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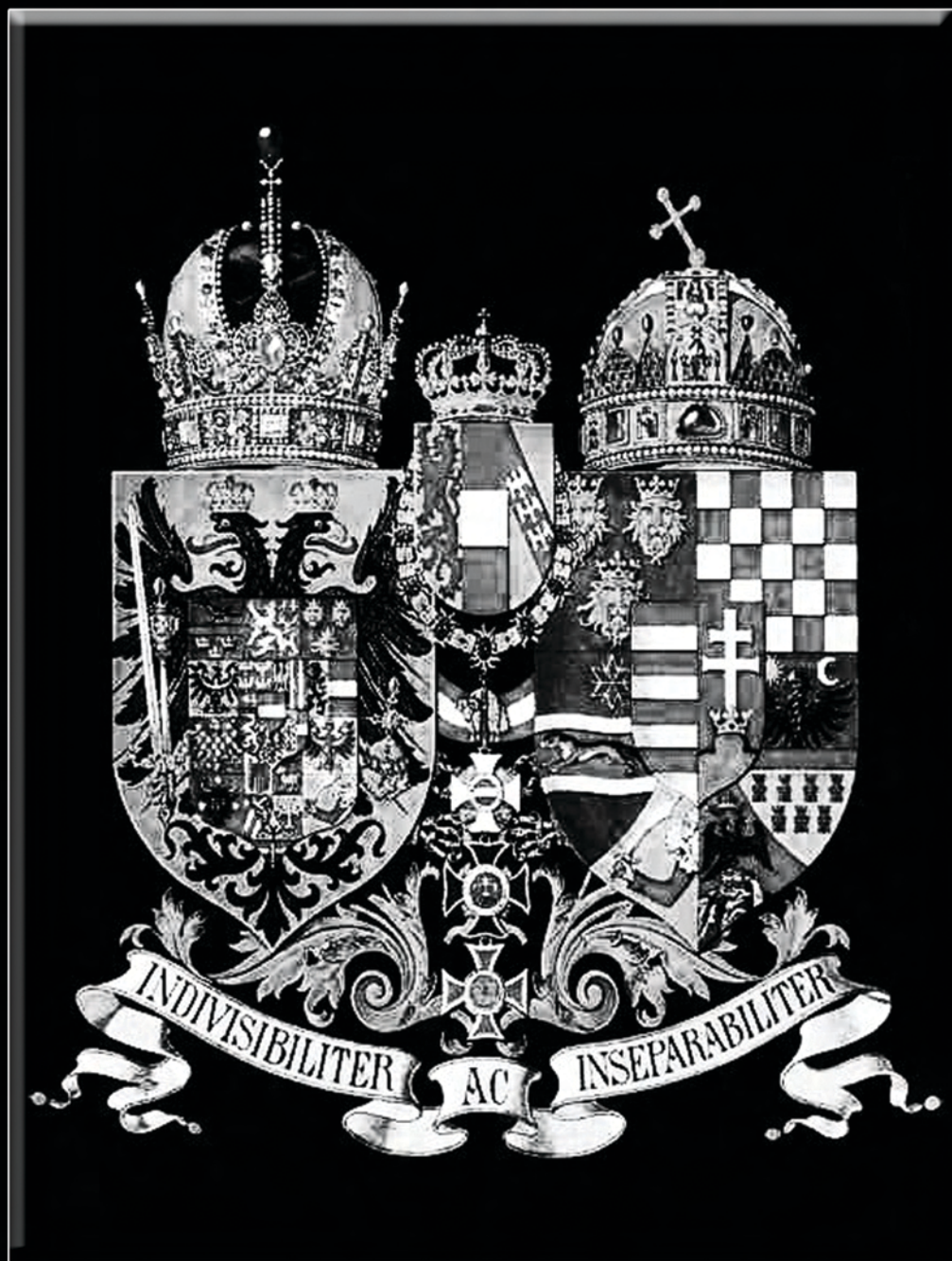
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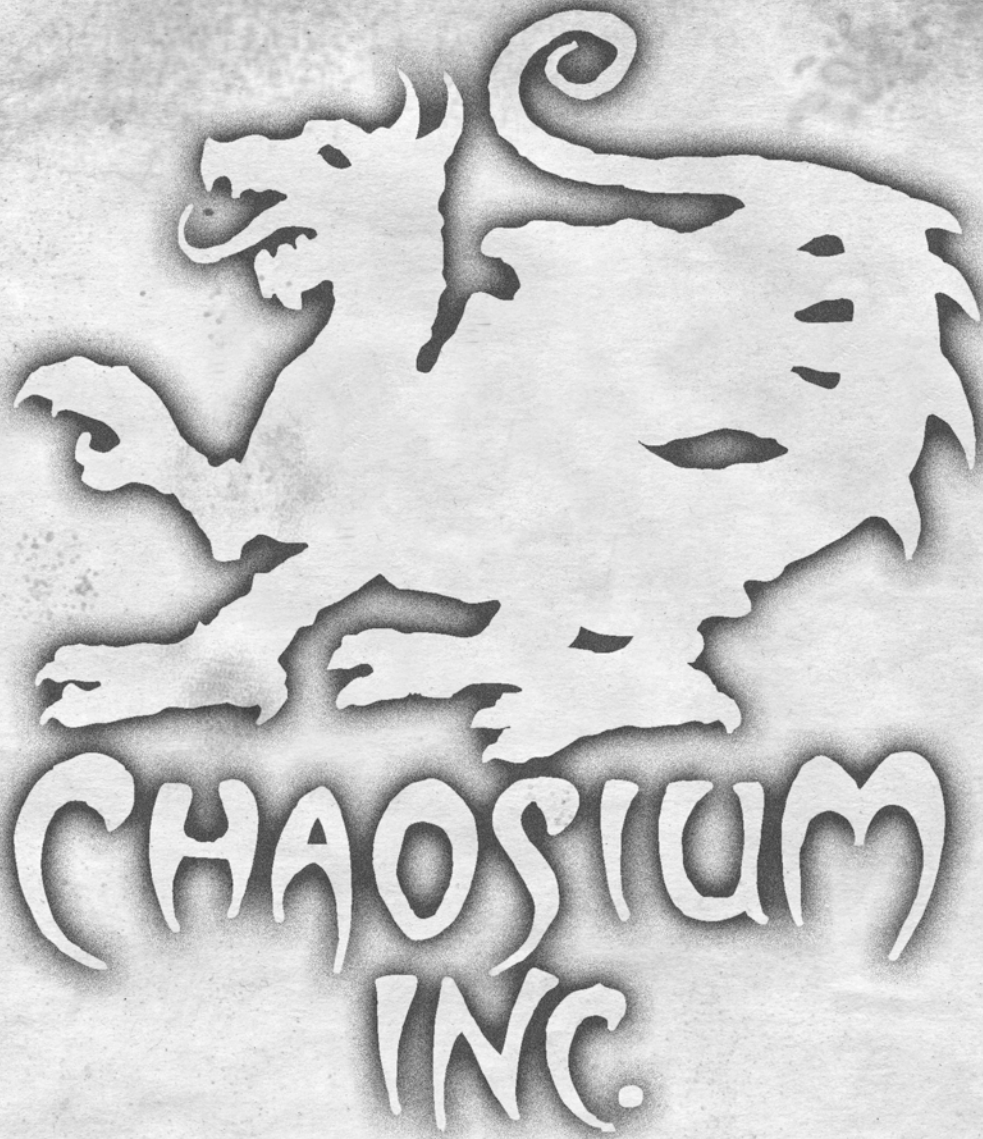


Mysteries of Hungary



History, Legends, and Background for
Adventuring in 1920s Hungary





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MYSTERIES OF HUNGARY

by

László Dózsa

Layout

Badger McInnes

Cover Layout

Charlie Krank

Chaosium is:

Charlie Krank, Lynn Willis, Dustin Wright, Fergie,
and a few odd others



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Chapter 1.

History and legends



The 1000 years old history of Hungary is vital for a good background. In this part, we will travel in the time, from the Roman empire to the Republic of Hungary. During the centuries four nation applied to head the country. At first the German-Roman emperors decided to bring the crown in their treasury, however in the 11th century their attacks stopped, due to huge casualties. The Tartars came in 1241 and burned the country, after they crushed the Royal knights near Muhi. Later they were defeated too. The Turkish and then the Austrian Habsburg family came to dominate the country in the 16th century. Finally a new state was made by mutual accord, however it could not stand for too long, because the Great War began in 1914.

HISTORY

THE ROMANS

The Romans founded Pannonia, in the 2nd century. Their stronghold system, the "limes" went along the Danube, so Hungary was the part of this fortress set-up. In the last two centuries of the Roman domination, more and more tribe attacked the Empire. Eventually in 476, a very strong nation the Huns came and were successful. Their leader called Attila, was a great warrior and warlord, his horsemen were much stronger and more developed than the Roman legionaries. Finally the Huns disappeared somewhere, their issues, are called Hungarians that made a strong country in the Carpathian basin a few centuries later. Before their coming Slavonic and other nations lived in this area. They were peasants who didn't want to fight with anyone. When a tribe came from the Russian barrens they paid tax and gave presents for the leader, who decided to leave them in peace, because in this case he could return with his warriors in the next year. Terminally, a tribe appeared in the Carpathians, which was very strong and lucky. They were the ancient Hungarians.

The "end station"

The Carpathian basin was always a very special area, because this is the "end station" of the nations journey in the barren.

When there were too much people in the mere, one of the tribes had to leave its living place because there wasn't enough food, for a such big population in the area. It is the so-called Journey of Nations in the Eastern Barren. The Hungarians were one of these tribes. In the next several centuries new communities came to the Carpathian basin, but they couldn't beat the strong kingdom, however it was in emergency, when the Tartars came in 1241, although it was the only one dangerous action from the East. Sometimes, these incoming horsemen settled down and were used as border guards in the East. These tribes usually got autonomy from the king for their military service. The same happened in the South a few centuries later, when the Turkish Empire rattled Slavonic people from the Balkan. These Southern tribes went to the safe North, in Hungary and brought their occult and fighting knowledge in the country. The incoming nation's culture has been mixed with the ancient Hungarian.

The Hungarians

The Hungarian's origins are uncertain until today, the language is from the finn-ugor language family but there are several other close languages for example Turkish, and in some relations to Slav. Nobody knows the truth and its not my task to tell it here. The Hungarians before the final occupation of the Carpathians lived in seven tribes with high nomad culture. In this you can find the crossing of the ancient nomad rites with Jewish, Christian, and Mohamedan

religions. After conquering the new land, they slowly were becoming cultivators, however the ancient rites remained live in the half nomad shepherds culture. At the beginning this „horse powered” civilization become one of the strongest powers of the Central European region. In 891, the heads of the seven tribes voted Álmos to be their united leader. With this act, the conquering of the new land and scenarios in Europe could begin. The time between the blood pact until the middle of the next century is called the epoch of the adventuring campaigns. In this period of time the invincible Hungarian horsemen reached the gates of Byzantium, and in the west fought against the Morisquos, in the Iberian Peninsula. The Hungarian warriors were stronger than the European knight because they had many useful warfare inventions. For example they used stirrups. Their compound bow was able to make serious damage from about 350 meters; the European normal bows were dangerous only from 100 meters in this time. Eventually in 955, the Hungarians were beaten near Augsburg from the German-Roman Empire's allied army. It showed the uselessness of these raider wars. In 972 a new leader came to the Hungarian tribes Géza. At this moment, the time of adventuring campaigns officially ended. His son Stephanus established the Hungarian Kingdom in 1001, the holy crown of the first king become the sign of Hungary. This crown still has a lot of sings from the Shamanistic cultures also in its form it is very close to them. Since 2000 the crown has been in the houses of parliament, in Budapest.

The first kings

I. Stephanus united the remaining tribes so the power of the kingdom became strong enough to protect itself against the counterattacks of the regenerating German-Roman-Emperors. He also decided to follow the Western Christians. With the death of his son (1031), the clean-cut king of Hungary died. Then he passed away in 1038, for 39 years wasn't honored king in Hungary, however the military potential of the land was enough strong to keep the county's independence.

In 1077 Laszlo came to rule. He annexed the Croatian kingdom to his country. In 1095 before his sudden death, the holy father constituted him as the leader of the first crusade. With this, he got very big prestige in Europe. In 1083 the holy father sainted I. István, and two other Hungarians. It shows the world powers granted the being of the country.

The next king and before the bishop from the Árpád-family, called Könyves Kálmán. He was on the holy father's side in the battle against the German emperor. Their goal was the law for nomination bishops. He was always on the part of Christianity. Kálmán was also an important lawmaker. He scourged thieves very strong, but not as hard as I. Laszlo. He died in 1116 suffering from a terrible headache.



Unfortunately the next generation of kings didn't succeed in anything at all, there were minor annexations and territory losses but nothing really notable.

The age of the “Gold bull”

In 1200 II. Andrew took the scepter of the king's. His rule is important because in this period we can see the loosing of the king's prestige. He made lots of free land donations. On the other side he made a reform in 1222, the so called “Gold bull”. It ensures the same rights to every noble, for example tax franchise. Later, the kings had to agree it sometimes, and had to make small changes in it. After his death in 1235 his son became the king without major fight for the throne as IV. Béla, so his politics worked good at first sight.

In 1236 monks, sent to the east, reported they have found the relatives of Hungarians, but another very important exploration was made. The Mongolian hordes planned to rush over Hungary, and the German-Roman Empire. They arrived In 1241, but Hungarian nobles were unable to understand the danger they were in. The resistance was weak because the small squires fought against each other. In April, 1241 the Mongol hordes defeated the Hungarian army and started a campaign to raid over the whole country. Fortunately in the beginning of the next year the big khan Ögödej died and his sons reverted to vote the new ruler. It means the Mongolian warlord had to return.

Béla is also called as the second founder of the state. He made stone fortresses, founded cities, invited settlers. In several years the Hungarian Kingdom was strong enough again to intervene into other nations prestige wars in the West, Czech king damned the Hungarians. When the Mongols returned, the heavy armored knights won against them hand over fist.

In 1278, 8 years after the death of IV. Béla, IV. Laszlo, in alliance with the German king, triumphed over II. Otokar the Czech king who wanted to be the head of the German-Roman Empire. In the next decade the state was able to defend itself against the serial attacks of nomads from the East. The land seemed to be regenerating but the land donations continued. The warriors, who served the king well always get something for their service, but the amount of land is finite. The last king from the spear side of the House of Árpád was III. András. He died in 1301 by poisoning.

The age of Anjou kings

The new house of kings had to fight over the so called “small kings”, landlords, who made illegal territory occupations. They were absolutely independent from the central power.

Finally, in 1311 Caroberto, an Italian prince, who was crowned twice before, became the king of Hungary. He reformed the Hungarian economy like the Italian with a very good currency, the golden forint. Under his domination, the country was the biggest gold miner of Europe, and the second in silver mining outstripped by the Czech Kingdom.

While he was dominating Hungary, it was in war only once. With the Czech and the Polish king, he decided to plan a new merchant route, which doesn't reach Wien, because the Austrian city had just "staplui". It means the merchants who go through Vienna had to bring his god on the market on a given price. He made another agreement only with the Polish king, that if Kazmer dies without crown prince, Poland will be under the Hungarian king. This time, he had to surrender from the former Havasalföld (now it is in Romania). It was Caroberto's only one scenario, he didn't love battles.

In 1342, Lajos the Great became the king. Later, he got Poland, as it was in Caroberto's agreement. In this time, “three seas washed the Hungarian coast”. His ideal was Alexander the Great, so he became a real knight king. Lajos captured Napoli a few times, but he never could hold it for more than one year. Then, he fought against Venice for Dalmatia, and won. The Venezian leader passed up this area. Regrettably these wars were very expensive, the good economy of Caroberto needed to finance it. He founded a university in Poland, and in Hungary too. He had only a daughter, after his death, his brother in law became the king.

The domination of Sigismund

This man was Sigismund from the Luxembourg. He came from Czech kingdom, but his family is from Luxembourg originally. When he arrived he got himself in trouble, and its aftermath were significant during his domination in Hungary. There was a war between him, and the Southern aristocrats, who wanted II. Carl to be the king. The Hungarian aristocrats in the North supported him, but later the king had to thank it with territories and with giving other preferences. In 1433, four years before his death he became the German-Roman emperor too, so he had very good international prestige and power. He decided to beat the Osman empire, which have been very dangerous, since they defeated Serbia in 1371. Finally in 1396, he went to a crusade with a big united army, which contained typical European knights with heavy weapons and armor. Sigismund was only one of the constables, that show the mighty of this cohort. But in September, the more developed and ordered Turkish troops defeated them. Later he decided to build a very good stronghold system in the Southern part of Hungary. He also wanted to create a light cavalry, such the former Hungarian adventuring army. In his era, a man from Havasalföld started a big career.

He was János Hunyadi, who knew very well the modern leadership of the army. He worked in Italy as a mercenary captain. Then he went home and made his first success against the Osman army. Later he became the Leader of Transylvania which is the third biggest rank in the county, behind the king and the palatine. Sigismund died in 1437, then a Habsburg king, Albert got the crown. Soon he died in 1444 in a campaign against Turkey. In 1448, János was voted to be the governor of the country for six years. Hunyadi's most famous act was in 1456, in Nándorfehérvár (Belgrad,



Serbia). In 1453, Suleyman, perhaps the biggest Osman emperor captured Istanbul, so he wanted to do the same with Vienna. Three years later, he attacked Nándorfehérvár, “the gate of Hungary”. The captain of the stronghold was Hunyadi, and in July, he won against Suleyman. When the holy father heard about it, he ordered to chime the bells at noon everyday in the churches, to remember this glorious victory. Hunyadi died two weeks later in pest, during the counterattack. His son, Mátyás, was crowned in 1461.

UNDER EUROPE'S BIGGEST EMPIRES

The next king came from Polish Kingdom. The Osman empire was very dangerous in these years, in 1521 the Turkish troops captured Nandorfehérvár, and five years later, they defeated the Hungarian army near Mohács, even the king died here. Then a Habsburg king came to the country, but the lords wanted an other aristocrat, so a civil war broke out, that was good only for Suleyman. While the Hungarians were fighting against each other, Buda was captured by the Osman army in 1541, and the country broke up to three parts. The Hungarian kingdom, under the domination of the Habsburgs, the Principality of Transylvania, which paid tax to the Osman emperor for its freedom. The last and the biggest part was under Turkish domination. For 150 years, the Turkish army tried to march in the Northern mining towns, but the main goal was Vienna and Southern Germany. That's why the German principalities and the Habsburgs spent much money to hold the Hungarian strongholds. Then in 1686 the Austrian-Hungarian troops captured Buda and rattled the Osman army from the country.

The Habsburg reign

The king, II. Carl didn't have a son, so he had to enable his daughter to inherit the crown. The Hungarian nobles accepted it and helped the queen against the Russians. Mária Terézia was a very good queen. Under her regime the economy of Hungary grew very well. She tried the setting of the Gipsies in Hungary, but it wasn't successful. It is very important for us, because this nation has many connection with Occult, and the Mythos. In this era, you could find many minorities in Hungary because there were a lots of free places everywhere in the country. The immigrants got territories from the king and settled down. The Slovaks came to Northern areas. They were Catholics. The Serbs came to the Southern part of the country, most of them were Orthodox, but there was a small minority, which served Azathoth. The Romanians came to the Eastern part, they are orthodox officially, although their secret organizations serve many gods and deep old ones. The Germans were very important. They

were Catholics basically. Most of them were very good craftsmen. This minority didn't serve any Mythos creatures, but they are important in the history of the 1920's too.

The next king was II. József, who decided to close the monasteries which didn't teach or doctor the people, so which weren't “useful”. Sometimes the monks joined to other orders, or founded an other organization that usually serve outer gods or deep ones. Many of the monasteries has been destroyed, but a few of them have survived the cursed centuries, and works in the present era too. The investigators can't join to these abbeys, but they can probably work for the abbot. The gratitude can be an allowance to enter the library, that usually contains at least two or three mythos tomes. The destroyed monasteries can hide valuable documents too, in the 19th century, these were the ruins were beloved by treasure hunters. Unfortunately, the scripts here hasn't remained in one piece, the searchers usually can find only pages or useless fragments. These can be beneficial for the investigators however the translations and transcript sometimes contain mistakes. Foreign wizards usually go to these places to find extraordinary artifacts, however in the twenties most of these remains are depleted. There are many sewers under the ruins of monasteries which were used by the monks too, they usually brought the values down to protect it from II. Jozsef. The searchers have better chances to find something at all, but it is more dangerous, because undead creatures usually hunt in these cellars. These sewers can be beneficial for investigators however the translations and transcript sometimes contain mistakes. The conditions in a dirty cavern aren't perfect for ancient tomes. If the investigator find something in the ruins, he must roll a successful Luck roll, in case of failure the script is unreadable, because it is seriously damaged.

The epoch of reforms

In the beginning of the 19th century, Hungary was in its best period in the history. The first bridge over the Danube was build this time. The Hungarian Academy of Sciences was founded in 1825. In 1844, the Hungarian language became the official language of the country, the idea of the Hungarian nation was born in these years too. Finally in 1848, a revolution broke out. After many bloody battles, the Russians came to help the Austrians, and in 1849, the Hungarian forces capitulated. On 6th October, in 1849 thirteen general was executed by general Haynau. After their victory the Austrians clinked the glasses with full of beer, that's why the Hungarians mustn't do the same. It is a tradition here, and the people here get angry very easily if someone do it. With a successful history roll with a penalty of 20 percent, an investigator know that this can cause a problem. Hungarian investigator know this tradition automatically, so they don't have make any roll. In case of failure, the keeper can choose a minor punishment for them. For example they have to pay double price in the inn, or their Fast talk, Debate skills will decrease, maybe the APP can go down by 1 points temporary.

The Austro-Hungarian Monarchy

The Habsburgs and the Hungarians were enemies for centuries. The Austrian officers who came to control the country couldn't assimilate. In 1861, the Italian kingdom was founded, after they had defeated the Habsburg army in the bloody battle of Solferino. Later, the Germans did the same in 1866 in the battle of Königratz. Bismarck didn't attack the Habsburgs, he wanted them only to assume the German state. Otherwise, four years later they went a little bit West, and crushed the French army. Finally Germany was founded in January, 1871. The Habsburgs had to create a strong country, which can stand between the new powers. In 1867, the new constitution of the Austro-Hungarian Monarchy a unique country in the world was founded. It had two capitals, that's why we can call it unmatched. In these years, the Hungarian industry could develop, a few world wide trademarks appeared on the market in the beginning of the 20th century. Many famous Hungarian inventors, and engineers worked in these years. Read more about the Austro-Hungarian Monarchy in chapter 6.

The way to the Great war

The king was Ferenc József, who consecrated the laws, which were voted in the parliament, like in other typical limited monarchies. There was a government for each country, but the minister for foreign affairs, the minister of monetary, and the secretary of war were the same in both countries. In this era, Hungary developed very well. According to Mark Twain the Monarchy's telephone system was better than the American in these years. The Hungarian engineers were famous all around the world. For example the electric transformer was contrived here, and many other techniques in the mill and transport industry. Lóránt Eötvös, who is one of the most famous scientist in the world, made his experiments with gravity in these years.. Many new buildings were engineered in this period, but there was a big problem in the country. The minorities wanted more law to themselves. The Croats got autonomy from the Hungarian government, but other minorities didn't receive anything. In Hungary, only 50 percent of the population was Hungarian and Austrian, the others were from another nation, so their want wasn't negligible, however most of them hadn't got right to vote. The Monarch wanted colonies in the Balkan, unfortunately the Russians thought about the same. The Monarchy's strongest ally was Germany, their fleet building competition with England contrasted. Finally, the first World War broke out.

Hungary in the Great war

Ferenc Ferdinánd, the prince of the Monarchy was killed in Sarajevo on 28. June 1914, by Serbian extremists. Then, on 28, June, the Monarchy sent an ultimatum to the country. Serbia wasn't able to agree it, because it wanted too much. Furthermore Russia promised, that they will support the

small country against the Habsburgs. On 1st of August, the Monarchy sent the declaration of war and received it on the next day. Several days later, the first German troops started their scenario to defeat France. The Russian forces attacked Hungary, and in March, 1915 they closed around the army in the Carpathians, more than 100 thousands soldiers killed in this operation. Then in August, a German-Austrian cooperation knocked back the Russians, and the fight continued 300 kilometers away, from the eastern border of the Austro-Hungarian Monarchy. One year later, the Russians attacked, and were successful. The battle was on the Hungarian border again. Then in February, 1917, a revolution knocked out Russia. The emperor had to retreat, and the new government couldn't fight very successfully against the German-Monarchist allied troops. Eventually another revolution has come, Lenin, as the prime minister of Russia decided to finish the war in this year. Otherwise, the communist leader got there with German help.

In May, 1915 Italy joined the war against Hungary. This act surprised Europe, because Italy mainly was on the other side before the war. In fact, the English diplomats could promise territories for them easily from Hungary in case of win. The three biggest battlefields in this country were near the Isonzo, the Piave river, and the plateau of Doberdo. About 600 thousands Hungarian and 800 thousands Italian soldiers died in the rifle-pits there. There was a Romanian attack in the end of 1916, but it wasn't successful. With German hands, Bukarest, the capital of Romania was captured in two weeks. Ferenc József the king of the monarchy died in this time. The new king IV. Carl tried to solve the problems in his kingdom but first of all he needed peace. Unfortunately neither the German allies nor the Entente agreed with him. In 1918 the monarchy collapsed. Hungary suffered heavy casualties and on 4 June in 1920, in Trianon, the Hungarian delegation signed the peace treaty. Meanwhile the Romans, the Slovaks and the Serbs attacked from different bearings. They marched on the Great Plain, and captured numerous operative towns.

The "peace" of Trianon

Hungary lost 189,000 km² from 280 thousand. The population which was 20.8 million, decreased to 7.6 million. The enemy forces held their territories under domination for several months, so it took about a half a year to start the regeneration. The other points of the treaty fixed the limit of the army (35,000) and a massive indemnity. The caliber of the handguns was reduced below 8 mm. So the 7.96 mm revolver were very popular in these years.

The country lost big parts of its own area. Transylvania with 1.661.800 Hungarians was attached to Romania. Upper Hungary, with 1.066.700 Hungarian inhabitants was disannexed to Czechoslovakia. Croatia, with 558.200 Hungarians was disannexed to the Serbo-Croatian-Slovenian-Kingdom. Burgenland, with a population of 26.100 Hungarians was connected to Austria.

Totally 12 millions residents lived on the lost territories, 3,3 millions of them were Hungarian. The picture shows the land losses, and the countries which got them.

Trianon's impact in the community

According to a French general, named marshal Fosch, the treaties of Versailles were only armistice for twenty years. Over 350 thousands Hungarian migrated to the country in short time. Nobody wanted to accept the new borders. This enabled the political parties to get big advocacy from the mob. The school and the media plugged the "Revision". This rules the Hungarian politic in these years. The first goal is to destroy the "Small Entent". The franc scandal was one of the unsuccessful revisionist action. You can find more about it in the next paragraphs, "Events of the twenties".

EVENTS OF THE TWENTIES AND THIRTIES

The events of the twenties is elementary knowledge, to play adventures in the country. The keeper must read this part many times, and know it well, if he wants to play. Here you can find only the most important happenings, but it is enough to make a picture about the status. Because it is recommended to play in the thirties too, you can find the events of that decade below too. Here you can't find anything about occult and Myths, those events can be found in chapter 7.

The franc forging scandal

In 1925, December some Hungarian aristocrats and important persons were arrested in Netherlands. The police found millions of fake French francs with them. It has become to an international scandal. Many important men were implicated in this case. For example, Stephan Tiszai, who was the prime minister before, Imre Nádosdy, who was the head of the Hungarian police. The franc scandal was against the treaty of Trianon basically, but it deteriorated the country's bad prestige.

The first prime minister, Teleki

Teleki Pál started to destroy the raider bands, which robbed, and killed everywhere in the country. In 1921, the parliament accepted a law, which banned every groups that wants to dominate the country. It is mainly against the communists but it forbid the extreme right parties too. The second part of the law prohibit incitement, it is a very violent type of censorship. They can ban the newspapers which don't agree with the government's measures anytime.

The reform of Nagyatádi

Stephan Nagyatádi, was the minister of agriculture in the first Hungarian government. He wanted to resolve the Hungarian economy's problem with a massive reform. He broke-up a land of 4914.5 square kilometers between 411 thousand people. Most of them (301 thousand) were poor peasants. These territories were very small (about 10 thousands quad meters) so it wasn't enough to produce something for selling. A lot of these lands were given to Horthy's most faithful soldiers as a donation a few years later.

The "numerus clausus"

In 1920, a new act was agreed by the parliament, the "numerus clausus" ("closed limit") which put restraint on the number of students from minorities. There could be only a variant percents of non-Hungarian students at the universities. This number was the percent of each minority in the population. The Jews, who were always very well educated people, were exemption of this rule, 20 percent of the students could be from this nation (the number of Jew students never went down to the real percentage in the population). In fact this law wasn't observed, it was only for Hitler, to show how faithful Hungary was.

In place of the king

Three times in the history, a governor leaded the country. Miklós Horthy worked on this post from 1919 to 1944. He was the commander of the Monarchy's fleet in the Great war. In his Hungary, he is the capital generalissimo. He doesn't like politics much. In fact the prime minister and its government dominate the country and officially Horthy commands the army. He is enabled to depose the prime minister and his government. Teleki Pál was his first politician. You can find more about Horthy in chapter 4.

The last king, IV. Carl

In 1918, the king escaped from the country, but a few years later he changed his mind. IV. Carl wanted to return to dominate Hungary twice. First, on 26th April, 1921 he went to Szombathely. Then he decided to go to Budapest to meet with the prime minister, but unfortunately his car broke down on the road. Then, he could speak about it with Horthy, who said, that if they had accept him as a king, the nearby countries would attack. The governor was right. Finally, he decided to return home. On 20th October, he tried an other putsch. He tried to go to Budapest, but in Budaörs, Horthy's army won against his soldiers. Eventually he went to Tihany, and died there.

The Great crash

The crisis reached Hungary in 1931, when the foreign financiers froze every support to the country, because they were in trouble too. The Hungarian National Bank paid 200 millions

peng_ to them, so the gold and devisa deposits of the country were empty. Then, on June 13, the government decided to close the banks for three days, to stabilize the current status. They limited the devisa trading, and waited for the end of the crisis in other countries. In fact, Hungary didn't suffered as much as the USA or Germany. The crisis came two years later, and weren't as strong as it could be. Overall, it didn't have very big impact in undeveloped countries, where the capitalism wasn't significant. Hungary was one of these states, that's why it isn't as important as in the US. You can find the effect of the crisis in each economic sector below.

The biggest problems appeared in the agriculture, which is in leader position in Hungary's economy. The value of the corn fell down, so the Hungarian peasants got in big trouble. They had to pick up money from the banks, but most of them couldn't pay it back, so they lost all their values. The workers, who didn't have territory worked about 200 days a year in the twenties. During the crisis, they could work only about 150 days. Furthermore their payment for one hour halved in these years.

The textile, leather and paper industry didn't feel the crisis very much. There was only a decrease of 4 percent in this zone, which is irrelevant in these years. There were bigger problems in the heavy industry,. The main one was typically the huge unemployment, that blocked the production. The number of workers decreased by 30 percents (from 615 thousands to 429 thousands). The payments diminished by 25 percents. It was enough for 90 percents of the families with three children to live in 1929. Four years later, only 60 percents of them could live from the same money. Demonstrations and strikes came, but the status didn't get better. Finally, as in other European countries, the crisis dissolved, due to the consolidation of the USA and Germany.

LEGENDS

Every nation has its own legends. These are ideal for a good background. Usually the local people know the mysterious stories, but they often don't believe in them. A successful Know roll needed from the person, who's own language is the is required to know the current legend. Unfortunately, there are many variations for each yarn, that's why it is sometimes a very bad way for getting information. The monk always noted the miracles of a humans, who became saint later. You can search for these scripts in the libraries, but the legends are well known by the simple people too, for example the old peasants know most of these stories.

Rogue legends

During the Habsburg reign many bandits worked in the country. The people supported them, because they were against the Habsburgs too. Sándor Rózsa, was one of these legendary characters, everyone know tales about his adven-

tures. The merchants, who pass Great plain by cart say, that they saw Sándor Rózsa. Once the gendarme investigated these cases, without any result. The official report about it says, that probably the bandit was a mirage. Actually the merchants are right, the spirit of Sándor Rózsa appears and scares traffickers. This ghost may know many happenings, so summoning it can be a useful help for characters.

The seven leaders

The legend of the seven leaders is known from the Képes Krónika. According to it, when the Hungarians defeated in Augsburg, the emperor called the leaders to execute them. Lehel's last will was to blow in his horn once more. Otto agreed it, and commanded his men to bring the horn in, and give it to Lehel. When Lehel got his special music instrument, he attacked the emperor, and successfully slayed Otto with the horn, before the guards could eliminate him. According to the legend he was such strong, that a fragment broke out from the horn. In our era, the remains of Lehel's horn can be found in a museum in Jászberény, 100 kilometers from Budapest.

Lehel's horn

It is an ivory horn, made by an Egyptian artist in the 6th century. Lehel raided it from a merchant in 932 in an Italian campaign, a half a year later he felt its magical power. The warlord spent one more year to learn its using. In 935 a French monk noticed a barbarian mage who could stop a huge storm with his horn. According to the legend it broke to two parts in 955, the remains were found by a wizard who gave it to his students, finally a museum got it in Jászberény in 1843. Since this time, it have been being there, nobody touched it, and nobody knows about its enormous power. Looking the carved horn very thoughtfully decrease Sanity by 1D3. If someone connect the two piece of the horn, it will increase STR by 5, and user will be able to call the Spirit of the Sandstorm, (Contact Nyarlathotep), and a special spell, the Forbidden Storm. Calling the Spirit costs 2 magic points, the caster need only to blow it, like in other cases. The spell will work in all cases (expect of a roll between 96-00). Actually, the articulation of the horn isn't cheap. It needs 4 Sanity and magic points and one POW, that will never regenerate from the blacksmith. The horn has a disadvantage, it drains the magical power from its owner, that's why its last proprietor decided to give it to someone other. It means it decrease the maximum magi points by one while you are wearing it, and every blow takes one magic points too. It takes at least one year to learn to use it. It would be a very effective artifact, unfortunately in the present era, and in the twenties there are only a few wizards, who can "repair" because a yellow sign is needed too. In two pieces it is an artifact too, but it has much less power. The fragments are useful as amulets, each gives one extra power for the user.

The storm

The water made useless the traditional Hungarian composite bows. The range and the rate of handling will decrease to its half, furthermore it damaged the weapon. With this object, when the weather was cloudy, the captains usually decided to retreat. Lehel had a more simple way to avoid defeat because of weather. He was able to create very strong wind which brought the clouds somewhere else. Casting the spell takes two magic points, and 1 sanity point and the summoned wind will transfer the rain wherever the caster wants. The wind's speed is about 30 m/ sec so weak cottages can get harm during the spell. Its duration is about half an hour, it is usually enough to move a middle size rain cloud. Naturally, while the wind is blowing it isn't recommended to use any firearm or bow.

The tomb of Attila

The famous Hun leader Attila died after his great success against the Romans 453. Officially, he had drunk too much and then a stroke killed him. His funeral was very exciting. According to the legend the coffin had three levels. The first, outermost was made from iron, the second from silver, and the last level was a golden one. The 200 servant, who put it in the Tisza were killed before they had could tell where is the coffin. Everyone know, that it must be in the river somewhere, but nobody knows its correct location. The river is enough big for randomize searching. Furthermore, the Tisza's watercourse has been changed in the 19th century, when Széchenyi decided to control its run, to make it navigable. But Attila still lies in the Tisza, and waits for resurrection. Attila is a special creature, the Hun leaders knew it, that's why they made the triple coffin. The beneficial effect of pure metals was known by them very well, but the it isn't enough perfectly. The wizard, couldn't kill him, so he is still live, but in special resting status, like coma. In 1929 a group of archaeologists went to find Attila's coffin in the Tisza, but they weren't success. The problem, was that they had only two days, because the government didn't allow to restrict the river due to a few men's discovery.

Attila, the beast

STR 25 CON 26 SIZ 12 INT 14 POW 24
DEX 16 APP 32 EDU 18 SAN 23 HP 24

Damage Bonus: +1D6

Weapons: Fist/Punch 60%, Sword 78%, Spear 65%

Skills: Sneak 75%, Ride 90%, Cthulhu Mythos 55%, Astrology 70%

Spells: Call the Two Hundred, Dread curse of Azathoth, Contact Cthulhu, Contact Azathoth, Call / Dismiss Cthulhu, Summon/ Bind Nightgaunt, Summon/ Bind Mi-go, Summon/ Bind Gnoph-Keh

Armor: Normal weapons don't harm Attila. He regenerates 2 points per turn. Flame, electricity don't cause any damage.

Attila is the chosen of Cthulhu, he is one of the Great old one's main servants on the Earth. When he was a child, the wizard of the tribe taught him many theories about daemons, and spells. In fact, this shaman was Cthulhu's cultist too, so the Hun leader got very effective breeding. His special abilities appeared, very early, when he slayed an adult warrior during war training, the next day Attila celebrated his 7th birthday. Then, he became the Huns leader, his wizard Master died after 18 years of training. Attila contacted with Cthulhu many times, so he knew what he must do. Finally, his saber arrived, that was promised to him before. Attila's objective was to conquer the world with the Huns. During his scenario, a wizard worked for him, who didn't want Attila to complete his job. He was in contact with Nodens, and then killed the king of the Huns with a special poison. Attila was in main position in Cthulhu's plans, with his death, the plans about Great old one's return collapsed. In fact, that's why the cult of Cthulhu isn't very common still the present era.

If someone opens the coffin, Attila will wake up and continue his scenario against the Romans. It takes him about one day to contact with his Master, Cthulhu and get orders. Attila looks like an average 30 year old man, because he doesn't advance in age. However ordinary observers probably find something inhuman in his face, an experienced occult expert or mythos experienced investigators realize the features of a star spawn. Obviously a successful Occult or Cthulhu mythos roll required. With an Anthropology roll the investigator will spot that his face is from a 1500 years old man and his habit is very exciting in the mixed bloodlines of nowadays' world. His skin and fur is more protective from harms, it would interest a theorist. He will want to get a horse somewhere, and go on his work. It means he will raid towns with his undead army. There is a possible way to survive Attila's come, see it below. His knowledge is mainly from the wizard of the tribe, however he learned a few spells from Cthulhu too.

After contacting with Cthulhu, his first objective will be to get back his magical weapon, from Vienna. Then he will be able start his raids with the two hundreds. In Asia, you can find villages, that sacrifice a horse every year for the mysterious horseman, to avoid his raids, it works well.

The Two Hundred

The two hundred servant of the warlord, who made the funeral were Cthulhu's men too. When the Huns killed them, they made double work, because nobody knows about the coffin's location, and the servants of the Great old one, who could tell it died. Attila knows a spell, that call two hundred servants for him. It takes him one day, and 16 magic points. After the long mantra the nearest two hundred dead corpses will wake up and go toward Attila. This is the Hun leader's special spell, nobody knows it. He can use it without any sanity loss, probably the wizards who had tried it, would dead soon, that's why Attila is the only one caster.

Attila's sword

According to the legend, the sword was made by Mars, the Roman god of war, and its owner will be able to dominate the world. The Hun king dreamed about it, and the next day he got the sword from a shepherd, who found it in the ground. The warlord's blade is a traditional nomad cavalry saber, made from pure gold. You can see a strange with ornamental decoration on the whole sword, from the grip to the end of the blade. This is a very powerful artifact, the creator was Cthulhu itself, who wanted the Romans fall in the 5th century. Actually, the Great old one had to be secured, so it is useless against its creator. Its power is enormous, Attila could use only a fragment of it, and destroyed the Roman empire. The saber's magical power is about twice of the Great sorcerer's staff's. Actually, it harms every type of creature, with a

damage of 2D10+2, it disables any deflect harm spells, that touch. The sword is in the History of Arts Museum, Vienna. Nobody knows about its effects, because you can't find any written report about it. Only a Roman captain's diary speak about Attila's might, but it doesn't mention anything about the sword and the Hun king's magical power. In fact, you have to use it, that's why nobody spotted the golden sword's magical power. It takes one year, to learn it, and it is dangerous. The one who tries it must roll a successful POW x 5 roll in every six weeks, in case of failure he will go mad. Otherwise, the brave adventurer is allowed to continue the studies about the saber. Naturally, Attila doesn't have to repeat his rolls when he gets it back.



Chapter 2.

Economy and standard of living



Hungarian economy and people suffered a lot during the war. The resurrection of producing wasn't an easy job. In the latter chapter you can read about the reforms of Bethlen. Here you can find the results in industry and the everyday life. This part isn't important for an adventure directly, but vital for create non playing characters. There is a big difference between Hungary and other countries.

ECONOMY AND STANDARD OF LIVING

CURRENCY

In 1913, the last year in peace, the Hungarian-Austrian currency, the “crown”, was the best foreign exchange in Europe. It is more valuable, than the franc of Switzerland. Ten years later, in 1923 the value of a hundred crowns were less than the divisional coin of Switzerland, the centimes. The Hungarian people, came to know the word, inflation. In 1924, Hungary get 250 million gold crowns of borrowing, to resurrect its economy. The winners of the Great War were interested in this, because if the economy gets better, the country will be able to pay the indemnity. Finally, on 21, January, 1927, the new Hungarian currency, the “peng” was decided on. With the new money of account, the economy could stand up, and begin to produce. See more about the new money in Adventuring in Hungary, chapter 4.

The problems in the structure

The Austro-Hungarian Monarchy's economy based on the inside trading. In this country, you could find everything. 80 percents of Hungary's export trade was by the Czech and Austrian parts of the Monarchy. It was one country, so there wasn't any toll, and it had the same banking system. After the war, these parts became to different states. The raw material parts of Hungary has been given to other nations, but the factories stayed in the country. For example, the mills in Budapest could stamp 6,9 million tons of corn in a year. But the peasants of the new Hungary produced only at about 2-2,5 million tons. Thirty one percents of the metallurgy stayed there, but there was only 11 percents of the former county's iron mine in Hungary. In the 20's most of the countries wanted to protect its economy with tolls. It wasn't good for the Hungarian corn exporting. For example, 33 percents of the corn import of Austria, and half of the flour import of Czecho-Slovakian came from the USA.

In the second part of the 20's the economy is standing up from the floor, and it gets better and better.

In 1927, the producing reached the prewar level, in 1929, it passed this rate. Two years later the Great Depression reached the country, and destroyed it once more.

Agriculture

There isn't any bigger technical or structural upgrading in this era. In the second part of the 20's, the better prices on the market, and the cheap workers didn't inspire anyone to make the producing more modern. The produce of corn and Indian corn grew a little bit better, than the prewar level in these years. The only bigger modernization was in the fruits

and greens producing. The tinned food industry, that based upon it was built at this time too. There is a table about the animal husbandry. It compares the number of animals in 1911 and 1929, on the same area:

Year	Number of animals (x 1000)			
	Cow	Horse	Pig	Sheep
1911	2149	896	3322	2406
1929	1819	892	2582	1573

The industry

The leading sectors of industry stagnated, but there was a huge advancement in textile industry. Between 1920 and 1922, 43 new factories were founded in Hungary, in the 20's 33 percents of the investments of manufacturing industry was in this sector. In some part of the heavy industry, there was a growing too. The Hungarian public transport, and other machine producing brands were famous all around the world. For example, Ganz trains ran in the And. 75 percents of the of the factories' products are made to export. The chemical industry was growing very well in the 30's, because it was useful for the military. The bauxite mining showed fast increasing. The aluminum making need electricity, so the power production accession grew four times the 1920 level, between 1921 and 1938. Three new power plants and high dikes have been built near the rivers in this era.

The citizenship laws

About half of the adult population were enabled to vote. It was opened, so the citizen's name was written in the column of the voted politician. In the capital, and some other cities the voting was closed, so the people wrote the politician's name on a paper and threw it in a box, like nowadays. Naturally, everybody was allowed to vote The Minister of the Interior could ban each newspaper if he wanted. But in this era, many types of Hungarian newspaper were venal.

Demographic status

The urbanization increased slowly. Many important industrial and cultural cities got outside the border. About 350 thousands people came to the country from the former Hungary in these years. But the USA made a stricter law about the immigration, so the expatriation decreased. The population of Hungary was 8,6 million people in 1930. Ninety-eight percents of them spoke Hungarian. The German minority was the biggest, 460 thousands of them lived here, it was 5,5 percents of the whole population. The number of peasants decreased, they left their lands and went to work in the factories.

Changes in the life of people

There were big changes in standard of living too. The number of years before the marriage increased. The law haven't contained the emancipation of women, but organizations were founded, which supported it. Between 1910 and 1941, the probable age of men gathered from 35.5 to 54.9 years in case of women, it heightened from 38.1 to 58.2. Generally the standard of living changes like this rate. The accommodations in the hospital is free for Hungarians, their tax contains it, foreigners have to pay for every surgery. Actually, there are big differences between the end of the Great war, and the beginning of World War II in it too.

In 1921, there were 56 doctors for 100 thousands people. In 1938, there were 116 for the same amount of people. At the end of the 20's there were 532 beds for 100 thousands people in the hospitals, with this Hungary was an average country. In 1927, the Hungarian Sanitation Institute was founded, it added immunization against many infectious illness free. If you want to understand the difference between Hungary and for example the USA, compare the other country's statistics

Clothing

There is a big difference between the mode of the 10's and the 20's. The women wear short skirts, pullovers, pants suit and possibly a pair bore pantaloons. The men's wear is more simple, suits and shirts made from airy drape are very common. They don't like cuffs, and other expensive circumstantial clothes. The mode of the 20's is the same as the modern, except of mini skirts.

A new invention in the everyday life

The radio is becoming more and more common in the twenties. Most families have at least one radio, and the news of the Hungarian radio was known in the whole country. On the first day of December, 1925, the Hungarian radio started its program. The antenna worked on 2 kW, it was enough for the beginning. Four years later, a cigar formed, 314 meters high antenna was built up, that could cover the whole continent with its power of 120 kW.

BIG DIFFERENCES BETWEEN THE CLASSES

It is a big problem in the society, that there is big differences between rich and poor people. A small part of the population earn more than 17 thousands peng. But 81 percents of the people earn an average 289 peng. There is so called middle class (18%), which earn about one thousand peng in a year. It is very difficult to get on higher level in the society. The finishing of the grammar school, and getting a degree isn't easy for children of the simple workers/peasants. They are only able to finish the elementary school, or a secondary technical school.

The peasants

Traditionally this is the biggest class in Hungary. In contrast to American farmers, the Hungarian and other European peasants has very small land and the mode of agriculture was only enough for self-sufficiency. There isn't money for economic or technical development.

The main problem is the break-up of lands. Most of the peasants has only "dwarf-lands" which weren't enough to live. A territory of 7 500 square meters could produce enough food for an average family. Who has less than this has to work to someone for money and food. The roustabouts usually have a house, with a small garden too. There wasn't much money for clothes, luxury. For the boys, the only one chance for a great career was joining the army. The girls could go work as a maiden in civic houses. In winter, the whole family and pets stayed in the house, because of the cold. There was limited wood for heating too, so the windows were very small. There isn't much space for furnitures (not to speak about money), so only the most important pieces are there. The table, some chairs and the chest, where the people hold their values, two beds and a cradle. The petrol lamp, the mirror, and the cups, pates and other objects.

The working class

Before the Great war, 17% of the whole population worked in factory. In 1930, 30 % of the population is worker. The peasants went to work in the towns from the villages. The biggest changes were in the textile industry, 29 thousands new workers were signed in. This job doesn't need high knowledge. Furthermore the amount of women workers increased, because they were cheaper. The unemployment rate was at about 10 percents, and there isn't any support for them. The working time is about 8-10 hours. The insurance is in the hand of the government, but it isn't enable for every worker, who's standard of living is on very low level. Despite of Western European countries, there isn't any rich part of workers in Hungary.

The middle class

The bourgeois of the cities, and the middle class nobles belong there. The upper level of this group usually live in their house in the countryside, or in special parts of the city. The poorer people live in flats. They earn about 300-400 pengs a month. A family with two children spend 80 peng_s to rent a flat and 100 pengs for clothes. In winter, the heating costs about 2 pengs. The people in the middle class had to spend their free time like the others. Sports are very common, in the upper level of this class. The most popular are the following: riding, tennis, hunting and sailing. In games, the chess, and some card games, see more below. Taking photos, and fishing (naturally only for trout) are other ways for burgess to spend their free time.

The bourgeois class

There were about fifty family, which own a lot of money, the dominant factories and banks. About six percents of them are

foreign, but in 1936, they will have twenty percents of the stocks. More than half of the bourgeois are Jew, that is another reason for average people to hate them. The following families were the richest. The Weiss family owned the industrial park in Csepel, with the biggest property (30-35 millions peng_s). Miksa Schiffer and Henrik Fellner had about 25 million peng_s. The Hatvani-Deutsch family had about 20 million. They are all tycoons. The financiers work with much money, but they aren't as rich, because this work needs many ties and much more talent. Mainly the Jew have prosperous banks. The people who have smaller factories are under the domination of the banks, so they haven't got much money either.

Aristocracy

About five hundreds families belonged to this sector. The Esterhazy, Zichy, Pallavicini, Festetics and the Habsburg families were the richest. The catholic religions had the territory of 400 thousands families, 1,5 million people. Most of the aristocrats are very conservative, they live in isolation. The only one meeting point is the horse competition. The residence in the capital usually are hired out. The Hungarian Economical Organization is in their hands. Sometimes, the lords invite strange individuals to do them a favor. Strange investigators can be useful for a Hungarian aristocrat, for special odd job. Unfortunately they hardly ever speak English. French and Latin languages would be perfect for communicate with them. Be aware, a real Hungarian lord won't speak people, who don't speak French very well, because it means the partner isn't rich enough to start conversation.

A Great career

There are two ways for poor boys to get on a higher level. The first way is to work as a priest, the catholic religion supported the education of poor boys. It gave money them to study in grammar school and university. In fact, it is available to a very small amount of young people, but these men can reach a very high position. The other, more common way was the army. Everyone, who finished the elementary school is allowed to go to the Academy. After training, the officer starts as lieutenant. Many poor boys made a big career with this too. Horthy likes his soldiers very much, he grants free living place for their families. Although the governor has a very outmoded obsession. Every officer has to ride the horse very well, this is oddity of Hungarian military officers.

Horse competitions

In the age of reforms, a Hungarian aristocrat, Stephan Széchenyi suggested to organize horse competitions in Hungary. He wanted to make a place, where the lords meet and create the . In the 20's the competitions are adjusted for the middle class. You can bet on a horse, and spend your Saturday morning on the turf. If the investigators go there they will be able to meet with important people who can help them in everything. The other advantage of the horse competition is the prize. You bet money on a

horse, and after a lucky day, you will go to bed as a rich man. But, it is allowed loose everything in one day. Experienced individuals bring a pistol with two bullets on these competitions. One for the horse, and then one for themselves. The Hungarians like other games of chance.

Gambling

One of the most common method of spending money and time all around the world. In every pubs you can play card games. The people usually play gambles, but only Hungarian characters are allowed to know how to play the typical games. The local players are usually cheaters, so it isn't recommended to sit down near them. Actually, success in gambling is upon your experience. If the players and the keeper agree with each other, gambling can be an optional skill. In the twenties it is very common, so the characters start with a 15 percents skill.

Schools

The Trianon syndrome first was shown in the education and maybe it was the most beneficial.

Klebensberg Kúnó, who was the minister of education and religion reformed the whole system. His ideology was to be the cultural leader of the Carpathian basin. He built many elementary schools in the countryside, to support the peasant boys.

In the middle schools everybody learned Latin (like before), most of them could also speak it very well. The technician subjects were toned, because before the war the Hungarian engineers worked very well.

Universities

After the war, the Hungarian universities which were in the former Hungary has been migrated to the country. From Kosice (Slovakia) the miner's university has moved to Miskolc, From Kolozsvar to Szeged, the Pozsony university moved to Pécs. So there were many universities there. The high education had big autonomy and quite big finances for technical researches.



Chapter 3.

Budapest



Budapest is the capital of Hungary. It was created in 1873 with the union of three towns, near the Danube. These were Pest Buda, and Aquincum. In the twenties it has about one million and two hundred thousands inhabitant. This is a relatively big capital for a country like Hungary. In fact It was constructed for a bigger Monarchy. Budapest has the second biggest mill industry of the world. Most Hungarian factories can be found here. Aristocrats don't live in the capital, they prefer the countryside much more.

THE MILLENNIUM

The 1000 years old Hungary celebrated in 1896. For the so called Hungarian Millennium, the government has built many structure which can be important for investigators. In this era the economy and art of the country were on the highest level in the history, many statues and monuments made in these few decades, the historians tried to collect the codexes in libraries, like the most famous Szechenyi library in the castle district, which was built in the beginning of the 19th century. The Classicism was the dominating style of the first part of the century, but later the styles were mixed in the end. The most preferred was the New style. The artists of this era sometimes connected their pictures and statues about the Mythos, it is fine for investigators. For example you have to roll a Luck roll when you pass a group of building to know is there any special in the decoration. After the successful roll, the investigators have to roll a successful Spot Hidden roll to detect it. These are usually small statues on a balcony, or on the roof. But it can be a mosaic floor in one of the buildings, or a painting, naturally in this case the characters need to get inside for a visit. Increasing decoration adds 1 to Cthulhu Mythos skill after three successful Spot Hidden roll, it works only once, because the artists knew only a few creatures.

The subway

The first subway of the continent run in Budapest, it was finished in 1899, otherwise the second one was the French, it was built in 1900. In the beginning of the twenties, there were subways in 14 cities around the world. The Hungarian one goes under the Adrassy street. Under the construction, the workers found the bones of a Gnop-keh, these are in the storage of the Hungarian Academy of Sciences. For some money, the young doctors can show it to unwelcomed visitors too. A book contains all the studies of paleontologists, however it is Hungarian only. But with a successful Luck roll, a young man in the laboratory can speak a language which is good for the investigators, and for some extra money, he can translate it. It contains the possible description of the creature, with anthropologists' help artists could make illustrations, that is quite good. Otherwise the creatures probably arrived in an ice age, about 30 thousand years ago. Visiting the bones, and reading the whole monograph about it increase Cthulhu mythos by one percent, it takes a day with the visit. There is information about Ythian technology, because the archeologists found a lightning gun there, which is in the small storage. The investigators can't see it either. In the following part, take a look to the way of the subway. You can find only the interesting stops stations here, the distance between two stations is about an average 200 meters, so it is easier to do on foot sometimes.

The "Opera" theater

It is a marvelous stone theater, built in the 19th century. The decoration is the most memorable in the Opera. On the walls there are paintings made by the best Hungarian painters, not one of them twit with the Mythos. Visiting the whole building, and three successful Spot Hidden roll from five, increase Cthulhu Mythos skill by 1 percent, and cause 1 Sanity point loss. One of the paintings shows Yog-Sothoth itself. The statues in the theater are significant too. It doesn't increase your Cthulhu Mythos skill if the paintings did it, but the visitors lose one more sanity if they are too much observant. The nobles of Budapest, spend most of their time in this building, so it is another good place to meet with relevant people. In the twenties, Hungarian operas are the common, because of the Revision.

The Oktogon

The Oktogon is an octagon formed square. It is an interesting sight and an important place for transporting, because two main roads cross here, the Nagykörút and the Andrassy street. It is a well known point of the capital by everyone, that's why it is important for investigators. Usually, some policemen stay here, so it isn't recommended to do any crime in this area.

The Heroe's square

It was built for the Millenium too in 1896. The hero's square is at the end of Andrassy street. In fact it isn't significant for the Mythos, it is only a sight in Hungary, which can be a meeting point or an intimate battle place. In the middle there is a column, with the seven leader in the bottom, on the top you can see an angel, holding the Hungarian crown. The ground is made from marble, in the Eastern side of the square there is a half circle, with the statues of the biggest Hungarian kings, and the first governor, Hunyadi.

Városliget

The Városliget was built in the end of the 19th century, it wasn't finished in 1896. It is not only a nice park in Budapest, you can find many buildings there. For example the castle of Vajdahunyad, the Zoo of Budapest, the Great circus, which is the only stone-made circus standing in Middle Europe. There is a very famous restaurant in the area, named Gundel and so on. These places can be useful in making mysterious background story, like the other sights, which are important mainly in knowing the capital, to avoid remaking a non-existing city. This is an important place of the capital, inside the park the biggest bath hall of Hungary stands, naturally it was built under the Osman domination. A fake castle, that has been built for the Millennium in 1896 too. Its tower looks like the castle of Vajdahunyad, that's why everybody refers to it by the same name. It contains 21 buildings, each was built in a style, that was typical in Hungary. Inside you



can find the Hungarian Agriculture Museum, with some special artifacts. B

The National Museum

It was founded by the father of István Széchenyi, named Ferenc Széchenyi in 1802. The aristocrat got permission from the king, Ferenc I, to give his collection about Hungarian culture to the country, with making a museum. In 1807, the parliament ordered public subscription to complement the collection. The founders' wife gave her valuable mineral repertory to the museum, with this she made the first step to the foundation of The Hungarian Natural History Museum, that will be important in the present era for investigators. In the parliament of 1832-1836 the Hungarian nobles voted half a million golden forints for a new, separate building. The construction started in 1837, and in 1847, it was available for Sándor Petőfi to make his famous speech on the stairs. The architect was Mihály Pollack, who was one of the most famous in Hungary.

The Museum of Natural history

It works in the mansard of the National Museum's building. However the country wasn't in enough good financial status to support museums, in these years a very famous exhibition opened about paleontology, with many artifacts. You can find a working Yithian lightning gun there, and bones of many ancient creatures. The expert, who work here know much about alien races, and they are not as closed as the old professors of the Academy. The investigators will have more chance for success, if they go there for searching. It has an own library, about all sciences. There isn't any mythos tomes here, however the studies and experiments of some anthropologists and paleontologists contains the same data.

The Basilica

Building the first basilica of Hungary wasn't a simple job. The building started upon the first architecture, József Hild's engineering. He died in 1868 and then the dome collapsed due to bad coating. The building continued in Neo-Renaissance style, under the direction of Miklós Ibl, who died during it, so the last man who worked as the head engineer was József Kauser. Budapest is very nice to look down from the 96 meter high dome, from this point you can see the bridges, the castle and the Margaret island very well, so if someone wants to look at a person he will go there with a pair of good binoculars.

The Western train station

It was designed by Gustave Eiffel and was built in 1877. The station is mainly a steel and glass construction, that was the most modern technology in those years. There is a special waiting-room for the king there, unfortunately it doesn't work. The express trains traditionally stop here, if they go through Budapest. There are many policemen in this area,

and everybody knows this point very well in the city, so it is useful point for orientation.

Thermal baths in Budapest

There are more than 80 thermal sources under Budapest. The chemical content of the waters are dissimilar, the temperature is between 20 and 70 Celsius degrees. Thanks to the minerals the water is helpful for motor disorders. Since the Romans, every nation has been using this beneficial aptitude in the Carpathian basin, especially the Osmans, who built marvelous bath halls. There are three Turkish bath halls in the capital. The Gellért bath is in Buda, there is a famous luxury hotel there, the hotel Saint Gellért. The bath hall is open for visitors only, but the people who stay in the Gellért are allowed to use it free, however the hotel is very expensive. The Rudas bath hall is one of the most beautiful Turkish art relic in Hungary. Its octagon-shaped cupola, is unique in the country, however it is a typical element of Osman architecture. Probably it is more common in Istanbul. Investigator's healing rates, both mentally and physically, are doubled in these baths.

The Hungarian Academy of Sciences

István Széchenyi decided to found an organization for the Hungarian language in the beginning of the 19th century. It was the Hungarian Academy of Sciences, which changed its task, when the Hungarian became the official language of the country in 1844. The Hungarian Academy of Sciences is the establishment of the country's intellectuals. In fact, the organization itself isn't interesting for the investigators. The library, and a huge sewer system, which is used as storage what's important for us. The Magyar Tudományok Akadémia (this is the Hungarian name of the institute) can be more familiar for investigators, who wants to get closer the the aboriginal Necronomicon, the Al-Azif. Getting into the academy's library is quite easy. Finding the most valuable books is nearly impossible since they have been being stored in secret rooms with a vault like security. Very famous intellectuals (easier for Europeans, naturally they are better known) may enter to the inner library as guests, for window shopping. This allowance is fully the keepers choice.

In the Academy's library you can find books about all sciences, and information about many extraordinary script's location. The following mythos tomes are available in the reading-room: , the others are in a special sector, you can enter there only with the permission of the director. A simple investigator won't get it, however in a very special case, the director can give a temporary permission for one day to this part. Then, the lucky ones have to go to the head librarian, who will guild them, he is the only one who can enter the secret area. He knows numerous tomes, although the director ordered him to keep them in secret, as he can. Searching the Necronomicon is another story, much luck and practiced eyes needed, read about it below.

The librarian

The librarian, named Attila Vigh is an old and very strict man. Officially his objective is to obtain new writings, and check the inventory. The librarian has a lots of work, so he usually sit near his desk and. The visitors won't be able to orientate themselves to the right place, because it is a huge building. Every Library use roll, without the hand of the librarian must be with a penalty of 40%, if the searcher speaks Hungarian language, at least a 40% skill needed. In other case the reduction is 70%. The investigator has to make four successful rolls to get to the right area, if he makes a successful Luck roll it decrease only to only two successful Library use rolls. The librarian can help a lot, but the investigators have to keep in mind, that probably it won't be good if the old man looks which book interests the searchers. This man has very good memory, like the librarians usually, and the director, who gave temporary permission will ask his man about the searched books, and even call the police if necessary.

The aboriginal Necronomicon

As you read in the source book, the Kitab Al-Azif, by Abdul Al-Hazred is the no. 2718 Arabic handwriting of the Oriental contribution of the Hungarian Academy of Sciences. This is a very well protected tome, the director ordered to make false copies about the book, which look like the original. In these products, the script and the pictures are almost the same, but not exactly, so these aren't useful for learning about mythos or magic. However if you want to sleep well, one of these copies will be the best horror reading for the evening. Furthermore, the readers allowed to study false spells, it can be funny, when an investigators thinks that his ceremony will dismiss Cthulhu. For the real Necronomicon the investigator has to roll the four successful Library use roll with penalty, as it is written latter, to find the right bookshelf. Than you need a successful Occult or Cthulhu Mythos roll to choose the right one. With a successful Arabic language roll with minus 30% the searcher will spot errors in the grammar and the using words in the script. The librarian will automatically give the false Necronomicon to the searchers. If an investigator found it, he is allowed to read it in that room, because it is available only in the library. Thief characters may be favored in this case, however it is a dangerous game. If someone dip, he will be banned from the library, but thanks to the accusation it will be the smallest problem. The librarian has to make Spot Hidden roll every day, if he success, he spotted the missing book, and after one hour of pursuit, the police will search for the investigators. The librarian usually have good Spot Hidden skill, Attila has 90%. Although, in case of failure, on the next day he will got a penalty of 20%. The investigators can make it much harder for the old man, if they write another false copy. It decreases the librarian's chance to its half. In any case, the librarian will spot the missing of the tome. There is another problem, which seems to be the biggest; the handwritten tome isn't in very good

condition, so after a few days of keeping in normal air or table can cause enormous harms in the tome. The Al Azif is one of the unique item of Hungary which is connected to the Mythos. The Arabic script takes an average 68 weeks to study, increase Cthulhu mythos by 18 %, the following spells are available: . Sanity loss: 1D10/ 1D20 Sanity points.

The Ferenc Jozsef bridge

It is steel suspension bridge through the Danube, built in 1879. It connects the Gellért square to the Vármház square, where you can find the no. 1 market hall of Budapest, which is the most common place for obtaining goods in Hungary. The people who go through must pay tax. It isn't much money, only 3 fillérs per head, however it isn't recommended to pass 10 times a day for the whole party. The people, who want to suicide climb to the top of the bridge, and jump into the Danube. Nobody knows, why do they go up there, but they must have got a very good reason, because there are other bridges, furthermore the Gellért hill is available for the same goals. Maybe, the hawks have particular strong power, a investigation in this case would be a good favor for the Hungarian Police Service. At the Vármház square you can find the market hall and the University of economy. A little bit southern from the Gellért square the University of technique can be found.

BUDAFOK

Budafok is a small town 10 kms south from Budapest. It was founded by German residents in the 19th century, they produced wine. It is a very good area for grape growing, the chalk hill is the part of the Budai mountains, the earth is ground is very effective here. In the hill it wasn't difficult to make caverns, the water helped the German people much. In the twenties Budafok became an important town, due to its wine producing near the capital. The cave houses in the chalk mountain are very famous, sometimes homeless people built their base there. It is available for secret organizations too, the keeper can use it on his own.

The castle district

The castle of Buda is a very old fortress, but in the twenties it hasn't got any military functions. This area the so called the castle district is the most elegant place of Budapest. The aristocrats, who move to live in the capital usually buy flat there. There are many important sights in this place, for example the Royal Hall of Record, which is very important for investigators, who want to get information, see more in chapter 4. The Mathias church and the Fishermen's bastion are nice sights, and can be a part of investigation.

The Mathias church

It is a very old church, that has been reconstructed many times in the history. The first builder was IV. Béla, in the 13th century. Then it was built to be a Gothic hall in the 14-15th century. Mathias started the construction of the tower, it was the last big modification on the building, that's why we call it Mathias church. Under the Turks' domination, it was used as a central mosque by the Osmans. When Buda was captured back, the estate of the church started to fall off. Its owner changed a few times, there was a fire by a lightning struck in the tower. In the 19th century its kilter was critical. Finally the church was reconstructed between 1874 and 1896 in Neo-gothic style, based on the designs of Frigyes Schulek. You can find the remains of III. Béla here, the only one king from Árpád, who's corpses were found. The church was reconstructed inside too. The New style frescoes were made by Bertalan Székely and Károly Lotz in the 19th century. The Mathias church is its most common name, but officially one should call it Virgin Mary's church.

The labyrinth

This is a unique cavern system in the mountain of Buda. The flooding water created subdivisions, in the chalk the procedure was the same as in the case of Dripstone caverns, but it started later. In the 16th century, the chambers has been connected due to economic and military considerations. The cellars of the houses were joint too. Finally a real labyrinth was created, in the thirties the routes has been widened, and a vault that could welcome 10 thousands people finished before 1939. The Yithians didn't use this system, because the chambers were separated, and it issued too later, when they had their resting place.

The fishermen's bastion

It was built between 1896 and 1902, for the Millennium too. In the Medieval the fishermen had to defend that part of the castle wall where is it now. When Frigyes Schulek designed it, he haven't had to hold in mind any military goals, so it's only a nice sight. The ground is made from stone, cars aren't allowed to go in, so it is enough serviceable there . Between the church and the bastion you can see the bronze statue of I. Stephanus.

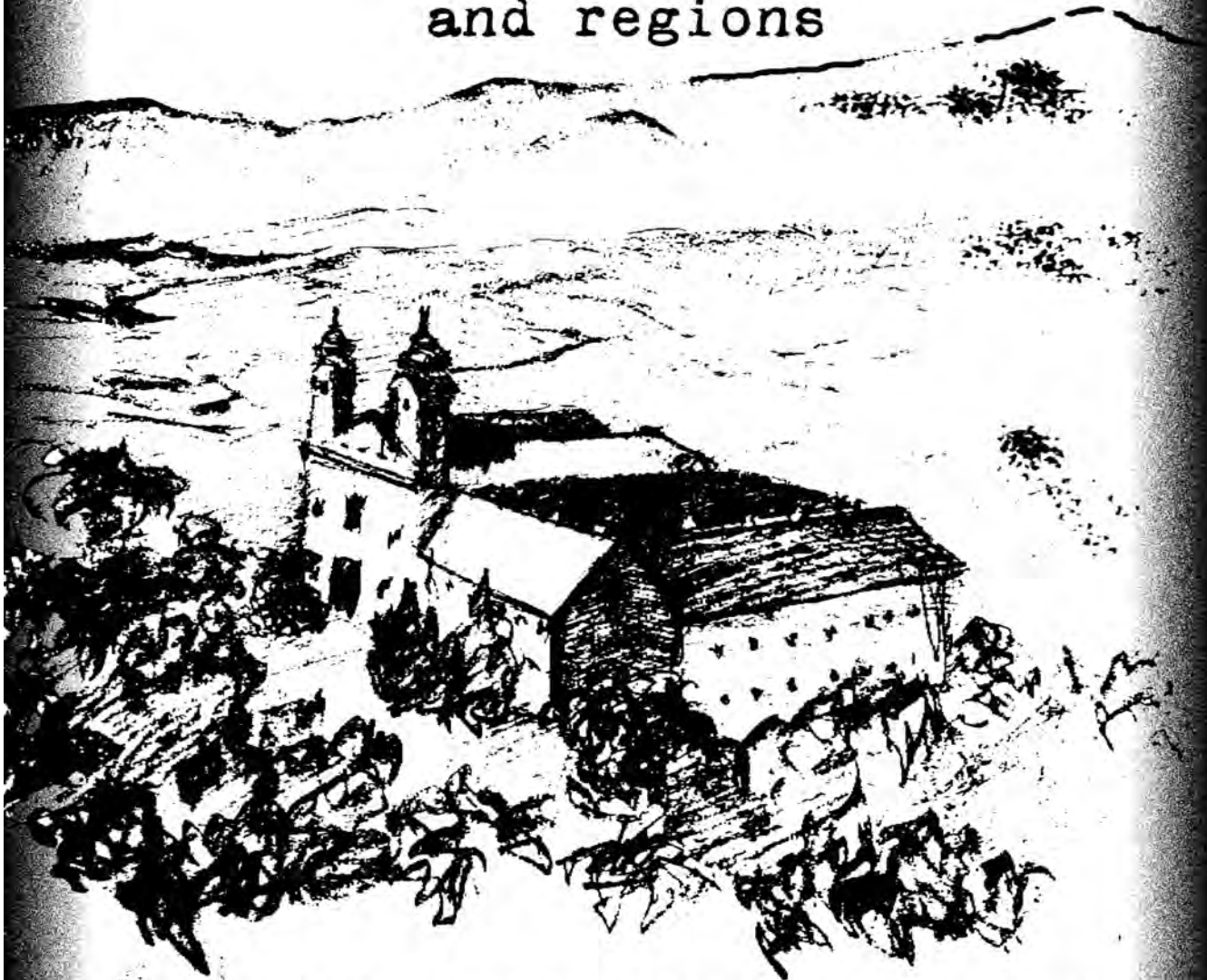
The market places

There are several markets in Budapest, but the most famous are the shopping halls. In these buildings you can buy everything, you want. The products quality and the prices are very good too. If an investigators wants a special item, he must roll a successful Spot Hidden roll to find it there, because the traders usually hide their extraordinary values well. In case of failure, the investigator won't find it on his own, and it is very difficult to describe these objects without Hungarian language skill. There are too many traders in a very small area, that's why the roll is obligatory to find something unique. There is another beneficial of these halls, the people who work here know almost everything. If you want to gossip, the big markets are perfect for it.



Chapter 4.

Lake Balaton, and regions



The adventures hardly ever run only in the capital. In this chapter the keeper find useful information about the countryside. Although the state isn't very big, it can ensure a lot of different location for. The Balaton is called also the Hungarian sea. The lake is the largest in Central Europe, the tourists know it very well. There are many important places near this. For example the first Hungarian monastery, in Tihany. This can be an ideal location for the begining of an adventure.

THE LAKE BALATON AND THE COUNTRY SIDE

THE ECHO OF TIHANY

Tihany is a peninsula on the northern coast of the lake, where you can find the most shallow and the deepest part of the lake. On the other coast, there is a small town, Balatonföldvár. The ferry transport the passengers to the other side of the lake in every hour four one peng. The mountain of the peninsula and the small distance make a very strong echo. If someone shout to the hill of Tihany, his voice will return in a few seconds. It is a very good place for summoning spells. The shamans used this effect to call outer gods, and servitors, but nowadays only a few magi go there to try the magical power of the area. If someone decide to summon / deny or call / dismiss something here, he has to spend only the half of the recommended magic points for the successful magic. For example, if you want to use five magic point, it will work as you used 10. In every four years, the members of the Hand of Suleyman go here to make a ritual spell. They want to contact with Cthulhu. In fact they don't have real goal, they use it only for practice their power, and show it to other mages. Although this game can cause huge problems. The other secret societies fear from them, because they look to be very overpowering.

The Abbey

One of the first abbeys of Hungary is in Tihany, was founded in 1044, by I. András. It was erected on a small mountain on the peninsula, several monks live there. You can see its picture on the face page of the chapter. They welcome every passengers for free. But the guests have to get up at 2 o'clock am. for the "matutinum", the morning mass. Later they have to go to mass twice in the morning, and three times in the afternoon. They have to go to bed at 9 pm. so staying here limits the time of active investigation. Although in the library, you can find many old documents and codexes. Entering the library is not difficult but a monk always watches your steps so stealing or destructing anything is quite difficult. Actually they can enter the library in monk's clothes, however the members of the order know each other well. There is a book about the history of the abbey, which contains information about summoners who used the echo of Tihany many times. You can find a copy of the Liber Ivonis, and a few other mythos tomes, so it is a useful library at all. All books were written in Latin with ancient Hungarian annotations Hungarian language and History rolls are needed to read them.

There is a big cellar system under the monastery where you can find many mummies. A zombie mage is the highest lord in these caverns, in fact he is II. András who was the king of Hungary in the 13th century. An ancient shield made him into this lifeform called Muhmed's moon see it a few paragraphs below for further information. Later, the monks put many high priests and other lords there, so the investigators can meet with undead wizards and other lovely creatures here. There are many sarcophagus, which were built for priests, some of them are locked so opening the coffins isn't a beneficial act. On them the visitors can see mythos creatures so a simple visit increase Cthulhu mythos skill by one percent, but the uncalled guests pay 1/1D3 sanity points for it. All of these sarcophagus were made in the Middle age, because in 1513 the cellars has been closed because of an incident. The investigators can find about it more in the library.

The library of Tihany

The library of the abbey is one of the biggest in Hungary. You can find 3 corvinas here, and several tomes about the Mythos. The books, that were written by the monks are the most exciting. The "Muhmed moon" contains everything about the mysterious artifact, that dominate people. The Chronicles of Tihany is about the history of the monastery, but you can find other tomes, which connect to the mythos better. A copy of the Liber Ivonis and the Cthaat Aquadingen, both are in Latin. See more about these extraordinary major mythos tomes in the *Call of Cthulhu* rule book, on page 94-95 (6th edition).

The Muhmed's moon

The tome was written in 1672 by a monk, who made a 17 year long investigation in strange murder cases around the abbey. The abbot didn't allow to give the manuscript to the library, that's why you can find only one, later the librarian got it. The man who had written it, mysteriously disappeared in the next year. It is possible, that the Muhmed's moon was the responsible. The other theory, which is the more common and the more probable says, the abbot killed him, and threw the corpse in the lake.

Actually the so called Muhmed's moon is a shield with a silver horseman in the middle. This artifact was made by a Slavonic shaman in the 10th century. About 300 years later, II. András led a big crusader war there, he returned with a lot of treasures. He found the Muhmed's moon in Bulgaria, in a town near Sofia. The king saw a shining shield in his dream and the next day it was in his carriage, after he killed its original owner. Then he returned to the country with the mysterious artifact. It was used as a part of decoration on the wall, because the silver horseman looked very nice. Once a guest wanted to know who made it, András answered, that human hands can't make a shield like that. The Muhmed's moon is a much more powerful artifact than we think. This shield has



its own mind, that likes sniffing the humans. It usually make illusions, it is able to become invisible. András and some other powerful undead mages are under its domination.

The chronicles of Tihany

It is a three volume script, that tells the story of the abbey from the foundation to the present era. Traditionally, the all-time abbot has to write the important happenings in it, for example, if a monk dies, the conditions of his death. In fact, there haven't been being any extraordinary events for 250 years, that the abbot would write down. The incident of 1617, is the most important. In this year, a young monk observed the magical abilities of the echo, and tried out a contact spell. Unfortunately it was successful and Nygotha offered an agreement to him. Then the monk stole tomes from the library and started to organize a secret group. The abbot nicked it in time, and killed all of them. In any case, when you use the echo of Tihany, you have 3 percents to Contact with Nygotha if you want it or not.

It takes two years to study. The three tomes increase Cthulhu Mythos by 12% and contains the following spells: Contact Nygotha, Contact Cthulhu, Contact Nodens, Contact Mi-go and the Yellow Sign.

THE FESTETICS CASTLE IN KESZTHELY

Keszthely is called to be the “The Capital of Balaton”, you can find it on the Northern coast. If you are an economist it is true, but for investigators Keszthely is a nice town, where they can get information. The most important place is the Festetics castle, and its library for investigators. This is the residence of a typical Hungarian aristocrat family, they founded a high college of agriculture in the 19th century, it was one of the first colleges in the country. In these year, the huge library could grew bigger and bigger. Unfortunately only the students and the visitors of the family are allowed to enter. The Festetics castle can hide several other artifacts, for example the aristocrat family have a medium powerful artifact, the Shelled ring.

The Shelled ring

The silver ring itself isn't very valuable for average jewelers, although there is sapphire shell on it. The head of the family usually wear it, actually George Festetics in the twenties. Using this artifact is the simplest way to get in touch with the elder god Nodens. The spells: Contact / Call / Dismiss Nodens cost only one magic point for the caster with 95% success. It was originally made by the god itself, because it wanted someone to help on the Earth. The chosen of the deity was György Festetics, later the ring became a heirloom. The owner knows how to use it, although an average

Hungarian aristocrat hardly ever have to speak with an elder god.

The organs of the St. George mountain

There is a mysterious basalt formation on the St. George mountain, about 30 kilometers from Keszthely. You can see striated basalt walls on the hill, which looks like an organ. In fact mi-gos mined in the area, and the organ pies are made by them. Later the fungus moved from there, but the wall of their mine is on the hill still today. Inside the mountains mi-go's mine-shafts wait for discovery. The investigators searching for new technologies will surely can find some broken parts there but for this they have to get some explosives open the entry's. Beyond the organ pipes, there is a long corridor, which leads into the shafts. It is enough wide for three average men in the beginning, but later it became thinner and thinner. Finally, the investigators will find themselves in a 3 meters deep pit. With a successful Climb skill they will get into a large portico, which was built by the fungus. There are statues, about mi-gos, and some other more important mythos creature. On the walls, you can see mining mi-gos, and the using of the stasis cube. Visiting this large portico costs 1D6/1D10 Sanity points for the investigators, and increase Cthulhu Mythos skill by 4 percent. The characters can't go to the inner mine, but here they can find some parts of mi-go machines. With a successful spot hidden roll, an investigator can find a complete brain cylinder, which can be useful if they want to make a deal with these creatures. This place is good for other people, or anyone else, who want to hide from average humans. Naturally the mi-gos can open the gate regularly, so the don't have to use dynamite. There is another man who can do it, Matias Smith. He is a 55 years old paleontologist, who thinks that the mi-go are the ancestors of dinosaurs. He sometimes meet with the fungus. They don't hurt him, because he is quit, fanciful professor. He made studies in mi-go technology, and wrote a book about it (The ancestors of largest creatures), but it isn't easy to find it anywhere, furthermore it is Hungarian.

Matias Smith

STR 7 CON 7 SIZ 13 INT 16 POW 14
DEX 10 APP 11 EDU 20 SAN 14 HP 10

Dm. Bonus: -1 D4

Weapons: mist projector

Spells: Contact / Summon/ Bind Mi-Go

Matias Smith is a 55 year old paleontologist, who thinks that the mi-go are the ancestors of dinosaurs. He usually wear an average suit, Dr. Smith teach at the University in Veszprém. He spend every weekend near the Saint George Mountain with the fungus. Mathias had to make an agreement with the mi-gos. He will help them to stall off the strange individuals. If someone find the mines, scientist will

arrive in the area soon, and the fungus will have to fight for their land. Smith doesn't want it because he wants to study the mi-gos on his own. He wrote a book about his experiments in 1914 (The ancestors of the largest creatures), but it isn't easy to find this document anywhere. One year later, he got a mist projector from his "friends" to defend himself. He used this weapon only once, January 2, 1920 when some bandits attacked him on the street. All of the attackers were frozen and then broken into small pieces. The next day, the police found three dead men in small tatters in a dub, the newspaper wrote about it one day later.

The Ancestors of the Largest Creatures

This book was written in Hungarian, in 1923. There are only 500 prints in the world, most of them can be found in libraries, and bookshelves of some professors. The foreign scientists don't know about Smith's book and his theory much. This book is mainly written for average people, not for paleontologists. In a few years, he wants to publish his studies in English, but he has to get more information about mi-gos for it. An investigator who speaks Hungarian, or has enough money to take a translator can read the whole book. It is about 200 pages, but there are many illustrations in it. Reading the whole script increases Cthulhu Mythos skill by one percent, but the reader loses 1/1D3 Sanity points. It contains the use of the mist projector, which can be useful if someone wants an effective weapon.

Lake in The cave

Tapolca is a small town near the Balaton, not far from the organ pipes. There is a cavern system under it, which was discovered in 1902. Eleven years later, an artificial entrance was built, and a small part of the system was mapped, in 1928 it opened to the public. It is special because there is a lake in the sewers, its depth is about one yard. The scientists say, that there should be a source in the mountain, which is upper than the cave, that's why the water floods in. This cave system is beloved by many beasts. For several thousands years, nobody has entered the area. In the twenties, the spelunkers haven't discovered the whole system, because they found an unusual fossil. It is about thirteen meters high, and it has three antennae on its head. In fact this is the remains of a Yithian, now you can find it in the storage of the Hungarian Academy of Sciences, like other artifacts. The engineers found several mysterious plates and other fixtures, in the water, while they were bringing electricity there in 1927-28. Most of these were put into rubbish because nobody knew what they were. When Matias Smith heard about the opened lake, he soon got there too. In 1928 he made his own discovery in the cave system and found many remains of high Yithian technology. The most valuable object is a lightning gun, which needs repair, and cells. He decided to give it to his friend Tamás Nagy, who is a physician, and probably knows what is that machine. One year later the scientist real-

ized that the object is a weapon which needs some parts and a lot of energy. Another successful trip in the system in 1929, and the lightning gun became useful, however the cells are required too. The lake in the cave isn't a totally discovered place of Hungary, because the town wanted to earn money from this unique sight and the tourism doesn't let the engineers to search there. The keeper can use this area very well as a secret group's base or something like that. Inside the cavern a group of Yithians spend the time, but the searchers can't go there so they are undiscovered.

The lake Hévíz

Hévíz is about 20 kilometers from Keszthely. It is a very small lake near Balaton, which is famous about its medical effect on rheumatism and some other illnesses. The temperature of the lake is always up to 25 degrees Celsius, so you can swim in the lake in winter too, that's why a lot of people like it so much. The source is about 1500 meters deep, the water originally comes from the mountains. Scientists checked the lake many times, they found the source. Thanks to its deep origin the water is very warm. There are several other lakes in Hungary, due to the huge plain, the keeper must count with it, it is hard to dry out in this country.

The lake Velence

This is a much smaller lake than the Balaton, about 45 kilometers from Budapest. The Velence is a very peaceful lake, people from Budapest like it more because it is closer to the city than Balaton and warms up faster, because its depth is smaller. You can find beautiful unique parts of the lake in the eastern side. The reeds conquered the area, and there are only human-made paths where you can go with a boat. Many extraordinary birds and other extraordinary species live there, a biologist investigator will surely enjoy this area. However the wizards who want to contact with a deity are happier if they can enter. Actually it works like the echo of Tihany, but it is useful for Contact deity spells.

THE HUNGARIAN GREAT PLAIN

About 20 million years ago, a huge sea covered Hungary, which dried out about 3 million years ago. Many aquatic creatures lived here in this era. The Pannon sea was surrounded with Earth, so it was very special lining place, working as a huge lake. Most of the Hungarian lakes, and other sources (for example Balaton, Fertő lake, Hévíz) are the remains of the Pannon sea. The sediment of the animals stuck on the seabed, that's why the ground of the Great Plain is so good for producing. Most mountains in Hungary (except the Northern hills) are from this deposit too. In the first years this area was a huge, swampy forest. The incoming Slavs and later the Hungarians started to make a usable place for agriculture. They had to cut out the trees and drain the

swamps. After several centuries Hungary became one of the biggest food producer of Europe.

The mirage

In the summer, the temperature on the great plain gets very high. In these days, the travelers have to count with a dangerous symptom, the mirage. In the hot air visions could come to the tired people mind, and lead them to the bad way like in the desert. Fortunately the Great plain is much smaller than the Sahara, so the travelers hardly ever dry out and dead here. However it can cause mental disorders, and smaller problems with someone's vitality, but the people hardly ever die here. The Hortobágy is very famous about the mirage, visiting it here or anywhere cause 1D3 / 1D6 Sanity loss. If you miss the way, a town will be nearby, so you won't die, but a strong sunstroke is probable.

The Kiskunság

It is a very special area in the southern part of the country. The Kiskunság is covered with sand, so it looks like a typical desert in Africa. The keeper can use this special area in adventures. It can make the story much more interesting, and harder, because the investigators have to count with the sand. If they know about it it isn't very hard. Any cases, if the wearing isn't perfect for traveling in the desert, the visitors vitality will decrease, its rate is upon the keeper's choice. At first, after several hours the sun's UV rays can cause sunstroke, which isn't very favorable on the next day. The required sunshine for illness and its effects are different, but it can cause problems in an investigation, naturally only in summer. Gossipers say that sand dwellers live in the Kiskunság too, but they aren't very significant, only the local habitants know about them.

Strongholds

After the Osman wars, the Habsburg government ordered to destroy all the forts in Hungary expect of the defenders of the southern border. That's why you can see only ruins in place of strongholds, which stand isolated on a hill. These are sometimes used by rogues in the twenties. The remains are useful for a keeper, who wants a mysterious place for the final fight or make better horror. There are a few fortresses, which could survive the Habsburgs action. Their owner was an aristocrat, who labeled the castle to be a well armed mansion. These are standing, however in the twenties, many aristocrat leave it, and go to the capital to find job there. The castle of Sárospatak, that is important for its library is a typical example for it.

Diósgy_r and Miskolc

Diósgy_r is situated near Miskolc, both are important industrial towns. Due to the loss of Kassa, Miskolc became the economic center of that region of the country. However, in the beginning of twenties you can't feel the signs of this progress

very strong, but later it gets harder and harder. Miskolc is famous about its cave bath hall. A thermal source which comes from the Bükk mountains go there. The water made strange stone cabins. Everything is original, if you go there you must see it. This is a good place to meet people, and the Mythos. In fact it was a mine of Mi-goes, but they left it like in the St. George Mountain. You can't find any tracks of alien technologies there, because it is a well discovered area. Although most of the mine isn't mapped, because the spelunkers were afraid of making problem with the source, with their work. In Diósgy_r you can find a huge steel forge, most of the Hungarian steel is made there. This town is in the meeting place of the Great plain and the Northern mountains, a merchant route, which carried wine in Poland have passed this town too since the 13th century. The kingdom had to make this point well protected.

The castle of Diósgy_r

This castle wasn't very important for military goals until 1596, when Eger was captured by the Osmans. After these wars, in 1702 the Habsburg treasury took it, however this castle wasn't exploded, the government didn't spend any money to upgrade or to keep it proper condition, so it became a desolated stronghold. The castle is in too good kilter to label it as ruins, but it isn't a working fortress. It is ideal for bandits, but in 1922 the Dagon order set up its post there. In May, they decided to go down to the cellars which are more protective. The people who live in the area sometimes complain about strong screams, huge flying things and thieves who steal cows. In fact the summoned nightgaunts and members of the clan with magical support make these mysterious acts. The FBI agents will go there only in 1924, but they feared from attacking the outpost of the order. Probably the investigators can resolve this case. Furthermore this is a typical haunted castle at all, the keeper can use it on his own.

Visegrád

Visegrád was the residence of the king before the Osmans arrival. This castle is a typical two levels fortress, built after the attack of Tartars by IV. Béla, in the middle of the 13th century. Officially the upper castle was built for the protection of the Margaret island, where nuns live. It was in good position to control the merchant route to Krakow between Esztergom and Buda, Bisegrád worked as a toll-keeper's post and the part of the Northern stronghold system. In 1686, the Osmans left the country, and the castle became redundant like in Diósgy_r. In 1871, a group started to reconstruct the stronghold and discover its cellar system, so there aren't rogues there. The dungeon is protected from most creatures by runes, so you can't find anything special here. The signs are graved in the wall, a draw about each of them can be found in the Academy, mixed with the other artifacts, but it is more simple if the searcher goes to the place copy the original. You can find numerous notes about it in codexes, but

the leader archaeologist of the excavation, named Attila Veres made a successful private investigation about the runes.

Boldogk_

The castle of Boldogk_ is a typical fortress, labeled to be a residence-hall. Its owner changed many times in the centuries, eventually the Zichy family bought it in 1890 and they had got it until 1945, so it is a private castle. That's why the castle is in good condition, there aren't rogues there. Travelers can stay here if they want, the castle's pub is very good. In the catacombs, there are many skeletons and corpses of warriors. If someone goes down to the bottom level, he will find himself in the tomb of captains, the wall is decorated with coat of arms and weapons, not one of them is magical. The spear of György Rákóczi is the most powerful of all, but there are swords, which can be effective against mythos creatures too. This stronghold originally protected Hegyalja from the Osmans.

The spear of György Rákóczi

This is a powerful spear from the head of Transylvania, II. György Rákóczi. He has been being the king of Poland for several years. The weapon is the traditional gift from the Polish nobles. It works as a normal enchanted lance, however it is much nicer. The spear takes 1D10 damage on any creature. Tapes hang from its head, and the carving on the grip is marvelous. A blacksmith made it in the beginning of the 17th century, later a wizard gave magical power to the weapon. The old, rusty swords can be enchanted too, but the user got 20% penalty to every roll with it. These have only 4 HP, and after every hit, it will decreased by on. The damage is upon the keeper's choice.

Szigliget

The first reports about the strongholds are from 1300. The territory was just strayed to the king after its Greek owner, named Kalian, who mysteriously died without any inheritors. The castle's captain Acitus raided villages and his second hand attacked the local monastery. These violent actions continued all along the next centuries, for example in 1442 Berky burnt the village of Almad without any reasons. In the Turkish times it was a less important castle. Later the incoming Slavs liked to live there. In the end of the 17th century a lightning struck the biggest tower, that was burnt to the ground. Nobody wanted to rebuild it until 1931. The number of suicide attempts and mysterious disappearances are significant. The FBI agents started their investigation in 1922. According to their report to New York, they have resolved the problem in fact, they have escaped from the black vampires, who moved from there in 1930.

Tokaj

Tokaj is a small town in the Zempléni mountains. It is the economical center of Hegyalja, an area which is famous in Europe about its wine producing. There is a wine oddity made here, named aszu, which gave the fame to the towns here. The aszu is a very sweet wine, the progress of producing is very long, it is

showed on the price of one liter of "tokaji". The secret, is that the harvesting is in October due to an extra hoeing in August. The grape get more sunshine and it will be such sweeter, that it will crack and brown. Then the wine-dresser put the grape into the wine, which will get extra sugar.

Tállya

Tállya is situated 12 kms from Tokaj, it is a grape producing town too, but it has a very important benefit. Tállya is located at the geometric center of Europe. It gives special magical power to the area, in case of summoning, every spent magic points by the caster will triple, a lot of foreign wizard goes and visit the small town. The power calls the creatures of mythos too. Many beasts live in the cellar system, which was built during the Osman wars. According to the gossip it runs 7 kilometers long between Abaujszántó and Tállya, but it is only a small part of the whole system. The vaults are totally undiscovered, and nobody will do it, because a life isn't enough to plan all the cellars in the area. Furthermore the beasts, living there can't ensure safe discovery. You can find some notes in codexes about the specialty of Tállya.

Dripstone caverns

Hungary is full with chalk mountains, where you can usually find dripstone caverns. The oddity of dripstone caverns is very important for paleontologists. Because in the chalk, you can find ancient animal remains in very good nick, that are useful for scientists. When any of them find something, a huge brigade will appear in the area to plan the given cavern system. Actually most of them are undiscovered in the twenties. The artifacts will be transported in laboratories, or in wretched case in the storage of the Academy.

The Baradla cavern

Its name comes from the Slavic word "bradlo", that means cliff. The 24 kilometers long dripstone cavern system is the largest in Middle Europe. Its 6,6 kms long parent-branch crosses the Hungarian-Slovakian border with its average height of 8 meters and wide of 10 meters. Sometimes, the cave splay to a hall, like the Portico of Giants, which is 125 meters long, 55 meter wide and 30 meters in height. The so called observatory is a 25 meters high formation. In truth, it is a dead Yithian, covered with dripstone. The scientist didn't study it, so nobody knows about the dead alien. Probably in the present era, an x-ray monitoring would spot it, but normally you won't do it in dripstone cavern. The explorers found a strange Yithian machine here, a Light modifier. See more about new Yithian technologies in chapter 7. The other part is 17 kilometers long, it contains many other offsets. The Domnica turnout it he most famous, but the so called Styx (2.6 km) and Radish tap (3.8 km) are opened too. This is a totally discovered cave, so you won't find anything here, although there must be other systems in the area. Unfortunately it isn't easy to get permission for searching here, because the cavern system is on the Hungarian-Slovakian border.

Chapter 5

Adventuring in Hungary



Beyond the knowledge of Hungary's geography and history, which is enough to make a good story. The keeper need to know the conditions of the investigation. A nice adventure contains the differences in the everyday life, caused by the special location. The keeper must know the field well. For example he had public transport can make an investigation much harder.. Here you can find about the law enforcements and hosting. Adventuring in this country isn't recommended before 1927,, because the impacts of the war are perceptible. Actually, the thirites are perfect to compensate the lost time period.

A HUNGARIAN INVESTIGATOR

If an investigator is Hungarian, he will get numerous allowances in the country. The people won't try to dish him, he can speak the language which is a very useful skill in this country. He knows the measures, and he can have many friends in the country. In fact this is the most simple way to play a scenario in Hungary. The keeper can give other allowances or detriments for the Hungarians during the adventure. If you decided to play with a Hungarian investigator, please read the following paragraphs carefully. It is recommended to the keeper too, to know how to play Hungarian non playing characters.

PLAYING A HUNGARIAN INVESTIGATOR

Originally the Hungarians are very proud people, both the keeper, and the players have to keep it in mind. A Hungarian character's own language have to be Hungarian, but everybody speak at least one other language, because many other nations live in the country. Sometimes it is difficult do know who is Hungarian and who isn't, usually who says himself to be that. People, who live in Hungary, but aren't Hungarians have to speak Hungarian very good (at least 60%), so in this case the investigator has to learn it from skill points. The Latin language is very common it is obvious to every Hungarian, a skill of 40 percents is enough. The born place doesn't have to be in the country, because Hungary was much more bigger before the war, and a person who works in the twenties probably was born before the war. In this case the own language can be Hungarian as well. Hungarians don't like a few ethnic groups, for example Gipsies and Jews. . The most hated people are the Romanians. In the history there were harms on both sides, these people have enough reason to dislike each other.

Anti-Semitism

Anti-Semitism is very common, but the people hardly ever act against Jew people, because the law forces don't allow it. It is a huge problem of the country, that the Jewish tycoons are hated by most people. They have the big blocks of flats, and hire them out for good money. Many of them work as banker. The Jews have been trying to assimilate since the beginning of the 20th century, but it isn't successful yet. The case of Eszter Solymosi was one of the reasons, why the people don't like this ethnic in the country. However in the twenties, they aren't well welcomed in Europe, so nobody mind about it. After Hitler came into power in 1933, the country had to make anti-semitism stronger, to show how faithful is it. The two "numerus clausus", was the government's action against Jews.

The case of Eszter Solymosi

It was a ritual murder in 1882, the victim was a 14 years old girl, named Eszter Solymosi. People say, that the criminals were Jew people, who drew the target's blood. His elder brother died not a long time before her death, this make the investigation more interesting. On April 1, Eszter was sent by Huris, the family she worked for, for whitewash, but the girl has never returned. Her mother reported the case to the judge three days later. On May 20 an exciting article come up in the newspaper, "Magyar Állam". "The mysterious disappearance of a girl!" said that the Jews killed Solymosi in the shul. The witness was a five years old boy, that impugns the deposition. Nobody knows what happened there, It is a mysterious case, and one of the last witchhunt actions at law in Europe's history. This case can be useful for a good background both in the 1890's or in the 1920's. The Hungarian anti-Semite party was founded after this incident.

Intellectuals

The workers are usually from different nations. Generally the poor peasants, who don't have enough land for life sell their estate and go in the cities to work in a Jew tycoon's factory. These people don't have enough money to study at university, so professors investigators won't come from this part of society.

Intellectual characters usually come from German or Jew minority. Actually the latter is hated by the simple people, for example workers and peasants. Investigators have to count with it. Every Fast Talk, Debate, Credit Rating roll must be with a penalty of 30 percents when a Jew white-collar tries to speak with these people. Sometimes, it can be a huge beneficial, because these intellectuals speak only with each other, so in higher classes being Jew is an advantage, but it can be dangerous for life in a small town. Be aware, Jew people aren't allow to do any work on Saturdays, it can be a big detriment for an investigator. The Jews are famous about their traditions, and they always keep them in mind. Naturally, there are numerous intellectuals in Hungary who aren't Jew. Most doctors are from this minority, technologists are German.

AVAILABLE OCCUPATIONS

In Hungary, there are many common occupations which don't exist in the American continent, but there are numerous new jobs. You can't find real hobos and drifters, because the law enforcements don't let these people to stay on the roads. Furthermore Hungary isn't big enough for rambling for a life. Sometimes foreign drifters appear in the country, but they hardly ever live more than one year. A possible investigator can be a former aristocrat's son or daughter. But there are poorer noble families, who's children There are

much less journalists, because of the censorship, but numerous people, try to work as an author, who work for illegal newspapers.

Nobles

The nobles were born in head position, and have been managed to be the owner of a big area. The Great war destroyed these illusions in them, so they had to go to university, if they hadn't done it before. The poor nobles automatically had to go to university, because their family hasn't got enough big territory. These people usually work for the authorities, the others join to the army. Nobles can work as professors, doctors of medicine or military officers. If a noble The children of aristocrats can afford to travel in the world, without official occupation. They sometimes write about their adventures. Their accentuated skills are the followings: Debate, History, Other language, Ride, Natural History and any one from Chemistry, Physics, Pharmacy, Doctor,

Military officers

Most Hungarian men is a world war one veteran, it means the rifle skill is automatically accentuated for males. Furthermore, many of them decided to work in the army later. These people all count as military officers. Their rank is usually at least sergeant, Russian, Italian or German language skill is accentuated too, it depends on where did the investigator fight. Actually it is an available occupation in the source book too, but in Hungary it is a little bit different. The army is a good place for people who want to get on a higher level in the community. Horthy grants living place, usually a cottage with a nice garden to every higher officers, and the salary isn't bad. In this era every neat had to ride the horse very well. A lot of veteran soldier returned from the war, they can work as policemen, or continue their career. Private investigators aren't common in Hungary, because the people don't have enough money to pay these men. You can find only a few of them.

The Gypsies

Originally the Gypsies are from India, and they came with the Osmands as an irregular army. They traveled to many man countries, because they worked as merchants secondary. It was very good for them, because nobody attacked the huge marching troops, and they got from the war booty too. Their leader, the vajda is usually a lesser wizard who are the commander of the area. Everyone in the society have to comply their orders. That's why the Gypsies could stay in one group during several centuries. Every vajda has a special dagger which is needed for sacrificing. The investigators hardly ever meet with these leaders, because they usually live in huge cottages, which are very well guarded and their owners don't get out from there because of any reason. The characteristics of a vajda is fully the keeper's choice, but I give the description of their special dagger. The Hungarians don't like the

Gypsies much, the problem started in the 18th century, when Mária Terézia, the queen decided to settle them. It was a big mistake, because this nation get its money for everyday life from traveling. Since this time, the Gypsies have been stealing from the Hungarians. Read about their legal occupation a few paragraph below. Their assimilation problem isn't resolved in the 1990's either, not like the Jews'.

Dagger of the shamans

The first Dagger of shamans was made in India, by a typical radzsa (Indian aristocrat). When the lord died, he gave the dagger to his servant, who sold it on the market to a Gipsy merchant. Then it became the standby weapon of that trader. For many centuries it was in the hands of a big family, eventually when the Gypsies settled in Hungary, the vajda was the owner of the dagger. He was a middle class mage, so he could make numerous copies of the weapon. About one hundred years later, every vajda had one of those poniard. Officially it is for sacrifices, but it can be effective against lesser mythos creatures too. It cause 1D4 damage on any creature. According to their legends, the Gypsies has to sacrifice a human in every year for their gods. The vajda has to prepare for it, and then use the dagger. In fact, it is beyond reason, but it is a tradition, and nobody tried to debate with these people about its results.

Communication

The communication with Hungarians is very important for the investigators. Most information is from the local people who don't have to speak the investigators own language. The Hungarian language is nearly as difficult as Chinese or Arabic ,it is said to be the 3rd most complicated language in the world. However the basics can be learned rapidly. It isn't easy to learn, and you can use it only in a small area so an investigator does better if he don't try it. But if a stranger can speak Hungarian the people will be much more friendlier. With an Other Language (Hungarian) skill at least ten percents, the stranger got 10 percents extra for Fast Talk, Credit Rating and Debate skills, when he speaks with Hungarians. Fortunately the Hungarians speak a few other languages, that are more useful. Although the English language isn't very well known here, only a few teachers and diplomats speak it. There are many nations in the country so in the history the people had to communicate anyway. The Latin became the collective language, everyone had to learn it, so there weren't debates. . So it can be very useful at all, because most people (including peasants and workers) speak it well. For example in pub, everyone know what do you want if you speak in Latin, but most bartenders doesn't understand any English word, expect beer. The other possible languages are German and Slavic languages. In the Monarchy it was important to speak Austrian, which is a dialect of German. The aristocrats and some other nobles and burgesses can speak French as well. In the Southern regions most people speak Italian too.



Currency

The new Hungarian currency, the pengó is so good, but until 1927 the korona was very bad. In Hungary US dollars and French francs are welcomed also, so it isn't a huge problem for foreign investigators. But since 1927 it is better if the investigators pay with pengó because it is enabled everywhere, and the merchants will try to stiff the customer if they see foreign currency. The Korona isn't recommended because its value changes numerous times in a day. When the workers get their payment the prices on the market will grow in several minutes to their twice or three times. So the investigators do better, if they try to buy everything in the morning, because in this time everything will be cheaper. One pengó is nearly equivalent with one dollar in value, you can use the prices list of the source book in Hungary too.

Taverns

You can find pubs everywhere in Hungary. The domestic wine is the most common drink, but the people won't refuse beer or anything else. The most current liquor is the so called pálinka, which can be made from grape, pear, apricot, plum or any other fruits, but those listed have the best taste. Typically the pálinka's alcohol level is between 45-50 percents. There isn't any prohibition here. The drinks are cheap, if the investigators came from the USA, where alcoholics aren't allowed each other has to roll a successful POW x5, if someone fails he will drink too much because he feel himself free. In this case, it takes him a whole day to regenerate himself from inebriety. During this period his skills are decreased. Its rate is totally the keeper's choice. It all depends on the characters SIZ and CON, and the time spent to skill it. Be careful with alcohol, it can be harmful if you drink too much. Usually, you can order some simple food in the Hungarian pubs but you can't choose from the menu card, there is a daily set meal, the guest likes it or not.

The drinking challenge

There are local drinker champions everywhere, who usually want to test the strangers. The people won't like the investigators if they refuse this challenge. It is a simple game, the investigator and the challenger has to match up each others' SIZ+CON/ 2 on the resistance table. Who he loose at least five times, will loose the challenge. If the guests win, they will be honored in the town, so an investigator, who isn't very small with good endurance can get glory for the party with this way. For example they don't have to pay for their meal on that day. Naturally you can be on both drinker. This challenge is a possible way to get friends and kudos fast, although it has many disadvantages as everything in the world. In every cases he will get drunk.

Inns and Restaurants

The Hungarian restaurants are very good, and cheap. Usually, the houses of the nobles are used as victual houses,

but there are inns where the investigators can stay for a night, or more and get the daily menu, for food. You can't choose here neither. The travelers usually stop here for only one night and in the morning they continue their journey, so it is a good place to get friends and barter information at all. The bartenders usually know everything, even such events that haven't happened. The building of the inn is usually a former post-house with two floors, not far from an important crossroad. There is a stable for horses, sometimes it is better if the guest decides to sleep with the animals, because it is more comfortable than the beds inside.

Music

The typical American jazz music isn't very popular in this country. The Hungarians like small Gypsy bands, which are cheaper and play intimate music, if you drank enough before. These groups play their traditional music, which is very old fashioned, and can be hateful for people, who don't like it. The folksongs and other simple lays are very common. The Gypsies play with violins and cello, but the double bass is obligatory too, in a good band. Artist investigators can get kudos very fast, if they play something. A successful roll is needed with 20 percents extra, and you don't have to get drunk for being liked.

Hungarian food

Hungarians food is very good. The most famous meals are the Gulash soup and the chicken paprikás. You can eat the traditional foods in every inns, and some of the restaurants. It has a special taste, and usually hard to digest, expect of the restaurants' meals. The Hungarians like to put much spice in the products, which can cause these small problems. So when a character eats Hungarian food first time, he has to roll a successful CON x5 roll. In case of failure, the investigator will get a diarrhea which is very bad for investigating. Don't forget that it is valid only for the first time. The salami of Szeged, the Pick's is the most famous Hungarian food. It doesn't cause any problems in your stomach, but you can buy Pick's only in special shops, which aren't cheap.

Hotels

Most travelers use the inns, if they want to stay somewhere for only a night for a few coins. But, if someone wants to sleep better, in a more comfortable bed, he will go to a hotel. There are several hotels in Hungary, but you can find them only in the bigger towns and in Budapest. Most of them are very expensive, because the poorer classes use the cheap inns. The hotel owners know, that their guests are all rich people, from an ancient noble or a rich Jew family, but it doesn't matter for the price. Naturally the service is very good, there is a radio in every rooms, the rooms are clear. These are usually built for rich merchants or aristocrats who can afford much more than the average people. The foreigners usually stay in a cheaper place, but hotels have benefits. Beyond the

quality, the guests are much more educated. Unfortunately, here you can't drink with the local champions. But the investigators can meet with aristocrats, who can help, or have some work for them. With a successful Luck roll, a stranger can meet with a person who is from his nationality.

Hungarian measures

The Hungarians always use their own unit system, because most of them don't know the European and the American standards. It can cause big problems in the adventure. If the investigators can't count with the Hungarian measures, they won't know the distances, the surface areas etc. They can't ask it from everyone, because for a normal person, who doesn't know the other unit systems, there isn't reference. The aristocrats, who has been in France or Germany numerous times, or other strangers can help to the characters. The people who's own language is Hungarian know the measures well. The keeper is allowed to make bad moments for the investigators, if he uses this rule, but be careful because it can make the game boring. Make problem from the Hungarian measure system only in special cases, when they would get in trouble if the don't know it. Before traveling to Hungary, it is recommended to ask the measure system from somebody, or look after it anywhere else, and write it out on a sheet. However you can find about it the libraries of the country too.

TRANSPORT

Transporting is very important in the investigation too. The times, is usually the real enemy of the characters, not the monsters. Going on foot is uncomfortable, unhealthy for long distances and slow, but your legs are with you everywhere. Actually, the people decided to use vehicles to make their travels easier. Here you can find the most useful transports. The cars can aren't very effective on the countryside, because there are only a few roads in the country. There aren't too many petrol stations, it can be a problem too. Although it is perfect in Budapest, and some other towns. The ship transport on the Danube and Tisza can be very beneficial, it has a good system in Hungary, unfortunately it works only near the rivers. The other possible way is going by train, which seems to be the best public transport here. There is an alternative way, which is the cheapest and nearly the fastest. You can buy a horse and ride it everywhere. But a bicycle is often enough too. If you bring it with you, you can go by motorbike too.

Taxi

If someone like cars, he will find many taxis in Budapest, because this is the only one city in the country, where it works. These aren't expensive and the drivers know the way, so the passengers won't spend their time with searching the right road. Otherwise their standard car is Hungarian prod-

uct of the Hungarian Machine Factory corps. This is very comfortable too. Unfortunately, the drivers speak only Latin, German or a Slavic language in lucky case.

Hungarian airfields

On the Great Plain, you can land with an airplane everywhere. But the passengers must be careful, because the peasants won't like if someone alight on their territory, in this case they usually call for the gendarmes. It is a possible way to get in and out from the country. The other problem is the searching of the border guards, they will probably spot the flying aircraft, and follow it normally, if the investigators are unlucky, the military will open fire at the plane. The law forces will hunt for the plane and its owner, so the investigators have to have a very good story to talk themselves out. In this case, every Fast Talk roll will be with a setback of 50%. You can't disguise a plane on the Great plane easily, because there aren't forests or mountains, just corp fields everywhere.

Horses

In Hungary of the twenties the main type of transport is riding a horse. This can be found everywhere in the country and for a small price everyone can buy it. The average speed of a horse is 60 kilometers a day. In Muraköz, you can find the best horses of Hungary. These are very strong, and large animals, so only good horsemen can ride them well. The Hungarian species are mainly from England, but many varieties of them can be found in the country. There are stables everywhere, so the investigators can stay in these inns to have a rest very simply with their horses too. The only one problem, is that they have to know to ride. Merchants usually want to scam foreigners, so the investigator has to roll a successful Spot Hidden with a penalty of 30%. Average individuals don't know anything about horses, but they are allowed to spot something strange in the animal's walking, that's why this roll is successful too. A successful normal Ride roll is enough to avoid this too. In this case the trader will realize, that his customers are experts, so he will show them his finest horses for the same price. Bad horses can make trouble, the rider must look at it, so riding these horses decrease the skill by 10%. Hungarian characters starts with 20% Ride skill in the twenties, expect if they have car, but it isn't common.

Bicycle

A normal bike can be effective in short distances, for example to the nearest town. To ideal daily range is four times the sum of STR and CON. The velocity is about 25 kilometers per hour. You can put your bike on trains, so you are able to travel much more than your endurance let it. You don't have to put into stable, and feed it. It is a good transport in city too if you don't have ca and don't want to spend money for taxis. The only one problem is that you can go only on the road, because there aren't mountain bikes in Hungary in this era.



If an investigator decides to bike on the field, his bicycle will break down after 15 kilometers.

Trains

The railway system of Hungary is so good. It's a central based system, so the lines lead to the main station, which is Budapest, the capital. The only one problem, is that the new borders cut most lines. It can, make very long journals because sometimes you have to travel 300 kilometers to get the destination, which is just 200 kilometers from the departure. There are two different classes on the trains in Hungary. The so cheap second class is for peasants and workers, the investigators have to roll a successful Luck roll to find a seat. Although, in many cases it is better if you stand, because the pews are very dirty. The people from the upper class of the society, and tourists usually travel on the first class. It is much more modern, comfortable, and less dirty. The price is bigger, because you have to get an extra ticket for the seat. The passengers can sit down and talk with each other. There is a third class on the trains, but it is illegal. If you decide to get in Hungary, secretly you can get on a cargo train, which will take you in a factory or in a big station. Usually the cargo is left somewhere, and later the workers carry the goods from it in the factory on a truck. The "passengers" have a lot of time to get out. Usually you can find a table on the train about its destination, however the workers sometimes forget to change it. Passing the Hungarian border the travelers can get in trouble very easily, when the boarder guards check these trains because the companies must pay toll. With a successful Hide roll with plus 30 percents, a person can disguise himself. It isn't hard job, but if the border guards find someone on a cargo train, the fare will have a wonderful night in in a cell of the border guard station. Then the passenger has to go in the capital station, finally he will be banned from the country for five years. You can't talk yourself out from this situation simply, every Fast talk and Credit rating roll is with a penalty of 50 percents, both are needed for success. This is the most dangerous and the most uncomfortable way to get in the country, however it has many advantages too.

The Orient express

One of the most famous train lines, the Orient express crosses Hungary. This train goes from Paris to Istanbul, so it stops in Budapest too. It is a possible way for the investigators to get in Hungary easily. The Orient is a luxury express, so it is very expensive. You get full service for your money. The food is delicious and stodgy, the dining car is very nice and naturally the tables are clear. The sleeping cars are very comfortable also, two people have one cabin. There is a special smoking car, which is one of the best places the get friends. The investigators are allowed to speak with other passengers, it is recommended to play upon this advantage. Only rich people travel with this train, so the character can get work, friends or even enemies there simply.

THE POLICE SERVICE

The treaty of Versailles limited the number of soldiers in the army, but it didn't control the size of police and other law enforcements. So there are many policemen who serve and protect. In the beginning of the 20's they do it only for the government. There were many unbidden executions of communists, and political enemies. In the second part of the decade, the windrow returned, so the police works normally, as the law order it. There are two types of policemen in Hungary. The head of the Hungarian police is Imre Nádosdy. I give his stats, so the keeper can use him as a man who has some work for the investigators

The gendarmes are the policemen who work in the countryside. They are the only ones who have rifles in the area, so they have big honor. The people know them, and they know everyone in the section. If a foreign man arrives in their area, the gendarme will check him in 15 minutes, and write a report about the guest to the captain quarters of Budapest, for the commander. If he has guns or something that isn't well welcomed, it is better to conceal them well. With a successful Disguise roll, an investigator can wrap his arms, because if a policeman finds guns, strangers' have to register them in the office. If something happens there, which can be attached to the firearms, the gendarme will ask the foreign people about it at first. It will take about 3 days for them, to approve for a house search of premises. There is no prohibition so any kind of alcohol is accepted, the average policemen like drinks much, so they will taste it for sure.

The average policemen which can be found in every country all around the world is the other type. They work in the capital and in a few bigger towns. The policemen aren't very well armed, a black jack, and a small pistol is perfectly enough for them. They don't know the people in their sector, and the investigators don't have to go to their station to show their weapons and to sign themselves in. They go along the roads and check everything, they can. In the second part of the twenties, they don't have much work. Hungary hasn't got official secret police agency, but four FBI agents work in Hungary. They have to make reports in New York about check the size of the army, and strange happenings. They can get in trouble very easily in this country because they go to see every mysterious happenings. After the war, there are many exciting cases in Hungary, so the commander usually make advices in the newspapers, and promise some money for investigators, who can help. The four FBI agents hardly ever apply for these jobs to keep a low profile. They couldn't hide well enough in the society, and Nádasdy knows everything about them. That's why Hungary don't break the treaty of Versailles until the thirties, when the agents don't control it too many times.

Available Weapons

In Hungary, .45 cal pistols, .357 magnum revolvers and Winchester rifles aren't very well known. The Hungarians, like other European nations love smaller calibers and weapons, principally the German technology. The 9mm parabellum is the most widespread caliber in pistols. For example the Luger P (pistole) 08 that is used by the police and other law enforcement agencies. The German Mauser 98 rifles are used as long range weapons. The Hungarians don't like revolvers, however for the Great War, an Austrian company the Rast-Gasser corps. produced revolvers as reserve handgun for the army. It was the M 1898 revolver (7.92 mm, damage: 1D8), which can be found in most houses. In this country, the laws don't allow everyone to have a gun. You have to get weapon keeping license from the police. However the former soldiers who returned from the war, and the "Lenin boys" who were armed in the proletariats' republic didn't give back their firearm. So they usually have at least one rifle in their house. Most people searched a gun after the war, because they feared from everyone. Naturally these weapons aren't registered to the police. The investigators should hide their weapons in their bags, or package. In other case they have to register it in a police station. If they come from a country, where you can hold weapons with much freedom, the border guards will ask them to sign in when they arrive. With a successful Law roll, an investigator will realize before reaching the border that they aren't allowed to have guns in Hungary without license, so it's better if they hide it. Hungarian characters are allowed to get even the license for keeping firearm at home.

Obtaining ammunition

It is nearly impossible to obtain ammunition for weapons in Hungary, because there aren't shops for it. You can buy bullets from veteran soldiers, but you can get only 9 mm parabellum, 7.92 mm for revolvers or pistols and 7.69 X 61 mm Mauser bullets for rifles, because only these calibers were used during the Great war. Finding bullets takes at least one day, it can be important in adventure, the players should count with it. American investigators can get in trouble if they use 45. ACP or .357 Magnum, because you will hardly ever find it. It takes three days to get 12 bullets for 10 dollars. The keeper must think about it during the adventure, in this vase the only one good way is the changing of the weapon. When you pass the border you can't carry more than one extra clip with your weapon, you will be enough happy if you can hide the pistol already. It can be a big problem at all, however, a good investigator doesn't use his firearms lot, one clip is enough for total success in most adventures. If not, the keeper should think about the perfection of the story.

Imre Nádasdy, age 46, head of the Hungarian police

STR 11 CON 11 SIZ 15 INT 14 POW 10
 DEX 12 APP 11 EDU 18 SAN 50 HP 13

Weapons: 9mm Luger P08 (85%)

Spells: none

Skills: Other language German 55%, Latin 60%,
 Spot Hidden 85%, Drive auto 90%, Law 65%, Cthulhu
 Mythos 5%, Fast talk 75%

He fought against the Italians near the Isonzo river as a military officer. After the war, he joined to Horthy's army, and the admiral promoted him many times, because he had good ideas on the battlefield. Finally general Nádasdy became the head of the Hungarian police. He usually wear his uniform, because he is a very proud man. Most policemen like him, because he tries to get bigger salaries and more allowances for them. He can speak in Italian, German, Latin and English well, so every stranger can talk with him if they can get in touch with each other. Imre is a typical Hungarian in his mind who doesn't like Jews, Gypsies, Romanians and French much. It means he will be much stricter if any person from these nations makes a hoopla. He likes using brave civilians in investigation for good money, when he hasn't got enough men, that is so often.

The border and river guards

The defending of the Hungarian border is a difficult job in these years. The treaty of Trianon didn't limit the number of Hungary's border guards so they work as soldiers, like the police. They are better armed than the gendarme. They have to control the border, collecting tolls is their task too. The river guards are under another commander but their objective is the same. They patrol by small boats in the rivers and check the licenses of the merchants ships. The average investigators won't meet with them, but this is a type of law enforcements in Hungary. They can be useful for the keeper if he wants something special for the players. There are many creatures which live in the water, and the river guards are able to find something strange. For example some tourists can disappear anytime in the wild waters, or a fisherman saw something, in worse cases a village has been destroyed mysteriously.

An average border guard/ gendarme

STR 11-12
 CON 12-13
 SIZ 12-13
 INT 8-9
 POW 9
 DEX 10-11
 APP 7-8
 EDU 13-14
 SAN 45
 HP 11-12

Skills: Italian 60%, Latin 60%, German 20%, Spot Hidden 90%,
 Submachine gun 80%, Rifle 70%

Weapons:

Shotgun 60%, damage 4D6/2D6/1D6
 7.69 mm revolver 65%, damage 1D8

They are better armed law enforcements than both type of policemen. Their objective is to help the Hungarian army, so they usually have machine guns, and warfare rifles with scope. Most border guards speak several other languages, it depends on which border do you guard. Border guards usually patrol in groups of three or four men. If they find illegal trespassers, they will shoot soon.

An average policeman

STR 11-12
 CON 9-10
 SIZ 13-14
 INT 7-8
 POW 9
 DEX 10-11
 APP 8
 EDU 12-13
 SAN 45
 HP 10-11

Skills: Latin 60%, German language 20%, Spot Hidden 90%.

Weapons:

Black Jack 70%
 9 mm Luger P08 60%

They usually use their black jack, if they have to fight. Most of them are very aggressive because after the war it was needed to keep peace. In these years, nearly everybody were allowed to join, even criminals. So they like to stiff travelers and other foreigners very much. They usually try to dish them, with non-existing laws. They always avoid nobles, irrespectively of nation. If a foreign investigator want to lie something to a policeman or wants to debate with him, his skill (Fast talk, Debate, Credit rating) will be with 20% penalty.

The gendarmes usually has better CON and INT than the policemen, but they aren't much more patient than their colleges. In the second part of the 20's they are getting more and more friendly, because everything works quite normal. It means, the investigators don't have to roll with minus 20%, a penalty of 10% is the maximum.

THE FBI IN HUNGARY

There are four FBI agents work in Hungary. Two of them hustle in Budapest every time, the remaining two men work in another squad in the countryside. Naturally they can support each other if necessary. Their original objective is to check the Hungarian army and the economy. But they always start investigation in interesting cases, so they can meet with

the investigators often. I give their personal abilities and description below, so the keeper can use them in adventures. If the investigators go to check strange happenings, they will probably meet with the FBI agents. The keeper must keep it in mind, because they can help each other in trouble. For example in a battle, the support of these agents can be beneficial, because they have much firepower. The agents will probably look after the investigators if they see them too many times. If an investigator is Hungarian it won't be such prominent, but if they have spotted, the agents will search for information about in this case too.

Kevin Willis, age 39, FBI agent

STR 10 CON 14 SIZ 10 INT 14 POW 10
 DEX 14 APP 9 SAN 65 EDU 16 HP 12

Skills: Hide 80%, Library Use 80%, Sneak 65%, Spot Hidden 85%, Cthulhu Mythos 10%, Hungarian 70%, Latin 25, German 40%

Weapons: 7.69 mm revolver 65%

Spells: Contact Dagon, Summon/ Deny Shantak, Mist of Rlyeh

Kevin Willis is the commander of the FBI in Hungary, the no. 792 523 agent. He has a pub near the U.S.'s council in Budapest on the Liberty square. He speaks Hungarian very well because he has been living here for 33 years.

Everybody knows him at the council and his status is known for the law forces also. His pub is nearly as safe as the council itself. He is friendly to any investigator who comes from the U.S., he will be happy to practice his English. With a successful Persuade roll the investigators will get an invitation to his home which is situated next to the pub and even use it as a safehouse in Budapest. He is a serious business man, so he always wears his suit. Kevin doesn't like big weapons, he uses a 7.96 mm revolver to defend himself.

Jan Ballon, personal guard of Willis

STR 15 CON 17 SIZ 17 INT 11 POW 11
 DEX 13 APP 10 SAN 55 EDU 15 HP 17

Skills: Mechanical repair 90%, Electrical Repair 80%, Disguise 80%, Credit Rating 75%, Drive Auto 85%

Weapons: Thomson M 1911 SMG 80%
 .357 Magnum revolver, 70%

Jan Ballon is a 42 years old car mechanic, and the no. 358-421 FBI agent. He can't speak Hungarian language very well, because he has been working in the country for only three years. Jan is a real honesty man, he knows mechanic repair well. In fact he is the personal guard of Willis but he is allowed to start investigations on his own, because he is a quite intelligent man. He finished the university in Germany, and then he went to the USA in 1913 to get work. Then Ballon made good friendship with Kevin, and finally the agent called him to join. In the first time, he wasn't an official member of the agency, but later he could finish a short

training and has been signed in as the comrade of Kevin. He always stays in his workshop, which is near the pub, his bed is there too. He isn't as friendly as his chief but he makes his work with real duty. He loves cars, and everything that is called machine by average people. Jan has short brown hair, and he usually wears a big blue jumpsuit. He likes German weapons, but he usually makes them a little bit more useful. He made a silencer for the Hungarian FBI agents' pistol, however he hardly ever uses firearms like that. He has a Mauser rifle, with a very good scope on it. Its lens were made in the Hungarian Optic Factories. This company is one of the top optic corporations in the world of twenties.

Jim Kevei, age 39, FBI agent

STR 6 CON 6 SIZ 13 INT 16 POW 18
 DEX 10 APP 11 SAN 34 EDU 22 HP 6

Skills: English 65%, Latin 65% , Occult 60%, History 70%,
 Cthulhu Mythos: 14%

Weapons: Luger P08 55%

Spells: Contact Shantak

Jim Kevei is a smart, crafty, little Hungarian guy who has been living in the US for over 20 years. He got his degree in History at the Pázmány Péter University in Budapest. He has been working in a museum for three years. When a small statue of a mysterious creature was stolen, by an insane mage he decided to start his own investigation. Finally, he found the wizard and killed him, before he got back the statue. After this incident, the FBI offered him a better work, and he accepted. After a one year long training in 1921, the no. 684 783 agent, named Jim Kevei was ready for action. Jim, speaks English, Hungarian and of course Latin perfectly. If he isn't in the countryside you will find him in Kevin's pub getting information. If something interesting happens he and his comrade are always in the area in ten hours. He is also good in Occult, and History. During his adventures in Hungary, he crossed the order of the Dagon many times, eventually he became to a double agent. Jim Kevei doesn't like fighting, so usually Henry does this part of the job for him. He usually wears an old pair of trousers, with a pair of cheap leather shoes and a clean white shirt. He never wears tie, this is one of his earmark, however the people know him about his 15 years old blue jacket.

Henry Fox, age 34, FBI agent

STR 15 CON 14 SIZ 17 INT 41 POW 9
 DEX 9 APP 12 SAN 45 EDU 12 HP 16

Skills: Mechanical repair 85%, Electrical repair 65%, Operate Heavy Machinery 80%, English 65%, Hungarian 45%, Spot Hidden 70%, Disguise 70%,

Weapons: Scoped Mauser G-98 rifle 80%

MP 18 submachine gun 50%

Henry Fox is the youngest FBI agent in Hungary. He is a little bit stupid former soldier. Henry hasn't got a family and

after the war he seemed to a be perfect body guard for Kevei in this small country. He helps Jim with some private actions too, mainly with scout reports. Officially he works in the pub for the Red Dragon, which is his comrade's favorite pub. Henry is the bartender, who is known and loved by everyone. This guy hears a lot of information from the guests, because he always gossips with them about something. He knows every tittle-tattles, whether is it true or not. In truth, that's why Jan doesn't like him too much. He likes bigger weapons, for example there is a shotgun below the counter. He can shoot with pistols very well too, but he doesn't like these small guns. Henry trusts in his leads in all cases and he doesn't fear death.

GETTING INFORMATION

In this part the keeper will find numerous places in Hungary, that are useful for getting general information. Naturally, most of them is in the capital, however there are many important tomes in the libraries and monasteries in the countryside. The libraries are usually in the hands of aristocrats, it isn't easy to get in, and then to find the books what you want, because the extraordinary ones are usually in a secret part, which is locked down, or there is a secret corridor from the aristocrat's working room.

Newspaper

This is the most common way to be well informed. Although, it is mainly about the happenings of the recent pass, a good investigator always take a look in at least one newspaper a day. The Új Nemzedék (New Generation) and the Nemzeti Újság (National News) are the leader gazettes on the market, but you can find the local newspaper in every region. The above mentioned two papers speak about international events, but Hungary and the Hungarians who don't live in the country are the main topic. Unfortunately, you can buy only Hungarian newspapers in the country, however near the Austrian border, German gazettes are available too.

The Hall of Records

There are halls of records and church records in every bigger town in the countryside, where you can get information about someone's family. Personal informations are available here too. It is easy to search in these places. The investigators only need to roll a successful Library Use roll for the wanted script. The only one problem is getting close to the records. The guards won't let anyone in if he says he wants to find some information about his friend. You have to have a very strong reason. The most common is making a descent. It is good for foreigners and Hungarians too, however at first you have to confirm your Hungarian provenance. Then you need permission from the local authorities. There is another way to get in, and I suppose this is the simplest way, for money the guards will let you in, also the librarian will help you in

the search and even in translating if necessary. This is the cert way. In Budapest, it is much more difficult. Naturally in the hall of records, most scripts are in Latin, so knowing this language is recommended if you want to be successful.

The Royal Hall of Records in Budapest

The Royal is the biggest Hall of Records in the country. It is situated in the Castle District. The huge building was made in the New Style, it has a very nicely decorated rooms. You will probably find something about your problem, however many documents were burned when the Monarchy collapsed after the war. The investigator has to make a successful Luck roll with a +30% to know is there any useful scripts in the filling cabinet. If the keeper wants to make it more simple, he can count with automatic success or failure, the amount of data, and its utility is upon his choice. There are two disadvantages of the Royal Hall of Records. The first is, that the searching takes long time there, because it is too big. In every there spent two hour, the investigators has to roll a successful Library Use roll to get data. The keeper has to know how much information he wants to give, and the number of scripts about a topic is his choice too. The investigators don't know how many script can they find there, so searching in the Royal Hall of Records can be a whole life program. The other is the usual, entering the place. Here you can't bribe the guards, and the authorities won't accord all reasons. A historian can get in very easily, he can say he search for a document there. In other cases you have to make another good reason, the keeper must consider it. Simpler records naturally can be hired from the library.

The libraries of monasteries

In the middle age, many monasteries were built, where the monks doctored people, taught them and copied tomes. Most of them were closed at the end of the 18th century by Jozsef II. Unfortunately many important books disappeared in this time, however the remained monasteries have enough tomes to study. These building are very good places to get information about a mythos creature or any happening. Every abbot write annuals. These are very boring to read, but officially it contains every events. The most famous libraries are in Pannonhalma and Tihany (see chapter 4) but many other places, but these are the biggest ones. In an average monastery, you can find at least one or two tomes, but these aren't the most extraordinary ones. There aren't books about Occult, because it is the science of heretics. The increasing of Cthulhu Mythos skill is more presumptive, because the monks make notes about every strange happening. They aren't allowed to work with magic, so the normal annuals and codexes don't contains any spells. However, a very good description about a wizard's acts contains spells too. The monasteries welcome every traveler very kindly for a few nights.

The monastery of Pannonhalma

You can find an enormous library in the ancient monastery of Pannonhalma, which was founded by I. Stephanus. So it is one of the first abbeys in Hungary. The library has many copies of foreign chronicles and other tomes, mainly from French authors. A skillful investigator can find a few useful tomes there, The problem is that the abbot decided to take the extraordinary books in the silent sector of the monastery to prevent it from destruction. Monks who have enough high rank to enter the library at night usually read and even steal from the forbidden books. These people hardly ever precipitate, but if one does, he will be banned from the monastery. The abbot has another, very strong argument to hide these tomes. A few of them have to contain something strange. There were three monks who copied them and fell in insanity, and left the monastery one night. So it wasn't a bad decision at all to hide these books. The abbot will be happy if someone resolves this problem. I think the investigators wouldn't agree with me, but if they have any reason, the abbot will let them in, however he will follow them and won't let to look in the two mysterious tomes. In truth those are major mythos books, and if a man with weak POW read them and then try out some spells, he will probably go mad.

The Széchenyi library

Ferenc Széchenyi offered his library for the National Museum in 1802. It contains at least 13 thousand pressed books, more than 1200 manuscript, hundreds of maps, a coin collection, and numerous coats of arms. Later many Hungarian aristocrat and intellectual gave his collection to the library. This library has the biggest collection of books, written before 1711; for example the *Chronica Hungarorum*, which was pressed in 1473. It is the best library for the investigators, because they can enter for free without any permission. You can find 20 corvinas here, but only 14 of them are available for public, unfortunately the soft ones. The library has a copy of the *Sapientia Maglorum* in Latin, and the original Necrolatry, which was the gift of II William, emperor of Germany.

The library in Sárospatak

There is a huge library in Sárospatak in the castle of the Rákóczi family. You can find many books there, but the codexs, tomes and extraordinary scripts are in the secret part of the building, the entrance isn't allowed here to everybody. You can get in to the non secret part if you ask for a permission from the family, which can be the same as in the Hall of Records, but Mr. Rákóczi will allow you to search in the library if he makes marry.

The Corvina

King Mathias, in the 15th century decided to upgrade the Hungarian culture with books. For example the first Hungarian press was founded by András Hess in these years. It was enough

good for the public, but Mathias wanted the much more expensive typical hand written and painted tomes. He have made 10 thousands book made by Italian artists. These books are called corvina because you can see Mathias's blazon with the raven on every tome's face, the corvinus means raven in Latin. These books are copies of important and extraordinary tomes, however you can find original ones. These contains so many other scripts, all of them comprise about mythos. Reading an average corvina takes about one year, because the words are almost unreadable. It increases Cthulhu Mythos skill by 5 and Occult by 2 percent, and the reader loose 1D6/ 1D10 Sanity Points. You can find at least three spells in these tomes. Getting near a corvina isn't an easy objective, it can be an extra adventure. They are very well guarded because their value is invaluable.

WEATHER

The weather is one of the most simple and important parts of the adventure. The keepers usually forget it, but it can be very important in battles, and many other examples in the everyday life when the investigators have to make a successful skill roll just because of rain, hot, wind or any other type of bad weather. Very hard conditions can make the investigation very slow, and increases the chance of failure because in most adventures you have a time limit. The characters' reaction is upon their living place. For example, an Ethiopian hunter won't feel Hungary's summer hot, a Russian one, will probably do. The keeper has to keep it in his mind too, when he declare the effects of weather.

The Carpathian basin is a very special area, because here cross the effects of Mediterranean, Oceanic and the Continental climate. Therefore it is very difficult to overcast the weather in Hungary. The Southern areas are usually dominated by the Mediterranean clime, the western part of the country is mainly Oceanic, the other places are usually Continental. The Carpathian mountains decrease most extreme effects, the rains usually stops in the hills near the Polish-Slovakian border, the wind is usually very slow. Although if some sort of extraordinary weather gets in the Carpathian basin it will last a little bit later, because there isn't enough strong wind to flow it away. You can find the typical conditions for the four seasons below.

In summer it is usually hot, however sudden short rains come very often that can be very dangerous. If you haven't prepared to it before, you can get ill very easily. So in every cases, when an investigator get wet and haven't got at least light jacket with him, he must make a successful CON roll on the resistance table against 7, it is an average level, the keeper is allowed to change it on his own. It is upon the target's wearing, and the duration of the rain. In case of failure the victim got cold, but the keeper is allowed to give pneumonia if the investigator has rolled too weak for resistance. Chance for a lightning strike is very big during these 10-15 minutes in field, for example the Great Plain is very dangerous. Sometimes a successful Luck roll is needed for avoid lesser electrical shocks, it is upon the keepers choice.

The autumns and springs are the most pleasant in the country. In the second part of May, it is enough warm to wear a shirt only but you have to change it in October. These seasons are very windy, and rainy, but the temperature is at an average level, that's make these months glad. In March and in November the winter clothes are required for a few weeks.

The winters aren't very heavy, the temperature hardly ever goes below minus 10 degrees. It often snows and the lakes are usually iced up in January, when the temperature is the lowest. The absolute minimum record was 12 degrees below freezing point. In hard winters, wolves move South form the Carpathians to northern Hungary. Sometimes they attack passengers there, so a rifle is recommended in these months. Bears don't come down.

TELEPHONE TELEGRAM AND POST SERVICE

The telephone and telegram system, was built up in the Austro-Hungarian Monarchy. You can send telegrams everywhere at the international standard price. The post works quite good, it takes an average of five days to send something in any part of the country, parcels arrive in two weeks. From Europe it is different, furthermore the border guards have to extract all of them. It takes much more time at all. Telegrams must arrive in two days to the destination, in other cases the Hungarian Post Service pay back the money.

The Hungarian Telegraphic Office

It was founded in 1881, by two journalists. They asked the government to grant them free telegraphing, because it is the term of a news-agency. In 1919 its name changed to Hungarian Telegraphic Office, it became the official syndicate of the country. Before the world war two, it was the main connection between Europe and the Soviet union. In 1922 it bought the telephone teller company and founded the basics of a Hungarian media empire. In 1931, after fifty years of hard work, the celebrating agency had branch offices in London, Paris, Prague, Bucharest, Madrid, Belgrade, Vienna, Berlin, München, Genf, Stockholm, Roma, Sofia and Warsaw. It reported about 200- 250 news items a day. The fifth international conference of news-agencies was in Budapest in this year.



MYTHOS IN HUNGARY

MYTHOS HISTORY OF HUNGARY

Hungary was under water, when most creatures arrived to the planet. For example, Nodens know the country very well. The sea retreated slowly, and then the ground got the area, but the volcano eruptions made it useless. The remains of vertebrate animals made chalk mountains, that were effective for incoming aliens. When the rain, that floods in the rifts, and a progress starts with nice results. The CO2 reacts with the water and makes carbon acid, that resolves the limestone, and creates a cavern in thousands of years. Then the water vapors, and the remains, that contains chalk, iron-oxide and other materials abide there. In 15-20 years, it will grow by one millimeter. The final result is called dripstone cavern, after so much time. These caves hide many tracks of alien technologies, from their former owners. The Yithians love places that are damp such these. The remains of their advanced technology is still here. See more about the new devices below. The numerous caverns anchor infinitive undiscovered area, that's perfect for keepers. Who knows what lives in the tunnels? The most famous is the Baradla cavern, in the Karst Mountains of Aggtelek. About 8 million years ago, mi-go appeared in the volcanic mountains, because it was nice mining place for them. You can find their taverns in the Northern mountains, and in the Badacsony too, the Yithians let these areas free for them.

Werewolves and vampires

Werewolves have lived in European countries since the beginnings. Actually they stay only in the Carpathians. Werewolves aren't very common in Hungary, however in winter they usually move down. The vampires are more important for us. They use the ruins of old strongholds for resting place usually. Under the Turkish wars, many of them came to the country, to capture a castle and equip its home there. The holy water and the cross don't harm them, however some vampires fear from these catholic signs. A trust with a wooden crampon harms them very well, because they can regenerate this damage very slowly. It takes 10 turns to get back one hit point. Their might comes from magic, officially a good wizard with magic and sanity points is allowed to does every of their tricks, that a vampire, in truth magis are stronger. This is an undead race that has enough strong POW to dominate itself. The vampire castles are usually very well defended by ghouls and zombies, it isn't hard to find corpses near strongholds. The older ones create novices, who will servant them for magical knowledge. The Great Plain,

like other barrens is clear from both werewolves and vampires.

Black vampires

This is vampire group, that joined to the then Black Hand in 1768. In those years, the Hand of Suleyman was in trouble and needed warriors. The new vampires has been being the body guards of the Black Hand for more than 100 years. They worked as scouts, but at least one human always with them. In 1887, they left the clan and worked on their own. The black vampires are special. They spent more than one century with a powerful secret organization. Thanks for the library of the clan, their knowledge is much more advanced, than the normal. They know how to contact with deities. The life with humans made them deliberate, but the biggest changing, is their society. They work together, with this the black vampires are much more effective then their other mates. This is the part of their evolution. Later, in the present era, you can find several vampire clans. The black vampires are still in touch with the Hand of Suleyman. In case of emergency they can help each other. They live

Light modifier

The light modifiers are the primary defense system of the Yithians. It is an 8 pound weight vest, with an electronic system on it. This small device makes its user translucent for anyone in the given light rate. So humans can't see them. The advanced models create a force field around the user, that disables smaller physical attacks. It gives one extra armor point, but it need much more energy. Every three impact detract the duration of the shields by one. A fully charged light modifier has 30 POW. The energy cell is the same as in the lightning guns. Activating the shields takes one points per each. In every hour, it need another point, per the wearers SIZ 10 to keep the field up, the activation energy doesn't contain it. . The shield doesn't protect from fire, cold and illnesses, but it totally deflects any electrical attacks, for example lightning guns. As you see, creating these shields isn't cheap but very useful. Although in the detectors of the present, these technologies are outworn. Radar systems will spot the stealth Yithian, officially infra red glasses would work, but the Yithians aren't warm-blooded creatures, so you can see only their electric devices, for example the light modifier, or a fired lightning gun, that produce pectoral. Machines are usually vulnerable, the Yithians' aren't expects neither. It has only 5 hit points, the crystals tubes and the panels are the less protected parts. In miserable cases the impact destroy the energy regulator, and the light modifier will explode. It usually means the death of the user, and will probably harm other people in the nearby area. For this the user has to fail a Luck roll, and there must be at least 20 points of energy cells in light modifier. In the advanced models, these are the most protected parts of the device, and a security system blocks the explosion of the machine. It means the user will fail only with a 00 roll. The armored fitting has 7 HP, and the plate

decrease any damage by two. Officially human are allowed to use a light modifier, but it isn't comfortable. Unfortunately the Yithian engineers didn't count with curious investigators from the Earth. Using it isn't a hard job. Although most people can't understand their writings, pushing the buttons, and moving the switches will amount to success. The only one question is, how much time does it take, sometimes it is very important. It is upon the users Idea, Luck and Electronics skill. There isn't built in self-destruction system in the light modifiers, nor the advanced ones.

Telekinesis generator

Moving objects, without touching them. It would make life much more easier. The Yithian engineers were thinking about the same, when they fixed on to make the telekinesis generator. With this device you can lift and actuate everything to the position, you want in sight. It uses eight of the standard energy cells, the same as the light modifier and the lightning gun. It is so small, you can keep it in a pocket. It takes at least 1 points to lift something and move to the destination. Naturally the consumption is upon the range and size of the target, every more ten yards or three points of SIZ costs one more point. For example it needs 3 points, to move a chair anywhere in 30 meters, or a table in 10 meters. It enables transporting of little people. Incidentally the device is shining in blue color, during the procedure. With electrical repair or Electronics skill, practiced hands can connect it to a lightning gun's 30 points strong energy modules. With it you can lift even cars. Watching a floating object takes 1D4/1D8 Sanity points, because it isn't easy to realize what's happening for average humans minds. The first telekinesis generator was found by masons in 1908, while they were making the groundwork for an aristocrat's house in Budafok, a town about 5 kilometers to the capital. Engineers and archaeologists appeared soon in the area and started excavation, they were working for about 8 months, and were successful. They found another telekinesis generator, and many fixtures for other machineries. In truth, the third device was stolen by an engineer named, József Györkös. Otherwise in the Yithian's homeworld there are much larger telekinesis generators, that work as a crane.

The occult conference

A German wizard, named Erich Johnson decided to call the biggest magi of the continent to a conference in a small village near Berlin in 1911. Four Hungarian wizards and their attendants were invited, and almost all of them appeared on the meeting. The Black Hand, who wasn't there later adopted all of their points. They agreed about summoning creatures, because a powerful god or something like that can be dangerous for the whole continent, even the Earth. They decided to make agreement about the duel between wizards, but they didn't make any written script about it in Berlin. They composed to go to another conference two year later, it

was in the abbey of Tihany. Read more about it in chapter 5. In the following lines, shoot a glance at the conditions for call any alien race or creature to the planet. At first, the summoner must know how to dismiss the beast. Furthermore, you can't do it without any reason, although the called god or deep old one will be angry too, if somebody disturbs it. The wizard who break the rules will be banned from the continent.

THE HAND OF SULEYMAN

The Turkish culture made large influence in Hungary. For example, the boots came from there, but their occult knowledge is more important for us. With the foundation of the country, the number of tribal groups, the number of organizations that served deities decreased fast.. They brought here the cult of Yog-Sothoth and some other great old ones. There were many Turk wizards who summoned some Mythos creatures against the strongholds. Several of these magis stayed here and founded clans. Only one of these organizations survived the next centuries, the Hand of Suleyman clan. This group has about twenty members, but all of them are very powerful. Before the Great war, numerous servants and lesser warriors belonged to them. They know many special places, where their spells are more effective. The members of Hand of Suleyman know black art very well. A copy of their codex is in the library abbey of Tihany. The Black Hand hardly ever let new members to join them. However if someone does them a big favor, they will discuss it. There were two American joints of the Hand in the history too, although after the Great war, they select much more carefully. If the investigators decide to join to this group, they won't be able to leave Hungary without the permission of the Black Hand. However it can be a great deal, because the members are able to perfect their Occult skill in a very rich library. The simple spells known by all the assassins, so they can teach it to everyone if they want, it is much faster than studying from book. The Hand of Suleyman clan can make a great campaign for the investigators. But the other side is opened too, for example a renegade assassin need the character's help. It has several advantages and disadvantages, which can make exciting roleplaying if the players are brave enough. And this is a very easy way for the investigators to learn spells at all.

In the Hand of Suleyman all members have a rank. This shows the power of the person. You can find every rank with its meaning below. It isn't easy to get a higher level in the Hand of Suleyman, but every rank is a quite powerful wizard. One of them, the illusionists isn't a state, it is group which joined to them, but you can find them in this part. The Master warrior and the Black Hand are special people, in fact these aren't ranks neither.

The mosque

The mosque is the name of the Hand of Suleyman clan's homeland, that is in Eger. This town is famous about its wine producing, that means a huge cellar system goes under it. Most cellars aren't in use, because the territories of the bishop decreased, and in the new democratic system, the peasants don't have to give their product to the religion as tax. So these cellars are available to them, as nobody check it. The conditions in these caverns, for example humidity. So you can find it in the mosque. This is a huge stone mosque, that works as a monument. The main base is in these caverns, but they have safehouses in Érd, Pécs and Budapest too.

The Black Hand

This person is the leader of the order. The Black Hand knows every spell, that are recognized and created by other members. He rarely leave the central cavern. Every bigger wizard know him in Europe, and sometimes strange magi go to ask for his advice. The Black Hand must be at least 75 years old, he must know more spells than the other members. Another term is the physical condition, the head of the clan has to run 800 öl, that is equal with 1600 yards on the ceremony. In the twenties, the Black Hand is Tamás Gy_z_.

Tamás Gy_z_, 84 years old Black Hand, human wizard

STR 7	CON 9	SIZ 13	INT 18	POW 32
DEX 7	APP 10	SAN 23	EDU 24	HP 11

Skills: Latin 75%, German 60%, History 70%, Occult 90%, Psychology 70%, Astrology 70%,

Weapons: Saber of Sulyeman 80%

Spells: Dread curse of Azathoth, Myst of Rlyeh, Bless weapon, Dust of Suleyman, Call / Dismiss Nygotha, Call / Dismiss Nodens, Call / Dismiss Nyarlathothep, Call / Dismiss Bast, Call / Dismiss Hastur, Summon / Bind Mi-go, Summon / Bind Nightgaunt, Summon / Bind Hound of Tindalos, Fist of Yog Sothoth, Gloves of Suleyman, Enchanted sword, Bless weapon

Gy_z_ is the most powerful mage of Middle Europe, however he wasn't on the occult conference in Berlin and in Tihany. He hates the order of the Dagon, and numerous other small groups. He thinks they aren't wizards, they only try to be magi. Tamás is 84 years old in 1922, but he is a half dead person, who can live for about 115 years. Because of this ability, he looks 65 years old, and he is as strong as a normal person in this age. His main goal is to make the clan stronger and destruct the small bunglers. It looks to be very a hard job, because he hardly ever find enough powerful assassin for an effective attack. His personal library contains many valuable books about Occult and the Mythos. He is the only one who have a key for the library of the organization, so he decides who is allowed to read about spells. Gy_z_ thinks, the humans have to deserve going into the library. Traditionally the Master of the assassins are allowed to get there, Gy_z_

doesn't let her to visit the whole room, but she can read only about warriors, but later in the thirties Aranka will be enabled to search everything she wants. Gy_z_ has a strange hobby, he likes making amulets, actually he can't create really strong medals or rings, but his "amulet making skill" gets better in every year. Gy_z_'s stats can be useful for make other Black Hands in different era, the keeper must choose a special interest for the leader of the clan. It is usually Necromancy, creating golems, zombies, mummies, etc. Although it can be more peaceful, for example searching for major mythos tomes. Otherwise the Black Hands sometimes go mad, before they die. In this case the Master hunter kill the leader.

The Saber of Suleyman

It is a very powerful magical sword, which belonged to Suleyman. The Turkish emperor died in 1566, when he attacked Szigetvár, a small Hungarian stronghold. His saber was taken by a soldier, who joined to the clan later. In 1675, the Black Hand felt very big magical power in this object, so he started to study how can he use it. Then he has developed it to the Black Hand's primary weapon. It causes 2D10 damage on any victim. The saber is covered with runes and ancient Arabic scripts. Actually it is a very valuable artifact, almost every wizard know about it in Europe and in the Islam world. There are many magi, who would offer everything for it to a group of investigators. I think it isn't a good idea to steal it, but it can be a background story.

The assassins

They are the warrior wizards of the clan. It is the less rank in the organization. There must be ten ready assassins all the time, so if any of them die, an upper wizard will work on the gone's post. They have to be at least 30 years old. The assassins can use all type of weapons (mostly traditional, but some of them can handle firearms well) and magic too, so they are very powerful fighters. Their objective is to protect the order, and even searching for artifacts. They work as scout agents. The leader of the assassins is the Master hunter, who usually the oldest. In the twenties the younger ones use rifles, only the older hunters prefer swords, the leader is a woman, named Aranka Gy_rfy. All of them can use simple combat spells, that has a given target. If the investigators cross with a man from the order, he will be probably one of them. Here you can find the characteristics of an average assassin, but the keeper can make his own warrior. Be aware, they usually have better characteristics than average people, but they sometimes have a few big detriments, that's earmark them. This can make one more vulnerable against special attacks, etc. The investigators will be able to fight with an assassin, if they know about his weak point.

An average headhunter

STR	12-13
CON	14
SIZ	15
INT	16
POW	14
DEX	14
APP	9
EDU	15
SAN	70
HP	13

Av. Dm. bonus: +1D4

Weapons: Rifle 80%, Mauser 98 warfare rifles, that are sometimes equipped with scope.

Magic sword 80%: This is a sword with a little magical power, which is enough to harm weak Mythos creatures. The Black hand in the 17th century has made these weapons made, because a hound of Tindalos periled the clan. Then these were enough strong weapons to kill this beast. It lost from its power in the years, in the twenties the sword does only 1D6 damage on mythos creatures, and 1D8+damage bonus on living beings, so it is weaker than a normal enchanted sword. However warriors have to use their scimmage knowledge more and more rarely in these years. The leaders of the clan don't spend energy, to upgrade the warriors, in truth their magical power is perfectly enough in most cases. In the present era, it has only a minimal power, most assassins leave this sword at home, and get a better or use firearm only. The Master hunter has a special sword, which harms better, and doesn't lose from its potency, find about it more in the next paragraph.

Spells: Summon / Bind Nightgaunt, Contact Nightgaunt, Deflect harm, and any 3 other spells, upon to the keeper's choice, but the assassins like combat spells much, that they can use fast and have an unambiguous target.

They usually wear black clothes and hardly every goes outside until evening. They are very well trained warriors, but you can find only ten. Their traditional sword has a small amount of magical power, which enable the fighters to use their weapons against Mythos creatures, but in these cases they do better if they spells something. They can speak an ancient Turkish tongue, Hungarian and Latin as well. Most of them don't like foreigners much. The assassins usually travel by nightgaunts, with this technique, they can get everywhere they want fast.

The Master hunter

The Master is another rank, however in fact it is the name of the most powerful assassin. In the twenties, the Master is Aranka Gy_rfy, a strong and very well trained woman warrior mage. She leads her men in battles and make reports to the Black Hand. Traditionally the Master have to fight and work with the warriors, the paperwork is their second job. Aranka loves battle, but she organize actions very well too.

Her characteristics are very important because if the investigators cross with the assassins, Aranka will be nearby.

STR 14	CON 16	SIZ 14	INT 18	POW 17
DEX 14	APP 12	EDU 17	SAN 70	HP 13

Dm. bonus : +1D4

Weapons:	att.	dm.	hp.
Master's sword 85%	2	2D6	16
Throwing dagger 70%	2	1D6	12

The Master's sword is unique in the world. The black vampire guests helped a lot to the clan's blacksmith. The goal was to make an effective weapon against the most races. There was a set of special blades, that were useful against vampires too. The basic was a wooden sword with runes, that got steel enhancement on the cutting edges. These weapons harm every creature, and kill any vampires in experienced hands. The Hand of Suleyman has one of them, the black vampires got another, when they left the clan. The other three lost in that decade. Nobody knows where are they, the Black Hand has a much more stronger weapon, the assassins like more modern items and spells. Maybe the swords are in a collectors' show case, or a vampire hunter group stole it. The Black Hand would gratitude the recovery of the lost artifacts.

The illusionists

This is a half independent rank in the clan. In 1903, the Austrian secret police attacked a small group of wizards, who were the masters of light, they are the illusionists. Only eight magi could escape. Soon they decided to join to the Hand of Suleyman clan. They had to give their books to the library, but they can use it free. Officially they have to obey to the Black Hand. The illusionists traditionally work on tricks with light, and they are very abstracted people. They have a leader, named László Veres but the illusionists usually work on their own, without any command. This members of this group are quite young, for example that's why they think it is safe to play with magic. They like walking in the streets and joking with the people there. Sometimes it isn't a good joke. Not one shopkeeper saw how the money disappeared on the next day. In 1903, they joked with the then financial minister, and caused a bookkeeping problem, that's why the police attacked them. Investigators probably won't meet with them as main characters in the story, but it is possible in the everyday life. Here you can find the characteristics of the usual illusionist, and then a few words about their special spells. They are perfectly allowed to join to a wizard duel, however they go to play there too. They rarely work as salamanders in a circus, only if necessary.

An average illusionist

STR	7-8
CON	9
SIZ	13
INT	16
POW	17-18
DEX	13
APP	12
EDU	15
SAN	85
HP	8

Av. Dm. bonus: none

Spells: Mist of R'lyeh

Weapons: Illusionists doesn't like any weapon, they think if their magical power can't protect them, they will die even equipped with a machine gun too. An illusionist would never touch any weapon, let alone firearm.

László Veres, 45 years old head illusionist

He knows many tricks with light and dreams, probably he is the strongest member of this special group. Laszlo is about the 20th on the European wizard's list, however the duel doesn't attract him too much. He is a typical absentminded illusionist, who thinks magic is a huge joke. He usually spend his time in taverns, not in the library like other mages, after two or three adventures, he will presumably meet with the investigators somewhere in a hotel or in a pub, just to see who are they. In this case, the investigators have to roll a successful Spot Hidden roll, to realize that the strange man near the next table look at them. Otherwise, he would offer a drink for the investigators, and talk with them whatever they want. László can be a very good friend of the investigators, but they have to tolerate his craps, and the character mustn't be violent during the first meeting. He knows also everything about dreams, if the investigators want someone who help in reading their dream he is the person who they are searching for.

THE ORDER OF THE DAGON

Originally Sigismund founded the order of the Dagon in 1397. It contained every aristocrat who supported the king. The king had to make strong power, that can be successful against the Turks. The Order of the Dagon was one of these actions. Later, this organization collapsed, but the remains are important in the twenties. After the battle of Nikápoly, where the united European crusader army was defeated Sigismund decided to hide many valuables. The order of the Dagon seemed to be perfect for this objective. Most of these valuables has been brought back to the castle of Buda later,

but some defoliant were left in Prague, because at this time it was the capital of the German-Roman empire. In 1794 these papers were stolen by a man named Dessewfy Károly, who wanted to resurrect the order. From the 19th century the order of the Dagon worked as a secret group. It has about 200 members, but this is a less powerful group than the hand of Suleyman at all, however they are growing very fast. They serve Dagon for spells, and advices. The Hand of Suleyman despises them, but the Dagon protects its order from any attack. In every month they have to offer up a sacrifice for this creature, it is usually an adult man. The leader of the order is a 80 years old human wizard, János Kovács.

Investigators and the Dagon

This organization is much more opened than the Hand of Suleyman and other mage guilds, that's why it has so many members. Everyone can join, there isn't any POW minimum or something like that. It has many benefits for the investigators, because they will be able to learn simple spells easily, if they join. It gives a protection from other secret organizations. The keeper can make campaigns with members easily, because the order is able to send them somewhere to investigate a strange happening. There is a rank system in this group too, but it isn't as hard to get higher as in the Hand's frame. Foreign investigators can't reach higher level, than the battlemages, but it is abundant for average players. Officially the Hungarians are able to be the leader, but it isn't presumptive. The battlemages know about 4 spells, they can't Call or Dismiss anything, the most common are the following: Deflect Harm, Mist of R'lyeh, Drain, Contact Shantak. Below them you can find their students, who want to become a wizard. The investigators have to join to one of the magi too, they can do it in groups or on their own too. It takes about one year, to study the basic spells, and get task from the head.

János Kovács

STR 6	CON 6	SIZ 13	INT 16	POW 18
DEX 10	APP 11	SAN 34	EDU 22	HP 6

Skills: History 80%, Occult 70% , Astrology 70%, Other language (Latin): 75%

Weapons: dagger 35%

Spells: Contact Dagon, Contact Shantak, Call / Dismiss Dagon, Fist of Yog-Sothoth, Yellow Sign, Defelct Harm, Summon/ Bind Shantak, Myst of Rlyeh

János Kovács studied occult sciences in Vienna. Later he tried to create own spells, and in ten years he was becoming one of the biggest wizards in Europe. He was the chairman of the 2nd Secret Occult conference in 1913. In the Great war, he tried to help the Hungarian fleet in the Adriatic sea, with casting a huge storm, but it wasn't a successful action. Then he decided to hide somewhere, because he feared from the enemy forces. He moved down the cellars of the abbey of Pannonhalma with his order. In 1922, he thought he can continue his job on the ground. During the six year spent in

the abbey, he learned many spells from the library and tried to make tricks that manipulate light, but it doesn't work. Maybe the illusionists would know, what's the problem. His main goal is the Revision, and then to become the king of Hungary. He has a strange staff called Staff of Dagon, which has great magical power. He doesn't like the Hand of Suleyman, they sometimes fight against them. The order of the Dagon isn't as powerful as their enemy, but they have more members which can compensate this problem.

The staff of Dagon

It is a powerful magical item, which reduces the magic point cost of the following spells to its half: Contact Shantak, Contact Dagon, Summon/ Bind Shantak and Call / Dismiss Dagon. It works as the echo of Tihany, every spent magic points increase the chance of success by 20 percents. This looks to be a normal wooden staff with carving on it. This is a small statue on its upper side, which illustrate the Dagon. Once, a mage tried to steal this staff, but he failed. He was killed by a summoned shantak when he got close to János. Probably the old mage knew the arriving and the precise position of the thief, in other cases he would be death. But how did he know it? It doesn't matter, but probably the owner of the staff has other special abilities. Since this incident, nobody has been trying to steal the magic staff. The order evidently has some other artifacts, but we don't know anything about it. Naturally the staff harms living and Mythos creatures too, by 1D6+3. If you strike someone with this weapon, the target will feel strong burning on his skin, but you can't see anything.

HUNGARIAN INVESTIGATORS

In this part, the keeper will find about Hungarian investigators who have osculated with the Mythos several times. They can be useful in an adventure to help the players, or to clog them. A campaign's background can be a Hungarian investigator's own problem. These characters, will probably appear in the area, if something strange happens.

János Tóth, age 46, physician in 1922

Skills: Physics 85%, Chemistry 85%, Spot Hidden 60%, Cthulhu Mythos 12 %, Other language Latin 60%, German 60%
Weapons: Pocket knife 40%

János Tóth got his degree in physics in 1903, he became a Ph.D. in 1907. He crossed first time with the Mythos in 1902, when he met with a man on the street who knew his life from the born to the meeting. On that evening a nightgaunt attacked him and took to Nodens, because the god needed

his help. It was a short adventure with another scientist, who disappeared one year later mysteriously. When he returned home after one week he decided to look after these creatures. It means he started to search for strange happenings, secret scrolls in the dark corners of libraries. In the following years he met with several independent races, with Nyarlathothotep (for example he was the oracle on the street), his most unforgettable adventure was a meeting with a Star Spawn of Cthulhu, in this case only Nodens could help him, to escape. He is able to enter the non secret library of the Hungarian Academy of Sciences, so he read a few tomes.

István Kassai , 52 years old private investigator

Skills: Spot Hidden 75%, Locksmith 70%, Cthulhu Mythos 9%
Spells: Deflect harm
Weapons: .357 Magnum revolver 80%

He was a police officer, when he retired he decided to work as a private detective. In Hungary, only a few people do this work, because only the rich people can afford to pay investigators. Sometimes, the police give work for them, Nádasy likes private detectives much, because they always do a fine job. He saw many mysterious cases, brutal murders fortunately he has very strong self-control. He crossed with Nyarlathothotep, Nygotha, and he lead an investigation about mi-go actions near the Balaton, but he wasn't very successful with his policemen. His three followers died in the fungi's attack, he got a serious stomach injury. Finally in 1922, after this incident he retired, and started to work on his own. He doesn't know about János Tóth, but he is in contact with the four FBI agents in. learned a very useful spell from a copy of the Liber Ivomis. Unfortunately, it was only a fragment and the translator made many mistakes, so he could study only two spells, deflect harm. In battles he usually use his weak magical power and a .357 magnum revolver.

Kálmán Sz_cs , 52 years old military officer

Kálmán Sz_cs is the veteran of World war one. He fought for Horthy in the incidents after the war. He works as a colonel, Kálmán first crossed with the Mythos in 1915. The Russians tried to use byakhees, and zombies on the front , but their heavy machine gun fire successfully stopped these creatures. Then he obtained samples from each race and gave it to his father, who was a doctor. In laboratory, the elder Sz_cs could make experiments with the tatters. He knew, that these aren't from normal human body. In the next year, his son could ask the Russian soldiers about those beats, but they didn't know anything about them. In 1917, when Lenin's Russia made peace with Hungary, he could search in the enemy army's files. Later, he heard, that the Monarchy used alike creatures near the Isonzo river.

Erika Kiss, 32 years old journalist

Skills: Other language -English 50%, Italian 65%.

Spot Hidden 80%, Drive Auto 90%

Erika Kiss works for the Új Nemzedék in the 20's. She loves mysterious happenings, and adventures. When she met first with the Mythos, she was very lucky, and survived a very big trouble. Then she searched for problems, and tracks of Mythos. In the first times, she wanted to write articles about her journeys, but she realized, that it isn't a good idea. She doesn't know any spells, and not a very good investigator, but she interests in Occult, so after several years, she would be a successful investigator. She met with a hound of Tindalos,

and a lot of mi-go. First time, the camera was the main problem, because the Mi-gos aren't visible on normal photos. That was why she decided to look after them. Later, Erika made searching for these mythos creatures and she still does. Nyarlathotep appeared as a man in her adventures many times, but Erika doesn't know about this. She can drive her Ford very well, this saved her life several times. Erika usually wear the all-time fashion, and usually goes by in a Model-T Ford. She doesn't like weapons,



Chapter 7.

Professor of Nygotha



A short warm up adventure for Hungary. The keeper can use this story to make a scenario. The main character is a man named professor Reinhard. He studied Egyptain mythology and knows a lot about deamons. Professor Nygotha's studies will be very important, he can be useful later in other adventures in Europe. Otherwise the characters arrive in Hungary as guests, after . Naturally, the investigators have two enemies, Nygotha, and the time.

PROFESSOR OF NYGOTHA

KEEPER'S BACKGROUND

The magenta pearl decided to call Nygotha to the Earth. The clan is a group of some crazy men, their shaman is totally mad, it is their "habit". Last time, their spell was successful in 1819, but the then Black Hand could dismiss it in time. In 1928, they are a little bit more developed and prepared. Their wizard is a renegade assassin, who has stolen a Mythos tome from the library of the Hand of Suleyman clan. Tamás Gy_z_ doesn't know the Dismiss Nygotha spell much, the one who can do it secure is a witch in Russia. They live hidden in the cave systems of the Budai mountain, they don't have real home. The place of spellcasting would be their old base about 60 kilometers South from Budapest. There is only one problem. A historian, named Thomas Reinhard gave lectures about Egyptain mythology and daemons for twelve Hungarian students. He taught a type of dismiss Nygotha spell to his students, that can stop the Magenta Pearl's action. To avoid this, their mage ordered to search and kill the students. Otherwise, the professor and the attendees know the spell as a superstition. The investigators arrive in Budapest on 29 May, 1928.

GETTING THE INVESTIGATORS INVOLVED

On 9. May, 1928, a letter arrives from Hungary to the investigators. The sender is a Hungarian aristocrat, named György Németházy. He is an old common friend of the recipients, they meet in London first time. György invite them in the country for two weeks. This adventure is mainly for foreign investigators, it can be the beginning of a Hungarian scenario. The keeper can transform it for Hungarian investigators with small changes.

Arriving

The Orient express arrives at 10 o'clock, in the morning at the Western Railway Station. They will meet at the lateral gate, the aristocrat welcome his visitors with his car. While the characters are talking with György and putting in the luggage in the trunk, somebody shoot from the roofs. The perfect rifle shot will impale its target's heart. In any cases he will be dead at that moment. There won't be next shot, so the investigators aren't in danger. Peter isn't at the train station because of safe reasons, his father was on right when he

decided to go alone. The victim is a journalist, named Emil Csorba. The police will arrive soon, so the investigators don't have time for detailed searching.

The guide

After the arriving, Németházy goes to the library with the investigators and tell his plan.

His son will guide them in Hungary, their hotel is in Albertfalva, in the suburb. The aristocrat doesn't tell anything about his problem, he thinks it will be perfect. Peter speaks in English, French and Latin enough good, so he will be the interpreter too. They have lunch in the aristocrat's house and then go to the hotel at about 4 o'clock. Németházy has very good cigars, naturally the guests must taste it.

The hotel

Németházy isn't a poor man, he choose one of the best hotels in Budapest. The rooms have four beds chairs and a table. The breakfast and the dinner is paid by János, the investigators have to have lunch on their own. It is a typical upper class hotel for nobles. See more about it in chapter 4.

THE FIRST DAY

This day is free for the characters to rest the tiredness of the journey. The investigators don't have to stay in their room, they are allowed to go anywhere after lunch. There is only one rule; they must be in a group because Péter have to be with them all the time. Otherwise the archivist is on holiday. The student doesn't know much about the murderers either. He isn't in touch with his mates, his father didn't tell anything about the menace.

The nightwatch

Péter says, that they would have to go in a pub to try the legendary Hungarian pálinka. He knows a very good tavern which is about 1 km from the hotel. Walking home, a strong scream will come from a house. A few seconds later, a woman will run out and call for firework soon. Somebody fired her house, but the woman spotted it in time, so only one room will burn out. She is the mother of the murdered journalist. It is beneficial if they calm Emil's mother with a successful Psychology roll before they ask her. In this case she can tell about her son much easier. In the journalist's room, they can find a torch, probably someone threw it in. On the table in the living room, the next day newspaper can be found, the lady isn't in tune for reading it. Otherwise the family usually got one from the first pressings on the previous day. The characters can bring it with them, they will probably see in it.



Emil Csorba

Emil worked for the “Új Nemzedék” one of the most common newspaper in the country. His diary has been burned in his drawer, but the investigators who arrive earlier than the police officer will be able to find his jotter. The firebug made a mistake because it was in the journalist's back pocket and the cutthroat was in hurry. In this small notebook the investigators find Emil's private investigating in this case. It contains useful information. It is on the table near the newspaper.

The Jotter

The murderer made a big mistake, he left Emil's notebook in the victim's back pocket. On the previous day, it was rainy and the young journalist soaked. When he arrived he took off his trousers and hanged it on the dish rack. Then his mother decided to wash it out, because it was very dirty, when the headhunter came, the jeans were on the washing line, the notebook was in the kitchen, because the mother spotted it to late and it get a little bit leached, not like Emil. It isn't easy to read the writing, furthermore there are many other drosses on it, there are remains of the morning coffee and grass blobs on every page. The important part of Emil's jotter is his results about the murder case. It looks he would had been a perfect detective too. Curiously, all victim learned history at Pázmány university, they got their degree in 1924. He thinks there must be some connection between the murders. The murdered journalist could discuss a meeting with Thomas Reinhard before his death. It would have been at a pub on 30th of May near to the Western Station. From this meeting one man of Aranka will look at the investigator all the time, wherever they go. The meeting with Reinhard is obvious for success. His help is needed in the dismissing of Nygotha later.

THE SECOND DAY

The long journey and the eventful day will make the investigators tired, so at about 9 pm. they will fall asleep, whatever they want. In the morning, there is an article in the newspaper with a photo, which the investigator's attracts attention. They have to roll a successful Spot Hidden roll, to observe it. Actually, they have a piece of the original newspaper, and an article. It looks that the only one possible way is to get information about the victims. A new important man will appear, professor Reinhard, who teach the history of Egypt in Vienna. If the investigators tell the problem to Németházy, he will declare why did he call them in Hungary. He can show the menacing letters, but these are only small paper sheets with a sentence on them, nothing interesting. The aristocrat ask them to suppress it from his son and their help.

Victims:

1. Ákos Bíró, 26 year old author

He was working on his book, when someone cut his throat at about midnight on 12 May. Ákos lived in a house in Budafok with his mother, who didn't like his son's job, because he didn't earn enough money as an author. He got his degree in history at Pázmány University in 1924.

2. Antal Weiss, 28 year old student

Antal Weiss died on 16 May. He returned from England one month ago, from a field trip. His goal was to be a professor, he worked on his Ph. D. thesis. In the previous year he spent most of his time in the Hall of Records in Budapest. His father is a Jew merchant, so he hadn't got financial problems. The murderer cut his throat at 9 pm, while he was going home from the Széchenyi library. His monograph is about the battle of Trafalgar, and Great Britain during the age of Napoleon. Antal got his degree in history at Pázmány University in 1924 too.

3. Géza Németházy, 33 year old ethnographer and archaeologist

He died on 27. May, one day before the investigators arrive at the Western train station. The murderer used the same method to eliminate him. He has just returned from a one week long study of csángó's arts, from Transylvania. Géza lived with his patrician family in the downtown. He got his degree in ethnography in 1922, and archeology in 1925. He listened Thomas Reinhard's presentation about Egyptain mythology, because a friend called him after the first one.

The typographer

The owner of the press doesn't know anything about mistake with the article. He ask the investigators to be quit about it, and pay them 150 pings. A hoopla from this would cause big problem in his life. In fact, the people of the Magenta Pearl paid him 500 pings, so it isn't a bad deal for him, actually the characters can get a little bit more from the typographer.

The meeting with professor Reinhard

Thomas Reinhard arrives on 30. May to meet with Emil. Naturally he doesn't know anything about the journalist's death. Nobody told it to him, because the rendezvous was secret. Emil wanted a great success with this private investigation, that's why he didn't announce it to his boss. The professor remembers his presentation very well. There were only twelve students but he made his biggest success in his life on that day. He talked about Egyptian mythology, and demonic legends. Later, the pupils called him for another discourses about daemons and Nyarlatotep, which were very good too. The attendees paid the bills of the professor, he came nine times. In the next year the university invited him to study for

a semester, but he couldn't agree it. Reinhard can give the list of his Hungarian freaks, and offer his help for the investigators, however he doesn't know any possible motive for this terrible crime. He give his call-card to them, he lives in Vienna, but it is recommended to visit him. He promises to send the discourses with express post.

THE THIRD AND FORTH DAY

The third and the forth day is available for searching fort the potential victims, and reading Reinhard's papers. They eat in the same restaurant with Kálmán. Meanwhile the Magenta Pearl and the assassins are in battle, but it isn't important for the investigators.

The potential victims

After the investigators get the list from the professor, they would have to search the potential targets. Emil, the journalist wasn't on the presentation of Reinhard, he had to die because he knew too much. The investigators are allowed to roll a successful Idea roll, if it isn't come to their mind normally. The searching won't be an easy job, however they have an advantage in face of the murderers and kidnappers. They know a man from the Royal Hall of Records, it will be significant during the whole adventure.

Three former students Antal Györkösy, Róbert Bakay, Adél Mór work in the USA and in England as historians. It means the Magenta Pearl won't hunt for them, nor the Hand of Suleyman. Three other died before, Kálmán is with the investigators. Two people has been stolen by the assassins. There are only three potential victims. Collecting this information takes about a half a day, the Royal Hall of Records is open for the characters.

Fortunately, the investigators can get in touch with two potential victims very easy. Mihály Kenesei and Anna Sz_cs would join to the investigators because they fear, however they don't know any reason for these murders. Tamás Kádár, who is available to doesn't want to join them. He works as a private investigator, he says he can protect himself on his own with his 9mm pistol. He miscalculated when he said it, because on the next day someone will cut his throat with a knife. After this "precedent" case, every concerned people will join. At the end of the day, the investigators have three potential victims, and they know about one of them if they worked well.

Mihály Kenesei

He works as a librarian in Budapest. He got his degree in 1926, then he tried to be an author. After one month he had to finish his work, because his family couldn't pay his bills. He decided to work in a library, but he started to make the rationals of an antiquary. He has a copy of Ponape scripture,

however he won't tell it to anybody. It is only available to read if the characters search in his room, or if one of them make a successful Luck, Spot Hidden and Cthulhu Mythos or Occult roll. At first, it must be on the table while they are talking, then the investigator has to spot it, and know that it is an extraordinary book.

Anna Sz_cs

She has been working in Turkey as an archeologist for one year, he returned home about one month ago. Anna wants to join the investigators. She wears a typical green dress, which is fashionable in that era. Anna lives in Budapest with her parents, it isn't hard to find her, one hour is perfectly enough. Naturally the young woman can't use any weapon.

Visiting Reinhard's house

If the investigators decide to visit Reinhard in Vienna, they don't have to wait for his answer. In this case they will meet earlier, but it is sticky. It takes about a half a day to go there and another 5-6 hours to return so it is a whole day program. Fortunately there is direct train line between the two capitals. The professor lives in a flat, he will welcome the incoming visitors. Reinhard's home is filled with ancient Egyptian and other statues, his library contains many scripts. Visiting the whole collection (Reinhard will show them if they ask) increase both Cthulhu Mythos and Occult skills by 2 percent but cause 1D6 Sanity loss for everyone who listen his guild about it. The professor's house is good for the investigators to upgrade their knowledge about Mythos, however it takes one day.

Reinhard's collection

The professor has written three books about Egyptian mythology and their Occult knowledge. Unfortunately, these aren't translated to other languages, expect of Hungarian. The other problem is that these books are extraordinary ones, in both language. Only the bigger libraries of Europe have a copy in German. In the university's library, you can find one, because Reinhard presented a piece from his tomes. The first is about Daemons and it contains protection techniques from the mysterious creatures. Its main disadvantage, is that it is useful for historians only, because of its scientific language. A successful History or Archeology roll is required to understand it. It would increase Occult by 7 percents. The second is for scientists too, however it wasn't successful. The last one is the most exciting, for average people it is about strange happenings near the Nile, it's language is understandable for everyone, but it doesn't increase any skill. The investigators will get the three tome as a souvenir from professor Reinhard if they success.



Reinhard's papers

On May 31st, Professor Reinhard will post his discourses. It will arrive one day later, so just in time. The other way is faster, but it takes one day for the investigators, however he can read it on the train, so this time won't be useless. The papers contain a description about the following spells; Cotnact Nyarlathothotep, Contact Nightgaunt, and Dismiss Nygotha. Actually the professor doesn't believe in them. The wizard who cast as Reinhard says, can't spend more than one magic point to the spell, and he has only 5% chance for success. His students know about it more, they can increase their chances using the normal way.. The whole script increase Cthulhu Mythos by 2 and Occult by 3 percent. It takes about two days to study, and 1D6 sanity points.

THE FIFTH DAY

It is a very eventful day, finally the investigators will get in the hands of Aranka. But it is very complicated, see the details below.

The overnight offense

At night, the assassin kidnappers will try to catch Kálmán and the other potential victims who are guarded by the investigators. If nobody protects them it will be much easier. The attackers have very strong magical support, a special drug makes the characters tired. At first the assassin create the mist of R'lyeh when he gets close to the area. From this moment the kidnapping would be a simple job, but one of the offenders get a harm. It is hard to shoot down the escaping assassins from the windows, because the investigators reel due to the poison and the mist. They can follow the kidnappers, but 600 meters away, they will find only a poke with Kálmán in it and the corpses of two dead policemen. The assassins escaped by a nightgaunt, they couldn't carry the cod. One of them left his sword there with the dead policemen. The police will arrive in ten minutes.

The dream

After the attempted kidnap, the investigators will fall asleep, due to the strong drug. One of the investigators, probably who had the best ideas during this part will have a mysterious dream. About eight o'clock in the morning, someone is knocking the door. He stand up and open it, a strange person in black robes stands in front of him. They don't have much time, the visitor bring out her sword and attack all of them. The bullets don't harm this person, but the guest's sword will be useful. The vision stops here, the investigator will awake at 8:30, his mates will arouse him. The others won't remember their dream.

The visitor

The investigators get up at about 8:30 am. When they go out from their room, the receptionist will wait for him with a message. A strange individual in black robe arrived at 7 o'clock and said, that they have accord in a meeting at that time. He decided to knock the door, but there wasn't answer, so the visitor left the hotel. The person said, that he will return two hours later and left his calling card on the receptionist's desk. A half an hour later Aranka, the Master Hunter will come in black suit, while the investigators are preparing to have a breakfast. The incoming visitor will be fast, he will ask for the sword and the potential victims, however she knows where are they very well. Then she will warn them to leave the area and be quiet about the happenings. On her calling card, the investigators will find an address, that is from twenty kilometers from the hotel.

The witness

A 13 year old little boy named Gabi has seen the whole incident at night. Unfortunately he can't tell it to anyone because he is totally distraught. Gabi is in the hospital, everyone can read about it in the newspaper, so the kidnappers have easy work. Nobody can visit the boy for two days, but the author of the article says, that he speaks about huge bats, and flying people. Naturally the assassins won't spend their time with reading newspaper much, they will catch both the boy and the investigators. All the targets are well protected, but the four policemen don't have chance against Aranka and her squad. The characters will meet with him in any cases, it is allowed them to antedate the assassins. If the characters roll a successful psychology roll, speaking with the witness, they can calm him and get information about the overnight offense.

The house

The address on Aranka's call-card is near a small forest on the Tétényi plateau, the nearest village is more than one kilometer from the detached stone building.. The investigators can ask about it in the area. Actually it was a strange hunter's house about twenty years age. There are gossips that say the man was crazy, nobody knows about his death, he was last seen in 1906. In 1913 two adventurers applied to discover the building, but they have never returned. A peasant says, that the hunter had a family, however one night the wife escaped with her son. The house has one floor, the weed around the house has been trampled down. The windows are boarded up, the door is locked. Inside the house the parquet is saturated with the assassins's drug, that cause hallucinations, in fact this effect will make the house so strange. The walls are whitewashed, but very dirty. Getting in isn't very hard, both the door and the lock are in very bad trim. On the first floor there is a corridor with three doors. The hanger is here too. There aren't foot tracks on the clear floor. The first door on the left leads to the former kitchen, you can find an old fur-

nace and two tables with chairs. It looks that a whole family lived here. A door opens to a chamber, where you can find two shelves with glasses of very old plum marmalade on it. Officially, these are available for eat, but I think nobody will taste it. A trap door leads to the cellar. The first door on the right leads in the living room, there is a table and two chairs there too. On the wall, you can see three very old painting in bad kilter. A successful Spot hidden roll is needed from the visitor, because these are so dark. You can see a castle on one of them with flying things. The second shows mining Migos, the third is only a black paper, nothing else. It can increase Cthulhu Mythos by one percent and cause 1/1D4 Sanity loss upon the keeper's choice. The carpet on the floor is very bad too, its other side is a little bit wet, because of the drug. The third room is a bedroom, but the furnitures are dirty, and useless. A very weak ladder leads to the attic from here.

Investigators who have 14 SIZ or lower can climb to the attic only. You can find only rubbish there. Searching, the character will probably step in a corpse of a dead cat. The problem, that the drug will transform it to a rotting human corpse. The smell and the vision cost 1/ 1 D4 sanity points for the brave man. There isn't anything useful there, only old robes and broken timbers. The cellar is more important. A 6 meters long corridor leads in a room. You can find four tables full with junk there. A part of the wall is wooden squarely the door. Behind it, the searchers will find two mummies, probably they were the adventurers, they are already dead. On the board the carvings were made by human nails. Visiting the whole cellar cost about 1D4/1D8 sanity points for them. Actually, the effect of the drug will come after a few minutes, so if the investigators explore the strange house, they won't go out on their legs. Going out, they will feel themselves sick, and swoon before they can leave the area.

The hospital

After the discovery of the house, the investigators will awake in a hospital's bed. One minute later, a doctor will arrive with a detective. Naturally, the characters don't know how did they get there. The police officer came to question them. At first he wants to know why did they go there, and who are they. Then the doctor will stop the interrogation soon, saying the characters aren't in the condition of it. The assassins fired the house, but according to the detective, an unidentified woman called the fireworks. They were found 10 meters from the burning building, they had big Luck. Kálmán wasn't with there, for example that's why the detective wanted to know what did they do there. The police isn't important for the characters, he won't return anymore. At night, the Master Hunter will kidnap the witness and the investigators too, and bring them to a detached house 60 kilometers south from the capital. They will meet with Kálmán there, the leader of assassins will tell them the whole story. She wants them to leave the country as soon as possible. While Aranka is speak-

ing, one of her men come in and whisper something to his boss. Then she will leave the cottage and won't return. Nygotha has been called, that's why Aranka has to leave fast. If the investigators don't visit the house, they will fall asleep in their bed due to the same drug, the result will be the same. Actually it is very easy to escape from the house, because nobody guards it. The investigators next objective is to dismiss Nygotha.

Dismiss Nygotha

It isn't easy to know where the deity is, you can find ruins, where it has been before. The investigators can't fight with this huge beast, they must get a god or a very strong mage who can dismiss Nygotha. Well the Black Hand doesn't know this spell, but his friend the Russian arbiter would be allowed to do it. Unfortunately, she is in Petersburg. The other way is to dismiss the Great old one without Tamás Gy_z_s's help, but the investigators need to know this spell. Actually Kálmán knows the dismiss spell, but he doesn't know about it, he thinks that it is only a superstition. The characters have to persuade him with a successful Fast talk, Persuade or Credit Rating roll. Then the archivist have to look for the details of spellcasting in Reinhard's papers. This is the best way, but the investigators don't know about it normally. The survey of Reinhard's papers is obligatory, then they must ask Kálmán about it. He can tell about the daemonic spells of the professor, however he doesn't believe in them. If the characters can persuade Kálmán, he will dismiss Nygotha in the next hour. The investigators aren't needed in it. For them the adventure finishes with the successful roll. If the investigators can't do anything against the Great old one, the Black Hand will return with support and dismiss it in 2 days.

REWARDS

During the adventure the investigators will lose a lot of sanity points. Visiting Nygotha isn't very beneficial for human minds, the numerous dead corpse and the spells can be harmful too. If the investigators worked well, Kálmán will survive the week. For the good job, every investigator get 1D8 Sanity points reward. Nygotha will disappear from Hungary in any cases, however the investigators get 4 points extra sanity reward if Kálmán have dismissed it. The Hand of Suleyman clan won't hunt for them, they can do whatever they want. Professor Thomas Reinhard will give a copy of his three books for them, if they can read it or not.

The Magenta Pearl clan

A huge egg made from magenta marble. A secret organization think they get magical power from it, they call it pearl. In fact this isn't a special artifact, just a nice stone. In 1802 a great wizard decided to make a useful group for himself, but he died too early. Then the clan became a group of mad people, who serve deities. Officially they goal is to call Nygotha

to the Earth and serve it. They love the Magenta pearl very much, in every night they dance around it for one hour. It isn't a very dangerous organization at all, that's why the Black Hand didn't destruct it.

NON PLAYING CHARACTERS

I. János Németházy, 54 year old aristocrat

He is the aristocrat who invite the investigators in Hungary. He works in the Royal hall of Records as a leading person. János wears a gray suit and a shirt. His flat is in the castle district, he knows most aristocrats in Budapest. During the investigation he hasn't go too important role.

II. Kálmán Németházy

The guide of the characters, and the son of János. Actually the investigators objective is to protect him from the Magenta Pearl clan. He speaks three languages so good. Kálmán works in the Royal Hall of Records too. Like the other potential victims, he got his degree in history at Pázmány University, in 1924.

III. Thomas Reinhard

The professor lives in Vienna, however he will help the investigators if they ask him. He is a very important person during the whole adventure. The characters must use his knowledge if they want to dismiss Nygotha. Reinhard is a historian, his speciality is Egyptain mythology, the professor is very well known in Europe, so a European historian investigator know him automatically. American historian knows Thomas Reinhard only if his History skill is more than 80 percents, because in this case, he has been invited to a dis-course of Thomas Reinhard once. He is a 178 cm tall man, with black hair and brown eyes. He is very calm and helpful professor, however he isn't a very useful. For example, he doesn't like weapons, so he can't use them, and he won't touch any firearm. Sometimes, he got very bad idea, for example the curious professor usually wants to look after everything. It can make the investigation slower



Chapter 8.

Hungary in other eras



This monograph is mainly about 1920's and 30's, because most Call of Cthulhu accessories handle this epoch. This chapter is for keepers, who want to make adventure in the present or in the 1890's. The first chapter about history contain enough information for adventuring in the dark ages. Naturally, the geographic location and the history are the same in the present era. But in the 1890's years, Hungary is a fully different country. Playing in this era can be very funny, because that time you are playing in the former Austro-Hungarian Monarchy. Otherwise on the face-page of the chapter, you can see the coat of arms of the Monarchy.

THE 1890'S ERA

In these years, Hungary is the part of the Austro-Hungarian Monarchy. There are two houses of parliament, and two government and one king. The economy of the country and standard of living were very good. There wasn't big difference between Hungary and the most modern countries in the 1890's. Many Hungarian inventor got kudos for their devices like the telephone center, by Tivadar Puskás, the carburetor, by János Csonka, and many other ones. In truth, adventuring is much more easier in the 1890's than in other eras.

THE KING

In the 1890's, the Hungarian king is important to know. He is Ferenc József, who usually stays in Vienna, but officially he is the king of Hungary and Croatia too. In fact the government controls the country, it is a modern limited monarchy. There are three corporate leaders. The military, the foreign and finance ministers are the same in Austria and Hungary with Croatia. The Constitution says, that one of them must be Hungarian, the king complied with it, however, there haven't been Hungarian common secretary of military in the history, Ferenc József feared from it a little bit.

Ferenc József

He was the king of Hungary between 1848 and 1916. During this long time, he accepted a more than important agreement with the Hungarians, and made a very good country in Europe, with both military and economic power. His wife, Sisi came from Germany, but they didn't spend much time together, because the king was a very busy man. Later Sisi become to be a sample of the ideal queen mother. The Hungarians liked her very much, she spend a lot of time in the country. Since József was a little boy he have been being trained to be strict and working hard. His parents made good work. In 1914, he thought many times about starting the war, but eventually (due to German suggestions, he decided to begin). He made a special poster in 1914, its title was "The King is Thinking". In the picture you can see a very busy, old man's face, who isn't sure in his success.

GEOGRAPHY

Hungary is much bigger, the Adriatic Sea washes its beach in Croatia. Trading with Italians and other countries which have ports is much more better. The machines come from the industrial areas of the Monarchy, mainly from Austria, Czech and Morva lands. Hungary is the primary food producer, the cow and the corn are well welcomed on the market. In the Carpathians the investigators can meet even with bear, but the wolves are more common. A lot of werewolves live in the Northern forests too.

Transylvania

Transylvania has been being the part of Hungary since the beginning. More than half of the population is Hungarian there, that's why its loosing was a huge strike. The Transylvanian legends are different from the original Hungarians. In fact, the so-called Székely tribe which lived here wasn't original Hungarian, probably they joined later during the wandering on the barren. There are theories, which say that six of the seven leaders were Hungarian, the other one was the leader of mixed tribes, for example these inhabitants. Nobody knows the answer for this question. The Székelys don't want to be in Romania, they say themselves Hungarian. In the middle age they got autonomy from the king. They paid the tax collectively, their army was different, under the command of the current Hungarian king. There is another important nation in Transylvania, expect of Hungarian. The castle of Dracula is a very famous mysterious sight of the area. But who is this Dracula? Read the answer in the next paragraph.

Dracula's castle

The earl of Dracula is a very strange creature. A famous novel tells horror tales about him. At first, there weren't counts in Transylvania, so the name is false. You can find the latter castle in Tölcsvár. Actually it was presented to Mathias by the principal of Havasalföld, Vlad Tepes, the son of Vlad Dracul in the 15th century. The name Dracula probably comes from this tale. There are many legends about it, which says the Dracula kidnaps children and kill them in his castle and so on. In fact, all of them are false. But many people believe in the tales about the Dracula. The keeper can use the castle as a vampire's base. But a red herring about it can make great fun too.

The KuK army

The Kaiser und König united army was the main military power of the Monarchy. The official language was German, however the soldiers usually spoke in their own language with each other. Beyond the united troops, each country had an own army, where the language was different, but every soldier had to speak a little German, for communicating with each other divisions. Before the Great War, it was fashionable to make experiments with alien creatures. The Austrian doctors studied mythos creatures, but they weren't as beneficial on the battlefield as they thought. The problem was, that they couldn't supple races which were more developed than humans. These experiments stopped after the war, because the FBI checked the army very strictly.

INVESTIGATORS

As in the twenties, some people live in Hungary, who can be labeled to be an investigator. You can find the available NPCs for both eras here, naturally the keeper can create new ones.

József Györkös, 35 years old inventor

STR 7 CON 13 SIZ 10 INT 15 POW 15
DEX 18 APP 11 SAN 75 (57) EDU 14 HP 11

Skills: Mechanical Repair 75%, Physics 30%, Electronics 45%,
Electrical Repair 68%, Chemistry 30%, Cthulhu Mythos
5(18)%.

Weapons: none.

Spells: Contact Nodens

József Györkös is a very clever man, but he couldn't finish the university, because a professor didn't like him. Then he spent three years in a locksmith's workshop and studied many methods with steel, and mechanic expedients. After three years, he bundled out Jozsef, because he had enough experience. Then he got a new job as a motor mechanic from the Hungarian Machine Factory corps. It was perfect for getting components for his inventions. The young machinist had nice equipment and tools at home, but his first devices weren't successful. For example, he calculated an engine upgrade, but it cost too much to fabricate it, so nobody welcomed it. The great advance came in 1887, when he found some parts of Yithian technology in a junkyard. The only one useful one was an energy cell. He was good in Electronics, so he realized soon what is it for, but he didn't know where is a machine, that can use it. It took him two years, to get a telekinesis generator, it was his first crossing with Mythos. At first, he left his workplace and searched in the library of György Festetics in Keszthely for one month, without much success. He offered half the profit in case of success for the aristocrat, who accepted it. In these years, the Hungarian inventors were very famous, probably that's why the noble supported the promising idea. György ensured him food and staying for free, it seemed to be very good deal. He joined to archaeologists, as a machine operator. Finally in Budafok, he found a working telekinesis generator. Unfortunately, he could only use it once, because he didn't find more energy cells for it. So Lord Festetics's happiness moved away fast, when a big problem appeared after the first successful experiments. It was out of power. Jozsef disassembled the ducked energy cells, but he couldn't understand it, and important components were absented to make other ones. He got a new task, get energy cell from somewhere. Since 1892, he has been hunting for it with small successes. Unfortunately, he died in 1919, it means the keeper can't use this character in the twenties, however you can find the results of his searching in the Festetics castle. The telekinesis generator is still there. During the hard searching, he crossed the Mythos many times, mainly Yithians. The keeper can use this man very well. He will be happy to work with people, who are in similar situations.

Tamás Csorba, 42 years old architecture

STR 12 CON 14 SIZ 10 INT 17 POW10
DEX 16 APP 14 SAN 50 EDU 20 HP 12

Skills: Geology 55%, Art(drawing) 70%, Credit Rating 655, Other language (German) 45%, Physics 65%, Bargain 50%.

Weapons: none.

Spells: none.

Tamás Csorba got his degree at Eötvös Lóránt University in 1978. He has been studying the Mythos since 1993. In this year he started an investigation on his own, because a house that was engineered by him collapsed before the builders could finish it. He knew, that there weren't problem with the calculations, he usually checked the workers during the construction. The problem was the location of the building. The area was used by the mi-go, who would have to fly somewhere else, if they had built a house there. That's why they destroyed every building in time, that can clog them. It wasn't a long investigation, he only needed to search in the Royal Hall of Records about the area. The results were very exciting, because four other architecture failed on that territory before him. One month of hard searching, and he found the reasons. Tamás isn't the man, who will be contented with this, he searched for other places, where this problem exists.

Transport

In the 1890's, horses and bicycles are very popular. The rule about the distance for one day is the same as in the twenties. The train system is under construction, but most railways are ready in the last years of the decade. Ships are more common in this era, than in any other decades. The huge port cities of the Adriatic Sea welcome foreigners. There is direct train from Fiume (Rijeka) to Budapest. A lot of people traveled between Budapest and Vienna on the Danube. Post-chaises run to the countryside frequently. The Monarchy had a very good travel system at all, that was destructed during the two world wars.

Lifestyle

The Monarchy is a very developed country in these years, so the standard of living is perfect. The fashion is always the new, usually the Austrian ladies bring the new style clothing in the country. The horse competitions are very popular in this era. This is the typical program for Saturdays in most civic families. In the second part of the decade, many soldier of fortune appears to get money. They usually bring a pistol to the competitions, in case of failure.

Budapest

Budapest was created in 1873, so it is a new city in this era, many foreigners don't know anything about it. As you read in chapter 4, the government started big constructions to celebrate the Millennium. The building of Budapest is in these years too. The system of the city is typically in this era.. There

are two boulevards and four avenues in Pest. Archaeologist investigators can get work very easily in the country, because there are many excavations in this era. The origins of Hungarians is the most common question, but during the constructions for the Hungarian Millennium, many strange artifact waits for deep surgery. Not one of them is in touch with mythos, so it can be a good initial for an adventure, or even a scenario.

Occupations

Many fishermen work in Croatia. Actually they can work as smuggler secondary. Their accentuated skills are: Navigate, Swim, Rifle, Other language (Italian), and any two others, they don't have to speak Latin. They get two extra percent for Cthulhu Mythos skill, because their legends contains real Mythos creatures too. Most fishermen like alcohol; it is needed for this lifestyle. They love water, and won't leave their ship, if not necessary. Investigators usually work as captain, who have a few or more employees, upon the player's salary roll. If the players agree with the keeper, they can play the crew of a ship, naturally the oldest is the captain. It can be a great fun, but it needs special adventures, that's why the keeper must shoulder it.

THE PRESENT ERA

These years are the worst in Hungary. The economy and the power of the government is very weak. The socialism still has its negative effects. The typical capitalist free and open market is not really working not even if it seems to. If you are playing in the 1990's the changing from the socialism is still has very strong influences. Otherwise it was not communism although it is called to be. Democracy exists, but people can't do anything with their freedom. As time passes, in the late 90's and today the country looks more developed. Everything can be found in the shops and the impacts of the 40 years soviet domination seems to be passing away.

WORLD WAR II

Hungary was on Hitler's side in the world war two. Teleki wanted to get territory allowances from the Führer for low prices. The numerous clauses was an example of these acts, however the government wasn't very strict about this law. Teleki's politics worked well in the first years. Hungary got territories, and the Hungarians didn't have to join to the axis. Then in April, 1941, the Führer asked the prime minister to let his forces to go through the country, because he wanted to attack Yugoslavia. Teleki signed down an eternal fellowship pact with the target state, a few weeks before Hitler's request. Finally the prime minister committed suicide without decision in this case, and the Axis troops entered the

country. There wasn't holocaust in Hungary till the Nazi party's coup. During this time, a lot of Polish refugees came to the country, and were safe there. Then in October, 1944, Szálassy became the prime minister, and ordered to kill all the Jews. 200 thousand out of 400 thousand of them were killed in half a year. The Hungarian authorizes had to help a lot in this action to the arriving Nazi specialists. On the battlefield, more than 150 thousand Hungarian soldiers died, when the Russians crossed over the Don river in January, 1942. Then the Nazis ruled the country.

Democracy

The kingdom fell in World War II, however Horthy's system was a fake kingdom, in fact it was a democracy with limited laws. In 1989, The Republic of Hungary was born, the system isn't the American, it is a little bit more modern, but the basic laws are the same. The biggest difference is in weapon possession. In whole Europe, the laws are very strict in this. You have to have a reason, to demand to keep a non-automatic handgun at home. Then, you need to keep it in safe-deposit. The bullets, the clip and the gun must be packed separately. The punishment is from 3 to 7 years in jail, in case of weapon attitude without any paper, upon the type of firearm.

The prime ministers

The prime minister is the head of the government. There are elections in every four year. You have to vote for a person and a party. The table below contains them and their party.

Name	Party	Year
József Antal	MDF	'90-'93
Péter Boros	MDF	'93-'94
Gyula Horn	MSZP	'94-'98
Viktor Orbán	FIDESZ	'92-'02
Péter Medgyesi	MSZP	'02-'04
Ferenc Gyurcsány	MSZP	'04-'06
Ferenc Gyurcsány	MSZP	'06-

Lifestyle

Lifestyle has changed a lot after the socialism. You can buy everything in the shops, only your blanket is the limit. Coke and other drinks are very common. There is internet too, although the wireless covering isn't common in the country. Every type of car is available, however the average people buy the cheap Japanese ones. The latest fashions usually arrive here about a half a year later.

HUNGARIANS OF THE PRESENT

More than 1.5 million Hungarians live in the North American continent in these years. In the present, Hungarian investigators can play in America very simply. Another part of Hungarians live in the nearby countries, such as Romania. Who had enough braveness, and money, escaped from the country from the socialism. The problem with Gypsies got stronger, a small part of them wants to assimilate, but they can't do it because of the negative prejudices. There is a problem with the revolutions. The people think, that everything will be good after the changing of the current system. It isn't true, the same politicians have the power. Some people got huge territories for a song, when the cooperative societies collapsed, and their lands hadn't got owners. It takes at least twenty years for the country to the total changing.

Law enforcement

The law enforcement of Hungary is very weak in the present. The case of the whiskey robber shows it very good. Attila Ambrus robbed out 30 banks between 1993 and 1999 according to his confession. He has been doing it without a gunshot. Attila had a strange earmark, his name comes from it. He drank a shot of whiskey in a pub, near to the target bank. That's why everybody knew him as the whiskey robber. The army has only old Soviet arms, in 1998 Hungary joined NATO, but this didn't resolve any problems.

Worker guards

The worker guards were a type of well armed law enforcements in the socialism. Their objective was to control everybody, but in case of emergency they were ready for war too. They got AK-47 assault rifles from the government with two external clips, with 90 bullets. It means they were much more stronger than average policemen. When the socialist system collapsed, nobody give back these guns, so at about 70 thousand AK-47's are still in unauthorized hands.

Currency

After the world war two, the peng collapsed. People counted with billions of pings, the so-called billpings. Then, the government expended a new type of currency, the forint. It wasn't new in Hungary's history, because the Anjous used this Italian money too. One forint was equivalent with 400 millions quadrillion billpings. It was more than all deflated pings, so the country made a totally new currency, everything started from zero. In the present era, the forint lost from its value much. Forty forints in the present era are equal with one in 1980.

Transport

The public transport is so good in the present era. In Budapest this is the only one good way to get somewhere,

because the traffic jams don't let you to go by car. There isn't highway ring for the capital, so the transit trucks, the people who go somewhere else have to go through the city of 2 millions of people. In the beginning of the 90's the government started to build the motorway around Budapest, but it stopped soon. The roads are in very bad kilter and more and more potholes impede the drivers. The trains are very old, however as in the twenties, this is the best transport in the country. The first modern intercity left the Western station in 1995. It seemed to be very successful, so the MÁV, the Hungarian Railway corporations decided to launch more express trains. These are comfortable, and so fast. The normal second class trains haven't been changing much since the twenties.

THE EUROPEAN UNION

On 1 May 2004, Hungary joined to the European Union. But it doesn't show the economical development of the country. In the first years, it isn't very beneficial, the country feel its disadvantages much more. The peasants don't get the financial support in time, and can't compete with other countries in this way. Nobody knows, when will you pay by the Hungarian euro. The government promised 2008 to be the last date, when the country joined. Then it became 2010, and 2012, but in 2006 nobody knows anything about it. One thing is secure, there won't be Hungarian Euro in 2012, perhaps once upon a time. So the joining wasn't as good as the people thought, maybe it will be much better a few years later.

Robert Varga, 31 years old author

He is the writer of the Pointed arch, a book which was successful in the first one month, but then the government has forbidden it. The official reason says, that it made people deranged. However the complaints are true, the book is about a true story with Robert. In 1988, the author was kidnapped by three men. Actually, he was taken to the Northern part of the Russian barrens, by a few agent, but he could escape thanks to his Luck and good ideas. The government knew about the action, that's why his book is forbidden. An airplane brought him to the destination, he would be the target of an illness with several others, but because of an administration error, he got one day to go away. The Russians had too much work, to send a squadron to kill the author, furthermore they thought he died somewhere on the icy fields. It took him a half a year to get back in Hungary. Officially, he was dead in his birthplace. He hadn't got family, that's why he looked to be a good target. Latert is a false name used by him to survive. Robert's original name is *Ádám Bakó*. The Frozen contains the details of his trip.

Pointed Arch

It is about Robert Varga's adventures in Russia. He was about one hundred kilometers North to the polar circle. The temperature was about 50 degrees below freezing point. The spittle tatted on the ground, the people could leave their house rarely, when there wasn't blizzard. The author escaped in these conditions from a Russian military research facility. It takes two weeks to study, increases Cthulhu Mythos by 3 percent, Contact Nyarlathotep and Pointed Arch spells are available to study, each takes about one more week. This is a banned book, only 100 pieces are available in Hungarian. Perhaps sci-fi book lovers have one.

Pointed Arch, the spell

This spell was created by the knights of the icefields against the cold, but it is a perfect protective spell against everything. It generates a very high ice dome around the caster in a radius of 2 meters. The hunters use it for temporary living place, because it keeps in warmth very well, like igloos. It costs 5 magic and 1D4 sanity points to cast. The wizard must call the spirit of a Gnoph-kneh, which will appear in blizzard form. It takes about half an hour to build up. The temperature must be at least twelve below freezing point, in other cases the spirit won't come. The dome will melt on its own, due to heat. In Northern Asia, America, and on the poles you can find many of these magic igloos. This spell is known by most tribes in the arctic areas of Earth. The ice cupola protects against physical attacks too. It has a 15 centimeter-wide wall in the bottom, and it goes thinner and thinner, finally the wall disappear, and a hole enable the smoke to get out from there on the roof.. Before the construction, the caster have to point the place of the door with his finger. Furthermore the wizard has only 95% chance for success, because a Contact Gnoph-keh spell is included at first.

SECRET ORGANIZATIONS

The Dagon's Order disappeared after World War II. When their leader died, a battle broke out between the oldest wizards for his chair. Eventually the Black Hand came and

helped the most powerful one, but the order suffered huge casualties, about half of the members died in the battles. The new leader couldn't hold the organization in one, so it disintegrated. The Hand of Suleyman is still wok in the present. The system didn't changed. In the socialism, the secret agency wanted to crush them, but it wasn't successful. A squadron of the KGB tried to attack, the Mosque, but night-gaunts crossed their way and killed the 6 detectives. Since this incident, nobody has been trying to attack them. Tamás Gy_z_ died in 1948, the illusionist leader assumed to work in this post, after Aranka, the Master hunter denied the suggestion of the clan. He died 37 years later. So the actual Black Hand in the present era, is Frogskin. He is powerful wizard, as usual, his name come from an illness. Due to a serious vascular lesion, his skin runs chill very fast, like the cold-blooded animal. He is 86 years old in 1995, but he won't die for many years, thanks for his reptile like special ability. Some other secret societies were founded by renegade wizards, but these are insignificant, so the detailed working out is the keeper's job.

Criminals

Unfortunately they are very common in the beginning of the 90's in Hungary. The case of the whiskey robber is the most famous, but there are numerous other hooplas. The typical criminals are smugglers, tax evaders and counterfeiters. The normal robbers don't like Hungary, because the average people aren't reach here. So these three occupations are available for criminals, however they usually mix it. Naturally, the bookkeeping skill is accentuated for forgers, the smugglers usually know at least one other language perfectly, and they can drive one vehicle out of auto well. Counterfeiters must be very good artists to make authentic forgery.



Appendix



THE DUEL

The Hungarian wizards made a hierarchy about their power in 1901. Soon every European magi joined to this list, which has 300 members in the twenties. Everyone can get on this paper, if he wins against a wizard who is on the list. How the wizards know who is the better? The answer is very simple they make a duel. According to the Nature's law, the winner always is in right.

THE WIZARD'S DUEL

The rules of this single combat were lay down in the second Occult conference in Tihany. The Hungarian wizards made their agreement first, but later most of the European magicians joined. In the next year, there were a lot of duels in Europe, to make a whole European hierarchy. Three mages died in these battles, the arbiters lay down stricter rules. There are five written scrolls about the agreement, all arbiters have one, but the rules are well known by every wizard. The rules are very simple. At first both of the wizards have to choose an assistant. The place of this battle is upon the choice of the combatants. There are three available places, which are enough safe to make a duel.

Investigators and the duel

An investigator can get enough strong to join to the European wizards, but the preparing takes much time, I suppose it can be a nice background for a scenario. If they want to learn magic, the best way is joining to a secret organization. Then they have to challenge one of the wizards, for this the investigator needs to be a real, honored wizard. It means he should know at least four spells.

Preparing for the duel

After the challenge, the duelers have to meet on the place of their battle. Then the first step is the arrangement about optional rules, for example enabled artifacts and the type of the duel. Here they have to choose the arbiter they want and invite him. Next time, they have to meet with the arbiter if he agreed the duel. This is the last, official meeting of the duelers, they have to show their artifacts and set every optional rules, later they can't modify it. The duelist has to arrange in the enabled creatures, there must be a minimum of three summonable beasts, the arbiter can't chip in it. Naturally the terms of spells must bung the place and time of the duel. For example, if they accord to summon a nightgaunt, the duel must be at night, and the elder sign must be in the pentagram near the wizard. The duelists have to know at least, three beast to call. What happens if someone can't do it, because he doesn't like servitor races, or he haven't read about the spell yet. The arbiters decided to make a book,

which contains the three easiest Call / Dismiss spell. It is the Duelist's tome, however the wizards hardly ever read it, because they usually know its content. Reading this tome increase Occult skill by three and Cthulhu mythos by three percents. Additionally it contains the following spells: Summon / Bind Mi-Go, Byakhee, and Servitor of the outer gods.

The pentagram

The pentagram is a mystic and composite graphic on the ground. This protects the wizards from the summoned beast. First, the duelist or the arbiter must draw it on the land with a chalk. Then it must be filled with magic points, to make it powerful. Every spent magic point increase its power by one. On the first two levels, the pentagram is obligatory, in the duel for rattan it is only recommended.

THE RULES

Basic rules. These rules prohibit some acts. Any other action is allowed.

1. Calling of any deity is forbidden, the arbiter has to stop the combat in this case.
2. Attacking of arbiters may cause permanent ban from the Earth, if harm is made to him Arbiters congress will chose about the mode of the death penalty.
3. Human sacrifice is not allowed before the duel, except some special circumstances, the duelers have to agree with the arbiter about it.
4. Attacking of assistants isn't allowed, in this case, the arbiter has to stop the duel.
5. No unnecessary civilian casualties.

Here you can find some other rules. The keeper is free to use them or not. Actually you can make new rules.

1. Fighting is not allowed before the battle.
2. Leaving the battlefield before the end of the fight means automatic lose.
3. Fighters can use only predefined artifacts, shown and accepted by the arbiters. The wizards can use only the weakest artifacts in the duel, the arbiters hardly ever allow to use objects. The duelers can make a pact about it too, in this case the arbiter has to allow using of forbidden artifacts.
4. Breaking the pentagram means automatic lose.
5. Revenges out of the battlefield are under the judgment of the arbiters (Eye for an eye).
6. Members of the Occult list may only fight under these rules, even with outsiders.

7. In case of an outsiders attack all members strike back together to protect the rules of the conference.

8. Refusing of fight with fake reason means the loss of all rank. The arbiters has to agree all justification to stay at home. He has to warn the plaintive wizard about his choice.

6. Summoning of not enabled creature. (The duelists have to make agreement about it.)

ENABLED PLACES FOR A DUEL

In this part take a look at the places, where a duel can be done. The occult conference enabled only three areas, all of them must be separated. There are rules about it, and the arbiters have to agree all suggestion. Otherwise every wizard is allowed to submit a possible place, but the arbiters usually disagree with them. One of the places is in Hungary,

Fields of the Captain

The first, and the most common place is Fields of the Captain, which is between Dreamlands and Earth. Its name come from the Captain of the White ship, because he lost in this area. There are legends which say the Captain patrol the field, and some wizards met with him during duels. Unfortunately nobody can give correct description about it. This area is totally clear, so the duel can't harm anybody. The arbiters have much less work here, that's why they like it. The only one problem is getting in this special place and getting out from there. Usually the assistants or the arbiter have to help their man to leave the fields if necessary. You can't stay more than one hour in this area, so this is enough only for smaller duels. The wizard, who doesn't leave the area will work off.

Getting to the Field

It isn't easy to go to the Fields of the Captain. Although the Turkish and the Hungarian arbiters decided to make a simple spell to make travel there easier. It costs two magic points and 1 Sanity point. At first you have to draw a special sign on the floor, and step at the middle of it. Then the wizard has to sit down, and meditate. A few minutes later, the sign will shine hard, and the caster get himself in on a field, sitting in the pentagram. The arbiter has to welcome him, and ask the duelers to be ready, without this they can't start the duel. . Then the battle must be begun in fifteen minutes. It is very important to go to the meeting at the appointed time, because it is limited.

The Hortobágy

The second is the Hortobágy in Hungary, which is the part of the Hungarian Great plain. It is a lick area the sun is shining very strong in the summer, the wizards rarely choose it.

Nobody lives in the area expect some poor peasants. In the winter it is a nice place for duel. The snow covers everything in these months. Typically Hungarian magis come here in the winter to fight. It is the favorite fighting place of the Black Hand, actually he is commonly the arbiter here.

Mi-go mines

The fighters can choose even an abandoned shafts, for example former mi-go mines are perfect for this. Naturally the duelers need to collect information about the mine if they want it as battleground. The depth under the ground must be at least 100m, the minimum distance between the mine and any built-up area must be 5 kilometers or more. The mines weren't common in the first years, however it has many benefits. The main problem is that it makes the duel more dangerous. It can collapse very easily, the arbiters have to search for secure parts in a shaft. From 1926, the mines are getting more and more loved place for the duel, thanks for the wizards, who found many safe areas. The mine in the Saint George mountain isn't good, because it is about only 3 kilometers from a small town, but there are other available caverns in the country .

The arbiters

There are five arbiters who are allowed to supervise the duel. They are great wizards, whose main objective is to make the battle safe, but they have many other work to do. For example, if one of the magicians can't bind a creature in a duel for glory, the arbiter has to do it. With this object the arbiters must know a lot of Summon/Dismiss spells, and some others to keep the duel safety. Naturally, the duelers have to agree in the enabled creatures, so there can't be accident due to this reason. He has to help the assistant if he can't escape with his mage from the battlefield safely. Before the duel the members have to meet together with their arbiter and agree in the place, and special rules if necessary. There are only five arbiters on the Earth, they can be challenged by everyone, this is the hardest level in the duels. This number can change in the following years, because if the Americans adopt these rules, the quantity of arbiters will have to rise by three or four wizards. Here you can find a short paragraph about them, their characteristics are here too.

The arbiter's rattan

It is a simple ferule, which was made by the arbiters to increase their power in the duel. It isn't a very strong artifact, but it gives an extra 20 percent chance for success in all Bind spells. The ferule is leached in a special solution and there is a Latin script on it, which gives it power. The arbiters can fill the rattan with magic points before the duel, and later they can use this during the casting. Every arbiter have one rattan, expect the First Sorcerer, who has a more powerful artifact.

THE TOP FIVE ARBITERS

Here you can find the characteristics of the six wizards who became arbiters in the twenties. One of them died in 1926, that's why there are six characters here. The keeper can use them in adventures to support investigators. If they want to be wizards, the best way is finding a secret organization or an arbiter who can help them with teaching the basic methods and the rules.

I. Alain el Misnad, 87 year old arbiter

STR 10	CON 15	SIZ 10	INT 16	POW 13
DEX 17	APP 13	EDU 17	SAN 65	HP 11

Alain el Misnad is said to be the most powerful wizard in Europe. It looks to be true, because he is the most powerful arbiter. Alain is a Turkish mage, who was on both occult conferences. Until his death he is the first on the hierarchy, he won against the Black Hand in the final duel. He is the "Great Sorcerer", the leader of arbiters, Alain hardly ever control duels, however he has to validate all of them. The Great Sorcerer has to check the pentagram in all cases, then he can leave the area. Alain likes searching for new places much more, most of his time is spent for this special wizard hobby. He wanted a battlefield in Turkey in face of Western wizards, who think the European duels can't be in Asia.

II. The Black Hand, 67 year old arbiter

STR 6	CON 7	SIZ 16	INT 18	POW 23
DEX 13	APP 12	EDU 22	SAN 57	HP 10

Tamás Gy_z_ is the only one Hungarian arbiter, however he wasn't on the Occult conference in Germany and Tihany, where John Kane, the druid proposed him to be one of the arbiters. He was the best on the Hungarian's list. Later he joined to their pact and after many duels he took on his position as an arbiter. See more about him in chapter 4. "Adventuring in Hungary", because he is the leader of the Hand of Suleyman clan. After the death of Alain in 1926, he became the Great Sorcerer, it means he got the staff too, although he threw it off.

III. Anna Shklovski, 62 year old arbiter

STR 6	CON 10	SIZ 13	INT 18	POW 24
DEX 8	APP 10	EDU 24	SAN 68	HP 8

Anna Shklovski is the only woman arbiter. Her nick name is Ice Nails, because she has very long nails. She is a witch from Petersburg, which is a very cold city. Anna loves spells with ice, and coldness, she always wear her fur coat. She works on her own, she doesn't like any mates, not one secret organization called her with failure. She has a magical ring, which is made from a Gnoph-Keh's tooth. With this artifact she is allowed to summon a Gnoph Keh for only 4 magic points and one sanity point. Her hoary hair is known by a lot of

European wizards, who thought the old witch is a very simple duelist.

IV. John Kane, 57 year old arbiter

STR 12	CON 12	SIZ 12	INT 16	POW 21
DEX 15	APP 7	EDU 19	SAN 68	HP 7

John Kane is from Scotland. The druids of the British Islands have been very important wizards during the history. Naturally, one of them must be choose to be an arbiter. John Kane is the fourth on the list till 1926. His nick name is Wolf Eye, because he has yellow eyes, like a wolf and the druids know numerous spells with these animals. He usually stay with his druids not far from Loch Ness, he doesn't like going out. John is a beloved arbiter, because he usually allows everything the duelers want. He always wear his gray robes, this is his trademark with the yellow wolf eyes.

V. Erik Johnson 45 year old arbiter

STR 10	CON 15	SIZ 10	INT 16	POW 15
DEX 14	APP 11	EDU 17	SAN 65	HP 11

Erik Johnson is the German arbiter, who suggested to make an occult conference first, before the Great War. In this era, the German archaeologists, went to the Middle East to search for values in the ruins of Egyptian temples, and to find new undiscovered and unpeeled underground pyramids. Schlieman is the most famous, because he found Troy and the royal palace of Muchene. Erik Johnson, learned history at the university of Berlin, soon he decided to go to Egypt. In this country he found the ruins of an underground temple of Horus, that was in very bad plight, only the altar could be identified. Under its stone table, found a scroll which contained the description of the pharoh's library. It is near to Memphis, It took him one month to find it. There were many destroyed, and burned books there, but Johnson collected three usable tomes. The first is the Liber Ivonis, it got there in the 10th century, that's why it hasn't been stolen. The second book totally smashed during the travel, otherwise it would be the most valuable. The third piece, the Tome of Invincible Daemon was serviceable. When he returned to Berlin, he had made a copy about it first, and then he gave it to the Academy of Sciences in Berlin. The original tome lost in a library's sewers, nobody knows about the it. The book has been probably perished in the bad conditions. From this book, Johnson could learn the basics of his magical knowledge, then he decided to prove it. Five years later, he was invited to the second Occult Conference, as a very powerful wizard. He wants to enable Call / Dismiss spells on the duels, but all the other four arbiters refused it after the death of Alain el Misnad. He knows Bast. He loves the Fields of the Captain, because he thinks it is the most mystic and safe place. Actually Johnson is a beloved arbiter by only the lesser wizards. He hardly ever enable using artifacts, because he

wants to revenge the repudiation of his suggestion this way. The arbiters who faced him in 1926 were right, the Great old ones and Gods are too powerful for a duel, the caster hasn't got any control on them. After Schlieman made his first success in 1922, Johnson asked him about tomes. Then he could buy the valuable scrolls, and writings for a song. As follows he could perfect his Occult skill and learn new spells in the next years very easily too. His first tome, and probably the most valuable of all is the Tome of Invincible Daemon. The unbeatable is Azathoth, there are many spells and descriptions in that script. The only one problem, is that Henrik couldn't read the whole text, so his knowledge is a little bit defective about Azathoth. That's why he wanted to enable Call spells on the duels, but it was a very bad idea.

VI. Filippo Blu

STR 10	CON 15	SIZ 14	INT 16	POW 18
DEX 14	APP 13	EDU 17	SAN 65	HP 11

There must be always five arbiters, so after the death of the Turkish wizard Filippo Blu from Italy made his duel with a Serbian wizard. He won, and became arbiter in that year. Most wizards don't like him, because he get this high rank later, and many magi say he isn't powerful enough to control a duel. In the first year he had to lead only three battles, and he was challenged thirty times. Filippo won all of his duels, however last time he had big luck, because he almost lost it. His favorite place is the Fields of the Captain, because he fought there many times well.

LEVELS OF THE DUEL

There are three types of duels. The rules area almost the same the only one difference is the power of the duelers.

The Duel for Glory

This is the first level. In this single combat, the wizards aren't able to kill the other, if necessary, the arbiter has to stop the stronger magi. These duels are only for getting higher rank between the wizards. Many times, the loser has to give an ancient scroll or a minor mythos tome for the winner, but it is upon the duelers agreement. The assistants and other wizards are allowed to bet something on their master, but in the end on the twenties it isn't usual.

The Death Dance

The second level in the duels is much harder, and dangerous than the previous. Bigger wizards use this way, if they can't equal in a debate, or if a sorcerer offended another. All of these duels are very well done up. Sometimes, if very strong wizards fight, there are two or three arbiters who control the duel. They don't have lot of work, because in this duel the

rules enable killing the enemy. The loser hardly ever survive this fight. In the last years, the wizards could make their agreement after an offense, so these aren't everyday fights.

The Duel for the Rattan

This is the hardest type of duel, the loser must die in all cases. One of the duelists is an arbiter. The goal of the challenger is to get the arbiter's rattan, and will work in place of the loser. Wizards hardly ever duel in this method. In his case, every arbiter has to appear on the battlefield, and control the fight. The pentagram isn't compulsory, but enabled.

THE STAFF OF THE GREAT SORCERER

It is a normal, 2 meter long wooden staff, with a huge jade on its expiration. This artifact was made by Alain el Misnad with the Black Hand's assist. Their goal was to make special magic item for the duels, which symbolize and increase the Great Sorcerer's power. In 1925, when it was made, the two arbiters wanted an easier way to get to the most common place of single combats, the Fields of the Captain. With this staff, a good mage must spend only one Magic Points, and no Sanity point to enter the area. After a few duels, the two wizard realized, that the arbiters have to Bind summoned creatures many times, so they decided to upgrade the staff to an artifact which help its owner in Binding beasts. The Black Hand searched in the Necronomicon, then Alain checked other major mythos tomes. They worked very good. They summarized they results, and began the creation of the artifact. Half a year later, at the end of 1925, the staff got ready. The trisects required magic points for Binding any independent or servitor races. It is probably the strongest item in the continent, which belong to the First Sorcerer. In December 1926, the Turkish arbiter died, so the staff went into black hands.

RUNNING A DUEL

At first, the duelists have to get in their position. Then they can start fighting. In the Duel for glory level, the wizards don't have to build their pentagram, because it is the arbiters objective. Upper levels, they have to do it before start. On Death dance duels, the assistants are allowed to help their wizard in preparation. They can spend maximum five magic points to build the pentagram, but the duelists can make it stronger with any magic points. On the duels for rattan, there aren't assistants to help. The duelists have to do everything on their own. If everyone is in the right place, the duel starts. The arbiter must ask the wizards, and have to use his horn, to indicate the beginning of the battle. After this, the assistants aren't able to do anything, they have to stay in their circle, near the arbiter.

If the wizards fight for glory, they have to accord who will start summoning. Usually the challenger is in detriment, so he has to defend from the beast first. The duelists have to agree in the available time for summoning. Don't forget, the duels are on special areas which have very strong magical field. On Death dance duels, both the duelists start his own summoning, and the faster get in advantage. The other wizard can continue casting, but he can dismiss the enemy unit too. In this duel, the summoned unit can attack the pentagram. Its power decreases every two minutes by the creature's POW/3 points. There is another way to destroy the pentagram, with a simple magic. Every wizard can reduce his enemy's pentagram's power by one for two magic points. After the pentagram is destroyed, the wizard hasn't got enough time for dismiss spells. In this case he can give up if it is allowed, or use other spell to kill or bundle the enemy's beast. If someone faint, but his pentagram is still work, the duel isn't finished. The winner must destroy the enemy's pentagram, for victory, and kill the foe if necessary.

Special cases

In the duel for rattan, one of the duelists must die, so the arbiters haven't got much work. However at least three of them must control the battle, because the using of pentagram isn't obligatory. The wizards must accord in the optional rules like in any other frays. These duels are very rare, you can't do it in any cases, there is a special rule about it which contains when the wizards use this way to acquit a debate.

The Gratitude

It is typical to give present to the arbiter for his help. The duelists have to agree about it too, and give it before or after the battle. The cadence of gift is upon the level of duel and wizards. It can be a scroll or something which can be useful for a mage, but on upper levels the duelists give whole minor mythos tomes and artifacts as gratitude.

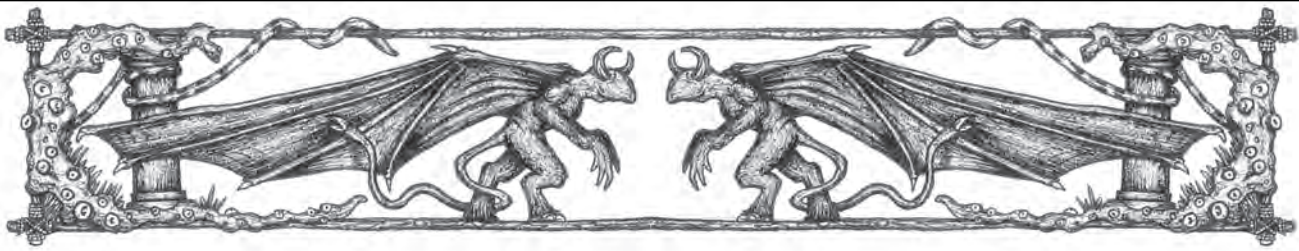
THE GOLDEN AGE

The golden age of duels is squarely the second part of the thirties. Adolf Hitler has loved occult sciences all his life, and he spent much money for the wizards of Europe. His primary supported man was the German arbiter, Erik Johnson, but he sponsored the mages of eastern and middle Europe too. In these years many tomes arrived from Africa to the wizards. Hitler wanted to use these people in the war, a few of them joined to the Führer in the first years, but they were dangerous for friendly units too, that's why the general staff stopped spell casting on the battlefield. Hitler sometimes watched a duel, but it wasn't common. The arbiters didn't like it, because it was dangerous for the German chancellor. Once, he was almost left there.

The Forbidding

In 1948, the duels were banned due to an accident. The gate between the Captain's field and the Earth closed. Nobody knows what happened with the duelists and the arbiter, and why can't we go there. Maybe, the Captain or a deity get fed up with it. The wizards realized, that it is incorrect and especially dangerous. Furthermore, the post-war status wasn't good for these single combats. Time has come, to finish it. Officially it is forbidden both the duel, and the searching for entrance to the Captain's field. Sometimes when two wizard can't agree in a debate, they bring out the old rule, and fight, but it gets less and less common. The Great Sorcerer's staff was thrown in the Black Sea by Tamás Gy_z_ after he officially banned every duel. It's still rests there, waiting in the depths of the sea.





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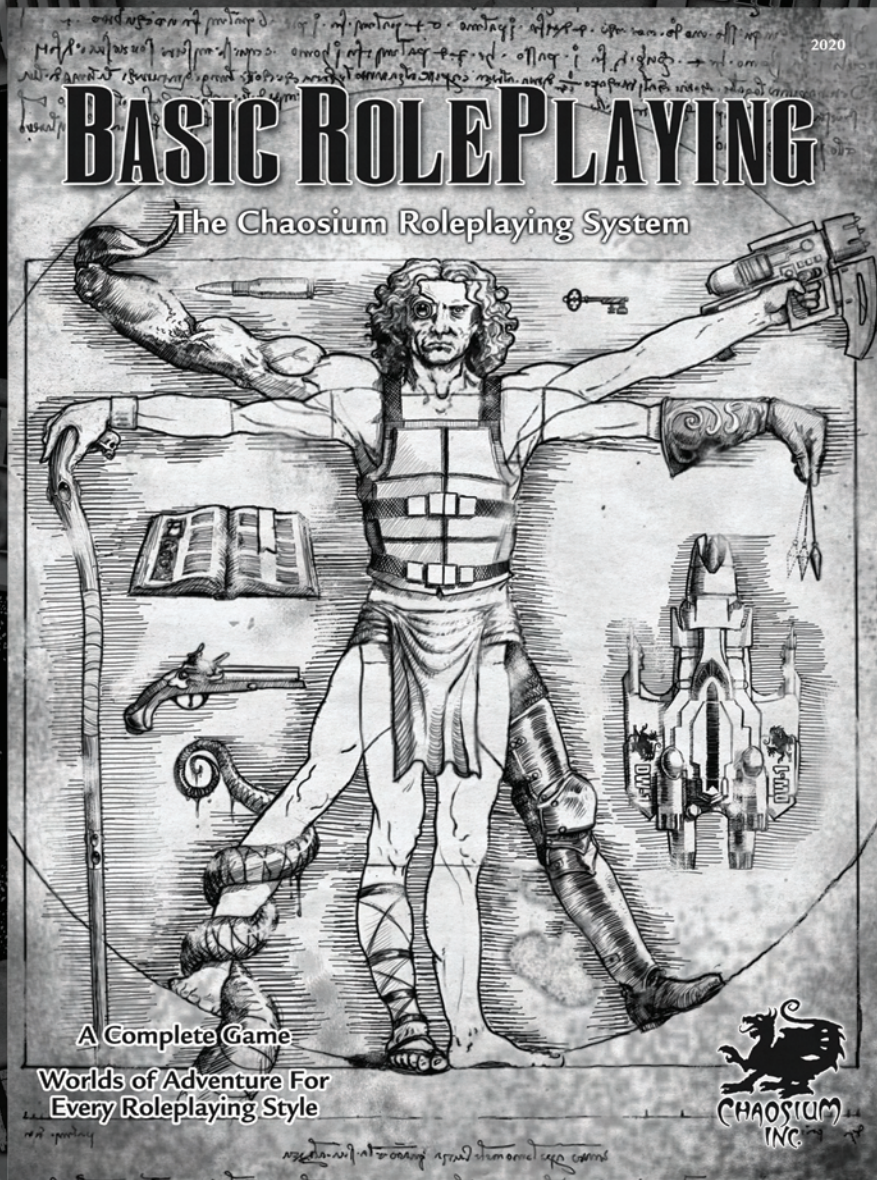
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