

AGE of CTHULHU

Death in Luxor



By Harley Stroh





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A 1920's
Call of Cthulhu[®]
Adventure
By
Harley Stroh

Editing: Aeryn "Blackdirge" Rudel

Cover Art: Eddie Sharam

Interior Art: Tom Martin and Bradley K. McDevitt

Cartography: Tom Martin

Art Direction: Harley Stroh

Graphic Designers: Bradley K. McDevitt and
Jessica A. McDevitt

Playtesters: Rob "Doctor Phlegm" Atkinson, Kale
"Tommy Gun" Duncan, Matt "Tentacle This"
Ruzicka, Matthew "Luck'o'Saurus" Stroh,
and Rache Bartmoss.

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NORTH LUXOR CITY

EGYPT, 1927



NILE



SCENE KEY

- ① CHICAGO HOUSE
- ② ALI BABA
- ③ RAMSSESS TEMPLE COMPLEX
- ④ CRYPT OF 'THE DEEP ONES
- ⑤ ALEXIS' BOLTHOLE
- ⑥ PRISON OF THE STAR-SPAWN

300 YARDS



Introduction

In 1924, the University of Chicago established the Oriental Institute in Luxor, Egypt. Better known as Chicago House, the institute performed architectural and epigraphic surveys of Medinet Habu, the mortuary temple of Ramesses III. Under the auspices of the Egyptian Antiquities Service, the epigraphic team and a small army of laborers set about unearthing the temple that had sat undisturbed for over 3,000 years.

Late summer, 1926: The team uncovers inscribed reliefs depicting Ramesses' defeat of "the Sea Peoples." Further excavation yields even greater finds of pottery, hieroglyphics, and more inscriptions. On August 18th, working late into the night, Professor Aaron Bollacher succeeds in translating the inscriptions that he believed would establish the Oriental Institute's preeminence in the field of archaeology:

"the unruly Great Green, whom no one had ever known how to combat, came boldly from the midst of the sea, and none could stand against them."

By Bollacher's discovery, the staff redoubles their efforts, pouring over inscriptions and ordering round-the-clock excavations. Bollacher calls in old friends and old favors, assembling a team of experts to be flown in from across the pond.

The mysteries of ancient Luxor are stirring.

Keeper Information

One thousand years before the birth of Christ, Ramesses the III ruled the New Kingdom. During the pharaoh's reign, Egypt was beset by many foes, but chief among them were the Sea Peoples, a tribal nation of atavistic, post-Atlantean sub-humans. Allied with the deep ones, the Sea People held terrible, grand fetes, and wicked sacrifices in honor (and imitation) of the Old One known as Aat-noth, the star-spawn of Cthulhu.

Against such foes, even the mighty armies of Ramesses were helpless. They lined the Nile with archers, raining arrows down upon their foes; their navies used barbed grappling hooks to haul the deep ones, keening, from the waters, but all to no avail.

Unable to meet the Sea People in battle, Ramesses sought another, darker solution. Calling upon mighty Dagon, Ramesses struck a horrible bargain, marching thousands of souls into the Nile in a desperate gambit to preserve his beloved Egypt. Dagon answered in kind, providing the key spells necessary to summon and bind the servitors of the Mythos.

Ramesses was terrible in his wrath, slaughtering the

Sea Peoples until no trace of their existence remained. The Nile ran red with the blood of his foes and crocodiles glutted themselves on the bodies of the slain. Scribes recorded the pharaoh's deeds as such:

"... those who reached my boundary, their seed is not. Those who came forward together upon the sea, the full flame was in front of them at the river mouths, and a stockade of lances surrounded them on the shore. Their hearts and their souls are finished unto all Eternity."

Ramesses bound the army of deep ones in the New Crypt beneath Luxor, so that he might call upon them again in a time of need. And in a final act of hubris, Ramesses marched a thousand times a thousand slaves into the Nile, and bound the star-spawn of Cthulhu.

Ramesses' final act of vainglory was his downfall. Across the ancient world, the agents of the Mythos cried out in dismay. Mighty Hekla in distant Iceland vomited forth ash and debris into the atmosphere. For two full decades nary a ray of sunlight reached the earth, arresting tree growth, and causing crops world wide to fail. Unable to feed his armies, and beset by assassins on all sides, the once mighty Ramesses the III slid into ignominy. His beloved Egypt, for which the pharaoh has sacrificed so much, fell into chaos and ruin, forcing the dying Ramesses to defend his mortuary temple against his own people.

Ramesses the III, and his bound servitors, lay dormant for nearly three thousand years. It wasn't until the discoveries by Professor Bollacher and his assistant, Jamison that the sinister legacy of Ramesses threatened to come to light.

Ramesses the III had bound the army of deep ones beneath Medinet Habu, sealing their immortal bodies in sarcophagi packed with salt, declaring, "Until the Nile run again, the Sea Demons shall sleep."

Investigating the crypts beneath Medinet Habu, Bollacher and Jamison discovered a keystone inscribed with scores of eldritch runes. Removing the stone, the pair set into motion a series of events that threaten to bring an end to the modern era, ushering in a Dark Age of Cthulhu.

Meanwhile, the professor suffered horribly for his curiosity. Haunted by dreams of the horrors beneath Luxor and the realization of his wife's infidelity, Bollacher's mind snapped. The professor, driven to avenge himself on his wife, ran rampant through Chicago House, slaughtering at will, and offering up the blood of the slain to dark, unknowable forces. His ferocious passions call forth a storm, flooding Luxor, and driving more of the Nile into the New Crypt, speeding the release of the deep ones.

By the time the investigators arrive, it is already too





late. Professor Aaron Bollacher and his entire team are already dead. The sole survivors, an intern and the Professor's wife, have disappeared, vanishing into the dark alleys of Luxor. Can the investigators stop the deep ones from freeing their dread master? Or will the star-spawn rise again to have its revenge on the descendents of hated Ramesses?

Investigation Summary

A free-form investigation, the player characters can take any number of paths (indeed, even doubling back on their trail) in their quest to solve the Chicago House murders. The adventure is organized into scenes, so that a keeper can flip easily from one to the next as needed.

Player Beginning, page 5: In which the investigators fly into Luxor and are confronted by corrupt police officers.

Scene 1a, Chicago House, page 6: In which the investigators discover the fate of the Chicago House Expedition team, only to be chased off by Luxor police.

Scene 1b, Chicago House – Police Cordan, page 13: In which the investigators return to Chicago House for a more thorough investigation.

Scene 2, Ali Baba's, page 13: In which the investigators track down Rose Bollacher, deal with a trio of thugs, and begin to apprehend the depth of the real mystery before them.

Scene 3, Ramesses Temple Complex, page 18: In which the investigators find the work camp of the Old Persian and the devotees of the star-spawn, meet Carlisle and Jack Saul, and discover a lead to the New Crypt – the resting place of the entombed deep ones.

Scene 4, Crypt of the Deep Ones, page 21: The investigators' first brush with the servitor races of Cthulhu, buried deep beneath Luxor. A mystery is answered, but more questions are left unrevealed.

Scene 5, Alexis' Bolthole, page 26: In which the investigators uncover the plots of the theosophist, are stalked by a lesser shoggoth, and flee for their lives into the dark streets of Luxor.

Scene 6, The Prison of the Star-Spawn, page 31: In which the investigators journey into the Valley of Idol, uncover the prison of the star-spawn, and face down a horror from beyond the stars.

Investigations in Luxor: The adventure is focused heavily on investigation. While dangers – physical, spiritual, and mental – lurk around every corner, cunning or

crafty investigators can negotiate Luxor's environs without ever resorting to combat.

Each clue offers two or more leads that move the investigation forward. Which path the story takes is up to the investigators. The adventure is designed to offer investigators redundant options, decreasing the odds that they ever exhaust all their leads. Each encounter offers a number of skill solutions to the investigators, but keepers are always the first and last arbiters of the scene, and should encourage player creativity and cunning.

If ever the unthinkable should happen, and the investigators find themselves completely stumped, the keeper should allow the investigators to struggle for a brief while (sometimes inspiration is born of desperation). But, as in all games, the keeper should take action before the game becomes too trying or boring. If desperate measures are called for, the keeper should run the following encounter, kick starting the investigators back into action.

Read or paraphrase the following:

The police auto rolls to a stop before you, and six men leap out, calling for you to halt. Billy clubs drawn, they quickly surround you, demanding to see identification.

The police, bought off by Carlisle and the theosophists, have been on the lookout for foreigners matching the description of the investigators. The characters have been ratted out by one of the locals, likely a beggar or street vendor.

The police attempt to capture the investigators, strip them of any weapons and identification, then cinch hoods around their heads and force them into the police car. The police drive to the investigators to Alexis' Bolthole (Scene 5) to be questioned by Carlisle. The theosophist gleans what information she can from the investigators, makes her case against them, then leaves to finish her own line of inquiry. The investigators, for their part, need to escape the bolthole to regain their freedom. See Scene 5 for more information.

Six Policemen

STR	CON	SIZ	DEX	POW	HP
12	13	14	11	09	13

Damage Bonus: +1D4

Weapons: PO8 Luger 40%, damage 1D10
Billy club 40%, damage 1D10 + db
Grabble 40%, damage special

Dreams of Luxor: The Old Ones speak to us in our dreams. In Luxor, where the curtain between one world and





the next is thin with age, these dreams come more readily, offering insight ... and the madness that must follow.

For every night spent in Luxor, each investigator should make a Sanity check. Those that fail spend a sleepless night haunted by dreams born of the Old Ones. For each investigator failing his Sanity check, roll 1D100 and consult the following table:

Roll (1D100) The Investigator dreams of ...

1-7 ... a desolate landscape of sweeping deserts under a violet sky, devoid of stars. Deep ones dance and cavort around a crackling fire built of corpses heaped high. The deep ones beckon to the investigator, drawing him into the dance.

8-17 ... an abandoned Luxor. Searching through the city, the investigator is unable to find any living creature, until entering Chicago House, where a pair of young twins plays jacks on a table before a leering Cthulhu idol. The twins turn towards the door as the investigator enters, revealing bloody faces. They offer their eyes to the investigator, freshly plucked from empty, weeping sockets.

18-24 ... a sinister, aged man wrapped in a sickly yellow shawl, offering a skeletal hand to the investigator, beckoning him closer. The ancient man hisses a phrase through rotten, broken teeth, "Seek the Old Persian among the bones of the fallen pharaohs. 'Ware the Nile, she runs again."

25-29 ... of an empty bar (later, the investigator will recognize it as the Ali Baba). A woman sits at the bar, drinking whiskey. The woman has a bullet hole in her forehead; an enormous exit wound gapes red and wet in the back of her skull. In between drinks, she plays with bullets, reloading her revolver.

30-47 ... Chicago House beneath a dark-some sky. As the investigator draws closer, he spies thousands upon thousands of frogs, forming a croaking, green carpet seated around the institute. The frogs hop aside for the investigator, looking up with unblinking, worshipful eyes.

48-54 ... the Nile. The investigator is arrayed as an ancient Egyptian archer, standing on the bank beside a thousand other archers. As the investigator watches, an army of deep ones emerges from the waves. Behind the ranks of the deep ones, the Nile boils and rolls, as a looming shape rises from the deep.

55-59 ... an ancient, crumbling vault. In the heart of the vault, an enormous stone disk covers a dark well. As the investigator looks on, a trio of tentacles forc-

es their way free from beneath the disk. As the disk shifts aside, shattering ancient eldritch seals, a deafening keening fills the air.

60-77 ... a mob of corpses, stumbling through the streets of Luxor. Their flesh peels away from their bones, revealing layers of maggots and crawling worms. The corpses fall to their knees and raise their arms in worship of the investigator.

78-91 ... Luxor, aflame. Naked citizens cavort, dance, and sing in the firelight as buildings collapse around them.

92-100 ... himself, seated atop crumbling ruins (later recognized as Medinet Habu) beneath a gibbous moon. As the investigator watches, he sees deep ones slip out of the New Crypt, slinking into the darkness.

A Note on Skills: The fifth edition of the *Call of Cthulhu* rules doesn't call for differentiated skill checks. In practice, all uncontested tasks are equally difficult, and it is only the character's skill that comes into question. *Death in Luxor* runs against canon by noting instances in which the task attempted might be more difficult than another – comprehending a coded post-Atlantean spell, for instance, as opposed to simply translating the Latin works of occult magician Johannes Trithemius. Keepers are encouraged to disregard or employ this rule, as they see fit.

When skill checks are listed in the text, they are followed by a percentile figure. For example, **Cthulhu Mythos** (-25%). In this case, the investigators would reduce his chance of success by 25% ... a challenging task indeed! In some instances, the skill is followed by a bonus, e.g. **Archeology**, +10%. In this instance, the character would increase his skill by 10%, increasing his odds of success.

In some instances, a skill chance might be elevated above 100% or reduced to less than 0%. If the skill check is important to the game, the investigator should still make the attempt, given that rolls of 01% or 100% are always a success or failure, respectively.

Player Beginning

Before play begins, give players Handouts A & B, and ask each to describe his background and relationship with Professor Bollacher or the Chicago House. Sample stories are provided with the pre-generated characters.

The adventure proper begins with the investigators flying into Luxor. To begin the adventure, read aloud or paraphrase the following:





You ride into Luxor on the tail of a storm. Lightning traces streaks across the starless sky, illuminating every cracked street and dusty alley – even the mortuary temple of Ramesses the III – in unforgiving clarity, before retuning the city to darkness.

You strive to make out the Chicago House through the plane's oil-streaked windows, but it is lost somewhere in the warrens of crumbling stucco shops and stacked tenements that sprawl across the city like shards of dusty pottery.

The plane skids to a stop atop the broken and rutted runway just as the first drops of rain begin to fall.

Investigators looking out the windows of the plane note three Luxor police cars waiting on the runway. At the end of the runway, by the terminal, is a fourth car, sent to chauffeur the investigators to Chicago House.

As the plane comes to a stop, five policemen surround the plane. As the passengers descend the steps, the police pull each aside, checking their identification and demanding to know what they are doing in Luxor.

The police have been sent by Captain LaSalle with orders to put the investigators back on the plane out of Luxor. They have little or no justification for doing so, and attempt to fabricate any reason for placing the investigators under arrest. Differing stories, contraband, or even undeclared weapons are more than enough grounds for the police officers to demand that the investigators re-board the aircraft and depart Luxor. If the investigators resist, the police apprehend them and transport them to **Scene 5, Alexis' Bolt-hole**.

Investigators can attempt to **Fast Talk** their way past the police, bribe the officers (**Bargain**, +10%), **Sneak** off the plane (-20%), or even hide on the plane (**Sneak**, -5%) until the police leave.

Violence is the least efficient option – it immediately gives the police reason to employ deadly force. Unless investigators make a speedy get away in a stolen police car, or in a car sent by Chicago House, the police draw their pistols and demand the immediate surrender of the investigators. The police believe that they are only here to cow a few foreigners; they have no interest in getting hurt for Captain LaSalle. When it becomes clear that pursuit or fighting will end badly, they return to the police station to report their findings to the Captain.

Clues: If one of the policemen is searched, the investigators find a note written in blue ink with the following instructions. A successful **Accounting** check (-15%) identifies the color of ink and style of nib as being consistent with the Waterman Safety fountain pen. The note was written on

unbleached butcher paper.

Detain the foreigners. Expect Carlisle tomorrow night at the safehouse.

Six Policemen

STR	CON	SIZ	DEX	POW	HP
12	13	14	11	09	13

Damage Bonus: +1D4

Weapons: PO8 Luger 40%, damage 1D10
Billy club 40%, damage 1D10 + db
Grapple 40%, damage special

Scene 1a, Chicago House

Chicago House is the scene of a mass murder that dwarfs any in recent memory. Professor Bollacher, driven mad by his knowledge of the Cthulhu mythos and jealousy of his adulteress wife, killed everyone in the house and then hanged himself. Two souls escaped the slaughter: Rose Bollacher, the professor's wife, and Jack Saul, an agent of the theosophists. Chicago House is rife with clues for alert investigators. Time, however, is not on the investigators' side; they will have to work quickly and efficiently to garner the clues needed to advance their investigations.

Use this scene if the investigators reach Chicago House on their first night in Luxor. If not, refer to Scene 1b instead. If the investigators are brought by the chauffeur, he drops them off at the front of the house, then drives around back to park the car in the carriage house.

Read or paraphrase the following:

Bolts of lightning split the sky, and the crash of thunder rolls over the city. A building stands apart from the muddy shacks and dilapidated slums, with its high, clean walls, manicured trees, and tall windows that tremble with the rolling thunder.

A crack of lightning illuminates the sign long enough for you to read the words: Chicago House.

The windows are all 7 feet off the ground, except on the courtyard (area 1-1). The door to the servants' quarters on the east side of the building stands open.

There are a number of dead bodies littering the building. Each investigator should make a Sanity check for the first body they encounter (Sanity loss 0/1D3), but not for the subsequent bodies.

There is a limited amount of time for the investigators to gather leads. Fifteen minutes after the investigators enter the building, a troop of nine police arrives. See **Wrapping Up** at the end of the scene.





CHICAGO HOUSE



□ = 5 feet



Area 1-1 – Courtyard: Read or paraphrase the following:

Steps rise to a stone courtyard overlooking the grounds below. Tall windows flank a pair of elaborate wooden great doors, and – strangely – the courtyard is nearly overrun with frogs of all sizes. Carved with elaborate designs and ancient Egyptian motifs, the heavy doors glisten with rain. A single light flickers from somewhere inside the building, but the rest of the building is dark.

The doors are locked (**Locksmith**, +10%). The windows on either side of the courtyard are open to the night air. There is a 25% chance each minute spent on the courtyard that lightning flashes on the far side of the building, silhouetting the hanging corpse of Professor Bollacher dangling from the rafter of the study (area 1-2).

Area 1-2 – Great Hall: Read or paraphrase the following:

High book shelves and cluttered tables dominate the lightless study. Rain courses down the tall windows. Lightning strikes somewhere nearby, and in the blinding flash of light, you see a body hung from the rafters.

Aaron committed suicide minutes before the investigator's arrival; inspection reveals that the corpse of Professor Bollacher is still warm. The professor killed himself by climbing atop one of the study's wide wooden beams, where he had hung a noose fashioned from electric cord. He then placed the noose over his neck and hurled himself violently towards the ground. The force of the blow snapped the professor's neck and nearly decapitated the corpse.

Investigators can inspect the corpse after lowering it from the beam. The professor's hands, coat, and the soles of his shoes are smeared with blood; a pair of broken glasses is stuffed into one pocket, along with a bloody kitchen knife. His forehead is anointed with scented oil (myrrh), and a stopped vial of the oil rests in his vest pocket. His clothes are soaked with water (from killing the intern in area 1-7), and a puddle of water and urine has collected on the floor beneath the body.

Clues: An inspection of the study turns up numerous books, leaflets, and papers dedicated to Egyptology and archeology, but nothing eldritch or arcane in nature. Resting on the largest table is a large granite stone carved in the shape of a tetragon. An **Archeology** check (+20%) correctly identifies the stone as a keystone of sorts. A cursory inspection of the stone reveals that one face is worn smooth, as if by water or wind; the opposite side is stamped with a singular rune (show players Handout C). A successful **Archeology** check (-15%) translates the text as follows:

*hold back the sacred Hapi
secure the Great Green
the waters rise, the ancient one returns*

The keystone is a plug, stolen from the Crypt of the Deep One (see Scene 4).

Area 1-3a – Professor Bollacher's Office: Read or paraphrase the following:

The dark office is in disarray, littered with papers, books, and leaflets as if cast about by a windstorm. A desk,





with an overturned chair, occupies the center of the office. Framed pictures have been hurled against the walls, scattering shards of glass across the floor.

The professor destroyed his office in his madness, hoping to obscure any evidence of his studies. He was largely successful – there is precious little to be gleaned here. The books and papers all deal with Egyptology, specifically the history of Egypt.

Clues: A **Spot Hidden** check (-5%) notes one of the broken pictures as a photographic record of the expedition team, dated two weeks prior. There are seven people named in the photograph, and five of these people lie dead in Chicago House. Comparing the team photo against the corpses littering Chicago House, investigators discover that Mrs. Bollacher and an unnamed assistant (Jack Saul) escaped the slaughter.

Area 1-3b – Professor Bollacher’s Quarters: Read or paraphrase the following:

This chamber is home to a large bed and a heavy wardrobe. The sheets are in disarray and the wardrobe has been pitched over.

This chamber was once home to Professor Bollacher and his wife Rose Bollacher. Apart from clothes belonging to both the professor and his wife, there is little to discover here except by the most thorough investigators.

Clues: Exceedingly careful investigators discover a set of matching luggage in the wardrobe. The twin of the largest piece is missing (taken by Rose Bollacher). A successful Idea roll confirms that most of the women’s clothing has been taken from the wardrobe, save for an article or two that were dropped on the floor in Rose’s hasty flight.

Area 1-4a – Professor Jamison’s Office: Read or paraphrase the following:

This well-kept office has a large wooden desk and a number of bookshelves stacked high with many tomes. A series of diplomas and degrees are hung in frames on the wall, beside a large-scale map depicting North Luxor City.

Investigators inspecting the diplomas easily determine that the office belonged to Professor Jamison – Bollacher’s best friend and sole rival in the field of Egyptology. He was also the first to die when madness seized Bollacher. A cursory investigation of the chamber notes the bloody footprints leading from area 1-4b to 1-8.

Clues: A careful inspection of the desk (**Spot Hidden**) discovers Jamison’s expedition log. Show players Handout D. The last 4 entries read:

August 5: Resumed work on the Great Wall of Medinet Habu. Hieroglyphs near impossible to decipher, but Bollacher has faith.

August 18: Bollacher away. Rose and I working on new translation. Delight to work with someone other than old Bull.

August 25: Breakthrough! Translation and map to new crypt. Bollacher returning this week. Rose refuses to help w/ opening crypt.

September 1: Bollacher led expedition to new crypt. Rose anguished, threatening to leave. Bollacher returns with keystone. Something’s changed – wonder if he knows.

Today’s entry, the 3rd of September, is blank.

Finally, in the bottom of a desk drawer is a simple wooden case with a glass lid. Beneath the glass is a single, corked ceramic vial containing oil of myrrh, and 6 sharpened wands carved from carob wood. Jamison was making preparations based on a loose translation of the stone concealing the New Crypt (see area 4-1), believing – correctly – that the stone offered a solution for defeating the deep ones.

Area 1-4b – Professor Jamison’s Quarters: Read or paraphrase the following:

A single bed stands against the far wall of the room, and an open suitcase sits atop a footlocker against the opposite wall. An inert form lies draped over the edge of the bed, and blood has pooled on the floor.

The body in the bed belongs to Professor Jamison, the first of Bollacher’s victims. Anyone with a photograph of the expedition team can identify the body. The professor carries a wallet and passport in his coat pocket, along with a ring of keys that open every door in Chicago House (including area 1-5).


Jamison’s throat has been slit. The body is cool, indicating that the doctor was killed early, relative to the other corpses in Chicago House.

Clues: Witnessing Bollacher’s growing madness, Jamison was planning to run away with Rose. The suitcase is half packed with Jamison’s clothes and belongings. Haphazardly left atop the clothes is a hand written note from Rose (show players Handout E):

Dearest,

I’m sorry, but I cannot tolerate any more of Bollacher’s madness. I know what I saw in the crypt. I respect your decision to stand by him, though my heart breaks in two. If you reconsider, I will be waiting at Ali Baba’s, at 9’oclock to-





morrow night. Come with me to Spain – we can leave behind the hell of Luxor, and our thoughts will never again dwell on its immortal wickedness.

I will wait for you.

The note is not signed, but if the investigators have a sample of Rose's handwriting, a successful **Accounting** check correctly identifies the handwriting. Any cabbie and most locals can direct the investigators to Ali Baba's, a notorious dive bar found in the slums of North Luxor.

Area 1-5 – Gear Room:

The entrance to this room is locked with a sturdy deadbolt (**Locksmith**, -10%). The key to the deadbolt is on Jamison's body (area 1-4b). Once the investigators gain entry, read or paraphrase the following:

This dusty room is home to a number of large crates. Shelves line the walls, holding more boxes. Loose straw, used for packing, litters the floor. A single claw hammer and crowbar hang from hooks just inside the door.

Professor Jamison was responsible for overseeing the expedition gear. The team's gear is kept in this storage room, mostly in boxes, packed with straw and newspaper.

Rooting through the boxes is time consuming and yields nothing in the way of clues. However, for investigators that might not have adequately packed for their adventure, this chamber is a gold mine. It takes 1D4 minutes to open each box, or half that time if the investigators rush (damaging any of the fragile items). Investigators find:

- 3 sets of 8-power binoculars (fragile)
- 1 canvas tent
- 6 sets of digging tools (shovel, pry bar, pick)
- 1 large camera (fragile) and 25 rolls of black and white film
- 100 rounds of .30 ammunition packed in sawdust
- 4 kerosene lanterns (fragile)
- 20 bundles of candles (6 to a bundle)
- 2 flashlights (fragile)
- 10 boxes of matches
- 3 bottles of Kentucky bourbon (fragile)
- 6 one gallon canisters of kerosene
- 1 crate (10 sticks) of dynamite packed in sawdust
- 4 spools of rope (50 ft. each)

Area 1-6 – Interns' Quarters: Read or paraphrase the following:

A pair of beds stands on either side of this room. Footlockers sit at the head of each bed, and a large chest of drawers stands beside the door.

The chambers are where the four interns – William Loomis, Timothy Lowe, Reginald Smithson, and Jack Saul – spent their nights. Bollacher murdered the first three and left their corpses in the library (area 1-8) and the showers (area 1-7). The fourth intern, Jack Saul, an agent of the theosophists, escaped with his life.

Clues: Three of the footlockers are filled with clothes and the interns' personal effects (wallets, passports, and mementos from home). A close comparison of their contents to those of the last locker (**Spot Hidden** or **Idea** roll) reveals that contents of the last locker are utterly generic: the clothes are folded but well worn, there is no wallet or passport, and generally, there is nothing with any kind of personal significance.

This last locker belongs to Jack Saul, who also keeps a second apartment in Luxor. Jack left earlier this evening to rendezvous with his superiors, and thereby escaped with his life. A careful search of the fourth locker (**Spot Hidden** -15%) reveals a scrap of paper that has fallen between the footlocker and the bed. The scrap of paper reads:

*Alexis' place, Carlisle
1005, Shari El Matar*

The note refers to Jack's meeting place and time. The second line of the note is a street address easily identifiable by any cabby – the location of Alexis' safehouse.

Area 1-7 – Showers and Bathroom: Read or paraphrase the following:

Thick, billowing clouds of steam pour out from the doors ahead. Inside, you spy a white tiled shower and bathroom. Scalding water streams from the showerhead, filling the room with steam.

The west shower also holds one of Bollacher's victims. Read or paraphrase the following:

A naked body lies face down in the shower, the corpses' skin scorched red from the burning water.

The body belongs to Reginald Smithson, one of Bollacher's interns. Bollacher stabbed Reginald to death, and then sawed his fingers off with a kitchen knife. The missing fingers are found in the library (area 1-8).



Area 1-8 – Library: Read or paraphrase the following:

Enormous bookshelves line the walls of the room, floor to vaulted ceiling, interspersed with hunting trophies and rifles. Comfortable wicker chairs are placed about the room, with a pair of stuffed leather chairs facing an enormous fireplace. The smell of burnt incense hangs in the air.

The corpses of Bollacher’s interns, William Loomis and Timothy Lowe, rest in the chairs; killed by cyanide poisoning, the bodies gaze at the fireplace, looking on with unblinking stares.

Shortly before killing himself, Bollacher set fire to nearly all the expedition team’s recent findings. Ashes of the papers, maps, photographs, and negatives still smolder in the fireplace. None of the documents survived the flames, and all have been reduced to gray ash. A single cube of smoking frankincense rests atop the smoldering ashes (part of a ritual to drive out agents of the star-spawn).

After burning the documents, Bollacher used Reginald Smithson’s fingers to write in blood on the fireplace mantle:

AFWLAOKOEDNIONLGDNOINLEES

The message is actually two phrases run together – Awaken Old Ones, Flooding Nile – a reference to the cryptic hieroglyphs outside the vault of the Old One (see Scene 4) and the disaster that will ensue if the Nile’s waters are permitted to rise inside the vault.

Bollacher then placed the eight fingers and two thumbs on the flagstone before the fireplace. The severed digits are arranged before the fireplace in a formation reminiscent of proto-Germanic runes. A successful **Occult** check correctly identifies the rune as signifying death by drowning.

A pair of .30 rifles hangs from the wall. Though merely trophy hunting rifles, both remain serviceable. The rifles are unloaded.

Area 1-9 – Darkroom: Read or paraphrase the following:

The sharp tang of chemicals assaults your senses. The darkroom is in shambles, with spilled chemicals slopping over piles of torn negatives, photographic paper, and smashed cameras.

Bollacher methodically destroyed the photography lab, burning every negative and print he could find in the library’s fireplace (area 1-9). He left the room in disarray, certain to dissuade any would-be investigators hoping to recover evidence of the team’s findings.

Clues: Despite Bollacher’s efforts, one roll of film survived and can be found inside a broken camera (**Spot Hidden**, +5%). If the investigators succeed in developing

the film (a **Photography** check requiring two uninterrupted hours) they discover the sole surviving photograph of the tomb of the deep ones. Show players Handout F.

Area 1-10a Servants’ Mess Hall: Read or paraphrase the following:

A pair of long, scarred tables occupies the dirty hall. Shiny black roaches scurry over the stacks of dirty plates and bowls.

The mess hall is where the servants take their meals apart from the expedition team. There is nothing of interest here to the investigators.

Area 1-10b – Kitchen: Read or paraphrase the following:

The kitchen is in disarray, utensils spilled across the floor amid smashed plates, cups and the like. A trio of large iceboxes stands against the far wall, opposite several cast iron stoves and ovens.

When Bollacher took the large, single-edged butcher knife from the kitchen, he accidentally knocked over a shelf, spilling its contents across the floor. This alerted the nanny, giving her time to flee Chicago House with the children in her charge.

Area 1-10c – Servants’ Quarters: Read or paraphrase the following:

Two sets of bunk beds crowd the small room. A simple wooden chest, scarred with age, sits between the sets of beds, serving as a makeshift table.

If the investigators check these rooms prior to the arrival of the police, they discover six servants huddled in the northwest room. The door to this room is locked from the inside; in order to gain entry, the investigators have to batter down the door or convince the terrified servants to let them in (**Fast Talk**, -10%).

The servants have little to share. In the evening, they saw Professor Bollacher add a powder to the after-dinner drinks of two of his interns. While the interns sat drinking in the library, Bollacher stormed into the kitchen, grabbed a knife from the rack, and knocked over a shelf. The servants, worried at the frenzied emotional state of the professor, followed him into the interns’ hall where they watched, horrified, as Bollacher stabbed Reginald to death. Fleeing, the servants hid in their quarters, bolting the door and blockading it with furniture. They know nothing about the deaths of the other members of the Chicago House team or the reasons behind the professor’s madness.

Investigators inspecting the room find little to further their work. The chest contains four changes of white cotton work clothes, as well as two items from the following list.





Keepers should roll 1D10 twice, or select the items as they choose:

Roll (1D10)	Personal Items
1	A bone comb.
2	A worn deck of playing cards.
3	A pair of wooden dice.
4	A dull wood carving knife and a simple wooden egg.
5	An old printed calendar from 1923, with the dates adjusted by hand for the current year.
6	75 quirsh in coins, and a single 50 quirsh banknote.
7	A crushed felt hat.
8	A silver bracelet graven with a representation of the running Nile.
9	A pair of shoes with the heels worn off.
10	A ball of twine, tangled.

Area 1-11a – Butler’s Quarters:

A simple lock secures the door (**Locksmith**, +10%). The professor’s butler, his mind shattered by the sights he witnessed this night, hides silently inside. The butler will attack anyone entering the room, mistaking the investigator for Professor Bollacher, or – worse – the horrors the professor aimed to summon.

Once the investigators have bypassed the door, read or paraphrase the following:

The door opens into a darkened bedroom. A figure darts into the open, silhouetted before the window, and shouts, “Back!”

The butler empties his revolver at the investigators, and then hurls himself out the window, attempting to flee into the night. Even if captured, he can offer little to the investigators; the butler’s mind is thoroughly broken.

Clues: If hypnotized (**Psychoanalysis**, +0%), the butler can relate what he witnessed. He speaks in Egyptian (**Other Language**, +10%). At the keeper’s choice, even investigators that fail to understand might comprehend snatches of the following:

The tomb is black, chocked with dust and dead air. Tiered steps. The professor takes the stone, the keystone! The Nile! She rolls in the night, climbing into the tomb, ly-

ing down with the dead, waking the Old Ones! The rain is coming! The Nile!

The butler begins to scream uncontrollably and claws out his eyes before passing into a coma. Regardless of any treatment, the butler dies of a broken mind four hours later.

Tolkat the Butler

STR	CON	SIZ	DEX	POW	HP
10	13	12	15	09	15

Damage Bonus: +1D4

Weapons: .38 Revolver 37%, damage 1d10
Grapple 30%, damage special

Area 1-11b – Nanny’s Quarters: Read or paraphrase the following:

A simple bed, neatly made, sits opposite a small writing desk. A silver crucifix hangs from a nail above the bed. A wardrobe stands beside the quarter’s single door.

When the killing began, the Bollachers’ nanny, Miss Christy, fled with the professor’s children. She took nothing with her – a casual search of the wardrobe reveals that nothing is missing or disturbed. All of Miss Christy’s clothes and personal effects are present and undisturbed.

There is nothing here to further the investigation.

Area 1-11c – Children’s Quarters: Read or paraphrase the following:

A small single bed, immaculately made, stands in the center of the room. A toy chest stands against the far wall, alongside a writing desk. Various drawings, done in bees-wax crayon and watercolor, hang on the walls.

These two rooms were home to Professor Bollacher’s twins. The western room was home to his son, James; the eastern room was home to his daughter, Melanie. Miss Christy stole the children from their beds when the professor began murdering his interns, and by the time the investigators make it to Chicago House, she and the twins are already on a boat out of Luxor. (The twins play a pivotal role in future *Age of Cthulhu* adventures.)

Clues: Like most children, James and Melanie are sensitive to supernatural powers around them, but unlike most, the twins have spent their childhood playing with and around ancient relics of dead cultures. Both have developed a singular capacity for sensing agents and forces of the Cthulhu mythos, and have not yet grown the attachment to the rational, caring universe that is the foundation of adult sanity.

As a consequence, their playroom is littered with ren-





derings of the Great Old Ones in their various manifestations. Investigators making a successful **Cthulhu Mythos** check (-5%) recognize the scribbled crayon drawing as a rendering of Cthulhu itself, and the washed out watercolor as an accurate rendering of R'lyeh. The children have both begun to unconsciously make idols, James working in clay, while Melanie carves in wood. The children are utterly ignorant of the import of their “imaginary” playmates and “invisible” friends, knowing only that sometimes they are instructed to do things that the twins know are very, very naughty.

Wrapping Up Scene 1: After fleeing Chicago House with the twins, Miss Christy alerted the police. A team of police officers arrives at Chicago House fifteen minutes after the investigators arrive on the scene (use police stats from Scene 1b below). Nine officers break in the front door and proceed to make their way through the building. If the investigators are caught inside Chicago House, they are placed in handcuffs and driven to Alexi’s Safehouse, Scene 3.

Scene 1b – Chicago House – Police Cordon

The police arrive at Chicago House and set up a cordon. Two police are stationed at the crime scene for the remainder of the adventure. The investigators need to use **Fast Talk** (-5%), **Stealth** (-15%), or other creative solutions to slip past the police.

Once the police arrive on the scene, it becomes much more difficult for the investigators to gather evidence and clues. All of the bodies are removed from the crime scene, the servants hiding in area 1-10c are taken in for questioning, and the butler is killed as he tries to flee Chicago House. The investigators are forced to make due with the remaining clues, which must be discovered without alerting the police standing watch outside.

Policemen

STR	CON	SIZ	DEX	POW	HP
12	13	14	11	09	13

Damage Bonus: +1D4

Weapons: PO8 Luger 40%, damage 1D10
 Billy club 40%, damage 1D10 + db
 Grapple 40%, damage special

Scene 2 – The Ali Baba

The Ali Baba is a notorious dive bar on the Southside of North Luxor City. Investigators can be lured here by Rose Bollacher’s note left in Scene 1, by a tip from Madam Carlisle in Scene 5, or from the offhand comments made by the Old Man of Persia in Scene 3.

Area 2-1 – The Ali Baba: Read or paraphrase the following:

The rain pounds the muddy street as you descend the grimy stone steps into the bar. The air is thick with the smell of fragrant tobacco and the vinegar-like scent of bad wine and stale beer. A short bar occupies one wall; dark booths and greasy tables littered with broken cigarettes take up the rest of the small hall. Dim electric lights and flickering candles offer little light, but darkness seems to suit the patrons.

Unless the investigators have taken pains to **Disguise** (-5%) themselves, they immediately appear out of place at the bar. This doesn’t make much difference to the lonely drinker, but such individuals are even more unlikely to offer up information. Instead, the patrons watch the investigators with hooded eyes and suspicious stares.

Scene Summary: A cursory glance around the bar identifies Rose Bollacher sitting in a booth in near darkness (area 2-2). She is deep into her cups and does not notice the investigators.

A trio of cultists looks on from a nearby table (area 2-3) and make a move on Rose or the investigators if an opportunity presents itself. Finally, Josef Mourad, the barkeep (area 2-4), knows more about Luxor than is healthy, and can be a source of some information, if the investigators play their cards right.

The Ali Baba is small and claustrophobic. There are only two exits: the front entrance, and the alley exit through the storeroom (area 2-5).

Fighting in the Ali Baba: While the dive is no stranger to brawls, it isn’t in the investigator’s best interest to start a fight here. The other patrons, assuming that the strangers are indiscriminately picking fights with locals, join in the brawl. Josef doesn’t join in the fight, but he is quick to end it, if it goes beyond fists and broken bottles. The patrons aren’t in the fight to get hurt – if any investigator lands a blow, the particular patron turns and runs.



ALI BABA

□ = 1 foot



7 Bar Patrons

STR	CON	SIZ	DEX	POW	HP
15	10	13	11	09	6

Damage Bonus: +1D4

Weapon: Wine/Beer bottle 40%, damage 1D4 + db
Kick/Punch 40%, damage 1D3 + db

Area 2-2 – Rose Bollacher: Read or paraphrase the following:

A woman sits alone at a booth at the end of the hall, an incongruent sight amid the bar's other patrons. A suitcase rests on the floor beside her. She is dressed for travel – a sensible dress and long coat. Her dark hair is pulled back in a tight braid, tied with a blue ribbon. She has worked her way through a bottle of bourbon, and has begun on her second, drinking shot after shot from an oily jar.

The woman is Rose Bollacher, the professor's wife and one of only two members of the expedition team to escape Bollacher's murderous wrath. She has plans to flee Luxor, but is waiting for her lover, Professor Jamison. Rose waits in vain: Jamison died at the hands of Professor Bollacher in a rampage fueled by a madness and jealousy.

Rose is not a heroine by any means. An adulteress, Rose abandoned her stepchildren to run away with Profes-

sor Jamison. She is also touched by the same madness that haunted her husband, and that madness has driven her to this pitiful state.

By the time the investigators make it to Rose, she is drunk, leaning on the table for support. She refuses to leave the bar, insisting that Jamison will join her here. This is simply a rationale for a truth she has yet to admit: Rose has decided to kill herself to end the madness, and will not leave the bar alive.

Interviewing Rose Bollacher: Intoxicated, Rose speaks openly and freely with anyone willing to entertain her melancholy. The moment she thinks she is being mocked or spoken down to, or is confronted with the fate of Chicago House, she draws a revolver from her purse. See below for the grim resolution of Rose's life.

If her depression is entertained, Rose is able to answer a number of the investigators' questions. Keep in mind that Rose's mind is fragile to begin with; confronting her with the fact that her lover, husband, and expedition team are all dead, crushes her. Depending on the investigators' line of questioning, keepers should paraphrase the following.

- **Why did you run from Chicago House?** My husband. He was insane, obsessed with Jamison's new crypt and the secrets they thought they found. He was obsessed with what the translation called the Great Green, and Aaron couldn't handle the thought that Jamison might discover something he had missed. That jealousy, combined with the madness, made him unbearable. (A **Psychology** check (+10%) reveals that she is concealing her love affair with Jamison, but realizes that this was the pivotal event that drove her husband over the edge.)
- **What drove Professor Bollacher mad?** This. (Rose opens her suitcase and removes a heavy stone carving swabbed in cotton. See **Clues**, below, for more details.) He found it in the new tomb. Ever since it appeared in our lives, tragedy followed.
- **What is this (the idol)?** My husband says it is the key to an ancient secret – the answer to the Great Green. I'm going to destroy it, so it will never have a chance to spread its madness any further. (A **Psychology** check (-10%) reveals that she is lying, and is unable to bring herself to destroy the idol.)
- **What do you mean, 'madness'?** The dreams of the Great Green. It spoke to Aaron in his dreams, taught him the language of the ancients, and the spells of the damned.



- **What is the ‘Great Green’?** It was an inscription Jamison found on the wall of the ruins of Medinet Habu, the mortuary temple of Ramesses III. It obsessed Aaron from the day they translated the glyphs. ‘The unruly Great Green, whom no one had ever known how to combat, came boldly from the midst of the sea, and none could stand against them.’ The same inscription led them to the new crypt.
- **Where is the new crypt?** I don’t know. Jamison never revealed its location to anyone other than Aaron. They used a team of diggers to aid them, though. One of them probably knows.
- **Where can we find the diggers?** They live in a camp, on site, at Medinet Habu. Ask for the Old Persian. He has the run of the place. (A **Psychology** check (+10%) reveals that she is deeply afraid of this man.)
- **Who is Jack Saul?** One of our interns. A quiet, private boy. Sharp, though. He spent a lot of time around Jamison and Aaron, trying to learn the trade.
- **Who is Madam Carlisle?** Jack mentioned her last week. A girlfriend, I think? She is supposed to come in on a steamer from India.

Clues: The idol of the star-spawn is the most apparent of the clues to be found in the Ali Baba, but the conversation with Rose offers many more leads. After the conversation, the investigators should be clued into investigating Medinet Habu (Scene 3, the Ramesses Temple Complex), either to look for the “new crypt” or to track down the Old Persian and the men that worked the dig with Jamison and Bollacher.

Even in her drunken state, Rose refuses to part with the idol. Investigators can trick her out of it (**Fast Talk** or **Persuade**, -15%), but taking it from her by force causes Rose to scream for help, drawing the cultists from area 2-3. Under the guise of aiding a woman in distress, the cultists try to steal the idol for themselves.

A **Cthulhu Mythos** check (+15%) identifies the idol as an Egyptian representation of a star-spawn. Anyone beating the check by 10% or more is certain that the idol isn’t a representation of Great Cthulhu, though they would be hard pressed to express why they believe this. The base of the idol has a series of inscriptions circumscribing a tower topped by tentacles (show players Handout G). The inscriptions’ meaning is lost on the investigators, though the keeper

should entertain as many rolls as the investigators care to make. As symbols, they appear to be the following: three stars; rain; a ram’s head; a crescent moon; a river.

The End of Rose Bollacher: If the investigators tell Rose that Jamison is dead; if the investigators turn to leave; or if the investigators press Rose to leave, she draws a snub-nose revolver from her purse and places it to her forehead, speaking “Cthulhu fhtagn,” before emptying a round into her skull. She pitches forward, instantly dead. Josef, assuming the investigators murdered Rose, immediately summons the police. The officers are slow to arrive in the slums, taking 1d20+10 minutes.

Area 2-3 – Cultists:

Three cultists sit at a nearby table, watching Rose with thinly guised interest (**Spot Hidden**, +20%). However, their sinister intent is not immediately evident. After all, Rose is a drunken, upper-class woman, alone, in a dive bar filled with men – the cultists are not the only ones interested in Rose.

The cultists are disguised as dockworkers, dressed in greasy trousers, shirts and turbans, and carry long, curved, fighting knives tucked in their belts. Investigators that have been to the workers’ camp in the Ramesses Temple Complex (scene 3), recognize the workers with a successful **Spot Hidden** or **Psychology** check.





The cultists have but one goal: retrieve the idol of the star-spawn. If the investigators leave with the idol, the cultists hurry out through the back door (area 2-5) and ambush the investigators as they pass the alley.

If the investigators succeed in besting the cultists and search them afterwards, they come across a folded sheet of parchment that reads:

Find the woman and retrieve the idol. Use whatever means required. It is imperative that we retrieve it before C. arrives.

Three Cultists

STR	CON	SIZ	DEX	POW	HP
14	15	12	08	09	13

Damage Bonus: +1D4

Weapon: Beer bottle 40%, damage 1D4 + db
Fighting Knife 40%, damage 1D4 + 2 + db

Area 2-4 – Josef Mourad:

If the investigators spend time with the barkeep, read or paraphrase the following:

The barkeep is an unassuming character, emblematic of many in the poor side of Luxor. His skin is deeply tanned from a life of hard work, his face is pockmarked by disease, and his gnarled hands suggest a life of violence. His eyes – though – are a different matter: quick and sharp as a desert hawk.

Josef has lived in Luxor his entire life. In his later years, he’s accumulated no small amount of general information about the city, its plots and denizens. Unlike the rest of the bar’s patrons, Josef is willing to speak with the investigators ... for a price. A bribe of \$10 or more (or \$5 and a successful **Bargain** check) incites Josef to share his thoughts on the city. If the investigators are desperate for leads, the keeper can use Josef to get the investigation back on track. In addition, he also knows the following list of rumors, and disinformation.

Note that Josef does not volunteer the information. Instead, skillful questions or conversation are needed to steer him in the right direction.

- **How long has she (Rose) been here?** All night. Drinking hard, too, like a girl aiming for a train wreck.
- **Who are they (the cultists)?** Never seen them before. They’re not regulars, and they sure don’t look like dockworkers.

- **Do you know anyone named Jack Saul?** Sure. He’s been around a lot, buying drinks and hiring thugs for Carlisle. Keeps a flat down on Shari El Matar.
- **Do you know anyone by the name of Carlisle?** One of those British imperialist brides, an occultist out of India. Don’t trust her, but she’s easy on the eyes. Haven’t seen her in the last month or so, but heard she’s coming back in the next couple weeks.
- **Do you know anything about the Medinet Habu?** The ruins of Ramesses? Strange place, never felt right. Watch yourself around the work gangs. Dangerous men, used to taking what they want by force, if you catch my drift.
- **Who is the Old Persian?** He runs the Medinet Habu work gangs. Polite to your face, but he’ll put a knife in your back for a half a schilling. Still, if there’s anything you want from the work gangs, the Persian is the one to talk to.

If a fight breaks out in the bar, Josef lets it go 1D4+2 rounds before breaking it up. If any of the combatants resort to real weapons (anything other than fists, beer bottles, or bar stools), Josef reaches for the double-barreled shotgun he keeps leaned up against the bar. Josef fires the first shot over the heads of the fighters, scattering most of the crowd, saving the second for anyone insisting on keeping up the fight.

Josef Mourad

STR	CON	SIZ	DEX	POW	HP
12	16	09	13	09	16

Damage Bonus: +1D4

Weapon: Brass knuckles 51%, damage 1D4 + 2 + db
12- gauge double-barreled shotgun 48%, damage 4D6
20 shells

Area 2-5 – Out the Back Door:

The entrance to the bar is always unlocked. The exit to the alley is barred from the inside. The bar cannot be picked; in order to open it from the outside, the door must be broken down, likely drawing the attention of Josef (area 2-4). Read or paraphrase the following:

The storeroom is piled high with crates of bichor and rotting foodstuffs. Rats scurry underfoot, and roaches scuttle along the base of the walls, fleeing the light. Opposite the door is another exit.

Apart from the exit into the alley, there is little of interest investigators.





Scene 3 – Ramesses Temple Complex

Scene 3 takes place at Medinet Habu, the funerary complex of Ramesses III. The work gangs live in a tent city here, renting out their services to archeologists and epigraphers. Unlike many in Luxor, they are openly friendly towards foreigners, welcoming them in the hopes of getting work. Their proffered friendship is only skin-deep – the work gangs are notoriously loyal to one another and never betray the confidence of their brethren.

A work gang has been infiltrated by a cult dedicated to the worship and release of the star-spawn. While there are only a handful of cultists active in the tent city, the work gang’s devotion to secrecy ensures that the cult remains protected.

Scene Summary: There are a number of reasons why the investigators might happen upon the ruins. Enterprising investigators might come directly here after leaving Chicago House, in the hopes of stumbling across the ‘new crypt.’ Others might come here, following leads offered by Rose Bollacher in Scene 2. Finally, investigators escaping the clutches of the theosophists in Scene 5 might also make their way here, in an attempt to beat Madam Carlisle and Jack Saul to the new crypt.

The purpose of the scene is to direct the investigators – by clues or informants – to Scene 4: The Crypt of the Deep Ones.

Area 3-1 – Medinet Habu:

The description assumes that the investigators make it to the ruins after dark, though the scene is largely unchanged, regardless of time of day. Read or paraphrase the following when the investigators come to the Ramesses Temple Complex for the first time.

The ceaseless rain hammers the ruins, running in red rivulets down the worn paths and crumbling stone walls. The cold rain comes in sheets, soaking your clothes and chilling you to the bone.

In the glaring flashes of lightning, you can discern the outlines of a work camp, set near the heart of the dig. In between the rolling thunder, you can hear the telltale sound of drums.

The investigators are free to approach the camp any way they see fit. The darkness makes it easy for even the least dexterous of investigators to sneak up through the ruins. Once the investigators come within 50 yards of the camp, proceed with the description of area 3-2.

Area 3-2 – Tent City: Read or paraphrase the following:

At the heart of the dig is a tent city, sheltered from the force of the storm by an ancient stone wall. Amid the score of canvas tents is a bonfire, roaring in spite of the rain. Ominous figures caper and dance around the fire, howling at the thundering storm, and passing bottles back and forth before hurling them into the crackling flames.

There are over twenty forms dancing in the light of the bonfire, and more in the shadows. The ferocious storm has brought the diggers’ primal souls to life; in spite of the storm (more accurately, because of it) they are drinking and dancing, howling in time with the rolling thunder.

Investigators might be quick to mistake the rude celebration for a Cthulhu rite. A successful **Mythos** check (+15%) recognizes that the dancers are simply drunk and enjoying the storm. If an investigator beats the check by 10% or more, their estimation of the drunken work gang is more precise: while the dance is not a Cthulhu rite, there are occult undertones to some of the dancers’ howlings.

There are thirty-two diggers in all, seven of whom are cultists sworn to the star-spawn. The diggers welcome the investigators into their circle, offering them wine, hard alcohol, and shelter beneath the awnings of their tents. The cultists, for their part, do their best to put the investigators at ease. While five of the cultists see to the investigators’ needs, the other two scurry back to warn the Old Man of Persia. They return after a minute or two, bidding the investigators to follow them.

A fight with the cultists isn’t in the investigators’ interests. The other members of the work gang are quick to come to the aid of their brothers, fighting with shovels, picks, and long-bladed fighting knives. A digger doesn’t stay in the fight once injured, but the cultists fight to the death, fully believing that their patron, the star-spawn, will protect them.

Tents: Investigating the tents yields naught in the ways of clues. The investigators discover caches of foodstuffs kept in cracked clay pots, bottles of hard alcohol and wine, sleeping cots, lanterns, and digging tools.

7 Cultists

STR	CON	SIZ	DEX	POW	HP
14	15	12	08	09	13

Damage Bonus: +1D4

Weapon: Fighting Knife 40%, damage 1D4 + 2 + db



25 Dig Workers

STR	CON	SIZ	DEX	POW	HP
15	10	13	11	09	6

Damage Bonus: +1D4

Weapon: Shovel/Pick 30%, damage 1D6 + db
Kick/Punch 35%, damage 1D3 + db

Area 3-3 – Tent of the Old Persian: Read or paraphrase the following:

The tent is larger than the others in the makeshift camp, securely anchored against the storm by heavy stone blocks. Inside, past the whipping canvas flaps and trio of heavily muscled thugs, the tent's furnishings are worn, but comfortable. A boiling kettle rests atop a woodstove in the center of the tent. In the back of the tent is a well-appointed cot. Tapestries of peculiar origin hang from every wall, making the otherwise large tent feel small and claustrophobic.

A gray bearded man in a black turban sits near the center of the tent, warming his hand before the stove. To his left sits a British couple, immaculately dressed despite the raging storm.

The gray-bearded man is the Zoroastrian mystic known simply as the “Old Persian” to the English, or “Abū” (father) to the Egyptian diggers and cultists. The British couple is Madam Carlisle and Jack Saul, theosophists sent to infiltrate Chicago House. Investigators with the photograph of the expedition team (from area 1-3a) immediately recognize Jack Saul as one of two survivors of the Chicago House murders.

If the investigators lost the star-spawn idol in Scene 2, it is sitting atop a table behind the Old Persian.

Jack Saul is a handsome young man in his twenties, with nervous, darting brown eyes. Madam Carlisle is an attractive, dark haired woman, of indeterminable age – either in her forties, having aged incredibly well, or in her early twenties with maturity beyond her years. Relaxed and composed, she stands in opposition to Jack’s constant nervousness, calming him with a touch of her hand, and speaking for him when the young man falters.

Unknown to the theosophists, the Old Persian is the leader of the star-spawn cult, actively devoted to releasing his master from its ancient prison. Whether or not the investigators realize it, the leaders of all three factions are here in the same tent, sharing tea.

When the investigators enter, the Old Persian smiles and waves to the nearby chairs, as if he had expected guests all along. Jack, suspecting the investigators’ intent, looks as if he could jump out of his skin, while Carlisle simply lights a cigarette from the stove, and smiles warmly through the smoke.

Keeper Note: This scene can appear challenging to run. Key to success is keeping each NPC’s aim and mannerisms in mind. This will allow the keeper to run the three as distinct personalities. Following is a summary of the three NPCs, and their key traits.

Madam Carlisle: *Aims* – The leader of the theosophists wants to learn the investigators’ plans, and any information





or clues they might have that could lead her to the New Crypt or the Prison of the Star-Spawn. If the investigators are clearly ahead in the game, she invites them to Alexis' Bolthole (Scene 5), with an offer to compare "histories." *Mannerisms* – Carlisle is perpetually calm and in control. Nothing the investigators do or say can unnerve her.

Jack Saul: *Aims* – Jack mistakenly believes that he needs to feed misinformation to the investigators, in the hopes of throwing them off the trail. He takes it upon himself to be at the heart of every conversation, engaging every participant; for fear that he might miss something of crucial importance. *Mannerisms* – Jack is a nervous young man, trying desperately to impress his master, Carlisle.

The Old Man of Persia: *Aims* – Old Abū wants to set the star-spawn free, and has already accomplished everything necessary to see this come to pass. All that is necessary now is to keep the investigators and theosophists from interfering. Abū offers to have his men show the investigators to the site of the New Crypt, certain that their investigations will end with their demise. *Mannerisms* – The Old Persian is like an inscrutable cat trying to make up his mind over several mice. Who to dispose of first? He makes his decision deliberately, rightly assuming the investigators to be the greatest threat.

The tenor of the encounter is largely left up to the investigators. Madam Carlisle takes the backseat, waiting for the investigators to make the first move and reveal their hand. Meanwhile, nervous Jack forces a grin, and makes obvious attempts to ingratiate himself to the investigators.

Following is a brief summary of questions the investigators might ask, and the answers they receive (and more importantly, in key instances, who answers them):

- **Who are you? Why are you here? Jack:** I'm Mister Saul of Chicago House. This is my fiancé, Miss Carlisle. She's visiting from India while I complete my internship. After I complete my work, and it shouldn't be long now, we'll take work in India, leading excavations and digs ...
- **Where is the crypt discovered by Professors Jamison and Bollacher? The Old Persian:** Several of my boys participated in that dig. I'll summon them and ask them to show you the site, tonight.
- **What did they find there? The Old Persian:** I'm sure I have no idea. The professors from Chicago House are notoriously private about their discoveries.

- **What are you doing here tonight? Carlisle (silencing Jack):** Visiting with an old friend. You might not know it, but Abū is considered to be a great mystic by his people. And any chance to grow closer to wisdom ...
- **Where were you when Bollacher killed the team at Chicago House? Jack (clearly astonished):** Why, I was meeting up with Carlisle at the ferry. Dead you say? This is terrible!
- **Where is Rose Bollacher? The Old Persian:** I heard some of my workers say that they saw a woman like the one you are describing in a bar in south Luxor. The Ali Baba perhaps? It might simple be a rumor. I can't imagine why a respectable woman would deign to frequent such an establishment.

If the investigators make the mistake of threatening the Old Persian or his guests, the three thugs rush into the tent, using deadly force to restrain the investigators if need be. The Persian refuses to tolerate foolish enemies, and after politely asking Carlisle and Jack to excuse them, orders the thugs to take the investigators out into the ruins and slit their throats.

Clues: As the investigators leave the tent, Madam Carlisle stands and walks towards the most attractive male investigator and wishes him luck in his search, kissing him briefly on the cheek. As she does so, she slips a scrap of paper into his hand; the scrap lists an address: **1005, Shari El Matar.**

If the investigators manage to lure the Old Persian and his guests outside, they can investigate the tent. If the investigators succeed on such an unlikely gambit, chances are excellent they discover a small trove of clues.

A **Spot Hidden (+15%)** check reveals a small wooden locker hidden beneath a pile of embroidered covers beside the cot. The locker is painted with phosphorescent runes, reinforced with metal corners and boning, and sealed with a lock (**Locksmith, +10%**).

An **Occult (+0%)** reveals the runes as a ward against evil spirits. Unfortunately for the investigators, the runes also serve to punish thieves. Anyone opening the locker without ritually cleansing it (**Occult, -10%**, two hours) is struck by an ominous sense of foreboding – the investigator is certain that his doom is at hand (treat as Generalized Anxiety Disorder). The belief is overpowering, and may culminate in a self-fulfilling death wish. To shake the belief, the investigator must succeed on a Resisted POW check;





the curse has a POW of 15. The investigator may attempt to shake the curse once a day. A successful psychology check made by another investigator, increases the cursed investigator's chances by 15%.

Inside the chest, investigators discover the Old Persian's personal papers; including a sketch of the star-spawn idol (show players Handout H) with the Persian's own handwritten notes. The investigators also discover a map of Medinet Habu marking something noted as "the crypt." This is the Crypt of the Deep Ones, what Jamison and Bollacher referred to as the "New Crypt," and is detailed in Scene 4. Finally, Old Abū's notes include a map that leads explorers to Scene 6, the Prison of the Star-Spawn. Beneath the papers are two small glass vials containing oil of myrrh, and a small velvet bag containing five cubes of charred frankincense resin. Both the oil and frankincense can be used to combat the deep ones and the star-spawn, as revealed in the hieroglyphics in area 4-1.

Combat stats for Carlisle and Jack are not included here. If the scene devolves into combat, both do their best to flee. If it becomes imperative to reference their stats, they can be found in Scene 5.

Abū, The Old Persian

STR	CON	SIZ	DEX	POW	HP
07	09	10	14	16	17

Damage Bonus: +1D4

Weapon: Fighting Knife 40%, damage 1D4 + 2 + db

Spells: Deflect Harm, Dominate.

Skills: Cthulhu Mythos 23%, Fast Talk 45%, Hide 57%, Sneak 40%

3 Toughs

STR	CON	SIZ	DEX	POW	HP
16	15	15	08	07	15

Damage Bonus: +1D4

Weapon: Club 40%, damage 1D6 + db

Fighting Knife 40%, damage 1D4 + 2 + db

Scene 4, Crypt of the Deep Ones

Scene 4 takes place on the southern side of Medinet Habu, in what Jamison and Bollacher referred to as the "New Crypt," but what is more accurately the "Crypt of the Deep Ones."

The expedition team from Chicago House realized the true import of their discovery and resealed the crypt when

they left. The Old Persian and his work gang of cultists did the rest, disguising the entrance to prevent casual discovery. The most likely way to find the Crypt is to be led here by the Old Persian's diggers, or discover the notes and map in area 3-3.

Scene Summary: Regardless of how the Crypt is found, the scene unfolds in the same way. The Old Persian's servants seal the Crypt, locking the investigators inside. Meanwhile, the Nile's rising water level has transformed the entire crypt into a death trap. Investigators should leave Scene 4 with the location of the star-spawn's prison, and with some inkling of how to stop it.

There is a chance that due to a failure to piece together key clues (or simply a run of bad luck) that the investigators might end the scene with no more information as to where to go or what must be done to save Luxor. If this comes to pass (or if the keeper simply needs to nudge along hesitant investigators) see Scene 5, below, for the plots of the theosophists.

Area 4-1 – The New Crypt: Read or paraphrase the following:

An enormous stone block stands out from the crumbling wall. The stone is inscribed with several bands of hieroglyphics, worn and nearly illegible in the hammering rain.

The stone block conceals a small staircase leading down beneath Medinet Habu. If Old Abū's dig team accompanies the investigators, the diggers use prybars to slide the stone to one side. If the investigators are alone, they will need to come up with another means of opening the crypt. For purposes of opposed Resistance checks, the stone has STR 20.

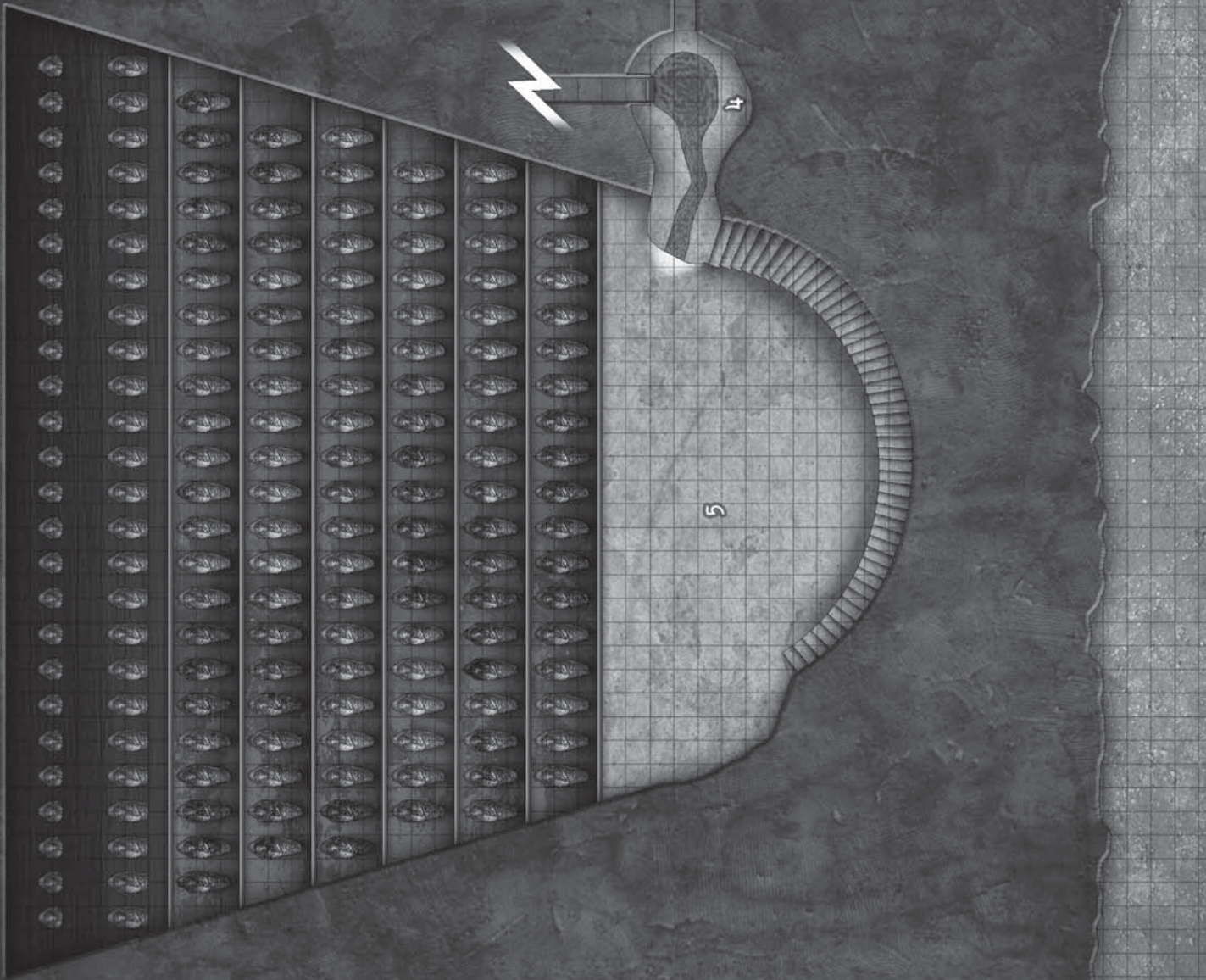
Very observant investigators specifically keeping watch on the surrounding ruins can spot (**Spot Hidden**, -15%) a small group of diggers watching from a distance. The diggers – disguised cultists – retreat if approached by the investigators.

Edging the stone aside reveals a stone staircase leading down into darkness (area 4-2). Several minutes after the investigators enter the crypt, five of the cultists slip up to the crypt. The cultists attack anyone left to guard the entrance, dumping the bodies inside the crypt before sliding the stone back into place. Finally, the cultists place stone chocks on the three exposed faces of the stone, making it impossible to move the stone from inside the crypt with anything short of dynamite. Investigators inside the crypts will hear a heavy grating sound, followed by silence as the exit from the crypt is cut off.



CRYPT OF THE DEEP ONES

□ = 5 feet





Clues: A successful **Archaeology** check (+0%, and an hour or more) translates the hieroglyphics marking the stone to the following:

I was in mourning on my throne, Those of the palace were in grief... because I had seen the future, the return of the Great One... In that dark day, madness ruled...Every man robbed his twin...Children cried...The hearts of the old were needy...Temples were shut, Shrines covered with dust, Everyone was in distress... I consulted the Chief-Priest of Imhotep, son of Ptah South-of-the-Wall....He departed, he returned to me quickly, He taught me the flow of Hap and the names of the gods and goddesses of the temple of Khnum: Satis, Anukis, Hapi, Shu, Geb, Nut, Osiris, Horus, Isis, Nephthys...As I slept in peace, the god stood before me, I propitiated him by adoring him and praying to him. He revealed himself to me with a kindly face and said: I am Khnum, your maker! My arms are around you...For I am the maker who makes, I am he who made himself, Exalted Nun, who first came forth, Hapi who hurries at will... Stop up the Hapi, seal its Babes so that they might never be found....Burn the frankincense and anoint them with myrrh, for they fear that which is sacred to Me....Pierce their palm with stakes of carob wood, and place carnelian under their tongues so that they might never rise again.

The stone hints at a ritual and the components used by Ramesses to bind the deep ones and the star-spawn. Even without the ritual, the same components can be used to repel the deep ones remaining in the crypt and impair the star-spawn.

5 Cultists

STR	CON	SIZ	DEX	POW	HP
14	15	12	08	09	13

Damage Bonus: +1D4

Weapon: Fighting Knife 40%, damage 1D4 + 2 + db

Area 4-2 – Into the Earth: Read or paraphrase the following:

The carved stone stairs descend at a steep slope. Something about the odd angles of the stairs and the canted ceiling overhead makes it difficult to grasp a sense of just how quickly the stairs descend. When you close your eyes, you can almost see the stairs falling and wrapping in upon themselves in some maddening optical trick.

The echo of splashing water coming from somewhere below amplifies the sickening vertigo.

The crypt was created to restrain the deep ones; the stairway and subsequent chambers are designed to thwart evil spirits – hence the deceptive geometry and architecture. There is no true non-Euclidean geometry here, and indeed, upon inspection, the steps – for all their dizzying appearance – are strange, yet utterly mundane. Instead, the steps are placed at strange and awkward angles, and representations of the steps and walls are painted into the walls, amplifying the visual effect.

If the investigators think to inspect the stairs before descending down them, they are able to discern that two adults





(Jamison and Bollacher) descended into the crypt below and returned. A **Spot Hidden** check (+25%) notices faint webbed footprints as well, belonging to the deep ones that escaped from area 4-5 below.

Area 4-3 – Map Room: Read or paraphrase the following:

The stairs run to narrow platform that stands on the brink of an unfathomable space. It seems impossible to determine the breadth or width of the void before you: your lights reveal nothing, and as a chill wind pulls at your clothes – threatening to sweep you from the platform into the darkness below – the sense of vertigo is palpable.

A pair of low stone pedestals marks the far edge of the platform. Each pedestal is carved in the likeness of a strange, octopoid creature, its tentacles writhing as if in alien rapture.

A narrow staircase descends away from the platform to the cavern floor. The sound of splashing water comes from somewhere below.

This is another optical illusion created by the tomb's creators. The far walls of the chamber have been painted pitch black with an absorptive tar, producing the effect of an endless void, above and below. The "void" is actually little more than a chimney, 20 feet in diameter. If the investigators conceive of a means of reaching out into the darkness (or say, fire a pistol) they discover stone walls not 20 feet distant.

Close inspection of the pedestals (**Spot Hidden**, +20%) reveals that the octopoid "head" can be removed. Twisting off the right head reveals a hidden chamber filled with sand-like grains resembling the bits of ground ember or (perhaps) tiny eggs.

Twisting off the left head reveals a similar chamber filled with water. If the eggs are added to the water, they are drawn down into the chamber where they begin to emit a bright bioluminescence. The glowing grains (a form of concentrated alien bacteria) expand into glowing slime, which is drawn down through a series of narrow cracks via capillary action into the ceiling above. There, the brilliant ichor seeps out of hundreds of pinholes, creating a glowing replica of a starlight sky. The placement of the stars is uncannily accurate, though key constellations are altered (representing a time when "the stars are right"). As the ichor continues to run from the pinholes, certain lines course down the surface of the ceiling, creating – in the course of several minutes – a map of Luxor and its nearby environs. Far and away the brightest point of the map is to the west of Luxor, revealing the location of the Prison of the Star-Spawn.

Investigators with the bad luck to fall from the platform

tumble 100 feet to the base of the chimney below. Investigators descending to the base of the chimney find little here, save a pair of crumbling skeletons, each easily over a thousand years old. The corpses belong to slave workers that were killed to preserve the tomb's secrets.

Area 4-4 – The Eternal Nile ...: Read or paraphrase the following:

The stone footholds descend to a narrow cleft in the face of the stone wall. Peering into the darkness of the cleft you discover a simple chamber dominated by a large stone pipe extending from the wall to a pedestal in the center of the chamber. Water gushes from the pipe, spilling out over the pedestal and down onto the floor, where it runs out of the chamber, out beneath an archway in the far wall.

The stone pipe channels water underground from the nearby Nile. Until recently, the tube was corked with a sacred keystone (found in Chicago House, area 1-2). Professor Aaron Bollacher removed the keystone without full knowledge of its purpose. Now, in conjunction with the rising river level, the Nile is coursing through the stone pipe, onto the floor and into area 4-5, to unfortunate ends.

The pedestal is topped by a small stone frame that normally holds the keystone from area 1-2. If the keystone is replaced, it immediately staunches the flow of the water.

Following the course of the water takes the investigators to area 4-5.

Area 4-5 – ... And Her Children: Read or paraphrase the following:

The course of the water tumbles off the edge of a sheer ledge, pitching into darkness. Through the gloom, you perceive a vast chamber, an amphitheater hidden beneath the earth. The entire vault is lit with a dim, green luminescence that seeps along the rough stone walls, and queer stalactites that hang like fangs from the high ceiling.

Carved steps wind down along the wall, making their way to the floor of the cave. The floor of the cave has been worked into descending tiers. Each tier is host to a score of sarcophagi. The water from above splashes down onto the tiers, running along carved trenches, soaking the sarcophagi, and finally settling in a pool at the lowest point of the amphitheater.

This chamber was once prison to scores of deep ones, dominated by magic ages past and entombed far beneath the earth. The deep ones were bound in cotton, packed in salt and natron, and sealed within the stone sarcophagi. Although immortal, so long as the deep ones were bound in a dried, desiccated state, they were unable to escape their stone tombs.





When the pharaoh entombed the deep ones, it was with the knowledge that he might have to call on them again. Therefore, he instructed his builders to create a method for releasing the deep ones, if ever the need arose. The solution was area 4-3 – by removing the keystone, the pharaoh’s servants could flood the chamber, the water releasing the deep ones to do the pharaoh’s bidding.

This was the series of events set into motion when Professor Bollacher thoughtlessly removed the keystone. The waters of the Nile, previously held in check, ran down into the chamber, releasing the deep ones, one by one. Many have escaped ... but some remain.

If the investigators had the good luck or foresight to return the keystone to its resting place, the flow of water into the chamber is reduced to a trickle. But in all likelihood, the heavy stone wasn’t brought along on the expedition. In this case, the water continues to flood down from above, soaking the sarcophagi and releasing the deep ones, one at a time.

The Tiers: The tiers form a sort of inverted ziggurat, accented by cunningly painted murals placed along the walls of the tiers. Each tier is roughly 10 feet wide, and placed 6 feet above its neighbor. Investigators descending from one tier to the next can benefit from the aid of rope or other climbing gear, but adventurous explorers can simply climb and descend the tiers by hand in a pinch.

The special effect felt in the corridors and passageways above is even more pronounced here, making any sense of scale and scope (and even direction) confusing and misleading. Investigators descending into the ziggurat are confronted by a bewildering vision of distorted distance. The murals are designed to make nearby levels seem distant, while diminishing the apparent distance of others. Investigators hoping to leap over an entire tier, to one or two levels below, must succeed on a Sanity check or lose their bearings and crash, unexpectedly, onto the higher tier, taking 1D10 points of damage in the process.

Each tier is home to over a score of sarcophagi. Each was once home to a deep one, but far more are empty, their occupants having escaped their tomb-prison (and gone on to the Prison of the Star-Spawn, eager to release their master upon the world).

The Dangers of the Crypt: The earth beneath Luxor was never meant to be hollowed out and saturated with water. Moreover, recent construction (along with the simple advent of modern irrigation) has weakened the peak of the vault to the point of near collapse. A **Spot Hidden** (-25%) check, **Archeology** check (-5%) or **Architecture** check (+10%) reveals that the vault is on the verge of collapse. Any loud noise (gunshots, for instance) risk collapsing por-

tions of the flaking ceiling, while actual explosions (dynamite, grenades) immediately cause the entire structure to begin to collapse.

For every gunshot fired in the chamber, roll 1D100 against the total number of shots fired x 5. Any successes indicate that a flake of rock weighing several hundred pounds has peeled off the ceiling. Flakes from the ceiling have a 9% chance of striking an investigator (inflicting 4D6 points of damage). Investigators can attempt to Dodge falling flakes.

If the entire chamber begins to collapse, the investigators have 1D10+3 rounds to escape with their lives. For every round spent inside the collapsing chamber, investigators must succeed on a Luck roll or take 1D10 points of damage (no chance to Dodge).

The Deep Ones: After the investigators have crossed down to the first tier, the eight remaining deep ones begin to emerge from the pool at the center of the inverted ziggurat. They deep ones are perfectly silent, so unless the investigators are specifically keeping watch over the pool, they are ignorant of the rise of the deep ones. The keeper should secretly roll **Spot Hidden** (+0%) for each investigator as the deep ones emerge from the brackish deep. Seeing the deep ones calls for an immediate Sanity check (0/1D6). Investigators failing the check are awestruck and silent for two rounds as their minds scramble to explain the things coming at them out of the water.

The deep ones advance on the investigators, silently crawling up the tiers, launching themselves to the attack. If two or more deep ones manage to strike the same opponent in the same round, they grapple the investigator and bear him down the tiers, into the water.

The Sarcophagi: Investigators must succeed on a Resistance Check (STR 10) to crack open a sarcophagus. Inside each unopened sarcophagus is a crumbly mixture of salt and natron packed around a desiccated corpse of a deep one, its skin stretched tight against its skeleton. The deep one is not dead, and if more than two quarts of water are poured into the sarcophagus, the deep one comes “alive,” attacking the nearest living creature.

Clues: The sarcophagi are made of ornate carved stone. The hieroglyphics decorating their surface depict an army of Egyptian warriors battling fish-men emerging from the waves. A close inspection of the hieroglyphics (**Archeology/Mythos** +10%) shows that they conceal a much deeper meaning. Roughly translated, the glyphs read:

The great green ones arose from the glowing surf, laying waste to the cities and all that stood in their path ... Only Great Ramesses stood against them, calling to the skies and





answering the demands of the Endless Void ... With the holy implements and the sacred components he bound the lesser ones to his will, so that they turned against their ancient master ... Triumphant, Great Ramesses placed the Terrible One into a prison beneath the sands of Kings ... The army of lesser ones he placed within his walls, so that if ever the need arose, he could unleash them against his enemies, and all the world would tremble beneath his wrath.

The glyphs end with a pictorial depiction of the location of the Prison of the Star-Spawn (area 6), complete with a roughly accurate representation of the horizon line of the surrounding ridges and mountains. Show players Handout I.

To alert investigators, the horizon will seem eerily familiar. The rough, jagged horizon is a perfect match of the horizon photographed in Handout B, sent to the investigators before the start of the adventure. Investigators lining up the two side by side, immediately discern the location of the Prison of the Star-Spawn. If the investigators are unable to make the connection, forgiving keepers are welcome to roll secret Luck rolls for each investigator that has seen the original photo, on the chance that their subconscious minds will make the connection that their rational minds cannot.

8 Deep Ones

STR	CON	SIZ	INT	POW	DEX	HP
14	11	16	13	10	11	14

Damage Bonus: +1D4

Damage: Claw 25%, damage 1D6 + db

Armor: 1-point skins and scales

Wrapping up Scene 4: Once the Old Persian's men blockade the entrance, the investigators are trapped inside the crypt, making a running battle with the deep ones a very deadly proposition. For better or worse, the investigators find their backs to a wall with nowhere to run. In order to survive, the investigators need to secure their own escape. Following is a list of possibilities, though creative investigators are certain to come up with other, more devious solutions:

- **Climb for it!** If area 4-5 collapses, it opens a craggy rift to the world above. A successful **Climb** check (+5%) allows an investigator to reach the surface, and any ropes tossed down ensure a safe climb for allies.
- **Dynamite!** If the investigators were wise (or foolish) enough to bring dynamite along on their expedition, it can be used in a number of ways: The investigators can accidentally collapse area 4-5, as

noted above; or they can use the dynamite to blast out the stone block slid into place by the Persian's men.

- **Escape through the storm sewers...** Exceptionally adventurous investigators can wiggle their way into the water pipe found in area 4-4. This is exceptionally difficult for the first 15 feet or so, after which the pipe widens to permit investigators to crawl. Crawling through the first section, unaided, requires a Resistance Check (STR 10). With aid, the check is reduced to STR 5.

If the scene ended well, the investigators should have a good sense of where to go next: referencing the map found on the sarcophagus with the photo taken of the expedition team places the party in the vicinity of the Prison of the Star-Spawn. A little searching leads the investigators to Scene 6.

If the scene ended poorly, and the investigators have exhausted their leads without deducing the location of the Prison, all is not lost. Carlisle and her theosophists invite the investigators to a "sit down," in hopes of dissuading them from their continued investigations. See Scene 5 for more information on how to speed the adventure along.

Scene 5 – Alexis' Bolthole

Luxor's police captain, Captain Alexis LaSalle, keeps a bolthole on the south side of the city that he uses for interrogations, and (in rare instances) hiding criminals until he can smuggle them out of the city. In exchange for the romantic affections of Madam Carlisle, LaSalle has agreed to allow the theosophists to use the hideout for their machinations.

Investigators find themselves at the bolthole for one of three reasons:

- Imprisoned, after being captured by the police or theosophists.
- After being invited by Madam Carlisle.
- After tracking down Jack Saul.

The outcome of each of these reasons is roughly the same. The theosophists aren't out to hurt or kill the investigators, but at the same time, Carlisle and her friends can't afford to permit them to ruin their plans to seize control of the star-spawn. Therefore, Carlisle's aim is to capture the investigators and lock them away inside the bolthole, giving her the time to track down the prison of Ramesses' ancient foe.

This scene can also serve as a stopgap solution for the keeper if all of the investigators' leads have run dry. If the investigators have been through all of the previous scenes,





but haven't puzzled out the location of the Prison of the Star-Spawn yet, this is their last opportunity to do so. This tactic should be used sparingly and even then, only if the investigators have been plagued by bad luck; the uncaring universe seldom grants the rash or foolish a second chance.

Captured by the Theosophists: If one or more of the investigators were captured by Madam Carlisle and her agents during the course of the adventure, the unfortunate soul is stripped of any possessions, bound, gagged, hooded, and dressed in dark heavy robes, before being brought in the back room of the safehouse (area 5-4). See area 5-4 for more information on Carlisle's plans for her captives.

Scene Summary: However the investigators find themselves in the back alleys of Shari El Matar, the goal of the theosophists is the same: Capture the investigators and lock them away until Carlisle and Jack have had the chance to complete their investigations.

The scene provides the opportunity for the investigators to interact with Carlisle and Jack Saul, glean information that they can use to further their own investigations. If the investigators are aggressive and cagey, they should be able to win their way free of the theosophists, but if the investigators take a back seat to the adventure, their end is surely upon them.

The scene ends in one of two ways: with the escape of the investigators, or their death at the hands of the inhuman servitors of the star-spawn.

Area 5-1 – Alexis' Alley: Read or paraphrase the following:

The dead-end alley is filled with piles of discarded trash, sodden from the constant rain. A rusting iron staircase runs up the alley wall to a low wooden door. Further up, you can spy widows, some barred from the outside. A choking fetid stench hangs over the alley, as if forced up out of the storm drain by the hammering rain.

The sentries sitting upstairs in area 5-2 watch over this alley day and night. There is seldom any reason to use the alley, so the sentries are alerted any time anyone pulls a vehicle into the alley. They are far from constantly vigilant, though, so investigators on foot have a chance at surprising them (**Sneak**, +10%).

The door at the top of the stairs is bolted from the inside. Kicking down the door requires a STR check, Resistance 15. A sliding iron plate covers the peephole.

The stench hanging in the alleyway is far more sinister than the investigators might suspect. Investigators taking the time to inspect the storm sewer are nearly overwhelmed

by the choking, putrid gasses. Investigators inspecting the sewer are granted a **Cthulhu Mythos** check (-10%) to recognize the coming of a lesser shoggoth, sent by the deep ones to destroy the theosophists. The lesser shoggoth, oozing through the Luxor sewers, is due to arrive shortly (see area 5-4 for more information).

Area 5-2 – Front Room:

If the investigators have come to Shari El Matar Street on the Madam's invitation, Carlisle's intent is to lure them into a trap. But whether or not they are walking into a trap, or if the investigators have come of their own accord, the scene unfolds much in the same way.

From the street: If the investigators enter the front room from the street, read or paraphrase the following:

The small room is home to a single scarred table and four chairs. Faded posters hang on the wall, and flickering candles wedged into wine bottles light the room. A ragged gray curtain covers an exit in the back of the room. The air is thick with cigarette smoke

A pair of thin Europeans, both dressed in white cotton trousers and shirts, shout for you to stop, while a third, wearing a suit and a fedora grabs a pistol from atop the table and wheels drunkenly in your direction.

A pair of theosophist devotees keeps watch over the chamber twenty-four hours a day. One sits at the window, while the other is at the table playing cards with Jack Saul (unless Jack was killed in a previous scene). Unbeknownst to the investigators, there is a fourth theosophist, hidden behind the curtain, armed with a shotgun.

If the investigators enter from 5-4: If the investigators enter the front room from upstairs, read or paraphrase the following:

The small room is home to a single scarred table and 4 chairs. Faded posters hang on the wall, and flickering candles wedged into wine bottles light the room. Across the room is a scarred wooden door, painted green, and secured with a heavy bolt.

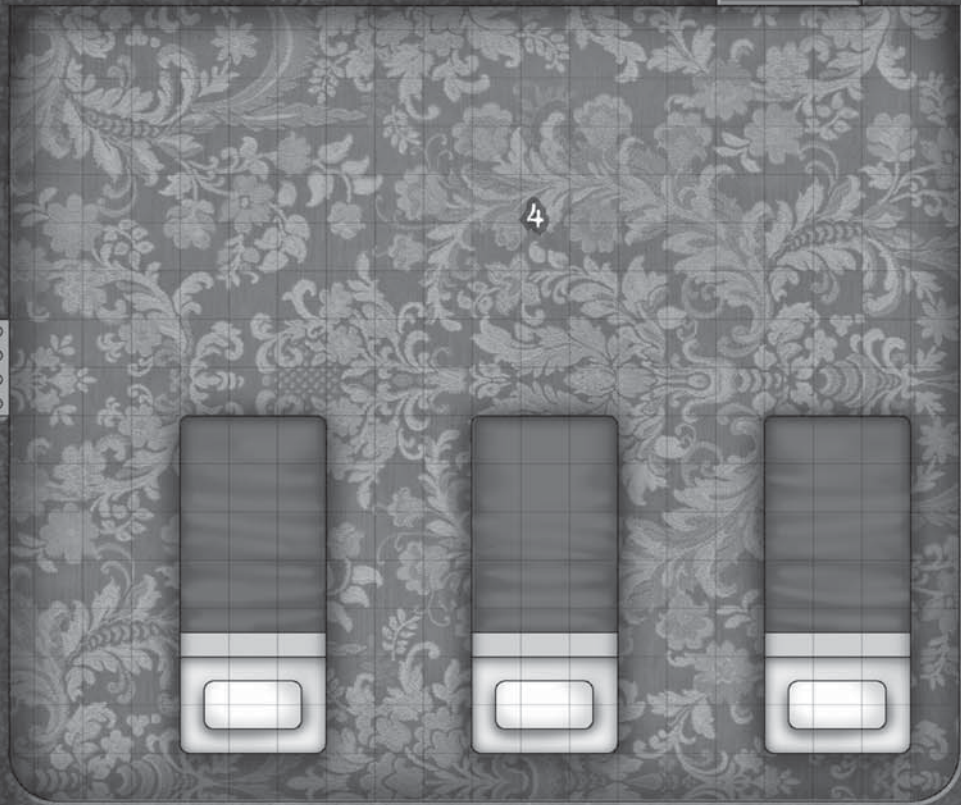
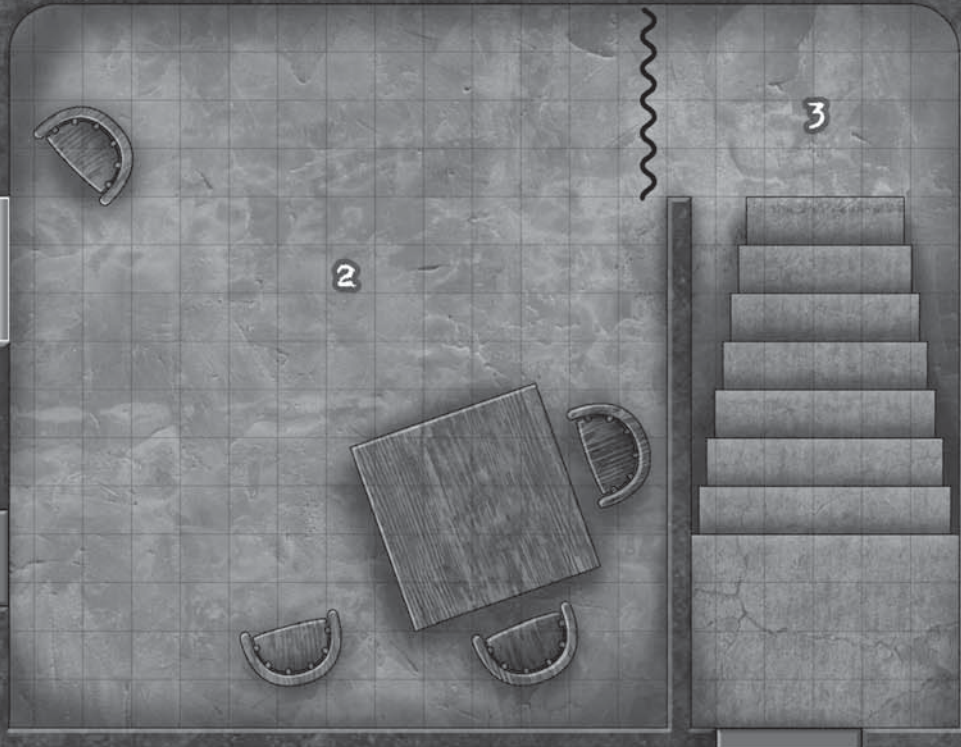
A thin European sits before a window, smoking cigarettes. Three more sit at the table, playing cards and drinking wine.

Jack Saul and the theosophist devotees are under orders not to harm the investigators, but alcohol and the threat of violence can quickly make them change their minds. The theosophists' first aim is to capture the investigators and lock them in the saferoom upstairs, but they defend themselves with lethal force if it becomes necessary. Jack Saul



ALEXIS' BOLTHOLE

□ = 1 foot



SCENE KEY

□ - 1 FOOT

▬ - WINDOW

•••• - BARRED WINDOW

~~~~ - CURTAIN



is particularly dangerous, having drunk far too much wine for one of his nervous temperament. If Jack believes that the investigators might escape, he begins shooting.

Jack and his fellows have precious little information to offer the investigators. What they do know, they share with foolish abandon, thinking that they can dissuade the investigators by demonstrating the hopelessness of their cause:

- **You're too late!** Carlisle left for the Valley of Idols hours ago, so there is no way for you to catch up with her in time to stop her from opening the crypt!
- **The horrors are already loose!** Professor Bollacher made a fatal error when he stole the key-stone from the New Crypt. Deep ones have already returned to the Nile, calling upon their ancient allies, summoning horrors from the deep! It is up to us, the theosophists to set things right. Stay out of our way, and we might still be able to save the city!
- **No place to hide...** Captain LaSalle and his police believe you are responsible for the murders at Chicago House. If they capture you, they'll shoot first and puzzle out answers afterwards! Flee Luxor while you still can, for it is only a matter of time before LaSalle catches up with you!
- **The Old Persian knows who you are.** Even if you escape the notice of the police, the Old Persian has eyes everywhere. You didn't think that you could escape him, did you? Every native in Luxor is going to be after your blood once the Persian discovers you are still alive. (This argument is only effective if the investigators have been through Scenes 3 & 4.)

If Jack and his fellows are unable to dissuade the investigators, they resort to the threat of violence. With the exception of Jack, these are hollow threats – the theosophists have no interest in spilling blood. But Jack is a loose cannon in the worst sense, desperate to prove his worth at any cost.

**Clues:** There is a fair bit to be learned here, but the theosophists aren't about to let the investigators rifle through the chamber. A locked wooden chest is set against the wall (**Locksmith**, +25%). Jack has a key to the lock, but the flimsy chest is easily picked or broken open. Inside, the investigators find a trove of theosophical paraphernalia. Inside the locker are a sheaf of papers replicating Professor Bollacher and Jamison's discoveries. A successful **Library Use** check (+10%) correctly identifies these as copies of the Chicago House expeditions, stolen by Jack. The locker also holds a regional map identifying the Valley of Idols and the prob-

able location of the Prison of the Star-Spawn. The locker also contains four small glass vials filled with an amber, sweet smelling oil (oil of myrrh), four large spikes of polished carob wood, a box of frankincense, and a simple iron censer.

If interrogated, Jack confesses that he has little knowledge of the locker's contents, save that Carlisle took some of the oil, spikes, and incense with her when she left for the Valley of Idols.

### Jack Saul

|            |            |            |            |            |           |
|------------|------------|------------|------------|------------|-----------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>INT</b> | <b>POW</b> | <b>HP</b> |
| 12         | 14         | 12         | 10         | 12         | 15        |
| <b>DEX</b> | <b>APP</b> | <b>EDU</b> | <b>SAN</b> |            |           |
| 9          | 13         | 13         | 55         |            |           |

**Damage Bonus:** +1D4

**Weapons:** 9mm piston 42%, damage 1D10

**Skills:** Bargain 22%, Cthulhu Mythos 8%, Fast Talk 34%, Hide 25%, Listen 45%, Occult 23%

### 3 Theosophist devotees

|            |            |            |            |            |            |           |
|------------|------------|------------|------------|------------|------------|-----------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>INT</b> | <b>POW</b> | <b>DEX</b> | <b>HP</b> |
| 14         | 12         | 13         | 9          | 10         | 11         | 14        |

**Damage bonus:** +1D4

**Weapons:** Dagger 38%, damage 1D4+db  
Double-barreled Shotgun 29%, damage 4D6+2

**Area 5-3 – Storeroom:** Read or paraphrase the following:

*This narrow stairway doubles as a storage area. Shelves flank both side of the stairs, weighted down with canned goods and various other sundries. All are covered in a film of dust and cobwebs.*

*The stairs have been disturbed much more recently. A variety of footprints track up and down the wooden steps, from the common room to a stout wooden door at the top of the stairs.*

A sawed-off shotgun is leaning up against the corner of the storage area, hidden beside a broom and mop. (This is the same shotgun used by the hidden defender in area 5-2.) Two boxes of ammunition (24 shells) rest on a nearby shelf. Otherwise, apart from dried and canned food, there is little here to merit the interest of the investigators.

The door at the top of the flight is bolted from the stair side, and easily opened.





**Area 5-4 – Carlisle’s Prison:** Read or paraphrase the following:

*The room is home to three motley cots, set up against the far wall. The incessant rain drums on the ceiling, and seeps in through cracks in the plaster. A filthy chamber pot sits below a barred window. From the stench coming from outside, and the horde of flies buzzing around the pot, it is clear that it gets regular use.*

The door is kept locked when the investigators are in the room; breaking it open requires a Resistance check, STR 21. Breaking the door down alerts Jack and the others downstairs, who investigate the noise in 1D4 rounds. The bars are securely mortared into place, requiring a Resistance check, STR 24 to tear from their moorings.

If the investigators find themselves in this room, it is most likely because Madam Carlisle and her lackeys captured them. Escape will be their first order of business, an objective made all the more pressing with the appearance of the lesser shoggoth (see below).

Captured investigators are stripped of all belongings, and dressed in simple cotton shirts, trousers and sandals. The theosophists feed the investigators twice a day, offering them hot tea and stale biscuits in the morning, and a jug of water and a loaf of bread with rice and curry in the evening. The simple “fair” is not a punishment, but mirrors the “spiritual” diet advocated by Jack Saul. During mealtimes, one of the guards delivers the food, while the other stands watch from outside the room, shotgun at the ready.

**Madam Carlisle:** If the investigators are captured in the course of the adventure, Carlisle takes the time to question each in turn, knowing that the slightest shred of information can be the difference between life and death when dealing with horrors from out of time.

Though she refuses to set her prisoners free, she does try to win them over, arguing that the more information they share, the better her chances at countering whatever evil Professor Bollacher unwittingly released. In her mind, she is offering the investigators a chance to bow out of the story. She promises the investigators that once she returns from the crypt, she will have them flown back to Europe, where they’ll need to deal with such madness again. (Investigators that leap at the chance to hand off their responsibilities are in for a sinister surprise.)

In her effort to win the goodwill of the investigators, Carlisle shares information of her own. Cunning investigators can seize on this, using **Fast Talk** (+10%) or solid role-playing to dupe Carlisle into revealing more than she’d like (noted in italics).

- **Chicago House Massacre:** Whatever Professor saw in the New Crypt drove him to terrible deeds. The sight unhinged him. Knowing that his fellow scholars would only press further into the horrors beneath Luxor, he slaughtered each in turn. *Jack Saul bore witness to the love affair between Jamison and Rose. This was the event that drove Bollacher over the edge into madness – he wasn’t just trying to kill his colleagues, he was trying to erase their very existence.*
- **The Evil beneath Luxor:** Bollacher’s expeditions released an ancient evil that has slumbered beneath Luxor since the time of the Pharaohs. The New Crypt is simply the beginning, we are certain of that much. A far greater evil is imprisoned in the desert ... *Likely in the Valley of Idols. We know that the fiends released from the New Crypt are actively engaged in attempting to release this ancient horror from its prison.*
- **The Evil in the Desert:** Our research has shown that this thing can be bound. Help us, and we will make certain it doesn’t get free of its prison. *The Pharaoh Ramesses bound the horror with ancient spells*
- **The Old Persian:** He is a dangerous man, leading his followers in a gambit to bring about the End Times. If the Persian has his way, a terrible new age will be upon us, when terrible horrors will rule the world, and the race of man will murder and revel at will. *His plan has already been set into motion by Bollacher and Jamison. All that we can hope to do now is derail its bloody climax.*
- **The Theosophical Society:** We are here to stop the Persian and his cultists ... *And take their knowledge for our own. If the old stories are true, and there is something powerful and ancient hidden in the Valley of Idols, we will be the ones to discover and control it.*

No amount of arguing (or **Fast Talk** success) can convince Carlisle to invite the investigators to join her expedition. Carlisle is very clear that the investigators are a danger to her, and that anything that interferes with the expedition is a danger to her life and soul.

**Escape!** The room is on the third floor of the building, making escape difficult to say the least. In order to regain their freedom, the investigators will need to exercise no small amount of cunning. While breaking down either the locked door or tearing out the window bars are both statistically improbable, creative investigators are sure to come up with devious means of escaping the theosophists. Following are a few ideas that are sure to arise:





- **Capture the Captors:** This is perhaps the simplest solution. It requires the investigators to take one of the guards hostage, and then negotiate their escape. This is easily accomplished during one of the two daily meals, though investigators will need to act quickly to avoid being shot by the second guard. The guards can also be lured upstairs by the smell of smoke (for instance, if the investigators conceive of a way of setting their bedding on fire).
- **Death From Above!** Though not as simple, it is far less risky if the investigators break a hole in the water-weakened ceiling and climb out onto the rooftop. Reaching the 9-foot high ceiling requires a small degree of ingenuity. Stacking the beds doesn't grant an investigator sufficient height, but if a bed is stood on end, it is a simple task to pull apart the rotting stucco that forms the ceiling. Descending from the third story rooftop can be another challenge, unless the investigators thought to bring along sheets taken from their bedding. It is 24-foot drop to the ground – sure to harm even the hardiest of investigators. Those risking a jump into the trash pile at the end of the alley (**Jump**, +20%) manage to break their fall. (Keepers should consult **The Thing From Below** for additional complications.)

**The Thing from Below:** Fearing interlopers, the deep ones send a lesser shoggoth to wipe out the theosophists. This event should take place just as (or just before) the investigators manage to make good their escape. The creepy doom slithers its way out of the storm sewer at the head of the alley, and then hammers down the door to the safehouse, where it proceeds to consume the theosophists. Investigators hear shouts of terror, followed by blasts from the shotgun, and then wails of agony that quickly fall away to silence. The entire battle in the room below takes no more than five rounds. If the investigators haven't escaped the building in this time, the lesser shoggoth silently ascends the stairs, slides open the bolt, and proceeds to devour the investigators.

The lesser shoggoth fills the entire stairway. Unless the investigators succeed in escaping before the shoggoth makes its entrance, their doom is upon them.

## Madam Carlisle

| STR | CON | SIZ | INT | POW |
|-----|-----|-----|-----|-----|
| 9   | 14  | 8   | 16  | 23  |
| DEX | APP | EDU | SAN | HP  |
| 15  | 17  | 14  | 23  | 14  |

**Damage Bonus:** –

**Weapons:** .25 derringer 30%, damage 1D6  
Fist/Kick 33%, damage 1D3

**Skills:** Astronomy 23%, Cthulhu Mythos 17%,  
Hide 25%, Listen 30%, Occult 63%.

**Spells:** Enthrall Victim, Send Dreams, Steal Life.

## Shoggoth, Lesser

| STR | CON | SIZ | INT | POW | DEX | HP |
|-----|-----|-----|-----|-----|-----|----|
| 43  | 35  | 60  | 7   | 9   | 3   | 45 |

**Move:** 10 rolling

**Av. Damage Bonus:** +6D6

All targets within 10 ft. square must succeed on Resistance check (STR) or be crushed and rent to pieces for 6D6 damage.

**Armor:** none but physical weapons doing only 1 point of damage; a lesser shoggoth regenerates 1 HP per round.

**Sanity Loss:** 1D6/1D20 Sanity points to see a lesser shoggoth.

## Scene 6 – Prison of the Star-Spawn

Scene 6 takes place outside of Luxor, in the Valley of Idols. A three-way race is afoot between Carlisle, the servitors of the star-spawn, and the investigators to see who reaches the Prison of the Star-Spawn first. Of course, “winning” the race does not ensure that the victor lives. Indeed, for those unprepared to meet the ancient horror, losing this race might be their only hope for survival.

**Trek to the Prison:** It is 15 miles from Luxor to the Valley of Idols. During the daylight hours, it is easy enough to rent a driver, but during the night, investigators will need to steal their transportation if they hope to make it to the valley in time.

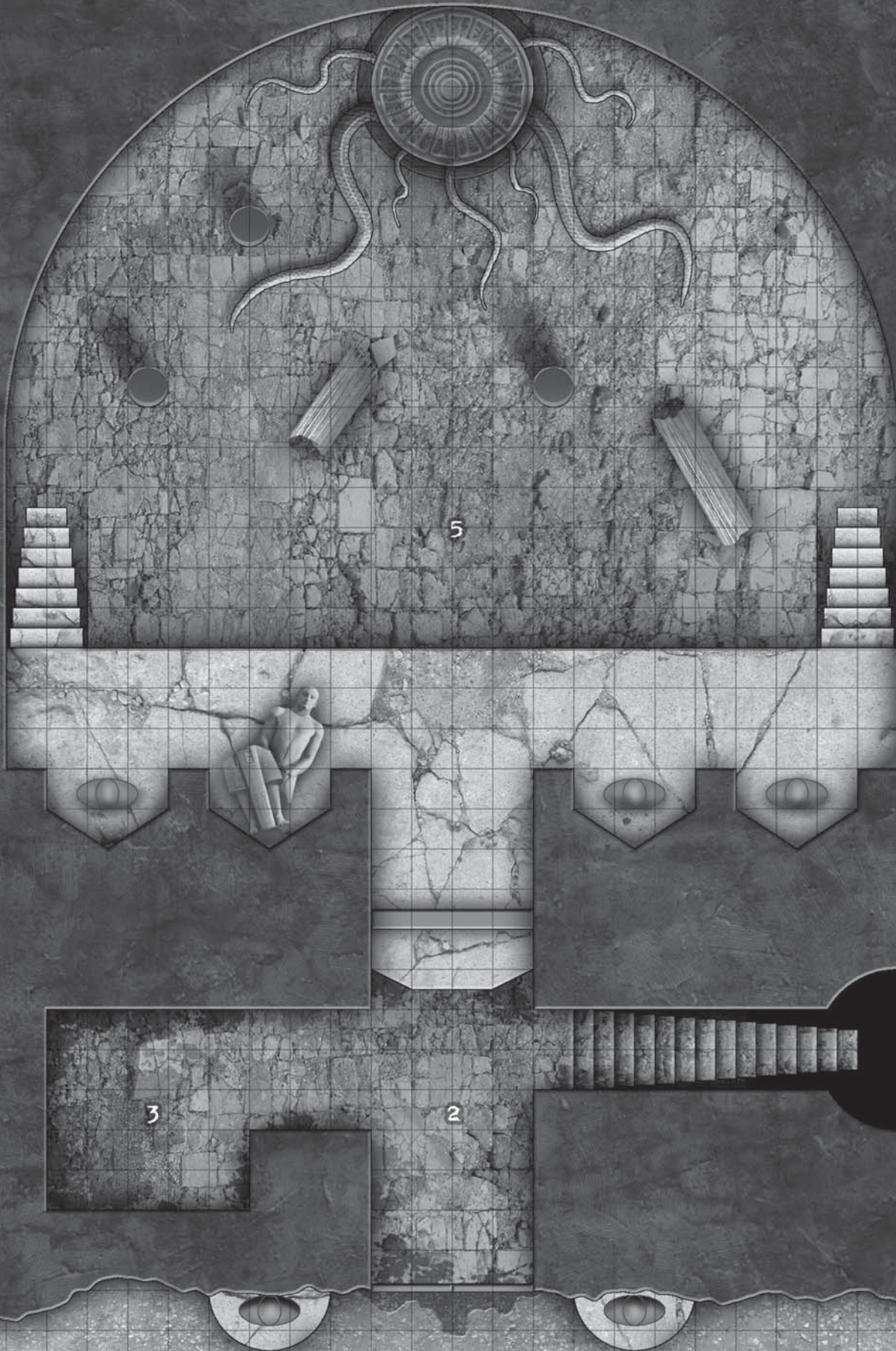
There is any number of autos parked on the street across from the ferry. Jumpstarting one requires a **Mechanical Repair** check (+10%). Unless the keeper elects to rule otherwise, there is no chance of the owner discovering the investigators.

En route to the valley, the accursed rain finally comes to an end. However, any reassurance is short lived – in the





□ = 5 feet



rain's place, the sky takes on the mottled color of a purple bruise. Silent lightning continues to trace its way among the clouds, and the crowding darkness makes it impossible to tell night from day.

Upon reaching the Valley, discovering the Prison is laughably easy – the tire tracks of Carlisle's expedition lead directly to the tomb, where a trio of autos are parked before a narrow slot canyon. The corpses of Carlisle and seven other theosophists litter the area – their bodies have been savagely torn to pieces and strewn about the site, requiring an immediate Sanity check (1/1D4+1).

**Clues:** Inspecting the bodies is gruesome enough to sicken the strongest stomach. The bodies have been reduced to strips of ragged flesh and muscle. A **Spot Hidden** (+0%) or **Medicine** (+10%) check permits an investigator to note that one of the team is still living. The severity of the wounds makes it impossible to determine the body's gender. Unless immediate action is taken, the sole survivor quickly dies, blood bubbling up out of its disemboweled abdomen. A second immediate **Medicine** check (-55%) stops the worst of the bleeding, forestalling death long enough for the body to gasp out a single phrase: "They fear the old ways."

An inspection of the autos (**Spot Hidden**, +15%) reveals a battered ammo case. The interior of the case is lined in white cotton. Swaddled by the fabric are three vials of myrrh oil, a packet of frankincense, and a pair of sharpened carob wood stakes, inscribed with elaborate runes. A **Cthulhu Mythos** or **Occult** check (+0%) correctly identifies these

runes as a spell of binding.

Finally, as the investigators start down the slot canyon, a tide of fleeing rats, snakes, and beetles stream past them, fleeing some otherworldly horror. The rolling waves of fur, scales, and carapaces do no harm to the investigators, save for illustrating the true hopelessness of their plight.

**Area 6-1 – The Great Portal:** Read or paraphrase the following:

*Silent lightning flashes through the violet skies overhead, illuminating the great portal in stark brilliance. The great archway is carved directly from the canyon walls. A pair of towering statues flanks the opening, stoic with their spears of stone. Above the portal is a single graven eye, solemnly watching from beyond the ages.*

*Undisturbed since the Time of the Pharaohs, the portal now bears deep, rending claw marks.*

The wooden gates are plastered over, the plaster inlaid with a mosaic of runes depicting Ramesses triumphant over a seething tide of seaweed. A sticky, crimson ichor is seeping from beneath the portal, staining the stone steps, and slowly eating away at the plaster seal. Deep gouges scar the plaster, where the deep ones tried to claw their way inside.

It is only a matter of time before the star-spawn is freed from its ancient prison.

The investigators are not alone. A coterie of deep ones is lurking farther up the canyon. Watchful investigators





specifically keeping watch up the canyon have a chance of spotting the lurking figures (**Spot Hidden**, +15%). The deep ones are wary of the investigators. If confronted, they withdraw deeper into the canyon.

**Breaking the Seal:** Breaking the portal is a simple task. The viscous wet ichor has seeped into the plaster, causing it to weaken and flake off like wet sand. A little digging breaks away the sand, revealing the ancient wood beneath. A simple iron ring is buried beneath the plaster. Once dug out, and rotated counter-clockwise, pulling on the iron ring drags the doors open. (Armchair archaeologists might be surprised by the discovery of iron in an Egyptian tomb, but those abreast of Hill's Vyse excavations at Giza, will be impressed, but not awed.)

As the investigators work, a wind picks up in the slot canyon, beginning as a soft, whistling breeze, then building to a howling windstorm as the investigators draw open the portals. Sand buffets the investigators, all sight is reduced to 5 feet or less, and it is impossible to communicate in anything less than a scream. Each round spent outside in the sandy deluge, an investigator must make a Drowning check, as per the rules. If the investigators force their way into the tomb-prison, the howling wind instantly ends, returning the canyon to an eerie silence.

**Those that Follow:** The deep ones draw closer as the investigators delve into the tomb. If one or more of the investigators has been left on guard, the deep ones attack after the others have proceeded deeper into the complex.

The deep ones fight to kill, leaving nothing in their wake. If the deep ones succeed in wiping out any defenders, they stalk the remaining investigators, ideally charging them while they explore area 6-4.

## 6 Deep Ones

| STR | CON | SIZ | INT | POW | DEX | HP |
|-----|-----|-----|-----|-----|-----|----|
| 14  | 11  | 16  | 13  | 10  | 11  | 14 |

**Damage Bonus:** +1D4

**Damage:** Claw 25%, damage 1D6 + db

**Armor:** 1-point skins and scales

**Area 6-2 – False Choices:** Read or paraphrase the following:

*The air is hot and thick inside the tomb, burning your lungs as if inhaling needles. The chamber, if you can call it that, is little more than a wide hall, terminating before a low dais topped by a simple mosaic. Side corridors run to both the left and the right. The floor of the chamber is sticky with a viscous crimson ichor.*

This chamber hasn't been opened in centuries, leaving the air nearly deprived of oxygen. All non-electric torches or lanterns sputter and weaken, and only after the shrieking storm outside has subsided does oxygen flood the chamber. But the true source of the burning sensation is in the air itself, an effluvium cast off by the emerging star-spawn in area 6-5 and 6-6. Investigators covering their noses and mouths with protection (a military grade gas mask is ideal, but even a wet bandanna will do) prevent any harm, but all others take 1 HP of damage for every 10 minutes spent inside the tomb.

The floor of the chamber is covered in a thin layer of sticky ichor, the same that ate away at the seal that once protected the portals in area 6-1. It clings to the investigators' boots and shoes, staining leather and cloth, and burning skin.

Searching the chamber for the source of the ichor is an exercise in frustration. Even a **Spot Hidden** check reveals little. This is because the ichor isn't seeping into the chamber, but rather condensing on the walls of the chamber, seeping down the cool stone walls, and collecting on the chamber floor. The poisonous effluvium is literally the exhaling of the ancient one, a sickly gas born out of a stinking, alien entity from beyond the stars.

**The Dais and Mosaic:** The dais is carved from the stone of the surrounding rock, and rises a mere eight inches from the floor. The top of the dais is covered in black tiles inscribed with runes. A successful **Cthulhu Mythos** check (+10%), **Archeology** check (-20%) or **Occult** check (+15%) accurately translates these runes to the following:

*Behind this place I seal mine ancient enemy.  
Let none disturb His slumber,  
or suffer the wrath of the Pharaohs.*

Those succeeding on either the **Occult** or **Cthulhu Mythos** checks recognize the runes and accompanying text as the fundamentals of Dee's Enochian magic, as outlined in the *Liber Loagaeth*. The tiles are obviously – to such learned investigators – the foundations of a prison that has bound an entity since time immemorial. Astute investigators (either those succeeding on a **Listen** check (+0%), or those specifically watching the runes) see one of the runes shatter before their very eyes, snapped into pieces by an outside force. This happens once every 1D10/2 minutes, as the strength of the star-spawn grows.

The mosaic is crafted out of glass and colored tile, and depicts a Pharaoh using implements to turn a tentacled horror rising from the sea. The series of hieroglyphs are actually coded instructions for binding the star-spawn. Even





though successful **Cthulhu Mythos** checks (+15%) or **Occult** checks (+7%) are unable to directly translate the instructions, investigators are able to make out key passages. Of course, such rudimentary translations are prone to errors and multiple interpretations:

*Anoint the chosen with the sacred oil of the West ... offer up the incense of the Gods to the four corners ... and arm the chosen one with the wood of the East .. when the thing from the sea emerges ... sacrifice the chosen one to dread battle, and so bind the horror for one hundred hundred years ... let this wall stand and nothing save the birthing of a new age, with new gods, and horrible rites, bear it down.*

Investigators stepping over the snapping runes and pressing on the mosaic, discover that it has been reduced to the same, wet, crystalline consistency of the outer seal. The wall does not collapse, at first. Rather, an intrepid investigator must press his way through the wall, emerging into area 6-5, covered in burning, blood-like ichor.

**Area 6-3 – Transept:** Read or paraphrase the following:

*The chamber before you is an elaborate depiction of a temple complex, rendered in miniature. Walls that would certainly be towering in reality are a mere three feet in height. The detail is incredible, down to carved stone buildings and pillars that make up the bulk of the walled complex.*

Though the current runes bear only a passing resemblance to the model, characters succeeding on an **Archeology** (+20) or **Architecture** check (+10%) correctly identify the model as an accurate depiction of the Medinet Habu of Luxor City.

The model is accurate, to a fault. Where the New Crypt would be, a secret cache is hidden. This cache cannot be spotted with a lucky **Spot Hidden** check, but only deduced. Inside the cache is a gold censer hung from a silver chain. Investigation reveals that the censer once held frankincense, but the cones have long since been reduced to little more than dust.

**Area 6-4 – Dry Well:** Read or paraphrase the following:

*Steep stone steps descend into darkness. The walls of the stairs are polished smooth, unlike the decorated walls of the previous chamber. Ahead, the stairs end at a sharp drop.*

When the crypt's original inhabitants bound the star-spawn, they sealed its prison by offering up the hearts of one hundred slaves. Once the rite was completed, the bodies were disposed of by casting them down the dry well. The well is 50 feet deep, with stacks of bones occupying the bottom 10 feet.

Apart from examining the skeletons to determine the mode of sacrifice (**Medicine** check, +0%), there is little for the investigators to discover here.

### 3 Deep Ones

| STR | CON | SIZ | INT | POW | DEX | HP |
|-----|-----|-----|-----|-----|-----|----|
| 14  | 11  | 16  | 13  | 10  | 11  | 14 |

**Damage Bonus:** +1D4

**Damage:** Claw 25%, damage 1D6 + db

**Armor:** 1-point skins and scales

**Area 6-5 – Prison of the Star-Spawn:** Read or paraphrase the following:

*The mealy wall opens onto a balcony, reminiscent of a sinister and unholy choir loft. Past the low wall is a vast chamber littered with fallen pillars and collapsed ceiling blocks. The entire place is in ruin, with thick, jagged cracks running along the floor and balcony.*

*In the back of the chamber, set into the floor, is a mighty disc carved from an enormous, cyclopean stone. Laced with ancient runes and eldritch signs, the disc has been forced up from its black seat by a writhing tentacle of titanic proportions. As the stone disc grinds from its ancient seat, an effluence of miasmal gasses rush from below, darkening the air and choking the lungs!*

This, at last, is Aat-noth the star-spawn of Cthulhu. Freed from centuries of loathsome imprisonment by the hapless Professor Aaron Bollacher, the dread creature aims to unleash its revels and dark celebrations over the lands of Egypt.

If the star-spawn manages to free itself, there is little that the investigators can do to stop its escape. If they are to triumph over the old one, their sole hope lies in turning it back while it is still partially contained by the weight of the enormous seal.

**The Deep Ones:** If the deep ones have beaten the investigators to the chamber, they are prostrate before the great well, howling obscene prayers to their demi-deity. If the deep ones haven't entered yet, they do so when the investigators descend to the floor of the chamber. Crowing in passionate delight, the deep ones hurl themselves into an orgy of violence, consecrating themselves in the blood of the investigators.

**The Rite of Ramesses:** Astute investigators have stumbled across remnants of the original rite used to bind the star-spawn to its physical prison. While the surviving details





are far from complete, the star-spawn still bears a weakness to the old ways. By merely following the rudiments of the ritual, the investigators might have a chance of forcing the spawn back into its prison:

- **The Oil of Myrrh:** Investigators that dab but a drop of the sacred oil on their foreheads become repellent to the deep ones. Unable to physically attack anointed investigators, the deep ones fall back after a few rounds (1D10/3 rounds), opting instead to hurl stones from a distance.
- **The Smoke of Frankincense:** The sting of sacred frankincense is abhorrent to Aat-noth, causing the tentacles to writhe and flail about in recalled ancient agony. If incense is burned in the vault, or better yet, swung about in a censer, the tentacles lose much of their ability to attack (though they become no less dangerous). Each round the three tentacles strike at random. Regardless of the target, the tentacle still needs to make an attack roll to hit a deep one or investigator.

| <u>Roll (1D10)</u> | <u>Target</u>            |
|--------------------|--------------------------|
| 1-3                | Deep one                 |
| 4-7                | Vault (see combat below) |
| 8-10               | Investigator             |

- **The Stakes of Carob Wood:** The stakes of carob wood are anathema to the star-spawn. Striking at the creature with the wood causes terrible, gaping wounds (see combat below). But in order to drive the creature back into its prison, wounding a tentacle is not enough. The investigator must drive a stake directly into the body of Aat-noth. This requires the investigator to fight back the terror inspired by the otherworldly fiend (making a successful Sanity check), and then climb to the very edge of the pit. There, leaning out into a void as dark and horrifying as the emptiness of space, the investigator can make an attack on the body of the star-spawn itself. If the investigator scores a hit, see below for the fateful conclusion.

**Combat:** With the star-spawn escaping from its prison, and the deep ones, howling their unholy passions as they rend the investigators pieces to shredded muscle and flesh, combat in the chamber is quick, deadly and confusing.

Each missed attack by the tentacle damages the surrounding vault, causing a stone slab to fall from the ceiling, or a pillar to collapse. Select one of the investigators at random, and call for a Luck check. If the check fails, and the

investigator is unable to Dodge, he takes 1D10 damage.

The stakes of carob wood, while worthless against the deep ones, inflict grievous injuries on the star-spawn. Each successful strike does 1D10 + db to a tentacle. A blow to the body of the star-spawn drives it back into the vault. As the star-spawn withdraws, each of the flailing tentacles strikes at the offending investigator. A successful strike that inflicts 15 HP or more knocks the heroic character into the vault. The disc slides back into place, and both the star-spawn and the investigator are lost for all eternity. (Of course, “with strange aeons even death may die,” so while it is improbable, it is not *impossible* for Aat-noth and a horribly transformed investigator to return at a later date.”

### Aat-noth, Star-Spawn of Cthulhu

| STR | CON | SIZ | INT | POW | DEX | HP |
|-----|-----|-----|-----|-----|-----|----|
| 70  | 52  | 105 | 21  | 21  | 11  | 79 |

**Move:** 20/20 swim

**Average Damage Bonus:** +11D6

**Weapons:** 3 Tentacles 60%, damage equals 1/2 db  
Claw 80%, damage equals db

**Armor:** 10-point hide and blubber; regenerates 3 HP per round

**Sanity Loss:** 1D6/1D20 Sanity points to see a star-spawn

### Up to 6 Deep Ones

| STR | CON | SIZ | INT | POW | DEX | HP |
|-----|-----|-----|-----|-----|-----|----|
| 14  | 11  | 16  | 13  | 10  | 11  | 14 |

**Damage Bonus:** +1D4

**Damage:** Claw 25%, damage 1D6 + db  
Thrown stone 20%, damage 1D6

**Armor:** 1-point skins and scales





## Conclusion

The adventure ends in one of two ways: the destruction of the investigators, or the staving off of an ancient horror. And as in any authentic Call of Cthulhu saga, these two endings are not mutually exclusive – it is entirely possible that the investigators drive back the star-spawn, only to succumb to madness and the ferocious attacks of the deep ones.

In the silence of the dead tomb, investigators can hear the rain begin to fall outside, washing away the fetid red effluvium, and the storm finally breaks, giving way to a clear sky.

The plots of the Old Persian are far from over. As the events surrounding Luxor unfold, the Old Abū boards a tramp steamer, vanishing from notice. The Old Persian and the cursed Bollacher children return in later *Age of Cthulhu* adventures.

Presuming their survival, the investigators have accomplished a great good for mankind, though it is a small thing perhaps, to the Old Ones. Horrors exist the world over, and the stars are finally right.

## A Note on Skills

Success in *Death in Luxor* can hinge on a few key skills. While it is not essential all of the investigators have all of these skills, it is recommended that the team, as a whole, have the following selection of skills:

*Archeology, Architecture, Bargain, Cthulhu Mythos, Fast Talk, Locksmith, Medicine, Occult, Persuade, Sneak, and Spot Hidden.*

Finally, while violence should always be an investigator's last resort, it never hurts to know one's way around a pistol or rifle.



# TELEGRAM

Name of Addressee: Chicago House

Street Address: 1155 E 58th St

City State: Chicago, IL

Date: 21 July 1926

Sending Station: Luxor, Egypt

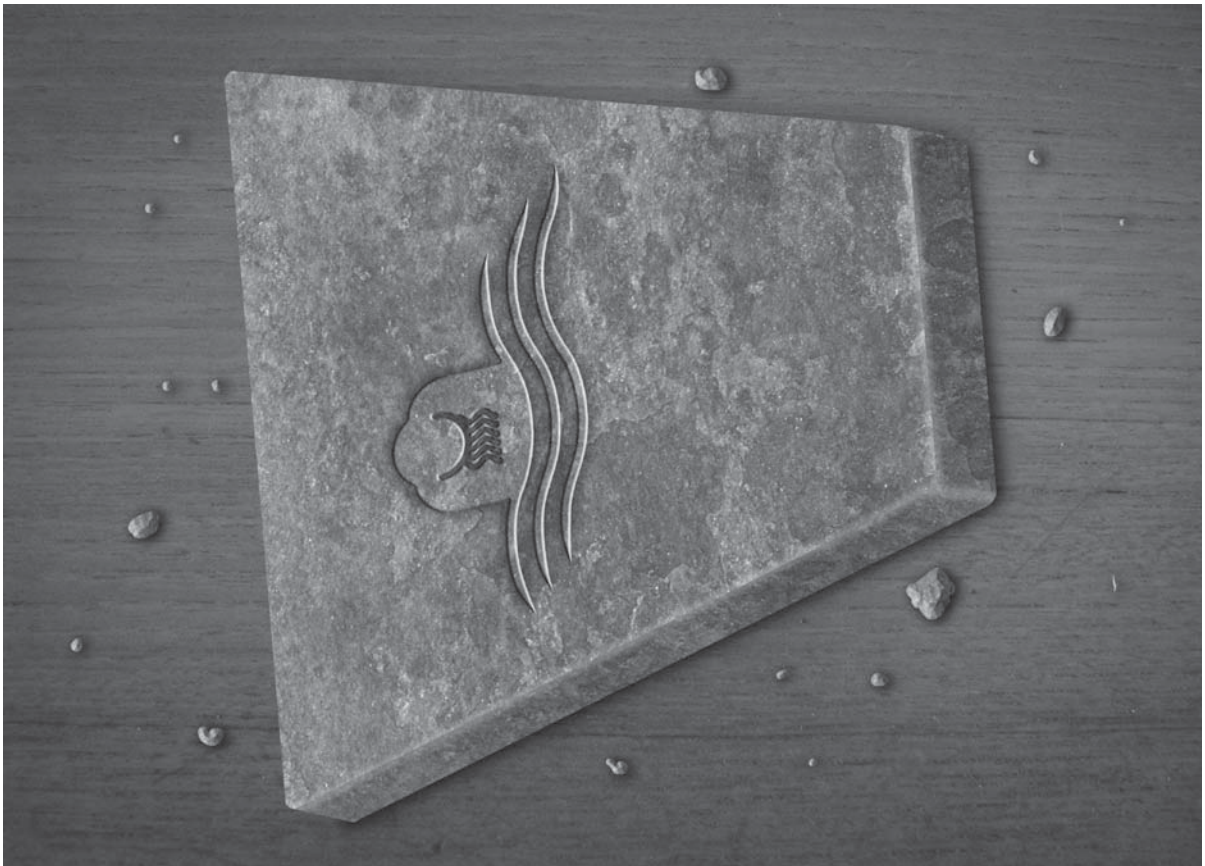
Friends, great news STOP Hints of a New Crypt in Medinet Habu  
STOP Please come quickly STOP Curiosity of exceptional age and  
peculiar origins demand your immediate attention STOP Prelimi-  
nary Indications: Second tomb in Valley of Idols with clues to  
the defeat of the Sea People STOP

Professor Bollacher, Chicago House, Luxor



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*Permission granted to photocopy this page for personal use.*



*July 8, 1926*

*Dear Friends,*

*I hope this letter reaches you well, though I wish I could say as much. The dig here in Luxor proceeds apace. It seems that every day brings a new discovery. This frenetic pace has come at a great cost. It has possessed Aaron, I fear, and any day that does not bring progress only wears him down.*

*For my part, I miss my dear friends. Companionship is hard to find here in Luxor, even among the fellows of the Chicago House. I confess that Professor Jamison is my only true companion, though I must guard my time, even with him, for it makes Aaron so unhappy.*

*I'm sorry to burden you with my concerns. My only hope is that if you do come, you can be of some comfort to my husband, and stave off this growing madness a little longer.*

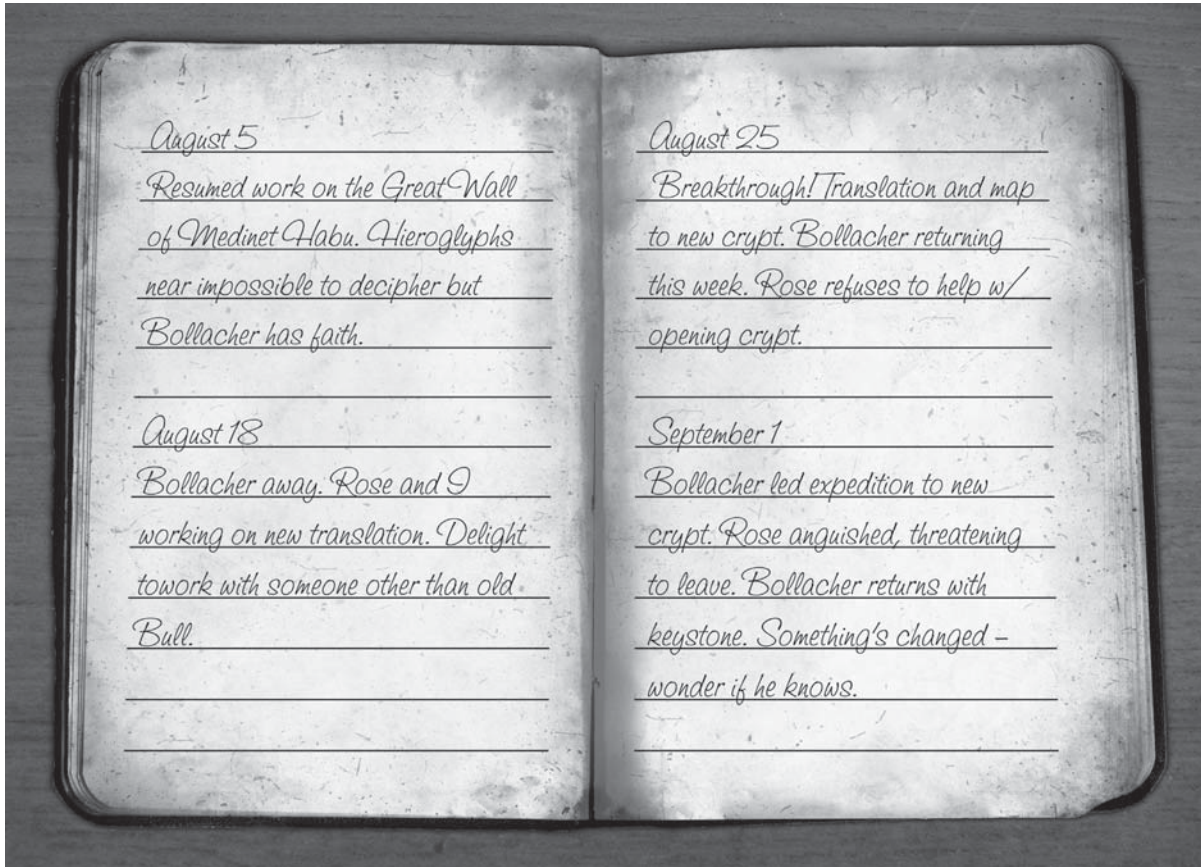
*In Love,*

*Rose Bollacher*





**Player Handout D**



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**Player Handout F**

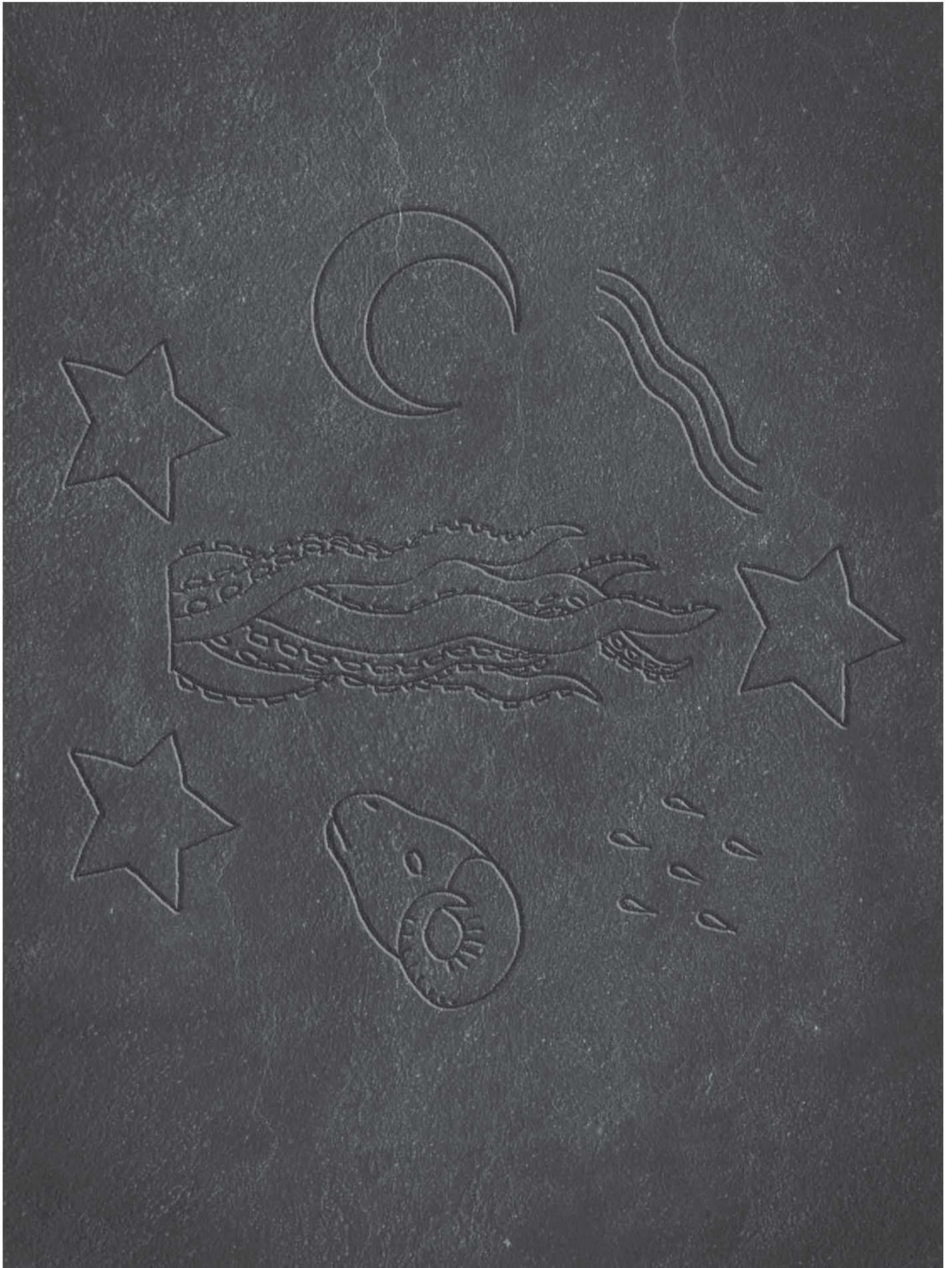


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*Dearest,*

*I'm sorry, but I cannot tolerate any more of Bollacher's madness. I know what I saw in the crypt. I respect your decision to stand by him, though my heart breaks in two. If you reconsider, I will be waiting Ali Baba's, at 9 o'clock tomorrow night. Come with me to Spain - we can leave behind the hell of Luxor and our thoughts will never again dwell on its immortal wickedness.*

*I will wait for you.*



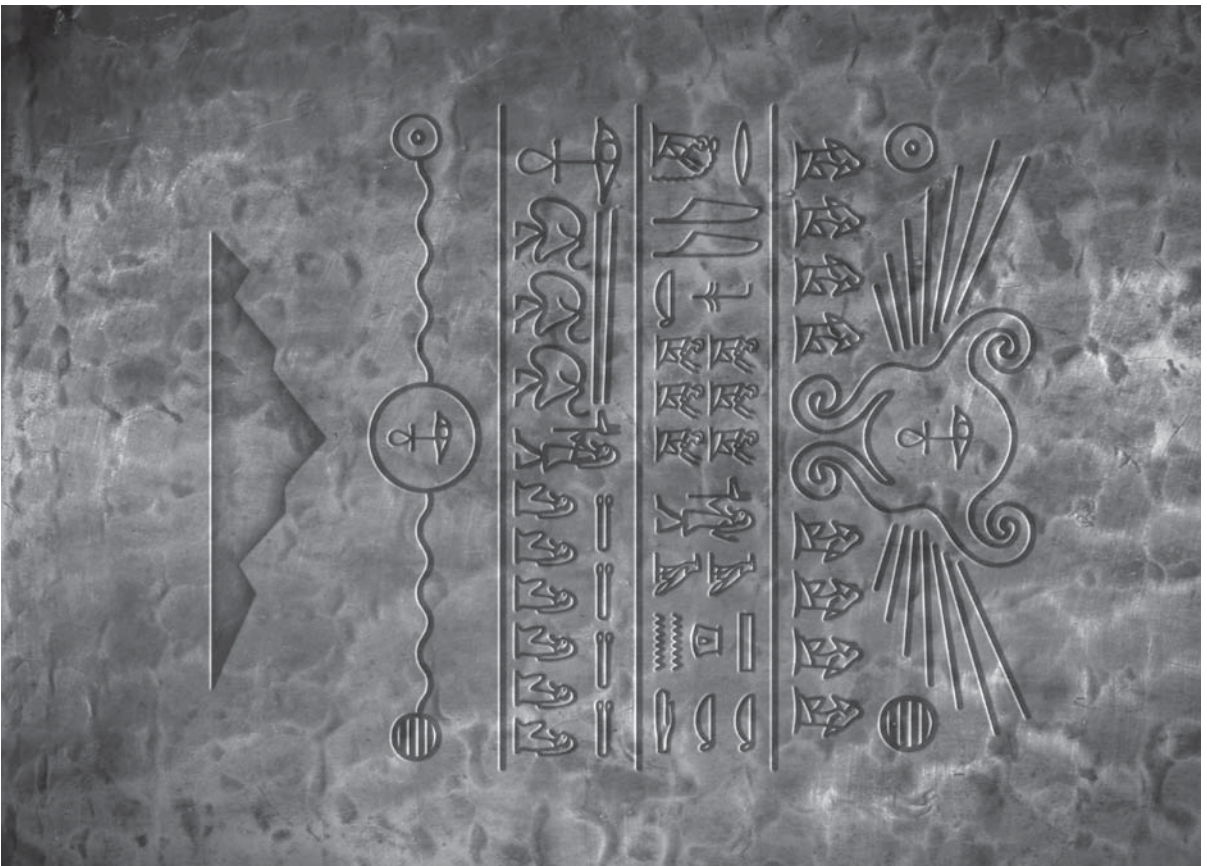
**Player Handout H**



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**Player Handout I**





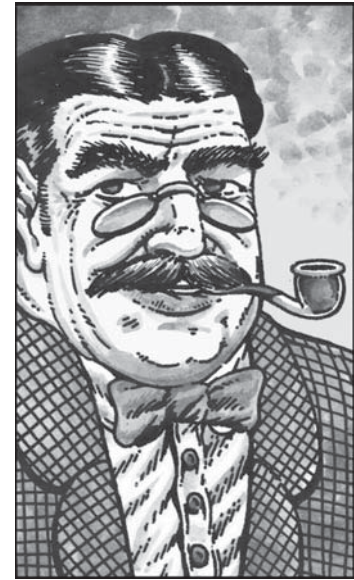
**Name:** \_\_\_\_\_

**Occupation:** Professor of Archeology

**Sex:** Male      **Age:** 44

**Birthplace:** \_\_\_\_\_

**Marks, Scars, Mental Disorders:** \_\_\_\_\_



|                           |                       |                         |                       |
|---------------------------|-----------------------|-------------------------|-----------------------|
| <b>STR:</b> 11            | <b>DEX:</b> 11        | <b>INT:</b> 15          | <b>Idea Roll:</b> 75% |
| <b>CON:</b> 13            | <b>APP:</b> 11        | <b>POW:</b> 6           | <b>Luck Roll:</b> 30% |
| <b>SIZ:</b> 12            | <b>SAN:</b> 30        | <b>EDU:</b> 20          | <b>Know Roll:</b> 99% |
| <b>Damage Bonus:</b> none | <b>Hit Points:</b> 13 | <b>Income:</b> \$12,500 |                       |

### Skills

|                                  |     |                    |     |
|----------------------------------|-----|--------------------|-----|
| <b>Archeology</b>                | 91% | <b>Bargain</b>     | 55% |
| <b>Cthulhu Mythos</b>            | 09% | <b>Dodge</b>       | 52% |
| <b>Drive Auto</b>                | 50% | <b>Fist/Punch</b>  | 50% |
| <b>History</b>                   | 80% | <b>Library Use</b> | 85% |
| <b>Other Language (Egyptian)</b> | 41% | <b>Occult</b>      | 35% |
| <b>Persuade</b>                  | 45% | <b>Psychology</b>  | 75% |
| <b>Rifle</b>                     | 40% | <b>Spot Hidden</b> | 50% |

### History

You knew Professor Bollacher from your undergrad days, when he was one of the radical research professors at the University of Chicago. You struck it off from your first meeting – your passion for Archeology and thorough investigation matched against his passion for all things Occult.

You’ve sparred, academically, over the years, even grudgingly conceding the point that his paper on the Lost Linguistics of the Proto-Atlantean Sea People was theoretically possible – though complete balderdash. You have your own theory: Science is the bedrock of progress, and if the human race is ever to lift itself from the morass of superstition and myth, it will be through the judicious application of the scientific method.

When Bollacher invited you to Luxor you agreed for two reasons: First, because it was an archeologist’s opportunity of a lifetime, and second, because if anyone was going to keep the good doctor on his toes, it was going to have to be you.

### Appendix II: Pregenerated Character: Professor of Archeology





Name: \_\_\_\_\_

Occupation: Private Investigator

Sex: Male      Age: 28

Birthplace: \_\_\_\_\_

Marks, Scars, Mental Disorders: \_\_\_\_\_



STR: 13      DEX: 11      INT: 12      Idea Roll: 60%

CON: 16      APP: 6      POW: 13      Luck Roll: 65%

SIZ: 8      SAN: 65      EDU: 13      Know Roll: 65%

Damage Bonus: none      Hit Points: 12      Income: \$5,500

### Skills

|                   |     |                    |     |
|-------------------|-----|--------------------|-----|
| <b>Bargain</b>    | 35% | <b>Dodge</b>       | 72% |
| <b>Drive Auto</b> | 45% | <b>Fast Talk</b>   | 35% |
| <b>First Aid</b>  | 50% | <b>Fist/Punch</b>  | 75% |
| <b>Handgun</b>    | 50% | <b>Library Use</b> | 25% |
| <b>Locksmith</b>  | 51% | <b>Photography</b> | 30% |
| <b>Psychology</b> | 35% | <b>Rifle</b>       | 45% |
| <b>Sneak</b>      | 35% | <b>Spot Hidden</b> | 55% |

### History

If there was a trophy fight for hardest life, you'd be the world champ. You started as a would-be featherweight prize fighter, but though you could take any punch, you weren't strong enough to land the punches when it really counted. After four broken noses and a smashed cheekbone, you decided that the life of an unemployed PI was better than a washed up boxer.

Though the big payday never came, you turned out to be a decent PI, due more to obscene runs of luck than any particular skill. You worked for Bollacher a few years back when he hired you to investigate his newlywed wife. What you found out wasn't pretty, but his young wife was. It turned out Rose had a weakness for being noticed, and fell hard for anyone willing to spend a night listening to her troubles. In the course of your investigations, you spent a lot of time listening to her, but you always kept the relationship professional, right?

Now Bollacher is suspicious again, and he's looking for old friends he can trust. You're not his friend, and you're not sure he can trust you, but the money is right, and there is always Rose...

Appendix II: Pregenerated Character: Private Investigator





**Name:** \_\_\_\_\_

**Occupation:** Professional Mystic

**Sex:** Female      **Age:** 28

**Birthplace:** \_\_\_\_\_

**Marks, Scars, Mental Disorders:** \_\_\_\_\_



**STR:** 11    **DEX:** 15    **INT:** 14    **Idea Roll:** 70%

**CON:** 15    **APP:** 9    **POW:** 16    **Luck Roll:** 80%

**SIZ:** 8    **SAN:** 80    **EDU:** 17    **Know Roll:** 85%

**Damage Bonus:** none    **Hit Points:** 12    **Income:** \$8,500

### Skills

|                                  |     |                   |     |
|----------------------------------|-----|-------------------|-----|
| <b>Dodge</b>                     | 50% | <b>Hide</b>       | 40% |
| <b>Fast Talk</b>                 | 75% | <b>Fist/Punch</b> | 50% |
| <b>Handgun</b>                   | 25% | <b>History</b>    | 45% |
| <b>Library Use</b>               | 75% | <b>Occult</b>     | 80% |
| <b>Other Language (Egyptian)</b> | 36% | <b>Psychology</b> | 80% |
| <b>Spot Hidden</b>               | 60% | <b>Sneak</b>      | 60% |

### History

You met Rose Bollacher on her wedding day, when the professor hired you to do read palms for his wedding guests. The gig was a lark for you – you had always been an entertainer passing yourself off as a true medium – but when you took Rose’s hand in your own, a powerful vision rushed over you.

Rose Bollacher was doomed to a terrible fate.

Since that day you’ve kept in touch with Rose. She’s been a good friend through hard times, and always loaned you money when you were down on your luck, so when you heard she was in trouble, you knew what you had to do: You pulled a quick scam, landing some easy money, and caught the first flight to Luxor. If your friend is in trouble, you’re not going to stand by, and whoever is responsible is going to pay.





**Name:** \_\_\_\_\_

**Occupation:** Soldier of Fortune

**Sex:** Male      **Age:** 29

**Birthplace:** \_\_\_\_\_

**Marks, Scars, Mental Disorders:** \_\_\_\_\_



**STR:** 15      **DEX:** 8      **INT:** 8      **Idea Roll:** 40%

**CON:** 11      **APP:** 11      **POW:** 8      **Luck Roll:** 40%

**SIZ:** 17      **SAN:** 40      **EDU:** 14      **Know Roll:** 70%

**Damage Bonus:** +1D4      **Hit Points:** 14      **Income:** \$9,500

### Skills

|                          |     |                    |     |
|--------------------------|-----|--------------------|-----|
| <b>Dodge</b>             | 71% | <b>Fist/Punch</b>  | 80% |
| <b>First Aid</b>         | 50% | <b>Handgun</b>     | 55% |
| <b>Hide</b>              | 55% | <b>Listen</b>      | 40% |
| <b>Mechanical Repair</b> | 30% | <b>Rifle</b>       | 95% |
| <b>Sneak</b>             | 70% | <b>Spot Hidden</b> | 50% |

### History

You've made a living serving in foreign wars. It's been a decent life, and you've seen a lot more of the world than you might have if you had stuck around the family farm. Asia, Africa, South America. If there has been a continent at war in the last 15 years, you've been there lobbing rounds. It's not as if you like the thought of killing, but if someone is going to be making a profit off of war, you might as well be there, putting the money to good use.

It came as a surprise when Uncle Aaron managed to track you down. He had a job for the black sheep of the family and wanted to know if you were interested. You'd never been in Egypt before, but you've always wanted to see the pyramids ...







**Name:** \_\_\_\_\_

**Occupation:** Graduate Student (Criminal)

**Sex:** Female     **Age:** 26

**Birthplace:** \_\_\_\_\_

**Marks, Scars, Mental Disorders:** \_\_\_\_\_



**STR:** 7     **DEX:** 17     **INT:** 10     **Idea Roll:** 50%

**CON:** 8     **APP:** 15     **POW:** 12     **Luck Roll:** 60%

**SIZ:** 11     **SAN:** 60     **EDU:** 11     **Know Roll:** 55%

**Damage Bonus:** none     **Hit Points:** 10     **Income:** \$10,500

### Skills

|                   |     |                    |     |
|-------------------|-----|--------------------|-----|
| <b>Archeology</b> | 31% | <b>Dodge</b>       | 79% |
| <b>Fast Talk</b>  | 90% | <b>Fist/ Punch</b> | 50% |
| <b>Handgun</b>    | 50% | <b>Locksmith</b>   | 41% |
| <b>Sneak</b>      | 75% | <b>Spot Hidden</b> | 50% |

### History

For most of your life you've gotten by on your good looks and luck, hustling from one scam to the next. After skipping town from San Francisco, it was easy enough to talk your way into the graduate program at Chicago University, and from there, into a well-paid position as a research assistant.

Most folks that get to know you well recognize you for a fraud, so you take pains to not to let anyone get too close. You never expected to be called up from the Chicago House team for the Luxor Expedition team. Chicago was comfortable, but you're expecting Luxor to be a lot less hospitable, especially when it comes to actual archeology. Chances are you won't stick around for long – you've heard the Mediterranean is beautiful this time of year.



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