

Wherein the investigators come to Egypt, and soon better understand

CHAPTER THREE

the awful past of that land and the plan which threatens everyone.

Cairo

It was sunset when we scaled that cliff, circled the modern mosque of Mohammed Ali, and looked down from the dizzy parapet over mystic Cairo – mystic Cairo all golden with its carven domes, its ethereal minarets and its flaming gardens . . . Far over the city towered the great Roman dome of the new museum; and beyond it – across the cryptic Yellow Nile that is the mother of eons and dynasties – lurked the menacing sands of the Libyan Desert, undulant and iridescent and evil with older arcana.

from "Imprisoned With The Pharaohs,"
a story ghost-written for Harry Houdini
by H.P. Lovecraft, 1924

CAIRO IS THE pivot-point of this campaign. Investigators who survive the dangers in Cairo and environs know Nyarlathotep's intentions, and perhaps even know what might be done about them. Many non-player-characters in this chapter can be of invaluable use if the investigators befriend them. Cairo offers teeming masses, exotic customs and costumes, ruins, mystery, disease, danger, political intrigue, and fabulous wealth. The Egyptian cultists are powerful, and keepers can expect blood and SAN points to freely flow.

This may be the first time in the campaign (or perhaps ever) that the investigators have been in a truly foreign environment. Strictly enforce the language and cultural barriers in this chapter – these real-world obstacles contribute greatly to feel and play-style. Browse through a modern guidebook to Egypt such as Fodor's, and read some of the descriptions of Cairo and Egypt contained in any encyclopedia. An elementary Arabic phrasebook supplies dozens of useful Arabic exclamations, pattern sentences, and isolated nouns and adjectives with which to amaze your players and confound their investigators.

If the investigative team arrived here from Shanghai or Kenya, some of the information in this chapter may be redundant, particularly if Jack Brady has been found. But plenty of juicy information and spine-tingling researches remain to be savored.

The clues, information, and adventures are more tightly locked together here than in either of the earlier chapters. The best single reason to go to Cairo is the letter from Faraz Najir to Roger Carlyle, which Jackson Elias somehow obtained and which the investigators may have found on Elias' corpse in that grim New York hotel room. They may also know the name of Warren Besart, the Frenchman who acted as Roger Carlyle's agent in Cairo. The most logical reason to go to Cairo is that both Carlyle and Elias did, and that the investigators' English foes also were for the most part Egyptian or concerned with things Egyptian.

An obvious source of information in Cairo are the English-language newspapers; the keeper is advised to steer the investigators toward the *Cairo Bulletin* as a starting point no matter from what part of the world they arrive.

Jackson Elias in Cairo

Elias stopped in Cairo for a remarkably short time, and apparently was interested only in confirming a few facts: Mythos minions were hot on his trail, and he could not risk staying in such a cult stronghold.

A Summary of Important Leads in This Chapter

| lead | where found | leads to |
|------------------------|--------------|-------------------------|
| Faraz Najir | Cairo | Warren Besart |
| Faraz Najir | Cairo | Omar Shakti |
| Faraz Najir | Cairo | Mosque of Ibn Tulun |
| "the authorities" | Cairo | Faraz Najir |
| Jackson Elias | New York | Faraz Najir |
| Jackson Elias | New York | Cairo |
| Roger Carlyle | New York | Warren Besart |
| Warren Besart | Cairo | Faraz Najir |
| Warren Besart | Cairo | Sir Aubrey Penhew |
| Warren Besart | Cairo | Nyiti and Unba |
| Warren Besart | Cairo | Collapsed Pyramid |
| Nigel Wassif | Cairo | Omar Shakti |
| Nigel Wassif | Cairo | Clive Expedition |
| Nigel Wassif | Cairo | Dr. Ali Kafour |
| Omar Shakti | Gezira Mohmd | Fong Import, Shanghai |
| Omar Shakti | Gezira Mohmd | Sir Aubrey Penhew |
| Omar Shakti | Gezira Mohmd | Great Sphinx Ceremony |
| Broadmoor, G. | Memphis | Queen Nitocris |
| Broadmoor, G. | Memphis | Caverns Beneath Sphinx |
| Achmed Zehavi | Cairo | Girdle of Nitocris |
| Nyiti | El Wasta | Ward, Red Pyramid |
| Nyarlathotep's Sanctum | Dhashur | Kenya, China, Australia |

The Brotherhood of the Black Pharaoh

If the investigators tangled with the Brotherhood in London and escaped with some of the cult's artifacts or books, the Egyptian Brotherhood learns of this before the investigators arrive. Then freely deploy cultists against them, attack them, dog them, rifle their rooms, and so on. Otherwise the Brotherhood completely ignores them until their activities become noticeable.

Egyptian and British authorities deny that the Brotherhood of the Black Pharaoh exists. The police meet such tales with laughter. However, the fact is that the Egyptian authorities do know of the cult, but are under strict orders not to impart such information to foreigners: official confirmation of a murder cult reflects poorly on the ability of Egyptians to govern themselves. The police will act on information which the investigators supply, but they may not admit that to the investigators.

BROTHERHOOD OF THE BLACK PHARAOH

This is the central branch of the cult; it is a large and powerful organization here. Membership is eclectic, but with a high proportion of Sudanese. The chief priest of the Cairo cult is Omar Shakti, a wealthy cotton farmer and landowner. Rituals are held in the desert, often near the pyramids at Sakkara, or in caverns beneath the Great Sphinx at Giza. Since Egyptian police and British political operatives keep careful watch on religious activity in Cairo, the cult stays well-hidden there. Favored weapons include short swords, daggers, and garottes, as well as the short spiked club.



HIRING A GUIDE: AN OPTION

While the concierge at the investigators' hotel will arrange for guides, all of his guides seem to have commitments which make it impossible for them to stay on the job for more than a few hours at a time. On the streets, two potential guides persist in offering themselves to the investigators. One, Hakim, is about 20, strong and confident, and speaks passable English. If there are female investigators, he flirts with them. The other is a beggar boy, Ma'muhd, about 11 or 12, who is quick, facile, and speaks passable English.

These guides are for campaign needs. If the investigators act like yokels, sic Hakim on them. If they need to make some progress, bring in Ma'muhd. A keeper sufficiently devious and cruel lets the investigators flounder.

About Hakim

Hakim intends to lure the investigators to a quiet alley where several accomplices lounge, and there rob the investigators at knife point. Hakim promises all kinds of information and services, but he merely wants more money than he has. If the investigators do not resist, the men hastily rob them and disappear. If they meet resistance, the robbers anger and try to slay these inconvenient foreigners.

About Ma'muhd

An orphan, he has lived by his wits as long as he can remember, and has no known family or relatives. For several years he has watched at night the flowers and fruits of a minor nobleman's garden, and in return gotten a place to sleep and a simple meal every day. But now his employer is dead, and a daughter of the nobleman has chased away the dirty beggar boy. Ma'muhd has been weighing the possibilities of prostituting himself, and has flirted several times with a notorious procurer in order to gain a meal. Now he has seen some helpless foreigners bumble through Cairo; he thinks that if he could help them, he could make his life more secure.

Ma'muhd doesn't know as much as he thinks, but he is quick-witted, daring, and knows or knows of hundreds of useful Cairenes. He knows the Old City well (police often chase him from some of the districts nearer to the Nile), and knows from whom he can get reliable answers, a formidable skill. He will serve the investigators faithfully

EGYPT IN THE 1920's

A British protectorate for about 40 years, Egypt regained most of its internal independence in 1922, but the British reserved four areas of discretionary powers concerning imperial communications (including the Suez canal), the Sudan, the defense of Egypt and the canal, and the protection of foreign interests and of minorities. Implicitly such reservations are far-removed from independence, and frictions with the British continue. The removal of the protectorate status occurred after the revolt of 1919, led by Saad Zaghouli; this eruption served well the dubious investigations of the Carlyle expedition.

British garrisons remain at the Suez canal, and British intervention within Egypt is a normal occurrence.

Such intervention and interference prompts general resentment toward foreigners. A particularly sensitive area is the removal of ancient artifacts and treasure from Egypt by foreign archaeologists. The Egyptian national government strictly polices such activity, and this means that the investigators will not get much help from Egyptian authorities when it comes to the removal of Mythos items from the land of the Nile: surreptitious removal is a criminal offense, and charges will be pressed. The British may decide to intervene if the charges seem unfounded, but will do nothing to aid common criminals — white or not — nor will the United States consul be more interested.

Many residents of Cairo and Port Said, especially members of the middle and upper classes, speak some English. But the overwhelming majority of the country speaks Arabic and nothing more; Fast Talks and Oratories have no effect when presented in a language which cannot be understood. Players may need to attempt Anthropology, Archaeology, History, Law, or Linguist rolls to help their investigators through the beautiful and exotic city of Cairo.

The dominant religion of Egypt is Islam, though Coptic Christians exist in some numbers. Investigators may commit offenses to custom or to belief through ignorance — when entering a mosque they may, for instance, neglect to remove their shoes, or they may continue to talk: rude investigators tromping about and shouting questions must risk being beset by hordes of angry Muslims.

Investigators must obtain a visa and register as aliens when they enter Egypt (probably at Port Said, perhaps Alexandria); they will have to re-register in Cairo. Both activities require valid passports. Cairo registration is done at the government house known as The Mugamma, located in Midan Tahrir (Liberation Square).

and well, but he likes to spend his money. Every time the investigators give him coin, he disappears until it is gone; he spends his earnings at the rate of 4 piastres an hour (24 hours a day) on food and clothing — a level of luxury he scarcely can comprehend. If the keeper wishes, he has the knack of turning up when he's needed.

Ma'muhd knows that as yet he is remarkably unscarred by his existence, but realizes that he is living on borrowed time. If the investigators make a fuss over him, he will strive with every ounce of his being to make them keep him with them forever and ever. Unfortunately, the desperate company kept by *Call of Cthulhu* investigators will bring Ma'muhd to his doom nearly as quickly as impoverishment on the streets of Cairo. Probably the happiest fate for him would be to be adopted or protected by Nigel Was-sif (see pp. 13-14), prompting a situation which keepers may recognize from Kipling's *Kim*. The investigators risk their lives for the sake of such innocents — Ma'muhd personifies a small portion of their great burden.

AVERAGE EGYPTIAN BROTHER OF THE BLACK PHARAOH

STR 12 CON 14 SIZ 11 DEX 10 APP 6
SAN 0 INT 11 POW 10 EDU 1 HP 13

SKILLS: Speak Arabic 55%, Archaeology 05%, Astronomy 05%, Camouflage 15%, Cthulhu Mythos 35%, Speak English 15%, Hide 75%, Law 15%, Listen 55%, Occult 20%, Pick Pocket 45%, Sneak 60%, Spot Hidden 45%.

WEAPONS: Cult Club 55%, 1D8 damage
Dagger 50%, 1D4+2 damage
Garotte 20%, 1D3 choke damage per round; STR vs STR to break free
Short Sword 35%, 1D6+1 damage; parry 15%

4 – Cairo: City Details

HAKIM and His Three Brother Thugs

| | Hakim | 2 | 3 | 4 |
|--------------|-------|-----|-----|-----|
| STR | 12 | 11 | 10 | 12 |
| CON | 10 | 11 | 9 | 7 |
| SIZ | 13 | 12 | 11 | 12 |
| APP | 14 | 8 | 9 | 11 |
| INT | 12 | 12 | 8 | 9 |
| EDU | 3 | 2 | 0 | 0 |
| DEX | 11 | 11 | 10 | 10 |
| POW | 9 | 8 | 11 | 10 |
| SAN | 40 | 50 | 35 | 45 |
| HP | 12 | 12 | 10 | 10 |
| Damage Bonus | +1D4 | --- | --- | --- |

SKILLS: Bargain 25%, Fast Talk 35%, Climb 50%, Hide 40%, Jump 40%, Pick Pocket 35%, Sneak 30%, Spot Hidden 40%.

WEAPONS: Kick 60%, 1D6 damage

Fist 55%, 1D3 damage

Switchblade 50%, 1D4 damage

Garotte 25%, 1D3 damage per round until removed by STR vs.

STR roll on the resistance table.

Head Butt 15%, 1D4 damage

MA'MUHD, 11-year-old Beggar

STR 8 CON 14 SIZ 7 DEX 15 APP 13
SAN 90 INT 15 POW 12 EDU 0 HP 11

SKILLS: Speak Arabic 45%, Bargain 45%, Climb 70%, Dodge 85%, Speak English 30%, Fast Talk 30%, Listen 45%, Pick Pocket 25%, Psychology 10%, Sneak 70%, Spot Hidden 50%, Throw 30%.

WEAPONS: Kick 1D6-1D4, 60%

A NOTE ABOUT STREET NAMES

Streets in Egypt are designated "sharia" — for example, Sharia Muhammed Ali — in the same way that English use "boulevard" or "avenue." Squares and plazas are designated by "midan" — for example, Midan Talaat Herb. Both words frequently appear in the text. But certain streets, such as the Street of Jackals, are written in English translation — when they are, such streets are fictitious and are presumed never to have existed.

Small Problems

The heat is greatest June to August, with daily highs well over 100 degrees F. for months at a time; the nights are not much cooler. Erratic rainfall is little more than an inch a year, usually in March or October. In the desert, *khamisin* — dust storms — occur roughly from March to June. If investigators must run, remind them of the heat. In the heat of the day, even villains move reluctantly.

Most of Cairo is shockingly poor. Beggars abound. There are con-men, but most lack arms, legs, noses, are hunch-backed, etc. Investigators might diagnose rickets and advanced syphilis, and know that schistosomiasis is endemic. Investigators should be exposed to poverty and begging. On-the-spot beggars see a lot, and are easier to find than police — they can give directions and other information.

ABOUT EGYPT AND CAIRO

Cairo is the greatest city in Africa, and one of the great cities of the world. With a population of about 850,000 in the mid-1920's (some 85,000 of whom are foreigners), it is the capital of the oldest continuously-identifiable culture in the world — the dynasties of unified north and south Egypt stretch back to 3100 BC, 5000 years before the investigators touch foot to the desert. Guarded effortlessly by the desert and the sea, the heritage of Egypt is unparalleled in architectural achievement, cultural sophistication, and in stability.

Cultures now designated Naqaba I and Naqaba II long pre-date the dynasties, but little is known of them even yet.

Though now conquered, a second great period of achievement came after Alexander's conquest and the establishment of the Ptolemies, blending together Egyptian science and Greek philosophy. For centuries Alexandria was the intellectual capital of the Mediterranean world.

A third came when the Fatimids built (968 AD) a new capital city, El Kahira ("The Victorious"), a name later corrupted to Cairo. Fatimid liberal trade policies reestablished Egypt as a great power. Egypt shared in the brilliant Arabic culture of the era and, during the rule of the Mamluks, became once more the unrivalled political and cultural center of the eastern Mediterranean and of the Middle East.

After the Arab conquest, the language of Egypt gradually became Arabic, and remains so.

The various caliphs and khedives of Arabic Egypt built architectural wonders as great as those of the ancient dynasts. Palaces and mosques litter Cairo and its vicinities, some of them the finest examples of their kind in the world. It has been written that one may satisfactorily study Arabic architecture and architectural ornament without ever leaving the city limits of Cairo.

Cairo in the 1920's

The investigators will arrive by ship either at Port Said (at the north end of the Suez canal) or at Alexandria. At either port

they will take a train to reach Cairo, which is some 100 miles from the Mediterranean, at the apex of the Nile Delta — not far from where the Nile divides and flows to the Damietta (east) and Rosetta (west) mouths.

The coaches will be separated into several classes. Fares are paid in Egyptian pounds and piastres; there are 100 piastres to the pound. For game purposes, treat the Egyptian pound and the British pound sterling as interchangeable. (United States paper dollars may or may not be acceptable, at the keeper's need.) The train arrives at Central Station, about a mile from Ezbekia Gardens. Taxis are available. Reliable short-term guides will be recommended or supplied by the best hotels, such as Shepherd's.

Ezbekia gardens is a 20-odd acre park. It is a major center of the city; the main post office is on the south side of it, the American consulate on the north side, on the west side are most of the European-style hotels in the city, and to the east are financial institutions such as the stock exchange. Further to the east are excellent shops, but these soon conclude at the Old City. In the Old City are the narrow alleys and crowded markets so stereotypically Middle Eastern. The Old City also contains most of the classic Arabic architecture, though normal homes and shops are simple 2-4 story, flat-roofed buildings made from white-washed mud brick and tile.

Streets other than a few thoroughfares are notoriously crowded, obstructed, occupied, and otherwise inaccessible to motor cars. Trams connect many parts of Cairo; a tourist tramway exists across the Nile to the Giza pyramids.

To the south of the Old City is the windswept wilderness of the City of the Dead, where only rock, sand, tombs, and mausolea exist. Probably there is no other place like this on Earth. Investigators will want to explore such an eerie and dread place.

Toward the Nile, in the district Kasr el-Dubara, are most of the governmental buildings, palaces of the nobility, and detached residences and flats. Not far south of the Great Nile Bridge is the British consulate general.



Faraz Najir

Deep in the narrow, crowded, and bewildering streets of the Old City, the investigators seek a certain curios dealer who purveys more than trinkets from the past.

Old Cairo is itself a story-book and a dream – labyrinths of narrow alleys redolent of aromatic secrets; Arabesque balconies and oriels nearly meeting above the cobbled streets; maelstroms of Oriental traffic with strange cries, cracking whips, rattling carts, jingling money, and braying donkeys; kaleidoscopes of polychrome robes, veils, turbans, and tarbushes; water carriers and dervishes, dogs and cats, soothsayers and barbers; and over all the whining of blind beggars crouched in alcoves, and the sonorous chanting of muezzins from minarets limned delicately against a sky of deep, unchanging blue.

from "Imprisoned With The Pharaohs"

The Street of Jackals is in the Old City, one of those "narrow alleys redolent of aromatic secrets" described by Lovecraft. Finding it is no easy task: there are no good street maps for 1926 Cairo, which has nearly doubled in population since 1905. There is a phone book, but there are so few phones that as a research tool it is useless. Business registers and tax rolls (all in Arabic will not be accessible to casual browsers. However, a competent Arabic-speaking guide finds the street in less than an hour. The investigators by themselves may need a day or more, though well-placed tips may do wonders – or get the investigators robbed.

Unfortunately, once they find the Street of Jackals, they learn that Faraz Najir's former shop is now a burned-out, rubble-strewn hole in the ground. Locals invoke Allah each time they pass the spot, and no one in this enormously-crowded quarter will rebuild on the site. Stories say that, five or six years before, a hideous demon descended on the shop and set it aflame. This is true: the demon was a Fire Vampire summoned by the Brotherhood of the Black Pharaoh, a punishment meted out because Najir sold cult artifacts to Roger Carlyle. Police unfamiliar with the event say merely that a fire occurred, and then shrug their shoulders.

But all is not lost. If the investigators think to ask other shopkeepers on the Street of Jackals, there is a 75% chance that an individual knows that Faraz Najir was horribly burned but survived, and has a new shop in the Khan el-Khalili, an ancient marketplace off the Sharia Muezzeddin Allah. Since these retailers think Faraz accursed, skillful Bargains and Fast Talks and liberal baksheeshes must pry out what they know. Here a competent interpreter-guide is vital if no investigator speaks Arabic.

If the investigators respectfully ask for help from the authorities (perhaps someone at the Egyptian Museum, the Egyptian foreign ministry, or the American or British consuls), the respondee remembers that all such dealers of antiquities must be licensed by the government, and that Najir's name and address must be on file somewhere or other. One of the places proves to be police headquarters, "not far away," where help is always available to well-dressed European gentlemen: the address is the Street of Potters, again somewhere in the labyrinth of the Old City.

The Shop of Faraz Najir

In the midst of a dozen pottery shops is a door and window clearly marked "Faraz Najir" in Arabic, "Curios" in English, and "Magasin d'Antiquites" in French. Several stories of tenements tower above, but Najir lives in the back of his crowded store, which mostly is stocked with tourist garbage. The shop holds nothing of an occult or Mythos nature, nor anything of interest to the investigators. Najir handles the shop alone. One side of his face bears ugly and extensive scars and welts.

At first mention of the Carlyle expedition, Najir's eyes bulge, and he shoos the investigators out of the shop, and locks and shuts his doors and windows for the day. He now believes in the power of the Brotherhood, and will not cross them again. If the investigators persist, he takes a beautiful be-jeweled scimitar from a case, and shakes it at them, cursing loudly in Arabic about their relation to diseased camels. If they persist, Najir shouts for help, crying out that these accursed foreigners are robbing him. A sullen crowd assembles.

If the investigators stick around, they'll be mauled by gouges, kicks, and spittle for an incidental 1D4 personal damage per investigator. Their clothing may be torn. Wallets, passports, money, letters of credit, rings, and pocket watches may disappear.

But shopkeepers respect money. If the investigators come back later, they'll see Najir enter Fishawi's coffeehouse, located near the entrance to the market and adjacent to the El Hussein mosque. Faraz goes to Fishawi's each day and enjoys a glass of mint tea before devoutly going to El Hussein for evening prayers. He has become a devout man since his brush with death. If the investigators pre-empt his anger by showing pound notes, Najir calms

himself. Each pound offered increases by one percentile the percentage chance that Najir agrees to talk; starting chance is 0%. Play the point subtly, but don't let the investigators give up on their best lead in Egypt.

Staked-out investigators may imagine that the mosque itself is a better place to confront Najir; they may be encouraged in this belief by the keeper, but interrupting believers in mid-prayer is bound to create resentment, possibly a disturbance, and may cause the detention of the investigators for their own protection.

Information from Faraz Najir

When Faraz Najir agrees to talk with the investigators, he sets up a meeting in a small room of the El Hussein mosque, feeling most safe on ground sacred to Allah. He'll set the meeting for the lunch hour (1-2pm), when all Cairo shops close. Najir meets the investigators at the side of the mosque, and leads them through several short hallways to a quiet room. Despite the presence of holy ground, keepers may use Najir to feed false data to the investigators.

Roger Carlyle, according to Najir, sought information about the reign of the Black Pharaoh, a reign supposed to have been ended by Sneferu, first pharaoh of the fourth dynasty.

Najir also had come into possession of a number of items related to the Black Pharaoh, and those were the ancient scroll detailing the entrance to a hidden room in an unnamed pyramid, within which the Black Pharaoh was supposedly entombed; a bust of the Black Pharaoh (which now rests in Edward Gavigan's secret workroom in Essex, England); a small drum (a tambour) bearing odd symbols supposedly of mystical power; and a strange circlet with a large zircon which was said to be the crown of the Black Pharaoh and to be the key to his triumph over death.

With Carlyle's agreement, Najir sold the items to Carlyle's agent, Warren Besart. Najir stole the artifacts from

the house of Omar Shakti, high priest of the Egyptian Brotherhood of the Black Pharaoh.

Najir says that the Brotherhood is rumored to be involved in the recent theft of a mummy from the Clive expedition, currently in Egypt. He has also heard that the Brotherhood wants an item located in the mosque of Ibn-Tulun, but he does not know what it is or why the Brotherhood wants it.

This is all that Faraz Najir knows, though he tries to squeeze more money from the investigators before he divulges the name of Omar Shakti or confesses that he stole the artifacts from Shakti. Najir will then be of no more help. If the Brotherhood is tailing the investigators when they contact Najir, then they will shortly thereafter kill Najir – he obviously did not learn his lesson.

Najir does not reveal that he wears around his neck another Mythos artifact, a necklace of silver and jet with a large opal in the center that protects from Hunting Horrors. Any Hunting Horror attacking a person wearing this necklace must succeed in a MP vs. MP roll on the resistance table each time it attacks. Failure indicates that the Horror cannot attack that round. Najir wears this beneath his djellaba: only a successful Luck roll and a successful Spot Hidden enables an investigator to spot it.

FARAZ NAJIR, Cairene Antiquities Dealer

STR 7 CON 16 SIZ 9 DEX 9 APP 4
SAN 21 INT 14 POW 13 EDU 6 HP 13/10

SKILLS: Accounting 50%, R/W/S Arabic 90%, Archaeology 60%, Bargain 75%, Credit Rating 20%, Cthulhu Mythos 10%, Debate 20%, Read/Write English 80%, Fast Talk 65%, Read/Write French 30%, Hide 55%, Egyptian History 60%, Law 35%, Linguist 10%, Listen 55%, Occult 25%, Oratory 40%, Pick Pocket 45%, Psychology 10%, Spot Hidden 65%.

WEAPONS: .38 Revolver 20%, 1D10 damage

NOTE: Najir's revolver is illegal, but his experiences have left him barely sane and quite paranoid. He wears the .38 beneath his djellaba, and will use it if he believes himself in danger.

Bad Guys

Unusual welcomes await those who tour Omar Shakti's idyllic plantation on the banks of the Nile, or the well-guarded excavations made by the Clive expedition at Memphis.

A few miles north of Cairo along the west bank of the Nile lies the largest of Omar Shakti's cotton plantations. Shakti has a home in the nearby small town of Gezira Mohammed. He is wealthy and cultured, reputedly a lesser son of a fine family long-powerful in Egypt. This powerful sorcerer completely controls the Brotherhood of the

Black Pharaoh, and has the direct advice and aid of Nyarlathotep.

Though Egyptian, British, and French dispatches occasionally mention Shakti, in every such instance the pertinent files and useful cross-references have been de-

stroyed by fire within a few months. Incidental tax records and property deeds exist, but no dossier has ever been compiled on Omar Shakti. The Cairo underworld occasionally whispers of him, but no more often than it refers to hundreds of other Cairo-area businessmen. Publicly, Mr. Shakti is an honest citizen, an astute businessman, and of impeccable manners.

Visiting Omar Shakti

The investigators inspect Mr. Shakti's fields easily; the land plainly yields cotton and bears no hint of Mythos-related activity. A successful Psychology roll does note that the workers (all Brotherhood members) are quieter and more sullen than most fellahin. On a Spot Hidden roll of half or less normal percentage, an investigator glimpses what appears to be an inverted ankh hanging around the neck of one worker,

Shakti suavely meets the investigators; if they have a cover story, he'll show them around. He is rotund and genial. He looks a robust 55 years old but is much, much older. He speaks fluent English as well as several other languages, including Mandarin Chinese. Usually he carries his cat, Hetep, with him; the cat has an unusually attentive air about it.

While offering mint tea and honey cakes in his well-appointed parlor, Shakti denies any unusual knowledge of the Black Pharaoh or Queen Nitocris, adding that though he knows many legends of his land, he puts his faith in Allah and not in ancient stories. He aids the Penhew Foundation because every right-thinking Egyptian is eager to understand and preserve the wonders of this ancient land. He was sorry that Sir Aubrey met a violent fate in East Africa. Magic, monsters, and desert ceremonies are tales for the fellahin, not for educated gentlemen such as are his guests.

Investigating Shakti

Shakti's large house holds nothing of interest except in the safe in the study. The safe is actually a thick steel cabinet secured by a key lock (STR 45 lock and front door, STR 50 all other sides). Shakti always carries the key except when he sleeps, at which time the key rests in the drawer of the night table beside his bed. The lock can be picked, however.

Within the safe are business records, 250 Egyptian pounds, and a log book which lists all the Egyptian artifacts sent to Fong Imports, 15 Kaoyang St., Shanghai, in the past five years. A note stuck in the log book is in Sir Aubrey Penhew's hand; if the investigators already have seen his writing hand, a successful Idea roll identifies it.

My Dear Omar,
The scarab was magnificent. If the matching pieces could be found, I would be most appreciative.

A.P.

The note is not dated. The paper feels fresh.

If the investigators stake out the plantation, they can easily follow the desert pilgrimage of the plantation workers on the last night of the waning moon (1D6+1 days later). The cultists number several hundred by the time

they reach the Sphinx at Giza; to join this parade the investigators must acquire white robes inscribed with inverted ankhs which the cultists wear. Local residents do not mention these parades, nor do they easily speak of Omar Shakti. Major ceremonies at Meidum are held at the summer and winter solstices.

Shakti is careful to keep the cult activities out of the public imagination, but he will risk using his considerable powers against any overt attack or midnight burglary. Shakti can easily rid himself of corpses. He will not want to call in the police unless he must. Without good evidence, local or national authorities will not move against Shakti; the British will not act in such minor internal matters.

Omar Shakti

By far the most potent adversary whom the investigators can meet in this campaign, Shakti is cunning, ruthless, and as powerful as a minor god. The investigators should either try to avoid him, or to kill him without warning. This sorcerer is several thousand years old; he has been reincarnated many times, and has seen more of history than anyone of human origin. Should he be killed, it is likely that the gods of the Mythos will raise him again, for he has always faithfully served them. Shakti likes life as a human being. Keepers are advised not to abuse the power he possesses, but to be relentless if investigators persist in confronting him. He disdains mere weapons, though he does keep a revolver in the house. If he is killed, Shakti immediately crumbles into dust, requiring a Sanity roll for any viewers. SAN loss for failures is 1D6 points.

OMAR SHAKTI, Wealthy Plantation Owner and High Priest of the Brotherhood of the Black Pharaoh

STR 13 CON 25 SIZ 10 DEX 17 APP 16
SAN 0 INT 18 POW 50 EDU 10 HP 18

SKILLS: Accounting 65%, R/W/S Arabic 95%, Archaeology 80%, Bargain 95%, R/W/S Chinese (Mandarin) 98%, Cthulhu Mythos 99%, Debate 95%, Dodge 98%, R/W/S Demotic Egyptian 80%, R/W/S English 90%, R/W/S French 95%, R/W Classical Greek 98%, R/W/S Hebrew 98%, R/W Egyptian Hieroglyphs 95%, Hide 35%, History 85%, R/W Latin 98%, Law 65%, Linguist 70%, Listen 70%, Make Maps 75%, Occult 95%, Oratory 95%, Pharmacy 95%, Psychology 60%, Sneak 95%, Spot Hidden 90%, Swahili 95%

WEAPONS: Cult Club 95%, 1D8 damage (can impale); parry 90%

SPELLS: all spells provided in second-edition *Call of Cthulhu*, and all additional spells included in the *Masks of Nyarlathotep* box.

SCEPTERS: Shakti has magical scepters very similar to those of Edward Gavigan and Tewfik al-Sayed, except that Shakti's add 5D20 magic points for spellcasting or resistance. He can call his scepters to his hands so long as he can see them, and only he can wield them. Tied to his life force, they crumble if he dies.

Hetep

Omar Shakti's pretty white cat is more than something to hold in his lap. In one combat round it can transform itself into a cat demon which walks on its hind legs, looking something like a horrible, hairless, wrinkled lion. Its tongue attack is usually made while in pretty-white-cat form. Shakti can speak to the cat, and it is always near to him if not actually carried by him. If slain, the mummy of a cat dead for over a thousand years is left behind. Sanity loss from seeing the cat-demon form is an automatic 1D6 points of SAN.

HETEP: Cat Form

STR 3 CON 4 SIZ 1 DEX 16 APP 13
INT 15 POW 25 HP 3

SKILLS: Understand Arabic 30%, Climb 85%, Understand English 30%, Understand Demotic Egyptian 30%, Hide 95%, Jump 95%, Sneak 95%, Track 75%.

WEAPONS: Tongue Attack 75%, asphyxiation as per Drowning rules on page 16, *Call of Cthulhu* rules.

HETEP: Cat-Demon Form

STR 20 CON 20 SIZ 12 DEX 18 APP 0
INT 15 POW 25 HP 16

SKILLS: Understand Arabic 30%, Climb 60%, Understand English 30%, Hide 75%, Jump 75%, Sneak 80%, Speak Demotic Egyptian 30%, Track 75%.

WEAPONS: Tongue Attack 75%, asphyxiation as per Drowning rules on page 16, *Call of Cthulhu* rules.

Claws 50%, damage 1D6+2+1D6

Bite 35%, damage 1D6+1D6

NOTES: The tongue attack consists of a surprise whiplash of about six feet of scratchy tongue which loops around and begins to choke the throat of the target. Hetep usually then transforms to demon form while it continues the choke, and rips out the target's stomach with its claws. It takes an STR against STR roll on the resistance table to be freed from the tongue. The tongue can be severed by five points of damage from an edged weapon, but someone other than the victim must do the job.

MORE DESPICABLE CULTISTS

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----------|------|----|------|----|----|----|------|
| STR | 11 | 13 | 11 | 12 | 9 | 10 | 18 |
| CON | 9 | 7 | 9 | 10 | 11 | 10 | 18 |
| SIZ | 11 | 13 | 10 | 13 | 13 | 11 | 18 |
| APP | 7 | 8 | 9 | 8 | 6 | 9 | 6 |
| INT | 10 | 12 | 11 | 13 | 13 | 13 | 11 |
| EDU | 2 | 0 | 0 | 1 | 2 | 5 | 0 |
| DEX | 12 | 10 | 10 | 13 | 13 | 12 | 11 |
| POW | 4 | 7 | 7 | 8 | 10 | 11 | 9 |
| HP | 10 | 10 | 10 | 12 | 12 | 11 | 18 |
| dmg bonus | +1D4 | | +1D4 | | | | +1D6 |

SKILLS: Speak Arabic 35%, Cthulhu Mythos 25%, Hide 35%, Listen 45%, Pick Pocket 15%, Sneak 40%, Spot Hidden 45%.

WEAPONS: Cult Club 35%, 1D8 damage plus chance to impale
Short Sword 35%, 1D6+1 damage; parry 15%
Fighting Knife 30%, 1D4+2 damage; parry 15%

THE CLIVE EXPEDITION

Financed by the Penhew Foundation, Dr. Henry Clive and his party are excavating at Memphis, and have been there for five months. The other principal members are Martin Winfield, Agatha Broadmoor, James Gardner, and Johannes Sprech. The rest of the expedition consist of the usual overseers, diggers, waterboys, guides, cooks, etc. All the Egyptian staff are Brotherhood cultists supplied by Omar Shakti; a casual mention in the *Cairo Bulletin* will reveal Shakti's role – on a successful Idea roll.

As they approach the camp, the investigators may notice (successful Psychology or Anthropology roll) the same sullen stares and silences as met them at Shakti's plantation (if they have already gone there). The site at Memphis is impressively well-guarded; it lacks only minefields and machine guns to be up to WWI standards. Winfield greets the investigators and tries to discourage any inspection. Only if the investigators can think of a good

excuse will they even be able to talk to anyone at the site. A "good excuse" might be a forged letter of introduction from Edward Gavigan, a sudden illness of one of the investigators, the presence of an important Egyptian or British bureaucrat or policeman, and so on: the investigators will not be allowed to wander about, peeping, snooping and idly asking questions without good reason.

The Theft of the Remains

The truth of the matter is that scrolls in a coffer in the secret room told the full story of the reign of the evil Queen Nitocris, and identified her remains as present in the chamber. The scrolls admonished that eternal vigilance was necessary lest Nitocris rise from the dead. Clive gave the real scrolls to Omar Shakti, and substituted useless junk from the 12th dynasty to confuse the find.

Nyarlatotep intends that Nitocris return to life. The Brotherhood already possesses the Necklace of Nitocris and the Crown of Nitocris; when they steal the Girdle of Nitocris from the mosque of Ibn-Tulun, they will have all the artifacts required to bring her back to life.

The sarcophagus of the Queen has been moved to the Grand chamber of Nyarlatotep, located far beneath the Giza Sphinx. As Gardner supposes, there is another secret passage in the third pyramid; it leads down and east to connect with a maze of tunnels deep in the rock. The entrance to the hidden passage is nearly 100 feet from the hidden chamber of Queen Nitocris; the entire sarcophagus was raised and moved by powerful magic.

The Story Which Clive Peddles

If they manage to stay for a few hours, the investigators assemble a consistent story from the expedition members. The party discovered a secret chamber in the third pyramid (Menhaura's, the smallest one) which contained the unprepared but preserved remains of an unknown Egyptian queen. No hieroglyphs identified the body, but the marvelous funary trappings convinced Clive that here rested a great ruler. Preparations for removal of the casket and the mummy were made in conjunction with the Egyptian authorities; only an ornate gold coffer containing papyrus scrolls was actually taken from the chamber. "Alas," Dr. Clive says coolly, "all the scrolls were totally illegible, the result of improper sealing when the coffer was originally placed in the secret chamber."

Three nights later, terrible screams echoed from inside the pyramid. When the archaeologists investigated, they found that the mummy, the sarcophagus, and the two Egyptian police guards were missing without a trace. The guards have not been found, and are presumed dead. No one knows how the thieves so quickly removed an alabaster sarcophagus weighing tons; it would have taken the Clive expedition several days, yet from the time of the hideous cry to the time that the party entered the pyramid no more than 20 minutes elapsed. The dust in the corridors was undisturbed except by the identifiable footprints of expedition members and antiquities authorities, nor was there sign of roller marks or of wear at strategic points along the corridors (where winches would have needed to be braced). Everyone expresses bafflement at this turn of events, and worries that this strange incident will somehow discredit the great work of the expedition.

Everyone says that they never have heard of the Brotherhood of the Black Pharaoh or of the Cult of the Bloody Tongue. They know nothing about the Carlyle expedition's work. Clive and the others have heard of the Black Pharaoh, but admit to no special knowledge. Clive explicitly denies that the sarcophagus contained Nitocris, saying that the possibility exists but as a scientist he must be able to prove his conjectures before announcing them. The literal resurrection of Nitocris is condemned by Clive, Winfield, and Gardner as "mumbo-jumbo of the worst kind;" Sprech says nothing; Broadmoor hints it is possible.

If the investigators already know Dr. Kafour (page 14), he confirms that magical resurrection is possible. He has never heard of the Girdle, Necklace or Crown of Nitocris. Both Broadmoor and Kafour say that the likeliest time for the resurrection of Nitocris is the night of or the night before the dark of the moon.

Kafour speculates that while a resurrected Nitocris might be a deadly foe, her true significance may be that efforts toward the return and empowerment of the Black Pharaoh are underway – a vast activation of long-dormant forces, of which Nitocris is but one (powerful) element.

Some Private Opinions

Broadmoor and Gardner are watched constantly, and rarely leave the dig site, but if these two can be talked to alone, they tell a different story. According to either, the mummy was identified as Queen Nitocris from texts which Clive exhibited before they left London. And both believe that the sarcophagus and its contents were not dragged from the pyramid. Agatha Broadmoor says that some supernatural entity was involved, "something ancient and unfathomable." Gardner, a skeptic in many ways, thinks that an undetected passage leads from the secret chamber to somewhere else – perhaps to one of the other pyramids in the area.

The district police agree with this theory, and have spent fruitless days trying to discover the passage.

So far, Broadmoor and Gardner think only that Clive has been overly-discreet in not identifying the mummy. Broadmoor knows that resurrection of the Queen requires the Crown of Nitocris, the Necklace of Nitocris, and the Girdle of Nitocris. By placing these three items on the mummy of the evil queen while conducting the proper ritual, Nitocris will rise from the dead.

Of incidental importance to the investigators is Gardner's belief that the riddle of the Sphinx involves an unnamed ruler of ancient Egypt. Gardner thinks that the reign was long before the advent of the Black Pharaoh (he is mistaken, or course). Gardner does theorize that an underground labyrinth, perhaps an entire city, exists or existed beneath the Sphinx and beyond, and agreed to accompany Clive in order to investigate this. He was quite upset when Clive used the theft of the mummy as an excuse to shift operations upriver to Memphis, making it nearly impossible for Gardner both to fulfill his responsibilities to the expedition and to work on the Sphinx. Clive has claim that the Egyptian authorities refused permission to excavate near the Sphinx, but Gardner doesn't believe this.

Personalities

Dr. Henry Clive

Gray-haired with a small mustache; he affects an aristocratic casualness. He is actually the youngest of three sons born to an impoverished Yorkshire schoolmaster. He is 58, and an excellent archaeologist. Dr. Clive seems kindly, but he has been a cultist for 35 years, and is long-insane. He is not a priest of the cult, though he has considerable magic, and outside of Cairo carries his revolver all the time.

DR. HENRY CLIVE, Archaeologist and Member of the Brotherhood of the Black Pharaoh

STR 10 CON 15 SIZ 9 DEX 12 APP 13
SAN 0 INT 16 POW 30 EDU 18 HP 12

SKILLS: Anthropology 70%, R/W/S Arabic 95%, Archaeology 80%, Astronomy 55%, Bargain 35%, Credit Rating 65%, Cthulhu Mythos 50%, Debate 50%, Read Demotic Egyptian 45%, Egyptology 90%, R/W/S English 90%, Fast Talk 30%, First Aid 65%, R/W/S French 45%, Read Hieroglyphs 85%, History 40%, Law 50%, Library Use 65%, Linguist 50%, Occult 40%, Oratory 20%, Psychology 20%, Spot Hidden 75%, Zoology 15%.

WEAPONS: Cult Club 35%, 1D8 damage with chance to impale
.38 Revolver 25%, 1D10 damage

SPELLS: Call Azathoth, Call Cthugha, Contact Ghoul, Contact Sand Dweller, Contact Nyarlathotep, Contact Yig, Enchant Flute, Mindblast, Shrivelling, Summon/Bind Hunting Horror, Summon Servitor of Elder Gods.

Martin Winfield

He is tall, lean, and blond; he is insufferably smug and malicious. Every investigator who receives a failing Psychology roll immediately hates him; those who receive a successful Psychology roll know that they hate him because the man is a sadistic brute. He is also an archaeologist and member of the Brotherhood; only 24, he is relatively low-ranking in the British branch of the cult. He is the well-connected second son of an M.P. He enjoys inflicting pain, and relishes extracting information from victims. Winfield always carries a riding crop, and always wears a revolver while outside of Cairo. He believes that Clive's methods are unduly conservative and inhibited, though he fears Clive's magical powers.

MARTIN WINFIELD, Archaeologist, Sadist, and Member of the Brotherhood

STR 13 CON 12 SIZ 13 DEX 15 APP 14
SAN 0 INT 15 POW 12 EDU 16 HP 13

SKILLS: R/W/S Arabic 70%, Archaeology 40%, Bargain 30%, Credit Rating 50%, Cthulhu Mythos 40%, Debate 50%, Drive Automobile 80%, Egyptology 55%, R/W/S English 80%, Fast Talk 70%, R/W/S French 65%, Read Hieroglyphs 30%, Occult 10%, Oratory 50%, Ride 45%.

WEAPONS: Riding Crop 80%, 1D2+1D4 damage per 5 minutes of methodical application to immobilized victim
Cult Club 60%, 1D8 damage with chance to impale
20-Gauge Shotgun 55%, 2D6/1D6/1D3 damage at range maximum of 10/20/50 yards respectively
.38 Revolver 45%, 1D10 damage

SPELLS: Contact Ghoul, Dominate (new spell), Dread Clutch of Nyogtha, Enchant Whistle, Summon Byakhee.

Agatha Broadmoor

She is elderly (67) and a bit dotty; she knows nothing of the Mythos or the Brotherhood. She was paid to accompany the expedition because she is a medium, capable of contacting the spirits of the dead by trance. Her true motive in agreeing to accompany the expedition was to exorcise the great evil of Nitocris; with the disappearance of the mummy, she fears the Queen may rise again. Her trances last 1D3 hours and drain her of 5 magic points an hour. One of her seances (she calls them sittings) has a 75% chance to foretell events accurately (but in a vague manner), and the same chance to contact the soul of a specific dead person. While in the trance she does not recall what is asked of her, hence her usefulness to the Brotherhood. She is serious about her gift, and does a sitting only for good reasons.

AGATHA BROADMOOR, Psychic

STR 4 CON 8 SIZ 9 DEX 9 APP 9
 SAN 35 INT 13 POW 16 EDU 12 HP 9 *KL*

SKILLS: R/W/S Arabic 25%, Archaeology 10%, Astronomy 40%, Credit Rating 45%, Egyptology 35%, R/W/S English 70%, R/W/S French 20%, Read Hieroglyphs 05%, Occult 25%, Psychic Arts 75%.

WEAPONS: none

James Gardner

Shorter and stouter than Winfield, he is a good archaeologist strongly influenced by Carl Jung. Gardner has written three books on Egyptology, none of which were well-written or well-received, but a theory he has sponsored concerning an underground maze beneath the Giza Sphinx is essentially correct. Since the theft of the Nitocris mummy, he routinely wears a .32 automatic. He is not a member of the Brotherhood, though he has some inkling of the awful threat of the Mythos through his dream research and his other arcane studies of the human collective unconscious. Clive brought Gardner along because Nyarlathotep told him to; since then, the god has not revealed the purpose behind his command.

Of the Clive expedition members, Gardner is the most likely to be a useful investigator ally. But if he could extricate himself from Egypt and the expedition, he would probably return to England.

JAMES GARDNER, Archaeologist

STR 12 CON 13 SIZ 12 DEX 10 APP 11
 SAN 40 INT 15 POW 7 EDU 16 HP 13

SKILLS: Anthropology 70%, R/W/S Arabic 50%, R/W/S Aramaic 45%, R/W/S Assyrian 05%, Archaeology 35%, Bargain 25%, Credit Rating 30%, Cthulhu Mythos 05%, Debate 35%, Egyptology 40%, R/W/S English 90%, Read Hieroglyphs 15%, History 35%, Library Use 60%, Linguist 05%, Occult 10%, Oratory 25%, Psychology 20%.

WEAPONS: .32 Revolver 25%, 1D8 damage

Johannes Sprech

The fourth archaeologist, Sprech has formidable ability to sight-read hieroglyphics, and is uncannily good with codes and cyphers of many kinds - this last is a talent which the German army found useful in WWI. Sprech is an occultist of some repute who seeks magical artifacts with which he can rescue his beloved Germany from its present agony, granting to his homeland its rightful place on the throne of nations. His occult studies indicate that a champion of der volk soon will arise, but he is unsure who that will be. Since the minions of Nyarlathotep have plans for the Nazi party, they'll keep Sprech alive if at all possible.

JOHANNES SPRECH, Archaeologist and German National Mystic

STR 13 CON 16 SIZ 12 DEX 16 APP 10
 SAN 50 INT 16 POW 17 EDU 13 HP 14

SKILLS: R/W/S Arabic 70%, Archaeology 60%, Astronomy 20%, Bargain 30%, Codes and Cyphers 50%, Credit Rating 25%, Cthulhu Mythos 10%, Debate 50%, Drive Automobile 40%, R/W/S English 55%, R/W/S French 35%, R/W/S German 85%, Hide 60%, History 20%, Jump 40%, Linguist 45%, Listen 30%, Occult 70%, Oratory 40%, Pick Pocket 15%, Pilot Aircraft 20%, Psychology 15%, Ride 25%, Sneak 50%, Spot Hidden 50%, Swim 50%, Throw 45%, Track 10%.

WEAPONS: 9mm Automatic Pistol 65%, 1D10 damage
 Fist 65%, 1D3+1D4 damage
 Kick 45%, 1D6+1D4 damage
 Fighting Knife 45%, 1D4+2+1D4 damage; parry 35%
 Nightstick 35%, 1D6+1D4 damage; parry 40%

NOTES: Sprech always carries his Luger in a holster, and always has a fighting knife strapped to his right leg.

DOMINATE, a new spell

This spell requires 1 magic point to cast, and costs 1 SAN point as well. The effect is instantaneous. Pit the caster's POW against the target's POW: upon a successful roll, the target obeys commands of the caster for the duration of the next melee round. The commands must be intelligible to the target, and they must not violate the basic nature of the target (a command to kill a friend or to commit suicide, for instance, will not work), or the spell will be broken. If broken, the spell must be successfully recast for further effect.

Dominate affects only one target at a time, and has a maximum range of 10 yards. It can be cast and recast as many times as the caster finds possible, allowing the target to be uninterruptedly controlled for several game minutes. Each recasting requires a POW against POW resistance roll and the loss of 1 magic point and one SAN point. Recasting takes only an instant, and commands may be given in the same round. Dominate can only be cast once per round.

SIX CULTIST GUARDS

| | 1 | 2 | 3 | 4 | 5 | 6 |
|-----------|------|-----|-----|-----|------|-----|
| STR | 12 | 9 | 10 | 11 | 13 | 11 |
| CON | 10 | 11 | 10 | 9 | 7 | 9 |
| SIZ | 13 | 13 | 11 | 12 | 13 | 10 |
| APP | 8 | 6 | 9 | 7 | 8 | 9 |
| INT | 13 | 13 | 13 | 10 | 12 | 11 |
| EDU | 1 | 2 | 5 | 2 | 0 | 0 |
| DEX | 13 | 13 | 12 | 12 | 10 | 10 |
| POW | 8 | 10 | 11 | 4 | 7 | 7 |
| HP | 12 | 12 | 11 | 10 | 10 | 10 |
| dmg bonus | +1D4 | --- | --- | --- | +1D4 | --- |

SKILLS: Speak Arabic 55%, Cthulhu Mythos 35%, Speak English 10%, Hide 75%, Listen 55%, Pick Pocket 45%, Sneak 60%, Spot Hidden 45%.

WEAPONS: Cult Club 55%, 1D8 damage, plus chance to impale
 Fighting Knife 50%, 1D4+2 damage; parry 40%
 Short Sword 35%, 1D6+1 damage; parry 15%
 Garotte 20%, 1D3 choke damage per round; STR vs. STR to break free

Besart, Wassif, and Kafour

*Three men have information vital to the investigators.
To get the men to talk, the investigators must be ingenious and persistent,
and perhaps imprudently honest.*

WARREN BESART

Find The investigators can find Roger Carlyle's former agent by asking at the French Ambassador's office or the police at "Main Station," a fictitious police station adjacent to the Ezbekia Gardens. Both show his current address as The Red Door, Street of Scorpions, in the Darb el-Ahmar (the "Red Alley"). The Red Alley is another part of the Old City, a bazaar located along Shari'a Muezzin Allah. The investigators must explain why they wish to find Besart; the keeper must decide how reasonable their explanation sounds, and whether or not a bribe or arm-twisting help matters along.

The single red door in the Street of Scorpions opens into a clothing shop owned by Abou Udhreh. Besart hides in a small room in the back. Abou denies that Besart lives there; that is their agreement, for Besart does not want to be located. A successful Psychology roll shows Abou to be lying — Abou even glances at a curtained archway at the back of the shop which leads to the door of Besart's tiny room.

The investigators may stake out the shop, or bull their way into the back room; Abou will not resist a group of determined foreigners, nor does he much care about the fate of Besart. If they stake out the shop between 6-8pm, they spot Besart sallying out to eat. He dresses in a djellaba with the hood pulled over his face, but a successful Spot Hidden or an Anthropology establishes that his shoes are European, that he is excessively tall for an Egyptian, that his djellaba is different from Abou's, and that his stride differs from those walking near him. When Besart's face can be seen, it is sunken and pale, with a scruffy, blond beard.

Besart's days are spent smoking hashish in order to dispell the terrible sights he witnessed while working for Roger Carlyle. He is functionally insane because of them, and only intimidation starts him speaking. Otherwise he runs. When caught, he snivels, but is afraid to cause much of a scene. He lets the investigators lead him back to his filthy room.

The room is tiny, nearly filled by a foul bed, two filthy cushions, and a worm-eaten low table. The keeper should leave some doubt in the players' minds about Besart — is his tale true, or a lie covering even more sinister events, or the worthless fantasy of a drug addict? Besart can be bribed with hashish or other drugs.

Besart's Story

As Besart begins, his English alternates from precise to incomprehensible. Sometimes he lapses into French, or gutter Arabic. At other times he pauses to light an acrid pipe; a successful Pharmacy or Botany roll identifies the smoke as a poor grade of hashish. Occasionally Besart completely forgets what he was saying. Near the end of his tale he begins to sweat profusely. Yet his voice sounds empty of emotion, as though his soul had long since fled his body.

A lawyer got Besart to agree to act as purchasing agent for Carlyle, who was represented to Besart as a fabulously-wealthy American. On written instructions from Carlyle, Besart purchased certain artifacts from Faraz Najir and shipped them illegally out of Egypt to Sir Aubrey Penhew in London. He knew the artifacts were ancient, but knows nothing of their power or significance.

When the Carlyle expedition came to Egypt, Besart arranged for all their equipment and permits. Their main site was at Dhashur (about 20 miles upriver from Cairo), in the area of the Bent Pyramid. !

One day at Dhashur, Jack Brady came to Besart and told him that Carlyle, Hypatia Masters, Sir Aubrey Penhew, and Dr. Robert Huston had entered the Bent Pyramid and then vanished. Brady was excited, and suspected foul play, since the diggers had fled the site and work had come to a stand-still. ?

"The next morning, Carlyle and the others reappeared. They were excited by some tremendous find, but what it was, they would not say, nor did I learn, for Sir Aubrey was a fiend for secrecy. All of them had changed in some inexplicable way, and a way not for the better; I did not ask further.

"That evening, an old Egyptian woman visited me. She said that her son had been one of the diggers who had fled because Carlyle and the others had consorted with an ancient evil, the Messenger of the Black Wind. She said that she could recognize that the souls of all the Europeans but Brady and myself were lost but, if I wanted proof, that I should go to the Collapsed Pyramid at Meidum at the time when the moon is slimmest — the night before the dark of the moon. God help me, I went! Best Plan

"I took one of the trucks, pretending to leave for a night in the pleasure quarter of Cairo. But instead I drove

Dhashur

the 20 miles south to Meidum, and secreted myself where she advised. There in the midnight blackness I saw Carlyle and the others disport themselves in obscene rituals with a hundred other madmen. The very desert came alive, crawling and undulating toward the ruins of the pyramid. To my horror, the stone ruins themselves became a skeletal, bulging-eyed thing!

"Strange creatures emerged from the sands, grasped the dancing celebrants and, one by one, tore out their throats, killing all until only the Europeans (and one other robed celebrant) remained.

"Something more loomed out of the sand, the size of an elephant but with five separate shaggy heads. Then I realized what it was - but it is madness to speak it! I saw it rise and in a great ravaging swallow as one all the torn corpses and their hideous murderers, leaving alive only five people amidst the stench of the bloodsoaked sands.

"I fainted. When I recovered, I wandered into the desert. There further horrors awaited me. Stumbling up a rise in the predawn, I saw beyond hundreds of dark sphinxes, rank upon rank drawn up and waiting, waiting for the hour of madness when they will spring to devour the world! I fainted again, and this time I left the world for many months.

"A man found me; for two years he and his mother cared for me - me, a man mindless and returned, I came back to Cairo. But I began to dream! Only hashish helps now, or opium if it can be found. My supply is low again, and my life intolerable without it. Will you gentlemen please contribute? Only strong drugs keep me from insanity. Everything, gentlemen, everything is lost. There is no hope for any of us. Everywhere they wait. Perhaps you will join me in a pipe?"

Whether or not the investigators agree to give Besart cash for more drugs, he tells them that the woman who told him of the evil ceremony was named Nyiti, and her son was Unba. Both lived in El Wasta, a Nile town south of Meidum, easily reached by train, car, and steamer.

WARREN BESART, Madman Hashish Addict

STR 3 CON 6 SIZ 13 DEX 7 APP 6
SAN 3 INT 13 POW 10 EDU 15 HP 10

SKILLS: Accounting 45%, R/W/S Arabic 55%, Egyptian Archaeology 70%, Bargain 55%, Cthulhu Mythos 35%, Drive Automobile 30%, R/W/S English 65%, R/W/S French 75%, Evaluate Hashish 65%, Law 30%, Linguist 50%, Psychology 30%.

WEAPONS: .32 Revolver 35%, 1D8 damage
Kick 1D6-1D4

NOTE: Besart long-since pawned both of his firearms; his Kick is lowered by his now-negative damage bonus.

WHAT BESART SAW IN THE DESERT

The climax to the orgiastic ritual in the desert was the appearance of the Black Sphinx, a fearsome entity of great power. Investigators will not likely survive such an encounter. But Besart's final memory, of a desert army of sphinxes waiting to attack, may be verifiable. The contours of the Great Sphinx at Giza are very like those of *yardangs*, wind-carved landforms which occur in many deserts, and which can sometimes be found in striking and suggestive groups, like great crouching beasts. Insane or shaken investigators might stumble into such terrain, to their players' infinite horror and the keeper's amusement.

NIGEL WASSIF

The *Cairo Bulletin* is an English-language weekly owned by the anglophile journalist, Nigel Wassif. Its offices are conveniently just across the square from whatever hotel in which the investigators stay, and its back issues are just what they need to read up on the Carlyle expedition while it was in Egypt. In his early 40's, Wassif is well-fed, and has slicked-down hair and a pencil-thin mustache. His clothes are excellently-cut and conservative. He is always very clean, and remarkably alert to the social implications of a situation; however, in some ways he is dense and unseeing, and his paper unperceptive in its reporting, though impeccably covering debuts and fancy-dress balls.

Wassif can be used in a fashion similar to that for Mickey Mahoney in the London section of this campaign, but where Mickey is cynical and brash, and makes no bones about the poverty of his upbringing, Nigel obsequiously strives for exquisite taste in the pages of the *Bulletin*, though he never censors his gossipy 'Events' column. He is the illegitimate son of an Egyptian noblewoman who died at his birth. He believes that his father was an exceedingly high-titled English nobleman. He implies that he is of royal blood, though he never makes a particular claim. A lot of influential Cairenes believe him, mostly because Nigel so thoroughly believes it himself.

Nigel Wassif has long had access to the highest levels of the Egyptian aristocracy and government, and his excellent English and French, his suave manners, and his unimpeachable discretion have opened the doors to all the foreign social sets in the capital. Only one British functionary in Egypt knows that Nigel is an intelligence agent for King George V. If the investigators make a polished and intelligent appearance at the *Bulletin*, Wassif may mention them in routine dispatches. If they are rude, loud, or otherwise uncivilized, he will not, and this potentially valuable alliance for the investigators will never occur.

Information Gleaned at the Cairo Bulletin

All the information in the *Cairo Bulletin* is available in any respectable Cairene newspaper.

The best item in the *Bulletin* is a photo showing Sir Aubrey, Roger Carlyle, Hypatia Masters, and Dr. Robert Huston emerging from a dinner in their honor at the Turf Club, two days after their arrival in Cairo. Carlyle is blond and handsome; Huston is darker and plumper, with a somewhat worried smile; Sir Aubrey is white-haired, tall, and distinguished; Hypatia Masters is blond and beautifully-gowned. A large, heavily-bearded man in a tight tuxedo in the background may be Jack Brady, but as a mere employee he is unidentified.

Bits of data in the society and news sections of the *Bulletin* weave a single story. The expedition arrives in Cairo in May of 1919, avowedly to survey for and excavate for the third dynasty of Egypt, a shadowy period. After investigations near Giza, work shifted first to a Saqqara site and then to Dhashur. Since the specific digs seemed unrelated to known third-dynasty locations, speculation arose about secret purposes of the expedition, and the Black Pharaoh was mentioned several times. Later, rumor persistently maintained that the expedition had made an astonishing find.

In July of 1919, the expedition suddenly embarked for Mombasa, ostensibly on holiday, and in fact Roger Carlyle was frequently reported to be sick just before this time. As spokesman, Sir Aurbrey indicated that the summer was too hot for Carlyle, and also implied that the impending seasonal flood of the Nile would cover an important site for several months. Several photos show Hypatia Masters with her camera (“Miss Masters Prepares for a Camera Safari in Kenya”), but a successful halved Spot Hidden roll reveals that the background of one of the photos contains part of a calendar page for May – photos which Wassif then ran in July were actually taken during the first few days after the arrival of the expedition, and are no evidence of her later appearance. Wassif will shrug, but not remember using earlier photos, for that is common newspaper practice. Miss Masters also “fell ill” in June, and had not recovered when the group departed for Kenya. Wassif does remember that the Carlyle expedition “was simply horrid” in keeping visitors away from its sites, including the press.

He also recalls that the principals of the expedition had dinner several times with Omar Shakti, a wealthy cotton plantation owner whom Wassif finds repellent and whose private reputation is unsavory. Wassif will not say it to strangers, but he knows Shakti to be connected to the Brotherhood of the Black Pharaoh, an organization he fears and feels to be the great shame of Egypt. If the investigators prove to be reliable friends, he may share this secret.

Incidentally, he adds, another Penhew Foundation expedition is in Egypt. The Clive party is excavating at Giza, and they recently unearthed the mummy of an unknown female from a secret chamber in the smallest of the three Great Pyramids. Several authorities have speculated that it is Queen Nitocris, a mysterious figure of the sixth dynasty. Before tests could be carried out or the mummy unwrapped, the sarcophagus and contents disappeared, to the bewilderment of all concerned. Considerable efforts by the police have turned up no leads. The site was well-guarded, and only one entrance to the secret chamber existed.

Wassif might help respectable investigators in several ways. He could find a reliable guide for them. He or the guide might help them find Najir or Besart. Wassif will pay a few piastres per news story that the investigators furnish – hardly enough to use to support themselves – but he’ll refuse anything too controversial. If asked about research libraries, etc., he will direct them to the excellent Egyptian Museum, and commend to them an acquaintance there, Dr. Ali Kafour, who may be able to clear up bureaucratic snags holding back permits, or might ease small problems with the police.

NIGEL WASSIF, Proprietor of the Cairo Bulletin and Agent for the King of England

STR 11 CON 13 SIZ 13 DEX 11 APP 13
SAN 75 INT 15 POW 15 EDU 12 HP 13

SKILLS: Accounting 20%, R/W/S Arabic 70%, Archaeology 05%, Bargain 50%, Credit Rating 95%, Debate 10%, Drive Automobile 30%, R/W/S English 80%, R/W/S French 65%, History 20%, Law 15%, Library Use 35%, Oratory 20%, Polo 40%, Psychology 25%, Ride 50%, Spot Hidden 35%, Tennis 35%.

WEAPONS: Polo Mallet 40%, 1D6 damage

DR. ALI KAFOUR

Even if the investigators somehow ignore the *Cairo Bulletin*, the Egyptian Museum is the most likely and systematic Mythos source in Egypt; by chance they can be routed to Dr. Kafour, or the keeper might make them work their way through a bureaucratic maze in order to reach him. The Museum, a staggering storehouse of Egyptian antiquities, is not far from the Nile and the Great Nile Bridge. A prominent landmark in the city with its large ochre dome, this former palace houses an ever-growing collection of everything precious to the Egyptian past. It is open to visitors from 9am to 4:30pm.

Dr. Kafour is a short, thin man, alert and intelligent, who has never lost his love for the occult. When this 63-year-old grows excited in conversation, he characteristically jumps up and down with impatience. He is kindly and able. He may well be able to help investigators protect themselves from certain Mythos spells and creatures: he is an Egyptian ritual magician of some capacity, though he wants no one to know that he dabbles in sorcery.

The museum has a large collection of Egyptian occult material; much of it is in hieroglyphics on papyrus scrolls. There also is a complete copy of the *Al Azif* (the *Necronomicon*) in Abd Al-azrad’s Arabic. Dr. Kafour, the resident expert in occult matters, oversees this portion of the museum. His interest will be piqued if the investigators ask about the Carlyle expedition or about the Black Pharaoh. If the investigators hide their intentions with irrelevant researches, the good doctor will dismiss them: he is a busy man.

The core of the occult collection of the Egyptian Museum rests within several adjacent underground vaults of thick steel (to guard against damage from the nearby Nile). Vault walls are uniformly STR 100; the vault doors are STR 130 and sealed by excellent combination locks designed and built in Munich. Dr. Kafour has memorized the combinations; another set of the combinations rests in the ultra-secure and efficient offices of Munchen Geldschrankwerk; a third and final set is in a sealed envelope in the personal safe (door is STR 50) of the Director of Antiquities, located on the second floor of the museum. Additionally, and unknown to anyone but Kafour, he has cast Egyptian ritual magic as STR 16 warding for the entire collection: see *The Seal of Isis* for a description.

Even if Kafour cooperates and grants the investigators permission to examine the occult holdings, the investigators need to be able to read hieroglyphic Egyptian of various dynasties and conventions, demotic Egyptian, Arabic, Greek, Latin, Aramaic, and Hebrew. If the investigators manage to intrigue him, Dr. Kafour will do some of the research.

Information From Dr. Kafour

THE CARLYLE EXPEDITION: Dr. Kafour believes that the Carlyle expedition uncovered a secret pertaining to the Black Pharaoh, and that the discovery somehow led to their slaughter in Kenya. Sir Aubrey Penhew had long studied the Black Pharaoh, and Kafour and Penhew had discussed the topic and traded information about that subtle presence.

When he last came to Egypt, Sir Aubrey did not seek out Kafour. When Kafour visited the expedition dig near Dhashur, Sir Aubrey rudely rebuffed the doctor. Kafour vividly recalls marked changes in Sir Aubrey - physically the man seemed younger, and emotionally he was withdrawn, aloof, and curiously cruel.

THE BLACK PHARAOH IN HISTORY: At the end of the third dynasty a man known as Nephren-Ka came to Egypt. Nephren-Ka was a powerful sorcerer; he brought madness and death to his enemies at the flick of a finger. The stories say that he came from an ancient city in the deserts of Arabia, whose name was Irem, the City of Pillars. This place is mentioned in Al Azif. All who knew of it held it in dread.

Nephren-Ka revived the worship of an old, foul god - the Black Pharaoh. Soon Nephren-Ka and that god were interchangeable in the minds of the people, and the sorcerer became known as the Black Pharaoh. Now no one can distinguish their deeds and legends.

For many years the Black Pharaoh fought with Zoser's successors of the third dynasty for control of the land; so great was the power of the Black Pharaoh that no record of them now remains. For a time, Nephren-Ka ruled the Nile and its peoples. At last Sneferu arose, and founded the fourth dynasty, and with the aid of the goddess Isis thwarted the evil magic and slew Nephren-Ka.

Remarkably, however, a pyramid was built to contain the sorcerer's body - Kafour speculates that this perhaps insulated Egypt from still-potent magic within the corpse - but this structure collapsed even while Sneferu was building a second. The Collapsed Pyramid is at Meidum; the second pyramid is the Bent Pyramid at Dhashur. Records imply that Nephren-Ka's corpse was removed from Meidum and placed within the Bent Pyramid, but exploration of the site has discovered no trace. Another pyramid at Dhashur, the Red Pyramid, is also attributed to Sneferu: this pyramid is said to guard Dhashur, lest Nephren-Ka rise from the dead.

Upon his triumph, Sneferu ordered all traces of the Black Pharaoh stricken from the land. Nevertheless, worshipers of the Black Pharaoh remained, and craved the evil one's return. In time, the worshipers were driven south, out of Egypt and into the hideous swamps beyond the Sudan.

In the sixth dynasty, the cruel Queen Nitocris was thought in league with a new cult of the Black Pharaoh; though the proof of this is subjective, Dr. Kafour believes it to be true. In an aside, Dr. Kafour casually mentions that the Black Pharaoh is sometimes called by the name Nyarlathotep.

LEGENDS OF THE BLACK PHARAOH: Some say he was one of a pantheon of abominable deities more ancient than the gods of Egypt. These old gods were utterly inhuman, and were dedicated to chaos and madness. ☐ Nephren-Ka was said to possess a tremendous beast, of which the Sphinx at Giza is a small, inaccurate representation. ☐ The voice of Nephren-Ka is said to have been carried throughout the land within a black wind, a wind which destroyed at his whim. ☐ A prophecy implies that the Black Pharaoh will arise "fingers and toes after the Great Good One," a reference which many have taken to mean 20 centuries after Jesus. A new age then begins, destined

to end the dominance of mankind upon the Earth, and to bring freedom and stark truth to the Black Pharaoh's followers. ☐ Man-like but inhuman worshipers of the Black Pharaoh were said to lurk underground in the deserts, occasionally waylaying innocent passersby. ☐ The Great Sphinx at Giza is said to have had an unusual function in hideous rituals held by Nitocris.

Rituals are held during New Moon
WHAT DR. KAFOUR BELIEVES: He holds that the Black Pharaoh and Nephren-Ea existed, as yet do the pantheon of gods of which the Black Pharaoh was a part; he calls them the Elder Gods, and they are led by the demon sultan Azathoth. Dr. Kafour has seen servitors of these gods in the desert, and knows for a fact that the Brotherhood of the Black Pharaoh exists in present-day Egypt, though he knows nothing of its organization, leadership, or activities. He also suspects that worship of the Black Pharaoh is growing in other parts of Africa. For example, he has heard of a cult called the Bloody Tongue in Britain's Kenya Colony. The cult worships a monstrous god which is another aspect of the Black Pharaoh.

QUEEN NITOCRIS: The unidentified mummy recently stolen from the Clive expedition at Giza undoubtedly was the remains of that beautiful and evil ruler. She had been buried alive, but no trace was found until the Clive expedition uncovered the secret room in the smallest of the Great Pyramids. How or why she was stolen he does not know, but he thinks that the theft may relate to the prophesied return of the Black Pharaoh.

THE PENHEW FOUNDATION: Though he has always respected Sir Aubrey, director Edward Gavigan, and the efforts of the Penhew Foundation, since Sir Aubrey died there have been ten Foundation expeditions to Egypt: among them there have been at least 20 deaths, numerous disappearances, several suicides, and one certified case of madness. Most have followed the same pattern of paranoid secrecy, erratic excavations, and bizarre incident as was set by the Carlyle expedition.

AL AZIF: The Arabic Necronomicon in the museum's collection contains much of the Black Pharaoh information which Kafour relates to the investigators. It contains much more, and is definitely dangerous to life and Sanity to read. Kafour will not easily let anyone pore through such a tome.

DR. ALI KAFOUR, Ph.D., Curator of Occult Materials and Ritual Magician

| | | | | |
|--------|--------|--------|--------|--------|
| STR 7 | CON 14 | SIZ 12 | DEX 13 | APP 15 |
| SAN 70 | INT 18 | POW 16 | EDU 18 | HP 13 |

SKILLS: Anthropology 60%, R/W/S Arabic 100%, Archaeology 95%, Astronomy 75%, Bargain 65%, Credit Rating 95%, Cthulhu Mythos 20%, Debate 50%, Drive Automobile 30%, R/W/S English 85%, Read Demotic Egyptian 65%, R/W/S French 80%, Geology 50%, R/W Hebrew 60%, Read Egyptian Hieroglyphs 90%, Egyptian History 95%, R/W Latin 40%, Law 50%, Library Use 95%, Linguist 75%, Occult 80%, Oratory 60%, Psychology 50%, Sneak 40%, Spot Hidden 50%, Spot Hidden 50%.

ATTACK SKILLS: none

SPELLS: Chant of Thoth, Seal of Isis, Voice of Ra. All of these spells are Egyptian ritual magic requiring long rituals and a number of components for successful casting. The keeper may supply more such spells. See the accompanying box for descriptions of these three spells.

THE THREE SPELLS OF DR. KAFOUR

The Chant of Thoth

For every magic point sacrificed with the chant, the caster adds two percentiles to his chance to gain knowledge, learn a spell, translate a passage, discover the meaning of a symbol, etc. To discover how to translate a particular hieroglyph, for instance, the caster must already know how to translate hieroglyphs. This spell requires 30 minutes to cast. It costs 1D4 SAN to work.

Seal of Isis

This spell wards a 50x50 foot area; it is usually cast to guard a tomb or a treasure. With it Kafour has warded the occult collection vaults at the museum. Casting requires one hour,

and magic points must be expended simultaneously. Any spells cast at items in the hoard are resisted by the magic points in the warding, whether the spells are sensory or aggressive. It provides no particular physical resistance and cannot be used upon people, only inanimate objects. This spell costs 1 SAN to cast.

Voice of Ra

Casting this spell requires the sacrifice of 5 magic points. The ritual takes two hours to complete; a variety of herbal components are burned during the casting. The spell adds 1D10 APP to the caster and increases by 20 percentiles the caster's Bargain, Credit Rating, Debate, Fast Talk, Oratory, and Psychology skills for 24 hours. Dr. Kafour sometimes uses this spell during budget councils or weekly staff meetings; it is the way he got his wonderful German vaults. This spell costs 1 SAN to cast.

The Horrors Below

The cultists openly parade to their foul ceremonies; to follow their clear trail, one must also dare that which lurks in the dark and loathsome passages far underground.

It was then that the smile of the Sphinx vaguely displeased us, and made us wonder about the legends of subterranean passages beneath the monstrous creature, leading down, down, down to depths none might dare hint at – depths connected with mysteries older than the dynastic Egypt we excavate, and having a sinister relation to the persistence of abnormal, animal-headed gods in the ancient Nilotic pantheon.

from "Imprisoned With The Pharaohs"

Entrances to Horror

There are four entrances to the labyrinth below (the presence of which James Gardner so brilliantly hypothesized). The two burial shafts (Entrances B and C) are two of many which surround the Giza pyramids. The investigators must be looking for some sort of entrance before the keeper should request a luck roll to find one of the burial shaft entrances or the hidden entrance (D) near the Menkaura pyramid. If the roll succeeds, tell the investigators merely that the shaft likely leads to 'something.' Choose randomly whether they find Entrance B, C, or D – they will find A only by impersonating cultists on a ritual night.

ENTRANCE A: The first is a stele erected by Thutmose IV. It stands before the Sphinx. Its four sides exhibit the lengthy tale of how Thutmose found the Sphinx buried in the Egyptian sands, and how he unearthed it. Scattered in

a subtle pattern through the front side of the stele are 13 glyphs which, if taken together, form a statement:

Mighty Is the God Whose Breath Brings Death and Whose Form Brings Madness!

At night, by reciting aloud this passage in ancient Egyptian (demotic pronunciation will serve), and by sacrificing 12 magic points to the stele, the stele becomes intangible and translucent though still visible. This effect lasts for two minutes. An investigator with 25% or better Cthulhu Mythos might guess the pronunciation of the ritual statement after a successful Idea roll. Among the cultists, only the high priest knows the ritual phrase which opens the way. Upon sacrificing his magic points, the high priest enters, followed by an eager crush of insane cultists.

Once within the stele, entrants instantaneously find themselves in a chamber (a circled-A on the accompanying map) which exits into a tunnel. There is no trace of the surface world, now more than 200 feet above. By standing in the center of the chamber and invoking the name of Nyarlathotep, the speaker of the name is transported back to the surface.

Investigators disguised as cultists can pass freely through the stele (or enter without disguise) while the spell keeps the stele open.

ENTRANCE B: A second entrance, a circled-B on the accompanying map, is a hole in the ground located about 300 yards south of the stele entrance. The shaft falls 50

Luck Roll

! !

feet straight down without a break, then bends to the left and becomes a ramp declining at nearly 20 degrees for another 200 feet. Cultists occasionally throw or lower a victim down here, and passersby occasionally contribute garbage. The hole is fenced-off; it is wide enough only to admit one climber at a time. The walls of this shaft are nearly impossible to climb up or down without proper equipment (subtract 60 percentiles from every climber unsupported by climbing gear). The walls have few handholds, and most of the surfaces are slimy – who knows from what!

ENTRANCE C: The third entrance, a circled-C on the accompanying map, is another burial shaft – this one 300 yards north. In most respects it is identical to Entrance B, except that the shaft bends slightly several times before concluding 50 feet down and turning into a steep ramp. The walls are equally slick and difficult to climb – subtract 60 percentiles from any Climb made without proper equipment.

ENTRANCE D: This entrance, a circled-D on the accompanying map, is found beneath an ancient-looking stone slab in the rock tombs some 50 yards southeast of the Menkaura pyramid. It connects with the long, winding main tunnel which ends at the secret chamber of Queen Nitocris within the Menkaura pyramid. Its sloping stone floor is easily negotiated.

The Main Tunnel

Far below the earth the silence is ceaseless and oppressive. A terrible impression of the huge weight of suspended

stone and earth is forced upon anyone who enters. Occasional gusts of wind pass down the main tunnel, causing candles or torches to gutter momentarily.

The main tunnel winds from the secret chamber of Queen Nitocris all the way to the entrance chamber below the stele of Thutmose (Entrance A); it is about a mile in actual length, though it negotiates a straight-line distance little more than half that. Approximately mid-way between those points is the Grand Chamber of Nyarlathotep, where horrible rites occur. The main tunnel is of hewn stone, obviously man-made. The floor of the main tunnel is generally level, and always at least eight feet wide and eight feet high.

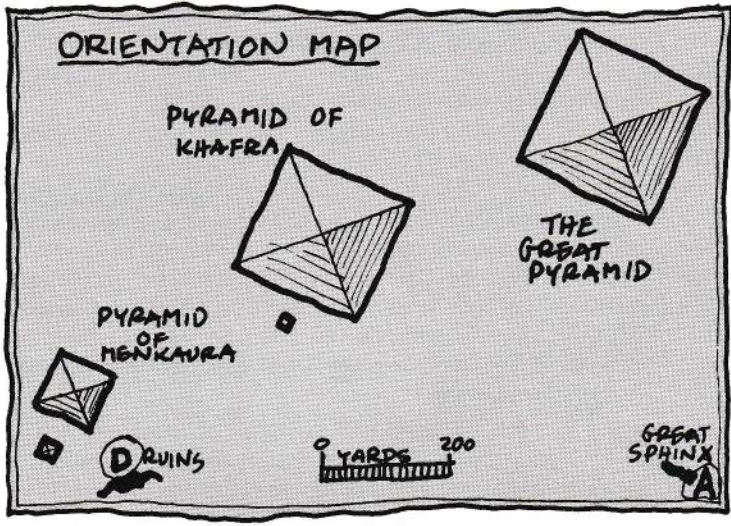
There is no light, except for an occasional glow from livid purple or putrid green fungi – slimy stuff disgusting to touch. Side tunnels and tiny votary alcoves frequently open to either side. Along the main tunnel, loathsome images panel the walls, depicting men with the heads of animals, animals with human limbs, and alien entities performing cruel, disgusting, and obscene activities. If the investigators use lights and thereby comprehend the pictures, they risk a loss of 1D3 SAN points.

The Branch Tunnels

Some parts of these black passages are obviously cut from the stone; other parts look like old watercourses or rock fractures; other parts look as if acids had eaten through the stone; still other parts have obviously been hacked clear by alien tooth and claw. On the accompanying map,



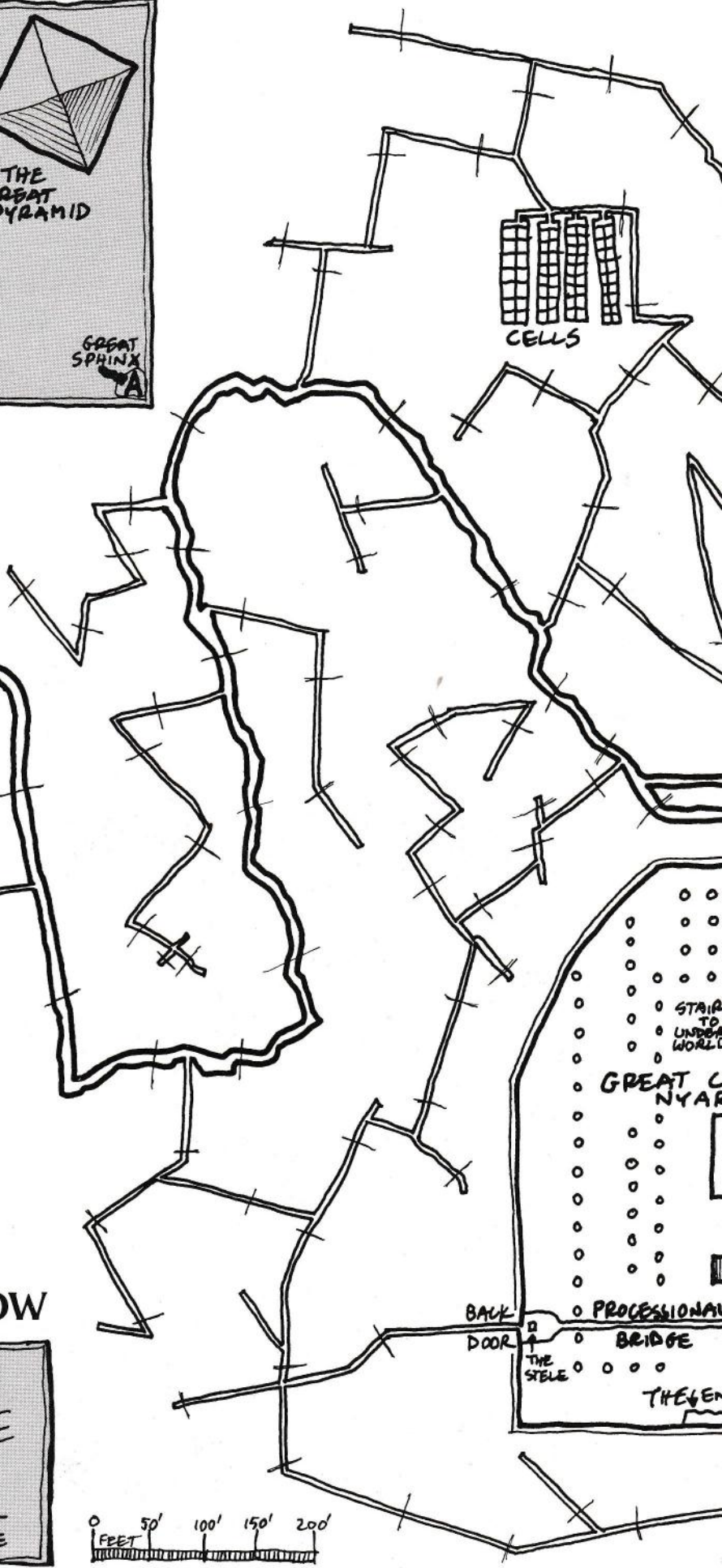
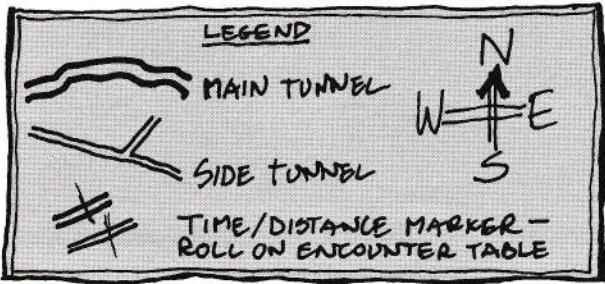
ORIENTATION MAP

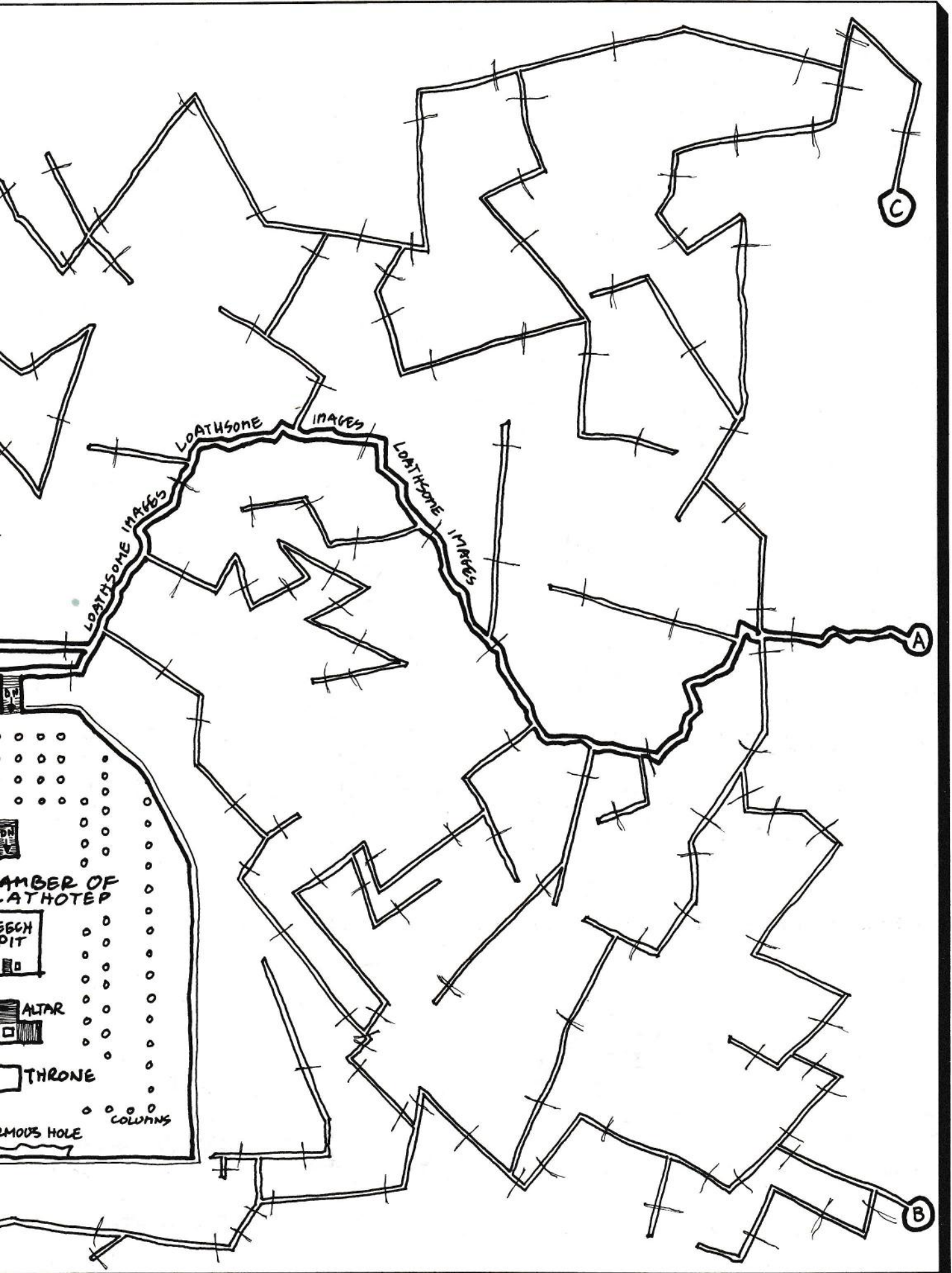


TO SECRET CHAMBER

D

The Tunnels Below





The floor is of flecked black marble. Cultists boast that each fleck is a soul snared by their lord; the floor is exceptionally shiny and slick. The hall is approximately 400 x 500 feet, with ceilings (if they could be seen) soaring to a height of more than 100 feet. The hall is so vast that only loud noises echo – ordinary voices do not.

THE PILLARS: numerous ebon pillars support the enormous vaulted ceiling; with proper light – a flashlight will do – their tops are seen to be splayed out, depictions of black trees which visibly wave from some extra-dimensional wind; all viewers lose 1D2 SAN when seeing this.

STAIRS TO UNDERWORLD: entirely different from those leading into the Great Chamber, these stairs lead to a floor or places lower than the chamber. A hideous ruby light pours up from below; the stairs disappear down into the red-glowing mist. Occasional hideous shrieks or moans can be heard. These stairs lead out of this scenario and into adventures of the keeper's devising. If the keeper wishes to refuse the investigators entrance to the underworld, put an invisible shield across the steps.

THE LEECH PIT: this open pit is 75 feet square and averages 20 feet deep. Water fills it to within eight feet of the top. At first this water looks totally black, but a successful Spot Hidden roll notes the ceaseless play of minute ripples across it. The unfortunate who slips or is thrown into the water learns that the water is filled with hungry leeches. He loses 1D3 STR per melee round until dead: once he is pulled out of the water, 3 successful DEXx1 rolls will pull off all the leeches. These need not be consecutive and more than one person can try at the same time. The leech-coated survivor's Sanity loss is 2 points SAN lost if the Sanity roll succeeds, and 2D10 loss if the Sanity roll fails.

With a second successful Spot Hidden, a set of narrow, slippery, railingless black marble steps can be detected leading into the leech pit. Tethered beside the steps is a jet-black ceremonial raft which is poled around the pit, insuring that the sacrifices feed all the leeches, and not just the swarms lurking near the walls of the pit. The raft and its two attendants can handle four unconscious victims at a time.

Sometimes an undrugged victim is randomly hurled onto one of the shoals in the pit: these shoals are built up entirely of human bones and skulls, and rise to within about 18 inches of the surface of the water. A victim thrown to such a place may survive from several minutes up to half an hour.

Once weekly, the cult casually dumps a dozen or so people into the pit: there is a 10% chance that the investigators will witness one of these routine feedings. On ritual nights, however, fifty or more drugged or screaming humans are flung to their doom. Great booms are mounted at the corners of the pit for these rituals, so that victims can be lowered in, become coated with leeches, and then raised again, prolonging death and allowing the cultists to savor the situation. Watching leeches drain someone of blood costs 1 SAN point with a successful Sanity roll, and 1D8 points SAN with a failed Sanity roll.

THE ALTAR: the altar is about 25 feet square at the top. From three sides, steps lead 15 feet up to the top, where

the sarcophagus of Queen Nitocris rests on a white sacrificial block. Stone braziers are built into the four corners of this altar; they burn with a sickly yellow light.

THE THRONE: beyond the altar is another structure, a hideous throne of vile green stone, carved with violent and cruel acts performed by humans, Sand Dwellers, Deep Ones, and other species and entities. The two seats of the throne are designed for human-sized figures. Hieroglyphics above proclaim this the throne of Nitocris. The throne block stands nearly 30 feet above the floor. To the front, facing the hall, a set of narrow and precarious steps leads steeply down to the floor of the hall.

THE PROCESSIONAL BRIDGE: as one faces the hall from the throne, a long bridge leads horizontally to the left wall of the hall. Its supports are also carved with vile figures and writhing tentacles. The bridge is of the same bilious green stone as the throne block, and has no railings. Its surface is 30 feet above the floor. In ancient times Nitocris and her priests and priestesses strode across this bridge, awing the gibbering faithful gathered below.

THE STELE: the bridge leads to the wall, where a stele stands a few feet out from the wall. This stele is the same size as the one before the Sphinx, though the glyphs are different. The functions of the two steles are identical, though only the priests of the Brotherhood know the special invocation which allows them to individually transport from the entrance chamber and to emerge from this stele. Made intangible, both steles lead to the entrance chamber at point A.

Hidden behind the stele at the end of the processional bridge is an unlocked door to the hall which opens into a branch tunnel. Investigators could enter by this door and remain unnoticed while they peeped around the sides of the stele.

THE ENORMOUS HOLE: in the wall of the Great Hall, behind the throne is an enormous irregular hole, about 75 by 125 feet, evidently torn open by vast force. The hole is always pitch black, no matter how much light is aimed within it. Entering it, a scout sees, hears, and feels nothing. The scout will spend 1D6 minutes within the hole, be convinced that he has been everywhere within it, and yet have nothing to report: if it is a hole, it is a hole to nowhere.

This is literally true. The hole is an inter-dimensional gate between Earth and Nyarlathotep's plane. By expending 20 magic points in the proper ritual, the hole will gate anyone inside it to Nyarlathotep. The proper ritual is given in the Latin translation of the *Necronomicon*.

The hole itself is the resting place of the Black Sphinx, a monstrous spawn of Nyarlathotep. Seeing it costs 1D100 SAN if the Sanity roll fails and costs 1D10 SAN if the roll succeeds. But the Black Sphinx occupies the hole only after the Summon Black Sphinx spell has been cast as part of ritual night. Anyone inside the hole when the Black Sphinx is in deep trouble. See that entity's description and statistics on page 23.

The Mass Ritual

Once a month, as many cultists as possible gather in the Great Chamber of Nyarlathotep. The monthly ritual night may be death-based or sex-based, as occurred at Edward

Gavigan's Essex estate. Or it could be an initiation ceremony for new cultists or priests. (The Egyptian branch of the Brotherhood has 20 priests in addition to Omar Shakti.) During the ceremonies, initiates perform sacrifices: for ordinary cultists, the victims are slowly beaten to death with cult clubs; for new priests, magical murders are performed. Both initiations conclude with the calling-forth of Nyarlathotep's regent, the Black Sphinx.

If Sanity rolls succeed, watching an initiation rite costs no SAN points for seeing physical deaths from beatings, and 1 SAN point for seeing deaths from magical causes. Failing Sanity rolls, physical deaths cost 1D6 SAN and magical deaths cost 2D6. (This assessment is in addition to any cost from witnessing deaths by leeches.)

Investigators discovered during a ritual night will be put to death instantaneously. But the dimness and gargantuan proportions of the Chamber make it easy to hide – add 30 percentiles to all Hide rolls. Since cultists here wear the same full robes as in England, investigators disguised as cultists should make it through a ceremony (if they can stay sane).

Special Rite for Queen Nitocris

If the Brotherhood steals the Girdle of Nitocris from the mosque of Ibn Tulun, they will attempt to raise Nitocris from the dead. That is the next rite performed in the Great Chamber, and the keeper should take pains to lead the investigators into it.

Present at this ritual will be twelve priests, including Omar Shakti and Martin Winfield, nearly 800 cultists, including Dr. Henry Clive, and 100 Children of the Sphinx. The rest of the Clive expedition will also be there – as sacrifices. The din, bellows, and screaming will be loud and sustained. The ritual has several ghastly components.

They force Agatha Broadmoor to use her powers to contact the spirit of Nitocris as the cultists hurl a hundred victims to the leeches. Drained corpses are heaped before the throne block, and Shakti shoves the now-empty sarcophagus of Nitocris down from the altar (probably onto several squealing cultists).

Then the priests link hands and slice open the throats of Gardner and Broadmoor. As their blood drains into the withered mummy on the sacrificial block, its dried flesh begins to swell and glow with life, until at last the Ghoul Queen Nitocris rises in all her deadly beauty. The braziers beside the throne are then lit, and Nitocris steps lightly over the corpses to take her place. A Child of the Sphinx brings her a goblet of fresh blood to enjoy while she gives the command to bring forth the Black Sphinx. Using magic points from Shakti, Clive, and Winfield in addition to her own, the Contact Nyarlathotep spell is cast, and the Black Sphinx emerges to place a paw upon the throne seat beside her.

Witnessing this horrible ritual up to the appearance of the ghastly Black Sphinx costs 1D6 SAN points with a successful Sanity roll, and 1D20 SAN points if a Sanity roll fails. The Enormous Hole and the Black Sphinx sections provide the investigator-breaking cost to witness the Black Sphinx. If anyone stays sane to see the rest of the show, the Sphinx becomes so compelling that they drunkenly mime its hideous gluttony. Satiated, the Sphinx withdraws into the enormous hole, the ritual ends, and the cultists stagger into the placid Egyptian night.

Foiling the Resurrection of Nitocris

Her mummy must be destroyed before the resurrection ritual begins. This is not easy. Fire, acid, explosives, spells, or dissection will not affect the mummy, nor is it even possible to unwrap the corpse. There are three ways to foil the resurrection, though none are obvious.

First, one of the three items of power necessary to the resurrection – the Crown, the Girdle, or the Necklace – could be destroyed. All three are impervious to normal destruction in the same way that is her mummy, but each is susceptible to specific magic. The Crown may be destroyed by a Shrivelling spell doing at least 10 points of damage, the Necklace can be dissolved in water containing several doses of Space Mead, and the Girdle can be severed by an enchanted knife such as is used in the spell Summon Dimensional Shambler. Actually destroying an item of power while the ceremony is in progress will be difficult. Foiling the ritual gains each participating investigator 1D20 SAN.

The second way is to use the spell Contact Nodens. If successful, Nodens appears and gives the caster a dagger and instructions to plunge the knife into the left eye of the mummy. The mummy will disintegrate to dust, but the dust must be scattered or it becomes the dust component for a Resurrection spell. The stab of the dagger is also instant death to anyone already resurrected, and also will disintegrate many other corpses protected by magic. It appears to be an ornate dagger of unusual design, and it otherwise does normal Fighting Knife damage. If the knife-wielder succeeds, he regains 1D20 points SAN. He'll need it: that night, Nodens sends 1D3 Nightgaunts after him to retrieve the dagger. Investigators accompanying a successful dagger-bearer regain 1D20 SAN, also. This dagger might be Thoth's; see the concluding paragraph of this chapter.

The third way is the easiest, but the least honorable: if Agatha Broadmoor dies, the ritual cannot occur, for the cultists know of no other with Agatha Broadmoor's powers. The keeper should not suggest this method, even through NPCs. It is possible, however, that an investigator may deduce her function; a successful Spot Hidden the night of the ritual discloses her bonds.

Agatha begins her trance to contact the shade of Nitocris about 30 minutes after the ritual starts, and it will take her another 1D10+10 minutes to establish contact. Exactly 12 minutes elapse between the time Agatha contacts Nitocris and the time when Agatha's throat is cut, guiding Nitocris to her mummy. If Agatha should die during those 12 minutes, the spirit of Nitocris will be permanently dispelled, lost forever among the planes. If Agatha dies before those 12 minutes, the resurrection is only delayed, though the delay may be for some years. Because of intervening figures and the pervading darkness of the Great Chamber, lower the effectiveness of all ranged weapons by 20 percentiles or as the keeper sees fit. The investigator who kills Agatha loses 1D10 SAN for the murder of this innocent. Allow him a 1D20 SAN gain because the resurrection of Nitocris has been prevented.

The Black Sphinx

It was something quite ponderous, even as seen from my height, something yellowish and hairy, and endowed with a sort of nervous motion. It was as large, perhaps, as a

good-sized hippopotamus, but very curiously shaped. It seemed to have no neck, but five separate heads springing in a row from a roughly cylindrical trunk; the first very small, the second good-sized, the third and fourth equal and largest of all, and the fifth rather small, though not so much as the first.

Or . . . out of these heads darted curious rigid tentacles which seized ravenously on the excessively great quantities of unmentionable food placed before the aperture. Once in a while the thing would leap up, and occasionally it would retreat into its den in a very odd manner. Its locomotion was so inexplicable that I stared in fascination, wishing it would emerge farther from the cavernous lair beneath me. Then it did emerge . . . The Great Sphinx! . . . what huge and loathsome abnormality was the Sphinx originally carved to represent? The five-headed monster that emerged . . . that five-headed monster as large as a hippopotamus . . . the five-headed monster - and that of which it is the merest forepaw . . .

- "Imprisoned With The Pharaohs"

As the hapless hero discovered, the Sphinx is indeed a representative carving. But he did not know that the thing it represented was a relative of Nyarlathotep. The Black Sphinx is huge, and its face has a wrinkled, eyeless forehead and myriad maws placed asymmetrically in its oval face. It otherwise looks like a living Sphinx. With great forepaws it scoops up sacrifices into its maws, drooling blood and bones.

THE BLACK SPHINX

Characteristics

| | |
|---------|-----|
| STR | 120 |
| CON | 100 |
| SIZ | 150 |
| INT | 26 |
| POW | 50 |
| DEX | 10 |
| Hit Pts | 125 |
| Move | 6 |

| Weapon | Attk% | Damage |
|---------------|-------|--------|
| Forepaw Smash | 80% | 16D6 |

NOTE: the Black Sphinx can attack twice per round, once with each forepaw.

ARMOR: 16 points.

SPELLS: Contact Nyarlathotep.

SAN COST: 1D10/D100.

RANDOM CULTISTS

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--------------|------|------|----|----|----|----|------|----|
| STR | 8 | 13 | 7 | 12 | 9 | 10 | 18 | 14 |
| CON | 7 | 7 | 5 | 10 | 11 | 10 | 18 | 10 |
| SIZ | 8 | 11 | 9 | 10 | 11 | 8 | 18 | 10 |
| APP | 15 | 8 | 9 | 8 | 6 | 9 | 6 | 4 |
| INT | 14 | 9 | 8 | 11 | 10 | 10 | 8 | 9 |
| EDU | 2 | 0 | 0 | 1 | 2 | 5 | 0 | 0 |
| DEX | 16 | 10 | 10 | 13 | 13 | 12 | 11 | 12 |
| POW | 14 | 7 | 7 | 8 | 10 | 11 | 9 | 10 |
| HP | 8 | 9 | 7 | 10 | 11 | 9 | 18 | 10 |
| damage bonus | -1D4 | -1D4 | | | | | +1D6 | |

SKILLS: Speak Arabic 45%, Cthulhu Mythos 15%, Hide 35%, Listen 45%, Pick Pocket 45%, Sneak 40%, Spot Hidden 35%.

WEAPONS: Cult Club 40%, 1D8 damage plus chance to impale Fighting Knife 40%, 1D4+2 damage; parry 40% Short Sword 40%, 1D6+1 damage; parry 40%

Children of the Sphinx

I would not look at the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they did not speak . . . but God! their crazy torches began to cast shadows on the surface of those stupendous columns. Hippotami should not have human hands and carry torches . . . men should not have the heads of crocodiles . . .

- "Imprisoned With The Pharaohs"

These Sphinx-spawn come in great variety. Lovecraft speaks of men with the heads of bulls, ibises, falcons, and cats, of objects walking with nothing above the waist. Creatures of the Sphinx may come in any human-animal composite, as long as the grouping has some basis in Egyptian religion or mythology. Outside of "objects walking with nothing above the waist," all Children of the Sphinx can attack in some form or another. These creatures should be found only beneath the Great Sphinx in this campaign, but could certainly be found anywhere that dynastic Egypt left traces.

| Characteristics | Average |
|-----------------|---------|
| STR | 4D6 |
| CON | 2D6+6 |
| SIZ | 3D6 |
| INT | 3D6 |
| POW | 3D6 |
| DEX | 2D6 |
| Hit Points | various |
| Move | 7 |

SAN Loss: none if roll succeeds; 1D8 if roll fails

| Weapon | Attk% | Damage |
|------------------|-------|--------|
| Fist (all) | 50% | 1D3 |
| Cheetah's Bite | 40% | 1D6 |
| Bull's Gore | 35% | 2D4 |
| Crocodile's Bite | 35% | 1D10 |
| Hippo Bite | 35% | 2D6 |
| Falcon Beak-Stab | 30% | 1D4 |
| Ibis Beak-Stab | 25% | 1D3 |
| Kick (all) | 25% | 1D6 |

NOTE: all are able to strike with hands and feet: most lack melee weapons. They charge in groups, knock down their victims, and do their damage.

Sample Headed Ones

| | Bull 1 | Ibis 2 | Hipp 3 | Chee 4 | Hipp 5 |
|---------|--------|--------|--------|--------|---------|
| STR | 12 | 15 | 16 | 8 | 13 |
| CON | 15 | 12 | 15 | 15 | 12 |
| SIZ | 14 | 7 | 13 | 14 | 13 |
| INT | 1 | 6 | 1 | 6 | 3 |
| POW | 11 | 11 | 12 | 11 | 13 |
| DEX | 8 | 5 | 6 | 10 | 10 |
| HP | 15 | 9 | 14 | 15 | 13 |
| Attack% | 45% | 35% | 45% | 30% | 45% |
| Mode | gore | beak | butt | bite | butt |
| damage | 2D4 | 1D3 | 2D6 | 1D6 | 2D6 |
| | Falc 6 | Bull 7 | Chee 8 | Ibis 9 | Hipp 10 |
| STR | 21 | 14 | 15 | 12 | 23 |
| CON | 18 | 15 | 17 | 11 | 16 |
| SIZ | 7 | 11 | 10 | 12 | 18 |
| INT | 4 | 3 | 3 | 3 | 3 |
| POW | 11 | 11 | 8 | 9 | 3 |
| DEX | 10 | 12 | 3 | 9 | 2 |
| HP | 13 | 13 | 14 | 12 | 17 |
| Attack% | 35% | 45% | 40% | 35% | 45% |
| Mode | beak | gore | bite | beak | butt |
| damage | 1D4 | 1D10 | 1D6 | 1D3 | 2D6 |

NITOCRIS IN CAIRO

Once Nitocris is raised, Shakti continues to rule the Egyptian Brotherhood, but now must allot considerable resources to her as she begins to establish new branches of the Brotherhood throughout the Middle East and Europe. She assumes the identity of Shefira Roash, a wealthy woman of mysterious origin who lives lavishly in the Old City. As Shefira, she furthers the will of Nyarlathotep. The keeper may freely use her as an NPC in other scenarios to generate adventures as she sends out agents and links the cults of the Mythos to attempt world domination. Investigators knowing of her resurrection carry a secret dangerous to their existence; if she learns of their knowledge, she will not hesitate to exterminate them.

Shefira's international organization will correspond to nation-states as they exist at the time. As a general tactic, agents whom she has bound to her will shall be dispatched to infiltrate or to be otherwise accepted by the powerful and the important of a country or region. Initially, for at least several years, the agents mostly gather intelligence. Eventually, the agents learn enough to be able to protect limited cult activity, perhaps through blackmail or by using non-cultists who yet enjoy some of the proclivities of cultists. Gaining such influence constitutes the second policy goal of the organization.

In a small nation, agents might need to influence only a few portions of the ruling family, bend a few oligarchs, or polish up the epaulets of a handful of generals. In an extensive nation such as the United States, regional organizations would have to be built, requiring a long time. Either way, the third policy goal would be to inflame portions of the existing society in order to create a racial, religious, or economic class from which the cult can safely draw sacrificial victims as it needs in building a power-base of magic-casters, drained Power, and magic-points storage.

The fourth policy goal, which might take generations, requires creation of a global atmosphere of tension and fear, in which control of society is everywhere concentrated in fewer and fewer hands. The final policy goal, of course, is to control the power-elite which in turn controls all of humanity.

The statistics below represent her after about six months of life in the twentieth century.

CIRCLET OF THE NAJA HAJI: on her left arm Shefira wears a magical circlet wrought like an Egyptian cobra. It is made of gold, alabaster, and onyx. Once per combat round, a wearer can transmit 1 or more magic points into the circlet and cause a living Egyptian cobra to drop to the floor or other surface beneath the circlet.

The generated cobras are entirely normal Egyptian cobras, except that they will never bite the wearer of the circlet. The smallest cobra so-producible is one foot long and injects potency 2 venom; for each additional magic point sacrificed to the circlet, the cobra produced is approximately another foot longer and two points more potent: for example, 10 magic points creates a cobra about 10 feet long, whose venom is potency 20. The circlet does not accept more than 12 magic points per combat round, and cannot create more than one cobra per round.

However dangerous they are to the servants, Shefira enjoys keeping several of her little chums around the palace.

SHEFIRA ROASH, revived Nitocris, Queen of Egypt, and now leader of the international cult to be

STR 12 CON 15 SIZ 12 DEX 13 APP 18
SAN 0 INT 16 POW 16 EDU na HP 14

SKILLS: R/W/S Arabic 60%, Archaeology 30%, R/W/S Sixth Dynasty Egyptian 95%, Bargain 50%, Cthulhu Mythos 100%, Debate 75%, Egyptology 60%, R/W/S English 25%, R/W/S French 10%, Hide 50%, History (Egyptian) 30%, Incite Frenzy 95%, Occult 60%, Oratory 95%, Pharmacy 95%, Psychology 50%, Sneak 75%.

WEAPONS: Fingernail Rip 60%, 1-point damage but nails usually poisoned
Dagger 50%, 1D6 damage, usually poisoned
Circlet of the Naja Haji — special; see below

NOTES: for her personal weapons, Shefira brews a potency 16 poison taking effect in 10 combat rounds.

ARMOR: garbed in crown, necklace, and girdle, they provide her with 15 points of magical protection over her entire body.

SPELLS: all those given in the latest edition of *Call of Cthulhu*, plus Power Drain, Mindblast, Steal Life, Dominate, Dread Clutch of Nyogtha, Fist of Yog-Sothoth (new spell).

EGYPTIAN COBRA (Naja Haji)

A smaller, less beautiful serpent than the king cobra of India, the Egyptian cobra is darker with a narrower hood. Its appearance is adequate to make the bravest investigator sweat.

EGYPTIAN COBRA

| Characteristics | Average |
|-----------------|--------------|
| STR 1D3 | 2 |
| CON 1D6+3 | 6-7 |
| SIZ 1D2 | 1-2 |
| POW 1D6 | 3-4 |
| DEX 2D6+6 | 13 |
| Hit Points | 4 |
| Move | 3/3 swimming |

| Weapon | Attk% | Damage |
|---------------|-------|-------------|
| Venomous Bite | 40% | poison only |

NOTES: the cobra's strike is not amazingly fast or accurate; if the investigator can see it coming, allow him his normal Dodge roll to evade the attack (after all, a cobra may aim for a pants cuff rather than a leg, or even forget to inject venom). The bite of a cobra does not do significant damage in itself, but it can penetrate 2 points of armor. The poison is relatively slow-acting; approximately 15 game minutes should pass before any effect from a bite occurs.

FIST of YOG-SOTHOTH, new Mythos spell

This spell costs a varying amount of magic points to cast, and costs the caster 1D6 SAN. The caster must be able to see the target, and have a direct line of sight between them. The spell takes effect instantaneously. It can affect only a single target.

The spell hits the target with an invisible blow. Each magic point included in the spell yields 1D6 STR of targeted force. When the target is struck, match the actual rolled STR of the blow against the CON+STR of the target. If the blow overcomes the target on the resistance table, the target has been knocked unconscious. Whether or not the target is knocked out, the target is always knocked directly away from the caster, for a distance in feet equal to the actual rolled STR.

The spell also can be used against the STR of inanimate objects such as doors or walls. Results may be obvious in some cases, but for the most part keepers must determine them — perhaps by the score actually rolled.

Machinations of the Brotherhood

Wherein for a few hours the investigators bid adieu to busy bureaucrats and cutthroat cultists, and encounter instead true heroes of the struggle against evil.

THE MOSQUE OF IBN TULUN

The mosque of Ibn Tulun is about half a mile due west of the Citadel of Saladin, very nearly due south of the Ezbekia Gardens. The easiest way to get there is by hired car: go out Sharia Mehemet, and then turn right, toward the Nile. The windswept wilderness of the City of the Dead begins less than a kilometer south of this mosque.

Ibn Tulun is the oldest complete mosque in the city of Cairo, and is less ornate than many of the later Cairene mosques. As in any holy place, quiet likely is the order of the day. Visitors should remove shoes when entering a mosque; women may not be allowed; during times of prayer, tourists are unwelcome.

Traditional mosque design imitates the courtyard of Mohammed's Medina house, where the great prophet first taught: a walled court open to the sky, with shade along several sides, as the accompanying period drawing of Tulun illustrates.

If the investigators ask an attendant for an audience with one of the *ulama*, the learned scholars of Islam, the chance that they randomly get the right man is very low — more than 30 teachers discourse daily here on subjects ranging from geometry to the Koran and the *hadith*, and of them only a few even know of the Girdle of Nitocris. If several investigators receive successful Credit Rating rolls, or if one speaks Arabic and receives a successful Oratory roll, or if the attendant happens to be a venal man and delicately suggests a bribe, then the investigators may learn that they should speak with the *nazir* of the mosque, who acts as civil administrator as well as having profound religious duties.

That man, Achmed Zehavi, is busy and uninterested in foreign Christian tourists. He will not see the investigators unless they straight-forwardly mention the Girdle of Nitocris or the Black Pharaoh. They will be received in a building adjacent to the mosque. Zehavi is a patient, gentle, devout man, upset about recent attempts to break in and steal the Girdle. Zehavi wants to know what the investigators know about the matter, though he will not reveal that the Girdle of Nitocris is at the mosque.

If asked directly, Zehavi delicately deflects all questions about the Girdle unless he thinks the investigators have

sufficient information or skills to be of help. Only a successful Oratory roll convinces him. Once convinced, he reassures them that the Girdle is well-guarded. "The evil ones shall not have it. *In'shallah*." A demonstration of magic can convince him to show the artifact to the investigators. Zehavi perceives Mythos gods and minions as some of the demonic menaces mentioned in the Koran. He has zealously arranged the defense of the Girdle, but he does not understand the danger to the world to be as pervasive and all-threatening as it is.

The Girdle of Nitocris

The Girdle rests beneath Zehavi's office in a guarded cellar. One enters the cellar only through an iron door (STR 50) at the back of the office. The door is kept locked. Behind the door, stairs lead down nearly 25 feet. Here it is cool and very dry, the conditions which preserved so much of Egypt's heritage. The stairs end at another locked iron door (STR 50). Behind this door is a bare room, 20 x 15 x 10 feet high, with walls of thick stone.

A small chest in the center of the room holds the Girdle. The Girdle proves to be a narrow band of intricately-linked gold chain, with what appears to be a large, uncut ruby marking the clasp. Studied, the polished stone appears to unpredictably shift shape and color.

Six *ulama*, all old and all armed with scimitars, guard the Girdle. Each spends a few hours daily on the surface, walking and conversing; there is a 50% chance that five rather than six are in the room, but Nessim Efti, chief of the guards, always should be present during an attack. Nearly 90, Efti stands guard with the Sword of Akmallah, a marvelous scimitar many centuries old which does normal scimitar damage to any entity from any plane of existence. The lives of these men have concluded except in their zeal for God: here they testify, expound, and contemplate, waiting for death or a final chance to prove the temper of their faith.

Twice daily, two boys bring food to the guardians, using the only key to the door (Achmed Zehavi carries the keys to both doors). The boys work promptly, never entering the room but knocking on the heavy door and waiting for one or more of the guards to receive the food. They then immediately return the key to Zehavi.



within Ibn Tulun

If Zehavi sufficiently trusts the investigators, he'll call up Nessim Efti for the meeting as well. Yes, they know there was a Black Pharaoh, a scourge destroyed by the power of Allah. The Black Pharaoh's name, Nyarlathotep, is known to them, but they do not pronounce it aloud and do not appreciate hearing it. Prophecies agree that Nitocris, another legendary evil power, rises again by means of the Girdle, and that they intend to prevent. These holy men have tried to destroy the Girdle, but so far it has defeated their efforts. The Brotherhood tried to steal the Girdle, a clumsy attempt easily foiled. The ulama do not know of Omar Shakti, who moves in much more worldly company. Zehavi and Efti believe that the Carlyle expedition stirred an ancient evil which now threatens the spirits of many men.

If the investigators find a way to steal the Girdle, the Brotherhood may learn about the theft, and gladly will dispatch hordes of fanatics to recover the priceless artifact. If the investigators devise a way to destroy the Girdle, the same waves of cultists should be sent to avenge the loss.

Should the investigators come into possession of the Girdle, they forestall a powerful assault upon the mosque, and can conceal the artifact, making impossible the resurrection of Nitocris. Once successful, they can return and report to Zehavi. This keen man can quickly confirm their deed. The grateful ulama may even award the Sword of Akmallah to these Westerners, upon the condition that they dedicate their lives to the struggle against evil. Many doors across the Muslim world then open to them.

"Tragedy at the Mosque of Tulun"

If the investigators do not take or destroy the Girdle, several days later they read in any Middle Eastern paper the story which appears in an accompanying box.

Zehavi's shock is catatonia induced by the sight of a Chthonian burrowing up through the floor of the room in which the Girdle was kept. With the Sword of Akmallah, Nessim wounded the great beast before it carried off both him and the enchanted blade.

Players of investigators who contact the police should make luck rolls. One successful roll reveals that Emil Vabreaux, the Cairo police's leading forensics expert, found an odd substance at the scene, samples of which have been sent by courier for further testing to labs in Paris and Geneva.

A second successful Luck roll or a successful Oratory, Debate, or Fast Talk roll gains the investigators an interview with Vabreaux, a subtle and imperturbable scientist. From the wreckage of the cellar, Vabreaux collected nearly three kilos of a body tissue with which he is completely unacquainted. One surface seems to be natural integument of some sort; the other surfaces exhibit a series of layers; the tissue samples apparently were cut away by an exceedingly sharp instrument. The majority of the samples are in cold storage at his Cairo laboratory, but kept even at below-freezing temperatures those samples are beginning to deteriorate.

TRAGEDY AT THE MOSQUE OF TULUN

Six of Ibn Tulun's most respected scholars died last night in the collapse of their study room ceiling.

Cause of the disaster is under investigation.

Still missing and presumed dead in the rubble is Nessim Efti. Achmed Zehavi, the nazir of Ibn Tulun, survived but was taken to hospital in shock.

The accident occurred in a building adjacent to the historic mosque, which is itself undamaged.

Vabreaux's mystery tissue is Chthonian flesh, hacked away by Nessim Efti's furious attacks. If the investigators have the Chthonian-skin-bound copy of *People of the Monolith* and they show it to this expert, Vabreaux recognizes the surface texture as identical to his samples. The keeper should determine whether or not Vabreaux privately becomes an important ally for the investigators. It is likely that he has some acquaintance with Nigel Wassif.

Once the Girdle of Nitocris is in the hands of the Brotherhood, the investigators have no further chance at it until the night of the resurrection of Nitocris.

ACHMED ZEHAVI, Nazir of Ibn Tulun

STR 5 CON 7 SIZ 10 DEX 10 APP 14
SAN 70 INT 16 POW 10 EDU 18 HP 9

SKILLS: R/W/S Arabic 100%, Archaeology 35%, Astronomy 25%, Bargain 50%, Cthulhu Mythos 15%, Debate 60%, Egyptian Hieroglyphics 15%, Speak English 50%, First Aid 75%, Speak French 75%, History 55%, Koran 100%, Law 50%, Muslim Law 80%, Occult 15%, Oratory 70%.

WEAPONS: none

NESSIM EFTI, Bearer of the Sword of Akmallah

STR 10 CON 10 SIZ 10 DEX 8 APP 6
SAN 75 INT 18 POW 12 EDU 18 HP 10

SKILLS: R/W/S Arabic 95%, Archaeology 10%, Astronomy 15%, Bargain 50%, Botany 35%, Cthulhu Mythos 10%, Debate 45%, History 80%, Koran 95%, Law 50%, Muslim Law 95%, Oratory 75%, Treat Poison 25%.

WEAPONS: Scimitar 45%, 1D6+2 damage; parry 20%

NOTE: Efti's scimitar, the Sword of Akmallah, is a magical weapon which inflicts normal sword damage on any creature from any plane of existence.

FIVE GUARDIAN ULAMA

| | 1 | 2 | 3 | 4 | 5 |
|-----|----|----|----|----|----|
| DEX | 14 | 13 | 11 | 11 | 9 |
| POW | 12 | 13 | 17 | 10 | 11 |
| SAN | 70 | 64 | 80 | 55 | 60 |
| HP | 10 | 11 | 9 | 10 | 9 |

WEAPONS: Scimitar 25%, 1D6+2 damage; parry 15%

NOTE: their scimitars are not magical.

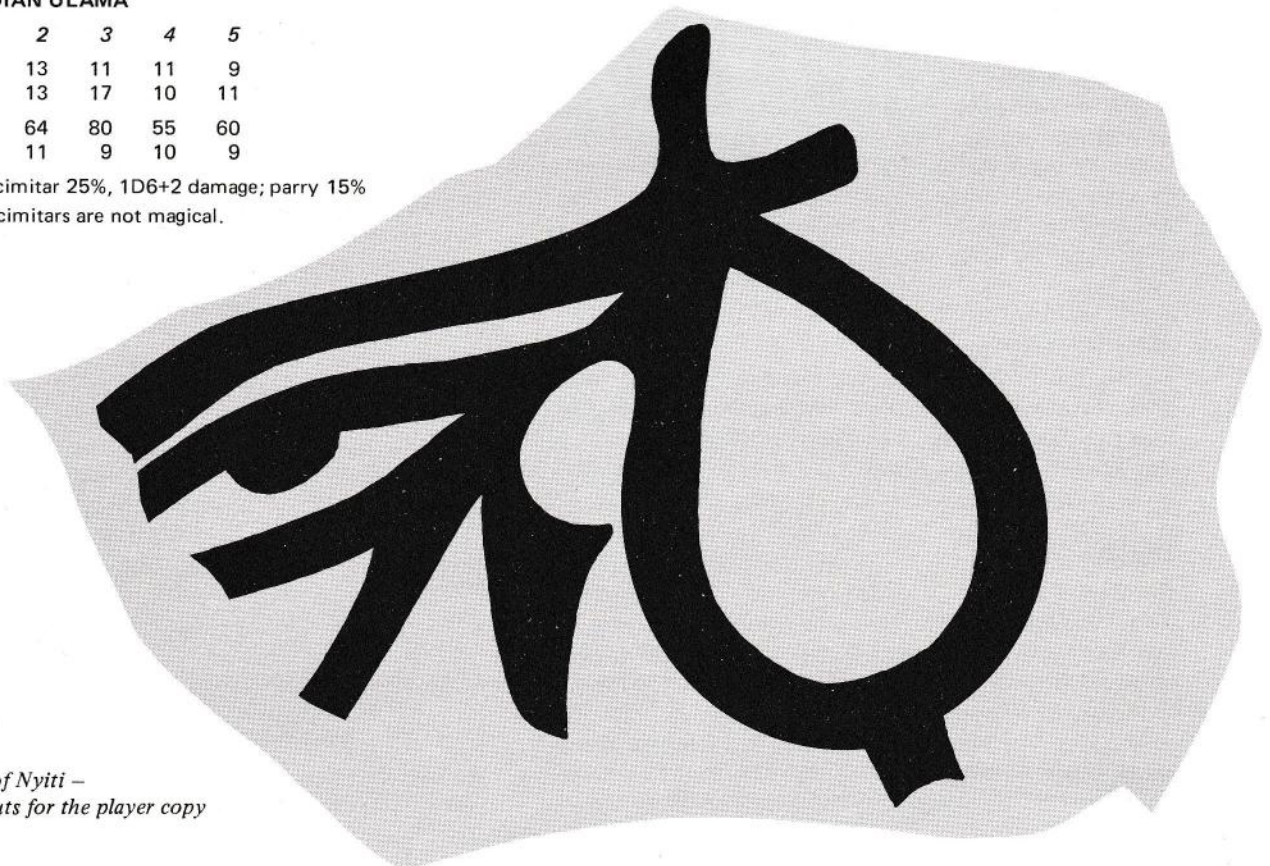
NYITI OF EL WASTA

Having spoken to Warren Besart, the investigators may wish to question Nyiti. El Wasta is a few hours up the Nile. Knowledge of Arabic is essential here. A few merchants and functionaries have some very limited English and French, but they also have duties to perform and deals to strike. There are too many Nyitis in town for that name to be significant; the right Nyiti is impossible to find without adequate Arabic and systematic search. Careful questionings in Arabic throughout town for 1D6+2 hours at last leads to a tiny hovel.

The first person the investigators see is Unba, Nyiti's son. His right arm and shoulder, and the right side of his face have been gouged away. If any of the investigators know the effect of a Hunting Horror attack, then that investigator correctly supposes that a Hunting Horror maimed Unba. This large man's speech is slow and halting; if the investigators patiently persist, Unba at last consents to admit them to his mother.

Nyiti looks extremely old. Her jaw and both of her hands have been burned away. Normally she is quite insane but, seeing the investigators, her eyes light. She makes awful gurgling noises, and she points with her stumps to a corner of the hut. This disturbs her son, who rushes to her; if the investigators are too stupid to look in the indicated corner, Unba can eventually bring an artifact to their attention.

In the corner, amidst blankets, pots, etc., is a rush basket painted with a red symbol; a successful Occult or Archaeology roll identifies the glyph as an ancient Egyptian symbol of protection. Within the basket is a 7x9-inch slab of white stone several inches thick. Its irregular edges make apparent that it was broken from a larger piece of worked stone. A second successful Archaeology roll or a successful Geology roll shows that the incisions are many



the fragment of Nyiti –
see the handouts for the player copy

centuries old and that such limestone was used as facing on many pyramids. With a successful Spot Hidden roll, an investigator carries the artifact into the sun and perceives that the stone fragment is not quite white, but actually has a pinkish cast – a facing color used only on the Red Pyramid at Dhashur.

Nyiti pleads for the investigators to take the stone. When they accept it, she lapses into dullness, her last goal accomplished. She is of no further help.

Though the investigators cannot know it, the fragment is half of a warding symbol which was worked into the capstone of the Red Pyramid. The ward is known as the

Eye of Light and Darkness. The investigators see only the right-hand portion of the symbol, showing half an eye and the inverted ankh. Nyiti recovered the stone after Roger Carlyle broke the ward's power. Jack Brady has the other half of the ward.

The fragment can be of use if the investigators learn the ritual of activation, which is in one of the *Seven Cryptical Books of Hsan*. Dr. Kafour may recognize the symbol and be able to recreate it, surmising that it is a protective sign of some power, but he does not know how to activate it. With successful Egyptology and Occult rolls, an investigator can understand the symbol's importance.

Into the Sanctum

The dogged investigators, having survived monsters, cultists, and magic-laden priests, decide to tour some of the monuments from Egypt's past glory. Among them is an unusual asymmetric pyramid.

In Dhashur are two pyramids, the Red Pyramid and the Bent Pyramid, which Sneferu, first pharaoh of the 4th dynasty, caused to be created. In Meidum, Sneferu had built a third great structure – the Collapsed Pyramid.

The Collapsed Pyramid, where Warren Besart once saw the Black Sphinx rise, yields few clues. Locals say that strange things happen there occasionally, but that the desert is always strange. Like the Giza locals who see cultists heading toward the Sphinx, Meidum residents know better than to tell things to strangers. If investigators poke around in the dark at the Collapsed Pyramid, they have a 50% chance of being attacked by 2D4 cultists each hour that they are there. All entrances to that pyramid are completely blocked by fallen stone and rubble which would take months to remove.

The Red Pyramid, originally faced with pinkish limestone, bore a protective ward for the Dhashur area, but Roger Carlyle destroyed its power by breaking its ward, a fact known by Omar Shakti. The pyramid is otherwise unremarkable.

The Bent Pyramid

The Bent Pyramid is so-called because it is asymmetric: the northern face is steeper than the other three faces, so that the cap of the pyramid does not occur at the precise center of the pile, but is removed some 70 feet northward.

Entrances to the Bent Pyramid exist on its west and north faces. The north entrance leads to a funerary chamber reputedly for Sneferu. (Archaeologists found no mummy or furnishings, however.) Four Egyptian soldiers always

guard the north entrance. Though the west door is unguarded, a wooden barricade blocks passage.

The guards are friendly and chatter to investigators about local happenings. They are on watch here to prevent more of the mysterious accidents which happen in the Bent Pyramid, but they know nothing about those events except that strange movements supposedly occur within the pyramid and in the area immediate to it.

Investigators can give a gift to the guards and be allowed inside, though one guard will go along to make sure the foreigners cause no damage. The north entrance leads to a bare, poorly-painted chamber of no interest whatever.

The investigators should save their money and cigarettes, and break through the western door. Anyone knocking on or otherwise touching the wood notices several loose boards which can be shoved aside to allow entrance. A passage leads to a false funerary chamber roughly in the center of this great pile of stone. The chamber is devoid of artifacts, though two remarkably-thick alabaster columns stand at the rear of the room. They are nearly indestructible. The one to the right contains a secret door, at this moment findable by any investigator whose player even attempts a Luck roll. Stairs lead up 20 feet, to where a series of ramps ascend. The ramps climb all the way to the interior of the pyramid's capstone. There a secret room exists, the throne room of Nyarlathotep.

Nyarlathotep's Sanctum

An asymmetrical arch signals the entrance to the throne room of Nyarlathotep. If an investigator has read *Life as a*

God, a successful Idea roll lets him recognize the room from Crompton's description.

The six lights which Crompton reported are from six 5-foot-high pillars topped with alien gems. If flame is put to the gemstones, they burn like torches, but with a cold, unceasing fire. Simultaneously lighting all six heaps of gems immediately summons the Black Pharaoh to his throne.

THE THRONE: the indestructible throne chair is carved of black obsidian, and encrusted with precious stones which a successful Geology roll proves to be of unknown origin. The great chair rests above the floor, on a stepped dais. If a mortal sits on the throne while Nyarlathotep is summoned, then the god possesses the trespasser and takes on his appearance. For practical purposes, Nyarlathotep is in the chair speaking and acting, though appearing to be a friend. When the god chooses to depart, only the mortal's twitching corpse remains.

THE BAS-RELIEF: raised inscriptions cover the wall behind the throne, glyphs partly of the Cthulhu Mythos and partly Egyptian in origin. Halve the chance for any investigator to use his Read Egyptian Hieroglyphics skill to translate the signs. Briefly, they foretell the impending birth of the child of Nyarlathotep within the Mountain of the Black Wind. The date of this event is vague. Choose it in accord with the general progress of the investigators, who may wish to attend such a special function. The prophecy further foresees that vast destruction heralds the great birth, though the nature of the destruction is unclear.

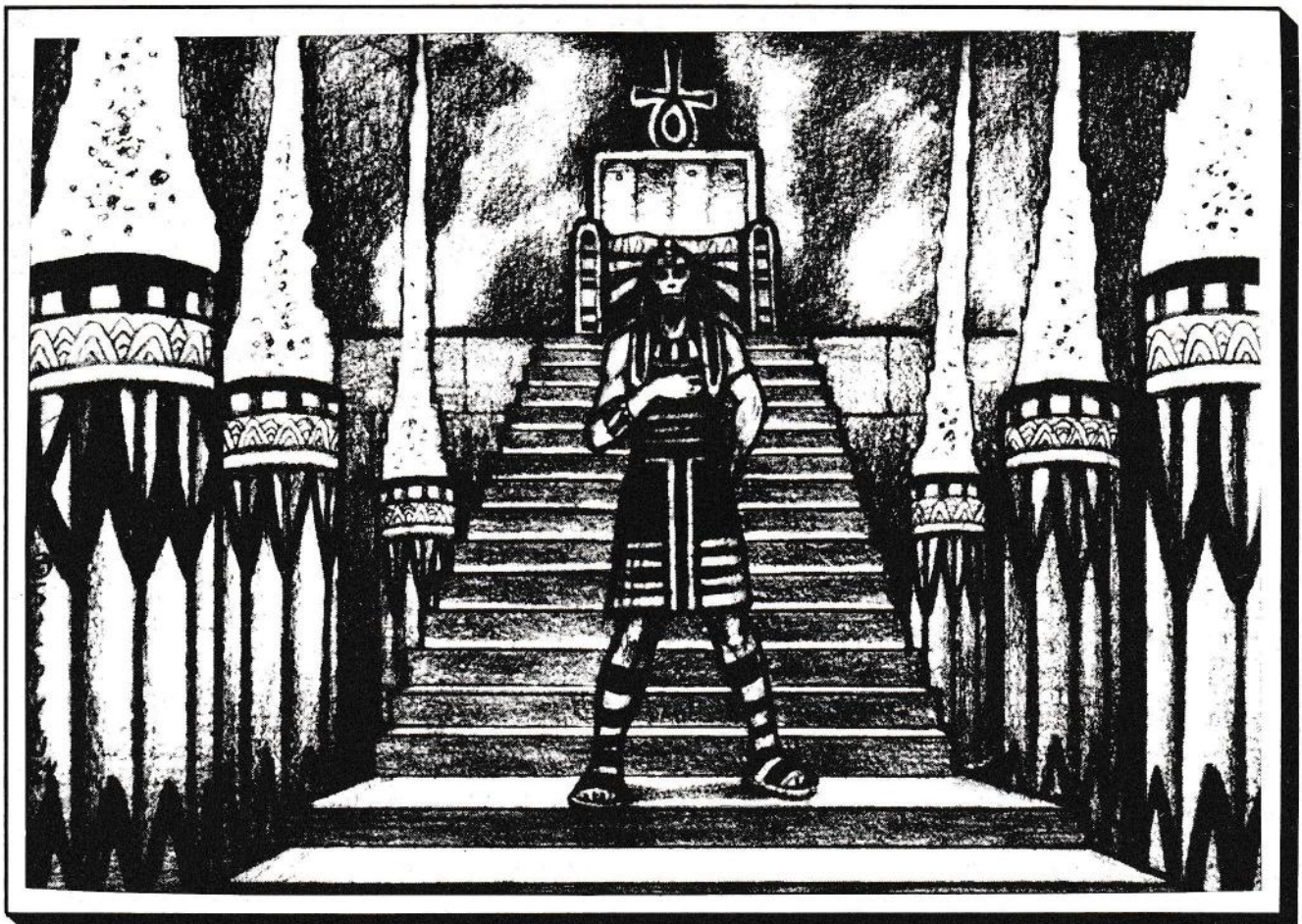
Because of the poor light, quietly decrease any Photography skill by 20 percentiles, and inform the players of

this only after the investigators have fled the chamber. A failed roll produces useless photos: perhaps the alien gems gave off alien light which reacted poorly with film designed for Earthly sunlight. If Dr. Kafour is along, he can easily translate the glyphs; a pencil rubbing of the symbols produces a perfect transcription.

THE ASTRONOMY WALL: the wall to the left of the throne holds two bas-reliefs, a large star-chart and a smaller depiction of specific planetary positions in this solar system. Formidable-looking astrological symbols ring the latter relief. All the points on the star-chart are within our galaxy, but even with successful Astronomy rolls only the relation of Fomalhaut, Aldebaran, Deneb, and a few other visible stars can be grasped. The rest of the hundreds of points have Mythos or astronomical significance incomprehensible to sane human astronomers.

The planetary positions chart can be understood by successful Astronomy and Occult rolls. Study indicates that the nearest matching planetary configuration occurs on January 14, 1926. A successful Idea roll sends an investigator to any current ephemeris or almanac: on that day a total solar eclipse occurs across the Indian ocean.

THE HEMISPHERIC MAP: on the wall to the right of the throne is a distorted map of Eurasia, Africa, and the western Pacific. Mountains, rivers, and continental outlines are easily recognized; there are no cities or nations shown. An elongated triangle is formed by three uncut rubies respectively marking points in the East China sea, northwestern Australia, and central Kenya. Because the decorative map is inaccurate, precise locations cannot be determined. An



an impression of Nyarlathotep

inlaid band of ebony marks an arc across the Indian ocean, an arc identical to the eclipse data for the total solar eclipse of January 14, 1926.

Arcane words border the map, which a successful Cthulhu Mythos roll translates as “The Old Ones Shall Come Hence, and all shall tremble before Their awful might.”

Nyarlathep Arrives

The god comes either when all of the alien gems are burning, or just after the investigators have examined the room to their complete satisfaction. The gemstones then automatically catch fire. When Nyarlathep arrives, the entrance to the throne room solidifies into solid rock, pushing out anyone standing in the archway. Those left outside the throne room then will be dismayed to see 1D6 Ghouls (SAN cost 0/1D6) push up through what seemed to be secure stone, and attack them. The creatures will not pursue victims beyond the entrance to the pyramid, and will disappear once they die or have cleared the passage to the west entrance.

Inside the throne room, Nyarlathep appears in full Black Pharaoh aspect, cruel and glittering, magnificently evil. If the investigators saw his bust in the secret basement room at the Penhew Foundation, they’ll recognize him and lose 1D6 SAN each. To his left and right, the air boils and bends – two Hunting Horrors hover in the air, invisible until Nyarlathep sends them to the attack. A foul, unearthly music toys with the minds of the investigators, taunting and disappointing them. The smell of death is everywhere. Every mortal in the room must receive a successful Sanity roll or lose 1D4 SAN in the face of such obvious, though undefined power.

If the investigators attack the god, the Hunting Horrors become visible (SAN cost 0/1D10) and counterattack. If these entities are unable to do the job, Nyarlathep takes a hand, using the rod and ring of his office as foci through which he casts energy blasts. Each blast does an automatic 20 points of damage to a random member of the party. Nyarlathep inflicts the damage every other combat round by means of a casual gesture with one of the foci. The god is diverted by this amusing activity, chuckling as his victims (horribly withered and seared) writhe and die. After one or two are dead, he ceases his attacks unless the investigators continue to attack. The keeper may decide if any possible defense against direct attack by such an awesome god exists.

If powerful investigators manage to do 15 or more hit points of damage to Nyarlathep’s human aspect, he changes into an indescribably-monstrous, mind-wrenching form and departs (SAN cost 1D10/1D100). The Hunting Horrors also leave. The archway to the throne room remains solid stone, and the survivors are left trapped within. Two men with picks can break through the stone in 1D3+1 12-hour days – either through the archway or through the capstone from outside – but strong explosives cannot be used without risking the death of those inside, from the shock of the explosion.

Nyarlathep’s Message

If the investigators do not attack, or cease attacking, Nyarlathep deigns to speak to them. He says they are foolish to continue their present efforts. The gods they defy are

too powerful to be discomfited by mortal efforts; the investigators should meekly and gratefully return to their homes to await the inevitable. “Look you,” he says, “at the fate of those who came before you.” He waves a hand, and images form of the Carlyle expedition camp in Africa. Kenyan bearers come and go; the principal members of the Carlyle expedition can be seen. All is peaceful until terrible screams are heard, and scores of Hunting Horrors descend from the sky, while out of the earth lurch Ghouls, Formless Spawn of Tsathoggua, and other frightful beings. The carnage is unspeakable. As mere witnesses, SAN cost to the investigators is 1D10/1D100. All of the white members of the expedition can be identified as being ripped to shreds while the Africans continue to die in droves.

The god sneers. “Even the brave know their lot. All doors are closed to you; all your dreams are doomed; all your struggles are futile.” If the investigators already have met Jack Brady or other members of the expedition, they will be confused by the contradicting vision. If so, let them stew. Were the members of the expedition killed? If they met a member, was that an illusion? Did Nyarlathep or other gods resurrect the Carlyle expedition to use as slaves in some unfathomable scheme?

In truth, Nyarlathep lies, though the investigators cannot be certain of it – Psychology rolls against a god are useless.

THE CARLYLE EXPEDITION AND THE PYRAMIDS

The day Roger Carlyle, Hypatia Masters, Robert Huston, and Sir Aubrey Penhew disappeared within the Bent Pyramid, they stumbled into Nyarlathep’s sanctum in the same way as did the investigators. Via the hemispheric map, they were transported to ancient Egypt, a feat especially please to Sir Aubrey. They spent weeks in that time. Many potent spells were taught to the three men while being indoctrinated into the worship of Nyarlathep – in particular, they were taught to break the warding spells guarding the three defining angles of the triangular gate. In his human aspect, Nyarlathep meanwhile seduced Hypatia, implanting in her the seed of a child which could be born when convenient. Jack Brady (strong-willed, faithful, and magically-defended) was excluded from this great adventure as being psychically inimicable to Nyarlathep’s purposes.

Nyarlathep offers more proof of his potency. At another wave of a hand, the hemispheric map shimmers and dissolves. In its place is an archway: beyond stretches ancient Egypt. The archway opens onto ground-level; it is perfectly easy to step through. The locale is the same area as that of the pyramid, but the Red Pyramid does not exist. The dimensional gate seems to have opened into a marketplace. Craftsmen work busily. Everything is real. SAN cost for this daunting event is 0/1D3.

If at least half of the investigators incautiously walk through the new archway, they hear Nyarlathep roar with laughter, and a moment later the archway shimmers. Each investigator has one chance to successfully Jump back through the archway; if the roll fails, that investigator is trapped in ancient Egypt.

Whether or not any investigators fall for the archway trap, Nyarlathep slowly disappears, as does the archway. The stone slab filling and blocking the asymmetrical en-

trance to the throne room now dissolves, and the shaken party may stumble back to the secret door in the pillar. Once they have all gone through, that doorway also dissolves and no longer exists. They never get another chance to go back to the sanctum of Nyarlathotep. They may correctly conclude that their meeting with the god was arranged or fated.

The throne room can be destroyed with sufficient high explosive. The immediate cost for the explosive is 1400 Egyptian pounds; the delayed cost for blowing up a pyramid is 30 years in an Egyptian prison.

If the resurrection of Nitocris already has been foiled, Nyarlathotep may be harder on these pesky mortals, killing more of them and driving insane the rest. Gods have short tempers when they don't win.

Addenda

Strive to present this episode. The throne room contains important information, and the appearance of Nyarlathotep is an effective climax to many sessions of leg work and deduction. If the investigators neglect the Bent Pyramid, give them more clues. After all, Nyarlathotep himself baits the hook — a god hardly can fail to attract the attention of such fish.

Once met in the Bent Pyramid, cause Nyarlathotep to dog the investigators while they remain in Egypt: a quick glimpse in a crowd, a lurking vendor in a bazaar, a reflection in a window. As wished, keepers may or may not require Sanity rolls. It will be fun if investigators come to believe that every other person in Egypt is Nyarlathotep or his cultist double.

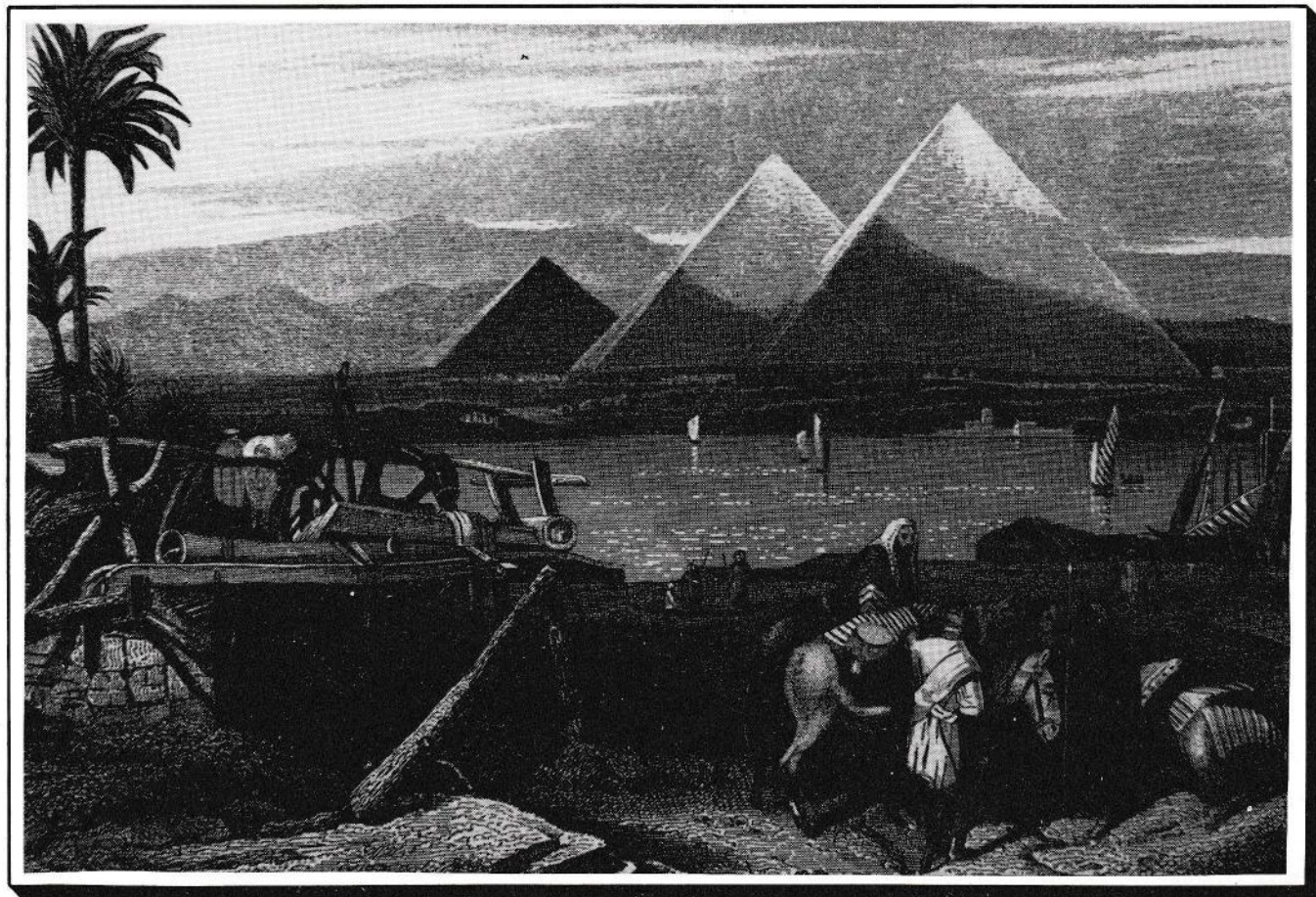
Nyarlathotep's cultists are less likely to be interested in grand designs and amusing traps, and more interested in using their clubs to slaughter investigators. Balance the apparent tolerance of the god with pressure by murderous cultists.

Conclusion

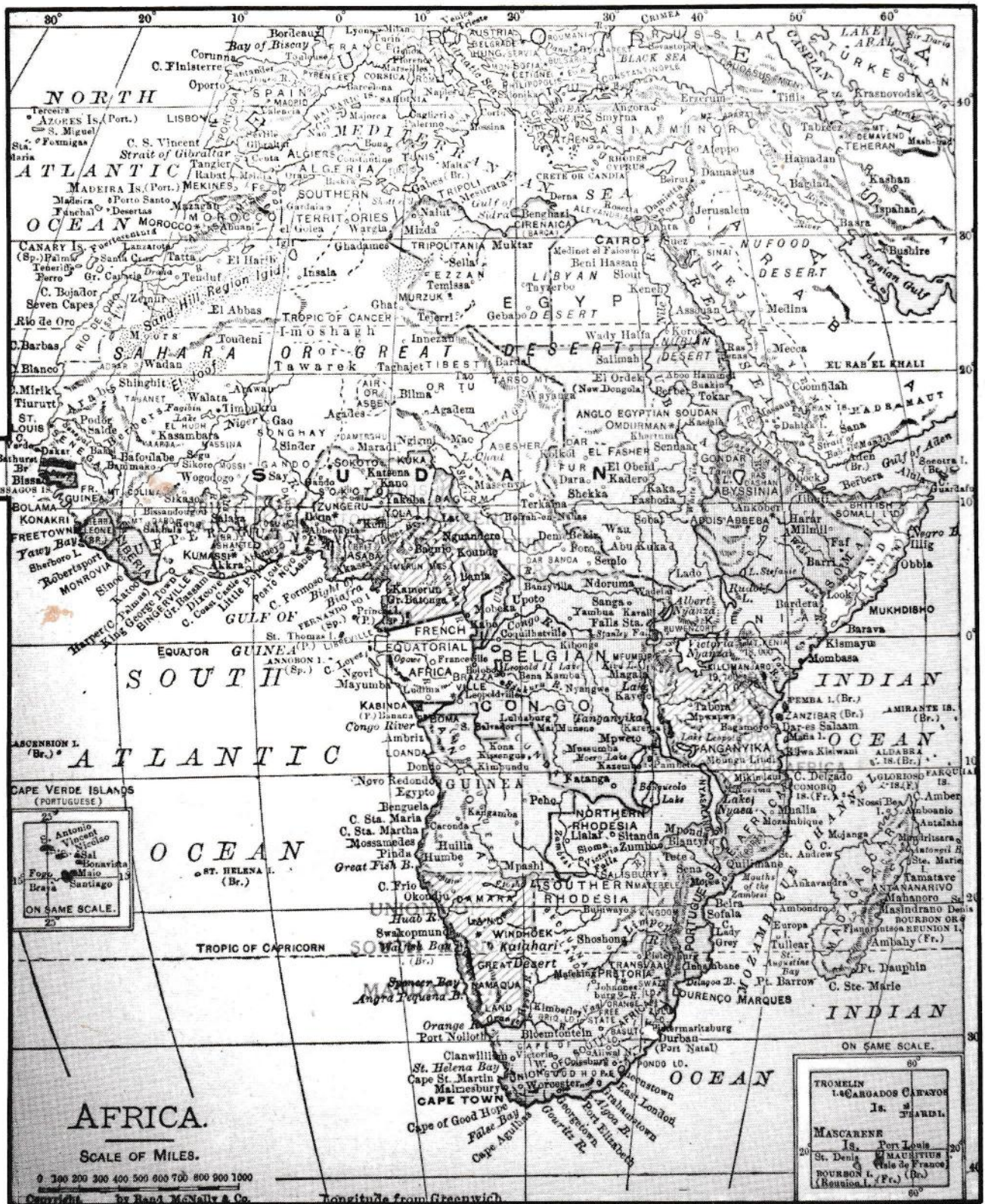
If the investigators have brought themselves to the attention of the Brotherhood, repeated assassination attempts shortly should make clear that it's time to move on. Keepers may find useful a concluding adventure of escape and pursuit. The scenario can be short — an hour or less, perhaps filling up the end of a session. The easiest one to run postulates cultists swarming across Cairo, blocking railways, roads, and Delta-bound steamers. This situation forces the team south up the Nile, then overland by caravan to some fictitious port on Egypt's eastern coast, from where the investigators take passage either north or south along the Red sea, as their cash and their strategic itinerary dictate.

No serious attacks need be mounted during this episode, if the investigators are grateful to escape with their skins. Needless to add, however, foolhardy investigators always should receive realistic chastisements.

Finally, another major Egyptian scenario, "Thoth's Dagger," occurs in the Chaosium publication *Curse of the Chthonians*; elements of it could be interpolated into this chapter without much difficulty.



the pyramids at Giza as Montgomery Crompton saw them



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| | | | | | |
|----------------------------|-----|-----------------------------------|-------|-----------------------------|----|
| Summary of Important Leads | 2 | BESART, WASSIF, and KAFOUR | 12 | Spells and Artifacts | |
| Average Brother | 2-3 | THE HORRORS BELOW | 16 | Dominate | 11 |
| HIRING A GUIDE | 3 | The Tunnels Below | 18-19 | Chant of Thoth | 16 |
| FARAZ NAJIR | 5 | The Great Chamber of Nyarlathotep | 20 | Seal of Isis | 16 |
| BAD GUYS | 6 | Cultists and Monsters | 23 | Voice of Ra | 16 |
| Omar Shakti | 6 | MACHINATIONS | | Fist of Yog-Sothoth | 24 |
| Hetep | 7-8 | OF THE BOTHERHOOD | 25 | [Circler of the Naja Haji] | 24 |
| Cultists | 8 | Mosque of Ibn Tulun | 25 | [Girdle of Nitocris] | 25 |
| The Clive Expedition | 9 | Nyiti | 27 | [Eye of Light and Darkness] | 27 |
| Personalities | 10 | INTO THE SANCTUM | 28 | | |