

The Lion Sleeps Tonight

A Call Of Cthulhu Adventure

There's something out there in the jungle, and the natives aren't being all too forthcoming about just what it is. Of course, when has that ever stopped the British Spirit! A colonial Call of Cthulhu game originally run at Gaelcon 2000.

First Thoughts

First off, this scenario can be played two ways: there is a "long" and "short" version. The difference between the two is the Introduction scene. The long version has the players themselves introduce the scenario, while the short version the GM simply makes a short resume of what happens in the introduction.

Though set during World War Two, the scenario requires little knowledge of the era or of the geography of the area. The appendix should give you additional background to help you understand a little more of the City and various elements of the scenario.

Finally, to make this scenario work, **YOU MUST READ IT THROUGH! DON'T RUSH IN AND MAKE IT UP AS YOU GO!**

Scenario Outline

The scenario is made up of four parts and should be played in order. Feel free to add or remove scenes as you see fit. For that reason a small section called "What there is to learn" gives you a quick low-down of what the players should have learned. Only "The Legend of the Lion", "The German" and "The City" should be played as such. The rest is pretty much optional. I trust you will adapt the scenario to your group.

This scenario is linear, in its sequence of events, the players have complete control on 2 occasions: "The German" and "The City". If used "The Diner" gives the character the freedom to actually throw themselves in the boiler. Give them time to think and plan between the scenes. However as time go by, give them less and less.

This whole scenario does play with the nerves of the players a lot. Therefore there are some tense moments during which the sound of your voice and your silences should chill the players. When dice rolls or actions are to be made, have them make the rolls quickly, make them feel that this roll is the one that can save their character.

During Part 1, give the players enough time to talk thing through when nothing is happening. But when they are doing something, don't give them a second to think. Especially when they reach the City.

The Epilogue is also an important part, as it does close the scenario, and bring some explanation as to the title of the Scenario.

Part Zero: Introductory scene (Long version only ~30-40mins)

This scene takes place in Lord Smythe's villa near Abidjan. The old Briton has invited everyone to a nice dinner. However, he has plans. He has prepared a small hunting expedition and he wishes to invite everyone along. However, it is at this time that Lady Karen will present her own plan for an expedition to the City beneath the earth.

Part One: The Expedition (2h30-3h30)

The PCs leave the final village on their way. Then a number of "incidents" happen to them, until they reach the cemetery of the elephants.

Part Two: The German (30mins-1h)

The PCs reach the cemetery of elephants where they meet a rather surprising stranger: a German officer after the same thing as them. Here the PCs have a difficult choice: join forces with the enemy or kill him.

Part Three: The City (30mins-1h)

At last, the PCs arrive in the City. However, their time is short and they must, unknowingly enter and leave very quickly. Hopefully seal the Lion back in the city.

Epilogue: The Lion Sleeps Tonight? (5mins)

Short story closing of the scenario. Will the Lion sleep tonight? (Yes, it will)

Character Handout

Okay, I know this is not standard procedure, but I definitely need to say a few words. Some characters **MUST** be handed to certain players. This should definitely help set the mood. These guidelines should easily be fitted onto any table. The following recommendations were made by the play-testers.

If there is a female player, then she **MUST** be given Lady Karen as she will most likely be best able to charm the fellows around (isn't it really bad when you must be charmed by a guy playing a girl...). Her player does **NOT** need to have knowledge of the Mythos.

Andy & Matthew should be given to players who have some knowledge of the Mythos (players who have played the game at least once or twice)

Lord Smythe and the Count Steryakov can go to anyone.

Pierre-Andre should go to a player with some charisma. The Cluzeau-accent IS optional but can add to the fun.

The Count Steryakov is the sixth "optional" character. If not present then the Count merely refuses to go and stays behind.

Part Zero: Introductory Scene (~30mins)

You will only have to play this scene if the long version is being played. Otherwise go to Part One, after reading/relating the resume to the Player

Part Zero: Introductory scene resume

You, the GM only needs to relate the events.

May 1942, the German army is victorious all over Europe. They control France, are pretty successful against the Soviet in the East. In North Africa, the Desert Fox Herwin Rommel is beating the British and American troops and inflicting upon them a series of defeats with a limited army. Their Japanese Allies are also fairing very well against the British and Americans. The Axis is at the peak of its power.

This scene takes place in Lord Smythe's villa near Abidjan. The old Briton has invited everyone to a nice dinner. However, he has plans. He has prepared a small hunting expedition and he wishes to invite

everyone along. However, it is at this time that Lady Karen will present her own plan for an expedition to the City beneath the earth. Using her charms she will sway the group. Even the resilient Lord Smythe will agree to join in. Everyone else will have a reason to go along (see the detailed section for the motivation of all the characters). This expedition should bring fame and fortune to all those who embark on it.

The intro scene ends with everyone agreeing to leave for the City below the Earth.

Scene Zero: The Dinner

May 1942, the German army is victorious all over Europe. They control France, are pretty successful against the Soviet in the East. In North Africa, the Desert Fox Herwin Rommel is beating the British and American troops and inflicting upon them a series of defeats with a limited army. Their Japanese Allies are also faring very well against the British and Americans. The Axis is at the peak of its power.

This scene takes place in the lavish house of Lord Smythe near Abidjan in Nigeria. He is hosting a diner party and all the guests are... **THE OTHER PLAYERS!** (What a shocker there!) You can make up the exact menu but it has to be copious and very elaborate. Small talk takes place during the meal.

Have each player describe his character. Give them ample time to introduce themselves. Let them enter their character slowly. If the scene drags on, try to harness the action using one of the following tricks. These events should occur naturally and should only be used if the PCs are going nowhere.

Lady Karen drops her map and it falls near one of the gentlemen

A servant approaches Lord Smythe and mentions that all his rifles are ready for his expedition

Pass notes on each character's motivation, but use this method only if you're getting desperate...

DO NOT DO APARTE unless it is a very character-oriented question. Each servant appearing should say whatever he has to say in front of the others.

There is nothing to learn in this scene. However it is important because the PCs must decide to head for the city. **DO NOT FORCE** or **HURRY THEM**, as this is one of the few times where they can think things over. This is really the moment when the sea is calm before they embark on the journey.

Part One: The Expedition (~2h-2h30)

Scene One: Preparations

We find the party three weeks later (June 1942) at the small village of Obabwe on the frontier of Chad and Cameroon. Lord Smythe has prepared everything already and has arranged for a group of natives to carry their bags. According to the Lady Karen's map, they have about a two week trek in the forest.

The leader of the natives is a guide named Wobole in whom Lord Smythe has complete confidence, having been with him on previous expeditions with success. He is dressed in typical native garb, a loincloth and a poncho-like hide and a turban. He will have no firearms, but will carry a spear. He speaks fluent English and French.

There will be enough food and drink for everyone for more than 6 weeks. Ask the characters what they want to bring along. Unless it is rather far-fetched, then suppose they have it. Firearms are acceptable, but at no time should any of the characters be given automatic or military weapons, rule of thumb, anyone who does not have a particular weapons skill should be given a shotgun. Only Lord Smythe can have an elephant gun. Don't get bogged down on details. If a player wants to take something that would be a little far-fetched later on, allow them a luck roll. ("OH I forgot my platinum-plated, ultra-precise archeological tools!")

From Obabwe, the players will travel east into the wilderness to some falls on the Winthorpe River in Cameroon, then south until they reach the Cocomanji Mountain. The City is supposed to be located somewhere near the mountain below a waterfall.

With the exception of Wobole, none of the bearers will be told of the destination of the expedition for security reasons. All of them are from tribes with whom Lord Smythe and other British Hunters have worked with over the years, however you can (and should) make the Africans look a little suspicious: they wear bizarre headdresses, bracelets & necklaces. Make them look potentially dangerous, but they should all appear rather unthreatening. Few of the Africans can understand a little English or German. Wobole has a thick African accent.

What there is to learn: The PCs have to prepare for the expedition, this should be rather quick. Don't get bogged down with details. Wobole must appear like a good guide. It must be clear who carries the map and the weapons.

Scene Two: The First Disappearance

Our heroes have walked without any trouble for the first week and are on their way to the Cocomanji. In the long days of walking, the PCs will have seen some of Africa's most beautiful landscapes, animals and flora. On many occasions, they will have seen nearly dried rivers filled with life, and dangers. Alligators, snakes live side-by-side with gentle gazelles and rhinos. Many lionesses will be seen but no male lion, bring this fact to the notice of the players, but don't insist on it.

The first signs that something is wrong will be during a thunderstorm. All the characters will be calmly eating their evening meal, enjoying small talk somewhere in the jungle. Occasionally, there are lightning flashes in the distance. Thunder shakes the ground.

Just as the characters are about to finish their meal, one of the bearers bursts into the tent, babbling about treasures and men disappearing. The man barely speaks English. He will point and make wild gestures. Don't let the characters discover anything by talking to him. The characters will have to go and investigate themselves. Wobole is nowhere to be found.

The bearer will lead them about 300 yards away from their camp in the jungle. Have the players make a few rolls (they are without consequences, as everything is over with by the time they are informed)

The only thing the characters will find is a small patch of sand and a bizarre smell somewhat akin to sugar but also like ashes. You can inform Matthew that he recognizes the smell (ideally on a small piece of paper or with a single nod if he has already made the relation). Let the players ponder and look around a little, there is nothing more to learn here.

When they get back to camp, Wobole will also be there. At last, he will translate the story of the men. A few of the men say they saw an African woman in the woods. Basically make the men look a little foolish and try to have Wobole look suspicious to the PCs.

What is there to learn: The Africans must look a little suspicious, with Wobole even more. Matthew should make the relation between his findings in west Nigeria and here.

Scene Three: The First Ruins

Two days later, the characters will again camp out, call for Spot Hidden rolls now but tell them they don't notice anything special. Again they will all sit down for their evening meal. Describe the day: a walk through constantly thickening woods. The animals: giraffes, elephants & huge flocks of white birds. Mention a pride of lionesses hunting together with the lead male nowhere to be seen (much to Lord Smythe's distress).

Outside the men are singing tribal songs and clapping. If any one of the PCs leaves the tent, the men will

stop their singing and look to the PC like a group of young men caught doing something wrong. After a few seconds of a weird silence, one of the men will appear from the bushes wearing something like a mask with a symbolic lion head, easily recognizable by the wild crown of fur. The surprise should rob the character of O/ISAN. The PC should feel VERY intimidated and return inside at this point. If the PC remains outside, the African will throw frowns at him, and will all retire for the night.

The "Lion" is Wobole.

Next morning as everyone readies to leave, Wobole will tell the PCs that the three men who took early watch have gone missing. He suspects foul play. He suggests going to search for them while the men are bundling up everything. He also counsels against telling the men, at least until they know what happened to the missing men.

Let the party organize their search (whether they want to search in many groups or in a single group). No matter how they search, you can have them take luck or track rolls, The group in which Wobole is, will find it first. If any PC asks, a psychology roll will reveal that Wobole seemed to have led the group here.

Again, there is a pit of sand with that same weird ash-sugar smell. Upon finding the place, Wobole will make a handsign that will be seen only by those who succeeded at the Spot Hidden roll at the beginning of the scene. The sign is like opening one's hand very quickly from a fist then slowly close the fist again. They will also remember that most of the Africans did that sign today... when the lionesses appeared (Occult rolls will tell the PC this is a sign of reverence to the African Spirits of the area, but nothing very precise)

Around the sandpit, are numerous blocks of stone obviously cut because of their cuboid shape. A closer look will reveal glyphs on them. (See Appendix for details). Archeology/geology will date these stones to be over 10,000 years old and of almost perfect craftsmanship (similar to the interior assembly of the Gizeh pyramids).

However, what will strike the successful roller will be the glyphs on them. They are obviously as old as the stones themselves and seem to relate to a story of mankind dealing/herding animals. Nothing more can be discovered and prolonged study of the stones would take too long. Doubtfully, the characters will have with them sufficient books to make a correct study.

When the characters finish their investigations here, tell the first player who announces his intention to leave or to return to camp that Wobole is no longer with them. He is back in camp. He will say he wanted to make sure the men were doing everything right. Psychology will reveal he hides something. Wobole will not speak here. He fears the Lion too much.

What is there to learn: Wobole must seem to be hiding something and look VERY suspicious. The stones must be found and studied by the PCs. If they make a connection with the lions here, they will have some forewarning of things to come.

Scene Four: The Legend of the Lion

The next evening, during the meal, Wobole will return from his (unusual) daylong scouting trip. He seems very tense. He walks into the tent of the PCs as soon as he reenters camp.

"I think we ar' in twouble." He will say. If the players press him for details, he will begin the story of the Lion (see Appendix 3) Remember to make it sound a little unrealistic and shamanistic. Wobole will make large hand gestures and his thick African accent should give some kind of credence to what he says.

As Wobole finishes his tale, have all the PCs make a listen roll (Wobole will NOT succeed his roll). The Africans are very anxious about something and there seems to be group movement outside. Outside, they are running into the jungle because a certain "Baboowe" has supposedly found a treasure.

At this point, split the group from those who run after the men in the night and those who stay behind. Then take the players who failed the luck roll apart and run a short one with them.

Have them make a few jump/climb rolls and a luck roll, this scene should be some kind of running frenzy. If they succeed the luck roll, then remind them they are running in the nearby jungle, at night without any light or precise point. Then remind them there is a Lion running loose... That should stop them, otherwise assume they failed...

If they failed the roll, have them run around a little, scare them with noises, and have them hear something flying overhead (a bird, its unrelated but it should put the players off track), then a scream then silence. Spending time in the jungle alone should stress them out. They are in for a friendly 2/D6+1San loss. (if you roll 5+ they the PC is ready for a little insanity, possibly screaming and/ mad running around). They will only be found in the morning. Inflicting a few points of damage (D4) would not be a bad thing.

If they roll '00', then all the others will find a broken lamp/helmet next to a pit of sand. Some of the screams the others will hear during the night will sound strangely like that PCs voice.

Those who stay in camp will hear a number of screams, a few gunshots (some by the Africans who took some of the PCs hunting weapons). All in camp will loose 1SAN for this nerve-wracking night. Wobole will remain near the fire and sing silently to himself.

What is there to learn: Wobole's legend and the fact the something definitely seems to be after them.

Scene Five: Next Morning

Little by little all the PCs who venture into the jungle will return. Their clothes ripped and dirty. Many men will NOT be found. Many more will desert the expedition. A number of sandpits, all under clear blue skies, will be found, but no treasure. When all is done, about half the bearers are still with them. The others have deserted at first light or have not been seen after last night.

Wobole will ask for a meeting with the PCs. He will ask the PCs to reconsider. He knows the place they are going and it is haunted. The place, he will finally admit is the Elephant's cemetery. No one has ever returned from there, and it is a cursed place. He will warn the PCs that desertions may rise as they near the place.

If they turn back, then the Lion will get them all before they reach civilization and move to Epilogue, under category "all dead".

What is there to learn: Wobole's gives the character their last chance to leave. The characters may now make the connection between the lion being a flying creature -or- something that prowls in the night.

Part Two: The German (~30mins-1h)

Scene Six: The Final Leg

During the next 3 nights, the party will slowly see their escort be reduced to Wobole only. Ask them what they are bringing with them. For any valuable or weapon, ask the player to make a luck roll. If it is failed then one of the African has run off with it and it is lost. However, don't be too cranky, they must still think they have a chance to go on. Even though they see a number of lionesses, they never actually see a male lion.

The final night, Wobole will tell them that the elephant cemetery is home to many deadly animals and to be very careful as to where they walk.

Scene Seven: TAKA TAKATA!

The party will enter the elephant cemetery, an eerie place where for as far as the eye can see. Whitening bones of the hulking elephants are very scary. If you did your job well, by now your characters should be on their toes for any noise or weird happening. Tell them the place is oddly without vultures. A few odd human skeletons appear from time to time. Yellowed by time but otherwise unharmed (as any medicine roll will confirm) with death happening anywhere from 10 to a 3000 years ago (as any anthropology roll will confirm).

Wobole will have his spear at ready. Play with them a few moments. Then, when they begin to relax a little, make firing noise like a machine gun. Quickly call for dodge rolls. Make the players panic a little. Then announce that Wobole falls to the ground dead. Wobole dies THERE and THEN (sorry, he CAN NOT be saved).

Call for a Knowledge roll at -50% except Pierre-Andre (who rolls at no penalty). Upon success, the player will recognize a German sub-machinegun. Otherwise, have the players make rolls to spot the shooter. He is hidden a little further away, well enough so the players would not have a clear shot.

The German, Michael Fischer, is out of ammunition for his SMG but still has a few of shots (D6) for his luger P-08 pistol. However he now recognizes he is in a pretty bad shape and will try to communicate, initially in German.

Fischer is ready to deal with the PCs, but will not do so if they have a gun to his head. Both he and the PCs are in the same jam: lost in hostile territory with limited supplies. Fischer is ready to give the PCs information and pool his resource with them if they agree. Though this makes common sense, remember some PCs (Matthew, Lady Karen, Lord Smythe & Andy) are rather patriotic or have lost someone to the war. So let them deal it out. Fischer is not the typical nazi Gestapo doktor, he would fit much more into the WWI idea of the German soldier: honorable and rather friendly if a little pig-headed. He will uphold any bargain and will indeed try to pull his own weight.

Final thought on Fischer. Though knowledgeable, make sure he doesn't steal the show. If the players begin to rely on him too much, have him take the worse possible choice... He will help but should not be seen by your players as the person who will guide them safely through the rest of the Scenario. This scene is the one where all the players will have to agree with the German who will not surrender his weapon or freedom.

Fischer speaks neither about politics nor about the war with the PCs. He is a soldier and they are all civilians. This moment must be tense, and Fischer is not easy to sway. Though he will agree to the principle of an alliance, he will not agree casually.

What Fischer knows about the Cemetery

-For some reason, the thing that pursued him on his way here doesn't attack him when he is here.

-He has been in the area for a few days 5-6, about the same time the PCs began to be plagued by the beast.

-He has searched the Cemetery far and wide for the entrance to the City. He has noticed rapids further southward on the river crossing the Cemetery (it can't be seen from where the PCs arrive)

What Fischer knows on the City of Lions

-He refers to it as "Pantersburg"

-The City is very ancient and its existence would date back to a few thousands of years, at least

-No one who ever entered the city ever came back

-The Entrance is behind a waterfall

What the PCs can learn from Fischer's document (found only if he gets shot):

-He is on official duty for the High Command of the Afrikakorps. Details of a french pilot in Nigeria will also be found (yep, that's Pierre-Andre)

-He refers to it as "Pantersburg"

-His personal notebook states that he believes the city lies somewhere further down the rapids.

-He has been here for 5-6 days.

What is there to learn: The German must be encountered and dealt with, either the PCs strike a bargain with him, or kill him.

Scene Eight: Onward to the city

The groups should now be heading towards the rapids. It is a short walk you can "embellish" with a few natural dangers: snakes or female lions (for the effect).

Maybe two or three hours walk they will reach a cliff, looking down, Spot Hidden rolls will reveal a small path about 30 feet down. Time for some climbing. Do they have the rope they asked you for when they left? Let them sort it out, but do call for a few climb rolls, with results raging from D4 to D6 points of damage (try not killing them here though...). Plus, make them write down a very detailed list of what they bring down, reminding them the descent is difficult. Every bag they get down should require rolls.

Eventually they should follow the path leading behind the waterfall. They finally made it to the City!

Part Three: The City (~30mins-1h)

Gming tips: during this part, always have the PCs explain what they are doing and frequently ask them what they are doing. Whenever someone does something, ask the others what they will do. Make the ACT. If they don't then tell them they are looking at the others.

Scene Nine: The Doors

The PCs will enter a cave whose perfect craftsmanship closely resembles that of the pyramids. All over the walls can be seen engravings obviously not Hebrew, more akin to braille. Depicting African religious practices (Occult), with many extinct animals (Natural History). A number of human-like figures can be made out building the city in somekind of praise to the same lion-like figure the might've seen on the ruins in the jungle. The walls, floor and ceiling are all covered with the same engravings. The cave itself is very wide, about thirty feet wide and equally as high.

The doors which are very large (15 feet high and about 20 feet wide) are made of stone. Some pieces of metal lie on the ground (the former seal) Obviously, some explosives were used to open the doors. If they look at the door closely, they may find that the engravings on the side are five-branch stars. (Elder Signs)

Beyond the doors lie the city, still blanketed in darkness, a bizarre odor of ash & sugar floating around the place. Now would be a good time to ask the PCs who has the lantern...

Scene Seven: The City below the Earth

Here the scenario breaks down. Instead of scenes, the scenario proposes a few different locations. Note that this part should be fast-paced, leaving the PCs. If the group splits, then switch often between the subgroups. Whenever they enter a new building call for one of the PC to make a luck roll. If they make it, then frown, but don't do anything (the roll doesn't matter). It should scare the players. Smile if they fail...

Other things to remember inside the city:

The players can occasionally see the ceiling, but the cave is too gigantic to get the exact size of the city. "Cyclopean" and "Titanic" would be good descriptions of the size.

Once they enter the city proper (just beyond the bodies), the rock floor gives way to sand, but it is tightly packed so they don't wade more than an inch.

There are a myriad of houses, so many that it would take years to explore it all, whenever they go, anywhere in the city, mention the deserted houses, the pitch-black huts, the sand-covered plazas, eroded statues to forgotten divinities.

No building has a rock floor except the Ziggurat (though they can't know that unless they visit it).

Whenever anyone ends up alone in a building, make a secret luck roll for them (this one WILL count...)

Occasionally, make them find some item from the British expedition, but no bodies are to be found anywhere, except in the tower and the entrance.

After giving them a description of the sites they see through the darkness, tell them "Fischer goes..." then roll a dice, and send him off to the ziggurat. This is to make the PCs think his actions are random.

All the houses were built for very tall men. The entrances (there are no door) all measure over 8 feet tall and the windows are opened 6 feet from the ground.

Whenever anyone loses more than 5 SAN at any point inside the city, call for an idea roll. On a success, the PC goes insane. Each PC has but ONE chance to go insane, if they don't go crazy, then they are fine for the rest of the scenario, don't make them go insane every 5 seconds.

If anyone of them ever goes insane, then he will run off into the dark streets, leaving their poor friends behind (who has the lantern?) and consider that player dead. But at the end of the scenario, have him make a luck roll, on a critical roll, he makes it outside safely.

Very likely the players won't have time to explore everything.

VERY DISCREETLY keep an eye on the time. When your time is about up, that is when you start killing off the characters. Before that, they must not die. Once you start on your rampage, try to kill them one at a time. Make their deaths entertaining: the PC screams in agony calling to the others to save him, describe the squishing sound the lion makes, make them feel minor tremors in the ground. This is the moment they will remember, give them a run for their money!

The Bodies

As the group enters the city, they will see the bodies of two dead soldiers, their (discharged) rifles lie nearby. They are wearing the British Redcoat uniform of the Colonial Infantry. They carry nothing of value on them. Both appear to have been shot and then searched. Biology or Medicine will reveal that the humidity of the cave should've have the body rot and decay, but instead it seems to be mummified, the skin having a parchment-like texture, very odd. No matter how much information they find, the bodies are worth a little 1/D6 San.

About 10 feet away, the rocky floor gives way to sand, the odor though still present seems to lessen. (Actually, this is an illusion, their nose just get used to the smell.)

From here, tell them the interesting sights they see. The tracks are present but mention them only if the PCs ask for them. Don't volunteer it.

Who ever stands on the rock floor when you are on your killing spree is SAFE. The Lion cannot affect

them while they are on the rocks.

The "Shining House"

From the bodies, one of the houses seems to have a number of metallic items because it reflects like possibly mirrors.

As they approach, they can make out that most reflections seem to be gold and silver! There must be a fortune in there.

As they enter the house, they will indeed see a big pile of bizarre gold and platinum (which they believed to be silver from a distance). Plates, rings, necklaces and anything you can imagine. This place is where the British stored all the valuables they planed on bringing back with them.

If you are on your killing spree, give them a few moments, then have them all make a spot hidden roll. Those who make it will see short tentacules break the surface...WHAM ! they spring out. Call for luck rolls. Allow a dodge roll for those who succeeded at either, the others are taken by the Lion...*snif* Who has the light ? Inflict SAN losses on the PCs who saw the Lion before it struck...

The Plaza

A number of rock statues can be seen, something of a plaza.

Reaching the plaza, is easy. There are many African divinities depicted here. However, most of them are shown in a darker, more primitive with an almost evil feel to them. Have all the players who observe the statues for any period of time make a POW*5 roll to feel the statues seem to emanate some sort of sadness. A critical success and the player will identify the feeling as despair, as if the spirits represented were themselves desperate. Realizing this should be worth 1/D4 SAN...

If Matthew is present, then he will recognize that one of the statue (the Lion) has a H-like shape engraved on its forehead. Matthew will immediatly recognize the symbol as the one he must use for his Aura of Death spell.

A large tent can be found on a side-street. That was the British camp. Besides a few lamps, there is nothing inside. If they search the tent, they will find the remnants of a bunk bed buried in the sand. Nothing more.

Once on your killing spree, they uncover a little more than the bed, have them all make a spot hidden roll. Those who make it will see short tentacules break the surface...WHAM ! they spring out. Call for luck rolls. Allow a dodge roll for those who succeeded at either, the others are taken by the Lion...*snif* Who has the light ? Inflict SAN losses on the PCs who saw the Lion before it struck...

The Tower

Off to the right, a structure that resembles a tower but that could at one point been a tower but now serves as a pillar, holding the ceiling.

Approaching the tower will reveal the door has been barricaded with... boxes of dynamite ! Knowledge roll will remind the characters that old dynamite must be handled with extreme care. But they are in no danger, the dynamite is now harmless, even if lit. There is a star-shaped engraving on the doorway itself. It is an Elder Sign, which the PCs can recognize on a Cthulhu Mythos roll.

Once the entrance has been cleared, they will see a spiral staircase leading up. About 15 feet high, they will find two bodies. One has a pistol in hand and a big hole in his head and wears a British Army colonial uniform (lieutenant), the other, in civilian clothes lies in a pool of dried blackened blood, and one of his leg was thorn off, not cut but thorn off. A satchel containing the notes and discoveries of the

Expedition. You can give a brief rundown of what happened to the British expedition.

If you are on your killing spree, then force the PC to leave... The tower itself is protected from the Lion, but the Lion can cause tremors and cave instability... And if they stay there indefinitely then... They should join the British pretty soon, especially when their light die out...

The Tracks

What if your PCs want to follow the tracks of the British ? Well then, send them to the plaza where many footprints lead out. The latest sets of prints lead to the tower. If they follow the tracks for a while, you can let the PCs make an idea roll, on a success, they will notice that no sets of tracks reach back to the bodies at the entrance.

The Ziggurat

In the distance, the vague form of a stepped pyramid, a ziggurat can be seen.

Approaching the ziggurat will reveal a number of stairs leading to the top. The paintings on it have eroded and can no longer be identified. A few brushes and writing paraphelia can be found lying around. No paper, no notes and no writing can be found however. The ziggurat seems to be made of a single block of monolithic stone and not be a construction, like the other buildings.

Assuming the PCs walk to the top of the ziggurat, they will find a spiral staircase leading down. The inner stairs will lead them deep below sand level. There they will find a tube with a plant-like creature. (1/D10SAN) The creature does not seem to have a front and seems to be in some kind of stasis (it is dead). A complete if outdated photography kit is still there, left untouched for 80 years. The place is filled with crazy machinery, go wild, whatever they do, they won't be able to make head or tails of the devices.

The floor here is made of stone with sand forming small piles near the walls.

Once your killing spree begins, call for luck rolls. He who fails by the biggest margin or he who succeeds by the lesser margin is close to a wall. Then CRASH! The Lion breaks through the wall and takes a shot at that character, dodge roll anyone? Then it will be a mad dash up the stairs...

Scene Ten: What must they do to survive?

When you begin your killing spree, the best thing the PCs can do is run for their lives, they cannot kill or stand a fighting chance against the Lion. Whenever they will make their mad dash, call for a number of rolls: dodge, jump, climb, listen or spot hidden. Keep the scene very active and fast-paced. Make the rolls for Fischer as well let the dice decide if he lives or not.

The best thing the PCs can do would be to run away and close the door. You may want to ask for a Strength*5 to really force the issue... (The PC is safe here, but he doesn't know). Closing the doors will trap the Lion inside the city where it will fall asleep slowly, until the doors are re-opened. This is the best possible solution for the PCs.

Epilogue

There are three types of endings: all died at the "hand" of the Lion or stayed in the tower; some escaped but did not close the doors; some escaped and closed the doors.

Epilogue One: No Survivors

Read aloud to the player:

Having no news from her father for over a year, Miss Mary Smythe asks for a ticket to Nigeria. During the

war, somehow the young lady makes her way to a small village in southern Chad. There, she will inquire as to the whereabouts of her father. No one will speak to her. The natives will ignore or feign ignorance. That is, until this old man, a sage, a tribal shaman or just an old fool. Blind in one eye. The only thing he will tell her about her father is the following cryptic phrase. "His hunger sated, like a king on his domain, the Lion sleeps tonight."

Epilogue Two: Survivors with the doors open

Read aloud to the player:

"Early September 1942, a British patrol will find [# of survivor(s)] walking about in the deep jungles of Cameroon, wearing nothing more than tattered rags, their bodies covered in scars, suffering from fever and malnutrition and carrying with him/her/them an old now-rusted rifle used as a club. Being brought back to their base, his/her/their identity confirmed. Once their physical condition has been stabilized, the treating doctor will send a short message to the British authorities. The message goes like this:

"[Insert PCs name] suffers from traumatic experience suffered in the wilderness. Most likely something that has to do with a hunting accident. When asked what happened to the others, the patient(s) keep repeating the following poem. "His hunger sated, like a king on his domain, the Lion sleeps tonight."

Epilogue Three: Survivors with the doors closed

Read aloud to the player:

"Catching his/her/their breath on the rocky ledge, [PC name(s)]'s peace will be disturbed by something knocking on the heavy doors. Terror strikes the survivor(s) who defiantly stand(s) in front of the cave, waiting for the thing to burst out. But nothing comes, the thumping slowly fades off. "It's trapped. It can't get away! IT CAN'T GET AWAY!" Follows a funny-looking dance on the ledge.

"About a month later, [Name the survivor(s)] return to Abidjan. There they are bombarded by questions from the local press. Keeping strangely silent about what happened, saying only the following comment that will puzzle the press for some time: "What started with a diner ended with a diner. After eating, at last the Lion sleeps tonight."

Appendix One: The Truth about the City

The City our characters are going to is a part of the fabled city of Gharne. Though not the same location where Sir Wendy-Smith himself went (which lie farther to the south).

Around 70,000 years ago, the Elder Things were plagued by a particularly powerful Cthonian. Since they could not destroy it. They took upon themselves to wall the thing into the city. This they succeeded. The Cthonian, unable to leave fell into a deep sleep.

Time passed. The Elder Things' power failed more and more as time passed and their power waned. Themselves forgetting the cities in favor of other, more important cities. So the buried city lay there dead and dark.

Appendix Two: The British Expedition of 1880

The expedition was not created as such. It came about when a patrol of British soldiers and French explorers were attacked by a marauding band of savages. By chance, The seven survivors made it to the elephant cemetery: Lieutenant Brown, Sergeant MacAlister (Lady Karen's Grandfather), five soldiers (Miller, Deane, Hill, Picton and Saxby) and the French explorers Jean Lebeau and François Michelin. After fighting off the Africans, a small group of German soldiers. Both groups faced off with the British and French coming on top. The only German prisoner, Herschell, told of the cave they had found and of the riches to be found there.

Though initially all the British were opposed to the idea, Michelin who was interested in the Occult convinced Lt. Brown who was something of a glory hound, to find the city. The group went to the cave where they broke the metal seal of the doors with dynamite they took from the Germans. Leaving the German prisoner with Saxby and Picton at the entrance. Everyone else entered the cave. Just like the German predicted, they found a number of artifacts made of gold and platinum. They began to stack them in a single house. The French took notes half in French, half in English. Though they were unable to decipher much information, but they did take some extensive notes. Their notebooks indicate that the tower is supposed to protect from something.

Then Miller screamed. McAlister saw the thing and ran for his life, somehow escaping to the surface by disappearing into the city. The camp degenerated as Hill began screaming. Taking advantage of the situation, Herschell shot the two British guards and ran off into the wild.

Lt Brown, Deane and the two Frenchmen retreated to the tower. They remained there for a while, realizing they were doomed if they didn't try to run off, they started to make a run for it. Dean and Lebeau, running faster were swallowed by the Lion. Michelin, lost a leg before Lt Brown managed to pull him back into the tower. There Michelin bled to death and when his light died out, Lt Brown took the gentleman's way out.

The two survivors: Sergeant McAlister never spoke of his experience, but he did note down the map. Herschell was found by a German patrol. They noted down his ranting before having to shoot him. Once again, the City lay in darkness, but this time its prisoner was free to roam.

Appendix Three: The Legend of the Elephant Cemetery

This is what Wobole will tell the players. (for the real story look into Appendix 1)

"Long ago, when the baobab were still small on the plains. The Men-from-before ruled the land and had strong ties to the animal realms who were ruled by the Elephants. Both lived in harmony and respect of the other, ensuring that nature would continue in the harmony it always lived by.

"The Men-from-before created a huge city using the Ivory from the bones of the dead Elephants. This pleased the Elephants because the city of the Men-from-before served not only to shelter their friends, but also stood as a monument to their ancestors. Great was the city with huts and towers reaching as high as the sky.

"However, the Lion was jealous of the bond shared by the Men-from-before and the Elephants. So, he hid. Patiently he prepared his strike. Sending forward his females to distract the Elephants.

"Then one night, the Lion struck. In a single strike of his paws, he destroyed the City and buried it like a dog would a bone. The City was no more and the Elephants decided that they would continue to honor their ancestors and the former brothers. To this end, when an Elephant becomes old, he takes the journey to where the city of the Men-from-before once stood proudly, offering their bone to their now-dead brothers.

"Because of the suffering the Lion have inflicted on them, the Elephants have not renewed the same friendship with the men from today. Modern man is full of cupity and evil, he has forgotten the lessons of the past. He has lost the gift to speak to the animals, gift that was stolen by the new king of the beasts, the majestic Lion.

"The Lion remembers clearly what he did. He remembers the days of old. Because he knows he has so many enemies, the Lion sends his wives to hunt for him. He is their lord and master. Rare is the man who stood before the Lion without being attacked by the hatred-filled beast. That is why very rarely during the night will the Lord of the Beasts be seen sleeping.

"Many tribes of Man report a safe journey with 'The Lion sleeps tonight,' for no man lives when the Lion

hunts."

Appendix Four: Nigeria/Chad/Cameroon Weather

The wildlife will change a lot as one moves southwards. The beginning of the scenario, the landscape consists of grasslands. The more they will move southwards, the more dense the forest will become around them. Temperatures ranges from hot to frikkin hot. It can rain at any time.

Appendix Five: The Lion

Well the Lion is a rather large Cthonian. Only if Matthew may know the name of the creature, then again, only on a successful Cthulhu Mythos roll. However, always refer to the creature as "the Lion". No player should ever get a good view of the thing unless they end up in its belly...

The Lion

STR 67 CON 45 SIZ 70

Hit Points 58

Armour 5pt hide (substract 5 points of damage from any attack)

Regenerates 5 hit points per round (but dies upon reaching 0)

SAN loss 1D6/1D20

Appendix Six: Matthew's Spells

Matthew has two spells which he had better not use during this scenario. However they were given given to him for role-playing purposes. Matthew is supposed to be terrified of them and has never used them before. If at any time, he wants to try them, re-check. "Are you SURE?" If he says yes, then let him proceed. The idiot was warned...

Contact the God of the Earth: The description of this spell calls for a 5-minute chant to be performed. The chant itself is in a tribal language Matthew does not understand but he knows the sounds by heart.

Another name for this spell might be Contact Shudde Mell, the Lord of the Cthonians...This spell effectively summons a larger version of the Lion. If attempted anywhere EXCEPT in the Elephant cemetery or the tower, then have the Lion attack Matthew at that time, give the others rolls to escape. He shouldn't have done it... Another proof of why when one doesn't know, one shouldn't use magic in Call of Cthulhu.

It costs Matthew 8 Magic Points and 1D6 SAN points.

If tried in the cemetery, then make the Lion manifest itself, freak the players out of their minds (this happened in the play-test).

Aura of Death: By making a single "H"-like shape in the air this spell is supposed to "bring death to all who oppose the priest"

Okay... now the true name of this one should be "Red Sign of Shudde Mell". This spell does what Matthew knows about it, but it not only sucks the life force of enemies, it also sucks the life force from friends and the caster alike! This spell was used by the Priests as a "Last Chance" defense.

It costs Matthew 3 Magic points and 1D8 SAN. By paying 3 more Magic points, the spell can be maintained for an additional round. If the PC goes insane, then make him maintain the spell until he either dies or falls unconscious (when he reaches 2 or less, he falls unconscious). Now, the damage bit... Anyone within 10 yards except the caster loose 1D3 HP per round the spell is active. Anyone within 30 yards loose 1 HP. The caster loses 1HP per round while the spell is active.

When the spell is active, the caster will feel himself be filled with the life force of the others. The energy is then channeled underground to something big, something evil, something alive and something waiting.

Backgrounds

Lord Jonathan Smythe

Big Game Hunter, Retired British Officer

Born to an impoverished family, Lord Smythe did some rather mediocre studies at the Royal Military College. His long military career in the Infantry (the 34th of Foot) brought him to fight in the Boer War where he first saw Africa. There he earned a reputation for coolness under fire and for decisiveness.

After the Great War, now-Lord Smythe (his father died during the war in a marine engagement with the German navy), decided to move to Africa. He went to Nigeria, a rather safe colony. There he was able to engage in his great love: hunting. It was on one of these expeditions that he met Joan Van der Bylt, a young Dutch botanist. They fell in love and got married soon afterwards. Joan was a good wife, giving him a son, Harold in 1920 and a daughter Mary in 1924. Unfortunately, about seven years ago, Joan caught some untreatable disease and died. Lord Smythe believes that she must've touched some poisoned plant and died.

The joy of his father, Harold also joined up for the Royal Military College and currently serves with the British Army in North Africa. Mary is pursuing botanical studies in Scotland.

Lord Smythe participated in many hunting expeditions over the years and is now a friend of many local African tribes and French officers in Chad and Cameroon. In 1932, during an expedition to Southern Cameroon that he stumbled upon the abandoned temple. Ignoring the guides' recommendations, Lord Smythe and the others decided to explore the ruins. Inside, they discovered a pit at the bottom of which was a dark mass, some kind of living shadow. Before they could do anything, the Thing rushed forward and sent tentacles of darkness that grappled his fellow hunters. In less than an instant they were reduced to a bloody pile of bones. Ordering the others to flee, Lord Smythe packed the place with TNT and blew the temple up, hoping the Thing of liquid shadow would be destroyed with it. Even today, Lord Smythe has nightmares about the sound of the flesh being ripped from his friend's bones.

Lord Smythe has not gone on an expedition since the death of his wife. He is bored.

Goals

Lord Smythe wants to leave his house and go on a hunting trip. He is beginning to feel old age and staying at home without his children would only make it worse.

Personality

Lord Smythe speaks of constantly of his former hunting exploits: his 3-tons rhino, the 15 feet-long lion or the whole pack of attacking cheetahs or war exploits: the battle Van Pelt hill or the Battle of the Verdun. Lord Smythe also has a strong tendency to acclaim all British action. He thinks highly of all things British. He has a definite interest in what happens in the war.

Relations

Andrew Quinn: The American doctor has chronic money problems. If your expedition succeeds, he would certainly make it big. Plus, one always needs a good doctor when out hunting.

Lady Karen McAlister: A young well-educated heiress, she is very nice and pretty and reminds you of your own daughter. You tend to treat her like your own daughter, but it's for her own good...

Matthew Westingham: You don't like the reporter very much, but he is a good photographer and should bring back nice pictures. Plus a little publicity never hurts.

Pierre-Andre de Rougemont: This arrogant Frenchman reminds you of yourself when you were younger, devil-may-care, worry-free and full of energy. You envy him his plane, but feel you're a little too old for that now. Like you, he loves hunting.

Count Vladimir Steryakov: An exiled white Russian, a fellow veteran of the Great War. He fought the Bolcheviks and harbors a deep hatred towards them. He admitted to you when he was very drunk that he would love to see Germany crush the USSR to allow the Tsar and his family return. You and him are very good friends but try to avoid speaking about the war.

Doctor Andrew 'Andy' Quinn

Andrew Nathaniel Quinn was always a gambler. From his native Boston, he made himself a small fortune before losing everything playing dice. He paid his medical school at Miskatonic University and even passed some classes by gambling with his teachers. Graduated "with honors" from Miskatonic University in Arkham, Massachusetts, Andy got interested in the mysteries of the occult by a friend, but Andy preferred making money to musty half-forgotten books.

After getting his diploma, he went to Colorado, then California looking for easy money. However, he lost all his money. Running away from the mob on the west coast, Andy fled to New York when he kept on to his old tricks of gambling and not settling his debts.

Just as the mob was knocking on his door, Andy took a suitcase and fled out the fire stairs. With what little he had on him, he jumped on the first ship leaving New York. It was with infinite sadness that he realized he was on his way to Africa.

Once in Nigeria, he began working honestly for the first time in his life. Rapidly, he met most the important people of the area. All he wanted to get by gambling, he got by working 6 months honestly. That's how he met Lord Smythe and the Count. He still plays cards with his patients but can't find any pleasure anymore. He found his place in the world. Problem is, he hates Africa. He wants to return to America, but he is waiting for the end of the war, to skip the draft.

Andy owns a copy of the "Nameless Cults" by Von Junzt, but the expurgated Golden Goblin Press 1909 edition. He won it playing poker and read it on the ship. He has learned many things he believed to be fantasy tales. However he has seen so many bizarre things that he is beginning to think Von Junzt' book might not have been fantasy after all.

Goals

Andy wants to return to America and leave this place. He is currently saving all his money to allow him to take a ship back to the United States.

Personality

Andy doesn't know what is good for him. His work here is miraculous, yet all he wants is to leave and return to the life of crime and poverty he knew before. He cares not for the war.

Relations

Lord Jonathan Smythe: An important man, but obsessed with hunting and constantly speaks of his hunting or war stories. He has a liking for you and you find him interesting, so long as he can be kept from speaking about hunting

Lady Karen McAlister: She's just arrived. She is beautiful. And rich. She could be a most interesting wife. After all, England or Scotland is still much better than this hellhole.

Matthew Westingham: The reporter. You frequently sell him stories so he has something to report back to his paper. Both of you want to leave Africa as soon as possible.

Pierre-Andre de Rougemont: You don't like the debonaire Frenchman. He knows too much and seems too rich. He doesn't matter losing huge sums of money (generally to you).

Count Vladimir Steryakov: You don't like him much. But he's rich and apparently without heir...

Lady Karen McAlister

Rich Heiress

Lady Karen is the daughter of a rich Scottish gentleman and a Dutch Countess. Her mother died of cancer when she was a teenager and her father died in France during the Battle for Norway in 1940. Not being the studying type, she tried to arrange her family money as soon as she received it.

Among the old papers in the safe was one of her grandfather's maps. Her grandfather had fought in the Sudan during the 1880s. Her yearlong research on the map and the expedition led her to believe her grandfather found the entrance of an underground city. The city was apparently built during the Roman era. The Jewish zealot had fled Jerusalem after the 70AD uprisings and the Roman retribution. They had built the town led by St-Jude himself. The city itself would've been at the origin of the medieval legends about the Christian kingdom of Father John, believed to have existed somewhere in the center of Africa.

Lady Karen became obsessed with the City, but could not go there alone. For this reason she left for Nigeria, during the war in the Atlantic. From there she sought people who might accompany her. Upon meeting Lord Smythe she knew her quest was at an end. The old hunter has numerous relations and he is bored... if she manages to interest him her project... Tonight's supper will be definitely the best time to present it. All these drunken gentlemen bent on adventure. Yes... Tonight you will be the time to bring your project: mount an expedition that will make you famous, along with anyone who will accompany you.

Goals

Lady Karen wants to go to the City. So far she has not presented her map to the others and she is waiting for the right moment. She does not want anyone to have the jump on her as she wants to become known as one of the best female archeologist in the world.

Personality

Lady Karen knows she is beautiful and she knows how to use her beauty to her advantage. Although she is very seductive, she has spent most of her life in a private school and is still very innocent. She still believes in the Prince charming...

Relations

Lord Jonathan Smythe: He cares deeply for you. However his fatherly demeanor towards you bothers you some. He reminds you a lot of your father.

Andrew Quinn: The Yankee tries his charms on you a lot, but you've so far managed to keep him at bay. However he is far from being repulsive...

Matthew Westingham: The reporter whines too much for your tastes. However he is basically right when he says this place is a boring, faraway place.

Pierre-Andre de Rougemont: You like the Frenchman. He is charming, kind and without a worry in the world. He is a free spirit and you would like to be like him so much.

Count Vladimir Steryakov: The old Russian lives for a dead past. The Tsar is dead, like all of his family. He bores you to no end.

Matthew Westingham

London Times Foreign Correspondent

Matthew is a down on his luck kind of guy, after brilliant studies in Middle East Politics, he found himself a job at the London Times, a very high standing newspaper. He volunteered to become a foreign correspondent. After a few months of covering dead dogs and complaining old women, he finally got his wish. Finally he would leave England and bring back the colorful reports of exotic lands. What a hard blow that was when he learned he was being sent to Nigeria. Matthew hated the place, before even letting go of the letter. Matthew thought that instead of covering dead dogs in London, he would cover the gazelle killed by the crocodiles in Africa.

Matthew's inquisitive nature make him a great journalist, highly thought of by his boss. Only thing is, he does not know it. He is sure they are after him for some reason or another. To this effect his articles are very entertaining and well researched.

Two years ago, it was searching for one such article that he came across a buried British officer's report stating he and his men have encountered strange ruins in western Nigeria. The report mentioned a very deep pit at the bottom of which vaguely serpentine shapes mixing element of a worm and a squid were moving. He further learned that some tribes had the tradition of throwing their sick and old ones in the pits. Matthew even made the trip to the pit himself and found it. However he was frustrated to find it empty except for sand at the bottom of the pit and... this... this strange smell. It was kind of like ashes but sweet at the same time... Upon his return to Abidjan, Matthew ordered from London a copy of Sir Wendy-Smith, *The Gharne Fragments*, published in 1931. However the mythical city described by Sir Wendy-Smith was located much further to the South, in Belgian Congo. Matthew still possesses the book in his personal library. Though he knows the spells, he has so far never tried any of them.

Note: more on Sir Wendy-Smith and his untimely demise can be read in Lumley' "The Burrowers Beneath"

Goals

Matthew wants nothing other than being transferred elsewhere. He would like to become a war correspondent and tell the world what is happening on the battlefield.

Personality

Matthew is a great journalist who doesn't know about it. He has never received any direct encouragement for his work and he hates Africa. Here it seems everything is a chore. Plus the constant dangers do nothing but aggravate him. He is totally pro-British and supports the war.

Spells

Matthew has never used any of them.

Contact the God of the Earth: The description of this spell calls for a 5-minute chant to be performed. The chant itself is in a tribal language Matthew does not understand but he knows the sounds by heart.

Aura of Death: By making a single "H"-like shape in the air this spell is supposed to "bring death to all who oppose the priest"

Relations

Lord Jonathan Smythe: He doesn't like you and you don't like him. However you know that with his help, you just might leave Africa.

Andrew Quinn: Dr Quinn is a little like you. He hates Africa but instead of England, he wants to go to America. He loves to play card and keeps losing a lot of money. You often took stories about his patients and cancelled some debts.

Lady Karen McAlister: The new girl is much to your liking. She is beautiful, intelligent and rich. However you find her to use of her charms a little too much.

Pierre-Andre de Rougemont: The Frenchman is strange: He has too much money for your own tastes and that smells rotten. He often sells you stories.

Count Vladimir Steryakov: The old Russian has told you so much about the glorious days of his country. You would love to write a book on that Russia, but the means are rather limited here...

Pierre-Andre de Rougemont

Adventurer, Former war pilot

The archetype of a French explorer and adventurer, Pierre-Andre lives for the day. He is charming, nice and always looking for romance with the ladies. He owns a plane and occasionally works as a pilot for hire. He was one of the crazy who joined the French air fleet. Decorated multiple times for having successfully conducted a number of dangerous missions against German targets.

This constant love of adventure and risk has made Pierre-Andre become a spy. He sells information on British troops and French troops in central Africa. He has refused a number of offers by both the French and British government to rejoin the air force. He knows it is very dangerous, but that's what he loves it so much. He has no personal ambitions or political affiliations or affinity. He does it because it allows him to keep his plane in the air and brings him a lot of money. German pay very well.

Goals

Besides flying his plane and having a good time, Pierre-Andre has no real interest in life. He lives for the day.

Personality

Pierre-Andre is a gentleman who loves adventure. He has good manner, speaks English with a Cluzeau-like accent. Whatever he does, he does with style and grace.

Lord Jonathan Smythe: Lord Smythe and you share an interest in hunting. Only for him, it is an obsession.

Andrew Quinn: The American doesn't like you much. However, you know he has a gambling problem. You play with him to get informations without him realizing it (alcohol and victory can make a man very drunk and talkative...)

Lady Karen McAlister: The beauty... hopefully another cross in your book... However, your taste for adventure makes you want to make this courting last longer.

Matthew Westingham: You sold him information so he could write article. Pretty good ones too. You're

indifferent to him.

Count Vladimir Steryakov: The old man is a gold mine of information for you. A little vodka gets his tongue really loose. He's a good old man.

Count Vladimir Steryakov

Exiled White Russian, Former officer of the Tsar

This former bodyguard of Tsar Nikolas II was on the Front when he learned the news that the Tsar was forced to abdicate. Immediately, the Count went to war with the rebel government. However despite his valiant efforts, his cause was lost. Today, he holds a grudge against all communists. He hates them so much that he secretly hopes Germany will win the war so the communist government can be overthrown.

During the civil war, the Count captured a strange history book. He studied the book constantly for a whole winter. The book was very old and described peoples of Ancient Russia. The atrocities mentioned in the book both horrified and intrigued the Count. He read it constantly hoping to find any help there. The book was very worn and a number of pages were missing, so many of the special recipes the Count could not make. Early in spring, the Red Russians attacked the house and forced him to abandon the book there and flee for his life. The Count has never again encountered anything depicting such evil, nor has he ever wanted to read anymore on the subject.

The Count has moved to Nigeria to live out his life. The climate there is nice and perfect for his old bones. Plus life is cheaper allowing him to slowly live on whatever he has left.

Goals

The Count is man broken by life. His ideals and energy have slowly died over the years. Now he would like to do something concrete for once in his life. Lord Smythe talked to him about a hunting trip and that might just be the type of excitement the Count would enjoy very much.

Personality

The Count is a broken old man. He spent his life working for a number of conspiracies and has given up along with most of his fortune. He still maintains his beliefs, but has lost his illusion. He has resigned himself to never seeing his beloved Russia again, which makes him drink even more.

Lord Jonathan Smythe: Your good and only real friend, he and you have a lot in common. As you are both old men and veteran of the Great War. He gets a little on your nerves sometimes when he starts talking about his hunting stories.

Andrew Quinn: This little American boy is very nice to you. He gives you health tips that a man can follow. And unlike all other doctors he doesn't bother you with your drinking.

Lady Karen McAlister: This beautiful girl plays the little whore with the Frenchman.

Matthew Westingham: This young reporter is really interested in the history of Russia. He is very intelligent and has a lot of potential.

Pierre-Andre de Rougemont: The Frenchman hides something. You have too often hung around conspirators to be able to smell them. However he doesn't seem very harmful.

NPC: Michael Fischer

Werhmacht Officer, Membre of the Karotechia

Obergrupearführer Fischer is a good example of the Aryan theory. He is blond, athletic, intelligent and well schooled. However, the Führer and his racial theory do not interest Fischer. The latter is obsessed with knowledge. This thirst for knowledge brought Fischer to the attention of the Karotechia, the Nazi's occult and Mythos researching organization (see Delta Green for more details, this scenario does not require any knowledge of the Karotechia). Fischer owned a huge library on the occult and history.

Though from Bavaria, he studied at the University of Hamburg before joining the Wehrmacht. He went to numerous occult centers in Europe to study occult phenomenon: Paris, London, Vienna and Venice. In Florence in 1937, Fischer got his hands on "Secret Cults of Africa". The book changed his life forever. Inside there was mention of a very ancient curse and of a "Lion of the Jungle". He studied the 18th century map and other texts. Fischer's studies were cut short by the war. In early 1942, he managed to get transferred to the Afrikakorps and he has managed to distinguish himself in a number of battles.

Fischer researches started once again after his unit captured a British fort. A map was brought to him by one of his soldiers. There were a number of clear indications on how to reach "the City of the Panther". Fischer approached Rommel himself with his plan: to send a small group of well-equipped soldiers and force the few French defense in Chad. The goal: find an old British weapon that has been hidden there since the end of the Great War. Rommel agreed and off went Fischer with 10 soldiers and an Italian Pilot. However, their plane crashed about 30 kilometers away from their planned destination. Fischer and a few men made it out.

When the group find Fischer, he is the sole survivor. Sickness, nature or savages have killed the others.

What Fischer knows on the City of Lions

-He refers to it as "Pantersburg"

-The city is very ancient and its existence would date back to a few thousands of years at least

-No one who ever entered the city ever came back.

-The walls of the City open behind a cavern

Character Info

Investigator Name: Wobole	STR: 14	DEX: 18	INT: 12	Idea: 60
Occupation: Guide African	CON: 16	APP: 10	POW: 11	Luck: 55
Colleges, Degrees:	SIZ: 16	SAN: 55	EDU: 8	Know: 40
Birthplace: Chad	99-Cthulhu Mythos: 97 Damage Bonus: +1D4			
Mental Disorders:				
Sex: M Age: 31				
Accounting 10%	Anthropology 1%	Archaeology 1%		
Art: Singing 45%	Astronomy 20%	Bargain 25%		
Biology 1%	Chemistry 1%	Climb 60%		
Conceal 15%	Craft: Wild Animal Taming 35%	Credit Rating 15%		
Cthulhu Mythos 2%	Disguise 1%	Dodge 60%		
Drive Auto 20%	Electrical Repair 10%	Fast Talk 5%		
First Aid 50%	Geology 1%	Handgun 20%		
Hide 50%	History 40%	Jump 40%		
Law 5%	Library Use 25%	Listen 60%		
Locksmith 1%	Machine Gun 15%	Martial Arts 1%		
Mechanical Repair 20%	Medicine 5%	Natural History 60%		
Navigate 10%	Occult 20%	Operate Hvy. Machine 1%		
Other Language: English 25%	Own Language: Arabic 95%	Persuade 15%		

Pharmacy 1%
Psychoanalysis 1%
Rifle 25%
Spot Hidden 55%
Throw 40%
Head Butt 10%
Fighting Knife* 60%

Photography 10%
Psychology 5%
Shotgun 30%
Submachine Gun 15%
Track 80%
Kick 25%
Thrown Spear 85%

Physics 1%
Ride 5%
Sneak 40%
Swim 45%
Fist/Punch 50%
Grapple 25%

Investigator Name: Count Vladimir Steryakov
Occupation: Retired Officer
Colleges, Degrees:
Birthplace: Novgorod, Russie
Mental Disorders: Hates Communists
Sex: M Age: 55

STR: 17 DEX: 17 INT: 10 Idea: 50
CON: 14 APP: 10 POW: 12 Luck: 60
SIZ: 16 SAN: 60 EDU: 14 Know: 70
99-Cthulhu Mythos: 99 Damage Bonus: +1D6

Accounting 10%
Astronomy 20%
Chemistry 1%
Credit Rating 45%
Dodge 34%
Fast Talk 35%
Handgun 59%
Jump 25%
Listen 45%
Martial Arts 1%
Natural History 31%
Operate Hvy. Machine 1%
Own Language: Russe 70%
Photography 10%
Psychology 45%
Shotgun 30%
Submachine Gun 15%
Track 10%
Head Butt 10%
Sabre 25%

Anthropology 55%
Bargain 39%
Climb 40%
Cthulhu Mythos 0%
Drive Auto 20%
First Aid 45%
Hide 10%
Law 45%
Locksmith 1%
Mechanical Repair 20%
Navigate 10%
Other Language: English 25%
Persuade 45%
Physics 1%
Ride 45%
Sneak 10%
Swim 25%
.45 Automatic* 59%
Kick 25%

Archaeology 60%
Biology 1%
Conceal 15%
Disguise 1%
Electrical Repair 10%
Geology 1%
History 20%
Library Use 40%
Machine Gun 15%
Medicine 5%
Occult 55%
Other Language: Francais 11%
Pharmacy 1%
Psychoanalysis 1%
Rifle 25%
Spot Hidden 45%
Throw 25%
Fist/Punch 50%
Grapple 25%

Investigator Name: Pierre-Andre de Rougemont
Occupation: Adventurer
Colleges, Degrees:
Birthplace: Dreux
Mental Disorders:
Sex: M Age: 44

STR: 15 DEX: 15 INT: 14 Idea: 70
CON: 14 APP: 16 POW: 11 Luck: 55
SIZ: 11 SAN: 55 EDU: 13 Know: 65
99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Accounting 10%
Astronomy 1%
Chemistry 1%
Credit Rating 15%
Dodge 30%
Fast Talk 55%
Handgun 60%
Jump 45%
Listen 55%
Martial Arts 1%
Natural History 10%

Anthropology 1%
Bargain 5%
Climb 60%
Cthulhu Mythos 0%
Drive Auto 20%
First Aid 40%
Hide 40%
Law 5%
Locksmith 30%
Mechanical Repair 50%
Navigate 55%

Archaeology 1%
Biology 1%
Conceal 35%
Disguise 15%
Electrical Repair 50%
Geology 1%
History 20%
Library Use 25%
Machine Gun 15%
Medicine 5%
Occult 25%

Operate Hvy. Machine 1%
Other Language: German 15%
Pharmacy 1%
Pilot: Aircraft 60%
Ride 5%
Sneak 30%
Swim 45%
.38 Revolver* 60%
Head Butt 10%

Other Language: Arabic 15%
Own Language: Francais 85%
Photography 10%
Psychoanalysis 1%
Rifle 25%
Spot Hidden 41%
Throw 25%
12-gauge Shotgun (2B) 40%
Kick 25%

Other Language: English 25%
Persuade 40%
Physics 1%
Psychology 5%
Shotgun 40%
Submachine Gun 15%
Track 10%
Fist/Punch 50%
Grapple 25%

Investigator Name: Andrew Quinn
Occupation: Doctor
Colleges, Degrees: Miskatonic University, BA (Hons)
Birthplace: Boston, MA
Mental Disorders: Compulsive Gambler
Sex: M Age: 32

STR: 11 DEX: 10 INT: 18 Idea: 90
CON: 10 APP: 12 POW: 14 Luck: 70
SIZ: 14 SAN: 70 EDU: 16 Know: 80
99-Cthulhu Mythos: 90 Damage Bonus: +1D4

Accounting 10%
Astronomy 1%
Chemistry 40%
Credit Rating 15%
Dodge 20%
Fast Talk 65%
Handgun 20%
Jump 25%
Listen 50%
Martial Arts 1%
Natural History 10%
Operate Hvy. Machine 1%
Pharmacy 50%
Psychoanalysis 55%
Rifle 25%
Spot Hidden 51%
Throw 25%
Head Butt 10%

Anthropology 45%
Bargain 5%
Climb 40%
Cthulhu Mythos 9%
Drive Auto 20%
First Aid 45%
Hide 10%
Law 5%
Locksmith 1%
Mechanical Repair 20%
Navigate 10%
Own Language: English 80%
Photography 20%
Psychology 65%
Shotgun 30%
Submachine Gun 15%
Track 10%
Kick 25%

Archaeology 11%
Biology 60%
Conceal 15%
Disguise 1%
Electrical Repair 10%
Geology 1%
History 20%
Library Use 50%
Machine Gun 15%
Medicine 70%
Occult 35%
Persuade 75%
Physics 45%
Ride 5%
Sneak 10%
Swim 25%
Fist/Punch 50%
Grapple 25%

Investigator Name: Matthew Westingham
Occupation: Reporter
Colleges, Degrees: Oxford
Birthplace: Coventry
Mental Disorders:
Sex: M Age: 28

STR: 11 DEX: 16 INT: 15 Idea: 75
CON: 13 APP: 16 POW: 12 Luck: 60
SIZ: 12 SAN: 60 EDU: 13 Know: 65
99-Cthulhu Mythos: 89 Damage Bonus: none

Accounting 60%
Astronomy 1%
Chemistry 1%
Credit Rating 15%
Dodge 32%
Fast Talk 65%
Handgun 20%
Jump 25%

Anthropology 1%
Bargain 25%
Climb 40%
Cthulhu Mythos 10%
Drive Auto 30%
First Aid 30%
Hide 40%
Law 5%

Archaeology 1%
Biology 1%
Conceal 50%
Disguise 40%
Electrical Repair 10%
Geology 1%
History 40%
Library Use 35%

Listen 50%
Martial Arts 1%
Natural History 10%
Operate Hvy. Machine 1%
Own Language: English 65%
Photography 55%
Psychology 50%
Shotgun 30%
Submachine Gun 15%
Track 10%
Kick 25%

Locksmith 30%
Mechanical Repair 20%
Navigate 10%
Other Language: Francais 20%
Persuade 75%
Physics 1%
Ride 5%
Sneak 35%
Swim 25%
Fist/Punch 50%
Grapple 25%

Machine Gun 15%
Medicine 5%
Occult 35%
Other Language: Arabe 15%
Pharmacy 1%
Psychoanalysis 1%
Rifle 25%
Spot Hidden 69%
Throw 25%
Head Butt 10%

Investigator Name: Lord Jonathan Smythe
Occupation: Big Game Hunter
Colleges, Degrees: Royal Military Academy
Birthplace:
Mental Disorders:
Sex: M Age: 59

STR: 15 DEX: 13 INT: 12 Idea: 60
CON: 12 APP: 6 POW: 14 Luck: 70
SIZ: 16 SAN: 70 EDU: 14 Know: 70
99-Cthulhu Mythos: 94 Damage Bonus: +1D4

Accounting 10%
Astronomy 1%
Chemistry 1%
Credit Rating 35%
Dodge 50%
Fast Talk 5%
Handgun 20%
Jump 50%
Listen 65%
Martial Arts 1%
Natural History 60%
Operate Hvy. Machine 1%
Persuade 15%
Physics 1%
Ride 65%
Sneak 45%
Swim 50%
Elephant Gun (2B)* 70%
Kick 25%

Anthropology 1%
Bargain 5%
Climb 65%
Cthulhu Mythos 5%
Drive Auto 40%
First Aid 50%
Hide 55%
Law 5%
Locksmith 1%
Mechanical Repair 30%
Navigate 70%
Other Language: German 20%
Pharmacy 1%
Psychoanalysis 1%
Rifle 70%
Spot Hidden 55%
Throw 51%
Fist/Punch 50%
Grapple 25%

Archaeology 1%
Biology 1%
Conceal 15%
Disguise 1%
Electrical Repair 10%
Geology 1%
History 20%
Library Use 25%
Machine Gun 15%
Medicine 5%
Occult 5%
Other Language: Francais 17%
Photography 10%
Psychology 5%
Shotgun 45%
Submachine Gun 15%
Track 75%
Head Butt 10%
Cavalier Sabre 40%

Investigator Name: Lady Karen McAlister
Occupation: Heiress
Colleges, Degrees:
Birthplace: Edimburg, Scotland
Mental Disorders:
Sex: F Age: 23

STR: 8 DEX: 10 INT: 17 Idea: 85
CON: 12 APP: 18 POW: 10 Luck: 50
SIZ: 10 SAN: 50 EDU: 10 Know: 50
99-Cthulhu Mythos: 99 Damage Bonus: none

Accounting 10%
Astronomy 1%
Chemistry 25%
Credit Rating 65%
Dodge 20%
Fast Talk 65%

Anthropology 20%
Bargain 5%
Climb 40%
Cthulhu Mythos 0%
Drive Auto 20%
First Aid 45%

Archaeology 35%
Biology 25%
Conceal 15%
Disguise 1%
Electrical Repair 10%
Geology 25%

Handgun 20%
Jump 25%
Listen 50%
Martial Arts 1%
Natural History 25%
Operate Hvy. Machine 1%
Own Language: English 50%
Photography 10%
Psychology 35%
Shotgun 30%
Submachine Gun 15%
Track 10%
Kick 25%

Hide 10%
Law 25%
Locksmith 1%
Mechanical Repair 20%
Navigate 10%
Other Language: Gaelic 15%
Persuade 75%
Physics 25%
Ride 5%
Sneak 30%
Swim 25%
Fist/Punch 50%
Grapple 25%

History 45%
Library Use 40%
Machine Gun 15%
Medicine 5%
Occult 35%
Other Language: French 25%
Pharmacy 25%
Psychoanalysis 1%
Rifle 25%
Spot Hidden 49%
Throw 25%
Head Butt 10%

Investigator Name: Michael Fischer

Occupation: German Officer

Colleges, Degrees: Univ Hamburg

Birthplace: Hamburg, Germany

Mental Disorders:

Sex: M **Age:** 39

Accounting 45%

Astronomy 25%

Chemistry 1%

Credit Rating 75%

Dodge 65%

Fast Talk 35%

Handgun 65%

Jump 50%

Listen 50%

Martial Arts 1%

Natural History 35%

Operate Hvy. Machine 1%

Other Language: Italian 25%

Pharmacy 1%

Pilot: Aircraft 50%

Psychology 25%

Shotgun 30%

Submachine Gun 65%

Track 10%

Fist/Punch 50%

Grapple 25%

STR: 15 DEX: 15 INT: 13 Idea: 65

CON: 15 APP: 13 POW: 14 Luck: 70

SIZ: 16 SAN: 70 EDU: 19 Know: 95

99-Cthulhu Mythos: 99 Damage Bonus: +1D4

Anthropology 45%

Bargain 5%

Climb 65%

Cthulhu Mythos 0%

Drive Auto 20%

First Aid 45%

Hide 35%

Law 35%

Locksmith 1%

Mechanical Repair 35%

Navigate 35%

Other Language: English 25%

Own Language: German 95%

Photography 65%

Pilot: Panzer 45%

Ride 35%

Sneak 35%

Swim 55%

Model P08 Luger* 65%

Head Butt 10%

Fencing Foil* 65%

Archaeology 45%

Biology 1%

Conceal 15%

Disguise 25%

Electrical Repair 35%

Geology 35%

History 65%

Library Use 50%

Machine Gun 15%

Medicine 5%

Occult 65%

Other Language: French 25%

Persuade 35%

Physics 1%

Psychoanalysis 1%

Rifle 25%

Spot Hidden 65%

Throw 25%

STG-41 65%

Kick 25%

Fighting Knife* 65%