187—.  
(8, 187)

**74** **NEW YORK PUBLIC LIBRARY**  
While not allowing browsers, the helpful librarians provide a selection of books on a topic. They are busy and understaffed, so only two topics per visit. You may go to another location and then return here in the same day. It takes 2 hours to study each topic:

for Archaeology, go to -116—;

for Egyptology, go to -85—;

for Greece, go to -63—;

for Occult, go to -41—;

for all others, go to -138—.

No rolls are needed for these books. When finished, you may go to any location on the New York City location table.

(New York location)

**75** You arrive safely in three days. Connections could be made to Istanbul, Damascus, and finally to Cairo. Go to -205—.  
(42, 151, 152)

**76** The Arab's hand has an eerie, grayish pallor. Clawlike, it grabs the door latch to the pilots' compartment. Attempt a Luck and an Idea roll: if you succeed at both, go to -59—; otherwise, go to -50—.  
(99)

**77** "He says," Christos tells you, "that Gliere hung himself, he killed himself. Yes, his body has been shipped to the United States. That is all he knows. Apparently the Professor left nothing behind to be recovered." If you can make a successful Psychology roll, go to -180—; if you fail, go to -87—.  
(87)

**78** "Take me with you, Boss. I speak good Arabic." If you take him, so note and return to -160—. Note also that when you try his Arabic, you should go to -4—, then return to your current number.  
(160)

**79** His small apartment is cluttered with books and filled with rich aromas. It is the room of a scholar.

Attempt Know, Cthulhu Mythos, Occult, Spot Hidden, and Listen rolls. Write down the success or failure of each, then go to -112—.  
(35)

**80** "In a gala ceremony, Zeno Pisistratos was installed as curator of the National Museum of Archaeology at Athens today. Pisistratos, an expert in Greek and Egyptian antiquities, is said to be interested in arranging exchange-exhibits with other important world museums."


—*Arkham Advertiser*, July 20, 1931

Go to -60—.  
(60)

**81** "I'm Christos. Where to, Yank?" You tell him and he'll take you anywhere in Athens. Along the way he says, "Listen—I'm a great interpreter. If you need help with Greek, you couldn't do better than me. Fifty drachmas a day: I stay with you, drive you around. Like a guide. What do you say?"

Weighing his character, you think there's some chance that he'll abandon you and do a little celebrating on his own as you go from one point to another. But probably he can interpret just fine, and he seems to know where to go. If you want another cab, go to -58—, or go to any location on the Athens location table.

(131)

**82** **MISKATONIC UNIVERSITY**   
Information available by phone: the MU library is open 9am to 9pm, M-Sat. Go to -145—.

Other information: to see Dr. Martin Fen, Chairman of the History Department before or on 8 Sept., go to -122—; after 8 Sept., go to -143—. To see the Dean before or on Sept. 8, go to -100—; to see the Dean after Sept. 8, go to -197—.  
(Arkham location)

**83** Go to -69—. If you've been there before, on a successful Idea roll go to -115—. Otherwise, go to -187— or your last ship activity number.  
(109)

**84** A chapter notes that the most bizarre case of "undead" occurred among French Legionnaires in North Africa. Outpost guards were found strangled with flecks of dead, scaly skin still sticking to their throats. Go to -74— or -41—.  
(41)



**85** "Egypt today is an engaging mixture of ancient and modern. Camels and market-places are side-by-side with motor cars and luxurious hotels."

"Religions of various kinds play a special role in Egypt, many of them of a most unusual nature. It is best, for example, to avoid the cult of Aten, a mysterious and perhaps dangerous group found in the major cities of Cairo and Alexandria."

— *Baedeker's Guide to Egypt*

On a successful Library Use roll, go to -161-. Otherwise, go to -74-.  
(74)

**86** **NEW YORK SUN**  
"The oft-delayed Starkweather-Moore expedition to the Antarctic nears completion, with a late December departure now virtually certain. Bremenhaven, Germany, will be the expedition's jumping-off point, and its last European port of call."

"An American professor, Dr. Tibor Gliere of Miskatonic University, has been arrested for the alleged theft of an antiquity. Miskatonic's Dean Wilcox reports that a colleague, Dr. Louis Grunewald, has gone to Athens to investigate the matter for the University."

If it is after Sept. 8, go to -95-. Otherwise go to any New York location.  
(New York location)

**87** **ATHENS HALL OF JUSTICE**  
The Hall of Justice and the King's Court of Appeals are open from 9am-noon, and from 3pm-7pm, M-F.

If Christos is with you, he knows exactly where to go; if you are alone, you spend an hour before you arrive at the right corridor and find the desk sergeant in charge of the jails. The sergeant speaks no English.

If Christos is with you, go to -77-, then return here.

If you speak no Greek, but you have an English/Greek phrasebook, go to -6- and then return here.

If you must find someone who speaks English and Greek, roll 1D6 for the number of hours elapsed, then go to -6- today (or tomorrow if too much time has passed), then return here.

As you leave, the sergeant remembers something. He pulls a letter out of a drawer, and gestures that you may read it. Go to -539-.

(Athens location)

**88** While formerly-fashionable avant-garde are has become politically suspect, the occult is faddish with many of the younger politicians. Various readings and portents are said to promise a bright future for the Fatherland. Go to -74-.  
(138)

**89** Mrs. Harding glares and slams the door in your face. To sneak in later, when everyone is sleeping, go to -90-. Or you can go to any Arkham location.  
(113)

**90** The boarding house is quiet. You creep onto the porch. To try the window, go to -7-; to try the door, go to -28-. Or you can leave, and go to any Arkham location.  
(23, 45, 89)

**91** Something glistens beneath his open jacket. With a successful Dodge roll, you can push past him and escape; he will not follow. If you fail the Dodge or wish confrontation, go to -10-.  
(47)

**92** For 400 drachmas, he will take you to Cairo or Bremen, and no questions asked. In order to have daylight to complete the trip, he must take off before noon. The flight is a wind-swept adventure in an open-cockpit biplane. Ooh lah lah! If Cairo, go to -196-; if Bremen, go to -450-.  
(57)

**93** You turn in for the night, the rhythmic clatter of the train soothing to your mind. Attempt Listen and Survival rolls, note if you succeeded at one or both, then go to -97-.  
(42)

**94** You are lost somewhere in the great desert of North Africa. Your water will last 1D10 days. If you succeed with a Survival roll, add 1D3 days to that total (you know how to best ration the water). Write down that number. Each time you go to another entry, subtract a day from your water total. When you run out of water, subtract 7 hit points each time you go to another entry. Halt the calculation when you reach other humans, or when you die.

You start walking. The heat is incredible, but you know that the fate of millions rests with your deeds. Roll 1D10. With a 1 result, go to -213-. With 2,3,4 go to -235-. With 6,7,8,9 go to -257-. With 0, go to -279-.  
(98, 341, 589)

**95** "Professor Gliere's suicide has shocked and saddened the Miskatonic academic community. No word has yet come from Professor Grunewald." If it is after Oct. 15, go to -178-. Otherwise go to any New York or Athens location, as is appropriate.  
(65, 86)

**96** On deck, a woman quietly weeps. You move toward her, to offer comfort. You are transfixed as you notice what she is painting: the canvas shows strange, stalk-like creatures, repellent as they stand in a weird landscape of oddly-angled buildings bathed in a purple light. Somehow the creatures seem to be screaming, though they have nothing which you can identify as mouths. Horrified, you move away without saying anything. Return to your last ship activity number.  
(171)



**97** If you succeeded at either roll, you hear the slinky sound or smell the reptilian odor of asps. They are slithering on the floor. Two seem to be under the bed clothes! In moments they'll be at your head. If you stay where you are, you will automatically die. To pull the emergency cord, go to -427-. To jump out the window, go to -151-. To Dodge to the door of your room, go to -152-. (93)

**98** The plane's engine roars into life. You smugly taxi down the runway and head the craft expertly into the wind. You give her the throttle and the plane hurtles down the tarmac and into the air. You're airborne! Make a successful Pilot

Aircraft roll, and you can stay there. Fail, and you crash (yes, THE END).

If you stay in the air, a successful Navigate roll and a successful Luck roll gets you to -196-, Cairo Airport. Fail, and you land elsewhere: go to -94-. (43)

**99** As you enter the passenger compartment, a steward in a blue uniform offers you a piece of chewing gum and some cotton. He gestures that the cotton is for your ears. You take one of the wicker seats in the plane. As you look out toward the terminal building, you see two brutal-looking men intently watching the plane. As your face comes into their view, you see them point and smile. If you think



*The Arab opens the cockpit door.*

you shouldn't be on this flight, go to -181- and get your drachmas back.

If you stay aboard, you see other passengers file in: Arabs, an Englishman energetically chewing his gum, a Greek tycoon, a colonel in the Greek military. The thud of the corrugated aluminum door is met with the screeching whine of the engines springing to life. A fitful roar fills the cabin. The attendant stands in back as the plane sails smoothly into the sky.

As you head south, the cabin is much colder than you imagined it would be, even though you're quite near the heating ducts. "Chew your gum!" the Englishman shouts above the din. "The gum! It will help your ears!" You smile and signal OK.

After a while, one of the Arabs gets up and moves to the front of the cabin. He is a tall fellow, moving

slowly. The steward moves forward, perhaps to direct him to take his seat. The toilet, if that is his goal, is in the opposite direction. The Arab opens the cockpit door. Make a Spot Hidden roll: if you succeed, go to -76-; if not, the Arab goes into the cockpit and you go to -50-.

(181)

**100** The Dean shakes his head. "Out of the question, Grunewald. I already have that young dolt Perkins covering for Gliere. And now you want to leave? Not a chance, sir." Does the Dean leave you no choice? To threaten to resign, go to -186-. To forget the whole business and let Gliere fend for himself, go to -574-.


(82)



**101 MODERATE HOTEL**  
This hotel offers a clean room and a quiet night of sleep for 250 drachmas or 375 piastres. If you spend a second night here, go to -26-. (Athens or Cairo location, as appropriate)

**102** If it is after 8 September, go to -147-. If not and if you're Grunewald, you can rest and have a repast: go to any Arkham location. If you're not Grunewald, go to -120-.

**103 CAIRO TAXIS**  
On the few main streets of Cairo, cabs of every variety, from sleek new Packards to old Fords running on makeshift parts, can be found. A driver will stay with you for the day for 100 piastres. Individual trips cost 1D3 x10 piastres. You can also walk. Each trip to a location costs an extra hour. Go to any Cairo location.  
(Cairo location)

**104 PIER 56: CUNARD LINES**   
The representative informs you that a liner departs each Saturday at noon, reaching Athens at noon nine days later, and Alexandria at 1pm one day later. Tickets are available for \$300, and include all meals. You must go to Pier 56 to buy a ticket. If you do purchase a ticket, deduct the cost and go to -187- upon departure. In the meantime, you may go to any New York location.  
(New York location)

**105** The sailors talk of a curse which is leaving Greece. You also hear that the *Kyonas*, an ocean-going motorship, is for hire. Go to -20-.  
(20)

**106** The small man pulls out a dagger and swings it toward your midsection with alarming speed, but it misses and sticks into the wall. Meanwhile you can retrieve a weapon (if you carry one) or you can run.

If you decide to run, a successful Dodge roll gets you out the door to safety; if you fail, the small man attacks again: 50% chance to hit, 1D6 damage.

If you retrieve a weapon, you may use it before the attacker uses his. If you do the cur 3 or more hit points of damage, the coward runs from the cabin and escapes. If you miss, he has a chance to attack again. He'll continue to strike at you until you do him 3 or more hit points of damage or until you die.

If you survive, an unsuccessful search is made for the attacker. The ship's hospital can attend to wounds: to go -585-. Once any wounds are healed, go to the ship activity table and -187-, or disembark.  
(47, 135)

**107** You make out "Gliere," and then a word like "strangled." Then the men stop talking and look up at you. To gesture to ask to play, go to -581-; to leave the table, go to -20-.  
(20)

**108** You're assigned a battered black Peugeot and a bright-eyed young Egyptian. He speaks some English but has no particular interest in your mission. Roll 1D20: with a result of 1,2,3,4,5 go to -321-; for any other result, go to -324-.  
(320)

**109** If you chose to Stroll Decks (am), Rest on Deck (pm), or go to the Cocktail Party (night), go to -83-. Otherwise go to the next day on the ship activity table, -187-.  
(187)

**110** Some of the wonderful devices were said to open secret chambers or panels in the tombs. These chambers were thought to be in places that looked like solid rock. No intact device has been found, though, nor have any such chambers been discovered. Go to -74-.  
(116)

**111** The film today is Alfred Hitchcock's *Murder*. You look forward to seeing the film and feel that young Hitchcock is a promising director. Make a Listen roll, record the result, then go to -137-.  
(126)

**112** If you successfully made a Know, Cthulhu Mythos, or Occult roll, you realize Hawkes' library is stocked with a strange assortment of titles—*Marvels of the Spirit World*, *Crowley's Incantations*, Weinburger's *Die Mond*. Add 10 percentiles to your Idea roll for the rest of this entry only.

If you successfully made the Spot Hidden, you see that the stout chair in the center of the room has oddly-regular notches and grooves in its arms, legs, and back; add 10 more percentiles to your Idea roll.

If you successfully made the Listen roll, you hear some deep breathing behind a nearby curtain. Add 10 more percentiles to your Idea roll.

Make an Idea roll, adding to your normal level any bonuses for this entry. If you succeed, you realize that you should get the hell out of here. The heavy breather behind you reaches out, but a successful Jump roll gets you away and out the door. If you failed, make a successful Dodge and you still get away. Fail the Dodge, and the heavy breather shoves you into the chair.

The same thing happens if you didn't succeed with the Idea roll. You nonchalantly sit in the chair which Hawkes offers you—the one with the odd grooves and notches. In both cases you hear the sharp sound of releasing springs, and metal bands wrap around your arms and legs, holding you tight to the chair. There is nothing you can do . . . nothing! How foolish you were to have trusted a casual acquaintance.

Now the heavy breather steps around so that you can see him. You see dry, leathery skin, portions of which flake away as he moves. The eyes are hollow, inhuman. Hawkes sniggers, and introduces you to Achmed. Achmed is nearly 3000 years old, Hawkes says, and he is very, very hungry.



You are wild-eyed, and the sound of Hawkes' maniacal laughter screams in your ears. Achmed's mouth opens slowly, and he leans toward your helpless body. You see that his teeth are long, and strong. Your end is slow in coming, but it is . . . THE END.  
(79)

**113 HARDING HOUSE** Mrs. Harding greets you amiably. She is uncertain whether she should show you Gliere's room. To Debate her, go to -23-; to Fast Talk her, go to -45-, to use Oratory, go to -67-; to try a bribe, go to -89-.  
(Arkham location)

**114** The Device is gone, the police say. As to who took it, there are only rumors, and those are most readily available, O honored foreign visitor, in Fuzira Marketplace. Go to any Cairo location.  
(144)

**115** You ask the purser about the foreign pair. "Egyptian, I believe. Rather a strange lot, I'd say. Haven't been giving you any trouble, have they?" You thank him and leave. Go to the ship activity table and -187-.  
(83)

**116** It is suggested that the Karpathos Device found in 1900 is in fact of Egyptian origin or design but was, for some reason, stolen. In fact, some scholars have argued that it is one of the 'wonder devices' of the Aten pyramids. If you can make a successful Know or Egyptology roll, go to -110-; if you fail, go to -74-.  
(74)

**117** There is an etching of a supposedly enchanted symbol. You think the drawing important, and copy it down. The image is the one you see just above this entry. Return to -74- or to -41-.  
(62)

**118 NATIONAL MUSEUM OF ARCHAEOLOGY:** To visit the museum, go to -176-. If it is before December, you can see the Director (go to -153-). After November, the Director is on vacation.  
(Athens location)

**119** The friendly natives of Micronesia seem to have some deep-seated fear of an angry god who will rise from the sea. British sailors, seeing the odd idols throughout the islands, named the

god "Old One-Eyed Reilly." Go to -138- or -74-.  
(138)

**120** The back door is ajar. You enter the small house and a strange, repellent odor assaults your nostrils. Then you hear a car pull away from in front of the house. You look out, but see only a long black sedan disappear around the corner.

Everything looks okay until you enter Grunewald's office. It has been totally ransacked. Books and papers are everywhere. You can go to any Arkham location, or you can make a search: to search, spend one hour and go to -165-.  
(102)

**121** You see the book *Nameless Cults*, in the Golden Goblin Press edition. You thumb through it—vile stuff, you decide. Something about this book alarms you and fascinates you. You take it with you. Later, if your curiosity overcomes your common sense, you may read it, at a cost of 2D8 SAN; add 9 percentiles to your Cthulhu Mythos. If you wish to

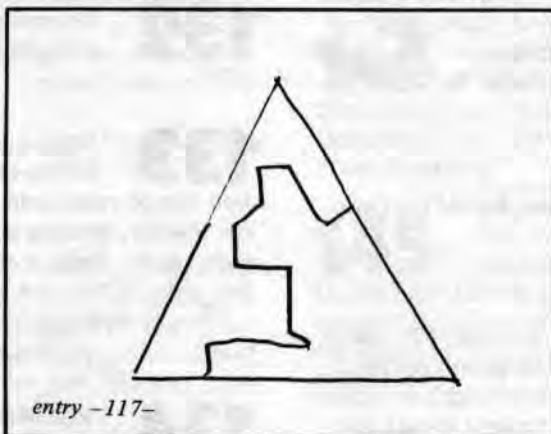
learn the spell Summon Byakhee, roll 1D6 for the number of months that takes. Go to -150-.  
(150)

**122** His eyes narrow when he hears your news. "Gliere in jail? And you want to go rescue him? You'd best talk to Dean Wilcox." If you want to talk to the Dean, go to -100-; if you don't, then go to -82-.  
(82)

**123** As you enter your hotel, something gives you pause. You hesitate for a moment, perhaps buying incidentals from the lobby store in order to understand your perceptions. Make Luck, Spot Hidden, Know, and Listen rolls; be sure to write down those which succeed. With a successful Luck roll, you notice strangers in the lobby who seem to watch you. With a successful Spot Hidden roll, you see that one stranger hides his face. With a successful Know roll, you sense evil presences in the lobby.

You go to your room. Did you make a successful Listen roll? If you failed, go to -185-, skip the first two paragraphs, and good luck. If you succeeded, you hear footsteps outside your door. Write two simple sentences stating what you'll do, then go to -185-.  
(26, 164)

**124** They are Egyptian hieroglyphics. Make a successful R/W/S Hieroglyphics roll and go to -212-. Fail, and go to -150-.  
(29)





**125** "Greek sponge divers have recovered a puzzling device off the island of Karpathos, a small island between Crete and Turkey. The device is a mechanism thousands of years old, yet bright and unencrusted, as though made yesterday. Scientists have declined comment on the metal from which the device is made. Archaeological experts from the National Museum have taken possession of the oddity for further study."

—Arkham Advertiser, June 8, 1900

(60)

**126** If you chose Cinema (am), go to -111-. If you chose Shopping (pm), go to -133-. If you chose Library (night), go to -155-. Go to any applicable activities, then return to the ship activity table and -187-.

(61, 133, 137, 187, 192)

**127** EXPENSIVE HOTEL

This is the best class of hotel. It has 24-hour room service meals for 40 drachmas or 60 piastres each. On your first night here, roll 1D10. With a result of 9,0 go to -26-. On the second night here, roll 1D10 and with a result of 8,9,0 go to -26-. For each additional night here, increase the chance for -26- by one additional result.

(Athens or Cairo location)

**128** It's on a ship right now, bound for Cairo. Go to -204-.

(21)

**129** The asp poison is potency 12; match your CON against the poison on the resistance table. If you fail, the poison begins to work. With a successful Luck roll, your screams bring a competent doctor and the conductor. It takes 1D3 rounds for the conductor to club the snakes and for the doctor to apply Treat Poison. You lose 1D4 hit points each of those rounds. Lacking a doctor or your own Treat Poison skill, you die painfully. It is . . . THE END.

If you survive, you reach Cairo (without further incident) in exactly 72 hours: go to -205-.

(152, 427)

**130** ATHENS BUREAU OF INVESTIGATION: The Bureau is open from 9am-noon, and 2pm-6pm.

You quickly locate the office of the investigator in charge of Gliere's case, a Corporal Ilionas. After a few pleasantries, his words stun you.

"Sir, I regret to inform you that Professor Tibor Gliere is dead by his own hand. He has hanged himself. Perhaps he was too ashamed at his theft of the Karpathos Device from the museum. We do not know. But yes, a suicide. A sad end."

Your mind reels for a moment. You have come all this way, to no purpose. You cannot believe that Gliere would end his own life, even though his career was in jeopardy. Is Ilionas positive?

"You suspect foul play? No, that is not reported. The pathologist found signs of self-mutilation, common enough with suicides. What? Oh—the doctor is vacationing in Switzerland. He will not be back for weeks." The Corporal considers for a moment. "You can see Gliere's cell, I suppose, unless someone new has been moved in. He was held at the Hall of Justice."

If you can make a successful Credit Rating roll, Ilionas allows you to use his name at the Hall of Justice. If you want more information from him, go to -204-.

When done here, you may go to any Athens location. There is a cab stand at the door; go to -131- for a taxi.

(Athens location)

**131** If you have been at this entry before, go to -58- instead.

A slender, dark-haired young fellow calls out, "Hey, English! Taxi! Anywhere in Athens, five drachmas!"

That's about 15 cents. If you get in, go to -81-. If you want another cab and driver, go to -58-.

(130, 204, 226, 248)

**132** He leaves. Go to -171- or return to the ship activity table and -187-.

(203)

**133** What a splendid ship! You have all the comforts of a big city within a few hundred feet of your cabin. Beauty salon, fine men's clothing, jewelry, sporting goods, books, etc. You look in at some gloves. Make a successful Spot Hidden and you see -61-. Otherwise you continue your day. Go to -126-, or return to -187- and the ship activity table.

(126)

**134** FUZIRA MARKETPLACE

The market thrives from early morning to after sunset. There are hundreds of shops and stalls. Many signs are in English, and many British troops idly walk around. You decide to choose from among the following:

for Caravans and Travel, go to -384-;

for Pottery and Artifacts, go to -374-;

for Fortune Telling, go to -318-;

for an outdoor Cafe, go to -340-;

for Outfitters and Suppliers, go to -383-;

for a Dagger-Throw Game, to to -414-,

or you may go to any Cairo location.

(Cairo location)

**135** As you walk down a corridor, attempt a Spot Hidden. If successful, you notice a small Egyptian fellow lurking ahead of you. You may have seen him before, in fact. He holds something in his hand. If you miss the Spot Hidden, go to -106-.

If you noticed the lurker, you took a side passage and quickened your pace. Now you hear his footsteps scurry after you. Is it only your imagination, or are the corridor lights dimming? Make a successful Know roll to reach the deck and the safety of the promenade. If



not, you take a wrong turn and the passageway suddenly ends in a locked hatch reading "No Admittance." Go to -106-.  
(148)

**136** A Cunard liner departs Pier 56 in New York City every Saturday for Athens and Alexandria, with intermediate stops. The trip takes nine days to Athens and one more to Alexandria. It costs \$300. Return to -60-.  
(60)

**137** If you made your Listen roll, you hear two people coming down the row of seats and sit behind you. Entering, you noticed that the theater was nearly empty. A successful Jump roll gets you out of your seat in time, and out of the theater.

If you failed the Listen or the Jump, just as you become aware of people behind you, two massive, leathery hands (with the skin flaking off as they close) clamp around your neck like a vise and start to strangle you. Roll your STR vs. the STR 18 of the hands on the resistance table. You have 1D6 tries to succeed in breaking free before you black out. If you succeed, you run out of the theater, to safety. You will not be pursued, but your attackers will not be found, either. You return to -126-.

If you fail to dislodge the hands, then blackout, and it really is *Murder*, all the way to . . . THE END.  
(111)

**138** Your mind reels as you see all the areas you could study. Three in particular seem of interest: for Polar Studies, go to -163-; for Pacific Isles, go to -119-; for Germany, go to -88-. You may select only two areas per visit, but you may leave the library and return the same day for additional visits. Each area takes two hours to explore. When you wish, return to -74- or go to any New York location.  
(74, 119, 163)

**139** Coincidentally, a ship's officer enters and distracts the thing, allowing you to get away. The officer, his hair standing on end, wisely streaks with you down the hall. The captain has you guarded the rest of the trip; no sign of your attacker is found. Mark no more ship activities selections. Mark off the remaining days and disembark at Athens -173-, or Alexandria -195- if that port is your destination.  
(155)

**140** "Where is the Lost City of the Old Ones? Where are the Treasures of the Eldritch Masters? -Cursed are they, condemned by the shoggoths to lie buried, waiting in the ice, for one more turn of Aten's Top."

Add 1 percentile to your Cthulhu Mythos; subtract 1 SAN point. With a successful R/W/S Hieroglyphics roll, go to -157-. Fail, and go to -74- or -41-.  
(41)


**141** You hear thunderous snores. Try to make a successful Sneak roll. If you fail, go to -51-. If you succeed, you leave for -52-.  
(11, 52)

**142** "Martini, straight up, please." He turns to you. "I couldn't help but notice, old friend," he says to you, "that some strange people seem to follow you. A word of advice: stay off the deck, suspect everyone, stay out of the library and other lonely spots. I've seen these assassin types in action, by God." You have never seen him before. He then talks about chess for a while, finishes his martini, and leaves. You never see him again. Return to -171- or go to the ship activity table and -187-.  
(203)

**143** Dr. Fen shakes his head. "I wish I could be of help. Perhaps our Dean, Dr. Wilcox, can tell you what you want to know." To see the Dean, go to -197-. For the library, go to -145-. Or go to any Arkham location.  
(82)


**144** **CAIRO POLICE**  
Affable enough, they have no information concerning what you want to know. If it is after October 31, go to -114- for more.  
(Cairo location)

**145** For each hour at Miskatonic's library, attempt to make a successful Library Use or Spot Hidden roll: if you make the Library Use, go to -25-; for the Spot Hidden, go to -70-. You can return to -82- or any Arkham location.  
(70, 82, 143)

**146** **GRAND CENTRAL STATION**   
Two trains daily depart for Boston. One leaves at 8am and arrives at 3pm; the second leaves at 6pm and arrives at 12:30am. Each costs \$6.00; go to -64- upon arrival. From Boston you may connect with a local train for Arkham. Wait here with a ticket, or go to any New York City location.  
(New York location)

**147** Grunewald's room looks as though someone departed hastily. Go to -102-.  
(102)

**148** If you chose Stroll Deck (am), Shuffleboard (pm), or Stroll Deck (night), go to -135-. If you already have been to -135-, go to -579- instead.  
(187, 193)

**149** **UNIVERSITY OF AL-AZHAR**   
Though devoutly Islamic, much open-minded learning and studying occurs in this incredible institution. Lately the presence of British troops makes many Egyptians reluctant to talk with foreigners.



You can visit the library at -215-, or visit one of the departments within the mosque-like main building. Each visit costs one hour; additional time may be demanded within particular departments:

- for Islamic Culture, go to -216-;
- for Ancient History, go to -217-;
- for Modern History, go to -238-;
- for Languages, go to -239-;
- for Science, go to -260-;
- for Literature, go to -261-.

When you're finished here, you may go to any Cairo location.

(Cairo location)

**150** You cautiously turn on a light and see a room in proper professorial confusion. Scattered about are books of myths and fables, and there are bundles of clippings from various foreign newspapers. For each hour you spend here, you can attempt one roll for one of the following skills. Each skill may be tried once daily.

- For a successful Astronomy roll, go to -24-;
- for a successful Cryptography roll, go to -29-;
- for a successful Cthulhu Mythos roll, go to -121-;
- for a successful Idea roll, go to -32-;
- for a successful Luck roll, go to -49-;
- for a successful Spot Hidden roll, go to -72-.

Finished? You may try to Sneak out, no matter what the hour; if you fail, go to -51-. If you succeed, go to any Arkham location.

(24, 29, 32, 52, 53, 67, 68, 72, 121, 124, 188, 208, 212, 282)

**151** The window gives way, and you tumble from the train: you lose 1D6 hit points. At the next stop, you must wait 24 hours for another train. Go to -75-.

(97)

**152** Successful Jump and Dodge rolls, and made it over and past the snakes: go to -75-. Fail one or both rolls, and you're bitten. See -129- for the consequences.

(97)

**153** A young secretary guards the door. She informs you in careful English that Mr. Pistratos' schedule is full. You can choose to try Debate, Fast Talk, or Oratory on her to see Pistratos: if you succeed, go to -34-. If Christos is with you, you also can go to -22-. When finished here, go to -118- or to any Athens location.

(118)

**154** Many private homes, from huts to mansions, have rooms to let to visiting tourists. They are very safe. If you want one, spend 1D6 x40 piastres and go to sleep. Each night that you spend in a private home, attempt one Luck roll until you succeed. Then go to -198-.

When you wake, go to any Cairo location.

(Cairo location)

**155** The library is deserted. Well, peace and quiet is just what you crave. You're examining the newest Agatha Christie novel when a short, swarthy-looking fellow enters the room, followed by an Arab wearing a cowl. You nod uneasily, then return to your book, uncomfortably aware that they are moving nearer. You look up again. The short man smiles, and pulls out a gleaming dagger.

If you have a weapon, roll under your DEX x3 to get it out before the dagger lands (50% chance to hit, it does 1D6 hit points of damage). You'll have to do 8 or more hit points of damage to the littler man before he breaks off the attack. He'll continue to stab while you fire, try to Dodge his attacks, or Dodge and then Jump past him. If you have a gun, you're firing at point-blank range.

If your attacks force him to break off, or if you get past him, his tall companion stands at the library entrance, blocking your escape. You can shoot the tall one, but he has 40 hit points, so even that method will take time. If you shoot, you can see bullets go through him and lodge in the bulkheads, but he keeps coming. His dull eyes are now visible within the gloom of the cowl. A Sanity roll is required: 0/1D6 SAN cost for seeing this minor entity. Now the thing's hands reach out, and the shorter fellow is coming back, his knife poised. Only a successful Luck roll can save you: go to -139- if you succeed. If you fail, you know that they will take their time in making sure that for you it is . . . THE END.

(126)

**156** "DEC. 20, BREMENHAVEN - The Starkweather-Moore expedition departed today under clear skies and calm seas. Despite the record cold temperatures, many came to the pier to see off the expedition." Go to any New York location.

(190)

**157** You read about the Top of Aten, a rumored relic from the period of Akhenaten. The top, a magical device, in some sources is mentioned as the cause of the Old Kingdom's fall. It was Akhenaten who came to possess it and who (some scholars hint) worshiped the ancient evil ones who designed it. Akhenaten's strange disfigurement is said to have been caused by his dabblings in bizarre magical rites. Go to -74- or -41-.

(140)

**158** You have once chance to fire before the things pull you off-balance and into the pit. The range is point-blank, but the darkness lowers your chance to normal. Each ghost has 3 points of armor. If you can hit and wound one, both will fade away into the darkness, and you can try to jump back to -303-. If you inflict no damage, you miss your chance: go to -369-.

(355)

**159** It is said that the spirits of the Pharaohs haunt the pyramids, and that some un-



fortunates even have seen them! With a successful Luck roll, go to -182-; fail, and go to -41- or -74-.  
(41)

**160** A peeling but sturdy-looking vessel rests beside the pier. It is the *Kyonas*. On deck, you see a sign: *SHIP FOR HIRE - See Capt. Miko Rduka*. If you want a secret way to leave Greece, this might be it. Rduka, half Armenian and half Greek will take you anywhere in the Mediterranean for 2500 drachmas. It takes 24 hours to get the vessel loaded, fueled, and crewed.

If Christos is with you, go to -78-.

If you hire the *Kyonas*, you sail at this time the next day, and reach Alexandria exactly 48 hours later. Go to -195-.

(Athens location)

**161** You get specific directions to the Fuzira Marketplace. Two alternate names for the marketplace run through your mind: "the place where anything can be lost or gained; the place where souls are bartered."

You idly thumb through the volume. You would like to go to Egypt.

But you go to -74- instead.

(85)

**162** "You have wandered into something beyond your wildest dreams. My friends," he says, "my friends wish to help you. Find out what you must, then meet me at the Parthenon at sundown." He drops you off at any Athens location.

(201)



"Rather a strange lot, I'd say. Haven't been giving you any trouble, have they?"

**163** "Instances of 'dementia Antarctica' have been experienced by many parties exploring the frozen continent. The most recent and most vivid account was rendered by the disaster-plagued journey of Lake to the unexplored northwest regions. The bizarre, hallucinatory reports shocked even people familiar with the phenomenon. Even the rescue party succumbed to the isolation and cold, and all survivors spent months in sanitoriums babbling about lost cities and subterranean horrors. Recently, specialists have suggested that an enriched diet will prevent such terrible delusions." Succeed with a Luck roll and go to -184-; otherwise go to -74- or -138-.

(138)

**164** **HOTELS**  
Space is a bit tight, but you must have a room. Roll 1D10: for 1,2,3 go to -123-; for 4,5,6 go to -101-; for 7,8,9 go to -127-; for 0 go to -154-.  
(Cairo location)

**165** Except for detritus normal to an academic life, you find nothing. For another hour of searching and a successful Spot Hidden, go to -5-. Or go to any Arkham location.

(120)



**166** You overhear that it is Pisistratos who comes walking by, showing the museum to some English dignitary. You rush up to Pisistratos, asking your questions quickly. He tries to dismiss you, saying he does not know why Gliere stole the antiquity. With a successful Psychology roll, see -17-, then return here. He also says that it's normal for such loans as that of the Karpathos Device to be made. With a successful Psychology roll, see -1-, then return here. Finally he states that the Karpathos Device is a type of clock. With a successful Psychology roll, see -4-, then return here. Pisistratos, perturbed and embarrassed, then moves on. Go to -118-.

(176)

**167** You hear a knock at your cabin door. "Cabin steward, sir. May I make up the room?" If you tell the steward to come back later, go to -8-; if you let him in, go to -47-. If you have already been here, go to the ship activity table and -187-.

(73, 171)

**168** The archaeological team at the National Museum in Athens reported on the Karpathos Device, noting the inexplicable markings on its surfaces and the complex network of gears and linkages. The team established that the Device was at least 2000 years old, and some held for a much more ancient date. The report implies an ancient level of technical achievement previously undreamt of by scholars.

Cryptic Greek inscriptions were found on the outside edges of some gears; some interior sections were marked with unusual Egyptian hieroglyphics. The team makes no guess about the function of the Device. If in Arkham go to -60-; if in Athens go to -176-.

(60, 176, 209)

**169** Aten the sun god became the center of the new monotheistic cult founded by Akhenaten. The strange practices begun by the Pharaoh became more bizarre as the young ruler grew more deformed. Go to -198-.

(175)

**170** Go to -148-.


(187)

**171** If you chose Rest in Room (am), go to -167-; if you chose Oil Painting (pm), go to -96-; if you chose Cocktails (night), go to -203-. If you have seen all of these numbers before, go to -385-.

(132, 142, 187, 193)

**172** Tibor Gliere's suicide stunned Miskatonic University. The disappearance of Professor Louis Grunewald under suspicious circumstances has set rumors flying. Dean Wilcox is puzzled, upset, and unwilling to give an interview, but his secretary confides that Dean Wilcox hasn't a clue as to what is going on. Go to -60-.

(60)

**173** **ATHENS HARBOR (Piraeus)**  Approaching the coast, you see that it is similar to that of New England, with oddly-shaped inlets, gulfs, and headlands. But New England is cool, moist, and green; here a luxurious golden warmth pervades everything.

The Greek republic, only seven years old, totters under the hardships of the world-wide depression. The people are eager for tourists, for foreign money is much needed. Your ship docks at the gaily-decorated harbor at Piraeus. Higher up in the hills beyond, Athens gleams beneath the mid-day sun.

Many black autos bear the word "taxi" hand-lettered on their sides. With Athens miles away, you take a cab to the Bureau of Investigations: go to -130-.

If leaving Athens, a steamer departs for Alexandria every Tuesday and Friday at 3pm, and arrives exactly 24 hours later for 400 drachmas; go to -195-.

If leaving for Bremen, a ship leaves every Tuesday and Saturday at 4pm, and arrives in Bremen exactly 120 hours later for a cost of 3650 drachmas; go to -449-.

If leaving for New York, a ship leaves every Friday at noon, and arrives in New York exactly nine days later, for 10,000 drachmas; go to -574-.

(Athens location)

**174** The Karpathos Device is in Cairo at this moment! Go to -204-.

(21)

**175** Your host understands that you're a scholar of some sort, and he acts scared. You question him, and you glean the words "Aten," "Door," "Open," and then he leaves with an anxious prayer upon his lips. If you can successfully roll your Egyptology, go to -169-; if you fail, you sleep soundly and can go to any Cairo location the next day.

(198)

**176** You see the fabulous treasures of ancient Greece. You also find the stand where the Karpathos Device, replaced at the moment by a drawing and a photograph, is normally kept. Go to -168- for more information on the Device, then return here. The notes speculate that the Device is some kind of astronomical clock designed to aid priests. Other scholars feel it may have been designed to actually create something material. Still others see it as merely an elaborate amusement for some wealthy noble or merchant. The origin of the device is unproven, nor has the substance of which it is made been determined.

Make a successful Luck roll and go to -166-; fail, and return to -118- or go to any Athens location.

(118, 166, 168)

**177** The pair of you push past the secretary and burst into Pisistratos' office. He stands up, blinking. "This is an outrage," he sputters in excellent English. Christos pushes him back into the chair. "Ask your questions, boss," Christos says.



You swagger over and grill the Director. He tries to put you off, saying he doesn't know why Gliere stole the Device; with a successful Psychology roll, go to -17-, then return here.

Pisistratos also says that it's normal to make inter-museum loans, such as the one which sent the Device to Cairo; make a successful Psychology roll and go to -1-, then return here. Finally, the Director states absolutely that the Karpathos Device is a type of clock; make a successful Psychology roll and go to -4-, then return here.

Christos intervenes. "The police, boss—we better scram." You both run out of the office, leaving Pisistratos shouting curses at you. Go to -118- or any Athens location.

(22)

**178** The Karpathos Device has arrived safely in Cairo for an extended display. Curator Amet Keh is reported as thrilled to have it on loan. If it is November or later, go to -190-. Otherwise, go to any New York location.

(95)

**179** The young fellow takes you wherever you want to go, for 20 drachmas a trip. Go to any Athens location.

(58)

**180** The man appears afraid. Christos presses him, and he admits fear. "I don't think Gliere killed himself. Someone wanted him dead. Someone, or something! I don't know . . . it had to do with the Karpathos Device. Gliere kept saying that it must not go to Egypt." Succeed with Fast Talk and go to -202-; otherwise go to -87-.

(77)

**181** **ATHENS AIRPORT**



At the tiny airport, three aircraft sit beside the airstrip. A Douglas M2 Mailplane, ten years old and looking it, rests alone. A Ford Tri-Motor waits in front of an open hangar. A Fokker T-2, a strange bird with its snub nose and golden gleam, has a mechanic working on it.

You notice a single bystander who seems to watch you intently.

Inquiries at the office reveal that the Tri-Motor makes regular flights to Cairo. It leaves at 8am daily; the flight costs 430 drachmas. If you buy a ticket, go to -99- when the flight is due to take off.

The Mailplane is not delivering mail anymore. The pilot, Jacques Risee, sits in the tiny bar. If you wish to see him, go to -57-.

The clerk says that the Fokker is unavailable, but if you want to look it over, go to -43-. Or you can go to any Athens location.

(Athens location)

**182** Below is shown the symbol of the cult of Aten, the so-called Egyptian death cult. You think that you may have seen that shape before. Go to -74- or -41-.

(159)

**183** **ATHENS RAILWAY STATION**



The train to Istanbul, Damascus, and finally Cairo leaves daily at 12 noon. The base ticket price is 1100 drachmas; it takes three days to make the trip. Go to -42- if you take the train to Cairo.

The train north to Vienna and then to Bremen costs 550 drachmas. It leaves daily at 9am and takes three days to arrive. To take the train to Bremen, go to -66-.

If you go to the station, you notice that a man looks up from his newspaper and studies you intently.

You can get an excellent meal here between 6am and 6pm for 15 piastres.

Take a train or go to any Athens location.

(Athens location)

**184** Preparations are said to continue apace for the Starkweather-Moore expedition to Antarctica. The expedition will retrace the steps of the

ill-fated Lake-Douglas party. The new expedition sets sail in December, from Bremenhaven. Go to -74-.

(163)

**185** What did you write? If you looked out the window, you saw the fire escape and fled down it. Very sensible! You're now safe in another hotel. Go to -101.

If you locked the door, it unlocks; if you hid in the bathroom, closet, or under the bed, you're trapped and they find you; if you readied a weapon, it's ready; if you order them out of your room, they laugh. Go to the next paragraph.

Two figures enter, a short man holding a wicked-looking dagger and a tall man dressed in a shadowy cloak. If you have a weapon that is not ready, roll your DEX x3 or less on D100 to get it out before the short man stabs you (50% chance to hit, 1D6 damage with the knife). You'll have to do 8 or more hit points of damage to the smaller man before he breaks off his attack. Otherwise he'll continue to attack while you fire, attack, or try to Dodge his attacks. If you have a gun, you're firing at point-blank range.



If your attacks force him to break off, or if you get past him his taller companion stands at the door to your room blocking escape. You can shoot the tall one, but he has 40 hit points, so even that attack will take time to work. If you shoot, you can see bullets go through him into the wall beyond, but he keeps coming. His dull eyes become visible within the gloom of his cowl, and you understand that he is not human. A Sanity roll is required: 0/1D6 SAN loss for seeing this terrifying entity.

Now the thing's hands reach out, and the shorter fellow is coming back, his knife ready. Only a successful Kick to the kneecap of the monster lets you squeeze by him into the hall and down the stairs to safety. Go to any appropriate location. If you fail, the short man stabs you while the thing strangles you. They take their time, but it is . . . THE END.

(123)

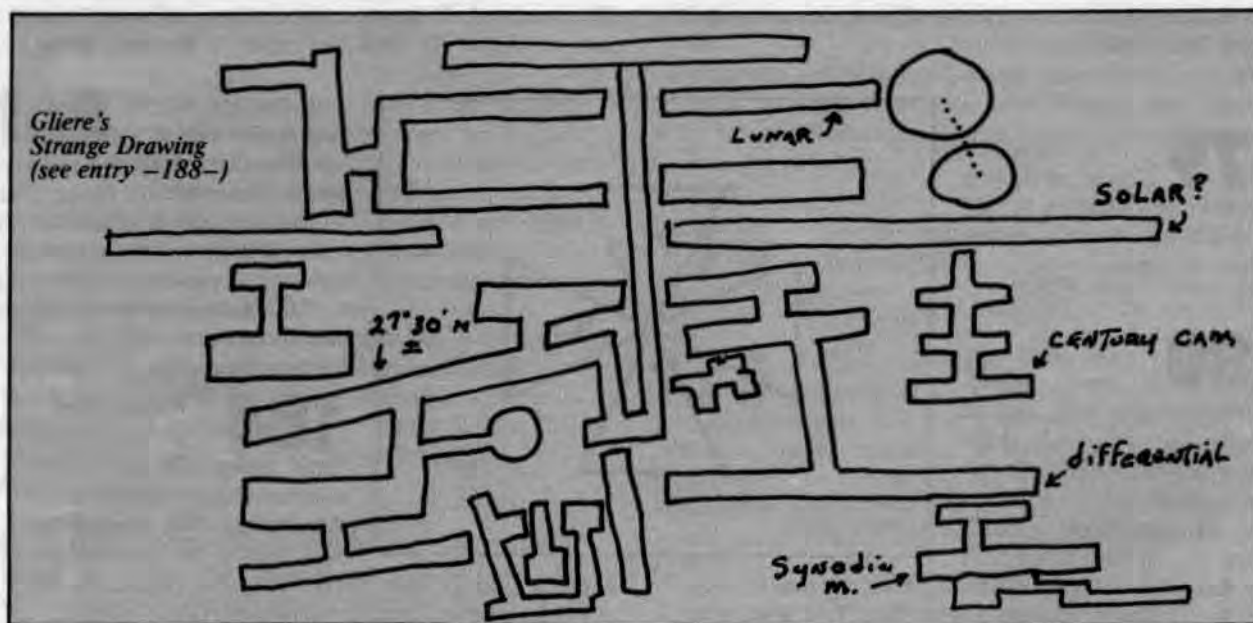
**186** "Oh. Resign? Ahem. My dear fellow, I apologize! I should have recognized how serious you were. Go, of course, save poor Gliere's hide. I know you'll do it speedily and judiciously. The University will certainly pay for your round-trip ticket." As you leave, you hear footsteps move quickly away from the door. But when you look out, the hallway is empty. Add \$600 to the cash you carry. Go to -82- or to any Arkham location.

(100)

## 187 CUNARD SHIP ACTIVITY TABLE

The Cunard liners are truly luxurious, with spacious rooms in every class, remarkable recreation facilities, and superb cuisine.

Starting Sunday morning, select three ship activities — one for "a.m.," one for "p.m.," and one for "night" each day for the days specified below. When the day arrives, go to the specified entry number and follow that



entry to its conclusion if the activity you selected matches an activity there, both in topic and in time.

While you are aboard the liner, suspend hourly record-keeping, but keep track of days. Resume hourly record-keeping when you disembark at Athens.

- 1 On the first Sunday, check -73-;
- 2 On the first Monday, check -109-;
- 3 On Tuesday, check -126-;
- 4 On Wednesday, check -148-;
- 5 On Thursday, check -170-;
- 6 On Friday, check -192-;
- 7 On Saturday, check -193-;
- 8 On the second Sunday, check -171-.
- 9 On the second Monday, you're in Athens: ignore any checks that day if you're continuing to Alexandria. If you disembark at Athens, resume hourly record-keeping at noon.

On the second Tuesday, if you stayed aboard, you're in Alexandria: you have no checks that day either, but resume hourly record-keeping at 1pm.

### Ship Activities and Time Selectable

- |                                |                           |
|--------------------------------|---------------------------|
| Bingo (pm) (night)             | Bridge (pm) (night)       |
| Cinema (am) (pm) (night)       | Cocktails (pm) (night)    |
| Deck Tennis (am) (pm)          | Library (am) (pm) (night) |
| Mah Jong                       | Nightclub (night)         |
| (am) (pm) (night)              | Oil Painting (am) (pm)    |
| Ping Pong                      | Rest on Deck Chairs       |
| (am) (pm) (night)              | (am) (pm)                 |
| Rest in Room                   | Sauna (am) (pm) (night)   |
| (am) (pm) (night)              | Ship's Tour (pm)          |
| Shopping (am) (pm)             | Shuffleboard (am) (pm)    |
| Stroll Decks (am) (pm) (night) |                           |
- (69, 83, 104, 106, 109, 115, 126, 132, 142, 167, 189, 385, 579, 590)

**188**

(68)

You study a strange drawing, then go to -150-.



**189** As you exhibit your prowess with a skeet gun, you hear a soft *pop!* and hear a bullet whine past your ear. You wheel around, ignoring the pull. No gunman is in sight. The other shooters have not noticed the gunshot. Despite their stares, you abruptly leave the competition. Go to -187- and the ship activity table.  
(590)

**190** The disappearance of the Device and of Amet Keh baffles the Egyptian authorities. Mr. Pisistratos of the National Museum in Athens will not comment. If it is December or later, go to -156-; otherwise go to any New York location.  
(178)

**191** An ornate mirror catches your eye. What appears to be mere filigree around the border proves to be a frieze of snarling animals of some kind. With a successful Idea roll, go to -375-; if you fail, you look into the mirror.

You look into the mirror and see a horrible creature looking out at you. You jump back (Sanity cost is 1D3/1D20 SAN points), but you can't move fast enough to beat a Hound of Tindalos. You may not know what it is, but you know that it sees you and that it somehow can get to you out of the mirror. Roll 1D20 to determine how many days it takes for the Hound to arrive. Mark your calendar for that day and hour. On that day, see -306-. For now, check your Sanity loss, then go to any Cairo location.  
(374)

**192** Go to -126-. If you already have been to -126-, go to -590- instead.  
(187)

**193** Go to -148-. If you already have been to -148-, go to -171- instead.  
(187)

**194 THE PARTHENON**  
The majestic columns glow golden-yellow in the setting sun, deepening to blue as you clamber across the rubble to reach the lonely inner court. The beauty of the scene somehow oppresses you, and gradually you sink into your own thoughts. You ponder the suicide of Gliere, and the—

A scream abruptly brings you to the present. The cry seemed to come from nowhere. Suddenly you are aware of your isolation and vulnerability in the deepening gloom. If you decide to Hide, go to -14-; if you decide to Sneak away, go to -18-; if you decide to stroll away casually, go to -19-.  
(Athens location)

**195 ALEXANDRIA HARBOR AND RAIL STATION:** Docks and rail station are near one another, surrounded by a web of narrow streets filled with shops and cafes.

A ship for Athens (600 piastres) leaves every Wednesday and Saturday at 3pm, and arrives at Piraeus

exactly 24 hours later; go to -173-. A ship for New York (15,000 piastres) leaves every Thursday at noon, and arrives in New York exactly ten days later; go to -104-. A ship for Bremen (5500 piastres) leaves every Monday and Friday at 4pm, and arrives in Bremen-haven exactly 144 hours later; go to -449-.

The train for Cairo leaves daily at 10am, 1pm, and 6pm, for 250 piastres. It arrives an hour later; go to -205-.

If you stay overnight in Alexandria, you find an excellent room for 50 piastres. For dockside eating places offering food and a variety of entertainments, go to -221-.  
(Egypt location)

**196 CAIRO AIRPORT**  A few planes are scattered about the tarmac. Regular flights are available on a Ford Tri-Motor and on a smaller (but steadier) Northrop Alpha.

The Athens flight departs at 3pm, arrives at 6pm, for 4500 piastres; go to -181-. The Bremen flight leaves at 9am and arrives at 5pm, for 8000 piastres.

For taxis, go to -103-.

Around the airport you detect an odor resembling manure. You also see many British troops.  
(Cairo location)

**197** He has had no word. First Gliere, now this. He shakes his head. Go to -82-.  
(82, 143)

**198** Succeed at two Luck rolls in a row and your host speaks English, or succeed with a R/W/S Arabic roll: in both cases go to -199-. If you have an English/Arabic phrase book or dictionary, go to -175-. Otherwise, you get a good night's rest. In the morning go to any Cairo location.  
(154, 169, 199, 200)

**199** Your host says, "It is bad to be here now, sir. A most dangerous object has come back to our land and an ancient curse will be fulfilled." To try for more information, succeed with a Debate, Fast Talk, or Oratory roll and go to -200-. Fail and go to any Cairo location the next morning.  
(198)

**200** "The ancient door of Aten will open and the Top That Turns the World returns to the blasphemous pit from which it came. Then once more our land is green, but your world disappears!" Go to any Cairo location in the morning.  
(199)

**201** The old man questions you about your visit. He seems almost suspicious. You can get out of the cab and get another; go to -58-. Or you can answer the questions by going to -162-. Or you can instruct the driver to be quiet and take you where you want: he will, and you'll arrive at your destination. Go to any Athens location.  
(58)

**202** He hesitates. Yes, he says, Gliere was hanged, but his body and face were disfigured strangely. Huge welts ran down the length of the Professor's body. And to Ilionas' eye he looked like he'd been long dead before his neck was stretched. Go to -87-.  
(180)

**203** An elderly man nods to you and quietly asks if he may join you. If yes, go to -142-; if no, go to -132-.  
(171)

**204** You ask to see Ilionas' report. It says that Gliere refused to talk freely, but that he made libelous statements about Museum Director Pisistratos, and that he pleaded that the Karpathos Device not be sent to Cairo. It also notes that Gliere demanded protection even while he was in his cell. Go to -40-.

When you return to this entry from -40-, succeed at a Psychology roll and go to -226-; fail, and you can hail a cab at -131-.  
(21, 40, 128, 130, 174)

**208** The symbol looks like a shoggoth! Go to -150-.  
(282)

**209** The Karpathos Device is there, with interesting background information: go to -168- for a refresher, then return here.

The Device's appearance is remarkably modern. Its sheen reminds you of aluminum, but the real metal is obviously of great strength. Its glass enclosure seems to be electrically guarded: they're taking no chances of a repeat theft. You may leave by going to -206-, or do you have other ideas? If so, go to -211-.  
(206)

**210** You come to the Nile! After splashing in it and becoming much-refreshed, you follow the great river north. Catching rides with some engineers and then some archaeologists, you arrive in Cairo in 1D4 days. Go to any Cairo location.  
(214, 269)

**211** Having come so far, having seen death and danger, know that the fate of the world depends on you, how could you fail but to try to steal the Device? If you want to attempt the theft now, go to -229-. If you want to Hide until the doors close and then steal it, go to -281-. Or, if you're a coward after all, you can go to -206-.  
(209)

**212** You decipher four words from the hieroglyphics: "ones," "spin," "city," and "Top." The rest baffle you. If you succeed with an Egyptology roll, spend another hour and go to -282-. Fail, and go to -150-.  
(124)

**213** With a successful Navigate roll, you know where you are: go to -234-. If you fail the roll, you can wait for someone to pass by; go to -256-. Or you can walk for a day.

If you walk, pick a direction: for East, go to -278-; for North, go to -277-; for South, go to -269-; for West, go to -257-.  
(94, 257, 269)

**214** These desert lands all begin to look the same. Have you been going in circles? Should you change directions? Drink one day's water, then choose a direction: for North, go to -269-; for East, go to -210-; for South, go to -279-; for West, go to -232-.  
(232, 269)



## **205** CAIRO RAIL STATION

Trains to Alexandria depart at 9am, 12 noon, and 5pm, for 250 piastres. The trip takes one hour. A noon departure for Athens and intermediate points costs 1250 piastres, and takes three days to complete.

You can get a good meal here between 5am and 8pm for 15 piastres.

An offensive odor, like the scent of manure, hangs over the station. Many British soldiers prowl about here.  
(Cairo location)

## **206** CAIRO MUSEUM

The museum is open 9am to noon, and from 3pm-6pm daily. Admission costs 20 piastres.

Three exhibits in this great museum might interest you:

for Treasures from the Pyramids, go to -290-;

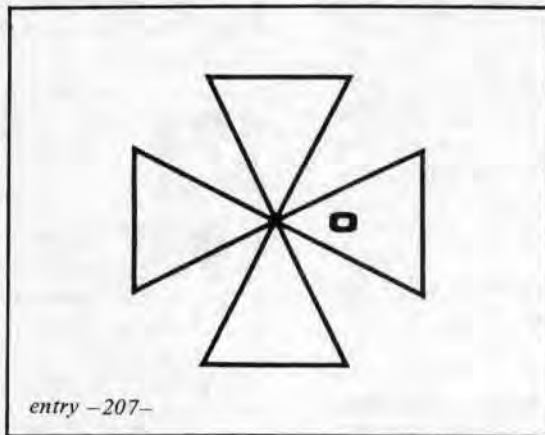
for Tombs of the Ancients, go to -236-;

for the Karpathos Device, go to -209-.

Or you might want to interview the curator, Amet Key; go to -302-.

(Cairo location)

**207** You notice a picture bearing the label "Akhenaten's Amulet." The form of the be-jeweled amulet resembles the sketch given in the box above. Go to -290-.  
(290)





**215** The university library is open 7am-11am and 3pm-6pm M-F. You are dazzled by the flowing robes of the scholars and the dramatic stairs twisting to upper floors. To use the treasures of information here, spend one hour per Library Use roll, for as many hours as you wish. With three successful rolls, go to -253-; with five, go to -253- and -275-. You must stop when the library closes, but you can return tomorrow, or go to -149-.  
(149, 253, 275)

**216** Professor Abdul Kemal will meet with you if you can succeed with an Oratory roll (go to -272-), or a Fast Talk (go to -250-). You can try one daily; if you fail, go to -149-.  
(149)

**217** Professor Jahark sees you if you make a successful Oratory or History roll. Choose either one, and make one try daily; if you succeed, go to -237-. Fail, and go to -149-.  
(149)

**218** "O my heart, rise not up against me as witness." Beside this sentence a scholar long ago annotated, "This reveals the undead's fear of discovery. That is partly the reason for suppressing sections of the book, this guide to reviving and controlling the mummy in its new earthly existence. There is no solution, however, for the grayish deathly pallor to the skin, nor for the drying skin flakes which peel away so easily." Go to -253-.  
(253)

**219** You hear many stories about making money and about losing it. If you mention Cairo, they show no interest. When you are ready to leave, go to -240-.  
(221)

**220** With a successful Luck roll, you meet a friendly caravan. It takes you to Cairo in 1D3 days. Go to any Cairo location. If you fail the Luck roll, go to -232-.  
(256)

**221** Your meals cost 5 piastres, and can be obtained between 8am and 7pm. Do you want to talk with the locals? Then make a successful Credit Rating or APP x4 or less roll. Once they like you, you still have to speak Arabic, of course. If you can speak any Arabic at all, go to -219-. Fail, and you learn nothing. Go to -195-.  
(195)

**222** "Kaieeee! In the name of Aten!" the voice screams as a curved blade misses your neck by a fraction of an inch. You can Grapple with him for the sword, make a Idea roll, or try a DEX x3 roll to Dodge the next swing. Choose one. If you succeed, go to -241-. Fail, and he has a 70% chance to do you 1D6+1 hit points of damage on the next

swing. Continue this pattern until you go to -241- or until you die. That will be . . . THE END.  
(240)

**223** "May I be of assistance?" the man asks. "I too was once a stranger in this sacred land. My temporary employment allows me to stay here while I work on my book. Where can I take you?" He is Richard Hawkes. He will take you wherever you want to go, all the while chatting amiably about the splendors of Greece. He hints that he knows something you wish to know, and tells you to meet him at 6pm at the Plostos Cafe. Go to any Athens location.  
(58)

**225** You can ask about the cult of Aten; go to -273-; or you can ask about the Searchers for the Lost Pyramid, -295-; or you can go to -149-.  
(238, 273, 295)

**224** The darkness is terrifying: You stand undecided for a while. You may go East to -415- or West to -442-.  
(404, 415, 442)

**226** The corporal is friendly, but nervous. With a Psychology roll you can tell that he is unconvinced by the death report. Something scares him, but he only mutters that he is glad the Device has left the country. Succeed with a Fast Talk or Credit Rating and go to -248-; fail and go to -131- for a cab.  
(204)

**227** A narrow tunnel joins two streets. You welcome the coolness, then you hear someone behind you. You prepared yourself for action, but then two policemen enter the tunnel from the other direction. The footsteps stop, then retreat: when you turn, you see only the fringe of a white robe going around a corner. You go ahead, unmolested. Go to any Alexandria location.  
(240)

**228** He turns to the door and locks it. Go to -270-.  
(250, 272)

**229** The Karpathos Device is within a thick glass box; small electrical leads indicate that an alarm is attached. To try smashing the glass, go to -280-; to cravenly forget the whole thing, go to -206-.  
(211)

**230** The glass shatters, and you grab the Device. It is surprisingly heavy. You have 2D10 seconds before the dumfounded guard unstraps his revolver and takes a shot at you. If you roll more seconds than 20 minus your DEX, you escape before the guard can shoot. If you don't, he shoots. He has

one 25% chance to hit, and does 1D8 damage with his Beretta.

You run through three rooms to escape. In each room a guard waits. You have put away any weapon you may have and carry only the Device. Make an Idea roll and go to -587-, then return here.

Three combats may follow as you flee. As you meet a guard, roll 1D6: on 1,2,3,4,5 the guard fires his pistol once (25% chance to hit, 1D8 damage); on 6, the guard elects to Grapple to try to stop you. If the guard decides to fire, you continue to run, hoping you can survive. If the guard attempts to Grapple, you can attempt to use any weapons you have against him, or Dodge. If you succeed, his Grapple (because of your complete surprise in stealing the Device) automatically fails. If your roll fails, he Grapples at 60%. If you're caught, you're imprisoned, and the Device goes back on display, then is stolen by another party. Go to -574-.

If you escape and live, go to -293-.  
(280)

**231** "Not Aten, sir. It goes by many names in the old books—Lord of Mu, Master of the Deep, but here," and he pulls down an old book, "here it is called Ghatanothoa. Even this rough sketch is horrid. That thing they worship. And it is said to seek a new kingdom." He smiles. "Of course, it is all rubbish, you understand." Go to -261-.  
(261)

**232** The burning desert sands have no end. Subtract another day's water for this ordeal. Are you losing confidence? Do you want to change direction? Choose one: for North, go to -235-; for East, go to -214-; for South, go to -279-; for West, go to -245-.  
(214, 220, 235, 246)

**233** "Few now truly believe that creatures travel between our plane and the Netherworld." Go to -272-.  
(272)

**234** You're a born pilot and navigator! You figure correctly that you're west of Cairo. In one day you enter the Giza suburbs west of the city. Go to any Cairo location that night.  
(213, 257, 278)

**235** With a successful Navigate roll, you know where you are; go to -234-. If you fail the roll, you can wait for someone to come by; go to -256-. Or you can walk for a day.

If you walk, drink one day's water. For North, go to -257-; for East, go to -269-; for South, go to -232-; for West, go to -255-.  
(94, 232, 242, 255, 257, 269)

**236** A cut-away model of the Pyramid of Akhenaten is on display. Make a successful Egyptology or Spot Hidden roll and go to -252-, then return here. Make a successful Luck roll and go to

-287-, then return here. Make a successful Cthulhu Mythos or EDU x2 roll and go to -244-, then return here. Attempt each roll only once. You may move on. Go to -206- if it is before October 30, 1931; go to -300- if it is that date or later.  
(206, 244, 252, 300)

**237** In his book-lined office you can ask Prof. Jahark about all of these topics:  
for the cult of Aten, go to -270-;  
for the Lost Pyramid of Akhenaten, go to -292-;  
for the Book of the Dead, go to -291-;  
for the Karpathos Device, make a successful Luck roll and go to -297-.

Jahark has a 50% Spot Hidden; if you can successfully roll it, go to -286-.

If you're finished, go to -149-.  
(217, 270, 291, 297)

**238** If you make a successful Luck or Know roll, you say something which catches Professor Emu's attention; go to -225-. If you fail, you may try again tomorrow. Go to -149-.  
(149)

**239** Professor Khargeh can arrange to translate anything you've brought. He can also assign you a student translator for 100 piastres a day, payable in advance. The languages can be of your choice, and the translator will accompany you. He will have 90% skill in Arabic; 50% skill in other languages. Go to -149-.  
(149)

**240** Make a successful Listen roll and go to -227-. Fail, and go to -222-.  
(219)

**241** With surprising poise you kick backwards, smashing against your attacker who falls heavily to the floor. His attack stops. Roll your DEX versus his (DEX 10) on the resistance table. If you win, you run away before he can stop you. Go to any Alexandria location.

If you fail, he rises quickly, grabbing you. Succeed with your STR against his (STR 18) on the resistance table, or he stabs at you (70% chance to hit, 1D6+1 damage). Continue to make the STR vs. STR rolls until you win (and thereby escape and go to any Alexandria location), or until all your hit points are gone and it is ... THE END.  
(222)

**242** In the arid wastes you come across a faint trail! If you can make two successful Luck rolls in a row, you see a caravan in the distance, approaching you. They're going to Cairo. You're saved!

If you fail, they're going away from you, and in your weakened condition you can't catch up. You collapse beside the trail, weeping. Drink another day's supply of water, and go to -235-.  
(256)



**243** Brought back as undead, these mummies return to earthly service devoid of human feeling or compassion. Dark evil grips their souls. Reportedly only fire or removing their tana leaf life-essence can now destroy them. Go to -275-. (275)

**244** In a series of friezes, you notice that a strange mucous-looking creature has been partly chiseled away. Go to -236-. (236)

**245** The next day you see a city on the horizon. Desperately you stumble toward it. But the domes and minarets tremble and disappear—a mirage! You were stupid to have imagined a city in the desert. Drink another day's water ration and choose a direction: for North, go to -255-, for East, go to -232-; for South, go to -279-; for West, go to -299-. And use your head. (257, 268)

**246** You draw up just in time. Another few steps and you would have fallen a hundred feet into that ravine! You must get a grip on yourself. Drink another day's water ration and choose a direction: for North, go to -255-; for East, go to -232-; for South, go to -279-; for West, go to -299-. And be careful! (232, 257)

**247** Your jaw drops. The Device, a placard informs you, has been stolen. You should return to -300-. (300)

**248** "Sir," says Ilionas, "I have told you all I know. You must go. All that's left are rumors, and they're better obtained at the Plostos Cafe." You skulk the hallways of the Bureau for a while, and find nothing. Go to -131- for a taxi. (226)

**249** If you did anything but to try to destroy the Device, the Device is reclaimed by the authorities. As for you, go to -259- unless you surrendered to the police. In that case, go to -315-.

If you tried to destroy the Karpathos Device, you find that the same properties which kept it uncorroded also make the Device impervious to your hasty assaults. But the Nile is only a few paces distant. You steal a *felucca* and slowly drift downstream. Sometime later you judge it safe, and drop the heavy Device into the Nile itself, to work down into the deep silts which have lain there undisturbed for millennia.

Later, the police find you. You serve seven years in an Egyptian prison, and come home penniless, disgraced, and without home or friends. Your life is ruined, and until you die you never know whether you did the right thing in Cairo, those many years before. But you did, of course. Well done. THE END. (274, 293)

**250** Go to -228-. (216)

**251** "From the book of *What Is in the Netherworld* we can see engraved on the tombs of the 19th and 20th Dynasty kings, the grotesque creations of the perverted priestly imagination, which finally gained credence in the highest circles." Go to -275-. (275)

**252** The exposed interior of the pyramid is much too small. There must be something else in there. Go to -236-. (236)

**253** Using an English/Arabic dictionary and with a successful Know roll, you examine the following: for a version of the *Book of the Dead*, go to -218-; for *Alhazred and the Curse of Egypt*, go to -267-.

Spend two hours and the appropriate successful language roll, and you understand more tomes: for the *Mysterium* (in Latin), go to -262-; for *The Lost Pyramid* (in English), go to -284-. If you miss a roll, you may try again on another day.

When finished here, go to -149- or -215-. (215, 218, 262, 267, 284)

**254** You come to a great body of water. It is the Mediterranean! Soon you find a railway track and hitch a ride to Alexandria aboard a section gang handcar. Go to -195-. (245, 268)

**255** The towering yellow sand clouds sweep over you, and you seek shelter from the fury in a nearby gully. The storm lasts the rest of the day. When you emerge, you see nothing you recognize. Disheartened, you drink another day's water ration and decide to choose a direction of travel: for North, go to -283-; for East, go to -235-; for South, go to -245-; for West, go to -299-. (235, 246, 283, 299)

**256** You find a tiny puddle of water; it does not make you sick when you drink it. You need consume none of your own water supply this day—you have an extra day of life.

If you can successfully roll three Lucks in a row, you top a rise and see Alexandria in the distance; that evening you're in its streets: go to any location in Alexandria.

If you failed, and if you've come from 214, 217, 269, or 277, then go to -220-.

If you failed, and if you've come from 232, 235, 246, or 257, then go to -242-. (213)

**257** Succeed with an Astronomy roll and a Know roll and go to -234-. Fail one or both and you can wait for help at -256-, or you can

try to get out by walking. If you walk, choose a direction: for North, go to -246-; for East, go to -213-; for South, go to -235-; for West, go to -283. (94, 213, 235, 245, 283)

**258** At the Fuzira Marketplace you can join a caravan, hire help, and hear rumors of every sort. Go to -272-. (272)

**259** It makes no difference where you are. One night you're sleeping, tossing and turning, twisting the sheets into taut ropes around your body. You dream of creatures oozing putrid liquids from holes scattered over their amorphous bodies. You see the holes open and close, and then you silently scream to see that a morose, hungry eye rests within each hole. Shuddering, you wake up. In the brief moment of sanity left to you, you see that you were not dreaming. It is undoubtedly . . . THE END. (249)

**260** If you have a picture or diagram of the Karpathos Device, you can show it to Professor Ben 'Ozen, if you are willing to be so daring; go to -271-. Or to -149-. (149)

**261** The professor is quite willing to talk of many things: for the cult of Aten, go to -231-; for the Lost Pyramid, go to -288-; for the Karpathos Device, go to -297-. When you're finished, go to -149-. (149, 231, 288, 297)

**262** "Our fathers tell us that the disasters were great across the civilized lands, and into the barbarous reaches beyond."

"Snow fell where none had been, and grass grew where ice once gleamed."

"Many who survived perforce must have learned new ways."

"Awful prayers were said, and horrible gods took power. Who could tell the good man from the bad? All learning and respect for tradition ceased."

\* Return to -253-. (253)

-261-

**263** In the dim yellow night-lights of the museum, you can scarcely believe your eyes. The place has come alive with undead in many forms, from mummies to natural-history wing *mega-theria* bizarrely returned to life.

Everywhere you see the ominous, jerky shuffle of half-dead things. Instinctively you understand that these entities want to snuff out your life and baffle your purpose.

You edge quietly along the halls, intent upon your escape from this hair-raising peril. To escape, you need to make successful Spot Hidden, Dodge, and Idea rolls respectively, without missing any of the rolls. Each time you miss a roll in the series, you take 1 hit point in damage from the outstretched claws and talons

which they sweep at the sounds of your footsteps, then you must start over the series of rolls, until you succeed with a series.

Once you succeed, you hurl yourself through a plate glass window, incurring 1D6 +1 additional damage in your escape. Go to -274- if you survive. (276)

**264** A once-popular novel, one eerie sequence tells of deadly creatures pursuing the hero down strangely-twisting corridors. He protects himself against the creatures, which are not of this earth, by touching a magic amulet and receiving help from a god called only the "Ancient Master." Go to -275-. (275)



Holt terrorized

**265** "The cult is very old, with origins attributed to Akhenaten himself. Cult practices led to perversions and oddities partially prompting the Pharaoh's downfall. I suggest placing extra guards and key locations, and ignoring their so-called holy place at Tell-el-Amarna, an unimportant tomb.

"The murder cases will remain open, though I doubt we'll find the culprit who left behind such a strange calling card." Go to -275-. (275)

**266** He shakes his head. "I really don't know what it could be for, nor I hazard does anyone else." Go to -149-. (271)



**267** "This is the demented scholar who led to the rebirth of the cult, though the seed had slept there down through the millennia, waiting a foul spurt of evil to give it rise. Now the cult performs its evil rituals throughout the land, worshiping not Aten but the evil ones who pose as his priests." Go to -253-.

(253)

**268** You stumble and fall as fractured rock gives way beneath you; you incur a sprained ankle and lose 1D2 hit points from bruises and cuts. Perhaps you should throw away your water and end the torment now. The situation is hopeless. But you resolve to struggle until the end. You choose a direction and drink a day's water ration: for North, go to -254-; for East, go to -246-; for South, go to -283-; for West, go to -299-.

(245, 283)

**269** In a cleft of a ravine you find a pale white flower, the only thing growing for miles. It seems the most beautiful plant you have ever seen. You salute it, and take courage from it. Choose a direction, and drink a day's water ration: for North, go to -213-; for East, go to -210-; for South, go to -214-; for West, go to -235-.

(213, 214, 235)

**270** Jahark laughs bitterly. "No cult, my friend. 'Cult' makes it sound understandable. And they do not belong to Aten. What can I say of them? They are murderers perhaps, ghouls more likely, but the merest pebbles under the feet of their master." If you desire more information, go to -237-.

(228, 237)

**271** It might be an astronomical clock, or some kind of lock, or it might work as some kind of coordinating mechanism for a greater device about which we know nothing. Go to -266-.

(260)

**272** He speaks passable English. To ask him about the cult of Aten, go to -228-; to ask about customs regarding travel, hiring help, etc., go to -258-; to ask about Islamic superstitions and background, go to -233-. Finished? Go to -149-.

(216, 233)

**273** "Yes, they have grown more active. The authorities hush it up, but in the past few years tremendous numbers of inhabitants have disappeared." Go to -225-.

(225)

**274** Police cars come screeching up to the museum. You have several options, and should think about them all before choosing one.

You can attempt either a Hide or a Sneak: if successful, you get away. Go to -301-.

If you fail, you can greet the police and admit what you've done (go to -315-), or you can try to make a successful Fast Talk or Credit Rating to pass through the growing cordon of police. If you succeed, go to -301-; if you fail, go to -315-.

Or is there something else you want to try? If so, write it down and see -249-.

(263)

**275** This is an excellent library! In little time you locate five pertinent books. To use each, you must succeed with the correct language roll, or employ a translator. One hour is required for each book. The books follow. To read them:

for the *Pnakotic Manuscript* (Latin), go to -289-;

for Col. F. Dupont's *Le Culte d'Aten* (French), go to -265-;

for *Die Goules* (German), go to -243-;

for *The Pharaoh's Curse: A Novel*, go to -264-;

for Breasted's *History of Egypt*, go to -251-.

When you have finished, return to -215-.

(215, 243, 251, 264, 289)

**276** But what is that sound you hear? Terror clutches your heart. Go to -263-.

(280)

**277** You drink another day's water ration, and stumble ahead. The rocks have sliced your fine leather shoes into ribbons, and your bleeding feet are unlikely to carry you much further. Then you see Alexandria in the distance! Go to -195-.

(213, 245)

**278** Go to -234-.

(213)

**279** You no longer can doubt it. You have wandered far to the south, far into the desert. Death from thirst may follow unless you can retrace your steps. You stand on a hill. Farther yet to the south you seem to see palm trees. Should you go there, or try to find your way north? To examine the vision of palm trees, go to -285-. To try to retrace your path, go to -214-, -232-, or to -246-.

(No clues now; you're lost!)

**280** The glass around the Device has 20 hit points. It breaks when 20 points of damage has been done to it. You may use anything to break the glass, but if you use a Fist or Head Butt attack, you lose 1 hit point for each blow. The stand is too far off the floor for a Kick attack. When you break it, go to -230- unless you waited until night, in that case go to -276-.

(229, 281)

**281** You need a successful Hide to stay here after the doors close. Fail, and you're ushered out, and must return tomorrow.

If you successfully rolled the Hide, mark off the waiting time, then go to -280-.

(211)

**282** You understand four more hieroglyphs: "Akhenaten," "tomb," "sunrise," and "secret." Make a successful Cthulhu Mythos roll and go to -208-; fail and go to -150-.  
(212)

**283** The winds have exposed skeletons of men, horses, and camels - perhaps victims of some ancient vendetta. A jeweled dagger catches your eye. You'll be able to sell it in Cairo for 10,000 piastres . . . if you make it back. Drink another day's water ration and choose a direction: for North, go to -268-; for East, go to -257-; for South, go to -255-; for West, go to -299-.  
(255, 257, 268, 299)

**284** It says, "Contrary to speculation and rumor, the so-called Lost Pyramid of Akhenaten is hidden at Tell-el-Amarna, the new capital founded by that Pharaoh. It is disguised as a small burial pyramid for friends, courtiers, and their slaves. Somewhere in it is held the secret of Akhenaten's madness, but no secret entrances or chambers have been found." For a sketch of the tomb as known, go to -338-, ignoring the instructions there, then return here and go to -253-.  
(253)

**285** You discover an oasis! Your gamble pays off. Exhausted, you fall into the sweet, fresh water and drink your fill. Later, the inhabitants tend to you and, two days later, a party of traders takes you on the 1D3+1 day journey to Cairo. Go to -134-.  
(279, 299)

**286** Did you receive a ring as a gift in Athens? If you did, Jahark says softly, "That ring is powerful. Whether it can help, I do not know." Whether or not you have the ring, go to -296-.  
(237)

**287** The map is a flattened view of the pyramid at Tell-el-Amarna. You will find a copy of it in the center of this page. Now return to your previous entry.  
(236, 381)

**288** "Yes. I have one reference, a cryptic one." He takes a scrap of parchment from a drawer. "It says, 'Only one passage helps. Where evil waits, the gate opens where you go up to go down.'" Go to -261-.  
(261)

**289** The work gives many tales of strange creatures crawling through the shadows, and tells of tomb-robbers throwing down their picks and running away. It also asks on what could such subterranean horrors feed? Go to -275-.  
(275)

**290** You see household paraphernalia, combs, and tools, all of gold and silver. An empty sarcophagus contains a placard explaining that when the lord died, his slaves were killed in order that they might continue to serve him in the Netherworld. For a sketch of Akhenaten's amulet, go to entry -207-, then return here. With a successful Idea roll, you copy the sketch. With a successful R/W/S Hieroglyphics, go to -298-; otherwise you move on. Go to -206- if it is before Oct. 30, 1931; if on or after, go to -300-.  
(206, 207, 298, 300)

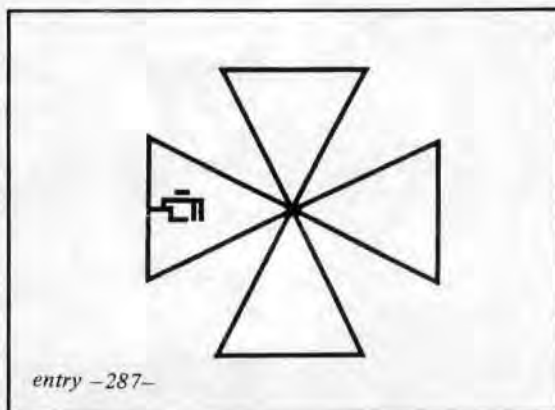
**291** "Ah, yes. Well, that book actually should be called the Book of the Undead! These mummies are real, my friend. They must be burned like so much offal or manure to be destroyed. Surely you've smelled that odor around the city, and have seen the troops racing about. That is one secret of Cairo which no one-not even the British-dares speak of."

Why be alarmed? You're safe enough, for the moment. Go to -237-.  
(237)

**292** "No, the pyramid is not lost. It is, in fact, at Tell-el-Amarna. A small structure, but one with secrets yet unlocked." Go to -294-.  
(237)

**293** You have the Device. What will you do with it? Write down your intention, then go to -249-.  
(230, 301)

**294** Jahark drums his fingers. "I have something for you. Should you go to the pyramid, search where the mark is." He hands you a map: go to -46- to see what is displayed, then return here. "Search on the east side. An opening must be there." If you use the map, add 20 percentiles to any results for rolls required to find such an opening (make a journal entry about this). Go to -297-.  
(46, 292)





**295** "Many have looked for another entrance. All have failed. One party, however, vanished without a trace!" Go to -225-. (225)

**296** Jahark offers to come with you. If you accept him, he accompanies you as long as you wish, as long as you are in Egypt. Copy his statistics onto a blank investigator sheet.

**PROFESSOR JAHARK, Al Azhar University**

STR 10	DEX 14	INT 15	Idea 75%
CON 10	APP 12	POW 16	Luck 90%
SIZ 11	SAN 50	EDU 22	Know 95%

Magic Points 16 Hit Points 11

.45 Revolver, 55%, 1D10+2

SKILLS: Archaeology 25%, Bargain 20%, Climb 40%, Credit Rating 45%, Cryptography 15%, Cthulhu Mythos 10%, Debate 55%, Dodge 35%, Drive Automobile 30%, Egyptology 40%, Fast Talk 30%, First Aid 40%, Geology 10%, Hide 25%, History 90%, Jump 40%, Library Use 55%, Linguist 10%, Listen 60%, Make Maps 20%, Occult 15%, Oratory 25%, Psychology 45%, R/W/S Arabic 90%, R/W/S Hieroglyphics 50%, R/W/S English 55%, R/W/S Latin, R/W/S Greek 45%, Sneak 30%, Spot Hidden 65%, Survival 15%.

Use Jahark whenever you wish to substitute his skills for yours. You may even deliberately sacrifice him in an encounter and emerge unscathed, if you are that sort. (286)

**297** "I'm not sure that this passage refers to it: 'A cursed key for a cursed box/ the Top of Terror, it unlocks.'" Go to -237- if you're in Ancient History, or to -261- if you're in Literature. (237, 261, 294)

**298** You read references to a top, and to a door opening. Go to -290-. (290)

**299** Your once-firm steps have weakened. You are very, very weary. Have you wandered too far west? Can you return? If you can navigate any amount, go to -285-. If you can make a successful POW x1 roll on D100, go to -285-. If you fail, your eyesight suddenly blurs. Can you make a successful Survival roll? If you can, go to -255-, to -283-, or -245-. If you fail, you're doomed. You must hope that a wiser, better-skilled investigator takes up the chase. As for you, it's . . . THE END. (246, 255, 268, 283)

**300 CAIRO MUSEUM** Each place of interest to you in this great museum costs one hour to visit:

for Treasures from the Pyramids, go to -290-;

for Tombs of the Ancients, go to -236-;

for the Karpathos Device, go to -247-.

You can also interview Amet Key, the Curator, by going to -314-. (Cairo location)

**301** If you're here, you got away. Go to -293- unless you want to make things easy on yourself and give up; if you do, go to -315-. (274)

**302** From 9am-5pm, Amet Key is in and will gladly see foreign visitors. "So honored to have you call," he murmurs. What do you wish to do with the Device? - examine it, ask that it be returned to Athens, ask about Gliere, or do something else? Pick one, write it down, then go to -330-. (206)

**303** You are in section-L. You go down the stairs until you come to a deep shaft. You dimly perceive that the passage continues on the other side of the shaft. If you want to Jump across, succeed and go to -348-; fail, and go to -369-. If you have a rope and use it to lower yourself down the shaft, go to -351-. To Jump down the shaft, go to -369-. Or you can return to -307-. (158, 307, 351, 395)

**304** These repulsive creatures leap on long hind legs. Their hideously-distorted faces appear bizarrely human. They emit coughing, guttural wheezes. Their red eyes are hungry-looking. These ghosts have 20 hit points, 10 magic points, and cost 0/1D8 SAN to meet. They can Bite and Kick in the same round: Bite 40%, 1D10 hit points of damage; Kick 25%, 1D6+2D6 hit points of damage. Each has 3 points of armor. If you are armed, you get to attack first. If you have the ring, it does nothing to help you against ghosts. Go to your previous entry number. (348, 354, 363, 402, 412, 430)

**305** You're in section-K. The stairs go up, large steps designed for large beings. Obscene drawings of foul creatures decorate the walls: entities with slimy open pustules for eye sockets, and with mouths everywhere. In the drawings, they use captive humans for lewd pleasures, and perhaps for something more substantial: your shock requires a SAN loss of 0/1D3. If you successfully make a Spot Hidden, go to -349-. You enter section-I; go to -313-. (332)

**306** The Hound of Tindalos arrives! See the rulesbook for a description. Unless you can summon a creature to fight it for you, there is nothing you can do. When the creature comes, you immediately lose 1D3/1D20 SAN. If you go insane, logical action such as using magic or a magical item will be impossible. If you have the ring, it protects only the hand upon which it is worn. If the Hound is driven away, carry on with your activities and add 1D10 SAN as reward for your success. Go to any appropriate location.

But winning against it is unlikely. Very probably, for you it is . . . THE END. (191)

**307** You're in section-D. For the corridor leading west, go to -395-; for the stairs leading down, go to -303-.  
(303, 332, 352)

**308** You're in section-A. The corridor ends at a deep shaft. Notches can be seen in the side of the shaft: you can climb down to -310-, or you can go to -393-.  
(310, 323, 393)

**309** You're in section-A. It's a dead end, and the stone is solid and unmovable. You should give up and slide down to -393-.  
(400)

**310** You're in section-I. Going down, you come to another staircase, sloping west: go to -323-; going up, you climb to -308-.  
(308)

**311** The tomb, or whatever it was, simply couldn't have been these few rooms. It must be bigger. Go to -339-.  
(339)

**312** Whatever aura exists in this place is not one of blessings. Go to -338-.  
(338)

**313** You're in section-I, at a junction. A corridor goes straight, then seems to slope down. Above, you see stairs heading up. If you take the corridor west, go to -371-. If you want to climb up the stairs, go to -393-. If you want to climb down the stairs to the east, go to -399-.  
(305, 371, 393)

**314** You enter the office and see three men. They are worried and confused: one mutters that Amet Key is unavailable. For information about Keh or the Device, choose any communications skill and roll for it successfully: you get two tries and it costs one hour. Succeed and go to -380-; fail, and return to -300-.  
(300, 362)

**315** You could have taken two default actions in leaving the museum—failing to escape, and coming forward to confess your deed.

If you tried to escape and failed, the Device is taken from you and returned to the museum. You rot in prison for a long time, then go to -574- if none of the other investigators are smarter than you.

If you came forward and confessed, the Device is taken from you and you rot in a hellish sanatorium for a long time, then go to -574- if none of the other investigators are smarter than you.

If one of them succeeds, you are released after seven years, and return home ruined, penniless, and totally alone. In some ways, at least, it is . . . THE END.  
(249, 274, 301)

**316** Amet Keh's eyes narrow. "What do you really want? I have told you all I know." Make a successful Idea roll and go to -17-, then go to -350- and make another selection: you've got time for one more piece of information.  
(350)

**317** If you came to this side first, give yourself 20 percentiles. Add 5 more percentiles for each remaining hour from now to 6pm. Add 20 more percentiles if you are using a map or diagram not obtained in Egypt. Try to roll under that total on D100. Fail, and you can try here tomorrow, or go to any other side. If you succeeded with the D100 roll, go to -344-. Otherwise, go to -360-.  
(360)

**318** You enter through a curtain. An old woman looks up, her eyes wild. You offer a stray coin you find in your pocket, and she tells you your future. Go to -389-.  
(134)

**319** The night is numbingly cold, but you survive. In the morning you can go to the pyramid at -360- or to the village at -324-. You can try to get a ride to Cairo with a caravan if you like: succeed with a Luck roll and go to -341-.  
(361, 444)

**320** To rent a car costs 1000 piastres a week. It is a rough two-day drive upriver to Tell-el-Amarna; a massive late flood of the Nile has closed both the railway and regular passenger ship runs up and down the river. You'll spend 150 piastres enroute: the total cost of the trip will be 1300 piastres, and take exactly 48 hours each way. If you drive to Tell-el-Amarna, go to -324-. If you wish a translator-guide to go with you, go to -108-.  
(384)

**321** You wake up on the morning of the second day of the trip, and there's no one in sight. You have been completely abandoned by the guide. Before he drove off in the car, however, he thoughtfully unloaded any gear belonging to you. Decide what you can carry; maybe you can pick up the rest later. To reach safety you either can swim the Nile in high flood, or you can follow the car tracks back to that little village not too far away. For swim, go to -588-; for village, go to -589-.  
(108)

**322** You gasp. He stands there with glazed skin, completely immobile. The word escapes from your mouth: "Petri-fied!" And something tells you that his mind still lives. "Horrible!" you add.

"Yes," a man says. "Something somehow did that to him. And who or whatever it was, took the Karpathos Device." There is nothing to do. Go to -300-.  
(362, 408)



**323** You're in section-J. A shaft with notches leads up to -308-. Or you can take the stairs leading down to -394-. (310, 394)

**324** **TELL-EL-AMARNA**  
The village is quiet in the clear sunlight. A gust of wind picks up dust along the empty road. Here and there a face looks out from a doorway. You spot the pyramid, one much smaller and less imposing than the pyramids at Giza. A well-trod path leads to the pyramid entrance. If you have time to inspect the pyramid, go to -376-. If you need to spend the night at the inn, go to -444-. If you left your car with the guide, go to -361-. (Egypt location)

**325** As you lower yourself slowly, you pass a mural of incredible brutality. Creatures covered with bubbling masses of boils are surrounding and devouring entities like headless stalks . . . which even in their monstrousness seem to scream for help. Do you panic and go to -394-, try to get in the corridor at -388-, or continue down to -398-? (394)

**326** You notice two things: Amet Keh is breathing more heavily than normal, and you hear someone in the room behind him. You can try to trick Keh by going to -346-, or you may leave and go to -206- or any Cairo location. (350)

**327** You're in section-K. You see a shaft heading down, with notches which seem able to support you. If you go, make a successful Climb and go to -329-; fail, and go to -333-. (329, 388)

**328** You're in section-N, at the bottom of the stairs. Total the number of hours that you've been in the pyramid. If more than five, go to -354-. If less, there's a shaft to the east, with handholds, leading to -358-; to the west, there are stairs leading to -398-. (354, 358, 398)

**329** You're in section-E. You're on a steep slope. You can go down, carefully, to -443-, or you can make a successful Climb roll and get back to -327-; fail, and you fall to -443-. (327, 333)

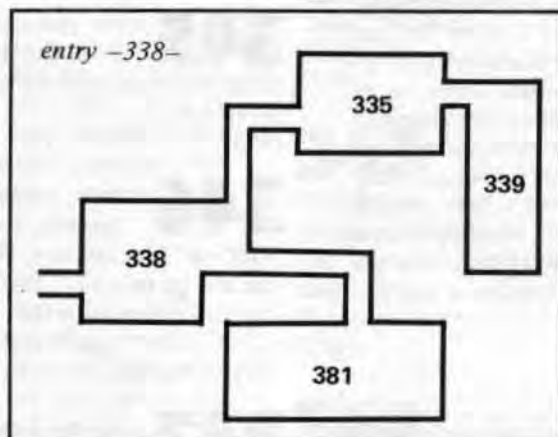
**330** "Examine it? Return it? Impossible," he laughs. "And I have never heard of this Gliere person!" He escorts you out.

But if you picked "something else" at -302-, or if you can roll a successful Fast Talk now, go to -350-. (302)

**331** It's loud, but it works! An opening appears. If you have any accomplices, they feel you have gone mad, and desert you. Let them go. You have always been alone in this struggle; you will not be deterred now. Go to -379-. (397)

**332** By the way, first you have to Jump over the pit. Succeed and go to -305-; fail, lose 1D3 hit points and go to -307-. (399)

**333** You fall. You can barely keep from screaming. Landing with a thud, you lose 1D3 hit points to scrapes and bruises. This was a bad fall, but not your first. You get up and find any gear you were carrying. You survey at -329-. (327)



**334** In the sand of the floor you notice a rather deep footprint with the impressions of what look like claws! You can't tell where they come from, or where they go. Go to -339-. (339)

**335** The art has an oddly naturalistic feel, unlike anything you would associate with Dynastic Egypt. With a successful Egyptology roll, go to -364-.

Fail, and return to -338- or -381-. (338, 381)

**336** Scattered among the books on Keh's shelves are some ominously ancient tomes bound in suspect hides. If you want to try to bluff him, go to -346-. Or you can leave him, and go to -206-. (350)

**337** If you came to this side first, give yourself 20 percentiles. Add 5 more percentiles for each remaining hour from now to 6pm. Add 20 more percentiles if you are using a map or diagram not obtained in Egypt. Try to roll under that total on D100. Fail, and you can try here tomorrow, or go to any other side. If you succeeded with the D100 roll, go to -344-. Otherwise, go to -360-. (360)

**338** You enter the first chamber of the tomb. On a large placard, you see the plan of the tomb, shown above. (*entry continues next page*)

A sign in many languages explains that this tomb is of minor importance, actually holding only lesser luminaries and slaves of Akhenaten's court. The chamber in which you stand was a ceremonial room for the blessing of the dead. For more information, make successful rolls as follows:

for a successful Occult roll, go to -312-;

for a successful Archaeology or Anthropology roll, go to -335-;

for a successful Spot Hidden roll, go to -357-.

Use the map to orient yourself between entry numbers for the chambers. Leaving the tomb, go to -360-. (312, 335, 357, 364, 376, 381)

**339** This was the slaves' chamber. An empty sarcophagus stands in a corner. Multilingual placards summarize Akhenaten's reign, and they emphasize the break with tradition when he shifted worship to Aten, an early monotheism which roused the wrath of the priestly orders. Akhenaten's marriage to beautiful Nerfititi was considered a marriage of opposites, since many thought Akhenaten's elongated head a deformation. Storied excesses rumored about Akhenaten's court are not confirmed nor denied. Many scholars of the period say that Aten was not the god worshiped by Akhenaten, and that this other god apparently desired the sacrifice of human slaves, or so they interpret the carvings found within this chamber.

Try the following rolls only once each. Successfully make a Spot Hidden and go to -311-; successfully make a second Spot Hidden and go to -334-; with a successful Egyptology, go to -356-; succeed with a second Egyptology, and go to -386-. Then you can go to another chamber, or go to the outside of the pyramid at -376-.

(311, 334)

**340** The cafe is a good place to hear rumors. You'll hear snatches of conversation for every hour you spend here, but what you hear depends on how well you understand what you hear. Roll 1D20 for each hour you spend at the cafe, and modify the result as noted: increase the result by 1 for each 10 percentiles or fraction thereof of your R/W/S Arabic or Speak Arabic; increase the result by 2 if a native of Egypt is with you; make a new roll each hour.

for a result of 1 through 5, go to -342-;

for a result of 6 through 10, go to -343-;

for a result of 11 through 15, go to -365-;

for a result of 16 through 20, go to -387-;

for a result of 21 or more, go to -363-.

(134, 342, 343, 363, 365, 387)

**341** Early in the morning, the nostrils of the camels steam in the chill desert air. You consume welcome cups of strong coffee and milk. As the caravan moves out, you are mostly ignored. Once in a while someone shouts something which you imagine refers to you, but you never understand the words. That night, wrapped in your loneliness, you sleep a little apart from the rest. In the morning you wake with a

start. The caravan has—perhaps accidentally—left you behind. Go to -94-.

(319, 361, 384)

**342** You overhear the following: "The thieves have fled toward the Quattara Depression." "The Device is part of a mechanical idol of Aten, to be found in the desert." "Akhenaten's city is the future home of the Device." Go to -340- or -134-.

(340)

**343** You overhear the following: "The device is really part of an ancient lock." "It has been stolen by the cult of Aten to unloose some evil." "Tell-el-Amarna is the site of the Lost Pyramid." "Strange bands of nomads roam near the Quattara Depression." Go to -340- or -134-.

(340)

**344** You find nothing. Go to -360- or to -376- or -324-.

(317, 337, 390)

**345** On the wall is a message of welcome from the True Servants of Aten to the initiates into the secret rites of the "One God of Gods." Go to -353-.

(353)

**346** You pretend, in your best theatrical manner, to be official. He isn't fazed. "Get out!" he sputters. "Now!" Succeed with an Idea roll and go to -17-, then return here. To go for your gun and try to open that side door of his office, go to -370-. Or you can leave: go to -206-.

(326, 336, 350)

**347** Maybe there is a secret door, you hope. Or are you being foolish? Go to -428-.

(428)

**348** You successfully Jump the shaft, only to discover that the corridor beyond is a dead end. Behind you, on the other side of the shaft, a creature emerges into the glow of a patch of moss: see -304- for a description, then return here. It stares at you, a basket in its hand, leering crazily. You finally understand that it is just waiting. You can wait, too, at -355-, or you can try going down the intervening shaft, at -369-.

(303)

**349** The sand is disturbed, as though someone or something has been this way before. Go to -305-.

(305)

**350** Something about him teases your suspicions. What is it? You can try one of the following rolls once: succeed with Psychology, and go to -316-; succeed with Listen and go to -326-;



succeed with Spot Hidden and go to -336-; succeed with Credit Rating and go to -346-.  
(316, 330)

**351** Your rope snags and starts jerking out of your hands. Successfully roll STR x3 or less on D100, and you hold on and climb to -303-. Fail, and you fall to -373-.  
(303)

**352** After you've climbed down part-way, you see that you'll have to jump the rest of the way. To climb back, go to -399-. To jump down, go to -307-.  
(399)

**353** Your fall stops on a stone floor; lose 1D3 hit points. If you have R/W/S Hieroglyphics, go to -345-, then return here. Your only route is through sections J to I to K. In section-K, a shaft leads down, with hand-holds carved into the wall. If you succeed with an Idea and a Luck roll, go to -366-; if you fail, you climb down and go to -395-.  
(345, 366, 371)

**354** You are attacked by a single horrible creature. You may fire first if you have a gun, otherwise it attacks first. See -304- for a description, then return here. The thing will flee if you do it 12 or more hit points of damage; otherwise it will attack until it kills you. If you survive, continue with your exploration of the pyramid.  
(328)

**355** You hear more steps, then another ghastr appears. The pair of them take the long hooked rods they hold and begin prodding you, hooking you, pulling you toward the lip of the pit. Do you have a gun? If so, go to -158-. If not, you fall: go to -369-.  
(348)

**356** This information can't be correct. Slaves generally were buried with their master. This 'tomb' must be something else. Go to -339-.  
(339)

**357** Hmm: certain of the reliefs on the walls have sections chipped away, as if to remove a single repeated figure. Odd. Go to -338-.  
(338)

**358** You're in section-E, at the bottom of the shaft. You can climb up to -328- or go west to -367-.  
(328, 367)

**359** If you came to this side first, give yourself 20 percentiles. Add 5 more percentiles for each remaining hour from now to 6pm. Add 20 more percentiles if you are using a map or diagram not obtained in Egypt. Try to roll under that total on D100. Fail, and you can try here tomorrow, or go to

any other side. If you succeeded with the D100 roll, go to -397-.  
(360)

**360** The pyramid is certainly old, but not very impressive. Do you want to walk around it? You can spend one hour each examining one of its four faces: for North, go to -317-; for East, go to -359-; for South, go to -337-; for West, go to -338-. Or you can enter the pyramid by going to -390-; enter the pyramid by going to -376-; or return to the village of Tell-el-Amarna at -324-.  
(317, 337, 338, 344, 390, 444)

**361** Your driver and car are gone! You can get a caravan to Cairo with a successful Luck roll; go to -341-. You can spend the night at the village inn; go to -344-. Or you can sleep in the desert; go to -319-.  
(324)

**362** They seem oddly protective of the door behind them. To ask about it, go to -408-; to dash in, make a successful Dodge and go to -322-. Or you can return to -314-.  
(380)

**363** You overhear the following: "Creatures inhabit the tombs." (Go to -304- for a description, then return here.) "Feeding on human sacrifices brought to the tomb, these creatures guard the lower levels against interlopers." "They cannot stand sunlight." "They have the device which opens the door." Go to -134- or -340-.  
(340)

**364** It is, of course, typical of the strange turns which Akhenaten's court art took, turns which led to priestly classes seeking the Pharaoh's downfall. Go to -338- or -381-.  
(335)

**365** You overhear the following: "The cult of Aten are deluded fools. They serve semi-human monsters." "Bodies have been seen carried to the eastern side of the pyramid at Tell-el-Amarna." "Amet Keh served the cult, but they may dispose of him." Go to -134- or -340-.  
(340)

**366** With rope and a sharp knife, you may be able to Throw the improvised grapple and hook it to -353-. Succeed with the Throw roll, and you can go there; fail, and you must fall to -395-.  
(353)

**367** You're in section-C. The long corridor ends in a shaft downward to -391-, or back down the stairs to -358-. Succeed with a Listen roll and go to -392-, then return here.  
(358, 391, 392)

**368** You're in section-H. Make another successful Listen and go to -401-, then return here. You can go to -391-, or go down the ornate steps to -446-.  
(391, 401)

**369** You're in section-F. If you could not climb down a rope, you take 1D4 hit points damage from the fall. Go to -373-.  
(158, 303, 348, 355)

**370** You open the door. You see a man smile wryly at you, and then his face seems to melt, changing into a bubbling mass, with eyes staring hungrily from each bubble. The creature extends part of its body to try to encircle you. Your ears fill with a gurgling sound, a laughing gurgling sound. If you fire a gun or otherwise attack with material weapons, such attacks have no effect.

If you can roll your DEX x3 or less on D100, you escape into the hall: go to -206-. Fail and the thing rips you into shreds, as if you were tissue paper. In that case, naturally, it is . . . THE END.  
(346)

**371** The corridor is slanted downward. It is slippery. Make a DEX x2 roll or less on D100 and you manage to hold on. A successful Climb roll can get you back to -313-. Fail either roll and you land at -353-.  
(313)

**372** One man blurts out, "We don't know who took it. Some say the cult of Aten." A second man snorts. "More likely some wealthy 'art collector' paid to have it stolen." Go to -380-.  
(380)

**373** As you later learn, you have landed in a bowl-shaped chamber. You think you hear the sound of movement, but you see nothing until you strike a match. You stand knee-deep in a stack or pile of something, and the smell of blood is strong.

Near you, something moves spasmodically. Your hackles rise, at a Sanity cost of 1/1D6 SAN. Did you use a rope to climb down? It falls, and lands beside you. You are trapped either way.

Above you, another sound. In the gloom you see a basket lowered. A whispery, otherworldly voice croaks, "Fill the basket!"

If you have a magic item, use it now.

If you refuse the whispered instruction and have no effective magic item, acid rains down upon you, burning you and eating into your skin (1/1D4 SAN points). The voice calls again, "Fill the basket." Yes, fill it, your mind shrieks. Fill it nicely with bits and pieces from all the nice bodies down here, some of them still moving.

Yes fill it before they throw more acid on you, until you're part of the mucky mess of bodies!

You continue to lose 1 SAN point per hour until you are insane. Though you remain on the job thereafter, it does not take long until you, too, become part of the grisly, half-dead pile and some new victim takes your place. That's right, it is . . . THE END.  
(351, 369, 447)

**374** The shopkeeper, a short man, is somehow familiar. He has a huge collection of phony artifacts and cheap pottery. In fact, there is a suspect air about this place. You can browse for an hour. If you succeed with a Spot Hidden, go to -191-. If you fail, go to -134-.  
(134)

**375** Leering at you in an unseemly fashion, the shopkeeper steps between you and the door, and draws a knife. "Kaieeee!" he screams, "Aten!" You can draw your own weapon, or Dodge him. A successful Dodge gets you safely out the door; he will not follow.

If you use a gun, you fire at point-blank range. If you do him 6 or more points of damage, he flees.

His attack is 25%, and does 1D6 hit points of damage.

If you survive, you leave the marketplace and go to any Cairo location. You may return here tomorrow, when things are back to normal.

(191)



"Kaieeee!" he screams.



**376** Located on the western side of the pyramid, the tomb's opening has been made into a tourist entrance. A man charges 15 piastres to go in, making change from a cigar box. Above him, in five languages, a sign says "A Tomb of the Court of Amenhotep IV (Akhenaten)."

To enter the pyramid, pay your entrance fee and go to -338-. To explore the outside of the pyramid, go to -360-. To return to the village, go to -324-.  
(324, 339, 344, 390)

**377** It is the smell of chemicals used for mummification.  
(382)

**378** If you succeeded with your Oratory roll, go to -396-.  
(389)

**379** It opens. You have found the way. Anyone still with you will be reluctant to enter the opening you've exposed. To keep them with you, roll your Luck minus 16 (their uniform INT) or less on D100, or you can try a successful Bargain or Fast Talk. Succeed with any roll and they stay. Then go to -382-.  
(331, 397)

**380** "Keh is dead—that's all we can say. And the device is stolen. We don't know who or why." With a successful Fast Talk, go to -372-; with a successful Psychology roll, go to -362-. If you are finished, go to -300-.  
(314)

**381** The room is filled with tools used during Akhenaten's reign. There's a report on early Egyptian agriculture, and a map (go to -287- then return here). On a successful Anthropology roll, go to -445-, then return here. To leave here, go to either -338- or -335-.  
(335, 364, 445)

**382** *How to explore the pyramid: now that you have found the right entrance, take the cardstock insert from the center of this booklet. Cut out the 16 individual triangles which contain images and letters (or photocopy the page and cut apart the photocopy). Arrange the pieces so their identification letters are in alphabetical order. Do not cut apart the blank triangles which are arranged in the shape of a larger triangle: that is the pyramid diagram onto which the smaller triangles are to be fitted as you explore the interior.*

*Everytime you enter a new section, you will be told which triangle (as shown by the letter) to take. Place it on the pyramid diagram with the small arrow pointing up, connecting to the section you're leaving. Lightly tape or glue the sections as you place them on the diagram. You'll be creating a cross-section of previously-unknown portions of the Tell-el-Amarna pyramid.*

*Now take section-K and place it with the arrow up on space 4 of the pyramid diagram. You are at the dot.*

From the entrance you gaze into a narrow corridor which slants steeply down. A strange odor greets you; to identify it, make a successful Egyptology roll, go to -377-, then return here. If you have no light with you, total darkness is ahead, except for occasional faint patches of glowing moss. You may return to Tell-el-Amarna to pick up supplies left in the car (that will take one hour). If you do, reduce your Luck and Sneak chances by 10 percentiles while you are in the pyramid. Go to -399- when ready. You are on the east side of the pyramid. To go to the tourist entrance, go to -376-; to go to the village, go to -324-.  
(379, 399)

**383** The items listed on pages 20-21 of the *1920s Sourcebook* are available here, for 150% of the stated prices. Weapons and explosives available elsewhere in that book or in the rulesbook are available for 200% of stated prices. You can hire bearers for 60 piastres a day; maximum of three in your auto. Because of the heat, you personally may not carry more than three items. Go to -134-.  
(134)

**384** To rent a car to go to Tell-el-Amarna, go to -320-; to join a caravan to go to the Quattarra Depression, spend 100 piastres and go to -341-.  
(134)

**385** Your dinner partners invite you to play poker with them. You lose 10+6D6 dollars. Go to the ship activity table at -187-.  
(171)

**386** You make out the markings with great difficulty. They seem to be a warning to flee this tomb unless you want to meet something. But who or what you would meet has been chiseled away. Go to -339-.  
(339)

**387** You overhear the following: "Keh is dead. He had served his purpose." "The Device is merely the key to the door." "A new upheav-comes on the first day of the vernal equinox." "The Lost Tomb is not empty." Go to -134- or -340-.  
(340)

**388** It runs through section-I to section-K. Go to -327-.  
(325, 398)

**389** "Mmmm . . . I see darkness, darkness. Oh! A foul creature lurks, holding a basket. A door opens . . . something shiny glows. I see your face, trembling in the darkness, and below . . . I see . . ." She stops abruptly. "I can see no more." For the moment, nothing you say or offer makes her speak further. If you want further visions, succeed with an Oratory roll, then go to -378-.  
(318)

**390** You see the vast expanse of the pyramid and the small dusty entrance to the tomb through which tourists pass. You can go in, at -376-, or explore the outside. For the latter, read on.

If you came to this side first, give yourself 20 percentiles. Add 5 more percentiles for each remaining hour from now to 6pm. Add 20 more percentiles if you are using a map or diagram not obtained in Egypt. Try to roll under the total of your percentiles on D100. Fail, and you can try here tomorrow, or go to any other side. If you succeeded with the D100 roll, go to -344-. Otherwise, go to -360-.

(360)

**391** Stairs lead down to -368- or up to -367-.

(367, 368)

**392** You hear something moving down there. Go to -367-.

(367)

**393** You're in section-A. The stairs lead up to a corridor heading west; go to -308-. Or, if you want to check out the slanted shaft leading higher up still, go to -400-. Or you can return to entry -313-.

(308, 313)

**394** The stairs lead down to another shaft, apparently deeper. A rope may get you down (to try, go to -325-), or you can jump (to try, go to -398-). Of course, you can retreat to -323-.

(323, 325)

**395** You're in section-D. You're at the bottom of a shaft, and the floor slopes to the east. There seems no way to climb the shaft. To go east, passing another shaft, and then taking the stairs, go to -303-.

(307, 353, 366)

**396** "As you wish. I see darkness, and you alone. There is blood, blood. Now I see ice, as though the whole world has frozen. Now . . . oh! how horrible! No! No! I must stop!" She stares at you as though you are a monster and, gasping, ushers you out. Go to -134-.

(378)

**397** You climb up and down the eastern face of the pyramid, examining the carefully-cut stones and looking for who knows what. Then you see that one stone seems to have a tiny crack of space. You shove as hard as you can: it moves slightly. You have found the secret entrance. To move the stone, succeed with your STR vs. 30 STR for the stone on the resistance table. If you have one or more companions, you can add their STRs to yours. Attempt the roll once per hour. When you make it, go to -379-. Alternately, if you have dynamite, you can go to -331-.

(359)

**398** You're in section-N. If you fall, you lose 1D3 hit points. Stairs lead down to -328-, or you can try one Jump and one Climb to the corridor at -388- (one try at each per half hour, and you must succeed with both to reach that level).

(325, 394)

**399** You're in section-K. At the end of the slope, you see a shaft down and, across the shaft, stairs leading up. You see what look like hand holds in the wall of the shaft. To take the stairs, go to -332-. To climb down the shaft, go to -352-. Or you can climb back to the opening and leave the pyramid; go to -382-.

(313, 352, 382, 405, 412, 421, 422)

**400** It takes two successful Climb rolls in a row to reach the top. Fail one, and you slide down to the floor below (lose 1D3 hit points each time you fall). You can then start climbing again. Go to -309- if you succeed.

(393)

**401** Now you hear nothing. Go to -368-.

(368)

**402** It is a fight to the death: you attack first. For a description of the creature, go to -304- and roll and write down its statistics, then return here.

(426)

**403** You wonder if the wall is false. Add your STR plus your hit points: roll that number or less on D100 and go to -435-. Fail, and you can try again in half an hour, or go to -438-.

(438)

**404** If you succeed with a Climb roll, you go to -224-. Fail, and you lose 1D3 hit points in damage and stay here. You can try again, or you can go to -419-.

(419)

**405** You sneak down the steps. The chamber is unlike anything you've seen before. The lower walls are smooth, almost mirror-like, yet all light seems to disappear into them. The upper walls display reliefs of strange creatures fighting over some important prize.

Many actual attendees stand on the floor below. Five tall figures with grayish skin and hollow eyes stand beside a short Arab whose eyes glisten. In the shadows, well away from the torches, you see other shapes, long-legged animals of some obscene kind. Lose 1/1D6 SAN points for witnessing this scene.

The short man turns and faces the solemn creatures. You don't understand the words he speaks, but his meanings are clear in your mind.

"The hour has arrived, my Master. The time for the City of the Old Ones has come. Now your kingdom



shall be greater than your Mu, greater even than Atlantis, and we . . . we shall be with you, not as mere servants but as lords." The man turns, and faces the wall.

Then you see the Karpathos Device, gleaming in the subdued light. The man touches the wall, and an opening appears as dark as the pit to hell. The man inserts the device, and the whole wall seems to part. A shaft of prismatic light arcs into the room and swirls around everyone. The Arab screams, and you see a glistening silver top appear, hovering in the air. As the top waits there, the Arab shakes and quivers with extraordinary violence. His flesh seems to melt from his body until he becomes a mass of pulsating material. A foul odor fills the room, while you hear mental messages again:

*"Into the pit! The icy pit where the Old Ones lie!  
Into the pit! And once more all life must die!  
Where all is north, He will come forth.  
The top will spin, the Lord will grin!  
Into the pit! Into the pit! Into the pit!"*

The top is taken by the pulsating mass. The mass begins to reform itself into a man, but a different, taller one. You can't make him out. You do perceive that the top is to be taken somewhere, but now all you can understand is "Starkweather-Moore." Make a Sanity roll and lose 1D6/1D20 SAN. If you fail the roll, you retreat screaming, if you succeed you retreat silently.

If you have dynamite, you can try to seal up this horror show forever. Make a successful DEX x4 or less roll, and a successful Throw roll, and you send the ceiling tumbling down on everyone within the chamber. Fail either roll, and you do much damage, but the ghosts, mummies, and the man somehow escape to chase you as you retrace your path to the entrance at -399-. 1D6 mummies and 1D6 ghosts come after you. Each time you fail a Climb roll, a mummy or a ghost (1,2,3 mummy; 4,5,6 ghost on 1D6) catches up: each time you must roll a successful attack and a successful Climb in a row to escape. You have two chances at each, during each encounter. Fail, and the pursuers drag you back to the man, who again transforms himself into a shoggoth. The shoggoth rips you into pieces, which the ghosts and mummies scoop up. Needless to say, in that case it is . . . THE END.  
(418)

**406** You slide down to section-M, landing at the west end of a corridor. There seems no way back. Make a successful Idea roll and go to -439-; otherwise go to -420-.  
(439, 441, 443)

**407** The bullets have no effect! They grab at you, pulling at your skin. You hear the horrifying rip of your own flesh tearing. The last thing you see is an open mouth leering down at you, as you scream for blessed unconsciousness and . . . THE END.  
(431)

**408** "Curator Keh's material must not be disturbed. You must go." If you can roll a successful Dodge, you can get by them and go to -322-. Otherwise, go to -300-.  
(362)

**409** In the vision, the world begins to tilt violently. Tidal waves smash against every coast, obliterating every city and town. The polar ice caps melt, while a permanent freeze grips what were once the middle latitudes. Floods, snow, panic, and death follow. For most of mankind, it is the end. But for other creatures, it is a new beginning. Go to -426-.  
(426)

**410** The amulet summons an Old One. When the horrible creature appears, the Sanity cost is 0/1D6. Successfully Dodge it, and you can get away, if you have anywhere to go. Or you can try talking to the creature: go to -432-.  
(568)

**411** The walls tell a bizarre story. Strange ceremonies are presided over by a tall man with glowing eyes. In the background there are distorted, kangaroo-like creatures bending forward as they gaze into open sarcophagi. Then the next section shows the mummies rising from the dead and taking their place beside the odd animals. Go to -419-.  
(419)

**412** A few mummies stand about as the ghosts (see -304- for description, then return here) deliver food to them from baskets. The Karpathos Device is in the wall, and above it you see what looks like a chamber in the wall. The chamber is open, and empty. A circular bas-relief fills the upper walls. You make out in the dim light a strange city, and odd stalk-like creatures walking oddly-angled streets. Then, in the next section, the stalk-creatures are trapped by falling snow and ice. Ultimately, the whole city and its occupants are buried under miles of ice. The last part of the mural shows a glistening silver top shaped like an octahedron and a world globe—but the globe's tilt is completely wrong.

Attempt to roll your Sanity or less on D100. If you succeed, you manage to sneak away and get out of the pyramid: go to -399-. If you fail, you make a tiny mistake—dislodging a pebble, coughing, moving while something was looking, etc. In that case, roll 1D6: that many mummies come after you, and that's how many successful Dodges you must roll without a failure. Succeed, and you escape unscathed (relatively) from the pyramid. Fail once, and you're held while all the mummies begin tearing at your face (yes, it's . . . THE END).

If you brought dynamite, you have another option. You can try to seal up this horror show forever. Make a successful DEX x4 or less roll, and a successful Throw roll, and you send the ceiling tumbling down on everyone within the chamber. Fail either roll, and you do much damage, but the ghosts, mummies, and the man somehow escape to chase you as you retrace your path to the entrance at -399-. 1D6 mummies and 1D6 ghosts come after you. Each time you fail a Climb roll, a mummy or a ghost (1,2,3 mummy; 4,5,6 ghost on 1D6) catches up: each time you must roll a successful attack and a successful Climb in a row to escape. You

have two chances at each, during each encounter. Fail, and the pursuers drag you back to the man, who again transforms himself into a shoggoth. The shoggoth rips you into pieces, which the ghosts and mummies scoop up. In that case, too, it is . . . THE END.  
(429)

**413** You see handrails for a creature of immense size. Go to -443-.  
(443)

**414** The daggers are well-weighted. You find a piastre in your pocket. If you roll your DEX x4 or less, you win back 6 piastres. Each win takes 4 minutes. You may continue to play until you earn 500 piastres. A crowd gathers, and applauds and whoops as you stagger away under the weight of your winnings. If you return, the arcade is closed. Go to -134- or any Cairo location.  
(134)

**415** You're in section-B. You can go west to section-P at -423-, or you can go east to -224-.  
(224, 423)

**416** You're in section-G. The corridor goes straight, then leads down to -438- or goes west to -417-.  
(417, 438)

**417** You're in section-F. As you walk west or east, liquid drips down upon you, liquid which is red and thick. It's blood. You can go east to -416- or west to -441-.  
(416, 441)

**418** You're in a large, dimly-lit circular chamber. The Karpathos Device is in the wall. If it is after November 20, go to -429-; if it is on or before November 20, go to -405-.  
(419)

**419** You're in section-O. If you try climbing up the nearby shaft, go to -404-. To the west you can see the top of a large chamber: to go to it, go to -418-. To go east along the corridor, go to -440-. If you want to investigate the walls where you stand, go to -411-.  
(404, 411, 440, 442)

**420** You have no choice but to walk east to -428-.  
(406, 439)

**421** The thunderous blast kills a few of the creatures. You can escape out of the pyramid. Go to -399-.  
(431)

**422** A successful Dodge and a successful Climb gets you away. Go to -399-.  
(431)

**423** You're in section-P. The shaft leads down to -426-. Across the shaft, which you can Jump without risk, you notice a glinting object at -425-. The corridor leads east to -415-. Which will it be?  
(415, 425, 426)

**424** **INEXPENSIVE ATHENS HOTEL**  
This fleabag costs 100 drachmas a night, but it is quiet. If you take a room, go to -26-.  
(Athens location)

**425** A small silver mirror rests face down in the dust. You pick it up. As you automatically look into it, an image forms. You see myriad tentacles, maws, and bizarre organs, the purpose of which you can only guess. Horror overtakes you. Make a Sanity roll: the cost to see this entity is 1D10/1D100 SAN points. If you fail the roll, you drop the mirror face down again, and leap to -423-, there to deal with your Sanity loss.

If you succeed with the roll and still go temporarily insane, you automatically jump back to -423- and there deal with your condition.

But, if you succeed with the roll and maintain your Sanity, now roll your CON x5 or less on D100. Fail, and permanently lose 1D6 DEX. For each round in which you hold onto the mirror and fail the CON x5 roll, you'll lose another 1D6 DEX. To drop the mirror face down where you found it, succeed with a Know roll or a Cthulhu Mythos roll. Otherwise it takes you 1D3 rounds to flee this place, and you must make CON x5 rolls during each round, with a possible loss of DEX each round.

Any DEX loss is permanent. Without aid, you may be doomed to stay here until you are totally paralyzed. In that case, though your mind would remain alert, it would be pinned within an immobile prison. You will go insane within this useless husk of a body once you understand your fate. Crouched here, alone in the darkness, you know that it is . . . THE END.  
(423)

**426** You're in section-H. This chamber appears to be a crypt, with small alcoves to hold sarcophagi. The image of the globe is cut into the stone wall, with the Earth seemingly spinning. Succeed with either an Astronomy or a Geology roll and go to -409-, then return here. You can climb back to -423- without difficulty, but first total the number of hours you've spent exploring the pyramid (round down any fraction), and multiply that number by 5. On D100, roll equal to or under the result and you are attacked by a creature: go to -402-. Roll over the total and you may go to -423- unmolested.  
(423)

**427** The train lurches, throwing an asp against you. It strikes! Go to -129-.  
(97)



**428** You see a small shaft, and you can make out the bottom. Make an Idea roll. If succeed, go to -347-, then return here. You can drop down into the short shaft: go to -437-. Or you can stand and watch it for a while: go to -430-. (347, 420, 437)

**429** Attempt a Sneak roll. Succeed and go to -412-; fail, and go to -431-. (418)

**430** An unarmed creature appears: for a description, see -304-. If you do 6 or more hit points of damage to it first, go to -442-. If it first does 6 or more hit points of damage to you, it throws you down the shaft: go to -437-. (428)

**431** The mummies and ghosts attack. They seem to come from everywhere. If you have dynamite and want to try it, go to -421-. If you want to use your gun, go to -407-. If you want to run, go to -422-. (429)

**432** You state that the Device has been taken and that the Earth once again will be turned. The Old One automatically defends you against anyone or anything attacking you, so long as it is not a god or a shoggoth. Additionally, the Old One can transport you through space to any location. Note these powers, then return to -568-. (410)

**433** The crystal gleams in the sun. It is very beautiful, and you regret profoundly having to throw it away. But you do. It sails far over the side, strikes a wave obliquely and bounces once, then sinks beneath the surface forever. A terrible screams erupts behind you as Jeffries appears, half man and half monster, wavering in shape from the strain of failing his mission when victory was so near. He brushes you aside like a fly and leaps into the sea, in a vain hope to recover the crystal. You reel from the blow, but do not mind: you saw, when the crystal first hit the sea, that the salt water had affected it strangely—the thing was corroding, darkening, and shrinking. You know in your heart that the crystal has disintegrated, and that the thing that was Jeffries can search the sea floor forever and never find it. You've saved the world. All in a day's work for an investigator of your caliber, but congratulations all the same! THE END. (576)

**434** As you slide down, you see the image of a shapeless yet undeniably alive "congerie of protoplasmic bubbles" carved into the floor. Dangling from various openings on the monster are many human body parts, all very much alive. Go to -443-. (443)

**435** It is indeed false. You've broken through to section-M. Go to -440-. (403)

**436** The writing says, "Welcome to the servants of Ghatanothoa." Go to -443-. (443)

**437** You find no secret door, though you do see 12 fine grooves. You begin to get nervous. Best to get out, you think. Well, make a successful Jump and you emerge at -428-. Otherwise, a panel slides across the top, sealing you in. If you don't have a light, you never see the 12 razor-sharp blades which snap out of the grooves, cutting you into as many pieces but, light or not, it is . . . THE END. (428, 430)

**438** You're in section-F. The stairs narrow, emerging into a corridor that turns west. The corridor ends at a wall. You can return to -416-, or attempt an Idea roll. If successful, go to -403-. (403, 416, 440)

**439** The limestone is soft here. With a knife, you can dig hand holds and climb up. Roll STR x4 or less and go to -441-; fail, and you fall back to -406-. If you fall, attempt a Luck roll. If you fail, your fall broke your knife and you cannot get out this way unless you have another: go to -420-. Continue the rolls until you get out or until your knife breaks. (406)

**440** You're in section-M. There's a wall at the east end. You can, if you wish, try to break through by totaling your STR and your present hit points: roll that number or less on D100 and you break through to -438-; fail, and you can try again in half an hour, or you can go to -419-. (419, 435)

**441** You're in section-M. A successful Jump gets you either east to -417-, or west to -442-. Fail the Jump and go to -406-. (417, 442, 445)

**442** You're in section-O. There are steps and a downward-leading shaft. If you climb down the shaft, go to -419-. If you jump over the shaft and continue west, go to -224-. If you go east, go to -441-. (224, 430, 441)

**443** To make it down, make two successful STR x5 rolls. Fail one or both and fall to -406-. If your STR rolls succeed, go to -441-. On the way down, attempt any one of three skill rolls: for Cthulhu Mythos, go to -434-; for Egyptology, go to -436-; for Spot Hidden, go to -413-; (329, 413, 434, 436)

**444** The inn's proprietors are fiercely aloof; to stay there anyway, go to -447-. To eat there, go to -584-. To rest in your car if you still have it, go to -448-. To sleep in the desert, go to -319-. To go to the pyramid, go to -360-. (324, 361, 584)

**445** Some of the implements resemble sacrificial items used in Druidic rituals. Go to -381-. (381)

**446** You can scarcely believe your eyes! Worm-like things are beginning to curl around your feet! Almost instantly you perceive that these few weak gropers are only the scouts for a mass of crawling flesh grasping for food. The worms are natural animals making natural attacks; your ring, if you have it, has no power against them. Make a successful Dodge roll to get away. Fail, and roll on the resistance table your STR against STR 12 of the increasing worms. Add 3 points to your STR if you have a knife. Succeed, and you get away. Fail, and you must roll again, now against worm STR 15. Continue such rolls. Worm STR rises by 3 more each time; add a constant 3 to your STR if you have a knife.

If you succeed at any roll, you break free. When the worm STR is double or more of your SIZ, you are doomed, and cannot break free. The worms are happy; for you, it is . . . THE END. (368)

**447** You pay 100 piastres for the night. You wake groggily, as if drugged. The air is cold, and you feel as though you're falling. When you open your eyes, you see only darkness. Go to -373-. (444)

**448** Your car is uncomfortable, but at least in it you avoid the local folk, who are none too friendly. When you awake, you are cold and stiff, but you feel ready for anything. To explore the pyramid, go to -360-. Or you can return to Cairo in 48 hours and go to any Cairo location. (444)

**449** **BREMEN HARBOR**  
Bremenhaven, Bremen's harbor area, appears quiet in the cold air of early morning. Dense, icy fog hangs over the port. If it is before December 20, go to -451-. If it is December 20 or thereafter, go to -452-. (Bremen location)

**450** **BREMEN AIRPORT**  
A free shuttle runs between the airport and the harbor. It is cold and foggy; you were lucky to arrive before a landing was impossible. Go to -449-. (Bremen location)



*the stowaway*

**451** You see a freighter at anchor in the harbor, apart from the others. Your eyes note the reinforced hull, and the silver wingtips coming from bulky tarpaulins on the deck - Dorniers stored in sections, you decide. You can't read the banner hanging limply in the damp air, but it almost surely says "Starkweather-Moore." The twin stacks of the ship disappear in the low-hanging fog. To go aboard the ship, go to -486-; to visit a nearby inn, "Die Frieschutz," go to -461-. (449)

**452** The harbor is silent, almost empty. You feel overpoweringly that you have missed or lost something. Disconsolate without completely knowing why, you walk past docks and warehouses, then you hear merry songs from a nearby inn; go to -461-. (449)

**453** You decide to stow away. You can stash food and water, and find shelter, in any one of the following hiding places: Lifeboat, Cargo Hold Lower Deck (Storage), Engine Room (Rear). If you choose to do this, write down your location and go to -456- if you choose not to, go to -486-. (486)

**454** If you're in uniform, go to -499-; if not, go to -464-. (488)



**455** You learn a little: Thompson is a secretive man who reads a lot of "odd stuff" . . . Olav Fram was with the Lake Expedition, and suffered dementia antarctica . . . Pilot Eddy Smith recently signed onto the expedition . . . Jason Rambeau replaces the first geologist, who became ill. Succeed with an Idea roll and go to -465-; fail, and go to -492-. (476, 493)

**456** The trip lasts 26+1D6 days. If you are caught during the voyage, go to -459-.

If you hid in the Lifeboat, it is checked once during the voyage: successfully roll your Survival and your POW x2 to avoid being discovered. If you hid in the Cargo Hold, successfully roll your Hide and your Camouflage to avoid being discovered. If you hid in the Lower Deck, successfully roll your Bargain and Credit Rating to avoid being betrayed to the Captain by the crew. If you hid in the Engine Room (Rear), successfully roll your APP x3 or less and your Psychology to make friends with the two wipers who tend the second engine. Each pair of rolls needs be made just once, but both must be successful or you go to -459-.

If you make it to Antarctica without being discovered, go to -510-. (453)

**457** A raucous group of Brown Shirts are laughing about something. You make out the words "Fuhrer," "Triumph," and "Amulet." Go to -491-. (469)

**458** There's fear in this room, but of what? The Brown Shirts? The *Dark Sea* and its destination? Succeed with a Luck roll and go to -479-; fail and go to -491-. (491)

**459** Found, you are brought before Captain Crawford. He is not interested in your motives or what you say. You are locked in a windowless room on the lower deck. Food is brought to you. When the ship arrives, go to -511-. (456, 460)

**460** To search the expedition member rooms on 'B' deck of the *Dark Sea*, choose a room and make a Luck roll. If successful, the door is unlocked and you go to the entry number noted in the plan on the page facing entry -480-. If the Luck roll fails, the door is locked. Locked doors are openable thereafter only with a successful Mechanical Repair roll, and only on a later day. Whenever you make a Mechanical Repair roll to enter a room, you must make a successful Luck roll to leave, or you are caught. Succeed at Fast Talk and go to -531-; fail and go to -459-.

To search the sailors' bunks on 'C'-deck, go to -475-. (500, 501, 538, 540)

**461** **DIE FRIESCHUTZ INN;** You enter the smoke-filled public room. You're greeted with boisterous talk, steins loaded with foamy beer, and a crowd of Brown Shirts, their red swastika armbands bright in the smoky haze. Rooms are available for the equivalent of \$1.00 U.S. per night. If you wish to do more here than sleep, go to -491-. (Bremen location)

**462** If your current investigator was not in Egypt, you'll arrive in Antarctica; you can check out other possibilities at -500-, or you can go directly to Antarctica, at -520-.

If your current investigator went to the Cairo Museum or to Tell-el-Amarna, he or she was seen and followed: go to -466-. (500)

**463** You decide to cut your hair and to pose as a sailor. To talk to the other sailors, go to -494-. To talk to the Captain, go to -487-. (497, 498)

**464** Do you have Make Maps, Navigate, Operate Heavy Machine, Pilot Aircraft, Survival? If any three of your skills add up to 100 or more percentiles of experience, you're hired. Go to -500-. If not, you leave: go to -490-. (454)

**465** The sailors recall that some of them only recently joined the expedition: Jackson, Jeffries, and Klug. Go to -492-. (455)

**466** On the deck, before your eyes a shadowy man changes into a mass of bubbling iridescent material—a shoggoth! The Sanity cost to see this creature is 1D6/1D20 SAN. Attempt a Dodge roll. Succeed and you get away: go to either -500- or to -501-, at whichever you began the voyage.

Fail the roll and you are surrounded by the shoggoth and devoured entirely. It is . . . THE END. (462)

**467** You contrive to escape. Hereafter, that inn will be dangerous to you. You find a mission house where you may sleep for free while you are in Bremen. Go to any Bremen location. (481)

**468** If it is Jackson's or Jeffries' locker, go to -537-. If you're discovered, go to -571-. Otherwise you learn nothing. (475)

**469** If you succeeded with a R/W/S German or a Speak German roll, go to -457-. Otherwise you learn nothing. (491)

**470** It is a black amulet of strange design. Notes in German accompany it. To have them translated, pay \$5.00 and go to -582-. (472, 484)

**471** He stares at you. "Sir, that tone of voice may serve you well in the boardrooms of New York, but this is *my* expedition. Good day!" Go to -488-, or wait a day and go to -490-. (488)

**472** You're at point-blank range. Geer is 50% with his 1D6 damage knife. The other Brown Shirts have DEX 10 each. If Geer misses you, you can run away. Otherwise, it takes a successful Dodge and a successful Hide to get away. Fail one, and the Brown Shirts have you. You see another knife glint in the air, and then . . . it is THE END.

However, if you shoot it out and win, you can examine the contents of the attache case at -470-. (484)

**473** "What are you doing?" he asks. For your options, go to -485-. (474)

**474** They rise uneasily, wary at your approach. A man steps forward. "Sprechen sie Deutsche?" If you have any percentiles of German, go to -473-. If not, go to -485-. (479)

**475** If you know which sailor's footlocker you'll search, write down the name and go to -468-. Otherwise, why bother? Return to your last number. (460)

**476** If you selected Credit Rating, successfully make that roll and an APP x4 or less roll and go to -455-. You can try this entry three times, each on a separate day. Fail, and go to -492-. (492)

**477** The box on the table resembles the case to the Sacred Black Amulet of Klaath. It's incredible, but it could help you. If you want to look at it, go to -479-. Or you can go to any Bremen location. (491)

**478** He studies you for a moment, then swiftly draws a knife. Roll your DEX x4 or less on D100 to get your gun out, or try to roll a successful Dodge. Choose one, then go to -481-. (485)

**479** A group of Brown Shirts cluster about a curiously-shaped box. To get a closer look, go to -474-, or return to -491-. (458, 477, 491)

**480** See the accompanying cut-away drawing of the *Dark Sea*. For the following skills, make one skill roll per day, your choice of skill: Anthropology, Listen, Psychology, Spot Hidden, Track. Succeed, and go to the appropriate entry number as shown on the chart. (500, 501)

**481** If your gun is handy, you can shoot at point-blank range. If you hit him, his associates back away. You grab the box and attache case, and go to -484-.

If you have no gun, you can successfully Dodge and escape to -467-. If you fail the Dodge roll, they grab you and pummel you with a vengeance (lose 1D3+1 hit points). Fortunately, the police arrive and break up the fight. You are arrested. You remain 2D10 days in jail before bail from abroad arrives to free you. Then go to any Bremen location. (478)

**482** "Be off with you," he snarls. Feeling foolish, you meekly go to -461-. (485)

**483** The Captain looks at you with utter astonishment. "Our sponsors are Mr. Starkweather and Mr. Moore. You must ask them if this expedition is for sale," he says. "Good day." Go to -488- and make one try per day, or go to -490-. (488)

**484** You have it. Geer, knife in hand, struggles drunkenly to his feet. And one of friends is fumbling frantically for something he carries in a leather jacket. You can exit with a successful Dodge roll, your lightning-like and decisive moves leaving the group open-mouthed; go to -470-. To shoot the filthy-mouthed Geer, go to -472-. If you fail your choice, they grab you and begin to pummel you (you lose 1D3+1 hit points). The police arrive, arrest you, and you spend 2D10 days in jail before bail money comes from abroad to free you. Then go to any Bremen location. (481)

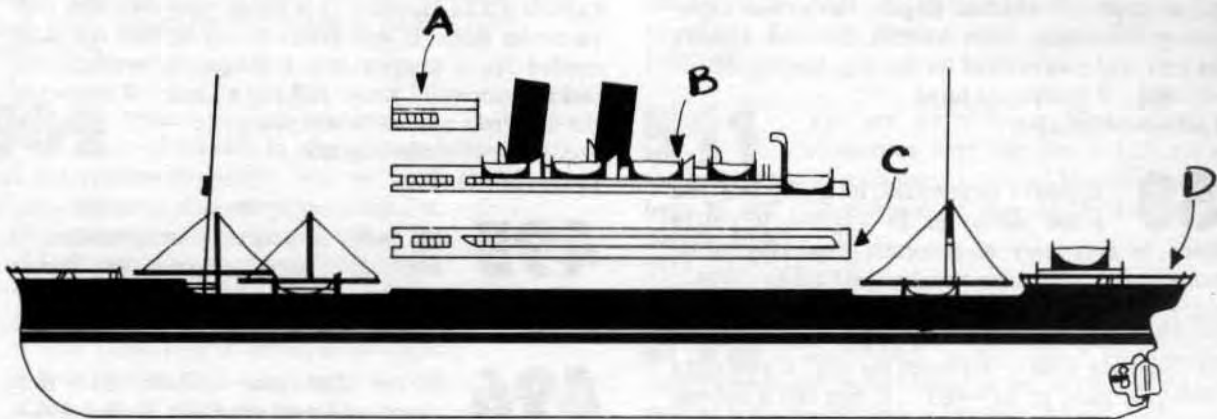
**485** "What do you want?" His hostility is evident. If you feign idle interest, go to -482-; if you ask about the box, go to -478-. (473, 474)

**486** **THE STEAMSHIP DARK SEA**  
The gangplank is down. If you wait here and try to talk to the sailors, go to -494-. If you go to see the Captain, go to -487-. If you want to see the expedition leader, go to -497-.

You can attempt an Idea roll once daily; if you make it, go to -453-. (Bremen location)



exploded view of the Dark Sea

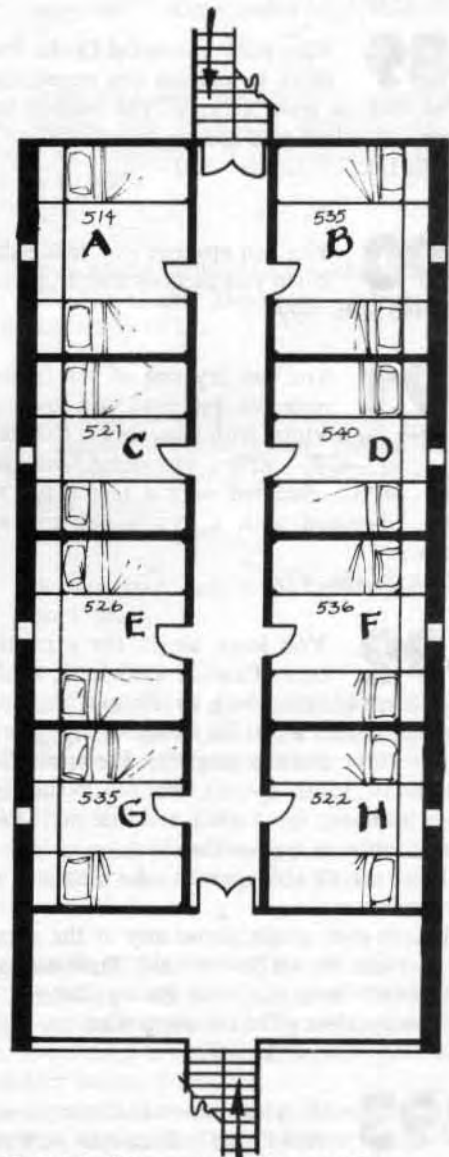


Investigation Table for Entry -480-

skill	A-deck	B-deck	C-deck	D-deck
Anthropology	512	504	506	504
Listen	502	504	502	504
Psychology	512	502	502	508
Spot Hidden	502	504	504	502
Track	504	504	502	502

For details of use, see entry -480-.

**CROSSES GLACIER PASS AT 11,500 FEET**  
 Commander Takes Chance and Plane  
 Roars Upward Amid Swirling Drift  
 Out Through Gorge to Tableland  
**FLYING TIME FOR THE WHOLE CIRCUIT ABOUT 18 HOURS**  
 With Two New Ranges Discovered, the Four Air  
 Argonauts, Guided by Chief, Turn Back  
 to Wild Welcome at Base Camp.



B-deck Staterooms for Entry -460-

**THE DARK SEA**

10,000 TONS

**B DECK: STATEROOMS**

**487** The captain is hiring people who have 25% or better in the following skills: Electrical Repair, Mechanical Repair, Navigation, Operate Heavy Machinery, Pilot Aircraft, Survival. Qualify in one area, and you're hired for the trip. Go to -501-. Go to -488- if you're not hired. (463, 486, 494, 496)

**488** If you're Grunewald, he gladly lets you come along; go to -500-. If you're McShane, he says sorry, no reporters—especially ladies, he mutters. Are you going to take that? Go to -498-. If you're Wilson, decide whether or not you're in uniform, and then go to -454-. If you're Holt, pick one of the following rolls to try once per day: if you roll a successful Bargain, go to -483-; if you roll a successful Credit Rating, go to -489-; if you roll a successful Debate, go to -495-; if you roll a successful Fast Talk, go to -471-. (471, 483, 487, 497)

**489** With your successful Credit Rating, you offer to publish the expedition's work and to finance later research. The leaders leap at the chance. Of course you can go to Antarctica! The *Dark Sea* sails Dec. 20. Go to -500-. (488)

**490** You can attempt one Idea roll per day. When you succeed with it, go to -496-. (464, 483, 495, 499)

**491** You can try one of the following rolls once per day until you succeed. Or you can relax for a while. With a successful Cthulhu Mythos roll, go to -477-. With a successful Spot Hidden roll, go to -479-. Succeed with a Listen roll and go to -469-. Succeed with a Psychology roll and go to -458-. (457, 458, 461, 479)

**492** You learn about the expedition members: Captain Crawford, Prof. Eustace Blake (expedition leader), Dr. Jerome Thompson (team physician), Olav Fram (in charge of equipment, including the three Dornier aircraft), Peter MacPherson (pilot), Eddy Smith (pilot), Wallace Bering (pilot), Dr. Jason Rambeau (geologist), and first mate Paddy Jones (who doubles as radio officer).

There are 18 able seamen who assist the expedition in various ways.

If you want gossip about any of the personnel, try the Captain at -476-, or the Professor at -493-. First select Bargain, Credit Rating, Debate, Fast Talk, or Oratory, then go to the entry. One try daily. (455, 465, 476, 493, 500)

**493** If you selected Oratory, successfully make that roll and an APP x4 roll and go to -455-. You can try this entry three times total, on three separate days. Fail and go to -492-. (492)

**494** The sailors are uneasy about the weather and the polar trip. They say that the Captain ("Old Haddock") is hiring only crewmen with particular skills. If you decide to try to fake the skills needed for a journey into a dangerous environment, make a successful Know roll and a Luck roll instead of the skill roll needed when you go to -487-. Or you may think of something else. (463, 486, 496)

**495** He looks at you with exasperation. "I don't have time to argue, sir. Excuse me." Go to -490-. (488)

**496** If you shed your uniform, get a false beard, and pose as a sailor, go to -494-. Or you can ask to see the Captain: go to -487-. (490)

**497** Professor Eustace Blake is very busy coordinating the expedition. "Who are you? What do you want?" he asks. If you're Grunewald, he's happy to see you. If you're anyone else, he talks with some reluctance.

The trip is to retrace the ill-fated journey of the Lake expedition. He attributes stories of lost cities to dementia Antarctica. To try to join the expedition, go to -463-. To leave, go to any Bremen location. (486)

**498** Once per day, attempt an Idea roll. When you make it, go to -463-. (488)

**499** "But you're on active duty, from your dress. Do you have orders requesting appointment to this expedition?" Of course not. Go to -490-. (454)

**500** You're on board. Good work! Suspend further time-keeping. You have won the race to reach the *Dark Sea* before she sails. You probably know your quarry is aboard. Now you have only to find him and destroy the Top:

- to seek information about members, go to -492-;
- to search member rooms, go to -460-;
- to lay low until Antarctica, go to -462-;
- to try skill rolls, go to -480-.

You can try one activity daily. When you arrive in Antarctica, go to -520-. (462, 464, 466, 488, 489, 531)

**501** You're on board, successfully posing as an able seaman, despite some close calls. Congratulations! Suspend further time-keeping. You have won the race to reach the *Dark Sea* before she sails. You probably know your quarry is aboard. Now you have only to find him and destroy the Top:

- to search the ship, go to -460-;
- to try skill rolls on 'B'-deck and 'C'-deck only go to -480-;



to lay low until Antarctica, go to -519-.  
You can try one activity daily. From your present station you can gain no other information about your goal. When you arrive in Antarctica, go to -520-.  
(466, 487)

**502** Find the skill you selected and the area of the ship in which it is to be used, consult the appropriate entry, then return to the accompanying cut-away diagram of the *Dark Sea*.

If Listen on 'A'-deck, go to -513-;  
if Listen on 'C'-deck, go to -507-;  
if Psychology on 'B'-deck, go to -507-;  
if Psychology on 'C'-deck, go to -516-;  
if Spot Hidden on 'A'-deck, go to -507-;  
if Spot Hidden on 'D'-deck, go to -503-;  
if Track on 'C'-deck, go to -507-;  
if Track on 'D'-deck, go to -517-.

(480)

**503** You discover a cache of food, skis, and assorted useful gear. But there is nothing here directly related to the Top of Aten or the city of the Old Ones.

(502)

**504** Find the skill you selected and the area of the ship it is to be used, then consult the appropriate listed entry, then return to the accompanying cut-away diagram of the *Dark Sea*.

If Listen on 'B'-deck, go to -515-;  
if Listen on 'D'-deck, go to -512-;  
if Spot Hidden on 'B'-deck, go to -512-;  
if Spot Hidden on 'C'-deck, go to -512-;  
if Track on 'A'-deck, go to -507-;  
if Track on 'B'-deck, go to -507-;  
if Anthropology on 'B'-deck, go to 512-;  
if Anthropology on 'D'-deck, go to -505-.

(480)

**505** Go to -507-.  
(504)

**506** Something worries the Captain. Succeed at a Fast Talk or a Psychology roll and go to -518. Fail, and go to -480-.  
(480)

**507** If you successfully rolled a Track on 'B'-deck, go to -517-. Otherwise, you learn nothing.  
(502, 505, 512)

**508** You learn nothing.  
(480)

**509** One of the crew has his footlocker protected with a lock of unusual appearance, strength, and design. The name on the locker reads "Jeffries."  
(512)

**510** Now you have no choice but to come out. What shall you do? To turn yourself in, go to -511-. To try to enlist someone's aid, go to -530-. To try to sneak around, go to -532-.  
(456, 532)

**511** You are under arrest. Upon arrival in Antarctica, they use you to help set up the base camp. If you want someone to help you, perhaps to get you assigned to one of the exploration parties, go to -530-.  
(459, 510, 524, 528)

**512** If you successfully rolled a Spot Hidden on 'C'-deck, go to -509-. For a success with Psychology on 'A'-deck, go to -518-. For a success with Anthropology on 'A'-deck, go to -507-.  
(480, 504)

**513** "Unusually calm sea." "Ship is handling very well." "Crew seems edgy, though."  
(502)

**514** You see a map showing your current location and projected course. Add 5 percentiles to your Navigation. If you roll a successful Spot Hidden, go to -524-.  
(460)

**515** You hear scuttlebutt about the reclusive physician, Dr. Thompson. Apparently he has been acting oddly of late.  
(504)

**516** The crew is upset about something. Try a successful Credit Rating, Debate, Fast Talk, Oratory, or Psychology to go to -533-. Attempt your choice of skill, once daily.  
(502)

**517** A slimy trail leads to the crew's quarters on 'C'-deck.  
(502, 507)

**518** He feels that a greater hand than his is guiding his ship, forcing it to Antarctica. It's just one of those seamen's superstitions.  
(506, 512)

**519** You can lay low, doing your job. On arrival in Antarctica, go to -520-.  
(501)

**520** **ANTARCTICA BASE CAMP**  
A map of Antarctica is near this entry. The expedition camps at point 'D.' The weather holds; it is summer. Three trips are planned, departing simultaneously and each lasting 2-3 weeks.

Trip A will explore unknown portions of the mountains toward the pole. Trip B heads north, to establish base area for further camps. Trip C crosses the mountains and heads toward the mysterious area reported by Lake.

**Members of Trip A:**

Blake, Fram, MacPherson, Jackson (sailor),  
go to -525-.

**Members of Trip B:**

Crawford, Thompson, Smith, Klug (sailor),  
go to -541-.

**Members of Trip C:**

Rambeau, Bering, Jones, Jeffries (sailor),  
go to -527-.

Each party will use one of the Dornier planes. If you're Holt or Grunewald and not a prisoner, you can choose one of the parties and join it at the listed entry.

If you're not, choose a party. Then choose one of these skills: Navigate, Pilot Aircraft, or Survival. If you can succeed with that skill roll, you're allowed to go. If the leader is an accomplice, add 20 percentiles to your skill roll result. Go to the appropriate entry number. Fail the roll and you don't talk your way in; go to -528-.

(462, 500, 501, 519, 529, 531)

**521** You see a sketch of a stump-like horrible being, and another which looks like a bubbling biological mass gone mad. There's a report on the Lake expedition, with pencilled comments discounting the rumored city, yet expressing astonishment at the odd footprints found and then brought back to Miskatonic university.

(460)

**522** You see a map of the Antarctic with three planned exploration routes. The central route leads to the mountains and city supposedly discovered by Lake. Add 10 percentiles to your Navigate while in Antarctica.

(460)

**523** His notes indicate that he believes the report about the city and the caverns. He too has seen odd things, especially horrible frog-like creatures which live in grotesque cities under the sea and worship unspeakable gods.

(526)

**524** You find the key to the armory, which is located in the cargo hold. Dynamite, and rifles, shotguns, and handguns are available there. Select your weapons from the *Call of Cthulhu* rules-book list, but do not take more than one of each type. Succeed with a Luck roll and you can arm yourself as you wish. Fail, and go to -511-.

(514)

**525** TRIP A (from your journal):

FEB. 1 - Small mountains surround this desolation. Even with the extended days, an air of gloom hangs over this range.

FEB. 6 - Blake appears disoriented, confused in his scientific activity. He radios to base camp for news of the other parties.

FEB. 7 - Incredible news! Rambeau's group reports finding signs of buildings and civilization. Blake appears morose and edgy at the news. He orders Rambeau to return to base.

FEB. 8 - Can't fly due to a whiteout. The storm is incredibly intense. Everyone is cold and miserable. MacPherson complains a great deal.

FEB. 10 - Able to fly at last!

FEB. 13 - Back at base camp. All communication from Rambeau's group has been lost. Blake has decided to go in pursuit.

Go to -574-.  
(520)



**526** You notice many books about the Antarctic. If you succeed with a Spot Hidden roll, go to -523-.

(460)

**527** TRIP C (from your journal):

FEB. 1 - Once over the mountains, Victoria Land seems a single massive plateau. From our flying altitude, we can barely make out the crevasses and the wind-blown sastrugi that proved so treacherous to sled travel.

FEB. 4 - The party seems at ease. Perhaps I selected the wrong party. Rambeau

is very quiet, as is Paddy Jones. Jeffries works hard setting up camp.

FEB. 5 - Twice now I have felt an eerie sensation of being watched by something inhuman, yet have been unable to detect any watcher.

FEB. 6 - We saw something strange near 120 E. longitude, a mountain range with an odd purplish glow beyond. Rambeau has decided to push the Dornier to the limit to reach it.

FEB. 7 - Great news! We see the remains of a strange city, unfathomably old, with eerie towers and enormous roads. Jones thought he saw someone, frozen of course, down on the road. He radioed base to let Blake and Crawford know while we circled the site. We've set down outside the city. Tomorrow we'll inspect this amazing place.

Go to -534-.  
(520)



**528** Violent action will lead to your imprisonment: try it, and go to -511-. You could try to tell the leader of the party you select why you should be allowed to accompany it: decide who that is, and go to -529-.

(520)

**529** If you approached Blake or Rambeau, they are aware of the threat. They use their influence to allow you to accompany a party. But which one? Go to -520-. If you approached anyone else, you are back in confinement aboard the *Dark Sea*. After the parties leave, you go to -574-.

(528, 530)

**530** Select a leader to approach: Rambeau, Blake, Crawford, or Jones. Select one of the following skills: Credit Rating, Debate, Fast Talk, Oratory, or Psychology, and add to those percentiles any Cthulhu Mythos percentiles you may have. Make a D100 roll equal to or less than that sum, and go to -529-. Fail, and go to -574-.

(510, 511)

**531** You convince your chosen expedition leader that your mission is important. He helps you for the rest of the trip. You may add 10 percentiles each to the results of called-for Know and Luck rolls for the duration of the adventure. Note this, then go to -500- or lay low and go to -520-.

(510, 511)

**532** Sneaking around through the lifeless waste is easy to do, but the winds and cold cut through like knives. There is nowhere warm to hide. You decide to return to -510-.

(510)

**533** "That new fellow, Jeffries. The way he looks at you it gives you the creeps."

(516)

**534** From your journal: "We see now that this 'city' is the merest suburb to the greater city beyond. In the distance are caverns and towers greater than can be imagined." Go to -542-.

(527)

**535** There's nothing of interest.

(460)

**536** A radio, manuals, signal logs, spare parts, dime novels, and cigarette butts.

(460)

**537** If you choose Jackson, go to -511-. If you choose Jeffries, go to -576-.

(468)

**538** You see a collection of strange carvings: some kind of headless creature, and a worm with the most penetrating eyes. Go to -460-.

(540)

**539** The guard explains that this letter was found in Gliere's cell when it was cleaned. It should have been sent to the Bureau of Investigation, but—a shrug—it was not. Though he speaks English, the guard doesn't read it, so he doesn't know the contents of the letter. Gliere is dead, and the Device returned. The case is closed.

You unfold the sheet. Gliere's tiny, precise script marches across it. There is no date and no signature.

Dr. Louis Grunewald  
Miskatonic University  
Arkham, Mass., U.S.A.

Dear Louis:

I fear it is too late for me. Though with the best of motives, the authorities foolishly apprehended me before I could accomplish destruction of the Device, and thereby they have re-endangered the world. If, to prevent my further interference, the cult of Aten tries to murder me while I am trapped in this cell, I do not see how they can fail their purpose.

This letter, therefore, must convince you of the truth I tell and relate to you what must be done about it. You must do it or see that it is done, else our world is doomed.

Though our discussions have acquainted you with some of what I now write, you have never accepted my arcane conclusions. I beg you now to do so, at least for the length of this letter. What follows is the situation as I understand it.

An Alexandrian-era sorcerer, one Ephegon of Karpathos, was reputed to have constructed a mechanism perfectly replicating the movement of the spheres. According to certain fragmentary evidences, this device was to be sent to Egypt, to agents of the notorious cult of Aten. The record is dim: perhaps it was designed in Egypt and built in Karpathos—but I digress.

Once installed in Egypt, the mechanism could be used in a great ceremony presaging the end of the world. It would somehow align the forces of nature with the metaphysical powers of an unnamed, exceedingly evil god. The product of the ceremony would be another device, this one very simple: a crystal octohedron which could be spun like a child's top. It is the Top of Aten, a thing of as great magical power as the device which produced it was a wonder of natural science.

By bringing the Top of Aten "farthest south" to the "last city of the oldest beings," and then summoning their god, the cult intended to use their cosmic gyro to alter the rotational axis of the Earth, thereby bringing a strange land (surely Antarctica) once more to life. In the process, the annoying "lands of the stick folk"—literally, the lands of men—would be destroyed.

But the ship carrying the device to Egypt was lost in a great storm, and then Ephegon died. The ceremony was never begun.

You'll recall the mysteries surrounding the Miskatonic expedition to Antarctica, and its tragic outcome; and you know that the Starkweather-Moore expedition leaves Bremen this winter to return to Antarctica and reopen the terrible questions which Lake first raised. But have you heard of the Karpathos Device—the strange instrument recovered near the island of Karpathos? After examining it, I knew that this was Ephegon's device!

Louis, it is my firm conviction that this tale is true, that a great scheme to change the world has been reactivated by the cult of Aten. Perhaps they employed great magics to manipulate destiny, or perhaps they are exceedingly cunning and

evaluate every event for what they may gain of it, but their hour has come round again.

Others also believe this. An erudite and cruel man named Stanford has lent me subtle aid, but says that for arcane reasons he may do no more: he is not a friend, but says that in this thing he serves his god! A kinder, gentler Greek gentleman has also helped. Both seem to represent greater powers than man, perhaps beyond our ken.

But the cult of Aten is strong. At least one among them is no man at all, but a—

Here the letter ends. There is no second sheet. There is nothing on the reverse of the sheet.

As you struggle to digest and evaluate the letter, the guard casually informs you that nothing else of Gliere's is now at the prison. Go to any Athens location.

(87)

**540** You find some bottles of whiskey carefully hidden. Maybe a drinking problem—or maybe the occupant merely fears thieves. With a successful Spot Hidden roll, go to -538-; fail, and go to -460-.

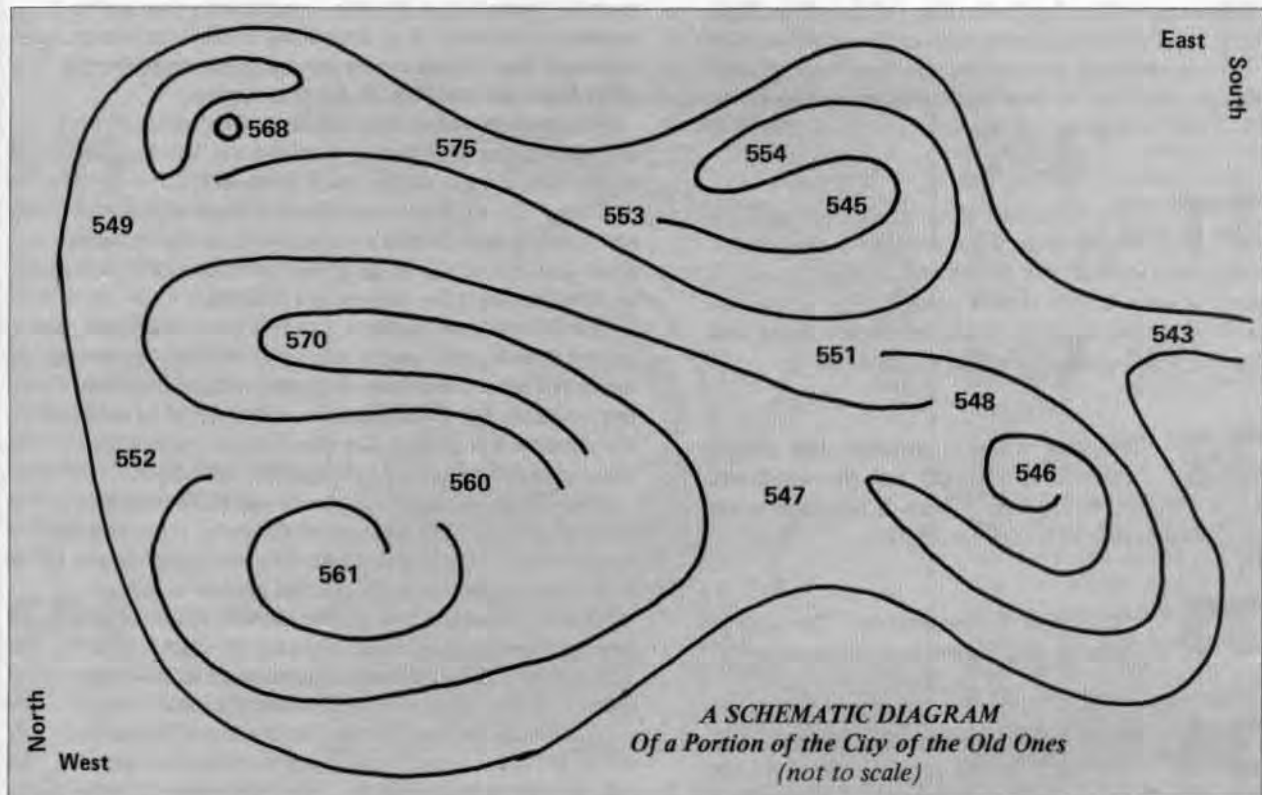
(460)

**541** TRIP C (from your journal)

FEB. 1 — Captain Crawford seems in a happier frame of mind now that we're finally moving.

FEB. 3 — Have left the mountains to fly over Scott's route. If time allows, on the way home we'll try to find the ill-fated 10-ton Depot.

FEB 8 — Have reached the arrow point of the Ross Ice Shelf. We'll camp on the ice. Big storm arrives at night (odd to see with the sun so bright to the north).



FEB 9 — Storm subsides in the afternoon, but we still don't travel. Base camp radios that we should return immediately. Rambeau's group is feared lost.

FEB. 12 — Returning to base camp, we await Blake.

Go to -574-.

(520)

**542** While Jones is occupied with altimeter readings, Jeffries turns quickly, grins (seemingly straight at you) and to your horror smashes in Rambeau's head with a huge claw hammer. Stunned, you still notice an odd bulge protruding from Jeffries' jacket as the murderer strides toward the caves.

To apprehend the villain while Bering radios base and Jones tends Rambeau's body, go to -577-.

To skulk about, waiting for help, go to -574-.

(534)

**543** Congratulations! You have reached the city of the Old Ones. Until instructed to do otherwise, choose your next entry by referring to the nearby schematic of a portion of the city. You may not skip entry numbers intervening on the plan.

You think that you see Jeffries heading west. You step into one of those odd footprints, and a chill runs down your spine.

As you move through the frigid air, you see a mosaic portraying those strange, stump-like creatures—part octopus, part monstrous anemone. The scene is of civilized discourse. You notice small ones apparently playing under the watch of larger ones. Children and parents? Go to -547-, 551-, or 575-.

(550)



**544** Good heavens! The top, which you had so carefully hidden, has disappeared. Wild-eyed, you rush through the hatchway and into the foggy gloom beyond. But, lurking on the other side, a hidden assailant sends a powerful blow to your head, and you sprawl to the deck. Barely conscious, you feel yourself picked up, swung unresistingly, and then hurled far over the side into the icy darkness of the sea. Somehow you cannot move your arms and legs; you sink deeper and deeper in the numbing depths. How foolish you were not to have destroyed the Top. You understand that you betrayed not only yourself, but everyone and everything you have ever loved . . . it is THE END.  
(576)

**545** Those horrible creatures have already become like humans to you. The scene is terrible. The mural shows them falling as their formerly docile servants turn on them. You also seem to see some of the defeated creatures floating upward, up to the stars.

You see a map of this part of the city. On it, a dark symbol has been placed at a point corresponding to -570- on your schematic map. Go to -553-.  
(553)

**546** A pit looms before you. You could climb down the steep sides. If you do, go to -555-. If not, go to -547- or -548-.  
(547, 548)

**547** The ice on the streets seems . . . disturbed. You brush against a mural of stump-like creatures leading around some of those ugly masses. Slaves or cattle, it appears. Go to -546- or -560-.  
(543, 546, 548, 552)

**548** A hunch tells you to go west, then head north. You see an enormous mural as you turn the corner. These small specks appear to be falling from the stars . . . as they get closer, they become thick, barrel-like creatures with hundreds of dangling tentacles at either end. They seem to build this city! Go to -547- or -546- or -551-.  
(546, 547, 551)

**549** You think you see movement to the west. You barely notice the mural you pass. The slave things, in appearance more horrible than before, rebel against the master creatures. Great

battles are depicted. Go to -568-, or to -575- or to -551-.  
(551, 552, 568, 575)

**550** At the entrance to the city, Jones catches up with you. Though he knows nothing of the real circumstances, he can carry additional weapons or explosives which you may have brought on the journey. Check your journal to see what's there. Now go to -543-.  
(577)

**551** Should you head north? Amidst the eons-old streets and cyclopean buildings you see a mosaic. The stump-like horrors flee something, their tentacles flailing as they enter the sea. You imagine you hear their eldritch screams. Go to -548- or to -549-.  
(543, 548, 549)



Lt. Devon Wilson

**552** In the swirling snow you momentarily see a moving figure, though it didn't remind you of Jeffries. The figure ran into the alley beside that strange domed building. It was heading south. Go to -547-, to -549-, or to -560-.  
(547, 549, 560)

**553** A long path leads to a strange temple-like building. To look inside, go to -545-. Or go to -554- or to -575-.  
(545, 575)

**554** Your ship, the USS *Rochester*, lays snugly at anchor. Ordinarily, as the dashing Lt. Devon Wilson, you'd be storming the gangplank to start your month's leave with a spree, but Nora's alarming telegrams abruptly stopped exactly seven days ago, while you still were at sea. You must find her. You study her photo in its Deco frame, then carefully pack it. You'd give everything you have to get her back.

As you pack, a chill runs down your spine: Gliere was a suicide, Grunewald and Holt mysteriously lost, and now Nora! Though you hide your concern from yourself, nonetheless you decide to include your heavy service revolver in your bags, and you resolve to equip yourself for any eventuality at that nearby store.

The *Rochester* is in the port location you wish - New York, Athens, Alexandria, or Bremen. Pick up any equipment or supplies you want, then go to any location on the appropriate location table.

START

**555** You're at the bottom of a pit, perhaps 100 feet below the surface. There is a faint, otherworldly light here. The air, though cold, is distinctly warmer than the surface, and you are glad of it. But a clammy, foetid smell hangs here. You think it the smell of death, perhaps ancient or perhaps . . .

You are in an intersection. Eight corridors lead out of it, corresponding to compass points. Choose one diagram entry direction (below) or roll 1D8 for it. (546, 557)

**556** You stand at the edge of another pit, this one huge. Go to -570-. (555)

**557** You see frozen creatures like the stump-like things of the mosaics, but these former citizens are frozen solid. Sanity loss is 0/1D6 SAN points. You keep walking, and find you've been led back to the underground intersection. Go to -555-. (555, 558, 559, 561)

**558** Go to -557-. (555)

**559** Go to -557-. (555, 562, 563)

**560** Someone (something!) runs south, turns a corner, and disappears. He seems to have been intending to go to the north, to -570-.

Do you follow? As you decide, you notice an enormous frieze depicting a war between two kinds of beings, beings never before seen by man, and waging wars of incredible cruelty and horror.

If you do not follow, go to -552-. (547, 552, 561, 570)

**561** Go to -577- or -560-. (555)

**562** Shining your flashlight down a partly-collapsed corridor, you see a treasure-trove of alien scientific devices beyond. The balance of the ceiling is precarious, but it has held for millions of years. If you don't want to go in, go on to -559-.

If you do want to investigate, you crawl down the narrow passage. Nervously, you begin to pull out the devices. But as you do, you see glinting eyes and hear a cruel chuckle at the other end. As the stones begin to slip, you frantically back into the room of the scientific devices. The corridor collapses, pulled down by Jeffries' treachery. You pound and tug at the stone, but the only way out is sealed. Before you freeze to death, you hear great upheavals in the earth. You never know their cause. For you, and everyone, it is . . . THE END. (555, 564)

**563** Go to -559-. (555)

**564** Go to -562-. (555)

**565** The pit opens into a great maw of a cavern, a stellated dome with odd chinks of light glowing from the points. You see Jeffries approach a simple pedestal, "Ghatanothoa!" he shouts, and as he does his flesh shrivels from his body, rippling in waves, as he becomes one of those slave-thing masses you've seen in the mosaics and friezes—first one eye, then two, then hundreds! Make a Sanity roll: the cost for seeing this thing is 1D6/1D20 SAN.

If you can make a successful Luck roll, you quickly duck behind a pillar to hide from the dreadful image which you now see glinting in the shadows, but you still must make a second Sanity roll: cost for this powerful entity is 1D10/1D100 SAN.

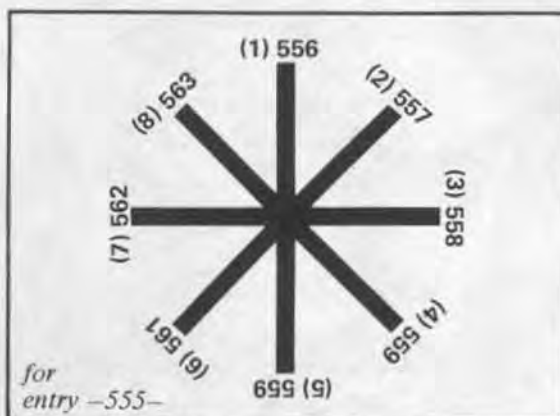
Fail the Luck roll and you must still make the Sanity roll, and in addition a CON x5 or less roll on D100. Fail the CON roll and permanently lose 1D6 DEX.

Continue to make Luck rolls until you successfully

move behind a pillar. Shielded there, stop the CON rolls until you move around the pillar.

To escape, make 1D3 successful CON x5 or less rolls, each failure costing you 1D6 DEX permanently.

You can destroy this place of horror. If you toss a stick of dynamite at Jeffries, go to -569-. If you have a magic amulet, go to -571-. For anything else, go to -573-. (580)



**566** The pit opens into a great maw of a cavern, a stellated dome with odd chinks of light glowing from the points. A creature is at a pedestal, fingering something which looks like a crystal top. With a slimy appendage, it thoughtfully fingers the Top. A successful Throw roll allows you to toss dynamite if you have it; if you succeed with the dynamite Throw, go to -569-. If you have the rose-colored amulet to try, go to -571-. If neither applies, you must go to -574-. (580)

**567** You are at the same point as in entry -566-, but it is now moments too late to throw dynamite and have it be effective. If you have an amulet, use it and go to -572-; if not, then go to -574-. (580)

**568** A rose-colored amulet rests within a small sanctuary. If you touch it, go to -410-. If not, go to -549- or -575-. (432, 549, 575)



**569** Your daring throw was right on target! You lose 1D6 DEX in exposing yourself to Ghatanothoa, but the Top is blown to splinters and the roof of the cavern has begun to collapse. Dazed and semi-paralyzed, you stumble away, into the numbing Antarctic cold. Somehow you reach the Dornier and safety. Jones may be there to fly you back, or Crawford may dispatch a rescue flight if you have no Pilot Aircraft skill. Your diagnosis is dementia Antarctica. Ultimately you realize, after your release from a New England sanatorium, that it is best to say nothing about your trip. It is . . . THE END, but you triumphed where many failed. Congratulations!  
(565, 566)

**570** A huge slab has been opened before you. The pictures around you show the barrel creatures fleeing great turmoil: enormous slabs of ice seem to be flying from the sky. Some of the barrel creatures seem to have frozen where they stand. Intuitively you believe the answer is here. Go to -580-.  
(556)

**571** The summoned creatures are powerful indeed. Though many fall before the might of Ghatanothoa, others manage to destroy the Top before it can be set in motion. But a battle between alien horrors is no place for a human to be. You edge away from the horrifying struggle.

Dazed, you stumble back into the numbing Antarctic cold. Somehow you reach the Dornier and safety. Jones may be there to fly you back, or Crawford may dispatch a rescue flight if you have no Pilot Aircraft. You are diagnosed as having dementia Antarctica. Ultimately you realize, after your release from a New England sanatorium that it is best to say nothing about your trip. It is . . . THE END, but you triumphed where many failed. Congratulations!  
(565, 566, 572)

**572** The summoned creature appears, and then another, and then another. Bubble-mass things tumble forward from corridors and caverns. The battle between them is desperate. Go to -571-.  
(567)

**573** Within the pit, Ghatanothoa waits, turning toward you, waving its hundred tentacles in the air as if in welcome. You feel your flesh go rigid. Then the bubble-mass creatures come. You remember them from the mosaics. If you have the rose-colored amulet, you have only a moment to touch it before you turn to stone; go to -592-.

If you have only the ring, the bubble-creatures respect its power and leave it untouched, but your hardening body they tear apart. It is . . . THE END.  
(565, 580)

**574** Depending where you are, your experiences vary. The tilting of the Earth is gradual but inexorable. Panic occurs, followed by

dramatic floods along all the coasts. Storms of primeval force sweep the continents. Melting polar ice fuels the flooding, while horrible ice storms strike elsewhere. Once it begins, much of the civilized world is destroyed within a day. The city of the Old Ones has a new master; the whole world pays for your failure. Your revolver has a bullet in the chamber. Whether you choose to use it or not, it is . . . THE END.

(100, 315, 525, 529, 530, 541, 542, 566, 567)

**575** Where has he gone? Perhaps north? You see a mural of the scientific achievements of the stumpy rulers, and of the help given them by their bizarre slaves. Go to -549-, -553-, or -568-.  
(543, 549, 553, 568)

**576** The Top of Aten is in Jeffries' footlocker! How it gleams! It is somehow purer than pure crystal, very beautiful and very powerful, you instinctively feel.

Fail a Luck roll and Jeffries appears before you can deal with the Top; go to -578-. Succeed with the Luck roll and you have time to choose the Top's fate, as follows in the next paragraph.

To keep the Top and try to sell it back home, go to -544-. To pick up the hammer nearby and try to smash the Top, go to -591-. To go to 'A'-deck and chuck the Top over the side and into the sea, go to -433-.  
(537)

**577** You intently pursue Jeffries, but the man has incredible endurance; he pulls further and further ahead. You find yourself stepping into holes in the snow, like the strangely-shaped footprints of a bizarre creature—actually the result of some odd Antarctic phenomenon, you reassure yourself. The towers of the city are close by now. Jeffries enters a street to your left. You follow; go to -550-.  
(542)

**578** You race up the ladder to 'B'-deck, Jeffries hard behind you, transformed into a hideous creature like a blobby mass: lose 1D6/1D20 SAN. (You have every reason to run!) Make a DEX x2 or less roll and you manage to close the hatch at the top of the ladder before the horrible monster gets there; go to -433-.

Fail the DEX roll and it smashes back the hatch, knocking you across the room. You are doomed, without escape. But make a successful Throw roll and you see the Top sail through the open porthole and into the sea (before the thing grabs you). But chin up, you did well and succeeded in this adventure, even though you were gobbled up. If you failed, the shoggoth rips you apart. Anyway, it is . . . THE END.  
(576, 591)

**579** A chance flirtation leads the pair of you to the ship's casino. You win 1D100 dollars at the baccarat table. Go to -187- and the ship activity table.  
(148)

**580** If anyone is with you, they lose their nerve and refuse to go further. It takes a Climb and a Jump to get down quietly. Fail either roll, and you tumble down uncontrollably; go to -573-. If you succeeded with both rolls, attempt a Luck roll and a Know roll. If you succeed with all four rolls, go to -565-. If you failed any, go to -566-. If you failed three or more, go to -567-.  
(570)

**581** They're playing a form of whist. You hope to get information, but your win streak quickly becomes phenomenal. Soon the fishermen grumble to themselves, and stir unhappily. In 20 minutes you clean out the table. Add \$34.00 to your holdings, and stuff your pockets with small-denomination drachma notes. Go to -20- or to any Athens location.  
(107)

**582** The amulet, with the short spell from the *Al Azif*, summons Nodens. Nodens will carry you any where you wish once, or will supply 1D10 Nightgaunts to obey your orders (but you will still have to make a Sanity loss roll: 0/1D6 even for friendly Nightgaunts). See the rulesbook for more data. The amulet disappears after one use; the Nightgaunts fly away after one fight. Go to any Bremen location.  
(470)

**583** **THE HOTEL**  
What a find! This hotel costs only \$2 a night, and is roomy, warm, spacious, comfortable, and clean. Room service is \$1.00 per meal, 5am to 9pm. Go to any New York location in the morning.  
(New York location)

**584** The skimpy, smelly, bad-tasting meal costs 50 piastres! Angrily go to -444-.  
(444)

**585** **HOSPITAL**  
You get tender loving care, restoring 1 hit point for every two full days that you stay. Attempt a Credit Rating roll. If you fail, they think you are poor and do not charge; if you succeed, you must pay \$20.00 per day of treatment (exception: treatment on ship and in the Antarctic is free). Then go to any location on your current location table.

**586** Small fast-food stands occur in every city—hot dogs, falafel, and so on. The price of such a meal is 10 cents, 3 drachmas, or 5 piastres. Then roll 1D6. If the roll is a 6, go to -12-.

**587** From its heft, you know you can use the Device as a club. Return to -230-.  
(230)

**588** The river is very strong, with much debris in it and many crocodiles along it. You decide to go back to the village. Go to -589-.  
(321)

**589** You follow the tire tracks across the sands. A strong south wind begins to blow. Go to -94-.  
(588)

**590** The purser tells you that skeet-shooting from the fantail will soon begin. To get some shotgun practice, go to -189-; to ignore the suggestion, go to -187-.  
(192)

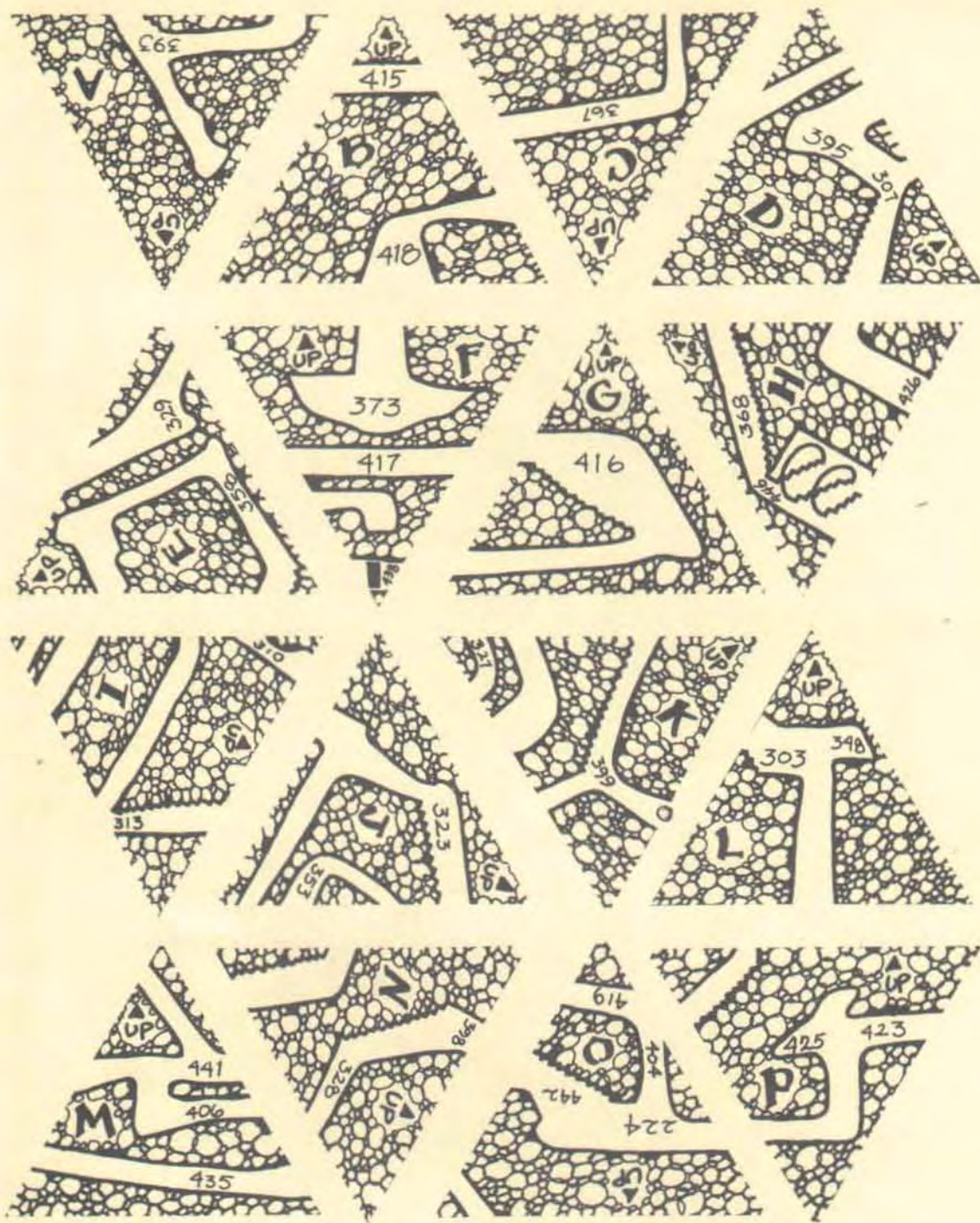
**591** You swing mightily, but instead of breaking, the crystal octohedron rings loudly, like a mournful bell. And Jeffries hears it. Go to -578-.  
(576)

**592** The summon creature appears, and then another, and then another. Bubble-mass things pour to the attack from corridors and caverns. The battle is desperate; the Top is destroyed—congratulations. Though your actions save the world, you are doomed. As the cavern collapses, you bravely count your death of little importance. You have saved the world, even though for you it is . . . THE END.  
(576)

**593** **BEE'S DINER**  
Open from 6am to 5pm, breakfast is 25 cents, lunch is 30 cents, and dinner is 42 cents. Coffee refills are no charge.  
(Arkham location)







## Pyramid Puzzle

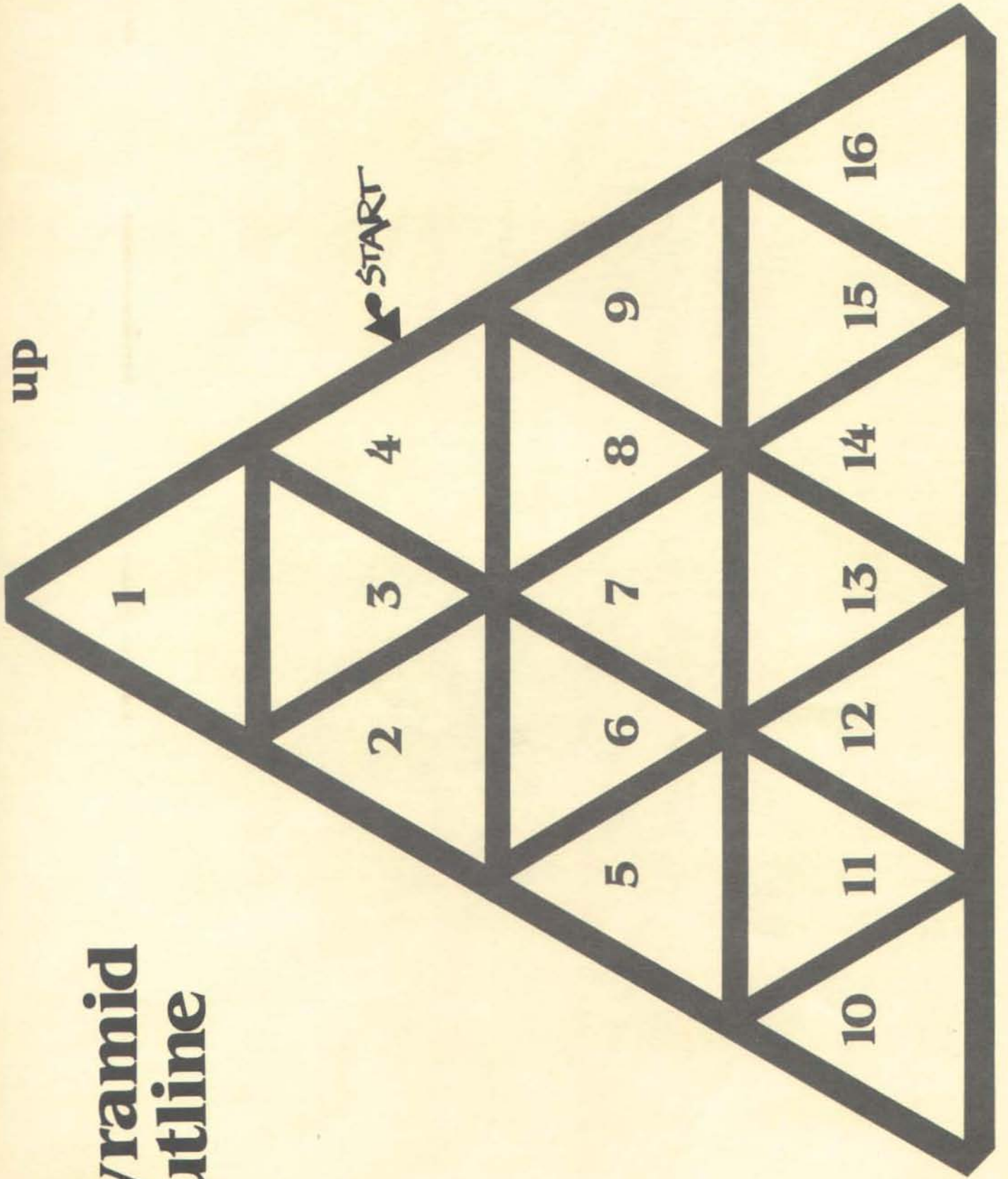
Photocopy or remove these facing pages. Cut out the individual pieces printed on this page; do not cut apart the portions of the pyramid outline on the facing page. Entry -382- provides complete instructions.



east

up

START



down

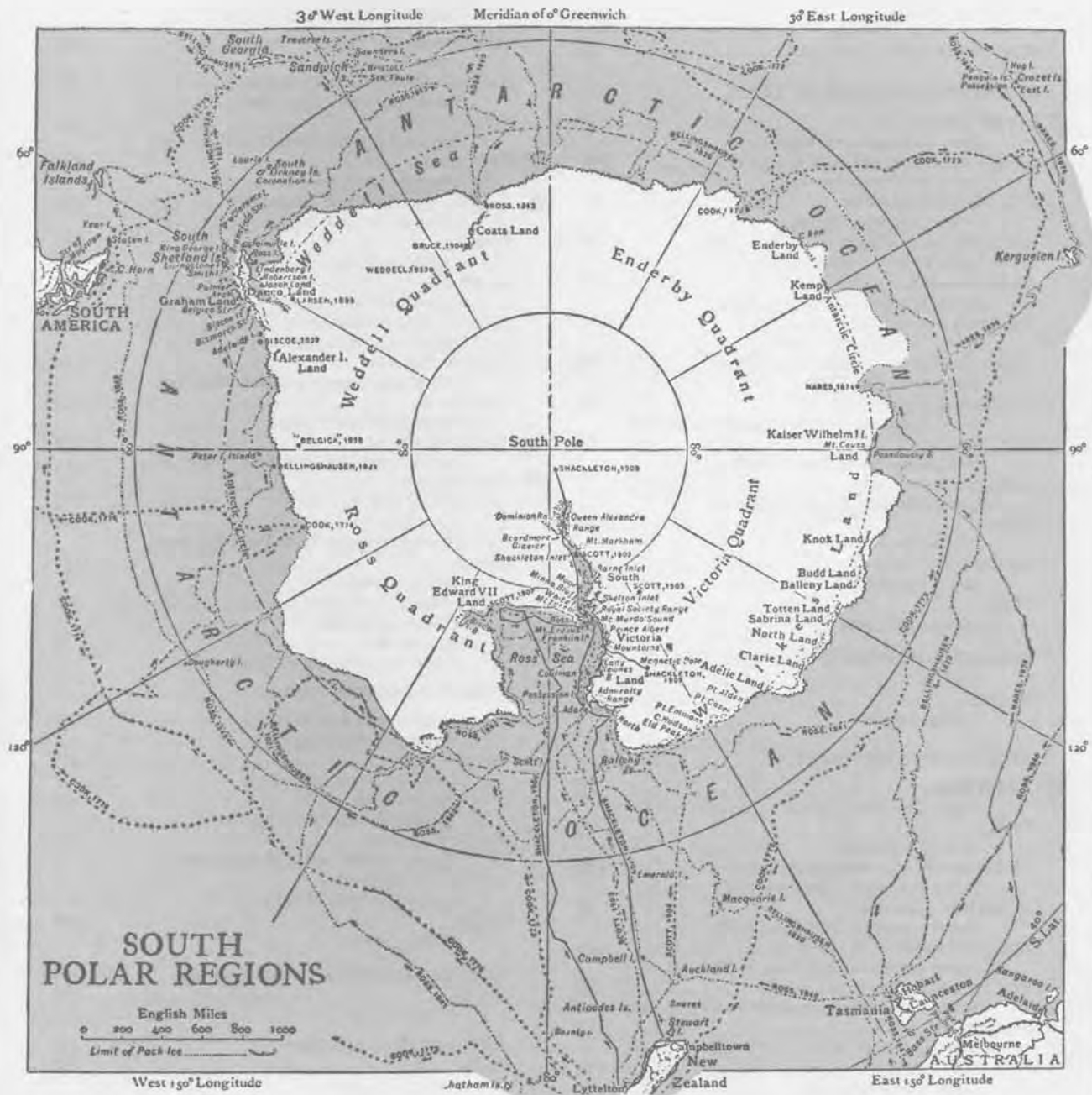
west

# Pyramid Outline



# THE CONTINENT OF ANTARCTICA AND ADJACENT AREAS

with  
Important Antarctic Explorations Before the Era of Flight



# Location Tables

LOCATION TABLE/Location entry number

## ARKHAM LOCATION TABLE

Arkham First National Bank (open 9am-3pm, M-F)	3
Hospital (always open)	585
Arkham (Boston & Maine RR) Depot (open 24 hours every day)	16
Arkham General Store (open 8am-6pm, M-Sat)	38
Arkham Advertiser newspaper (open 8am-5pm, M-F)	60
Harding House (open 'respectable hours')	113
Miskatonic University (open 8am-5pm, M-F)	82
Bee's Diner (open 6am-5pm, M-F)	593
Grunewald's Home	102

## BOSTON RAILWAY STATION

## NEW YORK CITY LOCATION TABLE

Pier 56: Cunard Lines (open 24 hours every day)	104
Grand Central Rail Station & Restaurant (open 24 hours every day)	146
E. S. Wilentz Booksellers (open 10am-6pm, M-Sat.)	54
New York Public Library (open 9am-9pm every day)	74
Greek Consulate (open 9am-noon; 2pm-6pm, M-F)	30
Hotel with Room Service (open 24 hours every day)	583
Empire General Merchandise Emporium (open 8am-7pm, M-Sat.)	38
New York Sun newspaper (avail. 5am-2pm or with successful Luck roll)	86
Holt's Apartment (accessible only to Ernest Holt)	36
McShane's Apartment (accessible only to Nora McShane)	37
Hospital (always open)	585
On-The-Street Food Vendors (always available)	586
Taxis (always available)	56

## CUNARD PASSENGER LINER ACTIVITIES

TABLE	187
Hospital (always open)	585

## ATHENS LOCATION TABLE

Athens Harbor (open 24 hours every day)	173
Taxis (always available)	58
Athens Bureau of Investigation (open 9am-noon, 3pm-7pm, M-F)	130
Athens Hall of Justice (open 9am-noon, 3pm-7pm, M-F)	87
National Museum of Archaeology (open 9am-noon, 3pm-7pm, M-F)	118
New York Sun (European Edition) (costs 10 drachmas, available 24 hours a day)	65
Piosotos Cafe (open 6am-2am daily)	20
Motorship <i>Kyonas</i> (hirable 24 hours a day)	160

LOCATION TABLE/Location entry number

Athens Airport (open 24 hours a day)	181
Athens Railway Station & Restaurant (open 24 hours a day)	183
The Parthenon (always open)	194
Hotels (always open)	
Inexpensive (100 drachmas)	424
Moderate (250 drachmas)	101
Expensive, with Room Service (500 drachmas)	127
Spyro, Outfitter and Supplier (open 8am-noon, 2pm-6pm)	38
Hospital (always open)	585
On-The-Street Food Vendors (always available)	586

## EGYPT LOCATION TABLE

Alexandria Harbor and Rail Station (open 24 hours a day)	195
Alexandria Outfitters and Suppliers (open 8am-noon, 3pm-7pm M-Sat.)	38
Tell-el-Amarna (pyramid is open 10am-6pm every day)	324
Cairo Airport (open 24 hours a day)	196
Cairo Railway Station & Restaurant (open 24 hours a day)	205
Taxis (always available)	103
Hotels (open 24 hours a day)	164
Other Sleeping Arrangements (open 24 hours a day)	154
Fuzira Marketplace (open*6am-11am, 4pm-8pm every day)	134
Cairo Police (open 24 hours every day)	144
Al Azhar University (open 7am-11am, 3pm-6pm, M-F)	149
Cairo Museum	
Before Oct. 30	206
After Oct. 30 (open 9am-noon, 2pm-6pm every day)	300
Hospital (always open)	585
On-The-Street Food Vendors (always available)	586
Retail Merchandise (open 8am-noon, 3pm-7pm M-Sat)	38

## BREMEN LOCATION TABLE

Bremen Harbor and Rail Station (open 24 hours a day)	449
Bremen Airport (open 24 hours a day)	450
Steamship <i>Dark Sea</i> (accessible 8am-8pm every day)	486
Die Frieschutz Inn (has restaurant, open 24 hours a day)	461
Geschäft Krankenhaus (open 7am-5pm, M-Sat.)	38
Hospital (always open)	585

## DARK SEA INVESTIGATIONS TABLES

Sick Bay (always open)	502, 504
	585

## ANTARCTICA BASE CAMP

Medical Aid (always available)	520
	585



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- *Calendrical Record-Keeping and Expenditures in a Race Against Time.*
- *Modified, Removable Investigator Sheets.*

ALONE AGAINST THE DARK is a sinister solo adventure for CALL OF CTHULHU roleplayers. Beginning with the theft of a priceless relic, four friends are drawn one by one into a dark design of mystery and terror. As first a quiet linguistics professor from Miskatonic University, you must solve the riddle of disturbing disappearances to forestall grim disasters which threaten the planet.



Professor  
Louis  
Grunewald  
– the brains  
of the bunch



Ernest Holt  
– the man  
with the  
money



Nora  
McShane  
– the story is  
hers at the  
flutter of an  
eyelid




Lt. Devon  
Wilson  
– the dashing  
young man  
of the sea

## Format

Each entry bears a consecutive number, from 1 to 593.

Entry text  
may contain  
one or many  
paragraphs.

**146** **GRAND CENTRAL STATION**  Two trains daily depart for Boston. One leaves at 8am and arrives at 3pm; the second leaves at 6pm and arrives at 12:30am. Each costs \$6.00, go to –64– upon arrival. If you've purchased a ticket, you may wait at this station for departure, or you may go to any New York City location.  
(New York location)

'Go to' tells the number of the new entry to which you should proceed. Sometimes you are directed, sometimes you may choose, sometimes you must roll to successfully use a particular skill, and sometimes you must roll for a random result. Preceding and following dashes always identify 'Go to' numbers.

Phone symbol indicates that you may save valuable time by phoning this particular entry for information, rather than actually traveling there.

The presence of such a location note means that you can go from this entry to any entry listed on the appropriate Location Table. Many entries contain only trace numbers rather than location notes. Trace numbers indicate the numbers of entries from which you could have come in order to get to this entry. There may be one or many trace numbers. To aid in play, pencil out trace numbers as you read.

# ...Alone Against The Dark