

Vol.  
VII

# AGE of CTHULHU

The Timeless Sands of India



By Jon Hook





# AGE OF CTHULHU

## The Timeless Sands of India

### Volume VII

A 1920's

*Call of Cthulhu*<sup>®</sup>

Adventure

By

Jon Hook

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**Dedicated to my son, Cole, the brightest beacon  
in my life.**



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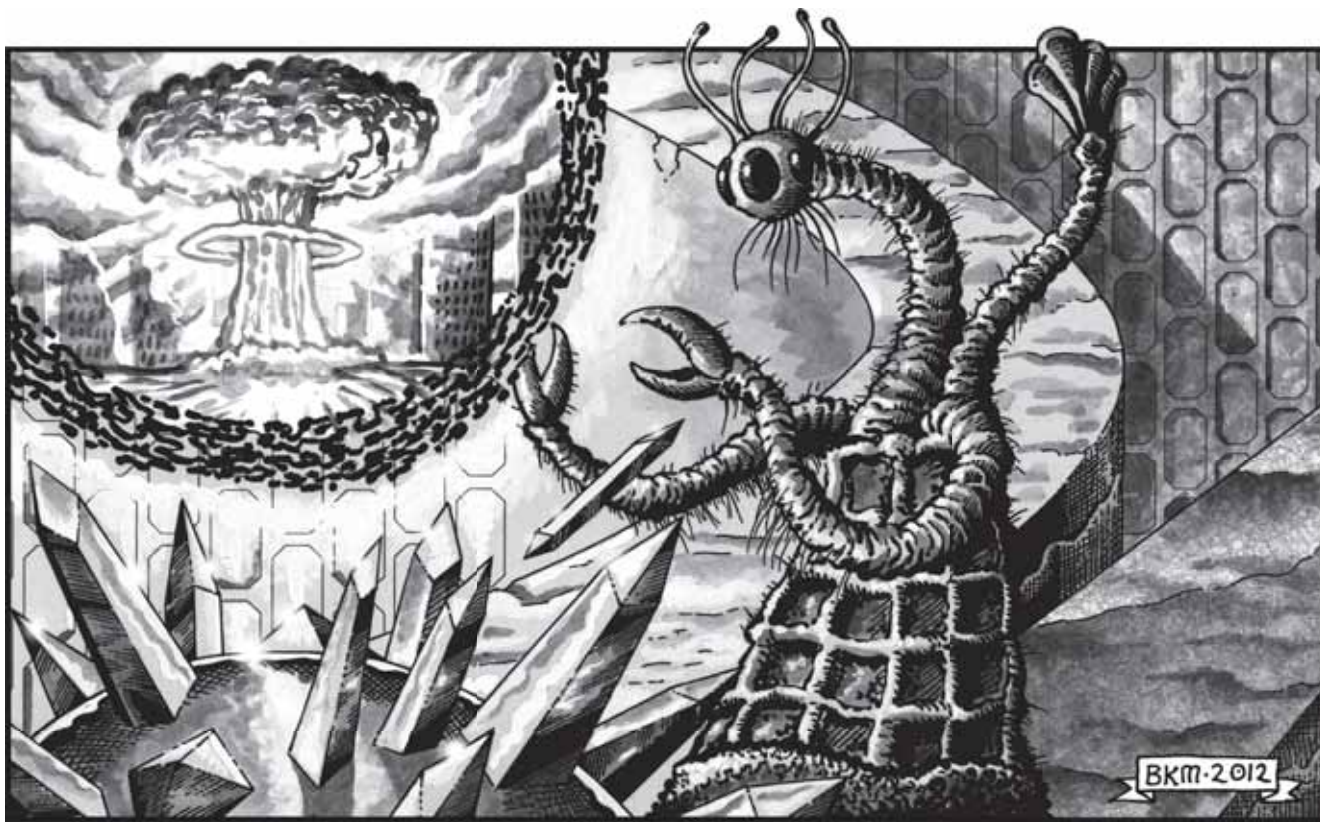
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## Introduction

The Yithian scholar retrieved a chunk of crystal from a niche in the wall and carried it to a viewing pedestal. Lit from within, the crystal glowed as it emitted a holographic record of a future historical event. It reviewed one of the possible futures documented within, a future where this planet (the Yithian's adopted home) has been reduced to a smoking cinder by Azathoth's herald with a thousand faces. Ceasing the images, it turned its mind inward to contemplate what it would take to dam the River of Time, to cease its current flow toward Armageddon. The solution came immediately to mind, "one pebble at a time."

The Yithian scholar exited the library and entered the garden of stone, a place for study and meditation. It then began a series of voyages into the far-flung future wherein it swapped minds with one of the tool-using bipeds in control of the planet during that epoch. It kept each instance within an avatar to a minimum, so as to limit the disruption in that biped's insignificant existence and achieve the objective as quickly as possible. It carefully selected each nexus in time to manipulate through the avatars; turning an archeologist's head so that the discovery of a tomb would be postponed for another hundred years; having a student continue studying

in her dorm so that the cultists would be forced to choose a different sacrificial virgin that evening; pushing a cop on to the next dark alley in pursuit of a burglar so that a ghoul went unfed that night; just to name a few.

The Yithian stood motionless in the garden of stone for nearly three hundred daily rotations of the slowly cooling planet. It journeyed yet again to drop another pebble onto the dam, this time to have a ship's captain steer his vessel away from a deep one's notice, when suddenly a swarthy man, a ship's mate, approached the captain. "We are tracking you," he said, as he plunged a dagger into the captain's heart, severing the connection to the captain. Then, it journeyed to a dilettante overseeing the breaking of ground for a new mansion just outside of Arkham; just as it was about to direct the crew to relocate the foundation for the new home so as to not disturb a relic left buried by the Fungi from Yuggoth, another swarthy man approached and said, "We are following you." Just as before, the man stabbed the avatar and severed the connection again. The Yithian could feel the dam it had spent so much energy constructing starting to erode away. Somehow the agents of Armageddon had figured out how to thwart its strategy, and they were closing in. It journeyed again, this time to a doctor treating the criminally insane. Just as it was about to administer a lethal dose



## DREAM VIGNETTES

As the investigators try to sleep, they are assaulted by the nightmares of the Yithian's signal transmitted to their dreams. Most of the signal is chaotic light and sound, but each investigator can remember one brief vignette or scene when they wake up. Per the Keeper's discretion, on mornings after a near-sleepless night, the Keeper can roll on the table below to determine which vignette the investigator remembers. Regardless of rolling on the Dream Vignette table, the investigator must roll their **Sleep Deprivation Sanity Check** for the day each morning.

### Roll 1D10:

1. You remember a man dressed in all-black desert garb. He has evil eyes, a large mole over his left eye, and holds a wicked dagger in his hand.
2. You remember a kind-faced Indian boy, a teenager, with bright eyes and a wide grin.
3. You remember a strange bronze sculpture, topped with a ruby-colored crystal or gem.
4. You remember the sting of sand in your eyes. You think that you were standing in the middle of a fierce sandstorm.
5. You remember riding in the back of a lorry with a bunch of strangers. You are not sure where you were going, but you were surrounded by desert.
6. You remember a frail old man with penetrating eyes. You remember feeling a strong sense of trust in him.
7. You remember fleeing in terror as some kind of shadowy nightmarish beast pursued you.
8. You remember being filled with a sense of awe, as you traced your hand over a large tome.
9. You remember assembling a strange device. Your hands seemed to move with a life of their own as you assembled a... weapon?
10. You remember being terrified as a clawed and sand-encrusted arm slashed at your head and neck.

## SLEEP DEPRIVATION

Each investigator must make a **Sanity (0/1)** check every morning following a near-sleepless night of dreams from the Yithian. The Sanity check determines how fatigued they are on that particular day. Due to the sleep deprivation any injured investigator, or Magic Point depleted investigator, only recovers half the number of Hit Points and/or Magic Points normally regenerated.

A successful sleep deprivation Sanity check results in that investigator suffering a **-5% penalty** to all mental and physical skills for that day.

A failed **Sleep Deprivation Sanity Check** results in a **-10% penalty** to all mental and physical skills for that day.

Note that no skill can be reduced below 1% due to any penalty modifier.

of morphine in order to prevent the madman from writing a new Mythos-inspired manifesto, the doctor's assistant, his features possessing the same swarthinness as before, grabbed the hand holding the syringe and said, "We are coming for you. Now!"

Retreating back to the sanctuary of the garden of stone, the Yithian knew now that the opposition had risen-up. It knew that the time had come to put that opposition down, and for that it would need an army. The Yithian knew exactly the soldiers that it wanted to conscript into its army.

### Keeper Information

*The Timeless Sands of India* is a classic *Call of Cthulhu* adventure set during the spring or summer season in the roaring twenties. The Keeper is encouraged to use whatever specific dates work best for his campaign.

As noted above, a Yithian scholar in earth's distant past is attempting to steer the course of future history to any destiny other than total Armageddon. Its machinations have been discovered and are being actively confronted. The investigators in this adventure have each been an avatar for the Yithian for a brief period of time. None of the investigators have any memory of being "mind swapped" with the Yithian and cannot recall either their experiences in the Yithian's body nor the missing time from their own lives. This is because each of their out-of-body experiences was so brief, and that afterwards, their memories were erased by the Yithian once it was done using their body.

A cult known as The Black Scimitar, whose members worship Tawil at'Umr, an avatar of Yog-Sothoth, has been granted the ability to sense the Yithian's movements while it is in possession of a human avatar. The cult has launched a two-fold assault against the Yithian. The first consists





of monitoring and thwarting the Yithian's actions while it acts within a human avatar. The second, which The Black Scimitar is now ready to initiate, is a direct assault upon the Yithian's library. The destruction of the library will ensure that no one can use the documented future histories stored there to try to finish what the Yithian has started.

To both protect the library and put an end to its adversaries, the Yithian began transmitting dreams to all of its former avatars to gather them into an army. The differences in physiology between the Yithian and the human brain are so vast and complex that the dream-messages are received as incomprehensible nightmares. The dreams are so overpowering and relentless that many of the avatars have been driven into madness (an unfortunate side effect). The investigators, while not driven insane as of yet, do begin the game under the tension of severe sleep deprivation.

There is one human who has had extensive experience with the Yithian, and has made it his life's work to manage and protect the Yithian's secret library in the late 19th and early 20th century. That man is Anil Ali Khan, also known as "Uncle" to his employees and the family that he has adopted.

**"Uncle" Anil Ali Khan, Veteran Yithian Avatar, Aged 83**

<b>STR</b>	<b>CON</b>	<b>SIZ</b>	<b>DEX</b>	<b>INT</b>
8	8	7	8	15
<b>APP</b>	<b>POW</b>	<b>HP</b>	<b>SAN</b>	
11	20	8	75	

**Damage Bonus:** -1D4

**Weapons:** None

**Skills:** Accounting 55%, Art: Whistling 40%, Bio-Feedback Control 75%, Credit Rating 30%, Cthulhu Mythos 16%, Deep Meditation 83%, Library Use 60%, Own Language (Hindi) 90%, Other Language (English) 12%, Operate Temporal Communicator 40%

**History:** Prior to the Yithian's current mission to redirect the River of Time, the alien explored the Earth for nearly six decades with Anil as its avatar. Anil was so accepting of the Yithian, that the alien eventually provided him with a Temporal Communicator. The Yithian has shared many cosmic secrets with Anil and no longer erases his memory after a mind-swap. Over the years, Anil has come to call the Yithian by another name: "The Dreaming Pilgrim."

The Yithian warned Uncle about The Black Scimitar, and gave him instructions on how to construct a larger version of the lightning gun that he had previously taught him to build... a lightning cannon. For months, Uncle has been placing orders for the raw materials required to construct the weapon. Uncle was also told to expect an influx of strangers, avatars like him (though with far less experience than he); and that he is to gather them into the army required to defend the library. The Yithian implanted an image in the dream that would unify and identify the avatars. Anyone receiving the dream-message is compelled to depict the image by any means available to them. The image and subliminal messages implanted in the dreams would serve to compel the avatars to journey to India, where Uncle would meet them and take them the rest of the way to the library.

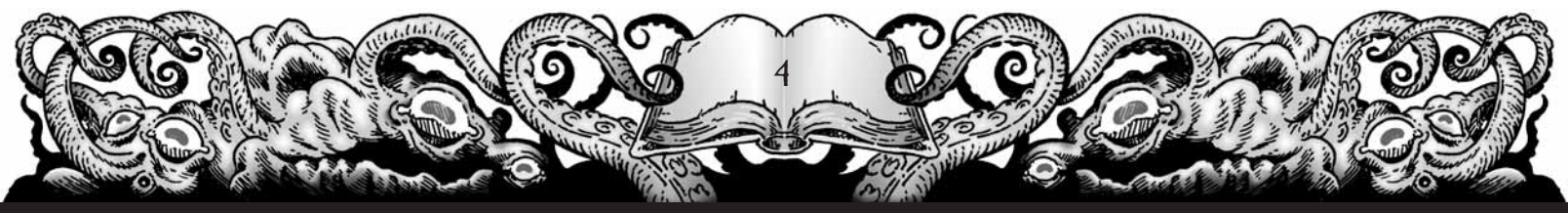
The image in the dream-message is of a rearing blue elephant. In addition, two words in blazing Hindi script are seared into their memories, but investigators without an understanding of Hindi will not be able to decipher the script. An investigator who makes a successful Anthropology check can identify the script as being Devanagari, an alphabet used in the Indian subcontinent to write Hindi, Marathi, and Nepali, as well as several other languages. With a critical result on the **Anthropology** check, the investigator will be able to identify the script as being in Hindi. Any investigator with an understanding of Hindi can roll his **Other Language (Hindi)** skill to see if he can translate the script correctly; the words are "Dreaming" and "Pilgrim." The investigators are also instilled with a deep-seated compulsion to journey to Calcutta, India.

The leaders of The Black Scimitar have planted spies everywhere that they can, with orders to destroy anyone that they think is in league with the Yithian. The cult has not yet figured out that the avatars are being unified by their dreams, so it must rely on overhearing conversations of strangers to figure out if they are allies of the Yithian or not. Too much wanton violence could draw undo attention to the cult, so the spies try to be selective about whom they kill. Unbeknownst to the investigators, one such spy is also aboard the ship they are traveling to Calcutta on, the *Bancora*.

**Investigation Summary**

The investigators in *The Timeless Sands of India* are initially driven to solve the mystery of their own maddening dreams, and why they were compelled to go to India. Once in India, they will eventually meet Uncle and are folded into the adventure's true objective, the defense of the library.

**Player Beginning, page 5:** In which the players are informed about the dreams that plague their investigators, and





## THE INVESTIGATORS' TRAVELS SO FAR

All of the investigators originating from the Western Hemisphere and the British Isles boarded the *Peshawur* in Liverpool, a passenger ship run by the Peninsular & Oriental Steam Navigation Company, (*a.k.a.* The P&O). The *Peshawur* is a clean and well-run ship, and even the passengers traveling steerage are well insulated from the ship's crew and the filth and oil required to operate a ship the size of the *Peshawur*. From Liverpool, the *Peshawur* sailed for Bombay, India, via the Suez Canal. European and African investigators boarded the *Peshawur* at either Gibraltar or Port Said, with Middle Eastern investigators boarding at Suez.

Once in Bombay, the investigators changed vessels, and downgraded from the fairly comfortable *Peshawur* to a small freighter called the *Bancora* because the *Peshawur* was scheduled to lay over in Bombay for three days. The *Bancora* usually transports coal and other cargo between Bombay and Calcutta, but on occasion it will also transport passengers. Unlike the passenger accommodations aboard the *Peshawur*, the *Bancora* is cramped. All of the available bunkrooms are the equivalent to steerage accommodations, with many of the native passengers forced to "camp" on the open deck for the three-day voyage between ports. Passengers aboard the *Bancora* regularly interact with the ship's crew as they work, eat, and relax. For this voyage, the first cargo hold is being used by the British Army to transport a platoon of soldiers and their equipment, the second hold is filled with passenger luggage and goods, and the third is loaded with coal. The *Bancora* is a filthy vessel; coal dust and oil grime is everywhere. It is impossible for a person to stay clean on the ship.

how those dreams have compelled them to travel to India. The players are also informed about the Sleep Deprivation game mechanic that impacts the investigators throughout the adventure.

**Scene 1 – The *Bancora*, page 6:** In which the investigators journey to Calcutta, India, aboard a British steamer, the SS *Bancora*. During the voyage, the investigators will learn about each other and shortly before his apparent suicide, encounter an NPC who was also following his nightmares to India. Plus, a shadowy figure tries to have the investigators assassinated.

**Scene 2 – White Town & Ali Khan Imports, page 14:** In which the investigators explore the British half of Calcutta, and learn more about their dreams from Uncle. In the 1920s, Calcutta is a city segregated by color and class; "White Town" is friendly to westerners.

**Scene 3 – Black Town... Black Market, page 19:** In which the investigators explore the Indian half of Calcutta. In the 1920s, Calcutta is a city segregated by color and class, and unlike "White Town," "Black Town" is neither very friendly, nor safe, for westerners.

**Scene 4 – Train to Jodhpur, page 21:** In which the investigators travel to Jodhpur with Uncle. The investigators are attacked by Black Scimitar cultists, and might discover that the death of the NPC in **Scene 1** was not suicide, but murder because the spy from **Scene 1** is also aboard the train.

**Scene 5 – Into the Thar Desert, page 24:** In which the investigators are escorted to the Yithian's library. There they communicate directly with the Yithian scholar, learn new

skills, help build the lightning cannons, and are finally relieved of both their disturbing dreams and their sleep deprivation.


**Scene 6 – Assault on the Library, page 27:** In which the investigators defend the library from The Black Scimitar. The investigators are armed with Yithian technology versus the dark magic of the cult and their Sand-Dweller soldiers.

**Modified Skill Checks:** There are instances when an investigator's skill check might need to be modified. All game mechanics, including any modifiers to a skill check, will be noted in bolded text, for example: **Navigation (-10%)**. This would mean that for the purposes of that skill check, the investigator's **Navigate** skill would be reduced by 10%. Unless otherwise noted, all applicable bonuses and penalties are combined to calculate the final modifier to the skill check. No skill can be modified below 1% or above 100%; a roll of a 1% is always a success, and a roll of 100% is always a failure.

## Player Beginning

*The Timeless Sands of India* begins at dawn with each investigator waking up after another sleepless night of disturbing dreams. They are aboard the British India Steam Navigation Company steamer, the *Bancora*, three days away from reaching their destination of Calcutta, India. The Keeper must brief the players about the dreams that have been plaguing their investigators, and how they have come to find themselves aboard the *Bancora* by reading or paraphrasing the following:

*Unrelenting dreams have stabbed at your mind for weeks, depriving you of one of your most basic needs... a*



*good night's sleep. Every evening, you dream in swirls of maddening color, and of music composed by a thousand screaming tongues. Waves of intense emotion crash upon the shores of your mind. Fear, hate, desperation, and terror permeate every fiber of your being. Your body is physically and mentally exhausted after weeks of mental torture. You pray each night for the dreams to end, for you fear that eventually they will plunge you into a pit of madness.*

*Through all the noise, there are a few recurring elements in your dreams. One is the image of an elephant; a rearing blue elephant that rampages through the aether. Another image is of a pair of words in a strange script that blaze and swirl in the aether. Each morning you wake from your nightmares with your bedclothes drenched in sweat, and a lingering thought echoes through you mind urging you to go to Calcutta, India. To date, nothing has eased your dreams, no opiate, no drink, no meditation... but maybe something in India can. Ever since the Bancora, a steam freighter with the British India Steam Navigation Company, left Bombay, your concern about what you're going to do once you actually reach Calcutta has grown. Sometimes your dreams feature flashes of scenes or other vignettes, but you can't understand if they are telling you what to do or what to avoid once you get to Calcutta. You wonder if anyone onboard the ship might have any ideas.*

Next, the Keeper should do the following steps to prepare the investigators for the game.

Reduce each investigator's starting Sanity score by 2D6+3 points, because each investigator begins the game after having suffered two months of sleep deprivation.

Brief the players on the Sleep Deprivation rules designed for this adventure, and have each player roll a **Sleep Deprivation Sanity check**, since the adventure begins with them waking up aboard the *Bancora*.

Each player should roll for a **Dream Vignette** that his investigator will remember upon waking up that morning.

Give each player a copy of **Player Handout A** (the Sleep Deprivation quick reference card), a copy of **Player Handout B** (the image from their dreams), and copies of **Player Handouts C1 and C2** (the Hindi script from their dreams).

Each player can roll an **Art** or **Craft** skill of his choice to see how well or poorly his investigator has created the image of the coin in his dreams in whatever medium that he has chosen. If the investigator chooses a form too large to carry, then he did not bring the image with him on his journey to India.

In preparation for his voyage to India, each investigator has also withdrawn funds from his bank account so as to have some money on-hand. He will have also converted some of this money into Indian rupees. Each investigator can have up to 2% of his income as cash on-hand in his native currency and convert up to 1% of his income into rupees. Use the following table, based on the investigator's nationality, to convert his native currency into rupees; example: \$10 American becomes Rs30. The monetary symbol for rupees is "Rs."

<u>Nation of Origin</u>	<u>Rupee Multiplier</u>
America & Canada	x3
Central & South America	x2
United Kingdom	x4
Europe	x2
Africa	x1
Middle East	x1
Asia	x1
Australia	x2

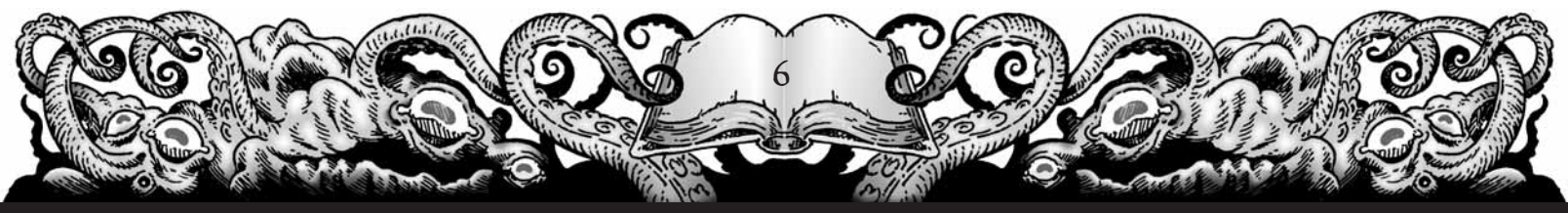
It is assumed that each investigator spent the time prior to the start of the game acclimating to travel aboard the ship instead of socializing. The Keeper can read or paraphrase the following information about the ship to the players.


*Finally, you now only have one day left before reaching Calcutta. You've spent most of the voyage in your bunk, doing your best to ignore the other passengers and ship's personnel. You only leave your cabin to eat or use the head. You've ascertained that one of the ship's holds is carrying passenger belongings, general cargo, and mail. Another hold is filled with coal, and the last hold is serving as a makeshift billet for a platoon of British soldiers.*

The Keeper can then open the floor to the investigators to get their initial reaction to their situation. Since it is dawn, the investigators might inquire about breakfast, or the Keeper can nudge them a little and tell them that their bellies are grumbling. The adventure begins in the dining hall during breakfast in "**Area 1-1 – Breakfast in the Dining Hall.**"

## Scene 1 – The *Bancora*

This first scene of the adventure provides the foundation for the investigators to meet each other and Adam Fuller, who is also following his dreams to India. By the end of the scene, the investigators will be investigating Adam's





death. The entire scene is set aboard the *Bancora*, but since none of the areas in this scene require tactical investigation of the environment, no map of the ship is included.

### Area 1-1 – Breakfast In The Dining Hall

Begin the adventure with all of the investigators already gathered for breakfast, except for one. Pick one investigator to be the last to breakfast, and then read or paraphrase the following:

*You shuffle half asleep down the narrow passageway to the dining hall. As you enter you see a pair of tables; several members of the ship's crew are seated at one table, their solitary attitude clearly communicates that you are not welcome. A few of the other passengers sit at the other table.*

*You nod a bleary-eyed "good morning" to the others as you take a seat, and that's when you notice that the others seem to be equally at a loss of restful sleep. It seems that birds of a feather do flock together.*

Adam Fuller is sitting at the investigators' table. This scene is designed to allow the investigators to introduce themselves to each other and to meet Adam. The Keeper should keep the tone of this scene easy, calm, and sedated. Ten minutes after the investigators sit down; the steward serves them each a plate of breakfast.

Unbeknownst to the investigators, the steward is an acolyte in The Black Scimitar cult. He has been posing as a steward to spy on people traveling to India to determine if they might be in league with the Yithian. So far, none of the investigators have talked openly about why they are voyaging to Calcutta, so he has had no reason to suspect them. The steward is constantly listening to conversations as he goes about his business in the mess hall and kitchen. For the last several months, the *Bancora* has been transporting more passengers than usual, so the ship currently employs a steward to manage the needs of the passengers being ferried between Bombay and Calcutta.

### The Steward, Black Scimitar Spy & Apprentice Level Sorcerer

<b>STR</b>	<b>CON</b>	<b>SIZ</b>	<b>DEX</b>
14	14	13	11
<b>INT</b>	<b>POW</b>	<b>HP</b>	<b>MP</b>
15	15	14	15

**Damage Bonus:** +1D4

**Nationality:** Goan (Portuguese subject)

**Distinguishing Marks/Features:** Large mole over left eye

**Weapons:** Garrote 50%, Special; Ceremonial Dagger (pure iron) 35%, 1D4+2+db; Urumi 40%, 1D6+db

**Skills:** Cthulhu Mythos 11%, Craft (Cooking) 35%, Disguise 10%, Listen 60%, Other Language (Arabic) 40%, Other Language (English) 25%, Own Language (Hindi) 80%, Other Language (Konkani) 50%, Other Language (Portuguese) 45%, Sneak 45%

**Spells:** Contact Sand-Dweller, Create Gate, Create Gate to The Nameless City, Dominate, Shriveling, Summon/Bind Dimensional Shambler

**Other Possessions:** "Ikhtibar wa Zaman," ("Time and Trials" in English) is a book by Musa Barouqa – This book is a recounting of Barouqa's pilgrimage to the Nameless City. (Time and Trials – Language: Arabic, Weeks to Read: 3, Sanity Loss: 1/1D3, Cthulhu Mythos: +3, Spells Contained (in order): *Contact Sand-Dweller*, *Shriveling*, and *Create Gate to The Nameless City*. The spell *Create Gate to The Nameless City* is a variant of the *Create Gate* spell that works with the one named destination).

**Note:** The steward's urumi is coiled about his waist, hidden under his clothes, (it takes him a round to draw it from about his waist – see the section on **Indian weapons, page 28**, for further information), and his ceremonial dagger and book are hidden in his cabin. In addition to knowing the spells from *Ikhtibar wa Zaman*, the steward has been taught the *Create Gate* by his cult masters.

This NPC has a distinguishing mark over his left eye, a large mole. It is recommended that the Keeper downplay the steward, his actions, and his mole. If any investigator inquires about the steward, the Keeper can casually describe him, and then describe the steward's mole almost as a bit of flavor for the player's role-playing experience. Later in the adventure, when the steward turns up again, the mole will serve as the trigger to alert the investigators that he might be following them. Any investigator who experienced the Dream Vignette that included evil eyes with a mole over the left eye will recognize the steward's eyes with a successful **Idea** roll.

As the investigators begin to share information about each other's nightmares, the investigators can make a **Spot Hidden** roll to notice the crewmen at the other table giving them sideways looks. It is during this conversation that the steward also surmises that these passengers must be allies of the Yithian. The Keeper is encouraged to use the ship's crew and other "swarthy looking" passengers as red herrings as







people who might be overly interested in their conversation. A small ship like the *Bancora* has eyes and ears everywhere.

Also sitting with the investigators is another passenger, Adam Fuller. An American and a jeweler by trade, with a **doubled Psychology** check, the investigators will be able to tell that he is desperately tired and as exhausted as they are. If drawn into conversation, Adam will be friendly and forthcoming, happily answering any of the questions that the investigators might put to him.

With a **Spot Hidden** check, the investigators will note that Adam has some kind of charm marked with familiar symbols on each side, hanging from his pocket watch. Should the investigators ask about the charm, Adam will readily show it to them, explaining that he made it himself and that he is a professional jeweler. The charm is a disc with the same rearing elephant symbol from their dreams on one side and the Hindi script from their dreams on the other. Adam will also tell them that both the symbol and the script have appeared in his dreams, and that he hopes that together they will lead him to some answers in India.

### Adam Fuller, Novice Yithian Avatar

<b>STR</b>	<b>CON</b>	<b>SIZ</b>	<b>DEX</b>
9	12	11	11
<b>INT</b>	<b>POW</b>	<b>APP</b>	<b>HP</b>
15	15	10	12

**Damage Bonus:** None

**Nationality:** American

**Skills:** Craft (Jewelry) 55%, Photography 40%

Adam's talking points:

- He's tried to talk to some of the crew; he wanted to see if any of them would consider working for him as a guide while he was in India, but no one accepted his offer.
- None of the native Indian passengers have shown any interest in conversation and none of men in the platoon bunking in one of the cargo holds have fraternized with any of the ship's passengers.
- Something in his gut tells him that the image in his dreams is the key to unlocking the mystery of why he's going to India, but he just hasn't figured it out yet.
- He also hopes to collect some art and jewelry, and take some pictures while in India to use them as inspiration for some new jewelry he plans to create when he returns home.

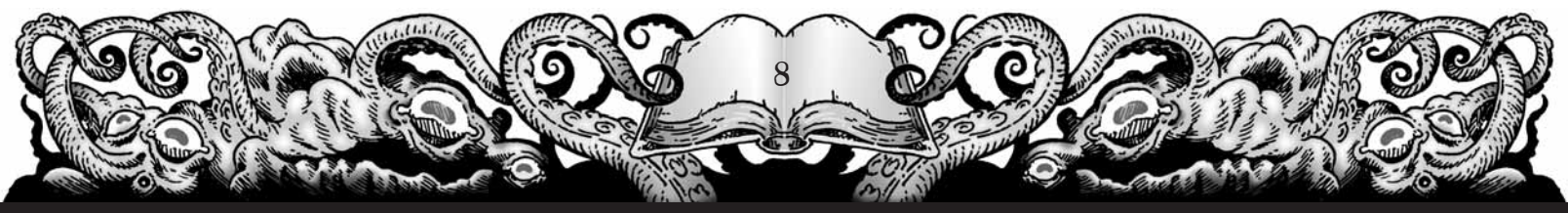
- He's been so exhausted though, that he hasn't had a chance to see more of the ship.

The investigators should still feel very much like a "fish out of water" at this point, directionless and unsure of what to do next. The Keeper should allow the investigators to follow whatever course of action that they would like to take at this point, but regardless of what the investigators choose to do; Adam will decline to join them due to his exhaustion. Adam will tell the investigators that he will meet them for dinner, but he is going to try and get some rest until then.

There are very few areas of the ship open to exploration by the investigators. The main areas of the ship are the bridge, the engine room, crew and passenger quarters, and the cargo holds. If the investigators go anywhere other than the cargo holds, then they will encounter people either in that location (if it is a working part of the ship), preventing them from searching the room, or they will find nothing of interest in anyone's quarters. The only exception is the steward's quarters. If the investigators try to sneak into the steward's quarters, then they discover that he has a sick bunkmate in there that runs them off. The investigators might also run into other people (crew or passengers), in their respective quarters as well, just so that it does not appear as if the only quarters off-limits to the investigators is the steward's quarters. The Keeper should still downplay the role of the steward this early in the adventure.

Should the investigators get caught robbing, vandalizing, or otherwise rifling through another person's cabin or office, then they will be brought before the master of the *Bancora*. Originally from Lancashire, Captain Anthony Girling is a man who has spent more than half his life serving aboard a ship; he has very little tolerance for people who violate the sanctity of his ship. Captain Girling is quick to judge the investigators, and decrees that they are to remain in their quarters until they reach Calcutta, at which time they will be turned over to the port authorities for punishment. A **halved Fast Talk** roll can convince Captain Girling to go easy on them. They will still be confined to quarters for the remainder of the voyage, but they will not be prosecuted once they reach Calcutta.

The *Bancora* has three cargo holds; each has a large hatch on the roof of the hold for crane access, but each large hatch also has a man-sized hatch and ladder for additional access. The first cargo hold is currently being used to house a platoon of British soldiers from the 2nd Battalion, The Bedfordshire and Hertfordshire Regiment, *en route* to Calcutta. If the investigators go to speak to them, they will find that the soldiers will be polite, but refer all questions to their platoon sergeant or to their commanding officer. Sergeant



Patterson will be polite, while Lieutenant Maclean will be more courteous. None of the soldiers aboard the *Bancora* has any information about the ship or its crew beyond what the investigators already know. Nor do they disclose any official military information other than to say that they are on their way to take up a posting at Cawnpore. Lieutenant Maclean does not sleep in the hold, but has a cabin of his own.

The second cargo hold is packed with crates, boxes, and barrels. While some of these are the property of specific passengers aboard the *Bancora*, most of the contents of the hold consist of goods and mail being shipped to Calcutta. A thorough search of this cargo hold takes three hours to complete. For each hour that an investigator spends searching in the hold, he can attempt a difficult **Spot Hidden (-20%)** check. With a successful roll, the investigator discovers a partially open crate containing five Smith & Wesson M1917 .45 ACP revolvers and thirty boxes of ammunition, each of which holds twenty-five .45 caliber rounds. Both weapons and ammunition are ex-war surplus. Neither the crate nor its contents are marked or labeled in any way, and no name or address for either the sender or the recipient can be found. In fact, the weapons are being smuggled to Calcutta where they will be sold on the city's underground weapons market.

The third cargo hold is loaded with raw coal ore. The coal and coal dust are susceptible to fire, and could jeopardize the ship should the coal catch fire.

### Area 1-2 – Fire In The Hold

The Keeper can initiate this part of the scenario once the evening begins. When the investigators are not in the second cargo hold, read or paraphrase the following:

*As the light of the sun fades over the western horizon, an alarm klaxon begins to sound! Fire! Fire! Fire! All hands on deck! The source of the fire is easily spotted – black smoke billows up out of the second cargo hold.*

The investigators will see that everyone, both crew and passengers, has responded to the alarm; no one is staying behind or avoiding the alarm. Once on deck, a successful **Spot Hidden (-10%)** skill check informs the investigator that Adam Fuller is not on deck.

The crew is attending to the fire in the cargo hold, forming a water bucket line and playing several fire hoses on the blaze. Lieutenant Maclean will immediately direct his men to aid the crew in fighting the fire. If the investigators volunteer to assist in fighting the fire, their help will be welcomed by the crew who will quickly direct them to the water bucket line, fire hose control, or the first aid station where any injured firefighters will be received. Some of the crew

is hosing down the cargo hold full of coal to prevent it from catching fire. Unless the players think of it on their own, allow each investigator an **Idea roll**; a successful roll informs them that should the coal catch fire, the ship is surely lost.

- **Water Bucket Line:** Investigators assisting in the water bucket line must make a successful **DEXx5** check each round to be an effective member in the line. Investigators can take any place in the line, either at a faucet on the deck, in the mid-line, or at the head of the line dumping water into the fire. After each DEX check, the investigator must also make a CON check to see if they are overcome by smoke inhalation. The first round an investigator is on the line, the CON check is **CONx5**; the second round on the line is **CONx4**, and so on.
- **Fire Hose Control:** Investigators assisting in the control of the fire hoses must make a successful **STRx5** check each round to be an effective member of the team. Once the hoses are pressurized with water, they become very heavy, and very hard to control. Investigators can either be a support person supporting the bulk of the hose, or at the head of the hose spraying the water onto the fire. After each STR check, the investigator must also





make a **CON** check to see if they are overcome by smoke inhalation. The first round an investigator is on the hose, the **CON** check is **CONx5**; the second round on the hose is **CONx4**, and so on.

- **First Aid:** The smoke billowing out of the fire is thick and black, and anyone caught in the smoke has a high probability of being overcome by the smoke. The smoke incapacitates 1D6 NPCs each round, so there are plenty of people in need of being pulled from the firefight for first aid. There are several NPCs available to help the investigators pull people out of the smoke, so no **STR** check is required, but for each person that an investigator helps pull out, he must make a **CONx5** check to see if he is overcome by the smoke. This **CON** check does not diminish with each person pulled from the smoke, since the investigator does get a breath of fresh air after pulling the person to safety. The investigator must then make a successful **First Aid** check for each person pulled from the smoke.

The fire rages for 1D6+6 rounds, minus one round for each successful round spent by an investigator without being overcome by the smoke on either the Water Bucket Line or Fire Hose Control. For each round that the fire is raging, the investigators should attempt a group **Luck** roll, (the investigator with the lowest **Luck** score represents the Luck of the group; for you are only as strong as your weakest link.) Each failed **Luck** roll results in the ammunition or some other combustible substance, such as cans of paint, exploding within the second cargo hold. The resulting explosion does 1D6-1 explosive damage to anyone at the front of the water bucket or fire hose line, and 1D3-1 concussive damage to everyone else helping to fight the fire.

After the fire is extinguished, curious investigators can look into the second hold to see the extent of the fire damage. With the hatch to the hold having burnt through, there is nothing to stop anyone from peering into its depths where the glowing of the embers of the fire, now being doused, still provides a little light. Anyone looking into the hold can make a **Spot Hidden** skill check. A successful **Spot Hidden** check requires a **Sanity (1/1D4+1)** check, because they are confronted with the sight of a burned, (and mutilated, if there were any explosions), body lying on the floor of the hold with a noose around its neck; they also see the other end the noose tied to one of the hold's charred rafters. The body must have been hung from the rafter, but the fire burned through the rope and dropped the body to the floor. As soon as the ship's officers are alerted to the presence of the body, they order everyone away from the hold and as


soon as the floor of the hold has cooled enough, will order members of the crew to take the body to the ship's infirmary. Any investigator that has met Adam Fuller, and views the body, can attempt an **Idea** roll. If the **Idea** roll is successful, the investigator has a suspicion that the body discovered in the hold might be that of Adam Fuller.

If any of the investigators is a doctor or a nurse, the ship's doctor, Michael Snow, will ask for their help in wrapping and securing the body so it can be turned over to the authorities once the ship reaches Calcutta. This gives the investigator the opportunity to examine the body. Doctor Snow primarily treats bruised and battered sailors, and has limited experience with corpses, so any help offered by the investigators is warmly received. With a successful **Medicine** check, the cause of death can be determined as having been from asphyxiation due to hanging. Doctor Snow has no interest in determining the cause of death, but if it is pointed out to him, he will confirm the investigator's findings. A successful **Spot Hidden** check of the body reveals another two things. First, a suicide note written on a napkin clutched in Adam's left hand in a tight death-grip that protected it from the fire. And second, a box of matches that burned in his trousers caused a scorch mark in the right-front pocket. The suicide note says, "Good-bye cruel world." Unless the investigator specifically looks for it, a successful **halved Idea** roll will suggest to him that he look for Adam's watch fob with the symbol from his dream that he showed everyone at breakfast. A search of Adam's body quickly reveals that the fob from the watch is missing, but not the watch itself.

Once the fire has been extinguished and the body removed, the second cargo hold will be covered by a tarpaulin, but not guarded. If the investigators want to inspect the hold for the source of the fire they will be able to climb down into it without being seen just by being careful. An examination of the hold floor and a **halved Idea** roll informs the investigator that the fire started in a pool of spilled fuel lit by a match directly under where the body was hung. Investigators with a history or occupation of firefighting can attempt the **Idea** check without the penalty. After the source of the fire is discovered, a new **Idea** check informs the investigator of the most likely scenario: that Adam must have spilled the fuel, prepared himself for the hanging, and then dropped a lit match into the fuel just before he jumped from a stack of crates to hang himself. All of the evidence points to this being a horrific suicide. A successful **Psychology (+20%)** roll convinces the investigators that Adam must have been finally driven over the edge of sanity because of his dreams.

**The Truth of Adam's Death:** Because of the conversations during breakfast, the steward became convinced that Adam and the investigators were agents of the Yithian. The





steward used his *Dominate* spell to force Adam to go to the cargo bay. He then strangled Adam, stole the fob from his watch, and hung his body from the rafters. He made it look like a suicide, and then set the fire to cover any lingering evidence. Unfortunately, the fire will put both the passengers and crew on heightened alert until the end of the voyage, making it impossible for him to find a convenient time to kill the investigators.

There are no other scripted events in this scene until the *Bancora* reaches the docks in Calcutta. The *Bancora* docks at Kidderpore Port in Calcutta, at 9:00AM.

Calcutta, India, (**Refer to the Calcutta City map**) is the former capital of the British Raj. Although, New Delhi is the capital of India under British rule, Calcutta is still a major center for trade, culture, and manufacturing. The cultural diversity introduced by the British has served to divide the city into two distinct zones: “White Town” and “Black Town.” Centered on the Chowringhee neighborhood, “White Town” is home to the majority of Calcutta’s expatriate population along with the few Indians of high enough status or wealth to live there. Located on the north side of the city, “Black Town” is home to most of the city’s natives and is notoriously poverty stricken. Kidderpore Port is the primary shipping dock; it is part of “White Town.” Calcutta is home to more than two million souls.

### Area 1-3 – Kidderpore Port Customs Office

Read or paraphrase the following:

*Lead by Inspector Gauntlett, members of Calcutta’s constabulary board the Bancora and spend several hours interviewing everyone who helped fight the fire on the ship, and everyone who confessed to knowing the victim, but eventually you are each set free on your own recognizance. The Kidderpore Port of Calcutta smells of seawater and sweat. The Bancora is a beehive of activity as men work the cranes to unload the cargo holds. The crew takes special care to unload what cargo is salvageable after the fire. The platoon of British soldiers is busy unloading their own cargo as well. You are greeted by customs agents as you disembark the ship.*

All passengers are escorted into the Kidderpore Port Customs Office as they disembark the ship. The customs office is divided into two sections, the declarations station and the customs station. Investigators are first processed through the declarations office where they must declare anything that they want to bring into India, including weapons; and then through the customs station to get their passports stamped.

The declaration station is speedy and efficient, the investigators are expected to declare everything that they are bringing into the country. There is a fee levied on firearms brought into Calcutta, Rs40 for each long-arm or shotgun, and Rs20 for each pistol. Any weapon of obvious military caliber, such as .303 or .450, will be confiscated, as civil

## CALCUTTA: POINTS OF INTEREST

**India Office:** The India Office is the British government department that oversees the administration of the colony. Although its Indian headquarters have since moved to the new capital in New Delhi, the offices in Calcutta are huge and house an extensive litany of records that goes back decades. Its archives contain tax records, marriage licenses, and other public records that with a simple bribe to the underpaid clerks will be accessible to the investigators. For a more substantial bribe a clerk will help them with any research that they want done.

**The Maidan & Fort William:** The Maidan is a large urban park home to several cricket and football pitches, most notably Eden Gardens cricket ground. The Maidan used to be part of Fort William’s grounds, and while it is administered by the Calcutta constabulary, it is the property of the British Army.

**Chowringhee Street:** A renowned business district of shops, hotels, and restaurants.

**Burra Bazaar:** A large and busy textile market in the heart of Calcutta where many items of Western, Eastern, and Middle Eastern design can be found.

**The Asiatic Society of Bengal:** The ASoB is the foremost scientific community in all of India. It is a place for the well educated to congregate, to socialize, and to share scientific findings. The ASoB has an eclectic collection of scientific artifacts and library. Investigators with an EDU greater than or equal to 16 can join the ASoB for Rs75, or make use of the society’s facilities for Rs5 a day.

**College of Fort William:** This University specializes in the teaching and translation of Indian languages.

ownership is illegal following a number of uprisings toward the end of 19th century. If an investigator does not want to pay the fee, he can attempt a **Fast Talk** check to avoid paying it or with a bribe of at least 25% of the fee, an easy **Fast Talk (+15%)** check to have the remainder of the fee waived. A separate check needs to be made for each weapon an investigator does not want to pay the fee for. Alternatively, an investigator can attempt a single **Bargain** check to have all fees imposed on all of their guns be reduced by half. Any British investigator can attempt a **halved Credit Rating** check to have the fees imposed on his weapons also reduced by half.

In comparison to the declaration station, the customs station is congested with long lines for processing, but there are no encounters in that station. After processing through both stations, the investigators are welcomed to Calcutta, and allowed to go about their business.

#### Area 1-4 – Cargo Reception Area

Read or paraphrase the following:

*It has taken almost three hours to finally process through customs. As you exit the customs office a chaotic sea of people and noise meets you. The general cargo reception area is just outside of the customs office, and it is currently filled with hundreds of people, numerous lorries, and even a few oxen-drawn wagons all pushing toward the warehouses to pick up goods that have just been off-loaded. Most of the people are queued-up to collect cargo from the warehouses, but there is also a line of people waiting to be picked up by rickshaws, and the platoon of British soldiers from the Bancora forming-up as they prepare to move out.*

There are hundreds of loud people looking to collect cargo that has just arrived in Calcutta (with the *Bancora* being just one of the ships entering port this day). The platoon of soldiers have also finished their work unloading their gear, and they are now outside the customs office waiting on a convoy of lorries to come pick them up and collect the equipment that they brought with them. The soldiers are formed-up with their weapons on their shoulders.

At this point in the adventure, the investigators might still be lost and directionless, unsure of what their next move should be. The Keeper can allow an **Idea** roll if the investigators seem to be floundering. A successful roll suggests to the investigators that it would be good idea to hire an Indian guide because he might recognize the symbol or the script from their dreams. Investigators that succeed in their **Idea** roll also notice a sturdy looking Indian wearing a white turban and an easy smile.

#### Sirdar Himmat Singh, One-Armed Guide, aged 30

STR	CON	SIZ	DEX	INT
15	14	13	13	13
APP	POW	EDU	HP	SAN
10	16	15	14	70

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch 50%, 1D3+db; Stick 41%, 1D6+db; Chakram 40%, 1D6+1+1D2

**Skills:** Anthropology 16%, Club 41%, Dodge 51%, First Aid 50%, Handgun 40%, Hide 40%, Listen 50%, Mechanical Repair 40%, Other Language (English) 51%, Other Language (French) 16%, Other Language (Hindi) 51%, Own Language (Punjabi) 75%, Martial Arts (Gatka) 40%, Philosophy & Religion (Sikhism) 20%, Psychology 10%, Ride 55%, Rifle 50%, Sneak 55%, Throw 40%

Sirdar Himmat Singh is a Sikh veteran of the Great War who lost his right arm on the Western Front. The burley ex-sergeant will offer his services as a “Shikari” or guide both in Calcutta and beyond. Although he does not know where Ali Khan Imports is located, he can help the investigators locate Calcutta’s India Office if they want to search local records; its colleges and universities for research purposes; as well as places to shop and stay. He is also a practitioner of Gatka, a Sikh martial regime that works with melee weapons rather than hand-to-hand combat, in this case, with the stout bamboo stick that Singh carries. Singh will work for as little as Rs5 per day.

The Keeper can also allow the investigators to make a **Spot Hidden** roll. A successful roll results in the investigator spying a panel van driving out of the cargo reception area. Stenciled on the side of the van is the image of a rearing blue elephant; very much like the one from their dreams! Hundreds of people stand between the investigators and the van, so it is impossible for them to catch up with it before it slips away into the heart of Calcutta.

Meanwhile, the investigators are being watched; the steward from the *Bancora* is following them. The steward attempts to take out the investigators as they try to leave the cargo reception area. He uses his *Dominate* spell to overcome a British soldier, Private Dickie Carter, and forces him to load and fire his rifle at the investigators. Each investigator should make a **Luck** roll with the investigator who fails by the most, or succeeds by the least if everyone succeeds, being targeted by the dominated soldier.



## Private Dickie Carter, Dominated British Soldier

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

**Damage Bonus:** None

**Weapons:** Short Magazine Lee-Enfield Mk III .303 bolt action rifle: 2D6+4, 1/2 shots per round

**Skills:** Rifle 55% (see note below)

**Note:** The congestion of the crowd reduces the dominated soldier's effective rifle skill to 30%.

The steward's choice to dominate one of the British soldiers is a poor one. Due to the need for Carter to unshoulder his rifle, take a stripper clip from a belt pouch, load it into his gun, and chamber a round, the steward will only have time to direct Carter to take a single shot at the investigators before the panicked stampede of the mob engulfs them and the quick thinking reactions of the other soldiers disarm Carter. They are able to subdue Carter so fast that the investigators are unlikely to have time to even return fire at the dominated soldier, especially as having just left customs their own guns are unlikely to be either loaded or readily to hand.

As the mob of people scramble to get away from the gunfire the investigators will each need to make a **Dodge (+15%)** skill check to avoid being trampled. If an investigator is unsuccessful, he suffers 1D6 damage. During the panic, a successful **halved Spot Hidden** roll will allow an investigator to see the steward from aboard the *Bancora* hiding behind a vehicle as he stares at the dominated soldier. Once the panicked mob begins to run wild though, the steward makes his escape in the confusion of the crowd.

## Wrapping Up Scene 1

Within a few minutes of the shot having been fired, order is restored with the aid of several stick wielding Indian police constables. Meanwhile, Lieutenant Maclean will arrange for the subdued Private Carter to be taken away by ambulance under armed guard to King's Hospital in central Calcutta. No one will be allowed to speak to Private Carter, although with a **Psychology (+20%)** check, an investigator will notice that he seems confused. If approached, both Lieutenant Maclean and Sergeant Patterson will apologize to the investigators and tell them that they do not know what came over the young man. If asked, they will tell the investigators that Private Carter is being taken to King's Hospital for assessment.

If a dominated Private Carter manages to shoot an investigator, one of the other soldiers will offer to perform

first aid on him before a British military ambulance arrives and whisks the injured party away to King's Hospital in central Calcutta. Also in the ambulance, tightly secured and under armed guard, is the once-dominated soldier who shot the investigator. Private Carter will obviously appear to be extremely distraught and disorientated. If asked, he claims to have no knowledge or memory of firing his weapon. The medical care that the wounded investigator receives is swift and thorough. Between the triage at the docks and the emergency care in the hospital, the investigator gains 1D3+1 Hit Points back after spending only four hours in the hospital. If the injured investigator is a woman, Lieutenant Maclean will ride with the ambulance and remain until she is discharged from the hospital, greatly shocked at what a man under his command has done. No matter the gender of the injured investigator, Lieutenant Maclean will arrange and pay for a taxi to take the other investigators to the hospital.

Any investigator that is not being treated for injuries, but who visits the hospital, might encounter a Frenchman, a patient, seated in a wheelchair wearing a straightjacket. A female British nurse accompanies the patient. The patient is babbling over and over to himself; the Keeper should make the patient's babblings match one of the Dream Vignettes experienced by an investigator encountering him.

If the investigators inquire about the mentally ill man, the nurse, a Miss Whateley, will inform them that Monsieur Renaudeau's neurosis was brought on by severe sleep deprivation. Should they ask if his is the only case, on a successful **Fast Talk (+20%)** roll, she will inform the investigators that a local business owner has taken a keen interest in the rather dramatic rise in sleep deprivation cases, and is donating his time, money, and goods to see to their care. That businessman is Mr. Anil Ali Khan, of Ali Khan Imports. If they express any interest in his efforts, Nurse Whateley will give the investigators Ali Khan's business card which he left in the Matron's office. As well as the shop's address (in both English and Hindi) on Chowringhee Street, the business card is marked with an image of a rearing blue elephant.

If the investigators fumble their **Fast Talk** roll when speaking to the nurse, she becomes concerned for their well-being, and will insist that they come with her to a quiet room where they can get some rest. At that point, the nurse will try to involuntarily commit the investigators for psychiatric observation, suspecting that she has discovered another case of sleep deprivation psychosis. A fleet-footed retreat allows the investigators to escape incarceration.

If the investigators managed to escape Kidderpore Port without harm and have obtained the services of a guide, such as Sirdar Himmat Singh, he will be able lead them wherever they want to go. If they want to find somewhere to stay, he



will recommend The Great Eastern Hotel. It is not far from Kidderpore Port and a successful **Credit Rating (+20%)** check will secure them a room for up to a week.

If they want to search local records, he will suggest that they visit the local offices of the India Office where a small bribe to the underpaid clerks is enough to grant the investigators access to the files that document the activities of the Indian merchants that conduct business in Calcutta. A successful **Accounting** check and 1D4 hours' worth of time uncovers the address of Ali Khan Imports on Chowringhee Street, complete with the image/seal of the business (the image of the rearing blue elephant). For a more substantial bribe a clerk will undertake this research for the investigators, but it will take a day and the clerk will deliver the information to the investigators at their hotel.

If the investigators want to conduct research, the guide will suggest that they visit either The Asiatic Society of Bengal or the College of Fort William (**see sidebar**). Either institution will be able to translate the Hindi script from the investigators' dreams, but The Asiatic Society of Bengal will expect them to become members before doing the translation while the staff at College of Fort William will do it for free.

Alternatively, any British investigator can make a **halved Know** roll to suggest these options himself. He should have experience of India as part of his background to account for this knowledge.

If the investigators are out of ideas as to how to proceed further after having left either Kidderpore Port or the King's Hospital, the Keeper is encouraged to have the investigators make an **Idea** roll. With a successful roll, the investigators think to secure lodging and will be quickly directed to the Great Eastern Hotel (**see above**). If the investigators have gotten this far without a local guide, then Sirdar Himmat Singh will be present at The Great East-

ern Hotel and will present himself as an available guide to those who seem to be new to the wonders of Calcutta.

## Scene 2 – White Town & Ali Khan Imports

Read or paraphrase the following:

*The narrow streets of Calcutta burst at the seams with people hustling about their business. The sights, sounds, and smells of Calcutta assault the senses. It's impossible to move through the streets without being jostled by someone. Street vendors offer you their wares as the heat and humidity soaks your clothes in sweat.*

The streets of Calcutta can be dizzying and filled with madness; investigators who have little experience in traveling to foreign countries have an additional -10% penalty on top of any existing skill penalties to any sense-based skill, due to sensory overload. Worldly investigators do not suffer from this additional penalty.

The British influence in Calcutta's "White Town" is so ingrained that every business is bilingual for the customer's convenience. All businesses in "White Town" accept both the British pound and the Indian rupee. If the investigators choose to go shopping in Calcutta, the Keeper should reference the "1920's Costs, Equipment & Services" section of the *Call of Cthulhu* rulebook. Most merchants have marked-up their goods to account for any haggling of prices by the buyer.

If the investigators still have not happened upon a clue that will lead them to Ali Khan Imports, then the Keeper can occasionally request a **Luck** roll. A successful roll results in that investigator spying the symbol seen on the side of the Ali Khan Imports lorry on a ragged

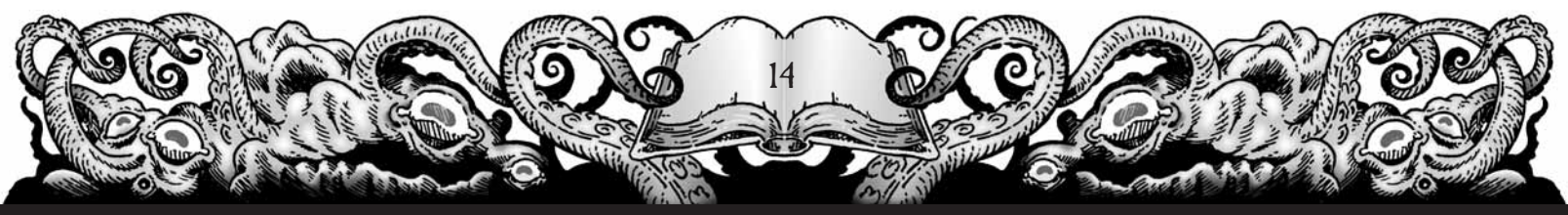
handbill pasted to a public wall. The handbill gives both the name of the company and its address.


Unless the investigators take steps to elude pursuit, (should they suspect that they are being followed), the stew-

### LIFE IN THE BIG CITY

More than two million people live and work in the former capital of India. The streets of Calcutta are clogged with people, street side vendors, and animals (goats, cattle, dogs, cats, chickens, and the occasional elephant). Unlike in "Black Town," where the native people isolate themselves from foreigners, the people of "White Town" are open, friendly, generous, and willing to assist strangers in need. Most buildings are whitewashed in order to reflect sunlight and reduce the heat inside, and most of the people wear flowing light colored clothing to keep them cool in the intense Indian heat of the day.

Beyond the city's extensive electrified tram network, getting around Calcutta is a chaotic affair. Anyone of any status can afford a car and driver, the vehicle either having been imported from Europe or the USA, or purchased from a previous owner. The prohibitive cost of importing vehicles into the country makes taxi services rare. Lorries are not uncommon, but most goods are moved about the city by bullock or hand pulled carts. The use of motor vehicles is restricted in the older sections of downtown Calcutta as its streets are often only wide for a single car or lorry to drive through if need be. The most common form of transport in Calcutta is the rickshaw; for a flat fee of two rupees, a rickshaw can carry up to two adults anywhere across the city within thirty minutes' travel time.





ard from the Bancora continues to spy on and follow the investigators at a safe distance. An investigator can attempt a difficult **Spot Hidden (-15%)** check to see if he can notice their shadow. As long as the investigators stay publicly visible, the steward will continue to just observe the investigators, and hold off his attack against them until it can be done out of sight of the city's teeming masses.

If the investigators do spy their shadow, they each need to make a successful **Sneak** roll to elude him. After the failure to kill the investigators at the docks, the steward is currently being overly cautious, so any attempt to elude him will surprise him. As a consequence, he will retreat and wait for the investigators to lower their guard again. The steward will then relentlessly comb the city's highly populated business districts, especially Chowringhee Street, in his hunt for the investigators and as luck would have it, the steward witnesses the investigator's entry into Ali Khan Imports, located near the north end of Chowringhee Street, from a safe and shadowy distance.

### Area 2-1 – Ali Khan Imports

(Refer to the Ali Khan Imports map) Read or paraphrase the following:

*The air is a little musty as you enter the Ali Khan Imports shop. The shelves teeter with precariously stacked textiles and pottery, making obvious what Ali Khan Imports specializes in, but there are a few antiques and other curio items scattered throughout the store. A handsome man in his mid-twenties with a broad smile approaches the investigators as they enter. "Good day. How may I help you?"*

As the investigators enter the shop, Sanjay Ali Khan, one of Uncle's nephews, approaches them. Initially, Sanjay will do his best to interest the investigators in their making a purchase, bringing various items on display to their attention. If they display any of the artwork that they created from their dreams, or if they talk to him about seeing the image of the company logo in their dreams, then Sanjay will understand that the investigators need to speak to Uncle and Goru, explaining to them that they need to see to Mr. Ali Khan himself. He will then ring for an assistant from the office to come and look after the shop while he escorts the investigators out of the shop, through the warehouse and office, and upstairs (**Area 2-5**) to see Uncle and Goru.

Any investigator that spends more than ten minutes browsing through the store can attempt a **Luck** roll. With a critically successful result, (one fifth of the investigator's current Luck value), the investigator accidentally bumps into a shelf stacked high with decorative clay tiles causing them to fall to the floor and shatter. As the investigator be-

gins to scoop-up the shattered bits of the tiles, he will find a folded-up piece of paper that had been baked into one of the clay tiles. The paper contains the instructions for the spell, "Curse of the Children from Below", a.k.a. "Breath of the Deep" in the core rulebook.

The spell is written in Latin, so a successful **Other Language (Latin)** check is required to initially decipher the paper. Next, the spell takes four days to study, and upon completion, a successful **INTx3** roll is required in order to learn the spell. Studying the spell does not require a **Sanity** check, nor does it bestow any increase in an investigator's **Cthulhu Mythos** skill.

### Area 2-2 – Restroom

Since the Ali Khan Imports shop is located in "White Town," the restroom in this building is constructed to European standards. There is nothing odd or unusual in this restroom.

### Area 2-3 – Storeroom

Read or paraphrase the following:

*This large room is well organized with rows of shelving. The room has a twenty-foot ceiling, and the shelves go all the way to the top. Each shelf is packed with crates and boxes. There are also several ladders in the room so the top shelves can be accessed. A huge garage door is located in the east wall; it is operated by a manual pulley system to raise and lower the door. A panel van is parked inside the storeroom; there are several crates and large spools of metal in the back of the van.*

The storeroom is always staffed by at least two men as they go about the business of either loading/unloading a lorry, or inventorying the merchandise. These workers are dressed in the traditional garb of a dhoti and shirt. If the investigators enter this room without Uncle, Goru, or Sanjay, the workers will yell at them until they leave. If the investigators do not leave within two rounds, 1D4+1 more workers will emerge from the office, **Area 2-4**, to see what the commotion is all about.

This van is the same one that the investigators might have seen driving away from the Kidderpore Port cargo reception area. Currently, the back of the van is empty except for two crates of 2' long iron rods and two spools of 1" gage copper wiring. These are some of the raw materials needed to construct the Yithian Lightning Cannons.

There are no artifacts or other items of interest in the storeroom.





## 5 Ali Khan Imports Workers

STR	CON	SIZ	DEX	POW	HP
12	11	12	11	10	12

**Damage Bonus:** None

**Weapons:** Fist/Punch 50%, 1D3; Small Club, 25%, 1D6

**Skills:** Dodge 30%, Other Language (English) 20%, Own Language (Hindi) 50%

### Area 2-4 – Office

Read or paraphrase the following:

*This narrow room contains three desks and eight filing cabinets. A large world map hangs on one wall, with a large 12-month calendar on the opposite wall. The map is covered in push-pins. A staircase at the back of the room leads up to the second floor.*

There are usually at least two people in this room during normal business hours, two of which are well-dressed shipping clerks, the rest are workers collecting or delivering shipping invoices. If an investigator takes the time to study the map on the wall, he can attempt an **Idea** roll. A successful roll informs the investigator that the map, and the push pins on it, together indicates where Ali Khan Imports does its business. The pins are in three colors, green, black, and yellow. A successful **Accounting (-10%)** check of the manifest paperwork in the office informs the investigator that the green pins indicate where Ali Khan Imports ships goods, and the black pins indicate where Ali Khan Imports purchases goods. No documents can be found to explain what the yellow pins indicate (in truth, the yellow pins indicate where the Yithian scholar has traveled while in possession of Anil Ali Khan's body).

**Green Pins:** Dublin, Ireland; London, England; New York, United States; Rome, Italy; San Francisco, United States; and Sydney, Australia.

**Black Pins:** Baghdad, Iraq; Bangkok, Thailand; Cairo, Egypt; Istanbul, Turkey; and Jakarta, Indonesia.

**Yellow Pins:** Arkham, United States; Crete, Greece; Davao, Philippines; and Puerto Montt, Chile.

## 2 Besuited Ali Khan Imports Clerks

STR	CON	SIZ	DEX	POW	HP
11	11	12	11	10	11

**Damage Bonus:** None

**Weapons:** Fist/Punch 50%, 1D3

**Skills:** Accounting 45%, Other Language (English) 45%, Own Language (Hindi) 60%

### Area 2-5 – Kitchen & Parlor

Read or paraphrase the following:

*The second floor of Ali Khan Imports is home for Uncle and his family as well as some of his workers. This large room is divided between a kitchen dominated by its iron cooking range and stone sink, and a parlor dominated by a genuine Chesterfield sofa. Between the two areas sits a large dining table surrounded by chairs.*

Uncle's nieces, Anjali and Jaya Ali Khan, run the household over the imports store. Unless it is late at night, one or both of the nieces can be found in this room. Besides the Chesterfield sofa, the parlor contains several sitting chairs, a coffee table and several end tables, a radio, and a small shelf of books written in English and Hindi. The books include an atlas, religious works, poetry, and classic literature. The radio is built into a cabinet with two speakers and several dials on the front. Anyone with the **Electric Repair** skill or a **halved Know** roll can identify it as a Superheterodyne receiver set, a type that is expensive and difficult to build. If an investigator examines the radio and makes an **Electrical Repair** roll, he will discover that the workmanship on the electrical circuits is perfectly precise. When asked, the family will explain that Uncle built it as a hobby. The radio is currently tuned to the Indian Broadcasting Company based in Calcutta, but it will pick up stations from much further away.

When the investigators are escorted up to the second floor of the building, Sanjay introduces them to his younger brother, Goru, who is studying accountancy in the parlor, and their cousins, Anjali and Jaya, who will be working in the kitchen. Goru is young and energetic; and will greet the investigators almost as if he was expecting them. Taking over from his older brother's escort duties, he certainly seems happy for the opportunity to interrupt his studies. Goru will then lead them down the hall to Uncle's room, but not before suggesting to his cousins that Uncle and his guests might like some tea.

## Goru Ali Khan, Bright-Eyed Youth, aged 16

STR	CON	SIZ	DEX	INT
12	13	10	11	10
APP	POW	HP	SAN	
12	11	12	75	

**Damage Bonus:** None

**Weapons:** None

**Skills:** Accounting 25%, Art (Whistling) 30%, Navigation 30%, Other Language (English) 50%, Own Language (Hindi) 75%

### Area 2-6 – Bathroom

This full bathroom is constructed to European standards.

### Area 2-7 – Anjali and Jaya’s Room

This room is modestly decorated. It is obvious that this room belongs to the women in the house.

### Area 2-8 – Goru and Sanjay’s Room

This room is modestly decorated and contains two beds. This room belongs to Uncle’s two nephews.

### Area 2-9 – Worker’s Room

This room is modestly decorated and contains several bunk beds. Uncle’s storeroom workers usually use this room.

### Area 2-10 – Worker’s Room / Guest Room

This room is modestly decorated and contains two beds. Uncle’s storeroom workers sometimes use this room, while other times it is made available for guests.

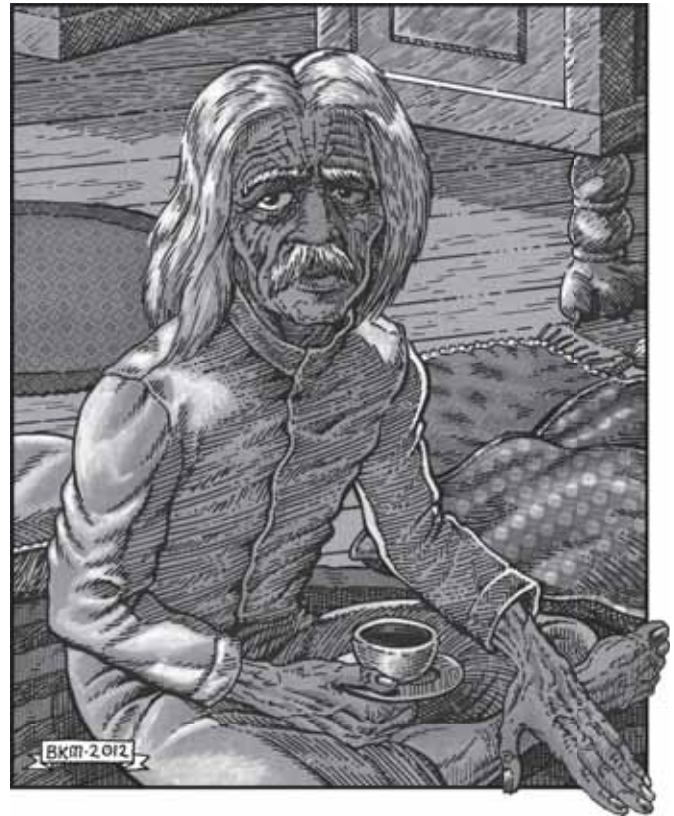
### Area 2-11 – Uncle’s Room

Read or paraphrase the following

*Rays of bright sunshine slice through shuttered windows into what is otherwise a darkened room. It is obviously a large space that has been partitioned off by a series of screens into an office area, a library, and beyond that, a curtained off sleeping area. Were it not for the presence of a desk and solid chair, it would be difficult to tell that this area is some kind of office given the number of thick cushions on the floor. Sitting on one of the cushions is a frail old man who seems to be meditating. With a light touch to his shoulder from Goru, the old man’s attention is brought to the arrival of his guests. He smiles and gestures for everyone to have a seat on the cushions.*

Uncle and Goru’s talking points:

- Goru introduces himself and his uncle by name, but tells them that everyone just calls him “Uncle.”
- Goru explains that Uncle does not speak any English, so he will stay and translate for the investigators.
- Goru tells the investigators that Uncle has been expecting them; he knows about their dreams, and he urges them to join him.
- Uncle warns the investigators that there are many dangers ahead, but the Dreaming Pilgrim will see them through it.



If the investigators ask about the Dreaming Pilgrim, Uncle will explain the following:

- “Each of you has been chosen to be an agent of light, a force for good, an avatar for the Dreaming Pilgrim.”
- “The Dreaming Pilgrim is a being of great power, power over time itself. He has seen a future of Armageddon, and has conscripted you as agents of change to steer our future to one that does not end in ash and fire.”
- “At some point in your past, the Dreaming Pilgrim has acted through each of you to change the flow of destiny, and once completed, your memory of the act was erased.”
- “The Dreaming Pilgrim’s manipulations have been noticed by The Adversaries, and they have dispatched their minions to oppose Him. We are at war.”
- “Your dreams are His call to arms; His rally cry for soldiers. You have been conscripted into His army.”
- “The Dreaming Pilgrim has a library in the Thar Desert north of Jodhpur; it is our mission to defend the library. If it should fall, then His ability to prevent Armageddon is greatly diminished.”



If any investigator questions or rebuffs his expected role in the war, then Uncle will tell them that the dreams will not end until the war is resolved.

Uncle tells the investigators that he can teach them some meditation techniques that will ease the suffering of their dreams, and should allow them a few hours of sleep. Uncle will instruct interested investigators in the methods of Deep Meditation (see **Uncle's skills**).

Uncle invites the investigators to stay with him and his family, for tomorrow they travel to Jodhpur, and then into the Thar Desert where the Dreaming Pilgrim's library is located. Investigators wishing to learn Uncle's meditation techniques can do so. It will take three hours to complete. Investigators interested in checking out Uncle's private library can do so; Uncle is happy to share his knowledge with them.

Investigators attempting to learn the Deep Meditation skill from Uncle can attempt an **EDUx2** roll. A successful roll will grant that investigator 1D3 percentage points in this new skill, **Deep Meditation**.

Investigators that want to browse Uncle's library will find a wide range of books in various languages. There are books on philosophy, Eastern medicine, religion, politics, history, and so forth. Many of his books are rare, but none are about the Mythos or the occult.

Uncle's personal desk is orderly, and if asked, he would prefer the investigators not to disturb his desk. If an investigator does succeed in searching his desk, that investigator can attempt a **Spot Hidden** check. A successful roll reveals a diary with notes and dates about the locations marked with yellow pins on the map in **Area 2-4**. These locations are where the Yithian has traveled over the years in Uncle's body. Investigators making this discovery must first make a successful **Other Language (Hindi)** check to interpret the diary.

Unbeknownst to either the investigators or Uncle, the steward has successfully tracked them to Ali Khan Imports, and is positive that they are in league with the Yithian due to the symbol displayed outside the store that matches the symbol on the jewelry that he took off of Adam Fuller's body. The steward will cast *Summon/Bind Dimensional Shambler* just as night falls. The Shambler gains entry to the building by lightly scratching at the back door entrance to the storeroom. If an investigator is not in **Area 2-3** at the time, it is assumed that a worker opens the door to investigate and is then set upon by the Shambler. Once it is inside, there will be a thunderous racket as the Shambler mows through Uncle's workers. The steward has instructed the Shambler to seek out the foreigners, so it is doing so as fast as it can. Assume the Shambler has not taken enough damage to over-

come its 3-point hide armor by the time the investigators engage it. Once the Shambler is down to 5 Hit Points or less, it will attempt to grapple the closest person and then retreat with him to another dimension.

Uncle's workers fight the monster armed only with their clubs; they fight the monster so that Uncle and the family can escape. Other than kitchen knives, there are no weapons in the house, so escape is the most logical option available to Uncle, his family, and the investigators. It is assumed that the battle between the Shambler and Uncle's workers will occur "off camera" as the Shambler plows right through them. The noise from the battle between the Uncle's workers and the Shambler will give plenty of notice to the investigators that something bad is happening on the ground floor of Ali Khan Imports. The investigators will not be caught by surprise by the Shambler. If the investigators choose to stand their ground against the Shambler, it could result in the end of the adventure for one or more of the investigators.

### Dimensional Shambler

<b>STR</b>	<b>CON</b>	<b>SIZ</b>	<b>INT</b>
21	16	18	6
<b>POW</b>	<b>DEX</b>	<b>HP</b>	<b>MP</b>
13	13	17	13

**Move:** 7

**Damage Bonus:** +1D6

**Weapons:** Claws 30%, 1D8+db (Dimensional Shambler can attack with both claws at once at the same DEX rank)

**Armor:** 3-point thick hide


**Sanity Loss:** 0/1D10

A Dimensional Shambler can travel between dimensions at will, signaling the transition by beginning to shimmer and fade from sight. This transition cost 4 Magic Points, and takes a round to complete, during which time it can be attacked, but it cannot attack back. A Shambler can take objects or beings with it when it transitions to another dimension. It must clutch the desired object in its claws and expend an additional MP per 10 SIZ points of the object. Objects taken by a Shambler to another dimension are never seen again.

### Wrapping Up Scene 2

After the dangers revealed by the appearance of the Shambler are known, Uncle and Goru will lead an escape from the house once the way is clear or the Shambler is de-





stroyed. Regardless of the outcome, Uncle will insist that everyone come with him to his secret house in “Black Town,” for it is now obvious that The Adversaries have discovered them. Uncle asks a couple of his workers to take the van to the train station, where he will meet them later; he instructs the rest of his workers to take the injured workers to the hospital. He assures them that they will be well cared for.

### Scene 3 – Black Town... Black Market

Read or paraphrase the following:

*The alleys of Calcutta’s “Black Town” are choked with “less-than-fresh” and “not-exactly-new” street vendors, children, goats, and refuse. It is obvious that British money and influence is rarely felt in this part of Calcutta. A person could easily get lost in the dark and twisted thoroughfares that run throughout the city’s “Black Town.”*

As the investigators escape from Ali Khan Imports, they can attempt **Sneak** checks to try to escape from anyone who might be shadowing them (such as the steward). Once the investigators enter “Black Town” on foot, losing anyone who might still be shadowing them is easier with the investigators only needing to make a **doubled Sneak** check, due to the number of people on the streets and the twisting nature of its dark alleys. If the investigators succeed in shaking the steward off of their trail, then he will contact the other members of his Black Scimitar cell and inform them of his progress so that they can regroup and plan how to handle the situation.

It quickly becomes obvious to the investigators that “Black Town” consists mostly of Calcutta’s slums. Crime is rife in “Black Town,” comprised primarily of theft, prostitution, and sales in the underground bazaar. Other than mobile street vendors able to set-up and teardown their stand of goods within minutes, there are very few legitimate businesses here. The warren-like nature of “Black Town” and the insular nature of its inhabitants as well as their anti-British sympathies make these slums the perfect place for many extremists opposed to the British Raj to hide from the authorities.

“Black Town” can be very dangerous for both outsiders and the sympathizers of outsiders. While moving through the crowded streets and alleys of “Black Town” during the day, the investigators have a 65% chance of being the target of a pickpocket. The pickpocket (**Pickpocket 85%**) will attempt to relieve the investigators of any small items in their pockets. The streets of “Black Town” are nearly deserted after 9PM, so if the investigators are traveling through town at night, both they and their possessions will be safe from the pickpockets.

The likelihood will be that if the investigators had to flee Ali Khan Imports after the cult’s attack, they will be without the majority of their possessions. Goru will be able to help them obtain most common items, but anything too exotic will be difficult to find at such short notice and in the time that they have before catching the train the following morning. This includes weaponry, but if pressed, Goru will be able to tell the investigators that “Black Town” holds an “Underground Bazaar” where it is rumored that weapons can be purchased. He does not know where the “Underground Bazaar” is held and only knows of it by reputation.

Uncle is aware of the illegal bazaar in Calcutta, but he will have no part in it, and encourages the investigators to do the same. If the investigators set their hearts on arming themselves, they will need to locate the “Underground Bazaar,” which will necessitate their making enquiries on the streets. Investigators that inquire about the underground bazaar must make a successful **Credit Rating (-20%)** check in order to successfully find an individual with knowledge of the market; and then a successful **Persuade (-15%)** roll to get him to tell the investigator where to find the market. Making these enquiries leaves the investigators open to another attempt by a pickpocket to steal from them. If the investigators include a bribe with either the **Credit Rating** or **Persuade** roll, they receive a +1% bonus to their roll for each Rs1 spent in the bribe.

The “Underground Bazaar” is currently located in a collection of shacks near a graveyard. Investigators visiting the market discover a wide range of Western, Asian, African, and Middle Eastern goods on sale. Although it is not an arms market, a few stallholders do have a variety of weapons on sale, and will take advantage of the investigators’ desire to arm themselves. These stalls all have a selection of ordinary knives on show, all of which will be on sale to Westerners at 150% of the listed cost. The stallholders will be prepared to haggle over the price of these weapons, but will not go below 125% of the listed price. Each stallholder has a **Bargain** skill of 60%. If the investigators want anything other than what is on show, then they will have to ask.

There is a 60% chance that a stallholder has any rifle the investigators are looking for and a 35% chance that he has any other weapon they are looking for. Each firearm will be sold with one full load of ammunition. All other ammunition is sold separately, with a 40% chance that the stallholder has it in stock. Also, there is a 25% chance that any other non-weapon item is available. The going price for all items is twice the listed price in the core rulebook. A successful **Bargain** skill check will reduce the price by 25%, but a successful **Bargain** skill check that is a fifth or less than the investigator’s current skill value will reduce the price by

## INDIAN WEAPONS

**Bagh-nakh:** “Tiger’s claws” mimic a slash from a large feline. They consist of four metal claws fixed to a central plate or bar, sometimes reinforced with finger holes. When held in a fist, the claws emerge from between the user’s fingers.

**Elephant Gun:** Despite its massive firepower, this immense smoothbore shotgun is only truly effective at short range.

**Howdah pistol:** Before the increased effectiveness of revolvers, many gun manufacturers produced a variety of multi-barreled pistols as protection against tigers while hunting. This is a Lancaster double-barreled model.

**Katar:** While the bagh-nakh consists of several slashing claws, the katar is a single bladed “punching dagger.” It is designed to inflict puncture wounds rather than slashes.

**Kirpan:** The Kirpan is a short sword with a curving blade. Unlike the kukri, the convex side is sharp. Some models have an abrupt bend at the point.

**Kukri:** The kukri resembles a heavy short sword with a curved blade, the inside of which is sharpened.

**Urumi:** The urumi is a sword with a flexible blade that can be coiled tightly. When coiled, the urumi can be concealed beneath a belt or sash. Note: It takes a full combat round to unsheathe and ready a coiled and concealed urumi.

Weapon	Type	Base %	Damage	Range	Attacks	Ammo
Bagh Nakh	Melee	20	1D6+db	N/A	N/A	N/A
Elephant Gun	Rifle	15	3D6+4	30 yards	1	2
Howdah Pistol	Pistol	15	3D4	5 yards	1/2	1 per barrel
Katar	Melee	20	1D6+1+db	N/A	N/A	N/A
Kirpan	Melee	20	1D4+2+db	N/A	N/A	N/A
Kukri	Melee	20	1D4+3+db	N/A	N/A	N/A
Urumi	Melee	15	1D6+db	N/A	N/A	N/A

50%. The marketers prefer payment in English pounds or other foreign currency because of that currency’s strength in the markets where they make their purchases, but they will accept rupees if that is all the investigator has to pay with.

Investigators might be interested in securing a weapon native to India. If an investigator expresses an interest in buying such an exotic weapon, the chances that it will be available increases by 15%. That is, the likelihood of an Indian firearm being available is 75%, and any other weapon, 50%.

As long as Goru is with the investigators, they are able to return to Uncle’s hideout without incident. If Goru is not with the investigators, then they will need a successful **Navigation** check to find their way back to the hideout.

### Area 3-1 – Uncle’s Hideout, Front Room

(Refer to the Uncle’s Hideout map) Read or paraphrase the following:

*From the outside, this plank and sheet metal shack looks just like any of the others pressed together forming this “block” of homes on this nameless alley. Inside, the*

*plain room has nearly as much dirt on the floor as there is in the road outside. Old wallpaper that once cheered this dank room is now so brittle and discolored that it now enhances the depression of the room. A pair of thin mattresses is rolled up in the corner of the room; otherwise the room is bare.*


Uncle has Goru bar the door once they are inside. If the investigators ask Uncle about this place, he tells them that it is a place he uses in cases of emergency. Uncle will reassure everyone that they should be safe for the evening, and that in the morning they will go to the train station.

### Area 3-2 – Uncle’s Hideout, Back Room

Read or paraphrase the following:

*This tiny room has a wood burning stove in one corner, and a small pile of twigs and rotted boards in another corner.*

Similar to **Area 3-1**, this room is small, dark, and depressing. The chimney for the stove goes straight up through the roof. The stove, which has four feet similar in style to a claw-foot tub, stands on a small square sheet of metal under



which Uncle has a secret cubbyhole. A successful **Spot Hidden (-20%)** check reveals to the investigator that one section of the chimney can be pulled down, like a sleeve, thus detaching the stove from the chimney. Once detached, the stove and metal base can be slid out of the way to reveal the secret cubbyhole. Inside the hole are some of the artifacts that the Yithian has collected while traveling the world in Uncle's body. Inside the hole, wrapped in heavy cloth, are:

- 2 Mi-Go Electric Guns (neither has been modified for human use)
- 1 Tabula Rasa Device (this device once held Uncle's erased memories, but the Yithian restored those memories to Uncle years ago, so this device is currently empty)

Neither Uncle nor Goru will check to see if the artifacts have been discovered or not, but if either should discover that an investigator has taken any of the items, they will ask for it to be returned. Uncle and Goru's peaceful nature precludes them from being overly angry with the investigator, for their desire to have the artifact(s) returned is to ensure the investigator's own safety. One of them will discover that an investigator has one or more artifacts in his possession if the investigator fails a **Sneak (+20%)** or **Hide (+20%)** check upon the investigator's first encounter with Uncle or Goru after he has taken either of the artifacts. Further skill checks will not be required unless the investigator removes the artifact from wherever it was hidden to reexamine it or show it to another investigator, then a new **Sneak** or **Hide** skill check is required to prevent Uncle or Goru from discovering its theft.

### Area 3-3 – Back Courtyard

This non-descript courtyard is open to the alley behind the shack.

### Area 3-4 – Shack

Read or paraphrase the following:

*This tiny shack is barely held together. Wind and dust easily filter through the rotted boards that make up the walls and ceiling. The shack is home for a mish-mash of junk.*

There is more firewood stacked in here, a few cans of paint, some broken clay pottery, an axe, and a sickle.

## Wrapping Up Scene 3

Uncle is anxious to get to the train station, so he will rally everyone to move out at dawn. The Black Scimitar spies are everywhere, and despite Uncle's best efforts, the group will be spotted as they arrive at the train station.

## Scene 4 – Train To Jodhpur

Read or paraphrase the following:

*Howrah Station is alive with activity at all hours of the day and night. According to a publicly posted schedule, it will take three days to reach Jodhpur. Indian trains are notoriously hot, crowded, and noisy... the perfect cover for whoever's pursuing you.*

(Refer to the **Train #119 to Jodhpur map**) Train #119 is the only scheduled train bound for Jodhpur, and other points in far western India. The train is eight cars long; it is led by a Beardmore & Co. HGS steam engine, with a coal tending car after the engine, then two freight cars, one passenger car for wealthy 1<sup>st</sup> and 2<sup>nd</sup> class passengers, the dining car, and then two 3<sup>rd</sup> class passenger cars.

This train is comprised of European-style cars, with the 3<sup>rd</sup> class passenger cars being open coaches with a center aisle and the 1<sup>st</sup>/2<sup>nd</sup> class cars being compartment cars consisting of individual compartments connected by a corridor that runs down the side of the car. All of the passenger cars have entrances on both sides at each end of the car.

First class and second class passengers have unlimited access to the dining car, but third class passengers are usually only served directly out of the kitchen, and must eat in their seats. The freight cars carry mail, dry food, livestock, mechanical equipment, medical supplies, and Uncle's cargo from his van. The train's schedule is posted on the inside of each door on the train (Give the players **Player Handout D – Train #119 to Jodhpur Schedule**).

Each car has a small gangway connection so that people can cross over from one car to another; the connection is not enclosed, so that anyone moving between the cars is exposed to the outside elements. For safety, a pair of chain handrails also span between the two cars. It is not expected (nor advised) for people to spend any length of time standing outside on one of the bridges between cars. Any investigator that just stands on the bridge while the train is in motion



must make a **DEXx5** roll to maintain his footing. A failed **DEX** check will require a **Luck** roll to see if the investigator can grab one of the chain handrails (or other handhold) and avoid falling from the gangway to his most certain doom. If an investigator falls from the bridge, then a second **Luck** roll will determine if the investigator fell under the train or away from the train. If the investigator falls under the train, the investigator is instantly dead, but if the investigator falls away from the train, then he takes 6D6 damage and is left in the train's wake, unless a passenger raises the alarm so the train can be stopped to retrieve the investigator. Passengers that simply use the bridges between cars to quickly cross over to the other car can do so successfully without any need to make skill rolls.

Each train car is attached to the next with a locking device known as a "coupler." The coupler is designed to be unlocked manually with the use of a 6' long iron rod as the release lever. The release lever rod is inserted into the coupler when the train is at a complete stop, and then pulled to open the coupler. The release lever rods are stored at each train station, with one spare carried on the engine. If an investigator attempts to leap from the gangway connection between cars onto the small foothold next to the coupler, then the investigator needs to make a successful **halved Jump** check or a **DEXx3** roll (whichever is better), to jump across successfully without injury. Failure requires a **Luck** roll. A successful **Luck** roll results in 1D6 points of damage from the clumsy landing, but a failure results in instant death as the investigator falls under the wheels of the train.

Investigators that attempt to uncouple a train car without a release lever rod must first make a successful **Mechanical Repair** check to deduce the coupler mechanism, and then a

successful **STR** test on the Resistance Table versus a **STR 20** value for the coupler. If the investigator has a makeshift lever, the value for the coupler drops to **STR 15**, and **STR 10** if the investigator is actually using the coupler release lever rod.

If an investigator attempts to open the coupler while the train is in motion, then he must also make a **DEXx5** roll to avoid falling from the coupler footholds.

### Train Schedule:

City	Arrival	Departure	Distance	Day
Calcutta	-	7:15 AM	0	1
Bardhaman	9:40 AM	9:50 AM	95 Km	1
Dhanbad*	1:25 PM	1:40 PM	164 Km	1
Koderma	3:10 PM	3:20 PM	123 Km	1
Gaya*	4:25 PM	4:40 PM	76 Km	1
Dehri On Sone	6:50 PM	7:00 PM	85 Km	1
Bhabua	8:15 PM	8:25 PM	65 Km	1
Mughal Sarai*	10:35 PM	10:50 PM	53 Km	1
Allahabad*	3:00 AM	3:15 AM	153 Km	2
Kanpur*	7:50 AM	8:05 AM	194 Km	2
Agra Fort*	3:25 PM	3:40 PM	252 Km	2
Bharatpur	6:10 PM	6:20 PM	54 Km	2
Jaipur*	11:55 PM	12:15 AM	187 Km	2
Kuchaman	3:35 AM	3:45 AM	106 Km	3
Degana	5:50 AM	6:00 AM	58 Km	3
Merta*	7:05 AM	7:25 AM	45 Km	3
Jodhpur	11:40 AM	-	104 Km	3

\* The train stations in these cities also refill the steam engine's water tanks.

## VIEW FROM THE TRAIN

(Refer to the Train Route map) The train accelerates to 50 mph in twenty minutes and maintains that speed as it cruises between each stop. When it reaches five miles out from the next station stop, it begins to decelerate. Out of the carriage windows, the view of the Indian countryside is quiet and barren. Outside of the cities, towns, and villages, there is not much to see. The land is hot, dry, and arid; the vegetation is sparse. Nevertheless, there is an indescribable beauty when the sun rises and sets, the land and sky blur in brilliant red and orange hues. Eastern India is nothing, but rolling hills with little towns and villages sprinkled throughout. As the train heads further west, what little vegetation becomes even scarcer. A wide flat plateau replaces the rolling hills as the train chugs onward to its ultimate destination, the Great Thar Desert.

The train stations in each town are constructed on the far outskirts of town. This way the trains do not disturb life in the town, but neither do the passengers get a good view of the town. Unless they are asleep in bed, at each station, children flock to see the trains. Each train arrives and departs to a chorus of waves and cheers from the children. On the rare occasion when the children see westerners on the train, they hoot and call at them to try and coax them into tossing them a toy, a trinket, or a bit of food. Any child fortunate enough to catch a prize of any kind from the train explodes into a dance of joy and triumph over his friends.



### Area 4-1 – 3rd Class Car

Read or paraphrase the following:

*People are practically packed like sardines in the 3<sup>rd</sup> class car. The interior of the car is excruciating hot due to the heat of the Indian sun on the metal skin of the car, the numerous people in the car, and the lack of circulating air in the car. Many families are traveling together; parents, grandparents, kids, and small animals. Some passengers opt to risk life and limb by riding in the open air on top of the car. Due to the belching steam and soot from the engine, these passengers, (primarily daredevil teenagers), are covered in soot. Despite the large number of people in the car, it is relatively quiet, as most people either travel in silence, or speak in soft tones with their neighbor.*

Both of the third class passenger cars on this train are configured the same; there is a communal restroom at one end of the car while two series of wooden benches run down the length of the carriage to either side separated by a center aisle. The benches are arranged in pairs facing each other. Similarly, a long canvas “shelf” runs the length of the carriage on both sides, providing overhead storage space for the passengers’ luggage. Uncle, Goru, and Uncle’s entourage traveling with him have claimed the area in the second 3<sup>rd</sup> class car, furthest from the engine. Although the investigators receive some odd looks from the other passengers for travelling in 3<sup>rd</sup> class, no one makes any comments.

There is little for the investigators to do while on the train; once the train is past Mughal Sarai about half of the 3<sup>rd</sup> class passengers disembark, so Uncle will offer to teach them the art of Deep Meditation and Biofeedback Control. Uncle will spend four hours teaching each skill. After each four-hour block of instruction, the investigator can attempt an **EDUx2** roll; a successful roll will add 1D3 points to that new skill. Uncle is happy to give instructions on each of these skills each day they are traveling by train.

### Area 4-2 – The Kitchen

Read or paraphrase the following:

*This kitchen is efficient and compact. It has a wood burning stove and oven, lots of storage, an icebox, a water reserve that can be pumped into a sink, and a fair amount of preparation space.*

Meanwhile, furious that he lost the investigators at Howrah Station, the steward enlists the aid of a pair of Black Scimitar assassins. The steward acquires a copy of the train’s schedule and decides that Allahabad would be the perfect place to catch-up with his prey. Working with the assassins, the steward casts *Create Gate* to open a doorway

from Calcutta to Allahabad, instantly traversing to the city, arriving well ahead of the investigators. The steward and assassins together board the train when it pulls into Allahabad. They then strangle the kitchen crewmen and stow their bodies in some of the kitchen cupboards. Once the train was underway far from any town, The Black Scimitar cultists toss the bodies off the train before the rising of the sun.

The construction of the train prohibits free movement from the engine to the dining car, so the cultists have no chance of being discovered by the engineer, but the conductor is another issue. There is a single conductor on the train, and he is able to move from the 1<sup>st</sup>/2<sup>nd</sup> class car, through the dining car, and into the 3<sup>rd</sup> class cars. To keep him quiet, the cultists have bribed him with more than a year’s salary in gold. The conductor is quite greedy, and is more than willing to look the other way, but he is unaware of the cultists’ murders of the other kitchen staff. The conductor has deluded himself into thinking that the “strangers” in the kitchen also bribed the regular stewards to allow them to take their place for whatever reason.

## 2 Black Scimitar Cultists

### Assassins

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

**Damage Bonus:** None

**Weapons:** Garrote 50%, Special; Kitchen Knife 55%, 1D6;

**Skills:** Throw 25%, Sneak 30%

**Spells:** None

**Sanity Loss:** 0/1 (“Aura of Fear” when viewing a Black Scimitar cultist in full “cultist” garb)

**Other Possessions:** Smoke of Tawil at’Umr: The “Smoke of Tawil at’Umr” is a magical smoke grenade designed to induce madness and confusion. The base element is a pale beige powder created from the ground bones of a ritualistically slain madman. It takes the bones of three people to make just one dose of smoke powder. No Sanity points are required to use the Smoke of Tawil at’Umr grenade. Each dose of powder is bound within a small cloth sack, which is then fashioned into the grenade. Once the grenade is lit, it fills a 10’ diameter area with pale smoke that lightly shimmers with magical es-





sence. The smoke only lasts for 2 combat rounds. Anyone caught in the smoke must make a POW vs. POW check on the Resistance Table; the smoke has POW 20. If an investigator is overcome by the smoke's effects, he is disorientated for 1D4 rounds, his skills are halved, and on a failed **Sanity** check (0/1), he instantly develops a temporary insanity. Each cultist has one grenade.

When the steward and the assassins board the train at three o'clock in the morning in Allahabad and murder the kitchen staff as they restock the kitchen, there is the possibility that an investigator might hear their nocturnal activities. Any investigator not sleeping (due to his dreams from the Yithian) can attempt a **halved Listen** check to see if he becomes aware of the sounds of the struggle. The Keeper might want to perform the **Listen** check as a secret roll to preserve the mystery of the cultists boarding the train. None of the cultists have their scimitars with them because of the confined spaces on the train, but they do have their daggers and garrotes, and the steward does have his urumi and copy of "Time and Trials" on his person.

As the second day aboard the train begins, any investigator that goes to the kitchen to get a meal can make a **Spot Hidden** check. With a successful roll, the investigator will notice that the kitchen crew is different today than it was yesterday. The investigator can then make an **Idea** roll. A successful roll will trigger a memory that the investigator has seen the steward somewhere before, but if the roll is under a fifth of the investigator's **Idea** roll, he will realize that the steward on the train was also the same steward aboard the *Bancora*. Once they realize that they have been recognized, the Black Scimitar cultists immediately attack the investigators.

If none of the investigators go to the kitchen during Day 2 on the train, or if none of the investigators recognize the steward, then the cultists will attempt to kill the investigators after the train leaves Jaipur. The assassins change into their cultist garb, a black thobe with a black bisht overtop it, and a heavy black shemagh worn so that only their eyes are visible. Once dressed, the Black Scimitar cultists radiate an aura of fear; upon first viewing one or more Black Scimitar cultists in full garb, an investigator must make a **Sanity (0/1)** check. No other Sanity checks are then required with any other encounter with Black Scimitar cultists. The cultists plan to use the Smoke of Tawil at'Umr grenades to disorientate the investigators, and then rush in and slay them and anyone else in their car with them.

## Wrapping Up Scene 4

The thrust of this scene is to stage the first face-to-face confrontation between the investigators and the Black Scimitar cultists. If the investigators are oblivious to the kitchen crewmen having been replaced, and they failed to recognize the steward from the *Bancora*, it is possible that the Keeper might be concerned that a "surprise" assault on the investigators could be imbalanced with a high probability of a total party kill. If the Keeper feels that the investigators are sitting ducks, then simply have some other passenger let out a blood-curdling scream when the trio of cultists enters the third class car on their way to attack the investigators. Also, the other passengers in the car with the investigators can be the initial fodder in the combat, allowing the investigators to gather their wits. The other passengers will either cower in their seats or flee from the carriage, the latter leading to a jam of people around the exits at each end of the carriage. While most will be able to cross to the next carriage, others will jump or be forced from the train, sometimes to their deaths.

Assuming that the investigators survive the battle, the remaining civilians in the car flee to alert the conductor of what has happened. Investigators and other passengers can try to pull on the train's emergency brake chord, but those lines have long been out of service. Although the conductor will alert the train's engineers, they will continue onto the next stop, Kuchaman. As soon as it pulls into the station, the conductor will inform the staff there that there has been an incident aboard his train and the authorities will be summoned. All dead and wounded are removed from the train as the police, led by Station House Officer Rasheed Masood, take statements from everyone that witnessed the attack. Personal assault and train robberies, while rare, are not unheard of, and the few authorities in Kuchaman are woefully unprepared to handle a major investigation into the crime. The train is delayed two and a half hours, but eventually the train and all passengers are allowed to continue on their journey. Once underway, Uncle insists that they stay vigilant for the rest of the trip since Jodhpur is only a few hours away.

## Scene 5 – Into The Thar Desert

Read or paraphrase the following:

*When the train arrives in Jodhpur, twenty people and three lorries meet Uncle and everyone in his entourage, including yourselves. The lorries have the Ali Khan Imports symbol painted on the doors. The men and women in the lorries are an eclectic group from all over the world. It becomes immediately obvious that you are not the only dreamers to have made the journey to India.*





*As you disembark from the train, you can see crates of iron rods and spools of copper wire being loaded into the back of each lorry. Just then, Goru stands up in the cab of one of the lorries to address the crowd. “Everyone! We’re running very late. The Adversaries are onto us now, and have begun to move against us. Hurry, we must go!”*

It should now be crystal clear to the investigators that they are now part of something much bigger than themselves. There are lots of people the investigators can interact with on the drive into the Thar Desert. None of these NPCs are fully statted-out, but here is a list of suggested names, nationalities, and occupations for some of these NPCs.

- Prof. Matthew Bolton, American, Professor of Ancient History
- Mr. Colin Winstone, British, Accountant
- Ms. Maria Torres, Spanish, Journalist
- Dr. Oleg Bystrov, Russian, Biologist
- Mr. Louis Bilodeau, French, Artist – Glass Blower
- Mrs. Elizabeth Hughes, New Zealander, Midwife
- Sgt. Saleh Kony, African, Nigerian Soldier
- Ms. Park Mi-Sook, Korean, Archeologist

The convoy of lorries heads northwest out of Jodhpur, and once they get through Keru, the vehicles turn off the established dirt road, heading north into the Great Thar Desert. Eventually the scrublands turn into an open desert with rolling hills of sand dunes. It takes nearly three hours to reach their destination; as the investigators arrive at the library, read or paraphrase the following:

*You can feel the lorry slowing down as it crests another sand dune. Once over the dune, you see a huge stone sphere half-buried in the desert sands. The surface of the sphere has been etched by decades of blowing sand. A huge crack has split the face of the sphere. As the lorries approach the sphere, you get a truer sense of scale, and the giant stone sphere is nearly as large as the Taj Mahal.*

When the investigators first see the sphere, they can attempt an **Archeology, Art (Sculpture), Geology, or Natural History** check. A successful roll informs the investigator that the rock outcropping is definitely not natural, and the weathering on the stony face must mean that the rock was sculpted hundreds of years ago. As they get closer, the investigators can see that the crack in the sphere must be some kind of entrance.

Once the convoy arrives, several men emerge through the crack in the sphere, and begin to unload the iron rod and copper wire cargo. Through his translator, Goru, Uncle asks the investigators to follow him into the sphere.



## Area 5-1 – The Library

(Refer to the Yithian Library map) Read or paraphrase the following:

*A dozen oil lanterns sitting in niches evenly spaced around the room light this large circular chamber. There are dozens of other niches in the chamber, some are empty, but many others contain large chunks of quartz crystals of various colors, and there even a few large tomes and scroll tubes. The high domed ceiling is intricately carved; the design depicts an alien celestial heaven. It is obvious that this chamber has seen better days, but for the life of you, you can't imagine when they could have been. A few chunks of stone have crumbled away from the wall and ceiling, and now litter the floor. The rest of the floor is carpeted in rugs obviously brought in by Uncle and his people. In the center of the chamber is a 2' diameter dais, and upon it is a 3' tall bronze sculpture covered in etched symbols and topped with a strange red crystal gem that glimmers with an eerie inner light.*

When the investigators first enter this chamber, Goru turns to them and says, "Welcome to the library." Uncle tells the investigators that this is where he communicates with the Dreaming Pilgrim. He explains through Goru that they will actually be able to see and speak to the Dreaming Pilgrim through the device; he also cautions them that the Dreaming Pilgrim is unlike any man or beast that they have ever seen before, and for them not to be afraid. Uncle tells the investigators that this room is also used for meditation.

It is in this chamber that Uncle can continue to teach the **Deep Meditation** and **Biofeedback Control** skills to the investigators. Uncle waits until the evening to contact the Yithian so it can communicate with the investigators. Until then, Uncle and Goru continue with the tour of the library.

When the time is right, Uncle will gather the investigators and most of the other people in the camp. Everyone comes into the chamber and sits on the rugs, facing the Temporal Communicator on the dais. Uncle and Goru invite the investigators to sit right up close to the dais. Uncle and Goru instruct the investigators to each place one hand on the bronze sculpture (the Temporal Communicator) while Uncle activates the device. Investigators observing Uncle during the activation process can make an **Idea** roll. A successful roll will give the investigator the knowledge required to run the device, gaining the skill **Operate Temporal Communicator** at its base skill percentage.

Once activated, the device projects a "live" hologram of the Yithian scholar. Show the players **Player Handout E**. The hologram image is life-sized for the Yithian, so it is more than 10' tall and 10' wide at the base of its con-

cal body. Initial viewing of the hologram requires a **Sanity (0/1D6)** check. The Yithian then speaks to the investigators; each investigator hears the Yithian speaking to him/her in his or her own native language.

*"Welcome, my avatar. You are well received. Your service is required once again, this time in defense of my library." The Yithian extends the two "arms" that end in large claws to gesture around the room. "This place holds all that is left of my work and research; it must be preserved for it holds the knowledge required to defeat the Adversaries and bring this world back from the brink of Armageddon. That day is not today; today is only the dawn of Armageddon."*

*"I now grant you the knowledge you will need to meet the threat of the Adversaries. In addition, you no longer need the signal." Uncle then touches a few of the etchings on the bronze sculpture, and a mild static shock zaps through each investigator's hand touching the device. "Farewell."*

Each investigator instantly feels the oppression of the dreams evaporate from their mind, like smoke in the wind. The investigators are no longer under the influence of sleep deprivation. Each investigator gains the skill, **Lightning Cannon**; the base skill percentage value being equal to each investigator's POWx3. The hologram of the Yithian ends, and Uncle powers-down the Temporal Communicator.

The knowledge to build and operate a Lightning Cannon is only temporary. Each investigator can only remember the skill for a number of weeks equal to his INT value. So unbeknownst to the investigator, the knowledge will fade from his mind, requiring the player to remove it from his investigator's character sheet. The knowledge that the investigators have about Lightning Cannons is more intuitive than factual; they "feel" it more than they "know" it, so any investigator attempting to document the knowledge that he possesses on Lightning Cannon must make a successful INTx2 roll.


## Area 5-2 – Workshop

Read or paraphrase the following:

*This large chamber has lots of damage; most of the walls and ceiling have crumbled, depositing lots of boulders and rubble in the room. The chamber also contains several boxes of crates and spools of wire. You see a few strange devices lined-up together next to a boulder.*

The devices lined-up next to the boulder are three completed Lightning Cannons; two of the cannons are of Fair Quality, and one is of Poor Quality (see the "**Lightning Cannon**" entries in both the **New Skills** and **New Technology** sections below to learn more about the quality of a cannon's





construction). A couple of people are in here working on building another cannon. Show the players **Player Handout F**. With the new supplies brought in, six more Lightning Cannons can be constructed.

This is the chamber where the camp also stores its mundane weapons, most of which have been either stolen or smuggled into the country. They include one Short Magazine Lee-Enfield Mk I rifle, one Gewehr 98 rifle, ten Winchester Model 94 .30-30 lever action carbines, two elephant guns, two 12-gauge shotguns, seven .455 Colt New Service revolvers, and an assortment of Indian blades (see the **Indian Weapons sidebar** above). There is just enough ammunition to fully reload each weapon once. With a successful **Spot Hidden** check, an investigator will notice that less than a fifth of the Dreaming Pilgrim's avatars have brought their own firearms.

### Area 5-3 – Barracks

Read or paraphrase the following:

*This large chamber has a ramp that obviously would spiral down deeper into the earth, but it is congested with sand. Another exit on the far side of this chamber is caved-in. One side of the chamber has a crumbling wall that has dropped boulders and rubble into the room. Most of this room is clear of rubble, and is filled with small rugs, cots, and sleeping bags. This is where everyone sleeps.*

At any time, there can be up to a dozen people sleeping in here. Since space is at a premium, everyone sleeps in shifts. This is also where they store their basic supplies and gear.

### Area 5-4 – Uncle's Corner

Read or paraphrase the following:

*This small corner of the room is divided from the rest of the room by some of the rubble. Uncle has claimed this semi-private area as his own. He has a couple of backpacks, a lantern, a cot, and blankets tucked away back here.*

Other than standard personal items, Uncle does have one unique item tucked away in one of his backpacks, a mini-variant of a Lightning Gun. This gun is smaller than a standard Lightning Gun; it only has 20 charges, and a base range of 50 yards. Each charge only does 1D10 damage, and this high quality gun has a zero percent chance of burning out regardless of how many charges are used. The backpack also has one reload cartridge of 20 charges for this gun.

### Wrapping Up Scene 5

The investigators have shaken the tail of The Black Scimitar, for now at least, so they have a couple of days rest

before cultists of The Black Scimitar make their assault on the library. The investigators can use their time at the library as they so choose. They can continue to learn the **Biofeedback Control** and/or **Deep Meditation** skills from Uncle. They can help some of the other people in the construction of more Lightning Cannons. Or, they can browse through the library itself.

The library contains crystals, tomes, and scrolls. All of the scrolls are written on rolled sheets of thin metal, and they are all written in an alien language that cannot be read by humans. The crystals can only be "read" by somebody of Yithian biology, or by someone with telepathic powers and a POW value of 20 or more. None of the tomes are written in just the one language; each is written in several different languages, which vary from tome to tome. The tomes contain the testimonial accounts of the Dreaming Pilgrim's avatars once their human minds had been transported into the Yithian's body. Any investigator browsing through the tomes can make a **Library Use** skill check. If the investigator rolls a successful skill check less than or equal to a fifth of his current skill value, then that investigator has discovered his own testimonial; the testimonial includes details about the investigator's life, his work, and his ambitions. Discovery of his own testimonial forces an investigator to make a **Sanity (1D2/1D4)** check.

The investigators also learn that the camp regularly patrols the surrounding desert to watch out for an attack by The Adversaries. The investigators can also participate in the patrols if they so choose.

### Scene 6 – Assault On The Library

Read or paraphrase the following:

*It is the morning of your third day at the library; you've awoken to the camp in a heightened state of vigilance. Asking around, you are told that last night's desert patrol has not returned. No one is sure where they are or what has happened to them.*

A lorry with four people sent out on patrol is missing. Uncle is organizing two search parties to look for the missing patrol since it leaves only two lorries available. If the investigators want to assist in the search, they can all use one of the lorries, or split up into both lorries with some of the NPCs. Investigators without weapons of their own can pick one from the Workshop, **Area 5-2**, if they want to join either of the search parties. Unless the investigators come up with a better plan, an NPC with military experience, such as Sergeant Saleh Kony, suggests a spiraling search pattern, where each team checks a five mile square grid before working their way further out from camp in a clockwise rotation.

Investigators that are driving need to make a **Navigation** check to accurately follow the agreed upon search pattern. The Keeper should have the investigator driving the vehicle, or any investigator assisting in navigation, make a new **Navigation** check each time the group searches a new grid in the search pattern. Each grid takes one hour to search. After the first grid is searched, if any **Navigation** check fails, then the investigators stumble upon the Desert Cave, **Area 6-1**. If the investigators are extremely successful in their **Navigation** rolls, and do not get lost, then the NPCs in the other lorry can encounter the Desert Cave “off camera” and return to the library with the warning of the coming battle. The only way for the investigators to find the missing lorry, and thus encounter **Area 6-1** below, is to fail a **Navigation** check and get lost during their grid search.

### Area 6-1 – The Desert Cave

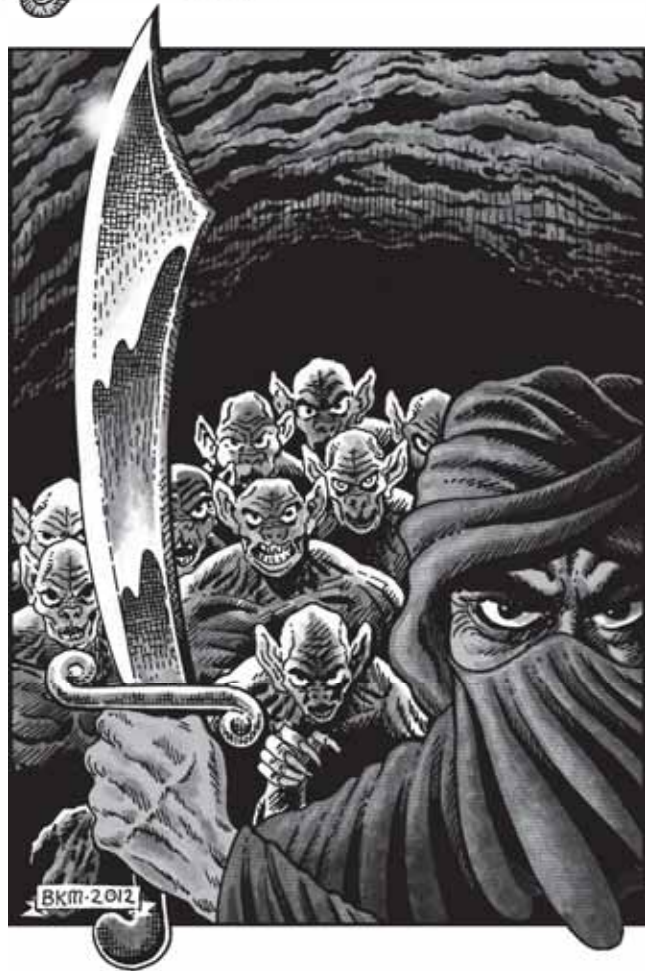
(Refer to the Desert Cave map) Read or paraphrase the following:

*Your lorry crests a dune, and you see the missing lorry overturned and half-buried in sand at the base of a steep dune. The steep incline of this dune looks difficult even for a lorry outfitted for desert travel, as evidenced below. From this distance it's impossible to tell if anyone is alive inside the lorry.*

Investigators that attempt to descend the dune on foot can do so easily, but if anyone tries to drive down the dune, a **Drive Auto (-20%)** roll is required. A failed skill check results in the vehicle sliding sideways in the sand before tumbling down the dune and inflicting 2D6 damage to everyone aboard.

Once the investigators get down to the lorry, they discover it to be empty. An easy **Spot Hidden (+25%)** check confirms this fact, but a successful **Track (+25%)** check reveals footprints and drag marks in the sand leading away from the lorry. Once discovered, the tracks are easy to follow. The tracks lead over the next dune to a desert cave. As the investigators begin to crest the next dune, they can hear a murmuring of voices and the braying of camels. As the investigators crest the dune and look over the other side, read or paraphrase the following:

*As you look over the dune, you see a rocky bluff below which sits an oasis in front of a desert cave. Before the mouth of the cave stands a semi-circle of seven evenly spaced stone stele, each about 3' tall, the furthest stele being about 15' from the cave. Outside the ring of stele, approximately forty people, in black desert robes and black shemaghs with huge scimitars hanging from their belts, kneel and perform a murmuring chant. Inside the ring of stele is one person,*



*also dressed in black robes and shemagh, but in addition to the scimitar at his belt, this person is armed with a large wicked-looking knife which he holds aloft as he chants. The man inside the ring of stele is standing behind a row of small orbs resting on the sand as he faces the cave opening.*

At this point, have the investigators attempt a **Spot Hidden** check. A successful check reveals that the orbs in the sand between the man with the knife and the desert cave are the heads of the missing patrol. If the successful **Spot Hidden** check is equal to or less than a fifth of the investigator's skill, he will be able to see that the members of the patrol are still alive, that they have been buried in the sand up to their necks. No matter what the investigator saw, he must make a **Sanity** check. The loss is (0/1) for simply seeing the heads in the sand, but (1/1D3) for spotting that they are alive.

The investigators have come across the Black Scimitar cult as they are casting the *Contact Sand-Dweller* spell. The Keeper should give the investigators a round or two to talk about what they want to do before the Sand-Dwellers appear. If the investigators wish to put the patrol out of their

misery, only a successful impale attack roll, (a fifth of their weapon skill), will result in the “head shot” required to do the deed. At the Keeper’s discretion, a clan of eighteen Sand-Dwellers emerges from the cave. Upon viewing the clan, the investigators must make another **Sanity (0/6)** check; due to the large number of Sand-Dwellers, a failed Sanity check results in maximum sanity loss for this Mythos creature. The Keeper should check to see if this will result in a temporary insanity for the afflicted investigator.

The Sand-Dwellers pour out of the cave and start digging the patrolmen out of the sand, devouring them at the same time. Blood and gore paint the sand red. If the investigators witness this, they must make another **Sanity (1D4/1D8)** check.

### 15 Sand-Dwellers (Soldiers)

STR	CON	SIZ	INT	POW	DEX	HP
10	14	19	11	10	13	17

**Move:** 8

**Damage Bonus:** +1D4

**Weapons:** Claws 30%, 1D6+db (Sand-Dwellers can use both claws in a single attack)

**Armor:** 3-Point rough hide

**Skills:** Hide 60%, Sneak 50%, Spot Hidden 50%

**Spells:** None

**Sanity Loss:** 0/1D6

### 3 Sand-Dwellers (Sorcerers)

STR	CON	SIZ	INT
10	13	17	15
POW	DEX	HP	MP
16	12	15	16

**Move:** 8

**Damage Bonus:** +1D4

**Weapons:** Claws 30%, 1D6+db (Sand-Dwellers can use both claws in a single attack)

**Armor:** 3-Point rough hide

**Skills:** Hide 60%, Sneak 50%, Spot Hidden 50%

**Spells:** Bring Haboob (Sandstorm), Wrack

**Sanity Loss:** 0/1D6

### 40 Black Scimitar Cultists

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

**Damage Bonus:** None

**Weapons:** Scimitar 40%, damage 1D8

**Skills:** Throw 25%

**Spells:** None

**Possessions:** Smoke of Tawil at’Umr grenade (1 each)

### 1 Black Scimitar Grand Wizard

STR	CON	SIZ	INT
12	13	12	16
POW	DEX	HP	MP
16	14	13	16

**Damage Bonus:** None

**Weapons:** Scimitar 45%, 1D8; Ceremonial Dagger (pure iron) 45%, 1D4+2

**Skills:** Sneak 35%, Spot Hidden 40%

**Spells:** Call/Dismiss Tawil at’Umr (avatar of Yog-Sothoth), Contact Sand-Dweller, Create Gate, Dominate

Fleeing the desert cave area to return to their lorry, the investigators need to make a successful **Climb** check to ascend back up the steep dune. If the investigators are discovered observing the ritual with the Sand-Dwellers, the cult will only dispatch six cultists to chase after the investigators. The rest of the cultists are needed to corral the Sand-Dwellers for the march against the Yithian library. Once they get back to the lorry, the driver and/or navigator need to make a total of two successful **Navigation** checks to find their way back to the library. If the investigators have failed to make two successful skill checks by their fourth attempt, then they are found by the other roaming patrol, and are then led back to the library.

**The Attack on the Library:** The Black Scimitar cult learns the location of the library after torturing the patrolmen before it sacrifices them to the Sand-Dwellers. The cult does not have any vehicles, so they can only travel as fast as their horses and Sand-Dwellers can move. It takes hours for the army of cultists and monsters to reach the library, but they are not concerned about speed, since they know that the allies of the Yithian will not abandon the library. The cultists plan to begin their attack at sunset; fortunately this gives Uncle and the investigators plenty of time to plan and prepare their



defenses. One hour before sunset, the Sand-Dweller sorcerers will collaborate to cast the *Bring Haboob* spell. The creature primarily responsible for casting the spell will spend 8 Magic Points on the spell, and each creature assisting in the casting will contribute 6 Magic Points to the spell.

**The Sandstorm:** The storm conjured by the Sand-Dwellers will have a harsh effect on both sides of the battle, but it levels the playing field a bit since The Black Scimitar cult did not bring any firearms. The effects of the storm are as follows:

- STR 10 winds versus the investigator's CON on the Resistance Table, a failed roll results in 1D4 damage each round due to the scouring effect of the sand on the investigator's skin. This damage can be negated by covering as much skin as possible.
- -30% penalty to any skill reasonably impacted by weather conditions.
- Visibility reduced to 20'.
- Movement reduced by half.

In game terms, the sandstorm also reduces the battle from one of "army vs. army" to one of "man vs. man." This effectively reduces any combat between NPCs to that of "background noise," leaving the Keeper to focus on the investigators' combat actions.

**Fallback Position:** The fury of the sandstorm might encourage the investigators to fall back into the library. Once inside, the sandstorm is no longer a danger to the investigators and they can use the rubble in some of the chambers as partial cover. The tight passages between chambers, and the crack "entrance" to the sphere, limit the opposition to either two Black Scimitar cultists or one Sand-Dweller entering a chamber at a time.

**The Coming of the Yithian:** Depending on how the battle is going for the investigators, the Keeper can bring the Yithian scholar into the battle. Instead of possessing Uncle, the Yithian possesses Goru and arms himself with the unique mini Lightning Gun located in Uncle's Corner, **Area 5-4**. Anyone viewing Goru entering the battle can make a **Psychology (+15%)** check; with a successful roll, the investigator notices that the gleam of innocence and youthfulness is missing from Goru's eyes having been replaced by a hardened stare. The investigator realizes that the Yithian has possessed Goru, and must make a **Sanity (0/1)** check.

**The Logistics of the Final Confrontation:** The final battle has been designed as a sandbox setting to give the Keeper and players the greatest amount of freedom of play. The Keeper might want to use the following tactics in the final battle:

- Remember the harsh effects of the sandstorm; it is designed to drive the player characters back into the library for a more contained and controlled battle setting.
- If the investigators continue to fight outside, punctuate the lethality of the cultists and Sand-Dwellers by allowing the investigators to witness the demise of an NPC. This might also convince them to retreat to the safety of the library.
- It is not suggested that the Keeper allow **Idea** rolls to trigger the idea to retreat to the library; instead, have some of the NPCs break and run for the library. Eventually the investigators need to fight smart or die horribly on their own.
- Once inside the library, the investigators will have a tactical advantage since they can use cover, and the Sand-Dwellers are limited to how fast they can get in.
- In theory, the battle can rage as long as the investigators do not flee. If they flee, then the tide of battle goes poorly for the Yithian's allies (**as noted below**).
- It is not necessary for the Keeper to manage and maintain a strict log of how many cultists and Sand-Dwellers are dying. If at least half of the investigators can kill two opponents, then wrap-up the combat by announcing that the other NPCs were also able to hold their own and defeat the enemy forces.
- Above all else, have fun with the battle. The Keeper should do his best to allow the investigators to shape how the battle unfolds, and then let the dice fall where they may.

## Conclusion

As far as The Black Scimitar is concerned, there are only two conclusions to this battle, they win or they lose. The cult is fanatical enough to fight to the last man, and they will kill anyone foolish enough to stand in their way. The only way to stop The Black Scimitar is to kill every last one of them.

On the other hand, it is possible for the investigators to commandeer a lorry and escape the battle if they so choose. Should the heroes run away, victory will go to The Black Scimitar. If the investigators escape the battle, they read in a newspaper a month later that a freak sandstorm of biblical proportions has struck western India. The sandstorm lasts for 35 days, and once it is over, Jodhpur and the hundred square miles around it have been scoured off the face of the earth. An estimated 100,000 people are missing, presumed dead. Each investigator loses **2D10 Sanity**.



On the other hand, if they are victorious in battle and successfully defend the library, then the investigators are rewarded with **2D6+2 Sanity**. In addition, if any investigator managed to successfully construct a Lightning Cannon, of any quality, he will also receive a Sanity reward. This reward is **1D2 Sanity** for a Lightning Cannon of poor quality, **1D4+1 Sanity** for a Lightning Cannon of fair quality, and **1D6+1 Sanity** for a Lightning Cannon of expert quality.

If the investigators were successful, then in the aftermath of the battle Uncle will pay for passage for everyone summoned by the Yithian to return home. Due to the extreme incidents shared by Uncle and the investigators, he feels closer to them than any of the other avatars. Uncle will thus inform the investigators that he considers them to be part of his family, and if they should ever need anything; all they need to do is ask. Should Uncle fall in battle with The Black Scimitar and their Sand-Dwellers, then Goru will replace him as the Yithian's primary avatar and means of contacting its other avatars. Naturally, Goru will honor all debts and wishes of his late uncle. If both Uncle and Goru fall in battle, then without their leadership, Ali Khan Imports will go out of business within a year and any debts or favors promised to the investigators will be forgotten.

## Appendix I: New Skills & New Technology

### New Skills

**Biofeedback Control:** This skill allows for individuals to place themselves into a death-like trance. Life can only be detected with a **Medicine (-20%)** skill check. Base Skill: 01%

**Deep Meditation:** This skill allows individuals to place themselves into a deep meditative state. This meditative state allows for the healing of both Hit Points and Magic Points at twice the normal rate, including healing with medical attention. Base Skill: 01%.

**Lightning Cannon:** This skill grants individuals the ability to design and use a Yithian Lightning Cannon, the larger version of the Lightning Gun. To design and construct a Lightning Cannon, the investigator must first make a **Lightning Cannon** check to determine the design-level of the cannon. A failed skill check results in a design that will not function at all, so no construction of a cannon is possible. A successful skill check results in a Professional Design, and a successful skill check equal to or less than a fifth of the current skill value results in an Expert Design. Then, a **Mechanical Repair** check is required on the appropriate Lightning Cannon Table below.





## LIGHTNING CANNON TABLE PROFESSIONAL DESIGN

<u>Mech. Repair Result</u>	<u>Cannon Quality</u>
Fumbled	Poor
Failed	Fair
Successful	Good
Critically Successful	Perfect

## LIGHTNING CANNON TABLE EXPERT DESIGN

<u>Mech. Repair Result</u>	<u>Cannon Quality</u>
Fumbled	Fair
Failed	Good
Successful	Perfect
Critically Successful	Perfect

See the additional notes on the Lightning Cannons in the “New Technology” section below on how each level of quality affects the cannon. Base Skill: 00%.

**Mathematics:** This skill is the analysis and use of numbers or abstract geometry (See *Keeper’s Companion* for more information). Base Skill: EDUx2.

**Operate Temporal Communicator:** This skill allows for the successful operation of a Yithian Temporal Communicator. Base Skill: 25%

**Philosophy & Religion:** Investigators can use this skill as a **Know** roll for a specific religion (See *Keeper’s Companion* for more information). Base Skill: 05%.

### New Technology

**Lightning Cannon:** Lightning Cannons are larger-scale versions of the Yithian Lightning Gun. The cannons are worn like SCUBA gear; a large tank is strapped to the person’s back, and a large lens and trigger system is strapped to the person’s chest. Altogether, the cannon weighs 45 lbs. fully loaded, and takes both hands for a person to operate and fire. Anyone using a Lightning Cannon has his movement reduced by half, and cannot use any other hand-held device.

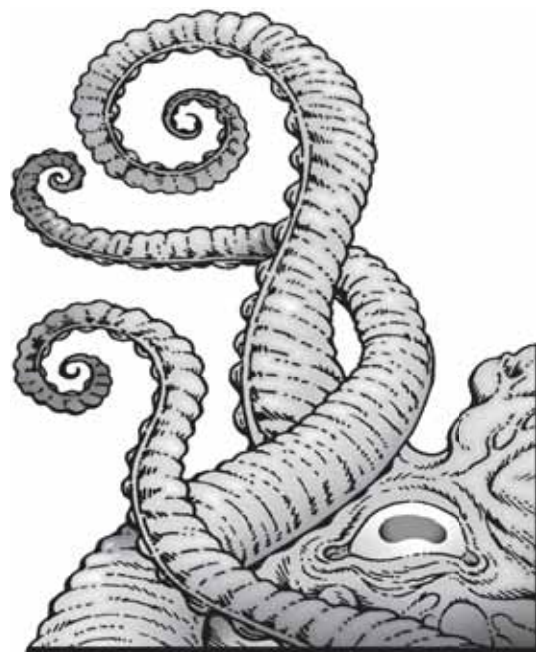
A fully loaded cannon has 32 charges. The user can set how many charges will be used with each firing. It takes two people three rounds to reload a depleted cannon. Each charge does 1D12 damage. Base Range for any quality

level Lightning Cannon is 100 yards; each additional 100 yards decreases the chance to hit by 10%, and decreases the damage by 3 per charge. Anyone unskilled in the use of the Lightning Cannon has a base chance of 10% to shoot the weapon only.

Cannon quality affects the chance for an over-charge and explosion. Poor Quality cannons have a 5% chance to over-charge and explode for each charge used when fired. Fair Quality cannons have a 5% chance to over-charge and explode for each charge beyond two charges used when fired. Good Quality cannons have a 5% chance to over-charge and explode for each charge beyond four charges used when fired. Perfect Quality cannons have a 5% chance to over-charge and explode for each charge beyond six charges used when fired. A cannon explosion deals damage to the user at 1D6 per charge used. An explosion also results in the cannon being destroyed beyond the ability to be repaired.

## Appendix II: Pre-Generated Investigators

The investigators in *The Timeless Sands of India* come from all over the world; not only could language be an issue with the indigenous people of India, but possibly with each other as well. Most of the investigators provided here have experience with other languages to ease the communication barrier between investigators. Nevertheless, should the Keeper and players choose to create their own global characters, it is possible that language could become a larger issue. Language can always become a point of cooperation or contention within a group of investigators.



**Name:** Doctor Nicolai Dolmen, PhD.

**Occupation:** Mathematician

**Nationality:** Norwegian    **Sex:** Male    **Age:** 34

**Marks, Scars, Mental Disorders:** A thick and bushy beard

**STR:** 13    **DEX:** 14    **INT:** 17    **Idea Roll:** 85%

**CON:** 12    **APP:** 13    **POW:** 14    **Luck Roll:** 70%

**SIZ:** 8    **SAN:** 70    **EDU:** 19    **Know Roll:** 95%

**Damage Bonus:** None    **Hit Points:** 10    **MP:** 14

**Income:** \$7,500.00



## Weapons

**Fist/Punch**    50%    1D3  
**Grapple**        25%    Special  
**Kick**            25%    1D6

## Skills

<b>Astronomy</b>	25%	<b>Mathematics</b>	60%
<b>Art (Drawing)</b>	35%	<b>Other Language (English)</b>	60%
<b>Bargain</b>	35%	<b>Other Language (German)</b>	40%
<b>Credit Rating</b>	55%	<b>Own Language (Norwegian)</b>	95%
<b>Cthulhu Mythos</b>	0%	<b>Persuade</b>	29%
<b>Dodge</b>	35%	<b>Psychology</b>	19%
<b>History</b>	45%	<b>Physics</b>	40%
<b>Library Use</b>	55%	<b>Spot Hidden</b>	55%

## History

Ever since you can remember, people have either dismissed you because of your size or made you the subject of jest and mockery. In response you made it your goal in life to hone your intellect and prove yourself more than the simple fact that you measure only 5'1" tall, and weigh only 155lbs. Discovering a talent for mathematics, you take pride in having earned your doctoral degree in Applied Mathematics from as prestigious an institution as Cambridge University. It is your belief that every problem can be solved through the logical application of mathematical formulae.

In addition, you also stopped shaving your beard to rid yourself of your child-like image. It now reaches half way down your chest.

Until two months ago, you felt that your life had reached its zenith. Since then, then you have been plagued by nightmares that deprive you of any form of rest or peace. The terrors wake you in the middle of the night, sometimes screaming. It has been weeks since you have had a decent night's sleep, and you can feel it taking its toll on your mind and body. You have finally succumbed to the growing madness, and are journeying to India to seek the answer as to why you cannot sleep.

**Name:** Alexandra Hurst, BEM

**Occupation:** Nurse    **Income:** \$4,000    **Cash:** \$80    **Rupees:** Rs80

**Nationality:** British    **Sex:** Female    **Age:** 27

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

**STR:** 13    **DEX:** 16    **INT:** 15    **Idea Roll:** 75%  
**CON:** 14    **APP:** 17    **POW:** 10    **Luck Roll:** 50%  
**SIZ:** 12    **SAN:** 48    **EDU:** 13    **Know Roll:** 65%  
**Damage Bonus:** +1D4    **Hit Points:** 13    **MP:** 10



## Weapons

**Fist/Punch**    50%    1D3+db  
**Grapple**        60%    Special  
**Kick**            25%    1D6+db

## Skills

<b>Accounting</b>	19%	<b>Navigation</b>	38%
<b>Biology</b>	40%	<b>Other Language (French)</b>	20%
<b>Credit Rating</b>	15%	<b>Other Language (Hindi)</b>	20%
<b>Cthulhu Mythos</b>	2%	<b>Other Language (Latin)</b>	20%
<b>Dodge</b>	32%	<b>Own Language (English)</b>	65%
<b>First Aid</b>	65%	<b>Persuade</b>	34%
<b>Listen</b>	34%	<b>Pharmacy</b>	40%
<b>Medicine</b>	25%	<b>Spot Hidden</b>	55%

## History

There is far more to you than meets the eye. On one hand, you have the face of an angel and the figure of Venus. On the other hand, you have the strength and skills of a master wrestler gained while manhandling your patients. Inspired by stories of the grandfather you never knew because he died in service to Queen Victoria in the Anglo-Zulu War, you chose to become a nurse.

Once you achieved your honors as a nurse, you applied to St. Thomas' Hospital in London so you could work in the veteran's ward. Your unparalleled care with the veterans and linguistic aptitude with foreign patients was recognized by your superiors and earned you the award of the British Empire Medal (BEM). Many of the men under your care fell madly in love with you, requiring you to gently dissuade their sometimes cheeky passes at you. Others deemed psychologically unstable trusted you enough to share the dark and horrible secrets they discovered in the war. No matter how hard you found their stories to believe, some elements of their tales continue to nag at the back of your mind.

Until two months ago, you were preparing yourself for the interview for the position of Nursing Sister for your ward. Then the nightmares began to haunt you. For weeks now, you have been losing more and more sleep each night. You are exhausted all the time, but every time you try to close your eyes the nightmares come back with even more intensity. You were finally forced to take a leave of absence so you can try to get your life back together. For whatever reason, you can feel that the dreams are telling you to go to India. You pray that you will be able to find the relief that you need there.

**Name:** Major James Lloyd

**Occupation:** Soldier (retired)

**Nationality:** American

**Sex:** Male

**Age:** 51

**Income:** \$5,200

**Cash:** \$104

**Rupees:** Rs156

**Marks, Scars, Mental Disorders:** Missing half of his left thumb

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

**CON:** 12      **APP:** 10      **POW:** 9      **Luck Roll:** 45%

**SIZ:** 16      **SAN:** 45      **EDU:** 14      **Know Roll:** 70%

**Damage Bonus:** +1D4      **Hit Points:** 14      **MP:** 9

## Weapons

<b>Fist/Punch</b>	50%	1D3+db	<b>Handgun</b>	50%	1D10+2
<b>Grapple</b>	25%	Special	<b>Rifle</b>	65%	2D6+4
<b>Kick</b>	25%	1D6+db	<b>Cavalry Sabre</b>	40%	1D8+1+db



## Skills

<b>Accounting</b>	30%	<b>Military History</b>	40%
<b>Credit Rating</b>	40%	<b>Navigate</b>	34%
<b>Cthulhu Mythos</b>	5%	<b>Own Language (English)</b>	70%
<b>Dodge</b>	55%	<b>Persuade/Command</b>	70%
<b>Electrical Repair</b>	30%	<b>Ride</b>	30%
<b>First Aid</b>	37%	<b>Sneak</b>	30%
<b>Listen</b>	35%	<b>Throw</b>	35%
<b>Mechanical Repair</b>	40%		

## History

You are a veteran of the Spanish-American War; you served under Teddy Roosevelt as one of his “Rough Riders.” The stiffness in your back and knees, as well as your mutilated left thumb, are constant reminders of your days in Cuba.

One memory of Cuba is particularly disturbing; you led a squad of men into a small village to clear it of any insurgents. You achieved your goal in a matter of minutes. You held the men of the village in a structure that looked like it served as a place of worship for the village. The strangely red-eyed savages began to gibber and chant as they sat together on the floor of the hut. What happened next has haunted you for years. From out of nowhere, a ball of fire manifested and began to attack you and your men, and you lost the village as quickly as you had captured it! After spending three years as a resident in Whispering Hills Sanitarium, you finally came to terms with the horrors of your past. Yet no matter how many times the Alienists stated in no uncertain terms that you were sane and cured, you still feel like you’ve glimpsed a piece of reality that is much larger than yourself. Since then, you’ve been traveling the great American southwest, earning your way as a handyman.

Now you are in the twilight of your years, and you feel like you should be able to rest comfortably, but two months ago, new nightmares began to take over your mind. The chaos of the dreams is unbearable, and has driven you beyond all rational thought to travel to India. You are gambling that an answer awaits you there so that you can finally get some rest; but you also cannot help but wonder if this is all due to your exposure to horrors in Cuba.

You are traveling with your Colt M1911 .45 pistol, M1903 Springfield 30-06 rifle, and trusty cavalry sabre.

**Name:** Father Franco Hernandez

**Occupation:** Jesuit Missionary

**Nationality:** Cuban

**Sex:** Male

**Age:** 42

**Income:** \$1,750

**Cash:** \$35

**Rupees:** Rs35

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

**STR:** 13

**DEX:** 15

**INT:** 16

**Idea Roll:** 80%

**CON:** 9

**APP:** 14

**POW:** 12

**Luck Roll:** 60%

**SIZ:** 14

**SAN:** 60

**EDU:** 14

**Know Roll:** 70%

**Damage Bonus:** +1D4

**Hit Points:** 11

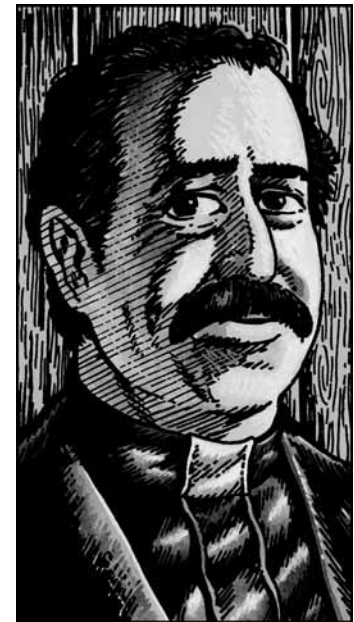
**MP:** 12

## Weapons

**Fist/Punch** 60% 1D3+db

**Grapple** 25% Special

**Kick** 25% 1D6+db



## Skills

**Anthropology** 30%

**Occult** 20%

**Bargain** 20%

**Other Language (English)** 30%

**Craft (Carpentry)** 23%

**Other Language (Latin)** 34%

**Cthulhu Mythos** 0%

**Own Language (Spanish)** 70%

**Dodge** 45%

**Persuade** 31%

**History** 30%

**Pilot (Boat)** 30%

**Library Use** 30%

**Psychoanalysis** 30%

**Listen** 50%

**Philosophy & Religion (Christianity)** 60%

**Martial Arts (Boxing)** 45%

**Track** 35%

## History

You were sixteen years old when you heard the calling to do the Lord's work. That's when you left home and entered the seminary. For nearly thirty years now, you have dedicated yourself to God's Word as a missionary.

During that time you found boxing to be a way to attract young men to the church since you yourself are an accomplished boxer. When you look back on your life, you are sure that if you had made other choices then you would have been a professional prizefighter. You consider boxing to be a sport of finesse and skill, rather than the bloody slugfest the general public make it out to be.

You also pride yourself in being able to easily approach and meet new people. Most people find you easy to talk to, allowing you to connect with them on a deep and meaningful level. Your ability to listen, sympathize, and problem solve are some of the key reasons as to why you have been successful as a missionary.

And now you are traveling farther than you have ever gone before, due to the nightmares. Every evening for the past two months, you have been deprived of sleep because of these hellish dreams. The dreams seem to be urging you to go to India, so you are going with the small hope that this is what the Lord wants from you, and that He will finally bring you peace as you sleep.

**Name:** Corrine Kirkwell

**Occupation:** Student

**Nationality:** American    **Sex:** Female    **Age:** 23

**Income:** \$2,800    **Cash:** \$56    **Rupees:** Rs84

**Marks, Scars, Mental Disorders:** Beauty mark over the right corner of her lips

**STR:** 10    **DEX:** 15    **INT:** 16    **Idea Roll:** 80%  
**CON:** 10    **APP:** 13    **POW:** 13    **Luck Roll:** 65%  
**SIZ:** 7    **SAN:** 65    **EDU:** 17    **Know Roll:** 85%  
**Damage Bonus:** None    **Hit Points:** 9    **MP:** 13



### Weapons

**Fist/Punch**    50%    1D3  
**Grapple**    25%    Special  
**Kick**    45%    1D6

### Skills

<b>Accounting</b>	50%	<b>History</b>	34%
<b>Art (Acting)</b>	45%	<b>Law</b>	45%
<b>Bargain</b>	45%	<b>Library Use</b>	70%
<b>Climb</b>	40%	<b>Other Language (French)</b>	35%
<b>Cthulhu Mythos</b>	0%	<b>Other Language (Italian)</b>	35%
<b>Disguise</b>	45%	<b>Own Language (English)</b>	85%
<b>Dodge</b>	45%	<b>Spot Hidden</b>	45%
<b>Drive Auto</b>	41%	<b>Swim</b>	35%
<b>Fast Talk</b>	27%		

### History

You are a graduate student at Miskatonic University studying Library Sciences. You hope to eventually have Professor Henry Armitage's job, and thus become the first woman appointed to the role of head librarian at the university.

Friends and family describe you as "loud" and "boisterous," but you prefer "theatrical." You love the theatre as much as you love the library. You are physically fit and enjoy a wide range of sports that push you to the limits of your endurance and dexterity. You subscribe to the philosophy that a sound body and a sound mind are one and the same.

Your participation in the campus theatre, university sports, and the Library Sciences graduate studies has made you a very popular woman. Fellow graduate student, George Stanton, has been courting you for almost a year now; the two of you are deeply in love. You have high hopes that he will propose marriage soon.

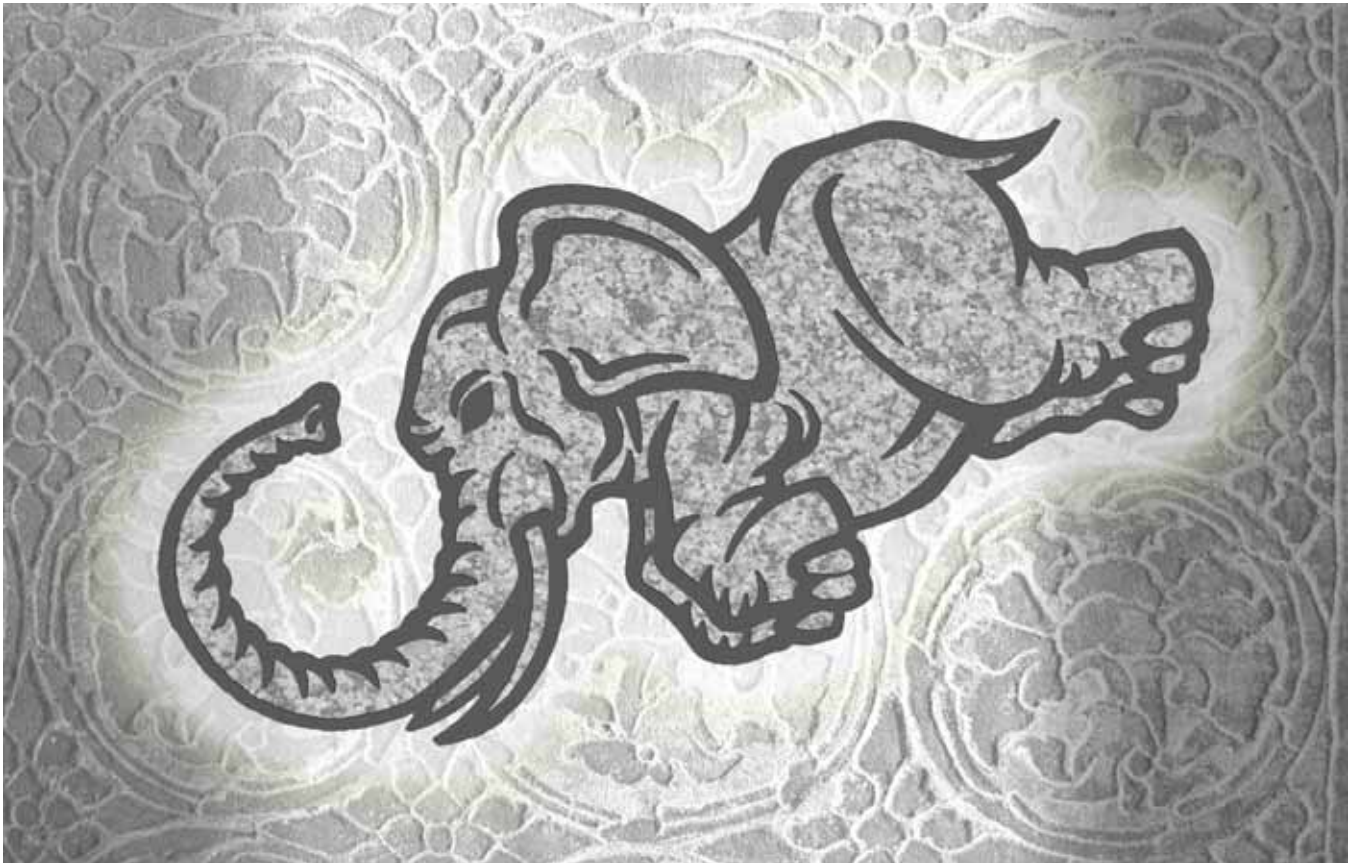
Life could not be more perfect, at least that is what you thought prior to the nightmares. For two months now, you have been tormented by dreams that finally succeeded in urging you to go to India. You do not know why you are going, but you hope and pray that someone there can cure you of the nightmares so that you can return to your perfect life in Arkham.

# Sleep Deprivation- FATIGUE

A *successful* Sleep Deprivation Sanity check results in that investigator suffering a **-5% penalty** to all mental and physical skills for that day, unless that investigator pushes himself into exhaustion. A failed sleep deprivation sanity check results in a **-10% penalty** to all mental and physical skills for that day, unless that investigator is pushed into exhaustion.

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सपना यात्री

सपना यात्री

DREAMING

PILGRIM



# Player Handout D



# 1926



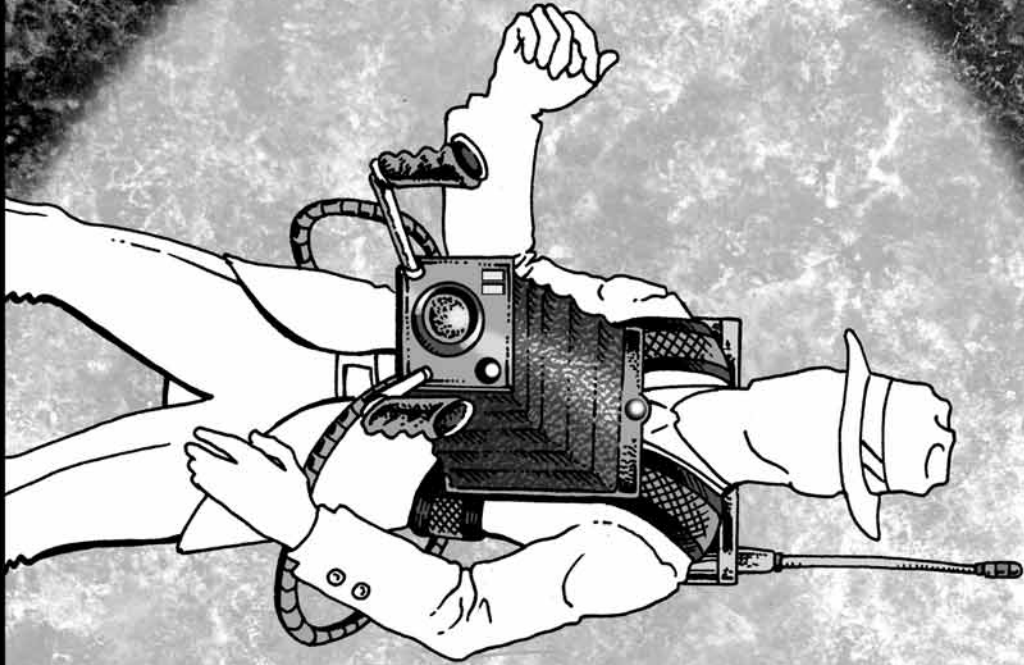
City	Arrival	Departure	Distance	Day
Calcutta	-	7:15 AM	0	1
Barddhaman	9:40 AM	9:50 AM	95 Km	1
Dhanbad *	1:25 PM	1:40 PM	164 Km	1
Koderma	3:10 PM	3:20 PM	123 Km	1
Gaya *	4:25 PM	4:40 PM	76 Km	1
Dehri On Sone	6:50 PM	7:00 PM	85 Km	1
Bhabua	8:15 PM	8:25 PM	65 Km	1
Mughal Sarai *	10:35 PM	10:50 PM	53 Km	1
Allahabad *	3:00 AM	3:15 AM	153 Km	2
Kanpur *	7:50 AM	8:05 AM	194 Km	2
Agra Fort *	3:25 PM	3:40 PM	252 Km	2
Bharatpur	6:10 PM	6:20 PM	54 Km	2
Jalpur *	11:55 PM	12:15 AM	187 Km	2
Kuchaman	3:35 AM	3:45 AM	106 Km	3
Degana	5:50 AM	6:00 AM	58 Km	3
Merta *	7:05 AM	7:25 AM	45 Km	3
Jodhpur	11:40 AM	-	104 Km	3

\* THE TRAIN STATIONS IN THESE CITIES ALSO REFILL THE STEAM ENGINES WATER TANKS.

Player Handout E

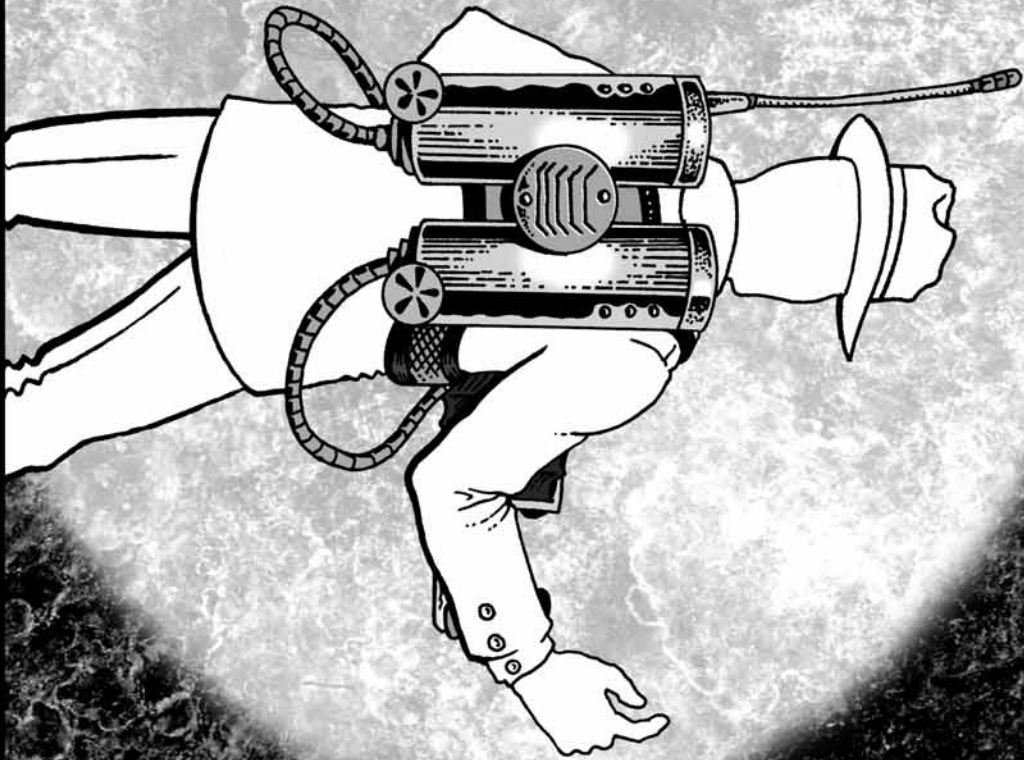


Front View



Lightning Cannon

Back View

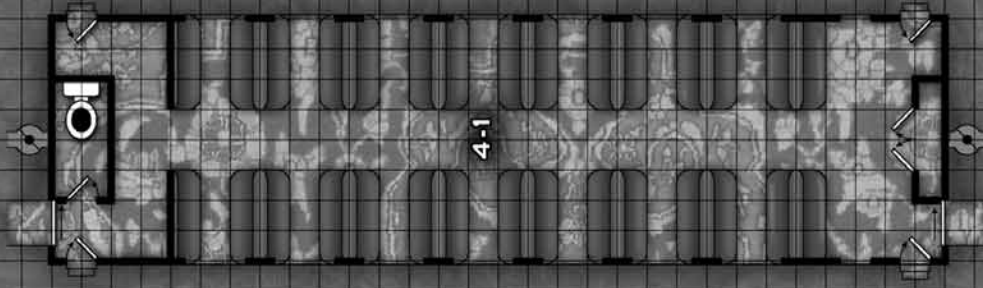


# TRAIN ROUTE

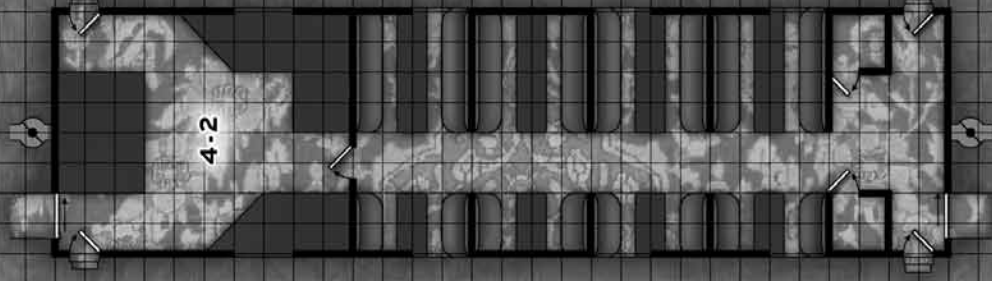


# TRAIN 119 TO JODHPUR

□ = 5 FEET

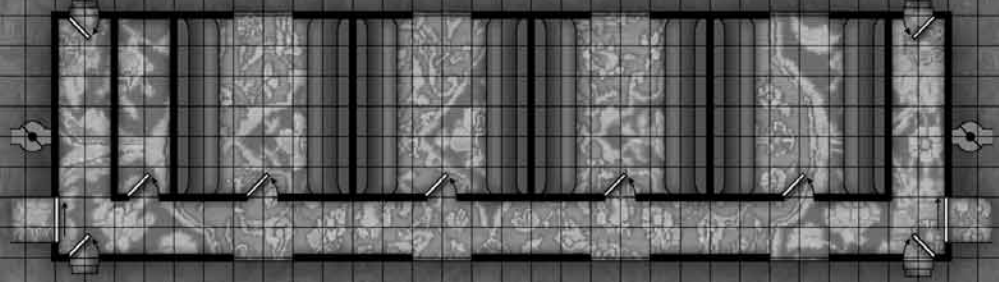


3RD CLASS CAR



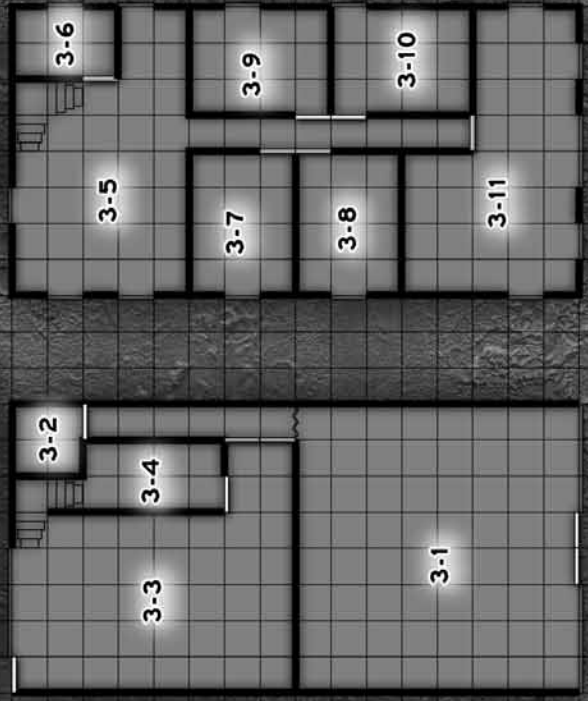
DINING CAR

FIRST CLASS /  
SECOND CLASS CAR

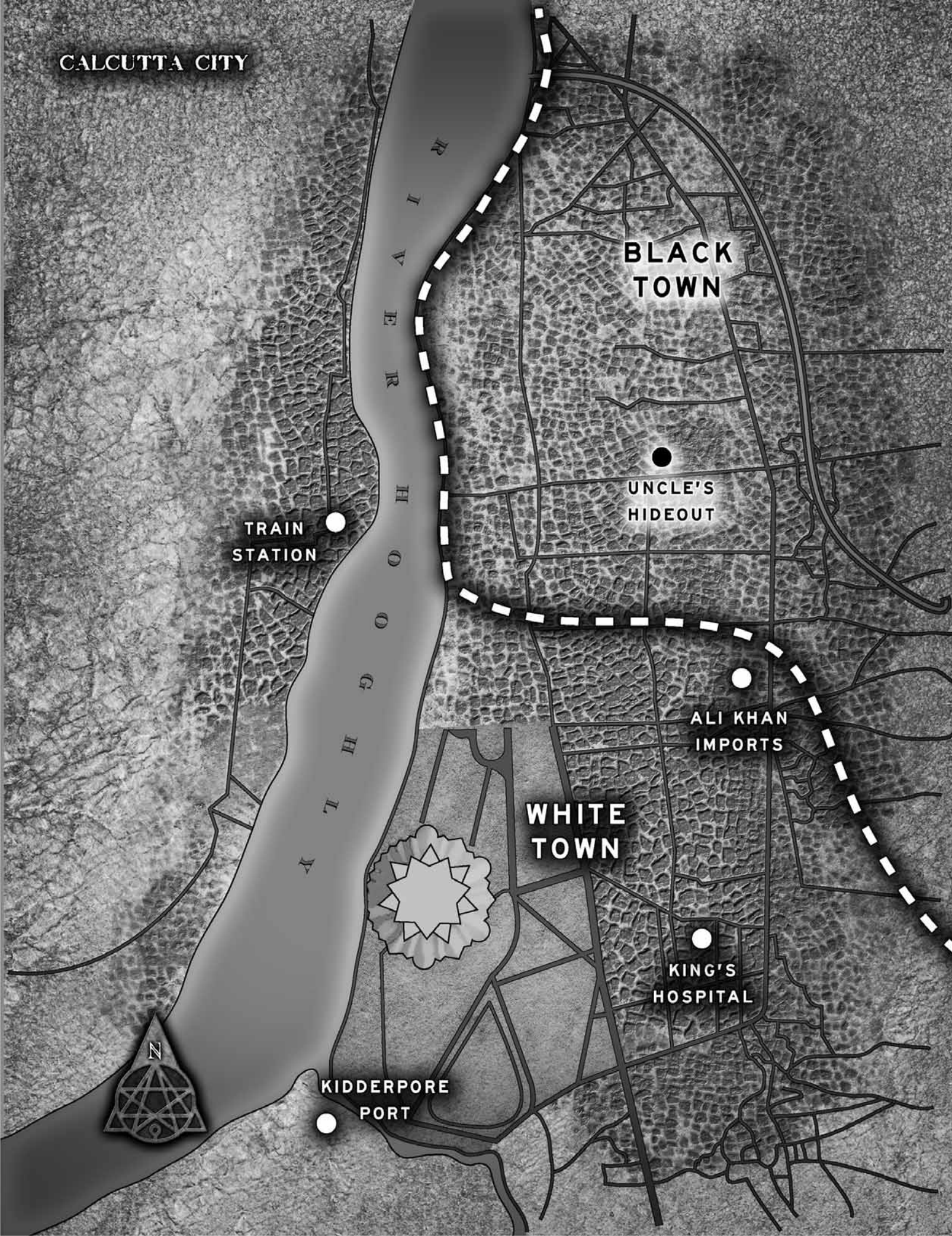


# ALI KHAN IMPORTS

□ = 5 FEET



**CALCUTTA CITY**



**TRAIN  
STATION**

**BLACK  
TOWN**

**UNCLE'S  
HIDEOUT**

**ALI KHAN  
IMPORTS**

**WHITE  
TOWN**

**KING'S  
HOSPITAL**

**KIDDERPORE  
PORT**

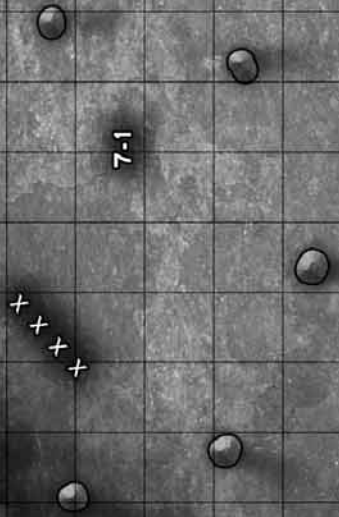
# UNCLE'S SECRET HIDEOUT

□ = 2.5 FEET



# DESERT CAVE

□ = 5 FEET



# YITHIAN LIBRARY

□ = 5 FEET



# AGE of CTHULHU

## The Timeless Sands of India

India: exotic splendors, desolate sands, and the mysteries of the Subcontinent. The answers to unexplained nightmares rest in India's timeless sands, where cons-old mysteries still dwell just below the veneer of polite society. Curious investigators are quickly drawn into a shadow-war waged by forces of darkness. The clues lead to the ferocious sandstorms of the Great Thar Desert, with fires, assassins, spies, and the alien Lightning Cannon along the way!

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