

# **The Peaslee Formula**

**A One-Round Call of Cthulhu Adventure**

**by Gregory W. Detwiler**

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Introduction

The investigators receive an invitation from no less a dignitary than the eminent Professor Nathaniel Wingate Peaslee of Miskatonic University, who is most famous for his strange "amnesia" attack of 1908-13 (see Lovecraft's story *The Shadow Out of Time* for details). While going through his attic, he has discovered a chemical formula which he does not remember working on (chemistry is not his specialty), but which his servants say he did create, while under the influence of his strange condition. He had even gone so far as to brew up a batch of the stuff. After returning to himself, he has received an emissary telling him what the drug is for.

The investigators are a mixed lot, none of whom know each other, whom Peaslee has invited to his house for dinner or to spend the weekend, with vague promises of "something special" being in the works. All he will hint at is that it apparently has something to do with his strange attack of "amnesia", which lasted from 1908-1913. For various reasons, everyone will attend.

## Keeper's Information

The formula was, indeed, created by the body of Professor Peaslee while it was inhabited by the mind of a member of the Great Race of Yith. Since his return to his own body, he has been contacted by a Yithian agent and told to give the drug to a group of people from his own time, hinting that if he does not, certain information concerning what he did when "possessed" will make its way into the hands of the Press. What he does not know is that the Yithian in his body also cast a powerful spell over the liquid after all the ingredients had been mixed in. This fluid is a new experimental chemical the scientists of the Great Race had "recently" devised (the Yithians doing this come from the same time period Peaslee's mind visited: the Triassic Period of the Mesozoic Era, almost 150,000,000 years in the past).

Though the Yithians' method of mental time travel and possession is quite successful, it is rather unwieldy, requiring mechanical apparatus for the mind exchange. The enchanted chemical the Yithian created was deliberately left behind for some humans to try. If taken, it should cause an immediate mental transfer between the imbibers and a select group of Yithians waiting back in the Triassic Period. For purposes of the adventure, all the investigators should drink, as the plot takes place back in prehistoric times.

## The Experiment

Begin the adventure with the following:

*You were surprised and flattered to receive an invitation to dine with Professor Nathaniel Windgate Peaslee. You have not seen him for some time; ever since recovering in 1913 from his five-year bout of amnesia, he has been very private. But invite you to dine he did, and you gladly accepted.*

*You arrived to find several other people you had not ever met.*

This is a good time for the investigators to introduce themselves, and tell what the others would have found out about them during dinner conversation. The investigators do not have inter-party information on their sheets; all they get to work with is what each player reveals here and later through roleplaying.

When that is done, continue:

*Dinner was excellent, and Professor Peaslee's housekeeper served you quietly and yet you never wanted for anything. The wine was refilled, and plates cleared. Peaslee spoke about his recent students, and*

*referred a little to some unusually accurate memories of the Triassic period in Earth's history, or was it the Jurassic? He really seemed to be an expert on the topic.*

*Dinner came to an end, and you find yourselves in Peaslee's study, drinking port or sherry, according to your preference.*

Peaslee has put his drug into the port or sherry, so the characters do drink it. Continue with:

*You raise the glass to your lips as Peaslee does, and drink. Immediately, you have a feeling of falling, and then blackness.*

Peaslee himself doesn't drink, but raises his glass to get the investigators to do so. They all drink; it is the proper thing to do socially and they are not expecting anything to happen from a glass of port or sherry.

When they regain their senses, they will become aware of a curious sensation of height, and of strange bodily sensations. Once their vision clears, they will find themselves in a stone room, seemingly surrounded by Yithians, each investigator perhaps not realizing immediately that said Yithians are mere bodies, with their minds those of his fellow investigators. If this sight doesn't make them want to scream (and each investigator must make a successful SAN roll or else lose 1D6 SAN points for seeing Yithians), then looking down at themselves will. Upon realizing what has happened, each investigator must make a successful SAN roll or lose 1D10 points of SAN. Attempts to scream or make any other vocal noises will fail, as Yithian bodies have no vocal cords, only the shrimplike claws to snap out speech with.

One wall of the room is covered with a message, repeated over and over again in English, French, German, Spanish, Russian, and the languages of all other peoples of the investigators' time period. Read or paraphrase the following to your players:

*"You have been selected by Fate for a special experiment of our race. At this moment, your bodies are being inhabited by the minds of those of our brethren whose bodies you now wear. For now, you are prisoners, but this can change with your cooperation. When you have learned how to speak and write properly in your unfamiliar bodies, you will be able to gain yourselves much freedom if you cooperate with us in our investigation of your race and time period. Please remain calm and obey the signals of your teachers when they come in; you really have little choice. Any resistance on your part will be regrettable, and be swiftly punished. Submit to your fate, and all will be well."*

Not long after the investigators read this, a hidden door will open to one side, and several Yithians carrying stacks of metal tablets will enter. Several more Yithians stand just outside, each one holding a camera-like device. If any investigators are so rash as to attack those members of the Great Race who have entered, they will discover the devices to be lightning guns. At this point, resistance will be futile (remember, the investigators can't even communicate with each other until they learn how to handle their new bodies), and they do need to know what's going on, so the players should settle down for a long series of learning sessions with their Yithian tutors.

### **Three Yithian Tutors**

STR 40    CON 25    SIZ 60    INT 28    POW 16  
DEX 8    Move 7    HP 42

Damage Bonus: +6D6.

Weapon: Pincer 40%, damage 1D6+db

Armor: 8-point skin.

Spells: Dread Curse of Azathoth, Grasp of Cthulhu, Shriveling.

### **Three Yithian Guards**

STR 50    CON 30    SIZ 70    INT 28    POW 16  
DEX 14    Move 7    HP 50

Damage Bonus: +6D6.

Weapons: Pincer 60%, damage 1D6+db

Lightning Gun 30%, damage 1D10 per charge

Armor: 8-point skin.

After the shock of seeing themselves as they are now, the investigators will lose no more SAN upon seeing a Yithian, at least during the course of this adventure.

## **Life As a Yithian**

For the next month or so, the investigators will remain as prisoners in the stone building, learning how to master their bodies and communicate. Speech and writing will be emphasized, for the Yithians will expect their reluctant guests to write and talk about the history of their age. All written records they produce are to be stored in the great library in the vaults. The investigators may have other plans in mind, but in order to act effectively, they must learn to adjust to a Yithian body. Have as much fun with this as the players seem to want.

Physical skills are all effectively lost, of course, and in any case, almost none would be applicable in the world of the Great Race. Hide (with a 10' tall body?), Jump (with no feet?), Dodge (ditto), Sneak, Climb, Swim, Ride, etc.: all that sort of stuff is worthless now.

Spoken languages are futile, and the clicking claw method of communication that the Yithians use cannot convey all the subtle nuances and other items that make for successful use of the Bargain, Fast Talk, and Persuade skills. Written languages can be used, but only after the one-month reorientation and relearning period.

As regards knowledge-related skills, those relating to human beings, their material possessions, and their world are often useless. Medical knowledge is useless, as that concerns human and not Yithian bodies. At this point in time, the stars and planets will be in different positions, so Astronomy and Navigate are of little help. Natural History will be of limited usefulness, unless the investigator also knows Paleontology. Chemistry and Pharmacy are half-and-half; the knowledge is there, but investigators cannot actually whip up any chemical concoctions until they gain sufficient dexterity with their new bodies at the end of the month-long reorientation period. Successful spell-casting likewise depends on gaining (or regaining) dexterity. With no human features to look at, even when seeing fellow prisoners, Anthropology, Psychoanalysis, and Psychology are mostly ineffective. Spot Hidden and Track work the same as always, as will Throw once the reorientation period is over. No one will have any weapons skills, nor will their Yithian captors allow them to gain any. They will certainly not allow their prisoners to get their hands (excuse me, claws) on one or more lightning guns, and any that are captured later on will be used unskilled (Base Chance of 25%) due to the investigators' ignorance.

For personal stats, the investigators will keep their own INT, POW, EDU, and SAN. All else is dependant upon the Yithian bodies they wear. Naturally, the Yithians did not wish their prisoners to make the exchange with the physically strongest and most active of their race, so their stats are:

STR 34    CON 18    SIZ 50    DEX 8  
Move 7    HP 34

Once the training period is up, the investigators will spend the next week or so engaged in writing up all they know about their own age. Anyone who refuses will be left shut up in a small stone cell in "solitary confinement" until he changes his tune. A successful Idea roll will let the investigators know that at this stage in the game, it is still best that they play along, while still watching for an opportunity to do---what? In the long term, of course, they should be scheming to find out if the Yithians have any more of their magical drug, or, failing that, how to make some for themselves. If the drug works like the transferal process with Peaslee did, the investigators will find themselves stuck in Yithian bodies for five years, while the Yithians are doing only

God knows what in, with, and to their own bodies. Not a pleasant thing to contemplate.

If the investigators have been good as regards cooperation in Yithian research, they will gain a bit more freedom. Instead of a communal cell barely large enough for all of them, each "guest" gets his own comfortable (by Yithian standards) apartment, complete with a large balcony or terrace from which he/she can observe part of the surrounding Triassic landscape. (More on that later.) More important for the adventure's plot, however, they will be allowed to meet and speak with their fellow prisoners.

## Fellow Prisoners

After a week of intensive writing, the investigators will be shepherded into a large, comfortably furnished building. Here they will be allowed to meet their fellow inmates.

***"---and immediately after Ikhnaton was overthrown, the generals set out in pursuit of the Israelites. Their leader took the dead Pharaoh's own chariot; thus, when Moses saw it, he naturally assumed that Pharaoh had repented of his decision to let the Israelites go, and was personally leading his army to bring them back."***

These words (in clicking language, of course) will be the first sounds the investigators hear as they enter the common "lounge" area. The speaker is Tothmes, an Egyptian astrologer who lived in the time of the ill-fated innovative Pharaoh Ikhnaton. He is explaining to fellow prisoner Ben Stromberg, a Jewish physicist who lives in 21st Century Australia, that the Exodus took place during the reign of Ikhnaton, or rather, right at the time of his overthrow. Both men will turn to greet the newcomers after these words are spoken, then resume their conversation while the investigators (presumably) drift about the room to mingle. There should be plenty of opportunity for this, as there are literally dozens of imprisoned minds in Yithian bodies here. Many are human; many more are not.

The nonhuman entities come in an amazing variety. The friendliest (toward male investigators) is L'hil-oom, a female Deep One sorceress who lived in Classical times. Eager to expand the Deep Ones' program of interbreeding with humans, she developed a special magic spell that is sung rather than chanted, enabling those female Deep Ones and humans who know it to totally bewitch human males into regarding them as ideal mates. Her first followers have gone down in human mythology as the Sirens. Other prisoners include two serpent people from the Pre-Cataclysmic Age; one lived during the height of their

power, while the second is from the age of final decline, when the Valusian king Kull of Atlantis hunted down and destroyed the last of the race---or so he thought. There is a Mi-Go, a ghoul, an unidentifiable thing from Saturn, a furry nonhuman priest of Tsathoggua, a Tcho-Tcho (not so abominable when he looks like everyone else), an arachnid of Earth's last race, and two intelligent beetles of the sort that will take over after mankind's extinction. There is also an Elder Thing, Ss'enum by name, the only non-human prisoner who will express an interest in escaping with the investigators.

### SS'ENUM (in Yithian Body), Captive Elder

#### Thing

STR 40    CON 23    SIZ 62    INT 14    POW 10  
DEX 10    Move 7    HP 43

Damage Bonus: +6D6.

Weapon: Pincer 15%, damage 1D6+db

Armor: 8-point skin.

Notes: Ss'enum was taken from his time period, a bare hundred years from the period he is in now. For a few million years now, his people and the Yithians have been fighting occasional border wars, mainly as the Elder Thing way of (unsuccessfully) telling the mind-trading Yithians to knock it off. Elder Thing society changes so slowly that living with his people in this age would be precisely the same as in his own time, so he is more than willing to escape, even if it means living in a Yithian body. For the course of this adventure, the investigators will know the novelty of a Mythos monster that is a trustworthy ally.

The human minds imprisoned here include:

- Shang-Ti, Court Magician to the Emperor Chiang-Tsao of the cruel empire of Tsan-Chan (taken in the year 6300 A.D.);
- the dark sorcerer Yug-Kranes, who was one of the top wizards in the ranks of the dark conquerors of 16,000 A.D.;
- Marcus Sullus Quintus, a Roman senator who had also seen service leading troops against Hannibal in the Second Punic War;
- the 1912 German scientist (Chemistry and Physics) Heinz Graft (who will still be alive and well during the '20s and '30s, should the investigators want to look him up later on);
- the prehistoric wizard Ybith from Hyperborea (the first continent inhabited by men);
- Lord Byron Hastings, an English gentleman scientist who was a friend and colleague of Isaac Newton;
- Sun Tsi, a Chinese physician forced to serve at the court of Ghenghis Khan;

- and a warrior noble from the ancient polar land of Lomar, whose Order requires that he not give his name to strangers.

None of the humans will be inclined to take the risks involved in an escape attempt (you'll understand why when you read the outdoor encounter explanations) except for one prisoner: a man from the 1990s named Gregory W. Detwiler.

### Gregory w. Detwiler, Age 40, Game Designer

#### From the 1990s

STR 42    CON 26    SIZ 64    INT 18    POW 18  
DEX 10    EDU 16    SAN 30    HP 45

Damage Bonus: +6D6.

Weapon: Pincer 15%, damage 1D6+db

Armor: 8-point skin.

Skills: Accounting 40%, Archaeology 30%, Art (Writing) 50%, Biology 50%, Computer Use 25%, Cthulhu Mythos 60%, Drive Automobile 65%, Game Design 40%, Geology 40%, History 70%, Library Use 80%, Natural History 55%, Occult 20%, Paleontology 75%.

Greg Detwiler is a writer and game designer from the United States in the 1990s. In the course of his research work he has picked up a lot of information about the Mythos, although he has not learned any spells. The investigators will find him to be a cautious, quick-witted, and resourceful fellow, and a useful addition to the escapees' ranks. If the investigators for some reason (such as constantly blowing their Idea rolls) cannot figure out what to do, the Keeper should have Greg come up with a suggestion in the interest of keeping play moving. He is highly knowledgeable about prehistoric life, and thus will be useful when the escapees hit the great outdoors. Everything is useful to him, and he may even use this adventure for a game idea when he returns to his own time.

There are other humans here, of course, and several more human and nonhuman prisoners can be brought in while the investigators are plotting their escape. How to handle their interrogation of the other prisoners is entirely up to the Keeper, with one exception. If the members of the beetle race that will follow Man are asked what happened to the human race, the answer will so horrify the investigators that they will all collapse (or as much as you can in a Yithian body) in a dead faint. Note that any fellow humans who overhear the request will try to talk them out of it (as will the beetle beings), and failing that, leave the room as fast as they can and warn their captors. The latter will come in to pick up the investigators and take them to the "hospital," where the precise memory of that knowledge will be erased (no permanent SAN loss). All

the investigators will remember is that it was something horrible enough to make them faint.

The building where the prisoners are allowed to meet also contains the library, and the investigators may well choose to go through the archives. Besides the records of other races and worlds, these will also include maps of the world, save for detailed maps of military bases and the like. Thus, intelligent investigators should be able to learn all about the world outside the city walls that they haven't been able to see yet. (Outdoor excursions in the country will require more months of work than the investigators will want to put in.)

They will also learn about the "Peaslee formula" experiment in a general way. The precise formula and spells will not be included, of course, but the investigators will learn where the research work took place: a research post fifty miles away from the city they are in. The open literature does not state if there are samples of the drug there, but at least anyone who gets in the place will be able to make their own if they can get their hands (claws) on the chemical and spell formulas.

Within the confines of the communal building, the prisoners have considerable privacy and freedom of action. Thus, it will not be too difficult for the investigators (and Greg Detwiler and Ss'enum) to get together in a quiet corner and plot their escape over glasses of the Yithian equivalent of wine (the drinkers even have the choice of blue or green). If they can get at a vehicle of some sort, they can make a break for it, streak for the research center, and grab either the drug or the formula and ingredients needed to make it. Both Ss'enum and Detwiler have already been on excursions outside the city in the massive, nuclear-powered, boat-shaped vehicles the Yithians use as cars, and have paid close attention to the working of the controls. All that remains is the opportunity to put the plan into action. It looks impossible; all vehicles the prisoners can even get near are guarded by armed Yithians. Fate, however, has other plans.

## The Great Escape

On the first morning the investigators are allowed to go to the communal building after the plot is hatched, the following should happen, unless they come up with a successful plan of their own:

*An eerie thrumming sound is suddenly heard in the air, echoing and reechoing over the length and breadth of the city. Simultaneously, all unarmed Yithians will begin scurrying for cover, while the armed guards will display an anxiousness to get inside.*

The thrumming sound (an alarm, as fellow prisoners can testify) is abruptly cut off by a thunderous crash and explosion. In its place is a sound of great winds, steadily rising higher in pitch and intensity. The guards at the door of the communal building have temporarily abandoned their posts to check on everyone inside, leaving the investigators' guards to take their place. These guards will herd their charges inside, waiting until the last to enter themselves. They never get the chance; both are abruptly blown over by a blast of wind of incredible intensity. In the next moment, both are enveloped by partially-visible tentacles, lifted high into the air, and dropped to their deaths, a sight that causes 1D10 SAN loss unless the investigators make a successful SAN roll. In case you haven't figured it out already, the flying polyps are making one of their periodic irruptions before the final war.

Once the guards are slain, the prisoners should look outside as soon as the flying polyps have left the immediate vicinity. The air is now filled with the sound of wind and other whistling noises, interrupted more and more by sharp crackling sounds, as the Yithian troops are beginning to bring their lightning guns into play. Here and there in the sky, temporarily visible flying polyps can be seen (the collective effect causes a loss of 1D20 SAN, or 1D3 if a roll is made), but none of them are paying any attention to the prisoners. The most interesting sight of all is the equivalent of two city blocks away from the communal building: an atomic-engined land juggernaut, with the bodies of its two guards lying right beside it. There are no living Yithians anywhere near it, and the prisoners should now make their break for freedom. As mentioned before, only Detwiler and Ss'enum will join with the investigators.

The flight to the land vehicle will be a grisly affair. Bodies of Yithians will be scattered about the area, and the carnage will cause a loss of 1D3 SAN unless a successful roll is made. (By now, the investigators should be used to the sight of dead Yithians; it's not as though fellow humans were being ripped up.) A hapless Yithian scarcely twenty feet from the investigators will be picked up and carried high in the air by the polyps, and then dropped, almost at their feet. The next moment, and a sickeningly putrid mass will hit the ground beside it: all that is left of an attacking polyp that got caught by a volley of electrical discharges. When the escapees actually reach the vehicle, they will discover that the guards' heads were smashed into a bloody pulp against the side of the juggernaut (the bloodstains are still there) by the force of the blast of wind that hit them.

It will take five minutes for everyone to get on board, using an elevatorlike apparatus on one side of the conveyance. Ss'enum and Detwiler will go aboard first, immediately going up front to pool their

knowledge and try to start the thing up. They will succeed by the time the last investigator comes aboard, and take off for the countryside.

The road is clear, but there are massive vehicles pulled over on both sides, each mounting a huge cameralike projector, similar to those deployed around the city's perimeter: the Yithian equivalent to tanks and artillery. As the escapees emerge, everyone will be too busy firing skyward at the flying polyps to pay any attention to them, save for one Yithian on foot who seems to be fulfilling the role of a policeman. The machine seems to be making good time, and both fellow prisoners assure the investigators that it will only take a few minutes to cover the fifty miles to the research station once they get on the main highway. At the last moment, however, one of the Yithian tanks swings its turreted camera-gun around and gives the ground car a jolt of electrical energy in the side. The vehicle immediately begins swerving erratically from side to side on the road. Detwiler and Ss'enum wrench frantically at the controls, showing every sign of expecting a very bad accident at any moment. The machine will manage to stay on the road for another mile or so after the outskirts of the city have been cleared, then veer off sharply to the right and blunder into the surrounding jungle in spite of the best efforts of its drivers to control it. The machine will finally go over some rough ground, slowing it down sufficiently to be stopped when it plows into a small grove of evergreens. The experience should shake the investigators up, but no one will be hurt.

By the time everyone is out of the machine, five more minutes will have passed. In spite of this, the constant sounds of battle in the distance indicate that the polyps' attack is still going on. There are no engine noises of pursuers to be heard; it was mere dumb luck that that tank had the opportunity for even one shot at the escapees. There will be nothing for it but to unload the supplies from the vehicle (all Yithian ground cars are always well-stocked with provisions, so the investigators' food supplies are practically unlimited for the duration of this adventure, providing they think to check) and set out on foot for the research center cross-country.

Unless the investigators had the presence of mind to appropriate the lightning guns of the slain guards, they will be unarmed, save for any branches and stalks they can pick up to use as clubs, any stones they can handle in their claws, and of course, their Yithian body pincers (doing 1D6+6D6 points of damage; each Yithian body has two pincers). The investigators might also be able to build a fire and make torches, and two of them are able to cast spells. Because the Yithians expected no trouble from the prisoners, their guns had few charges (roll 1D6 for each gun to determine the number of charges). Marooned in the Triassic

wilderness, the investigators will need all the weaponry they can get.

## The Triassic Period

The Triassic is the first period in the Mesozoic Era, destined to become famous as the Age of Reptiles, when the dinosaurs ruled. Here, however, the investigators will discover that they are still bit players. The following should help both keeper and investigators visualize the scene:

Weather during the Triassic Period is mostly warm and dry, in a continuation of conditions in the Upper Permian preceding it. The bulk of the plants are horsetails, giant ferns and tree ferns, and cycads. Evergreen conifers, however, are also abundant, mainly in the uplands. No flowering plants have appeared yet, leaving the flora with a monotonous, never-changing shade of green. Grass hasn't evolved yet, either, so the ground will often be cut up into many shallow gullies due to erosion. There are many swamps and marshes, chiefly around rivers or other large bodies of water, and scattered patches of forest and jungle, but a good bit of the terrain is still desert country. There are trees scattered here and there, even in the desert, but no cacti.

The Triassic is the great transition period in the animal kingdom, really two transitions. The mammal-like reptiles that ruled the world at the end of the Permian (cynodonts and dicynodonts) were replaced and all but wiped out by the archosaurs: crocodilians, thecodonts, dinosaurs, and the ancestors of the pterosaurs. The flesh-eaters got it first, with swift predators like *Hesperosuchus* and monsters like *Erythrosuchus* all but exterminating them. The smallest cynodonts survived by hiding in the bushes, eventually evolving into true mammals. The dicynodonts lasted longer, sharing their environment with the herbivorous thecodonts until the plant-eating dinosaurs finally appeared to provide stronger competition late in the period. The first dinosaurs (coelurosaurs like *Coelophysis* and *anchisaurs*) appeared between the middle and end of the period. By the end of the Triassic, all the thecodonts will be extinct, with the dinosaurs reigning supreme on land. At the time of this adventure, though, the carnivorous dinosaurs are all still small, playing second-place to giant thecodonts like *Erythrosuchus*. (If you want a guaranteed method of throwing your players into a panic right before introducing *Erythrosuchus*, just tell them---truthfully---that they are about to meet a carnivorous terrestrial monster that is larger than the dinosaurs. Unless they know enough paleontology to realize that the dinosaurs around now are relatively small, they won't catch onto your deception until it's too late.)

Other creatures inhabit the Triassic as well. There are no true crocodiles yet, but the phytosaurs are a good substitute. Lizards and turtles abound, but no land tortoises or snakes have appeared yet. Gliding lizards and protopterosaurs are already experimenting with flight, while the seas (which the investigators will not see) are full of sea turtles, seagoing crocodiles (thalattosuchians), ichthyosaurs, the lizardlike mesosaurs, and plesiosaurs. Insects and arachnids swarm everywhere, including dragonflies and scorpions. The last of the giant amphibians, the labyrinthodonts, lurk in the swamps and rivers, but will not last out the period.

## Cross-Country Trek

The investigators (and Detwiler and Ss'enum) will have to cover fifty miles of forest and desert terrain to reach the research station. There will be troubles; the Yithian body's contracting base doesn't do too well on anything but the flattest of surfaces, so each traveler will have an average movement rate of 3, at least until they get to the shallow river that will lead them right to the station. Unfortunately, the station is on the wrong side, and although the river can be waded---at least by a 10' tall Yithian---the banks do not slope enough to allow for an easy ascent. The shoreline is flat enough to allow the usual Yithian movement rate of 7. If no one had the sense to get the supplies out of the vehicle, there will be nothing to drink but water. The investigators can't even squeeze the juices out of berries or other fruits, because they haven't evolved yet. Then, of course, there are the animals.

### Encounters:

Roll 1D6 each full turn; a 5 or 6 means that some animal or animals are encountered, requiring a roll on the appropriate table. SAN rolls only apply for the very first time the investigators encounter a particular species.

### Overland Encounters

1D10	Result
1	Protopterosaur
2	Cynodont
3	Rauisuchid thecodont
4	Rhynchosaur
5	Bipedal thecodont pack
6	Coelophysis pack
7	Dicynodont
8	Aetosaur
9	Spiny Aetosaur
10	Anchisaur

### River Encounters

1D10	Result
1	Rauisuchid thecodont
2	Anchisaur
3	Dicynodont
4	Aetosaur
5	Spiny Aetosaur
6	Coelophysis pack
7-8	Labyrinthodont
9-10	Phytosaur

### Creatures:

#### Protopterosaur

STR 23 CON 11 SIZ 17 POW 10 DEX 18

Move 6/10 flying HP 14

Damage Bonus: +1D6.

Weapons: Bite 55%, damage 1D8+db

Claw 50%, damage 1D6+db

Armor: 2-point leathery skin

Sanity Loss: 1D10, or none if a successful SAN roll is made.

Habitat: Forests and coastal cliffs.

This creature is a gliding beast, a direct ancestor of the flight-capable pterosaurs that will be common in the Jurassic and Cretaceous Periods to follow. They are gregarious, living in flocks, and the investigators can expect to be attacked by a dozen or so if they are foolish enough to blunder into a roosting area and upset the inhabitants.



**Cynodont**

STR 16 CON 13 SIZ 17 POW 10 DEX 10  
 Move 6 HP 15

Damage Bonus: +1D4.

Weapon: Bite 55%, damage 1D8+db

Armor: 3-point skin.

Sanity Loss: 1D10, or none if a successful SAN roll is made.

Habitat: Forests.

These creatures are the last of the large mammal-like reptiles that had been the dominant life forms on the earth since the Upper Permian. Since then, they have been in competition with the thecodonts, and they are losing badly. As a matter of fact, they will soon be extinct, and are extremely irritable now and liable to attack even when not hungry. They resemble a blasphemous cross between a lizard and a dog, with mouths full of sharp canine teeth and sabretooth fangs. From 1-8 will be encountered; they often hunt in packs.

**Rauisuchid Thecodont**

STR 22 CON 21 SIZ 33 POW 11 DEX 9  
 Move 10 HP 27

Damage Bonus: +2D6.

Weapons: Bite 80%, damage 2D10+db

Tail Lash 70%, damage 3D6+db

Armor: 5-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

The most famous of these monsters is Erythrosuchus, a brute weighing in at half a ton and ranging from 12-20' in length. They resemble terrestrial crocodiles whose legs are not sprawled at their sides, but are tucked neatly under their bodies like those of dinosaurs and mammals. In addition, their yard-long heads resemble those of the big carnivorous dinosaurs to come. In the Triassic, the rauisuchid thecodont is the king of beasts, and fears nothing. From 1-2 will be encountered.

**Rhynchosaur**

STR 20 CON 18 SIZ 28 POW 10 DEX 8  
 Move 8 HP 23

Damage Bonus: +2D6.

Weapon: Bite 40%, damage 1D8+db

Armor: 5-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

These are the last and largest of the true herbivorous reptiles, resembling fat, ox-sized lizards with a massive horny beak that can even crunch tree trunks. Although quite stupid, they roam in herds, and will only attack if disturbed.

**Bipedal Thecodont (Hesperosuchus)**

STR 11 CON 14 SIZ 12 POW 7 DEX 15  
 Move 12 HP 13

Damage Bonus: none.

Weapons: Bite 50%, damage 1D10+db

Claw 50%, damage 1D10+db

Armor: 4-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Relatives of these creatures are ancestral to the theropod dinosaurs to come, and resemble them in miniature. Up to eight of them may hunt together in packs, ganging up on large herbivores or Yithians caught alone. They get two claw and one bite attack per round, all against the same opponent.

**Coelophysus**

STR 7 CON 5 SIZ 7 POW 3 DEX 17  
 Move 17 HP 6

Damage Bonus: -1D4.

Attacks: Bite 65%, damage 1D12+db

Claw 65%, damage 1D10+db

Armor: 3-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Coelophysus is one of the first true dinosaurs to appear. No more than 10' long, much of that neck and tail, it is a swift and dangerous hunter, especially when organized in a pack of perhaps up to twelve members. If the prey is really formidable, like an aetosaur or Yithian, it will not close for a melee with both teeth and claws, but dart in and out, using its superior speed to avoid harm while making quick biting attacks, constantly ripping wounds in the foe with its slashing teeth until it bleeds to death. It's messy, but it works. One bite and two clawing attacks are allowed per round, all on the same opponent.

**Dicynodont (Placerias)**

STR 23 CON 14 SIZ 30 POW 10 DEX 8  
 Move 8 HP 22

Damage Bonus: +2D6.

Weapons: Bite 40%, damage 1D10+db

Trample 40%, damage 1D10+db

Armor: 4-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

These creatures are mammal-like reptiles that eat plants: herbivorous versions of the cynodonts. Cow-sized creatures with great snapping beaks, they can crush cycad trunks for food. They also eat roots, and have short, blunt tusks (unsuitable for combat) to dig

them up. They roam in herds comparable to those of buffalo, and will only attack if threatened.

#### **Aetosaur** (Calyptosuchus)

STR 11 CON 11 SIZ 12 POW 7 DEX 5  
Move 7 HP 12

Damage Bonus: none.

Weapon: Tail Lash 70%, damage 1D10+db

Armor: 10-point armor.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert region.

The aetosaurs are herbivorous thecodonts; quadrupedal creatures whose backs are protected by a flexible shell of segmented armor that extends to the head and tail.

#### **Spiny Aetosaur** (Desmatosuchus)

Weapon: Spike Thrust 50%, damage 1D10+db

The spiny aetosaurs are like their less well-adorned counterparts in all respects, save that their back armor is covered by short spines, with one large spike over each shoulder, pointing to the side. An enemy attacking from a flank may be stabbed with the spine on that side; an additional weapon to the standard aetosaur tail lash.

#### **Anchisaur**

STR 27 CON 21 SIZ 32 POW 13 DEX 13  
Move 10 HP 27

Damage Bonus: +3D6.

Weapons: Claw 60%, damage 2D8+db

Kick 40%, damage 2D8+db

Tail Lash 50%, damage 1D10+db

Armor: 7-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Anchisaur is the very first herbivorous dinosaurs, and ancestors to both prosauropods (like Plateosaurus) and sauropods (like Brontosaurus). All four feet have heavy, bearlike claws, and an anchisaur that stands still can rear up on its hind legs and lash out with both clawed forepaws at once. If a Yithian-bodied investigator is stupid enough to get into the clinch with one for some reason, the anchisaur will be able to use all four clawed feet at once. A standing anchisaur can only make one kicking attack per round. They weigh at roughly half a ton, and do not like to be bothered. Like Coelophysis, they have long necks and tails.

#### **Labyrinthodont** (Mastodonosaurus, Metaposaurus)

STR 16 CON 18 SIZ 10 POW 5 DEX 3  
Move 3 HP 14

Damage Bonus: +1D4.

Weapon: Bite 50%, damage 1D10+db

Armor: 1-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Swamps, marshes, rivers.

The labyrinthodonts are the last giant prehistoric amphibians, resembling a cross between a fat crocodile and a salamander. They lie in wait underwater for their prey at choice ambush points; a spot where animals come to drink is a good choice, as is a natural ford. Some of these creatures, like Metaposaurus, have their eyes right on top of their heads, just behind the snout, so they can see their prey while completely submerged.

#### **Phytosaur** (Rutiodon)

STR 26 CON 17 SIZ 27 POW 10 DEX 6  
Move 5/7 swimming HP 22

Damage Bonus: +2D6.

Weapons: Bite 60%, damage 1D12+db

Tail Lash 50%, damage 1D12+db

Armor: 6-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Swamps, marshes, rivers.

Imagine a sabre-toothed crocodile, and you have a good idea what the phytosaur Rutiodon looks like. The curved teeth, however, are not bladed, but are simply curved versions of standard croc teeth, meant for piercing and holding rather than slicing, while the center of the upper jaw has a smaller, but still larger-than-average set of curved teeth for better grip on struggling prey. As large as the largest modern crocodiles, phytosaurs do all the usual croc things: stalking prey from the water, ambushing anything that comes down to drink, etc. No animal is safe from a really big phytosaur.

How the Yithian-bodied investigators handle encounters with the beasts of the Triassic may well be critical in determining whether or not the group survives to reach the research station. The herbivores will generally leave them alone if they are left alone, though the anchisaur will be rather irritable beasts. Smaller predators, like coelophysis, will not likely take on the whole party at once, but merely pick off a straggler or "cut him" from the rest of the "herd." They will then gang up on him, slowly picking him to pieces and bleeding him to death, using their speed and agility to avoid the investigator's clumsy pincer blows. (The Great Race does not allow its prisoners sparring time to learn how best to fight with pincer claws.)

It is the large predators who will cause the most trouble. On land, that means the large quadrupedal raiusuchid thecodonts. Polar bear-sized or larger, one of them is quite capable of killing even a 10' tall Yithian (or anyone trapped in its body). Unless the investigators have had the presence of mind to grab lightning guns from the dead Yithians in the city, they will have little or no defense, aside from spells. Fire might work, but building a fire and/or making torches will be slow and clumsy work, and prisoners in the city of the Great Race will have had neither need nor opportunity to practice such a skill in their new bodies. Throwing rocks and swinging clubs are possible, but again, no matter how good the investigators are at these things in human form, they will be inept at them here due to lack of practice. It is unlikely that a few thrown rocks will do more than enrage the likes of erythrosuchus, anyway. If lightning guns are captured, the investigators will have to carefully husband their few charges.

As mentioned before, the party will have to cross a river to reach the research station. This will put them at the mercy of the phytosaurs and labyrinthodonts. Out of the water, these creatures are rather clumsy, especially the labyrinthodonts; in it, they have all the advantages.

Cold-blooded creatures can stay underwater for a very long time before resurfacing for air, since their low metabolisms use up less, and the amphibian labyrinthodonts have the additional advantage of being able to absorb extra oxygen from the water through their skins. The worst time for an attack is when the Yithian-bodied party is trying to climb up the steep banks, or is trying to right an overturned comrade before he drowns. (Remember, Yithians cannot take regular steps; they slide over the ground somewhat like snails.) An underwater attacker will be hard to reach and hit with pincer attacks, while there will be difficulty in using the lightning guns. Even if the water is clear rather than murky, the refraction of sunlight will turn what seems like a direct hit into a hopeless miss unless the firer is shooting at a creature that has fixed its jaws on him. (To simulate this, subtract 10% from the investigator's ability to use the lightning gun against an underwater target.) Yet the river must be forded; the only bridge across it will be guarded by you-know-who.

Crossing the river will be a nightmare even without attacking predators, due to the sloping banks underwater. When easing themselves into the water, and again when trying to climb out, each investigator will have to match his Yithian Dexterity of 8 against the difficulty (10) of the bank on the Resistance Table. Failure means toppling over into the 6' deep water, where the investigator will drown after one turn (Yithian metabolism has its advantages here) underwater if not fished out. The investigators must match the Strength of everyone who tries to right their

fallen comrade against their comrade's SIZ on the Resistance Table. Note that this consists only of the efforts of the others; due to the awkward Yithian shape, the fallen investigator can take no action to right himself without help.

If anyone gets the bright idea of building a bridge out of tree trunks, it will take a full day's (24 hours) worth of work to do so. Remember, the party inhabits Yithian bodies, and has no tools except the lightning guns, whose few charges are too precious to be wasted on burning through tree trunks. No one will even know how best to attempt this unless a successful Idea roll is made. The only way for the party to fell large trees (any saplings light enough to be pushed over by Yithian bodies would be too weak to support their weight) is by clumsily digging with their pincers to uproot them. Naturally, if the logs lie flat atop the ground, the oddly-footed investigators will be unable to step up on them. Thus, it will take another Idea roll to cause the party to realize that they must build their bridge at a point where the far bank is slightly lower than the bank on their side (there will be no difficulty in finding such a spot), with the investigators digging a depression in their bank to place the near ends of the logs in so their tops will be level with the ground, enabling the Yithian bodies to simply cross over by sliding along. If the far ends of the logs lie flat on the ground, with no handy depressions for them to fit into, then each investigator will have to make a Dexterity roll on the Resistance Table as he gets off the bridge (same odds as climbing the bank), with toppling over as the price of failure. Here, of course, there is no danger of drowning, but it would be an extremely inopportune time for any predators to come along.

## The Death of Ss'enum

After the party has forded the river, but before it reaches the station, there should be one more terrifying encounter if Ss'enum is still alive. A raiding party of 1-4 Elder Things, each mounted via a basketlike saddle on a shoggoth, will be encountered making a sweep of the area during the course of a punitive expedition of the sort designed to persuade the mind-trading Yithians to leave their people alone. Unknown to the investigators, other elements of the Elder Thing force have already clashed with the Yithians (still reeling from the flying polyp irruption); this is why there has been no real pursuit of the fugitives. The research station has already been hit, but not hard; it was too well guarded. Now the Elder Things are simply trying to pick off any lone Yithians they can find before returning home.

At the time of the encounter, Ss'enum should be in the lead, and be crossing a bare stretch of desert while

the rest of the group is still among the trees. When the four Elder Things see Ss'enum, and only him, they will immediately swoop down for the kill. Ss'enum might be able to get back under cover in time to have a fighting chance, but at the sight of his kind, he will move forward, frantically waving at them, forgetting his Yithian body. The Elder Thing troops, of course, will only see a grotesque Yithian; since no one has ever escaped Yithian captivity before, it will not occur to the Elder Things that they could be seeing anything but a regular member of the Great Race. Upon seeing that Ss'enum is unarmed, the Elder Things will hold their fire. Instead, the leader will ride his shoggoth over the hapless Ss'enum, letting his mount do its rupturing, crushing, and sucking attack before turning about to return to the expedition's rendezvous point, leaving behind the hapless Ss'enum in a Yithian body, now decapitated and generally torn apart, covered with glistening black slime, and quite dead.

This grim tragedy should deeply shake the investigators to their core. Aside from the SAN rolls caused by the sight of the Elder Things and their hideous mounts, they must make another roll for the death of Ss'enum. Besides being a grisly bizarre occurrence, it is also a scene of indescribably irony and tragedy for their comrade (who should have been portrayed as a true-blue comrade against the common enemies) to be slain unknowing by his own race, just at the point where he sought to be rescued by them. For this reason, a failed SAN roll should result in 1D12 points of SAN lost (1D3 if the roll is made), in addition to that caused by the Elder Things' and shoggoths' appearance.

#### **Four Elder Things**

STR 36 CON 23 SIZ 29 INT 15 POW 10  
DEX 16 Move 8 HP 26

Damage Bonus: +3D6.

Weapons: Energy Rifle 50%, damage 2D8  
Tentacles 40%, damage 3D3+db

Armor: 7-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

#### **Four Shoggoths**

STR 64 CON 44 SIZ 84 INT 6 POW 10  
DEX 4 Move 10 HP 64

Damage Bonus: +8D6.

Weapon: Crush 100%, damage is db

Armor: none, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms do only 1 point of damage, impaling or not; (3) it regenerates 2 hit points per round.

Sanity Loss: 1D20, or 1D6 if a successful SAN roll is made.

## **The Research Station**

After the last grisly encounter, the party should have only a short distance to go before arriving at the research station. They will arrive to find that it has been the scene of a recent battle. The small outlying buildings are still-smoking ruins, though the main facility is battered but intact. Separate rows of Yithian and Elder Thing bodies are laid out, subsequent to final disposal, while nearby are several smoking and foul-smelling masses that were electrically-blasted shoggoths. Alert investigators will notice that the dish-like device that serves as a Yithian radio antenna (as they have already learned in the city) has been shot away, which should lead them to the intriguing possibility that the city garrison has not been able to warn the station personnel of the escaped prisoners (an Idea roll should do the trick as they decide what to do next).

Now should begin a game of bluff and outright lies. There are several dozen Yithian troops with freshly (and fully) recharged lightning guns stationed around the main building, so fighting their way inside should be an option immediately rejected by the investigators. Instead, they should come out openly, giving every sign of relief as they approach the guards. After the recent raid, it won't be too hard to convince the Yithians that the party is a research team that got caught outside by the Elder Thing attack and barely escaped with their lives. Hopefully, the investigators will have learned enough Yithian personal names to give out when asked to identify themselves (Detwiler would know, if no one else does). Unless the investigators are incredibly stupid or incautious, they should be able to pull it off without too much trouble.

The Yithian commander in charge of base security, Phrill-oon, will personally query the investigators, then lead them to the communal room where they can rest and refresh themselves. He will mention that he will tell the city about their "escape" as soon as he can, but their radio antenna has just been shot up (oh, what a shame!), and it will be late that evening before it can be repaired. The station has been out of touch with events for about the time of the escape (flying polyps also like smashing radio antennae, so the city could not even warn of the temporary irruption). Of course, just as soon as communications have been restored, some very interesting bits of information will be exchanged. When final repair estimates have been given, the investigators will discover that they have only eight hours to get at the spare stocks of the mind-exchange drug (assuming they exist) and make the switch before they are exposed.

While the investigators are resting in the communal room, they will be greeted by Shai-krell, the chief

research scientist at the facility. After commiserating with the "refugees," Shai-krell will make light conversation, eventually leading to his own important work. (Remember, the Great Race is united in the desire to study history via mind-exchange, so the good doctor has no reason to conceal his work.) It was he who "possessed" Peaslee's body for the famed five years, in large part so he could create a stock of the drug in the Twentieth Century, A.D. He will mention having brewed up a large stock of the drug, and will also casually let slip what cabinet the formula is in. Unfortunately, he won't be able to get too absorbed in his work until everyone's sure the Elder Things have pulled out. However, if any investigator poses as any kind of scientist, he will be invited to visit the lab by himself later that evening, while the scientist gives him a personal guided tour. This should give the investigators the chance they are looking for.

## Return

The Yithian troops will all be on full alert around the base that evening, but, of course, their attention will be directed outward. For all they (and the investigators, for that matter) know, the Elder Things could launch an all-out assault at any time, so most of the guards will be stationed on the perimeter. Two guards will be stationed just outside Shai-krell's laboratory door, however, as a final defense for the secret formula, as the Elder Things have as much incentive to destroy it as do the investigators. Only one investigator at a time will be allowed inside the lab with Shai-krell, again for security reasons. Still, the investigator who enters will be able to take Shai-krell by surprise, and with luck might be able to knock him out. Reinforcing investigators could sidle up to the guards, pretending to be lost and asking directions (remember, the investigators' escape is still unknown here, and the guards have no reason to suspect treachery from "fellow Yithians"), and then "jump" (not literally, of course) them. If any loud noises are made---if a gun goes off, for instance---the alarm will be sounded and more troops will converge on the scene. (If the players can't figure out this plan of action on their own, a successful Idea roll will give it to them.)

If the investigators have planned well, no actual fighting will take place until the one inside actually sees the formula and drugs, or at least where they are kept. If they attack before Shai-krell opens it, the cabinet will be locked, but one shot from a captured lightning gun should blast it open, or an investigator can match his Strength against a toughness of 10 on the Resistance Table. There are enough vials of the drug to send all the escapees back, and at least a dozen others which should be spilled or otherwise destroyed before departure. The

investigators should also kill Shai-krell and destroy the written formulas to keep the Great Race from pulling this sort of stunt on anyone else. One swallowed vial-full of the drug will suffice for the mind transfer. If the investigators (and Detwiler) can just swallow the stuff before the reinforcements come, they're home free.

All Yithian security guards have the same stats as those encountered by the investigators in the city.

### Phrill-Oon, Chief of Yithian Security

STR 45 CON 29 SIZ 67 INT 21 POW 12  
DEX 13 Move 7 HP 48

Damage Bonus: +5D6.

Weapons: Pincer 40%, damage 1D6+db

Lightning Gun 50%, damage 1D10 per charge

Armor: 8-point skin.

Spells: Clutch of Nyogtha, Deflect Harm, Dread Curse of Azathoth, Elder Sign, Hands of Colubra, Shriveling.

Sanity Loss: none for this adventure, as the investigators would be quite used to seeing Yithians by now.

### Shai-Krell, Yithian Research Scientist

STR 37 CON 24 SIZ 60 INT 28 POW 17  
DEX 14 Move 7 HP 42

Damage Bonus: +4D6.

Weapon: Pincer 40%, damage 1D6+db

Armor: 8-point skin.

Spells: Call/Dismiss Cthugha, Call/Dismiss Yog-Sothoth, Contact Cthulhu, Contact Hound of Tindalos, Create Mind Drug, Create Scrying Window, Deflect Harm, Dread Curse of Azathoth, Elder Sign, Fist of Yog-Sothoth, Flesh Ward, Grasp of Cthulhu, Look to the Future, Mind Transfer, Power Drain, Shriveling, Summon/Bind Dimensional Shambler, Voorish Sign.

Sanity Loss: none, see above.

## The Homecoming

The investigators' problems are not over once they have returned to their own bodies and time period. Even if Shai-krell is dead (otherwise, he may be able to resurrect his pet project), remember that the investigators' bodies have been "possessed" by Yithian researchers for the same length of time as the investigators' minds were trapped in the past. The members of the Great Race traveled to the investigators' age to learn all they could, particularly about magic and science, and they are willing to do anything to gain the knowledge they seek.

Basically, what this means is that when the investigators return to their bodies, they find themselves

in a seedy hotel room, specifically in the bedroom. Jane Rawlings will be half-dressed and standing over a bed, which already contains a naked man who has obviously been drugged out of his skull. Nate Peters will be at the foot of the bed with a camera in his hands, obviously preparing to photograph a scandalous scene. The other four investigators' bodies will be in the next room, holding a collection of blackjacks and hypodermic needles, in case their target needs more "pacification."

The man in bed is Dr. Robert Forest, an archaeologist who recently made a disturbing discovery while on a dig in South America: a record of particularly ghastly spells developed by an unknown pre-human race. Dr. Forest is a dabbler in the Mythos, though he is unknown to the investigators, and he realized at once upon translating them back home in Washington, D.C. (which is where the investigators are now) that they should be destroyed at once. Unfortunately, rumors have leaked out about his discovery, and so the first priority of the Yithian team sent into the future in the investigators' bodies is to "persuade" the good Doctor to turn over his discovery for their examination. Dr. Forest is married, and a pillar of the community as well, and the Yithian plan was to get him in a compromising position, heavily document it with photographs, and then blackmail him. Now, of course, that plan has been scotched, and Dr. Forest will be able to destroy his grisly discovery before another team can be sent after him.

**Dr. Robert Forest**, Age 43, Archaeologist

STR 8    CON 10    SIZ 9    INT 16    POW 14  
DEX 13    APP 12    EDU 18    SAN 45    HP 10

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 40%, Archaeology 70%, Biology 20%, Climb 40%, Credit Rating 40%, Cthulhu Mythos 25%, Drive Automobile 60%, First Aid 45%, Geology 35%, History 60%, Library Use 70%, Listen 50%, Natural History 30%, Occult 35%, Ride 30%, Spanish 55%, Spot Hidden 65%.

If any investigator has died during the course of the trip in the past, there will be a particularly grisly duty for the survivors to perform. If an investigator is killed in the Triassic, the Yithian mind which switched with him will be permanently trapped in his body in the Roaring Twenties. The survivors will then have to destroy this unnatural combination of an alien mind in an old comrade's body. They should, in that case, make a SAN roll, with a loss of 1D10 points of SAN if they fail.

## Conclusion

If the investigators merely succeeded in saving themselves by returning to their own bodies, they should get 1D3 points of SAN apiece. Another 1D3 SAN can be earned by preventing the blackmailing of Dr. Forest. This would seem to be another automatic award, but if Jane and Nate were killed in the Triassic, their bodies would still be possessed by Yithians, and there is a chance that these might be able to escape with the pictures.

What is most important is the slaying of Shai-krell and the destruction of the formula for the mind-transfer drug. Each act nets 1D8 SAN points for the investigators; performing only one of these acts will delay Yithian plans, which is worth something by itself. It will take Yithian scientists months or even years to understand Shai-krell's equations if he is dead, and the formula is so complex that he cannot remember it, but will have to go back to the drawing board.

## The End

## Non-Player Characters

### Three Yithian Tutors

STR 40 CON 25 SIZ 60 INT 28 POW 16  
DEX 8 Move 7 HP 42

Damage Bonus: +6D6.

Weapon: Pincer 40%, damage 1D6+db

Armor: 8 point skin.

Spells: Dread Curse of Azathoth, Grasp of Cthulhu, Shriveling.

### Three Yithian Guards

STR 50 CON 30 SIZ 70 INT 28 POW 16  
DEX 14 Move 7 HP 50

Damage Bonus: +6D6.

Weapons: Pincer 60%, damage 1D6+db

Lightning Gun 30%, damage 1D10 per charge

Armor: 8-point skin.

### SS'ENUM (in Yithian Body), Captive Elder

#### Thing

STR 40 CON 23 SIZ 62 INT 14 POW 10  
DEX 10 Move 7 HP 43

Damage Bonus: +6D6.

Weapon: Pincer 15%, damage 1D6+db

Armor: 8-point skin.

Ss'enum was taken from his time period, a bare hundred years from the period he is in now. For a few million years now, his people and the Yithians have been fighting occasional border wars, mainly as the Elder Thing way of (unsuccessfully) telling the mind-trading Yithians to knock it off. Elder Thing society changes so slowly that living with his people in this age would be precisely the same as in his own time, so he is more than willing to escape, even if it means living in a Yithian body. For the course of this adventure, the investigators will know the novelty of a Mythos monster that is a trustworthy ally.

**Gregory w. Detwiler**, Age 40, Game Designer From the 1990s

STR 42 CON 26 SIZ 64 INT 18 POW 18  
DEX 10 EDU 16 SAN 30 HP 45

Damage Bonus: +6D6.

Weapon: Pincer 15%, damage 1D6+db

Armor: 8-point skin.

Skills: Accounting 40%, Archaeology 30%, Art (Writing) 50%, Biology 50%, Computer Use 25%, Cthulhu Mythos 60%, Drive Automobile 65%, Game Design 40%, Geology 40%, History 70%, Library Use 80%, Natural History 55%, Occult 20%, Paleontology 75%.

Greg Detwiler is a writer and game designer from the United States in the 1990s. In the course of his research work he has picked up a lot of information about the Mythos, although he has not learned any spells. The investigators will find him to be a cautious, quick-witted, and resourceful fellow, and a useful addition to the escapees' ranks. If the investigators for some reason (such as constantly blowing their Idea rolls) cannot figure out what to do, the Keeper should have Greg come up with a suggestion in the interest of keeping play moving. He is highly knowledgeable about prehistoric life, and thus will be useful when the escapees hit the great outdoors. Everything is useful to him, and he may even use this adventure for a game idea when he returns to his own time.

### Protopterosaur

STR 23 CON 11 SIZ 17 POW 10 DEX 18  
Move 6/10 flying HP 14

Damage Bonus: +1D6.

Weapons: Bite 55%, damage 1D8+db

Claw 50%, damage 1D6+db

Armor: 2-point leathery skin.

Sanity Loss: 1D10, or none if a successful SAN roll is made.

Habitat: Forests and coastal cliffs.

This creature is a gliding beast, a direct ancestor of the flight-capable pterosaurs that will be common in the Jurassic and Cretaceous Periods to follow. They are gregarious, living in flocks, and the investigators can expect to be attacked by a dozen or so if they are foolish enough to blunder into a roosting area and upset the inhabitants.

### **Cynodont**

STR 16 CON 13 SIZ 17 POW 10 DEX 10  
Move 6 HP 15

Damage Bonus: +1D4.

Weapon: bite 55%, damage 1D8+db

Armor: 3-point skin.

Sanity Loss: 1D10, or none if a successful SAN roll is made.

Habitat: Forests.

These creatures are the last of the large mammal-like reptiles that had been the dominant life forms on the earth since the Upper Permian. Since then, they have been in competition with the thecodonts, and they are losing bad. As a matter of fact, they will soon be extinct, and are extremely irritable now and liable to attack even when not hungry. They resemble a blasphemous cross between a lizard and a dog, with mouths full of sharp canine teeth and sabretooth fangs. From 1-8 will be encountered; they often hunt in packs.

### **Rauisuchid Thecodont**

STR 22 CON 21 SIZ 33 POW 11 DEX 9  
Move 10 HP 27

Damage Bonus: +2D6.

Weapons: Bite 80%, damage 2D10+db

Tail Lash 70%, damage 3D6+db

Armor: 5-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

The most famous of these monsters is Erythrosuchus, a brute weighing in at half a ton and ranging from 12-20' in length. They resemble terrestrial crocodiles whose legs are not sprawled at their sides, but are tucked neatly under their bodies like those of dinosaurs and mammals. In addition, their yard-long heads resemble those of the big carnivorous dinosaurs to come. In the Triassic, the rausuchid thecodont is the king of beasts, and fears nothing. From 1-2 will be encountered.

### **Rhynchosaur**

STR 20 CON 18 SIZ 28 POW 10 DEX 8  
Move 8 HP 23

Damage Bonus: +2D6.

Weapon: Bite 40%, damage 1D8+db

Armor: 5-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

These are the last and largest of the true herbivorous reptiles, resembling fat, ox-sized lizards with a massive horny beak that can even crunch tree trunks. Although quite stupid, they roam in herds, and will only attack if disturbed.

### **Bipedal Thecodont (Hesperosuchus)**

STR 11 CON 14 SIZ 12 POW 7 DEX 15  
Move 12 HP 13

Damage Bonus: none.

Weapons: Bite 50%, damage 1D10+db

Claw 50%, damage 1D10+db

Armor: 4-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Relatives of these creatures are ancestral to the theropod dinosaurs to come, and resemble them in miniature. Up to eight of them may hunt together in packs, ganging up on large herbivores or Yithians caught alone. They get two claw and one bite attack per round, all against the same opponent.



### **Coelophysis**

STR 7    CON 5    SIZ 7    POW 3    DEX 17  
Move 17    HP 6

Damage Bonus: -1D4.

Attacks: Bite 65%, damage 1D12+db  
Claw 65%, damage 1D10+db

Armor: 3-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Coelophysis is one of the first true dinosaurs to appear. No more than 10' long, much of that neck and tail, it is a swift and dangerous hunter, especially when organized in a pack of perhaps up to twelve members. If the prey is really formidable, like an aetosaur or Yithian, it will not close for a melee with both teeth and claws, but dart in and out, using its superior speed to avoid harm while making quick biting attacks, constantly ripping wounds in the foe with its slashing teeth until it bleeds to death. It's messy, but it works. One bite and two clawing attacks are allowed per round, all on the same opponent.

### **Dicynodont (Placerias)**

STR 23    CON 14    SIZ 30    POW 10    DEX 8  
Move 8    HP 22

Damage Bonus: +2D6.

Weapons: Bite 40%, damage 1D10+db  
Trample 40%, damage 1D8+db

Armor: 4-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

These creatures are mammal-like reptiles that eat plants: herbivorous versions of the cynodonts. Cow-sized creatures with great snapping beaks, they can crush cycad trunks for food. They also eat roots, and have short, blunt tusks (unsuitable for combat) to dig them up. They roam in herds comparable to those of buffalo, and will only attack if threatened.

### **Aetosaur (Calyptosuchus)**

STR 11    CON 11    SIZ 12    POW 7    DEX 5  
Move 7    HP 12

Damage Bonus: none.

Weapon: Tail Lash 70%, damage 1D10+db

Armor: 10-point armor.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert region.

The aetosaurs are herbivorous thecodonts; quadrupedal creatures whose backs are protected by a flexible shell of segmented armor that extends to the head and tail.

### **Spiny Aetosaur (Desmatosuchus)**

Weapon: Spike Thrust 50%, damage 1D10+db

The spiny aetosaurs are like their less well-adorned counterparts in all respects, save that their back armor is covered by short spines, with one large spike over each shoulder, pointing to the side. An enemy attacking from a flank may be stabbed with the spine on that side; an additional weapon to the standard aetosaur tail lash.

### **Anchisaur**

STR 27    CON 21    SIZ 32    POW 13    DEX 13  
Move 10    HP 27

Damage Bonus: +3D6.

Weapons: Claw 60%, damage 2D8+db  
Kick 40%, damage 2D8+db  
Tail Lash 50%, damage 1D10+db

Armor: 7-point skin.

Sanity Loss: 1D3, or none if a successful SAN roll is made.

Habitat: Forest and desert regions.

Anchisaur are the very first herbivorous dinosaurs, and ancestors to both prosauropods (like Plateosaurus) and sauropods (like Brontosaurus). All four feet have heavy, bearlike claws, and an anchisaur that stands still can rear up on its hind legs and lash out with both clawed forepaws at once. If a Yithian-bodied investigator is stupid enough to get into the clinch with one for some reason, the anchisaur will be able to use all four clawed feet at once. A standing anchisaur can only make one kicking attack per round. They weigh at roughly half a ton, and do not like to be bothered. Like Coelophysis, they have long necks and tails.

**Labyrinthodont (Mastodonosaurus, Metaposaurus)**

STR 16 CON 18 SIZ 10 POW 5 DEX 3  
Move 3 HP 14

Damage Bonus: +1D4.

Weapon: Bite 50%, damage 1D10+db

Armor: 1-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Swamps, marshes, rivers.

The labyrinthodonts are the last giant prehistoric amphibians, resembling a cross between a fat crocodile and a salamander. They lie in wait underwater for their prey at choice ambush points; a spot where animals come to drink is a good choice, as is a natural ford. Some of these creatures, like Metoposaurus, have their eyes right on top of their heads, just behind the snout, so they can see their prey while completely submerged.

**Phytosaur (Rutiodon)**

STR 26 CON 17 SIZ 27 POW 10 DEX 6  
Move 5/7 swimming HP 22

Damage Bonus: +2D6.

Weapons: Bite 60%, damage 1D12+db

Tail Lash 50%, damage 1D12+db

Armor: 6-point skin.

Sanity Loss: 1D8, or none if a successful SAN roll is made.

Habitat: Swamps, marshes, rivers.

Imagine a sabre-toothed crocodile, and you have a good idea what the phytosaur Rutiodon looks like. The curved teeth, however, are not bladed, but are simply curved versions of standard croc teeth, meant for piercing and holding rather than slicing, while the center of the upper jaw has a smaller, but still larger-than-average set of curved teeth for better grip on struggling prey. As large as the largest modern crocodiles, phytosaurs do all the usual croc things: stalking prey from the water, ambushing anything that comes down to drink, etc. No animal is safe from a really big phytosaur.

**Four Elder Things**

STR 36 CON 23 SIZ 29 INT 15 POW 10  
DEX 16 Move 8 HP 28

Damage Bonus: +3D6.

Weapons: Energy Rifle 50%, damage 2D8

Tentacles 40%, damage 3D3 +db

Armor: 7-point skin.

Sanity Loss: 1D6, or none if a successful SAN roll is made.

**Four Shoggoths**

STR 64 CON 44 SIZ 84 INT 6 POW 10  
DEX 4 Move 10 HP 64

Damage Bonus: +8D6.

Weapon: Crush 100%, damage is db

Armor: none, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms do only 1 point of damage, impaling or not; (3) it regenerates 2 hit points per round.

Sanity Loss: 1D20, or 1D6 if a successful SAN roll is made.

**Phrill-Oon, Chief of Yithian Security**

STR 45 CON 29 SIZ 67 INT 21 POW 12  
DEX 13 Move 7 HP 48

Damage Bonus: +5D6.

Weapons: Pincer 40%, damage 1D6+db

Lightning gun 50%, damage 1D10 per charge

Armor: 8-point skin.

Spells: Clutch of Nyogtha, Deflect Harm, Dread Curse of Azathoth, Elder Sign, Hands of Colubra, Shriveling.

Sanity Loss: none for this adventure, as the investigators would be quite used to seeing Yithians by now.

**Shai-Krell, Yithian Research Scientist**

STR 37 CON 24 SIZ 60 INT 28 POW 17  
DEX 14 Move 7 HP 42

Damage Bonus: +4D6.

Weapon: Pincer 40%, damage 1D6+db

Armor: 8-point skin.

Spells: Call/Dismiss Cthuga, Call/Dismiss Yog-Sothoth, Contact Cthulhu, Contact Hound of Tindalos, Create Mind Drug, Create Scrying Window, Deflect Harm, Dread Curse of Azathoth, Elder Sign, Fist of Yog-Sothoth, Flesh Ward Grasp of Cthulhu, Look to the Future, Mind Transfer, Power Drain, Shriveling, Summon/Bind Dimensional Shambler, Voorish Sign.

Sanity Loss: none, see above.

**Dr. Robert Forest, Age 43, Archaeologist**

STR 8    CON 10    SIZ 9    INT 16    POW 14  
DEX 13    APP 12    EDU 18    SAN 45    HP 10

Damage Bonus: none.

Weapons: none.

Skills: Anthropology 40%, Archaeology 70%, Biology 20%, Climb 40%, Credit Rating 40%, Cthulhu Mythos 25%, Drive Automobile 60%, First Aid 45%, Geology 35%, History 60%, Library Use 70%, Listen 50%, Natural History 30%, Occult 35%, Ride 30%, Spanish 55%, Spot Hidden 65%.

**New Spell:**

CREATE MIND DRUG: a new spell used by the Great Race of Yith as a means of switching minds with beings from other periods of history without the need of a cumbersome apparatus. First the drug itself is created, using a variety of exotic ingredients that no party of investigators has any chance of getting their hands on. Afterwards, the drug is enchanted; it costs 6 magic points to enchant a single dose. Among other things, the enchantment centers on one Yithian per dose in a room or other restricted area designated by the caster. When an unsuspecting victim drinks the drug, his mind is automatically switched with that of one of the Yithians in the aforementioned room. If either the victim or the Yithian now in his body takes a second dose, both beings are instantly restored to their own bodies. It even works with beings who are mind-switched the old-fashioned way. Creation costs no Sanity points.

## CLARK ASHLEY WILKINS, Age 37, Parapsychologist

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

Damage Bonus: none.

Weapons: none.

Spells: *Dread Curse of Azathoth, Elder Sign, Fist of Yog-Sothoth, Flesh Ward, Hands of Colubra, Shriveling, Voorish Sign.*

Skills: Anthropology 57%, Cthulhu Mythos 30%, History 46%, Latin 61%, Library Use 67%, Occult 48%, Psychology 47%, Sneak 45%, Spot Hidden 57%.

You were one of the few friends of Professor Peaslee to stick with him throughout his "possession", though in your case it was not a matter of friendship, but study. You already knew through your delvings in the Mythos that he had been possessed by a Yithian, and wanted to keep an eye on it to study it as it studied your time period. Knowing what happened, of course, you had no trouble accepting Peaslee back as a friend when the time limit of the mind-transfer experiment was up. Ever since he got back from that trip in Australia, he's told you most of what he remembers of his "possession", but you've always had the feeling that he was holding back on you. Now, at last, you feel you're going to find out everything.

You don't know the rest of the investigators, so that will be part of the discovery of the adventure.

## JANE RAWLINGS, Age 29, Artist

STR 7	CON 7	SIZ 5	INT 11	POW 5
DEX 17	APP 15	EDU 12	SAN 25	HP 6

Damage Bonus: -1D4.

Weapon: .25 Derringer 25%, damage 1D6

Skills: Art (Painting) 60%, Credit Rating 35%, Fast Talk 55%, History 43%, Hide 33%, Persuade 47%, Spot Hidden 54%, Swim 53%.

You have a reputation as an eccentric and a loose woman, and you like it that way. After all, if you were acceptable to polite society, you'd be expected to conform to its norms, and that you will never do! You enjoy your personal freedom, gadding about all over the country seeking out curious landscapes and odd or controversial people to paint, and it was this that led to your acquaintance with Professor Peaslee. When you enter his house, the first thing you will look for is your portrait of him hanging in the den above the fireplace. (Yes, it's still there. Whew!) You don't know if he's sick, crazy, or a liar, but you do know that he's one of the most interesting characters you've ever met. Now you've been promised "the most fascinating experience of your life", and you can't wait to find out what it is.

You don't know the rest of the investigators, so that will be part of the discovery of the adventure.

## NATE PETERS, AGE 33, Journalist

STR 10      CON 14      SIZ 15      INT 12      POW 8  
DEX 13      APP 6      EDU 10      POW 40      HP 15

Damage Bonus: +1D4.

Weapons:      .32 Revolver 25%, damage 1D8  
                    Fist/Punch 40%, damage 1D3+db

Skills: English 85%, Drive Automobile 68%, Fast Talk 47%, French 45%, Hide 63%, Persuade 37%, Photography 55%, Sneak 48%.

You do freelance work (some reporting, but mostly photography) for various magazines around the country. It was in the course of these duties that you met Professor Peaslee, C.A. Wilkins, and Jane Rawlings: a professor, a parapsychologist, and an artist. Indeed, you and Jane have become quite good friends, often driving her around the country when your mutual interests draw you to the same region. This is one of those times, apparently, for you both received an invitation to dinner with him tonight. "A rare treat" was promised, and you have Jane's paints and easel and your camera in the back seat, just in case. You know that Peaslee and Wilkins have a reputation for messing around in odd subjects, to say the least, but you regard them both as harmless crackpots.

You don't know the rest of the investigators, so that will be part of the discovery of the adventure.

## SIR REGINALD HAVERLOCK, Age 31, Dilettante

STR 17      CON 15      SIZ 12 INT 14 POW 14  
DEX 14      APP 17      EDU 18      SAN 70      HP 14

Damage Bonus: +1D4.

Weapons:      Elephant Gun (2B) 45%, damage 3D6+4  
                 .30-06 Bolt-Action Rifle 67%, damage 2D6+4  
                 12-gauge Shotgun (pump) 62%, damage 4D6/2D6/1D6  
                 9mm Revolver 54%, damage 1D10  
                 Cavalier Sabre 46%, damage 1D8+1+db  
                 Fencing Foil/Sword cane 61%, damage 1D6+db  
                 Fighting Knife 37%, damage 1D4+2+db  
                 Fist/Punch 56%, damage 1D3+db

Skills: Anthropology 57%, Biology 35%, Credit Rating 77%, Drive Automobile 59%, Natural History 51%, Occult 53%, Ride 64%, Swim 44%, Track 48%.

You come from a grand old family in England which made a fortune in the mining industry. (Contrary to the saying, your ancestors made a living carrying coals from Newcastle.) Now, with all the money you could ever want and all the time in the world, you tuck about all over the world, engaging in the traditional nobleman's pastimes of riding, hunting, and the various fighting skills. Although you have a squad's worth of chauffeurs at home, you've even taught yourself to drive a car. Now all that is palling, and you've become something of an expert in the occult solely for the sake of dabbling in an unusual field. While visiting relatives in "the colonies", you've heard that this Peaslee chap's made some discoveries that make the traditional occult seem tame by comparison, and wrote to him at once. After going two months without a reply, you've finally gotten one: an invitation to dinner this evening. You can't wait to see what old Peaslee's got in mind; it promises to be jolly good fun!

You don't know the rest of the investigators, so that will be part of the discovery of the adventure.

## HANS REICHENAU, Age 28, Disabled War Veteran

STR 12	CON 11	SIZ 9	INT 7	POW 11
DEX 3	APP 7	EDU 8	SAN 55	HP 10

Damage Bonus: none.

Weapon: 9mm Automatic 27%, damage 1D10

Skills: Electrical Repair 29%, English 65%, First Aid 35%, German 85%, History 34%, Library Use 30%, Mechanical Repair 39%, Navigate 41%, Pilot Boat 53%, Swim 62%.

You used to be an athletic young man, and when the Great War started, you enlisted in the Imperial Navy, hoping against hope that your training would be completed in time for you to fight the British. Well, you got your wish, and now you are in a wheelchair due to injuries received when your ship, the battle cruiser Lutzow, went down at Jutland. Fortunately, you picked up some basic repair skills in the Navy to be used on machinery and electrical gear, so at least you can still make a living. You live with your uncle, a confirmed bachelor, in his fine house in Hamburg, and often serve him as a handyman in exchange for his kindness. (Your parents both died of privation-induced disease during the war.) Now you both need companionship. He even takes you on occasional jaunts overseas to visit various colleagues, and this trip to America is one of them. Crippled as you are (Note: Hans can only move at one-third speed.), you got tired long ago of the pitying stares you receive, and you wish, just once, that those around you could find out what its like to inhabit a body that they cannot fully control.

You don't know the rest of the investigators (except your uncle, of course), so that will be part of the discovery of the adventure.



## DR. HEINRICH REICHENAU, Age 59, Scientist

STR 7      CON 10      SIZ 9      INT 18      POW 11  
DEX 11     APP 10      EDU 18     SAN 30      HP 10

Damage Bonus: -1D4.

Weapon:      7.65mm Revolver 29%, damage 1D8

Spells: *Dread Curse of Azathoth, Elder Sign, Powder of Ibn-Ghazi, Power Drain, Shriveling, Voorish Sign.*

Skills: Accounting 37%, Biology 10%, Chemistry 70%, Credit Rating 67%, Cthulhu Mythos 25%, Drive Automobile 55%, English 65%, First Aid 56%, German 90%, History 44%, Library Use 71%, Medicine 41%, Natural History 21%, Occult 43%, Pharmacy 55%, Physics 60%.

You are one of the top minds in the world in chemistry, as well as a physicist of note, and you were a minor scientific celebrity before the war. You don't like to talk about the war, particularly when visiting colleagues in the former Allied countries. Employed at the chemical giant I.G. Farbin when the war began, you soon found yourself on the team of the infamous scientist Dr. Fritz Haber, who invented the first three poison gases to be invented: chlorine, phosgene, and mustard gas. You were also a keen student of the occult before the war, keeping this quiet even from your colleagues in Germany, and dabbled in what seemed to be a dark side branch when you began, but which you now know to be the Cthulhu Mythos. You followed the case of Professor Peaslee with interest, and now that he has invited both you and your disabled nephew, as well as the noted C.A. Wilkins (a man you have wanted to meet for some years now), to his house for "a working holiday," you feel sure that some major revelations are waiting for you.

You don't know the rest of the investigators (except your nephew, of course), so that will be part of the discovery of the adventure.