

Vol.
IX

AGE of CTHULHU

The Lost Expedition



By Jon Hook





AGE of CTHULHU

The Lost Expedition

Volume IX

A 1920's

Call of Cthulhu[®]

Adventure

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Dedication: This book is dedicated to my loving wife, Kara; without whose support I would not be the writer I am today.

With Special Thanks to: Anthony Warren; the value of his period specific insight and knowledge of Chinese and the Mongolian geography and politics cannot be measured. And also to Jeffrey Moeller for his legal insight to help craft the wording used in the "letter of termination" handout. And finally a big hand to Hans-Christian Vortisch for his invaluable help identifying the firearms that were available in that period and region.
My heartfelt thanks to you all.

Table of Contents

Introduction	2
Keeper's Information	2
Investigation Summary	4
Player Beginning	5
Scene 1 – The Singing Hills	9
Scene 2 – The Great White Space	11
Scene 3 – The Lost World	13
Scene 4 – Returning Home	28
Conclusion	30
Rewards	30
Appendix I: Pregenerated Investigators	31
Appendix II: Player Handouts	36
Appendix III: Maps	45



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Introduction


American naturalist, Roy Chapman Andrews, and his team of archeologists, naturalists, historians, and explorers from the American Museum of Natural History were the first people to discover fossilized dinosaur eggs in Mongolia's Gobi Desert on July 13th, 1923. The earth-shaking discovery further excited the dinosaur mania that was sweeping across the world and Andrews' fame continued to rise. Andrews' discovery also fueled the jealousy of a rival at Chicago's Field Museum of Natural History. Dr. Samuel Norris has always imagined himself to be at the center of America's fascination with dinosaurs, but Andrews has bested him with every discovery and has garnered all of the fame and glory that Dr. Norris believes should be his.

Being the jealous type, Dr. Norris had closely followed Andrews' exploits in Mongolia and when he learned that the Beiyang government – the internationally recognized government based in Peking – was growing dissatisfied with Andrews and the American Museum of Natural History, he saw his opportunity to finally outdo his rival. Apparently, the Chinese government took issue with Andrews' removal of fossils from the Gobi Desert, so when Dr. Norris sought permission to conduct his exploratory dig in the Gobi Desert,

he not only promised that he would not remove any fossils, he also swore to document his finds and turn them all over to the Chinese government. His assurances were accepted and permission was granted and so for the last two months, Dr. Norris has been conducting his dig in China.

Keeper Information

Although the charismatic Dr. Norris has convinced the Chinese government that he would give all of his documented discoveries to it, he never had any intention of doing so. Jealous and determined to garner the fame that he feels that Roy Chapman Andrews has kept from him, Dr. Norris always planned to send the best and the most interesting finds home. This intent was exacerbated by the radical nature of his discoveries – discoveries that he feels will not only overturn everything science knows about evolution, but will also make him name and eclipse Andrews' reputation. Like most of the scientists studying fossils in the early twentieth century, Dr. Samuel Norris began his career as a naturalist studying mammals, birds, and reptiles around the world. In particular, his academic reputation stems from his extensive study of the *cavia porcellus*, or guinea pig, in South America.



So far, as intended, Dr. Norris has given only a fraction of the discovered fossils, the unremarkable finds, to the Chinese government. Most of the discoveries were smuggled out of the country and shipped back to the Field Museum of Natural History in Chicago. Unfortunately, while Dr. Norris was filled with awe and wonder at his unprecedented discoveries, his fellow paleontologists and naturalists at the Field Museum were filled with doubt and skepticism. Dr. Norris' discoveries were too fantastical to be real. The Field Museum's Board of Regents concluded that the fossils Dr. Norris was smuggling out of China had to have been modified by Dr. Norris himself in a pathetic attempt to create something so unique as to feed his own ego and become America's greatest explorer. While it is aware of Dr. Norris' self-described rivalry with Roy Chapman Andrews (even though Andrews never acknowledged it himself), the Board of Regents never suspected that it could lead to the forgery of fossils and professional suicide.

The investigators are hired by Geoffrey Leeds, the chairman of the Board of Regents for the Field Museum of Natural History to travel to China and deliver a notice of termination to the Norris Expedition and to arrange for the safe return of the personnel on Dr. Norris' team and all of the museum's equipment. Dr. Norris' team consists of a dozen University of Chicago graduate students, Father William Armell of St. Alphonsus Church, Ira Goldman, a Professor

of Geology at the University of Chicago, Dr. Ronald Kent, a biologist, Lynne Robertson, a zoologist/naturalist, John Brown, a cartographer, and thirty porters supplied by the Chinese liaison.

Mr. Leeds will provide the investigators photographs of Dr. Norris' recent discoveries to accentuate the obvious ridiculous fraud that he is trying to perpetrate (**Handouts A, B, and C**) as well as a notice of termination of employment (**Handout D**) issued through the museum's lawyers and a full list of the members of the Norris Expedition (**Handout E**). Mr. Leeds also advises the investigators to be discrete when dealing with the Chinese bureaucrats, stating that, "The Chinese government does not take kindly to the removal of fossils from its land. Roy Chapman Andrews' transportation of fossilized dinosaur eggs has had a negative impact on the relationship between China and the United States." Mr. Leeds will also confide in the team that the Field Museum had negotiated a process by which the Chinese government would get to select which fossils would be transported to the Field Museum, but he suspects that Dr. Norris may have circumvented this agreement. Lastly, Mr. Leeds will impress upon the team that under no circumstances should the Chinese government learn of Dr. Norris' smuggling lest it lead to a diplomatic incident between China and the USA.

A Note on Geography and Politics

This adventure takes place in the Gobi Desert in Inner Mongolia. This region abuts much of the southern border of the nation of Mongolia, whose name Roy Chapman Andrews will popularize as 'Outer Mongolia', the metaphor for somewhere remote. Unlike the country of Mongolia, which until recently was occupied by China and is currently in the throes of a revolution that will see it become a client state of Soviet Russia by year's end, Inner Mongolia is theoretically governed from Peking.

The Beiyang government – the internationally recognized government based in Peking – is a weak government dominated by whichever Chinese warlord holds power over the capital. While the Beiyang government and its allies control much of the north, have diplomatic recognition, and spend the country's tax and customs revenue, most provinces south of the Yangtze are under the control of minor warlords or, around Canton, the Kuomintang of China.

Politically, Inner Mongolia is as divided as the rest of the nation. The western parts are the domain of the "Christian Warlord" Feng Yu-hsiang, whereas officials in the vast central and eastern regions, though appointed by the Peking government, are effectively independent. To muddy the waters further, several ethnic Mongolian officials are hardline members of the Kuomintang, or swear allegiance to the Soviet Republic blossoming in Mongolia proper.

Foreigners in Inner Mongolia need be aware that permits are required for travel, banditry is rife even in the towns, and an argument or mistake with the locals can quickly escalate. Last year, (1923), an American businessman was murdered by Inner Mongolian troops and since then the region's warlords have ordered patrols to police the main trans-Mongolian road. Foreigners, including missionaries, have been told by officials they should carry firearms.



The Keeper should note that what Dr. Norris has discovered are the fossilized remains of dinosaurs that have been augmented by Elder Thing science. The fossil records at The Singing Hills are unlike anything in the world, and cannot be corroborated. The scientific staff at the Field Museum is extremely skeptical of these fossils, and has little regard for any scientist that would waste his time studying these fossils.

Investigation Summary

The investigators in *The Lost Expedition* must transition from Earth to another dimension to find the lost Norris Expedition. And if the expedition is found, the investigators discover that returning to Earth may be nearly impossible.

Player Beginning, page 5: In which the investigators journey through the Gobi Desert to find The Singing Hills, the last known location of the Norris Expedition.

Scene 1 – The Singing Hills, page 9: In which the investigators find and search the abandoned campsite of the missing Norris Expedition. An Elder Thing artifact, a portal to The Great White Space is discovered.

Scene 2 – The Great White Space, page 11: In which the investigators journey through The Great White Space, an infinite pocket dimension located between realities.

Scene 3 – The Lost World, page 13: In which the investigators must search a Mesozoic jungle populated with dinosaurs mutated with shoggoth DNA to find the Norris Expedition.

Scene 4 – Returning Home, page 28: In which the investigators must journey back through The Great White Space to find a way back to Earth.

Levels of Skill Roll Success: A player's rolled results for his investigator's skill or characteristic tests fall within a range of outcomes: Critical Success, Extreme Success, Hard Success, Regular Success, Failure, or Fumble. When an investigator, NPC, or monster is participating in an opposed skill roll contest, the participant with the best roll result wins the contest; in case of a tie, the participant with the higher skill value being contested wins.

Critical Success: A rolled result of 01% is a critical success. This result imparts a special bonus to the investigator or NPC that made this monumental achievement; in combat situations, this result inflicts maximum damage on the intended target.

Extreme Success: A rolled result equal to or less than a fifth of the skill value being tested is an extreme success. This result usually imparts a special bonus to the investigator or NPC that made this roll.

Hard Success: A rolled result equal to or less than half of the skill value being tested is a hard success. At the Keeper's discretion, this result can impart a special bonus to the investigator or NPC that made this roll.

Regular Success: A rolled result equal to or less than the skill value being tested is a regular success. This result does not impart any special bonuses to the investigator or NPC that made this roll.

Failure: A rolled result greater than the skill value being tested is a failure. This result does not impart any special penalties to the investigator or NPC that made this roll.

Fumble: A rolled result of 96%-100% for skill values below 50%, or a roll result of only 100% for skill values of 50% and above, is a fumble. This result imparts a special penalty to the unfortunate investigator or NPC that made this roll, as determined by the Keeper.

Pushing the Roll: With some skill roll tests, the player can make a second attempt at the test; this second attempt is called 'pushing the roll'. A player can only push skill and characteristic tests, not Luck, Sanity, or rolls that determine the amount of Sanity lost. A player should always ask the Keeper if he can push the roll, and prior to making the roll must work with the Keeper to forecast the consequences of failing the pushed roll. When a player opts to up the ante and push the roll, he is also giving the Keeper permission to up the level of danger.

Bonus Dice and Penalty Dice: Under certain conditions, the Keeper may instruct the player to roll a bonus die or penalty die with his skill roll test. The bonus or penalty die is an additional 'tens' die. In the case of a bonus die, the player would roll two 'tens' dice and one 'units' die, and is rewarded with the dice result that is a lower percentage value. In the case of a penalty die, the player rolls the dice and must take the dice result that is the higher percentage value.

Spending Luck Points: At the Keeper's discretion, a player can spend his investigator's Luck points on a one-for-one basis to adjust a skill roll result. Luck points cannot be spent on Luck rolls, pushed rolls, damage rolls, Sanity rolls, rolls that determine the amount of Sanity points lost, critical results, fumble results, or firearm malfunction roll results.



Group Luck Roll: This works like a standard Luck roll except that it is calculated by averaging the Luck value of the investigators currently participating in the scene – rounded down to the nearest 5 percentiles. Whatever the outcome of the roll, it affects all of the investigators participating in the scene.

Player Beginning

The Keeper should thoroughly review the Keeper Information above and ensure that the players have the collection of handouts given to them by Geoffrey Leeds. Dr. Norris' photographs (**Handouts A, B, and C**) and the Norris Expedition member list (**Handout E**) should be made available to all of the investigators, but the notice of termination of employment (**Handout D**) should be given to the investigator who is the direct representative of the Field Museum's lawyers. If the pre-generated investigators are being used, then this should be Anthony 'Tony' Saverino. (Ideally, this letter should be placed in a nice white envelope).

The Keeper has four options as to how he begins the scenario and gets the investigators involved. These options depend on the kind of game that the Keeper and his players are anticipating and the amount of time they have available to play the scenario. All four options begin in China, but differ as to when and where. **Option #1 – Campaign Play** provides a longer set-up and engagement for the investigators with the beginning of the scenario; **Option #2 – Quickstart** moves the

beginning of the action along; **Option #3 – Action** drops the investigators straight into the scenario and the dangers on the road; and **Option #4 – Convention** forgoes all of the content of the previous options and has the scenario start the Norris Expedition's dig site. It is suitable for convention play or for when the Keeper and his players are short of time.

Option #1 – Campaign Play: This mode allows the players to have greater engagement as the investigators first arrive in Peking, China. The Keeper and players can role-play the initial meeting between the investigators and their Chinese Government liaison, Cheng Li, or they can fast-forward through that meeting and begin the scenario as they begin their trek through the Gobi Desert toward The Singing Hills.

If the Keeper begins the scenario with the investigators meeting Cheng Li, then read or paraphrase the following: *You are escorted to a small and Spartan office decorated only with a simple desk, two additional chairs, and a small bookcase. A few seconds after the secretary has exited the room, the door swings open again, and a handsome young man in a neatly pressed and crisp suit enters the room. "Good afternoon. My name is Cheng Li, and I will be your liaison and translator on this expedition." Cheng Li is quick to shake the hands of the men in the room, and after a brief – but noticeable – pause, he also shakes the women's hands.*

Weapons In Inner Mongolia

By the time the investigators arrive in China they will have been advised to arm themselves against the likelihood of their being attacked by bandits on the dangerous journey across 'Inner Mongolia'. Given the instability of the region – currently in the throes of a civil war – it is relatively easy for the bandits to obtain the military rifles and handguns that are arming the forces of warlords in the region. Similarly, the investigators will be able to find comperable weapons in Peking, but at an extortionately 'special' rate reserved for American 'laowai'. The following weapons are typical of those available, having been supplied by both Tsarist and Soviet Russia. The Mosin-Nagant M-1891 is a bolt action rifle dating from the 1890s, while the Smith & Wesson No.3 is a sturdy revolver dating from the 1870s. At the Keeper's discretion any of these weapons will need some maintenance before they are in full working order.

WEAPON	SKILL	BASE	DAMAGE	RANGE	ROF	AMMO	MALF
Smith & Wesson No. 3 Russian .44 revolver	Firearms (Handgun)	20%	1D10+1	20 yards	1	6	00
Mosin-Magant M-1897 7.62x54mm rifle	Firearms (Rifle)	25%	2d6+4	150 yards	1	5	00

WEAPON	SKILL	BASE	DAMAGE	RANGE
Mongolian scimitar	Fighting (Sword)	20%	1D8+1+db	Touch



Cheng Li is the Chinese Government liaison assigned to work with the investigators. The Chinese bureaucracy is a tangled mass of red tape and would not be navigable without Cheng Li's help. The government is still upset with Roy Chapman Andrews' transportation and sale of fossils outside of China, and despite the agreement that was reached with the Field Museum, Cheng Li suspects that Dr. Norris may have smuggled fossils out of China anyway and that the real reason why Dr. Norris is missing is because he is in the midst of smuggling himself and a cache of fossils out of China.

Secretly, if Cheng Li can find evidence that proves that fossils have been smuggled out, then he will arrest the investigators and all of Dr. Norris' team once they have been located. Cheng Li explains to the investigators that all arrangements for their journey through the desert have already been completed. All of the porters hired to help get the team of investigators safely through the Gobi Desert are loyal to Cheng Li and will follow his orders without fail. The investigator's expedition into the Gobi Desert begins on Monday, March 3rd, 1924.

Cheng Li, Suspicious Bureaucrat – aged 36

STR	CON	SIZ	DEX	INT	POW
60	75	35	50	85	60
APP	EDU	HP	MP	SAN	
70	85	11	12	60	

Idea 85% **Luck** 60% **Build:** 0 **Move:** 9

Damage Bonus: None

Skills: Charm 40%, Credit Rating 50%, Drive Auto 25%, Firearm (Handgun) 40%, Language (English) 45%.

Description: Slim build and short cut hair. Cheng has a small notebook that he carries with him at all times to take detailed notes of business transactions and important conversations. The notes are written in Mandarin Chinese; investigators that are able to read the book and have somehow acquired it from Cheng, see all of his suspicions concerning stolen fossils and his intent to arrest the investigators if he is able to confirm his suspicions.

Gear: Mauser C96 pistol with four 10-round clips and enough manacles to secure each investigator, plus one for Dr. Norris. All of the manacles are hidden in Cheng's luggage.

WEAPON	SKILL	BASE
Mauser C96 M1916 9×19mm calibre pistol	Firearms (Handgun)	20%
DAMAGE	RANGE	ROF
1D10	15yard	2
AMMO	ROLF	
10	98	

22 Porters, Hired Hands- ages 16-32

STR	CON	SIZ	DEX	INT
65	50	65	60	55
POW	HP	MP	SAN	
60	12	20	35	

Damage Bonus: +1d4 **Build:** 1 **Move:** 8

Skills: Fighting (Brawl) 35%, Firearm (Rifle) 40%, Mechanical Repair 65%, Navigate 50%, Ride 40%

Description: None speak English and besides being loyal to Cheng Li, they are all extremely superstitious.

Gear: Tools and supplies to maintain the vehicles and animals. There are ten Hanyang 88 rifles with two dozen 5-round clips and a dozen machetes for the men to share. In addition, each of the porters has a small knife (1d4 damage) that is primarily used as a tool.

WEAPON	SKILL	BASE
Hanyang 88 7.92×57mm rifle	Firearms (Rifle)	25%
DAMAGE	RANGE	ROF
2d6+4	150 yards	1
AMMO	ROLF	
8	95	

WEAPON	SKILL	BASE	DAMAGE	RANGE
Machete	Fighting (Brawl)	25%	1D6+1+db	Touch

Along with the men, Cheng Li has arranged for the team of investigators to have a convoy of eight horses and six Dodge cars.





8 Horses

STR	CON	SIZ	DEX	HP
145	70	155	50	22

Damage Bonus: +366 **Build:** 6

Skills: Fighting (Kick) 25% 1d8+db damage

6 Dodge Brothers Model 30-35 Touring Cars

Seats	MOV	Build	Armor
6	15	6	2

Option #2 – Quickstart: If the Keeper begins the scenario as the caravan begins their journey through the desert, then read or paraphrase the following: *You are surrounded by a swarm of activity; men and animals and cars are being*

Gobi Desert Encounter Table

01% - 75%: No Encounter

76% - 100%: Encounter – Roll on the table below

1d8	Day Encounter	Night Encounter
1	Bandits – 4 Bandits on horseback. The bandits will flee if the investigators show any sign of force. (Use Porter stats for Bandits, but arm them with weapons given in ‘Weapons in Inner Mongolia’).	Mild Dust Storm – An unexpected storm results in the vehicles being left exposed; a successful Mechanical Repair skill roll is required in the morning to get each vehicle started. <i>Failure:</i> A day of travel is added to the journey.
2	Snakes – 2d6 Pit Vipers spook the horses in the convoy. Str 40, Con 40, Siz 12, Dex 85, DB -2, HP 5, Fighting (Bite) 75% 1d4 damage+Pot16 poison.	Nomad Informant – A small band of nomads meet the convoy at dusk. Cheng Li learns from one of them that the nomads have been helping Dr. Norris smuggle fossils out of China. Cheng Li will also ask if the investigators are involved in Dr. Norris’ smuggling, but the nomads know nothing.
3	Heat Stroke – Hard CON roll for investigators on horseback, CON roll for investigators in cars. <i>Failure:</i> 1 Hit Point of damage and loss of 1 CON until hospitalized for one week.	The Hum – In the middle of the night, a persistent and invasive low-frequency hum is felt more than heard. The directional source of the hum cannot be exactly determined. The hum lasts for fifteen minutes. <i>Abandoned:</i> 2d6 porters steal one car and up to two horses to flee in the night due to superstition. (Ignore this result if it is not March 4th, 5th, or 6th)
4	Car Trouble – One of the cars has a mechanical failure that can be repaired, but it adds an extra day’s travel to the journey.	Fire – A breeze carries some embers from the campfire onto one of the tents. Investigators inside the tent need a successful DEX roll to escape the fire unharmed. <i>Failure:</i> Lose 1 Hit Point.
5	Sandstorm – The porters erect shelters that protect men, animals, and equipment, but it adds an extra day’s travel to the journey.	Snakes! – 3d12 Pit Vipers slither into camp, drawn by the warmth of the camp fires. Due to the cold, the vipers always strike last. The snakes hide in boots, under cots, and curled around anything that will keep them warm. Str 40, Con 40, Siz 12, Dex 85, DB -2, HP 5, Fighting (Bite) 75% 1d4 damage+Pot16 poison.

organized into a logical order for the journey. Cheng Li orchestrates the chaos with a calm that only comes through experience. Soon, he approaches you and says, “We are ready to leave. To your cars, if you please.” And with that, Cheng Li orders the vanguard to move out. The engine of your car groans, and you begin your trek into the Gobi Desert.

It is a three day drive to The Singing Hills, Dr. Norris’ last known location. The Keeper may use the optional **Gobi Desert Encounter Table** below to acclimate the investigators to the harsh realities of desert travel. Travelling through the desert together will give Cheng Li an excellent opportunity to talk with the investigators to see if he can covertly discover evidence that Dr. Norris has smuggled fossils out of China and Inner Mongolia.





Gobi Desert Encounter Table Continued

1d8	Day Encounter	Night Encounter
6	<p>Ambush – 1d6+3 Bandits on horseback ambush the convoy with the intent to destroy the cars and kill the horses so the people will die stranded in the desert. (Use Porter stats for Bandits, but arm them with weapons given in ‘Weapons in Inner Mongolia’. At the Keeper’s discretion, the bandits may be accompanied by large wolf-like dogs) Str 60, Con 60, Siz 35, Dex 75, DB None, HP 9, Fighting (Bite) 25% 1d8 damage, Track 80% The bandits aim to kill the men and subdue and capture the women.</p>	<p>Bats and The Hum – At close to 11PM, a persistent and invasive low-frequency hum is felt more than heard. A large colony of bats is so disturbed by the hum that they aggressively attack the campsite. The bat attack ends when the hum ceases in fifteen minutes. A single bat attack versus a person represents approximately a dozen bats swarming a single target per combat round. Str 25, Con 35, Siz 20, Dex 105, DB -2, HP 5, Fighting (Bite) 40% 1d2 damage+Pot7 rabies. (Ignore this result if it is not March 4th, 5th, or 6th)</p>
7	<p>Bears – 1d3 Gobi Brown Bears. Str 110, Con 70, Siz 100, Dex 55, DB +2d6, HP 17, Fighting (Bite) 25% 1d10 damage, Fighting (Claw) 40% 1d6+db damage, Armor 3.</p>	<p>Strange Sounds – A strange whistling or hooting sound is heard in the middle of the night. The sound is far away and impossible to pinpoint. It ceases after five minutes.</p>
8	<p>Nomads – A small band of nomads meet the convoy. A successful Bargain results in the trade of goods and information, the latter including a better route that reduces the travel time by a day. The nomads simply leave with a failed Bargain roll. (Use Porter stats for Nomads, but arm them with weapons given in ‘Weapons in Inner Mongolia’)</p>	<p>Theft – 2d4 Bandits attempt to steal the horses, but they are discovered by the porters. The bandits kill one of the porters, his death being loud enough to alert the rest of the camp. The bandits attempt to flee, but if captured, the bandits know nothing of Dr. Norris or the location of his camp. (Use Porter stats for Bandits, but arm them with weapons given in ‘Weapons in Inner Mongolia’)</p>

Traveling through the Gobi Desert is slow and dangerous. While some of The Gobi Desert is a sea of sand dunes, most of it is a vast arid scrubland with sporadic and hardy vegetation throughout rolling hills and mountain clusters. There are no roads and the broken terrain is extremely difficult to traverse. If the Keeper chooses to use the table above, he should roll only once per day of travel and once per night of camping.

Option #3 – Action: If the Keeper wants to begin the scenario with a bit of flare, he can open the scenario *en media res* as the caravan is under attack by a bandit band on their second day of travel through the desert, (see the **Ambush Day Encounter** noted above in the random encounter table entry #6); read or paraphrase the following: *The window shatters and the bullet whizzes past your head before you hear the crack of the shot. The porters shout out and the car lurches as your driver forces it into high gear. More shots ring out as the porters on horseback return fire at the fur-swathed bandits racing toward your convoy!*

Once this encounter is complete the Keeper has two options. He can either continue with the scenario by rolling for further encounters and moving the investigators on to the dig site in The Singing Hills or he can run through options #1 and #2 as flashbacks before the investigators get to the dig site in Option #4.

Option #4 – Convention Play: This mode is designed to trim off the ‘build-up’ portion of the scenario and drop the investigators directly in Dr. Norris’ destroyed campsite at the base of the Singing Hills. When using this mode of play, the investigators’ caravan will have just crested a ridge and can see Dr. Norris’ campsite with the aid of a spyglass. Read or paraphrase the following: *Through the scope you can see a group of olive green tents that are ragged and torn and blowing in the wind. You don’t see any signs of life or activity.*





Scene 1 – The Singing Hills

Once the investigators are within a mile of The Singing Hills they will see specks of color near the base of an escarpment. When the investigators enter Dr. Norris' campsite, they find the camp in shambles. The tents are torn apart, the cars are destroyed, the animals are dead, and all of the equipment is scattered around the campsite.

Tents – All of the tents are ripped and torn, but the frames are still standing, so the tents are also still standing, but ribbons of canvas flutter in the wind.

Cars – None of the cars are in working order. Several look like they have been ripped apart by a great force, but one of the cars looks like it has been fully disassembled and its parts scattered across the ground. None of the cars in Dr. Norris' expedition can be repaired, but some of the parts can be used to repair the investigator's cars if the need should arise.

Animals – The carcasses of several horses and camels are strewn around the campsite. In one area, the internal organs of a horse have been delicately laid out to mimic their natural arrangement inside the horse's body and all of the outer flesh has been removed from the horse's head and neck. Next to that horse is a camel similarly displayed. Not all of the pack animals used in Dr. Norris' expedition can be accounted for; it is assumed that some of the animals were able to escape whatever horror befell the campsite. The sight of these neatly dismembered animal carcasses is enough to warrant a **Sanity (0/1)** check, but anyone who makes a **Natural World** or **Science (Biology)** skill will lose an extra point of Sanity. A successful **Medicine** skill roll informs the investigator that the animals have been dead for approximately two months; a Critical **Medicine** roll pinpoints the date of death to between January 5th and 10th.

Footprints – The entire area is covered in footprints, but many of them overlap each other, thus making the number of people impossible to calculate. A successful **Track** skill roll informs the investigator that a lot of people followed a trail out of the campsite along the escarpment. Following this trail leads to **Area 1-5: The Singing Cave**. A Hard **Track** skill roll allows the investigator to identify a recurring pattern of something strange in the dirt that could be a track, but it is not a track of any known animal. Supposedly, it's possible that a wounded man or wounded animal could be responsible for the strange tracks, but the track looks something like a tentacle lined with barbs, and they too follow the trail along the face of the escarpment to the nearby cave.

The Escarpment – The high cliff walls of The Singing Hills mountain cluster are steep and colored in reds, golds, and tans. If the investigators make a successful **Spot Hidden** skill roll, they will see the arm of a man visible on a shelf outcropping located about thirty feet up the cliff wall, (see **Area 1-3 – John Brown's Corpse** below).

Area 1-1 – The Dig Site

Read or paraphrase the following when the investigators approach this area: *There are several shallow areas of excavation into the ground. The fossilized remains of dinosaurs can be seen, still half-embedded in the earth.*

The entire campsite is a mess of discarded equipment, including the dig sites. There are small brushes, tiny hammers and chisels, and canvas tarpaulins scattered about. Investigators with a successful **Archaeology**, **Natural World** or **Science (Biology)** skill roll notice something odd about the fossils. It looks like Dr. Norris' team had discovered the skull and partial neck bones of a sauropod, but the skull has too many eye sockets and there seems to be a collection of bony tendrils protruding from the snout that is inconsistent with all known sauropod physiology.

Area 1-2 – Dr. Norris' Tent

Read or paraphrase the following when the investigators enter this tent: *The ragged and torn walls of the tent flutter in the dry and dusty wind. Gear and equipment is scattered all over the floor of the tent and spills out onto the ground outside.*

With a successful **Spot Hidden** skill roll, the investigator finds Dr. Norris' personal journal, (give the players **Handout F**). Investigators that read the journal can attempt to roll a Critical **Idea** roll; with a successful roll the investigator realizes that January 5th, 6th, and 7th, 1924 were the nights of the new moon. Additionally, the investigator realizes that March 4th, 5th, and 6th are also nights of the new moon. Any investigator with at least **Science (Astronomy) 10%** may make the same realization above with a normally successful **Idea** roll. If the same investigator has also heard and felt the hum, then he also realizes that the hum is aligned with the new moon.

Area 1-3 – John Brown's Corpse

Read or paraphrase the following when the investigators look up the cliff face with a successful **Spot Hidden** skill roll: *You can see the hand and sleeved arm of a man that must be hiding up on a shelf on the cliff wall. The shelf is about thirty feet above you.*

A successful **Climb** skill roll is required to ascend to the shelf on the cliff wall; after ascending, read or paraphrase the following: *You see the body of the man who must have been John Brown. Several pit vipers are coiled and draped over his body and you can see that he is covered in snake bites. Clearly, he must have died from an overdose of venom. The man's face is frozen in a look of abject fear.*

Investigators must make a **Sanity (0/1)** check upon seeing John Brown's body. With a successful **Psychology** skill roll, an investigator believes John Brown must have been fleeing something horrific in the campsite, but instead found his death in a nest of vipers. And that whatever he was fleeing, he must have thought that it was worse than death by pit vipers. This realization requires another **Sanity (0/1)** check for the investigator.

The snakes do not attack the investigators as long as nothing on the cliff shelf is disturbed. But, if the investigators attempt to pull down John Brown's body, then several vipers will strike at the intruders.



Pit Vipers

STR	CON	SIZ	DEX	HP
40	40	12	85	5

Damage Bonus: -2

Skills: Fighting (Bite) 75%, 1d4 damage+POT 16 poison.

Area 1-4 – General Campsite

Read or paraphrase the following as the investigators approach this area: *The tents are shredded on their frames; ribbons of canvas flap in the dusty wind. The slaughtered animals lie on the ground near the ghost town of shredded tents.*

The tents are in shambles. Equipment, clothing, and other supplies are scattered about each tent in various states of disrepair and destruction. One of the tents was used to create plaster molds of excavated fossils and to then pack those fossils for transportation. A large tub of wet plaster was spilled across the tent floor, presumably during the horrific event that tore through the campsite. With a successful **Track** skill roll, the investigator will recognize that something unusual has been imprinted into the spilled plaster. It can only be the footprints of some kind of creature, but certainly not one recognized by modern science. The footprint resembles something akin to a tentacle lined with short barbs.

Another tent was used by porters as a barracks and it is here that Cheng Li spends a lot of time, searching through the debris in this tent. Cheng Li had placed several spies in Dr. Norris' team of porters, so Li is searching the tent to see if he can find any evidence that they may have collected. He is looking for pictures, letters, or other documentation that can be used to convict Dr. Norris once they find him. There is no evidence here for Li to find, but he will spend a long time searching in this tent just to be sure. Investigators who are curious to what Li is doing can attempt a **Psychology** skill roll; with a successful roll the investigator realizes that Li is searching for something that he considers more critical than the missing people.

Area 1-5 – The Singing Cave

Read or paraphrase the following as the investigators enter the cave: *As you approach the mouth of the cave, you can hear a hollow whistling as the winds whip through the cave. The cave looks to be filled with granite boulders and columns that are pockmarked by sand erosion and which must be the source of the whistling.*



This large cave is filled with stones that have been weathered by wind and sand and it is obvious to all who enter the cave that this place is why this escarpment is known as The Singing Hills. The interior of the cave is vast and confusing. The hard ground floor does not leave clear footprints that could leave a trail. A successful **Spot Hidden** skill roll is required to find the corridor to **Area 1-6 – The Portal**. With a Critical **Spot Hidden** skill roll, an investigator notices a subtle set of scratches on the boulders and columns of rock, almost as if some unknown and unidentifiable thing has moved through this cave from rock-to-rock-to-rock.

Area 1-6 – The Portal

Read or paraphrase the following as the investigators enter this area if it is daytime outside, or it is not a new moon nighttime: *As you slip past the last boulder, you see before you a large chamber sculpted in the rock. The walls, floor, and twenty foot ceiling are polished smooth; a long ramp running the length of the room leads down another ten-feet into the floor. At the bottom of the ramp stands a huge onyx slab that looks to be about ten-feet wide and thirty-feet tall.*

Read or paraphrase the following as the investigators enter this area and it is currently nighttime outside with a new moon, (that is, the night-before, the night-of, or the night-after a scheduled new moon): *As you slip past the last boulder, you see before you a large chamber sculpted in the rock. The walls, floor, and twenty foot ceiling are polished smooth; a long ramp running the length of the room leads down another ten-feet into the floor. At the bottom of the ramp is a huge slab that looks to be about ten-feet wide and thirty-feet tall. The slab emits a bright white light and the surface of the slab seems to ripple, like water. The entire chamber throbs with a low-frequency hum that rattles your fillings.*

This chamber is where the Elder Things constructed a portal to The Great White Space. The portal is keyed to the darkness of the new moon. The portal is automatically activated with the rising of the new moon on the night-before, the night-of, and the night-after the scheduled new moon. The active portal is also the source of the hum. All characters within a mile of the active portal can not only hear the hum, but they can feel it thumping in their chest and behind their eyes. All investigators must make a Hard **POW** roll to resist the compulsion to go to the chamber and walk through the active portal to The Great White Space. Those that fail their **POW** roll are drawn to the chamber, like a moth to the flame. Transitioning through the active portal is like walking into another room, but the act of moving through the portal causes the person to be temporarily blinded by the

white light and deafened by the white noise; the people then appear in **Scene 2 – The Great White Space**.

Scene 2 – The Great White Space

The Great White Space is a strange dimension of ‘otherness’ that has been extensively explored by the Elder Things. The Great White Space is a conduit that connects multiple dimensions and multiple planets; the Elder Things use it to traverse the universe.

Area 2-1 – The Space Between

Read or paraphrase the following when an investigator finds himself in The Great White Space: *Your senses return to you after being momentarily blinded by the white light and deafened by the thumping of the hum. Your stomach flips as your last meal is almost ejected. Gravity does not exist here and you find yourself drifting in the space of a nightmare. You feel pressure in your ears and you desperately wish that they would pop clear, but they won't.*

You seem to be floating between a pair of walls that continue to infinity in every direction. Each wall looks to be a honeycomb of hexagonal portals and each portal seems to have a membrane stretched across the portal. By your estimate, each immense portal is at least twenty-feet wide. From many of the portals, dim lights can be seen beyond the membrane. Some of the membranes ripple and warp from an unknown force on the other side, possibly a wind, water, or some kind of guided hand?

The gap between the pair of walls where you currently drift seems to be only sixty-feet apart. Everything is bright, but not blindingly white; and the hum has ceased. As you flail your arms and legs, you send yourself into a pin-wheeling motion causing the purgatory you find yourself to begin to spin.

As soon as the investigators find themselves drifting in The Great White Space, they need to make a **Sanity (1d6/2d6)** check. Investigators or non-player characters that lose ten or more sanity points also begins to dig at their eyes and ears with their fingers or knives as their mind rebels against the experience of being in the space between; this is in addition to any temporary or indefinite insanity resolutions, such as agoraphobia (a fear of open spaces), astrophobia (a fear of outer space), mazeophobia (a fear of being lost), or an acute panic attack where the investigator cannot stop screaming.





Standard laws of physics do not apply in The Great White Space. If the investigators simulate either a walking or swimming motion, then they will be able to propel themselves through The Great White Space as if they were walking or swimming on Earth. It is impossible for investigators to figure out how or where they entered this space from. If other investigators arrive into The Great White Space while other investigators are currently in the space, then the newly arrived investigators simply seem to fade into being, they do not enter from a specific membrane covered portal on either wall of infinity.

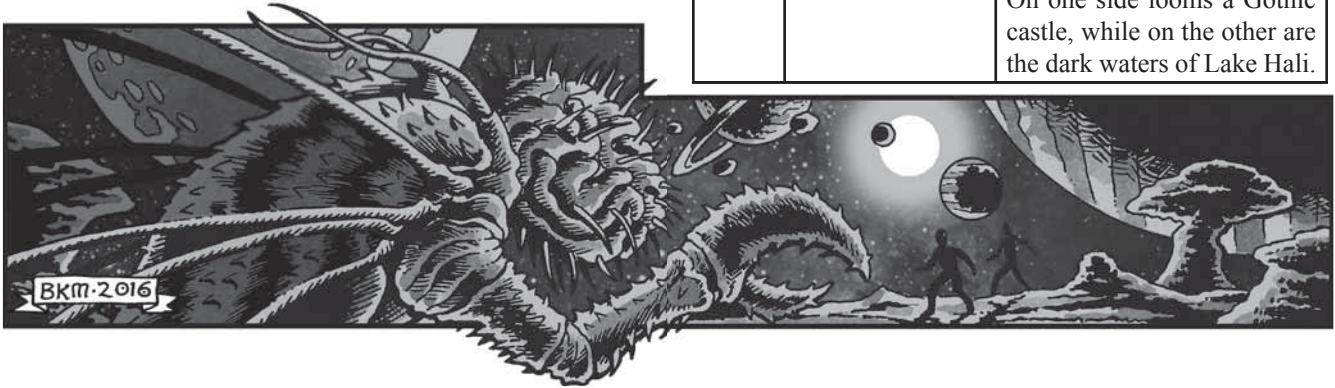
The Keeper should allow the investigators to ‘get their sea legs’ in the space between, as they experiment with how to traverse The Great White Space. Once the investigators are acclimated to the space, then at least one of the investigators will notice a portal almost one hundred yards away with a ragged and torn membrane that flutters in the zero-gravity space. The Keeper should also select an investigator to notice the open portal if the investigators attempt to tear into any other portal.

If the investigators transition through the portal with the ragged and torn membrane, then they feel a sensation of falling begin to rise as gravity gradually takes hold of them again. And as soon as it feels like they are reaching terminal velocity, the world goes white again as they fall unconscious. The investigators are then transported to **Scene 3 – The Lost World**.

However, if the investigators are determined to open the membrane covering any other portal, then they can dig into it with their fingers or knives and have the portal opened in a few seconds or minutes, depending on how large of an opening they wish to create. Conversely, the membranes are resistant to bullets and simply stretch deep enough to ‘catch’ any bullet fired at the membrane. If investigators are determined to enter any other portal other than the one they noticed with the ragged and torn membrane, then the Keeper is encouraged to roll or select a result on the table below.

Transitioning Through the Great White Space

d%	Location	Description
01-03	Gobi Desert – 1924	The investigators have returned home safely.
04-07	Gobi Desert – Hyperborean Age	The investigators have returned to Earth, but in a time when great power lay with sorcerers and legendary Mu is the pinnacle of humanity.
08-19	Yuggoth	The dark home world of the fungi known as the Mi-Go.
20-33	The Great Library of Celaeno	Located on the fourth planet around the star, Celaeno, the Great Library houses stone tablets containing secrets stolen from the Great Old Ones and Elder Gods.
34-48	The Plateau of Leng	The investigators emerge from a cave located at the base of the Pharos of Leng located in the center of the fabled plateau of The Dreamlands.
49-61	The Nameless City	The investigators appear in a chamber with a huge onyx slab. It is clear that they are in what appears to be an abandoned city, but they know not where (or when), they are.
62-73	The Courtyard of Carcosa	The investigators appear in the center of a courtyard, a huge onyx statue of a robed and masked figure stands in the center of the courtyard. On one side looms a Gothic castle, while on the other are the dark waters of Lake Hali.



74-87	Caves of Saturn	The investigators appear in the subterranean caverns of Saturn (also known as Cykranosh). The Cykranosheans are currently in rebellion against the malignant godling relatives of Tsathoggua.
88-93	Mirkalu	A dead planet.
94-99	A Temple on Uranus	Known as L'gy'hx by the indigenous metallic multi-legged cube-shaped beings, these creatures worship L'rog'g (a possible avatar of Nyarlathotep).
100	Keeper's Choice	Anywhere in the universe or across any dimension.

The otherness of The Great White Space is patrolled by an extra-dimensional creature known as a Raptor of Tindalos. These immortal and solitary creatures roam the space between, ever vigilant for beings that have lost their way and found themselves here. The Keeper may choose to use this creature as a 'motivator' to encourage the investigators to choose a course of action while in The Great White Space.

Raptor of Tindalos, Scavenger of the Great White Space

STR	CON	SIZ	DEX
90	125	70	80
INT	POW	HP	MP
70	85	19	40

Damage Bonus: +1d4 **Build:** 1

Move: 4 crawling/60 flying

Number of Attacks: Two claw attacks, or a single barbed tail attack.

Weapons: Fighting (Sickle Claw) 75%, 1d6+db damage; Fighting (Barbed Tail) 90%, 1d4 POW drain damage.

Armor: 2-points of tough hide; unless dead, the raptor regenerates 4 Hit Points per round; impaling weapons do minimum damage.

Spells: Each raptor knows 2d6 spells, as the Keeper deems appropriate. Possible spells include *Contact Nyarlathotep*, *Create Time Gate*, and *Sense Life*.

Sanity Loss: 1d3/1d10 sanity points to see a Raptor of Tindalos.

Description: The raptor is a slim creature with long double-elbowed arms that have a membrane of flesh anchored to its hips to form large fleshy wings. The pale creature has a long prehensile tail tipped with bony barbs. The raptor has two lithe legs that end with a single-toed foot. Each toe sports a large curved claw. The extra-dimensional beast emits a blue vapor from its mouth and nostrils that cloaks the creature, making it difficult to see clearly until it is within twenty yards.

Scene 3 – The Lost World

The jungle world the investigators have been transported to is hot and wet, very similar to conditions on Earth during the Jurassic period. The humidity is high, so it only takes a few minutes for their clothing to stick to their skin from the increased perspiration. The oxygen levels are also elevated, so the investigators feel invigorated here, healthier and stronger. All physical hand-eye coordinated skills benefit from a **Bonus Die** while the investigators are on this world. This strange alien world has a seventy-six hour rotation, with half of that as daytime. The investigators have arrived on this world six hours after sunrise.

This is a world of dinosaurs that have been collected from throughout the Mesozoic Era (the Triassic, Jurassic, and Cretaceous periods). As the investigators encounter the dinosaurs, they can attempt a Critical **Know** roll to successfully identify the geologic period the animal is originally from. Investigators with occupational or hobby experience with dinosaur facts only need a normally successful **Know** roll.

This special world is an Elder Thing laboratory. The animals on this planet have been genetically modified with a primitive version of shoggoth DNA which introduced a mutation into each species. Possible mutations include tentacles, extra heads, extra limbs, and wings, but other mutations are also possible as long as they slightly modify the animal. The intent is for the investigators to still recognize the animal, but also be disturbed by the mutation. Explicit encounters have not been designed for each animal, but the Keeper can use the following table for *ad-hoc* encounters. There is also a wide variety of docile herbivore dinosaurs that are not listed here that primarily serve as a steady food source for the predators.



Dinosaur	Period	Habitat	Diet
Allosaurus	Jurassic	Light Jungle, Grasslands, Swamps	Carnivore
Ankylosaurus	Cretaceous	Light Jungle, Grasslands,	Herbivore
Branchiosaurus	Jurassic	Light Jungle, Grasslands,	Herbivore
Compsognathus	Jurassic	Light Jungle, Thick Jungle, Grasslands	Carnivore
Pterodactyl	Jurassic	Mountains, Waterways	Carnivore
Sarcosuchus	Cretaceous	Swamps, Waterways	Carnivore
Stegosaurus	Jurassic	Light Jungle, Grasslands	Herbivore
Triceratops	Cretaceous	Light Jungle, Grasslands	Herbivore
Tyrannosaurus	Cretaceous	Light Jungle, Grasslands, Swamps	Carnivore
Velociraptor	Cretaceous	Light Jungle, Thick Jungle, Grasslands	Carnivore

Allosaurus, Cunning Predator

STR	CON	DEX	SIZ	HP
135	100	90	80	21

Damage Bonus: +2d6 **Build:** 3

Number Appearing: 1d2

Move: 4 trotting/10 running

Mutations: *Plasticity* – The allosaurus can stretch its arms out to grab prey and it can stretch its jaws open wider to bite larger prey. The allosaurus can stretch up to twice its body length.

Multiple Eyes – The allosaurus has a cluster of compound eyes all over its skull that allow it to better see and track its prey, and it cannot be surprised.

Weapons: Fighting (Claw) 45%, 1d6+db damage; Fighting (Bite) 60%, 1d8+db damage.

Armor: 1-point of tough hide.

Sanity Loss: 0/1d3 sanity points to see a mutated allosaurus.

Description: Allosaurus was discovered in 1877 by Othniel Charles Marsh. This theropod has strong forelimbs that it uses to grab prey, a large head with excellent eyesight and smell, and a long tail for balance.

Ankylosaurus, Armored Nuisance

STR	CON	DEX	SIZ	HP
145	120	60	120	24

Damage Bonus: +2d6 **Build:** 3

Number Appearing: 1d4+1

Move: 2 walking/6 running

Mutations: *Adhesion* – The ankylosaurus' armor on its body glistens with an oily look. The armor secretes an adhesive substance that bonds almost instantaneously upon contact. The end result is that if a predator attempts to attack the ankylosaurus, then it gets stuck to the ankylosaurus, thus making it an easy target to be bludgeoned to death by ankylosaurus' club tail.

Weapons: Fighting (Club Tail) 55% versus moving target or 100% versus adhesion target, 1d8+db damage.

Armor: 10-points of tough hide.

Sanity Loss: 0/1d3 sanity points to see a mutated ankylosaurus.

Description: Discovered in the early 1900s, the ankylosaurus was named by Barnum Brown in 1908. This herbivore is accustomed to bullying its way into a growth of vegetation to eat its fill, regardless of what creatures may already be there, so woe to them if they should object to the intrusion.

Brachiosaurus, Apathetic Herbivore

STR	CON	DEX	SIZ	HP
175	150	50	225	37

Damage Bonus: +4d6 **Build:** 5

Number Appearing: 1d8

Move: 3 walking/6 running

Mutations: *Multiple Heads & Necks* – Like the fabled hydra, the mutated brachiosaurus has multiple necks and heads. Every 8 Hit Points of damage inflicted on a mutated brachiosaurus kills one of the extra heads.



Weapons: Fighting (Tail Slap) 45%, 1d8+½db damage; Stomp 40%, 2d6+db damage.

Armor: 4-points of tough hide.

Sanity Loss: 0/1d3 sanity points to see a mutated brachiosaurus.

Description: Elmer Riggs named the animal in 1903 based on fossils discovered in the Grand River Canyon in western Colorado. These passive creatures only engages in combat as a last resort, but beware of a brachiosaurus stampede, few creatures can survive a situation like that.

Compsognathus, Famished Horde

STR	CON	DEX	SIZ	HP
20	40	90	5	4

Damage Bonus: -2

Build: -2

Number Appearing: 4d6+2

Move: 6 trotting/15 running

Mutations: *Double Mouths* – This mutation gives the compsognathus a second extendable mouth that is located inside its primary mouth; it thus gives the animal two bites in a single attack.

Weapons: Fighting (Double Bite) 60%, 2d4+db damage.

Armor: None, but a Hard Attack roll is required to strike the small and agile dinosaur.

Sanity Loss: 0/1d3 sanity points to see a mutated compsognathus.

Description: Discovered in 1859 by Joseph Oberndorfer; this chicken sized predator attacks its prey as a swarm of teeth.

Pterodactyl, Patient Predator

STR	CON	DEX	SIZ	HP
20	30	90	10	4

Damage Bonus: -2

Build: -2

Number Appearing: 1d4

Move: 3 crawling/20 flying

Mutations: *Tail Lance* – This mutation gives the pterodactyl a long flexible tail with a poisoned tip. The poison paralyzes the target so that the delicate reptile can peck at its prey.

Weapons: Fighting (Tail Lance) 55%, 1d3+db+POT 10 paralysis poison.

Armor: None, but a Hard Attack roll is required to hit this dinosaur when it is flying.

Sanity Loss: 0/1d3 sanity points to see a mutated pterodactyl.

Description: First discovered in 1784 by Cosimo Alessandro Collini; this animal hunts in small family groups.





Sarcosuchus, Hidden Giant

STR	CON	DEX	SIZ	HP
150	125	65	145	27

Damage Bonus: +3d6 **Build:** 4

Number Appearing: 1

Move: 3 crawling/12 swimming

Mutations: *Tongue Tentacles* – This mutation gives the sarcosuchus a mass of long sticky tongue tentacles that it can ‘shoot’ out at an intended target. If the target is successfully ensnared, then it can be pulled into the animal’s open maw.

Weapons: Fighting (Tongue Tentacles) 30%, STR 10 entanglement; Fighting (Bite) 70% versus entangled target or 35% versus moving target, 1d10+db damage.

Armor: 6-points of tough hide.

Sanity Loss: 0/1d3 sanity points to see a mutated sarcosuchus.

Description: Discovered during several expeditions into the Sahara Desert between 1946 and 1959, this animal would not be known by investigators from the 1920s. Like modern crocodiles, the sarcosuchus is a master of hiding in dark waters as it waits for prey to come to the water’s edge. If the sarcosuchus is able to make its first attack undetected from the water, then its first attack is a surprise attack.

Stegosaurus, Docile Herbivore

STR	CON	DEX	SIZ	HP
100	120	80	130	25

Damage Bonus: +2d6 **Build:** 3

Number Appearing: 1d6+1

Move: 4 walking/8 running

Mutations: *Hypnotic Strobe Lighting* – This mutation allows the stegosaurus boney plates to rapidly rotate and flash through a series of bright colored lights that startle and disrupt attackers long enough for the stegosaurus to attack it with its spiked tail. Anyone attacking a stegosaurus that is flashing its plates will always attack last and suffer a -10% penalty to their attack and defense rolls.

Weapons: Fighting (Spiked Tail) 55%, 1d6+db damage.

Armor: 4-points of tough hide.

Sanity Loss: 0/1d3 sanity points to see a mutated stegosaurus.

Description: This animal was named by Othniel Charles Marsh in 1877. Stegosauruses are herd animals.

Triceratops, Agitated Herbivore

STR	CON	DEX	SIZ	HP
140	125	110	125	25

Damage Bonus: +2d6 **Build:** 3

Number Appearing: 2d6+1

Move: 6 walking/15 charging

Mutations: *Multiple Horns* – The triceratops has multiple horns on face, frill, shoulders, hips, and down their spine.

Weapons: Fighting (Horns) 60%, 2d8+db damage.

Armor: 2-points of tough hide and 4-points of tough frill.

Sanity Loss: 0/1d3 sanity points to see a mutated triceratops.

Description: Discovered in 1887, the species was named by Othniel Charles Marsh in 1888. Triceratopses are skittish and are easily startled into aggression due to sudden movements or loud sounds. Once agitated, a herd of triceratops resorts to fight or flight, or a combination of the two.

Tyrannosaurus, Aggressive Predator

STR	CON	DEX	SIZ	HP
140	130	110	150	28

Damage Bonus: +3d6 **Build:** 4

Number Appearing: 1d2

Move: 4 trotting/12 running/8 flying

Mutations: *Wings* – This mutation consists of thick back muscles that support an enormous pair of feather wings that fold-down nicely against the creature’s torso and hips when not in use.

Tentacles – The animal’s tiny forelimbs have been replaced with a pair of long tentacles that the tyrannosaurus uses to capture prey before biting into it.

Weapons: Fighting (Tentacle) 40%, STR 10 entanglement; Fighting (Bite) 60%, 2d6+db damage.



Armor: 2-points of tough hide.

Sanity Loss: 1d2/1d6 sanity points to see a mutated tyrannosaurus.

Description: The animal was named by Henry Fairfield Osborn in 1905. The tyrannosaurus is a highly aggressive super predator that is always hunting for more food. The tyrannosaurus has exceptional eyesight and a highly developed sense of smell.

Velociraptor, Intelligent Predator

STR	CON	DEX	SIZ	HP
45	50	100	15	6

Damage Bonus: -2 **Build:** -2

Number Appearing: 2d4+1

Move: 6 trotting/16 running

Mutations: *Quills* – The velociraptor has a coating of quills to protect it from larger predators.

Weapons: Fighting (Sickle Claw) 60%, 2d4+db damage; Fighting (Bite) 40%, 1d4 damage.

Armor: 2-points of tough quills. Predators that attack a mutated velociraptor suffer 1d4 damage from the quills.

Sanity Loss: 0/1d3 sanity points to see a mutated velociraptor.

Description: The velociraptor was discovered in August 1924 by Peter Kaisen, so the investigators will not know what this animal is when (or should) they encounter it. Velociraptors hunt as a pack, testing their prey for weakness, and when they are ready, they coordinate an attack to acquire their next meal.

Area 3-1 – The Mountain Cave

Read or paraphrase the following when the investigators arrive on this world: *The wind is knocked out of you as you tumble to the hard ground before an onyx slab. The cave is dimly lit by streaks of sunlight across the floor. As you emerge from the cave, you find yourself high on a rise at the edge of a mountain range. A trio of moons is clearly visible in the morning sky and below you see a jungle valley split by the clear ribbon of a river. Beyond the jungle, you see rolling grasslands and something huge that glints golden in the sunshine. And as you take in the vista, a screech draws your attention upward, and you see a huge creature glide*

over you towards the river below. Your heart freezes as you swear that you just witnessed the flight of a pterosaur!

Upon arrival, each investigator and non-player character must make a **Sanity (1d3/1d4+1)** check when they realize that they are not on Earth. In addition, they also make a **Hard CON** roll to avoid vomiting onto the floor. After everyone has regained their composure, the investigator with the highest **Luck** value notices several older piles of vomit near the entrance of the mountain cave; clearly someone has been this way before them.

The porters are frightened and do not wish to explore this strange world. But Cheng Li convinces them that their best chance at survival is to stay together. Cheng Li is quite keen to find Dr. Norris and his team. Li has convinced himself that all of this dark magic is Dr. Norris' fault because of his lying and theft of fossils. Fate is punishing both Dr. Norris' party and the group of people that Li is traveling with. Li believes that if he can find Dr. Norris, and exact revenge on him for defiling China's fossil treasures, then surely a way home will present itself to him. And when that happens, Li hopes to trap the investigators here on this lost world.

Investigators that try to focus on the glinting of gold in the distance can attempt a **Hard Spot Hidden** skill roll. With a successful roll, they believe that they see a structure in the distance, one that seems to be something akin to a Mayan-style pyramid, but it is difficult to be sure from this distance, (provide the players with **Handout G**).

Area 3-2 – Troodon Village

Read or paraphrase the following as the investigators approach this area: *As you push your way through the jungle, you hear a series of clicks, pops, and whistles. Out of the corner of your eye, you see a blur of movement. You pull a cluster of vines aside revealing a totem of carved stone depicting alien symbols and icons.*

The investigators are nearing the edge of the Troodon's village. The troodon species has been genetically evolved by the Elder Things; the Troodons are the Elder Things' second attempt at creating a race of self-aware slaves. Humanity was the Elder Things' first attempt, but is considered a failed experiment; a sample dish of tissues that spilled and got away from them. The Troodon experiment is much closer to what the Elder Things hoped to achieve with humanity.



The investigators are surrounded by a group of Troodon warriors that will observe the party of investigators to see what kind of actions they plan to take. If the investigators defile the totem that marks the edge of Troodon territory, then the warriors will attack; otherwise, the Troodon are open to communication with the strangers, but only if the strangers attempt to communicate with them first.

The Troodon have been genetically enhanced by the Elder Things into creatures that look like pygmy reptilian humanoids that have large eyes, sharp teeth, and a layer of colorful feathers on their head, back, arms, and legs. They wear animal hide clothing that has clearly been skillfully stitched and decorated, much like the clothing worn by the Native American Indian tribes that used to live on the American plains. An extremely tall Troodon 'person' stands approximately 4' tall, but most of the troodon villagers are approximately 3' 6" tall.

The Troodon still have sharp teeth and claws on their feet and hands, and when they hunt an animal to feed their village, they sometimes dive in and kill their prey with tooth and claw. Most of the time though, the Troodon warriors use spears as their primary hunting tool.

There is a communication barrier between the investigators and the Troodon. If the investigators speak

slowly and use hand gestures to indicate that they are trekking to the golden building, and they have any food-stuff to trade with the troodons, then a few (1d4+1) troodon warriors offer to be their guides to the golden pyramid. Any investigator attempting to communicate with the Troodon must make a Hard **Persuade** skill roll.

The Troodon tribe does not understand the concept of a 'medicine man'; wounded Troodon are given only three days to show a marked improvement if they sustain any serious wounds. If a wounded Troodon is not able to show any improvement, then the tribe (as a whole), kills him as a mercy. This involves a celebration in which the wounded is brought to the center of the village and is held firm so the tribe can attack, kill, and eat him. If any of the investigators or non-player characters is wounded, (that is, has taken at least half of their Hit Points in damage), then the Troodon tribe will attempt to inquire about how long he has been wounded. The Troodon tribe wants to give him a merciful killing and allow his body to contribute to the extended life of the tribe.

The Troodons live in lean-to huts built under massive trees deep in the jungle. The tribe is led by a collection of Troodon elders that use their years of experience to guide the tribe. Their lifestyle and society is very much like that of the Native American Indians prior to 1600 A.D.

Cheng Li and the Porters in the Lost World

So far, the investigators may only have an inkling of Cheng Li's mission to discover evidence of fossils being smuggled out of China and to arrest anyone who is complacent in the crime. Unfortunately the traverse through The Great White Space has twisted Cheng Li's mind to the point where what were simply suspicions about the activities of a bunch of American 'laowai' (aliens) have blossomed into paranoia and anger. Now Li can feel the betrayal and lies of the Westerners burning powerfully in his gut, expressing his anger in whispered comments and murmured negative propaganda about the investigators to the porters in Mandarin Chinese. As well as besmirching the investigators, Li is reinforcing the porter s' loyalties to himself, so that when the time arises, he will have a squad of men available to fight the investigators.

The Keeper is encouraged to play the porters as being skittish and frightened of their alien surroundings and then have Cheng Li speak to the porters in Mandarin Chinese to calm them down. To a degree, that is what Li is doing, but he is also using this time to spread lies among the porters about how the investigators cannot be trusted and how they will eventually try to leave them to be eaten by the monsters (by monsters, he is referring to the mutated dinosaurs, but this will probably change once Li actually encounters a Mythos monster). In addition to warning the porters of the danger that the investigators resent, Li encourages the porters to be vigilant and alert until he calls them to rise up and fight for their lives and freedom.

By the time Cheng Li gets to the golden ziggurat, he is just waiting for the right opportunity to spring a surprise attack on the investigators. The Keeper should wait until Cheng Li learns how to return back to Earth – or so he thinks, or if he suffers enough damage to his Sanity that reduces it to 40% or less to initiate the attack against the investigators.





Evolved Troodons, Genetically Enhanced Theropods

STR	CON	SIZ	DEX	INT	HP
60	65	30	95	85	9

Damage Bonus: None **Build:** 0 **Move:** 8

Skills: Sneak 60%, Throw 55%, Tracking 55%

Weapons: Fighting (Brawl – Spear) 55%, 1d8+1 damage;
Fighting (Claw) 60%, 1d4 damage

Armor: 1-point tree bark shield

Sanity Loss: 0/1d3 sanity points to see a mutated Troodon

Description: The Troodon dinosaur was discovered in 1855, but this mutated and humanoid version of the animal makes it completely unrecognizable from its original stock form.

Area 3-3 – Evidence of a Slaughter

Read or paraphrase the following when the investigators enter this area of the jungle: *Parting the ferns, you enter a clearing in the jungle. The sound of you and your companions entering scare a group of small carnivores away from their meal, and that meal looks to be some of the men from Dr. Norris' expedition.*

Walking into this killing field and seeing the corpses strewn throughout the clearing requires a **Sanity (1d2/1d3+1)** check. Examining the remains is extremely difficult due to the extended time that the corpses have been exposed to the elements and the large number of feedings that have already occurred here. Due to their condition, a **Hard Biology** or **Hard Medicine** skill roll is required to gather any information about the corpses. With a successful roll, the investigator can identify that there are eight corpses in the clearing and that all of the remains belong to Asian men.

Cheng Li also participates in the examination of the corpses. One of the dead porters was one of Li's spies in Dr. Norris's expedition. Miraculously, Li will find photographs his spy took of Dr. Norris packaging up fossils that were never sent to Peking. This evidence angers Li even further. Any investigator who states that he is observing Li during the examination of the corpses can attempt a **Spot Hidden** skill roll. With a successful roll the investigator will believe he saw Li take something small from within the tunic of one of the corpses and put it in his pocket. With a **Hard Psychology** skill roll, the investigator also believes that Li has a lot of anger bottled-up inside him.

A successful **Track** skill roll will determine that among the wide variety of dinosaur footprints that thickly litter the clearing are several sets of booted footprints. These belong to the remnants of Dr. Norris' group and indicate that it was heading toward the golden pyramid. A **Hard Track** skill roll only serves to confuse the investigator because a series of tyrannosaurus footprints only appear sporadically throughout the area, almost as if the animal was hopping around the clearing instead of running through it. Of course if the investigators have already encountered a flying tyrannosaurus then the cause of these intermittent tracks will be less of a mystery.

This area is extremely dangerous; it is a favored hunting ground for a flying tyrannosaurus, and the animal is returning to the area just as the investigators complete their examination of the corpses. A successful **Spot Hidden** skill roll indicates that the investigator has seen the tyrannosaurus approaching just over the tree line. As soon as the porters realize that a huge flying dinosaur is coming toward them, they will flee into the jungle – as far as they are concerned, it is a flying dragon. Once it has been seen, the flying tyrannosaurus arrives in 2d6 combat rounds. If the investigators flee into the jungle, then they are able to successfully avoid the hungry dinosaur. If the tyrannosaurus is engaged in combat, it will attempt to land before it starts chasing the prey. If the tyrannosaurus is killed while it is in flight, then the falling carcass could potentially kill someone below it. Any investigator that is not clear of the falling corpse must make a successful **Luck** skill roll. With a failed **Luck** roll, the investigator cannot escape the falling corpse. Investigators struck by chunks of the falling corpse take 3d8 damage, or half that damage with a successful **Dodge** skill roll.

Area 3-4 – Crystal Antenna

Read or paraphrase as the investigators approach this area: *As you crest the next hill, you see ahead of you a tall thin spire that seems to shimmer the full spectrum of color. As you get closer, you see that it is striking spire of crystal, some sixty feet high, but only one foot in diameter.*

The crystal antenna is an Elder Thing surveillance device; the antenna (and others like it spread across the planet), transmits visual and auditory signals to the golden pyramid. Usually, the antenna refracts light like a prism, but on occasion a 'dark spot' slides up and down its interior. The dark spot is an active scan being conducted by the Elder Things, as opposed to the passive collection and transmission of data that the antenna usually conducts. When



the investigators approach the antennae, a dark spot appears at the base of the spire and slides all the way up to the top of the crystal antenna, before sliding back down to bob gently at a height of approximately six feet – astute investigators will realize that this is roughly head-height for humans.

If the antenna is touched, the investigator not only feels the crystal vibrating quickly, but can hear a hum directly in his inner ear. If someone attempts to damage the antenna, the crystal spire retaliates with a bolt of lightning that cannot miss its intended target. The strength (weak, average, or strong) of this bolt of lightning is relatively proportional to the amount of damage inflicted on the antenna.

Crystal Antenna

STR	SIZ	HP
150	200	40

Weak Response: 1d8 damage

Average Response: 2d10 damage

Strong Response: 3d12 damage

Armor: 3-points hardened crystal

Area 3-5 – The Golden Ziggurat

Read or paraphrase the following as the investigators approach this area: *It is even more unbelievable up close than it was from across the plain. The Mayan-style ziggurat*

has a large single stair-ramp that rises before you up to the pinnacle of the ziggurat. You immediately notice that the ramp is not stepped as you would expect; instead, the stair-ramp is consists of thousands of short cylindrical posts. Each flat-topped post is approximately eight inches tall and three inches in diameter.

The pyramid is four tiers high; each tier being twelve foot high, with a small temple perched atop the fourth tier. The sunshine reflects off the gold finish on the pyramid, making any details on the structure impossible to discern at this distance, but as you get closer, you can see the walls of the pyramid are covered in golden bas-reliefs.

If the investigators approach, they will find a detailed history of the Elder Things use of this planet depicted on the bas-reliefs. Investigators that take a casual look at the bas-reliefs see stylized artistic imagery of inhuman aliens that vaguely resemble plants commanding animated blobs of water. It is difficult, but not impossible to interpret the bas-reliefs.

Ascending the stair-ramp is odd due to the thousands of small posts it is comprised of, but not impossible. Once at the top of the pyramid, the investigators observe that the temple at the top is basically a hut over a ten foot square shaft that leads down into the heart of the pyramid. The walls of the portal are lined with the same small posts that are on the stair-ramp. Investigators can safely descend the vertical shaft into

Reading the Bas-Reliefs

It takes a total of 13 hours to fully interpret the story told on the bas-reliefs. To determine how long it takes for the investigators to decipher the bas-reliefs just divide 13 hours by the number of investigators actively participating in the reading.


If the investigators commit themselves to the full reading of the bas-reliefs, the read or paraphrase the following: *The Masters, after forgetting the knowledge that allowed them to fly between the stars, discovered The Corridor. They spent eons exploring the limits of The Corridor, learning how to traverse it quickly, safely, and without error. Throughout their exploration of The Corridor, The Masters learned how to create The Slaves.*

The Masters established cities on Earth during a time that man calls pre-history. The Masters established cities, and created The Slaves to fulfil their needs. The Slaves captured a wide variety of animals, and brought them here, to The Lab. The Masters expanded their knowledge of life's building blocks by rebuilding the captured animals into more efficient forms.

After successfully interpreting the bas-reliefs, every investigator that participated in the task rolls a **Sanity (1d4/1d6)** check, and increases **Cthulhu Mythos +05%**. Any investigator who does not actively participate in the study of the bas-reliefs rolls a **Sanity (1/1d3)** check and only increases **Cthulhu Mythos +01%** when the history of the Elder Things, shoggoths, and the mutated dinosaurs is described to them.

Keeper's Note: Clever players might notice the part in the bas-relief reading that it took the Elder Things eons to learn how to traverse The Great White Space safely and without error; this information should be of great concern to the players and their investigators.





the pyramid, because the small posts provide ample finger and toe holds that assist the investigator as he climbs down. The vertical shaft goes down fifteen feet and then it opens up into **Area 3-5A – The Main Chamber**. Half-way down the shaft, the climbing investigator becomes aware that the air temperature is dropping; it becomes noticeably colder, but it is not freezing cold.

Area 3-5A – The Main Chamber

Read or paraphrase the following when the investigator descends into this room: *This square room has a pyramid-shaped ceiling, with the shaft to the top and exterior of the pyramid located at the top of the room. Directly below you, in the center of the room, is a large chunk of crystal that glows with an internal pink light. Positioned around the crystal are twenty-two pillars of an oily onyx marble; each pillar is approximately twelve feet high and four feet in diameter. The floor of the room is covered in a rolling white mist; the room is very cold and it smells of rotting vegetation. You also see four more open portals, each in the corner of the room below.*

Climbing down the vertical shaft with the aid of the posts is easy as they provide ample finger and toe holds that assist the investigator as he climbs down, but transitioning down into the room below is much more difficult. Investigators that attempt to hold onto the posts and dangle from the angled ceiling as they descend toward the floor need to make a Hard **Climb** skill roll. A failed roll results in a fall to the floor for 1d6+1 damage. Conversely, an investigator can attempt a controlled drop onto the top of one of the many black pillars in the room. This requires a successful **Jump** skill roll; a failed roll results in a same falling damage roll. The nearby jungle has plenty of strong vines that can be fashioned into ropes that can be used to get into the pyramid rooms safely. Further, the twelve foot high walls around the room are also covered in the small posts that cover the walls of the shaft and the stair-ramp up to the top of the ziggurat.

The black pillars in the room are dormant shoggoths. They will stay in a dormant state until their Elder Thing masters command them otherwise. Any investigator who touches one of the pillars will not only discover that it is warm and its surface is slightly pliable, but must also attempt an **Idea** roll. With a successful roll, he will realize that it is actually some kind of flesh, which necessitates a **Sanity (1d2/1d4+1)** check. Even if the investigators damage the shoggoths while they are dormant, they continue to remain in their dormant status until commanded to activate by the

Elder Things. The way the pillars are configured in the room, it is clear that there is room for two more pillars.

22 Shoggoths, Fetid Slaves

STR	CON	SIZ	DEX
300	200	375	20
INT	POW	HP	MP
15	40	57	8

Damage Bonus: +7d6 **Build:** 8 **Move:** 10 rolling

Number of Attacks: The shoggoth can attack up to two foes that it can reach in a 15' diameter. Entangled victims are both crushed and possibly ripped apart by dozens of pseudopods and orifices. When a shoggoth is attacking multiple targets (either by club or entanglement), the creature evenly divides its strength amongst its victims. Entangled victims not only take crushing damage, but must succeed at an opposed **STR** roll, or be sucked apart and killed.

Weapons: Fighting (Pseudopod Club) 50%, db damage; Fighting (Crushing Entanglement) 35%, entanglement.

Armor: None, but fire and electrical attacks do only half damage; all physical attacks do only one point of damage, and shoggoths regenerate 2 Hit Points per round.

Sanity Loss: 1d6/1d20 sanity points to see a shoggoth.

The crystal in the center of the room is approximately four feet tall and three feet wide at the base, with clusters of smaller crystal growth at the base. The crystal is a powerful energy battery that the Elder Things use to collect and store magical energies; they then use those energies to maintain control over the shoggoths. This crystal is a 50 Magic Point battery and it is currently at full capacity. The crystal is the source of both the cold temperatures in this room and the white mist that the covers the floor. Any investigator that touches the crystal can feel it pulse with energy, and with a successful **Cthulhu Mythos** skill roll the investigator is aware of its purpose.

To get back out of the room the investigator has two options. Either he can climb back up the rope or vine that he successfully secured to climb down, or if the shoggoths have not been activated yet, the investigator can scale a

black pillar with a successful **Climb** skill roll and from there make a **Jump** skill roll to the base of the shaft so that he can then begin his ascent. Alternatively, the investigator can climb the posts that line the walls of the room and then attempt to scale the angled ceiling with a Hard **Climb** skill roll to access the base of the shaft.

Cheng Li's Path to Insanity

With every instance where Cheng Li would have his sanity tested, the Keeper is encouraged to assume that Li has failed his Sanity test roll and lost the average amount of Sanity for the failed check. Once Cheng Li's sanity value has been reduced to 40% or less, he snaps and become homicidal, commanding the porters to attack the investigators as well as the monsters.

Area 3-5B – Arboretum

The entrance to this room is a fifteen foot vertical shaft that is lined with thousands of posts that makes it easy to climb. Read or paraphrase the following as the first investigator descends into this room: *As you descend the shaft, a strange purple light can be seen below. As you reach the base of the shaft, you realize that you are descending into another pyramid shaped room. The details of the room are impossible to make out because of the thick lush vegetation below you. Ferns and wide fronds nearly reach the pinnacle of the ceiling; you can see a network of blue-green limbs below you. You cannot though; see the source of the strange purple light and like the room above, this room is cold with a layer of white mist below.*

This room supplies the Elder Things with the food they need to survive. The alien plants are samples from their home world. There are crystals located throughout this room that emit purple light, keep the room cold, and create the mist that covers the floor. The crystals also emit radiation. Investigators must make a Hard **CON**; a failed roll indicates that the investigator's immune system has been compromised, reduce the investigator's **CON** by one point (**CON -5%**).

The canopy of plant vines makes it extremely easy to enter this room. With a successful **Luck** roll, an investigator can harmlessly drop into the room. The plants in this room are tall enough that an investigator can climb up, and with a successful **Luck** roll, safely transition to the base of the shaft to climb back out of this room.

Many of the plants have strange bulbous growths on them; some of them dark blue in color, others are moldy green, pallid yellow, and a shiny black that is speckled with furry white spots. These fruits are extremely toxic to humans. If anyone ingests any of the fruit, he must make a Hard **CON**. If failed, then that investigator is doubled-over, wracked by abdominal pain for 3d6 hours. A successful roll indicates that the investigator has managed to vomit up the fruit; he suffers a **Penalty Die** on all skills for 2d4 hours.

Unbeknownst to the investigators, one Elder Thing is tending the garden. It is nearly impossible to be seen because of the thick vegetation and the alien coloring of the Elder Thing itself. Once the investigators start dropping into the room, the Elder Thing becomes aware of them and curious as to what they are doing, will do its best to observe them first. Once the alien engages the investigators, as long as open warfare has not been initiated inside the pyramid, it attempts to subdue them instead of killing them. If the Elder Thing is able to capture any investigators, it transports them to **Area 3-5D – The Lab**.

Elder Thing, Alien Gardener

STR	CON	SIZ	DEX
160	100	150	75
INT	POW	HP	MP
80	65	25	13

Damage Bonus: +3d6

Build: 4

Move: 8 walking/10 flying

Number of Attacks: All five tentacles can be used at once, but no more than three versus a single target. Once the Elder Thing has grasped a target with a tentacle, each gripping tentacle does damage equal to half of its **Damage Bonus** roll in constriction damage.

Weapons: Fighting (Tentacle) 40%, ½db in constriction damage.

Armor: 7-points of tough hide.

Spells: *Bless Crop*

Sanity Loss: 1/1d6 sanity points to see an Elder Thing.



Area 3-5C – Nursery

The entrance to this room is a fifteen foot vertical shaft that is lined with thousands of posts that makes it easy to climb. Read or paraphrase the following as the investigator descends into this room: *As you descend the shaft, a strange orange light can be seen below. As you reach the base of the shaft, you realize that you are descending into another pyramid shaped room. Beyond the blue-green ferns and wide fronds that nearly reach the pinnacle of the ceiling the details of the room are impossible to make out because of the thick lush vegetation below. The air in the room is cold and wet and you cannot see the source of the orange light.*

This room is very similar to **Area 3-5B – The Arbo-retum**, but the plants and fruits in this room are designed to nurture Elder Thing buds until they are strong enough to sprout. There are three Elder Thing buds in this room, each incapable of defending themselves or calling out for help. The buds are an ochre color and barrel-shaped twelve inches long from end-to-end and eight inches wide at the center, with a pink and fleshy five-pointed star at one end. The buds also have a series of ridges that run from end to end, and the flesh between each ridge is covered in small bumps.

If the mature Elder Things discover that the buds have been destroyed, they are enraged and retaliate against the invading humans with lethal force, including the use of all of their shoggoths. Alternatively, if the investigators take the Elder Thing buds and hold them captive, the mature Elder Things will do anything to ensure the safety of their spawn.

Once the investigators reach the floor of the room, they are pressed upon by the thick vegetation. Their visibility is limited to only one or two feet. The Elder Thing buds are each nested in a pile of rotting leaves and vegetation. A successful **Spot Hidden** is required to find a bud.

3 Elder Thing Buds, Alien Infants

STR	CON	SIZ	DEX
20	20	5	0
INT	POW	HP	
0	0	2	

Damage Bonus: -2 **Build:** -2 **Move:** None

Armor: None

Sanity Loss: None to see an Elder Thing bud.

Area 3-5D – The Lab

The entrance to this room is a fifteen foot vertical shaft that is lined with thousands of posts that makes it easy to climb. Read or paraphrase the following as the investigator descends into this room: *As you descend the shaft, you see that you are entering another pyramid shaped room. Below you are an amazing array of equipment the purpose of which baffles you; it looks like there are several large tanks in the room, each tanks being connected to a control console by a mass of cabling. You can also see several men lying in a heap together in one corner of the room; it is impossible to ascertain their condition from the entrance shaft in the ceiling.*

It is difficult to enter this room safely. Investigators can attempt a **Hard Climb** skill roll to use the posts to scale down the angled ceiling, or they can attempt a **Jump** skill roll to attempt a tuck and roll landing into the room. A failed **Climb** or **Jump** roll results in 1d6+1 falling damage, but a successful **Jump** roll results in half falling damage.

There are three large specimen tanks in this room; each tank is a ten foot diameter by twelve foot tall cylinder. The glass of the cylinder is one inch thick crystal that has been polished smooth and clear. The frames holding the tanks consists fibrous plant material inlaid with veins of gold that run throughout the framework. The rope-like cables connected to the control console are of a similar material as the framework and are also laced with veins of gold. The face of the console is inlaid with a variety of colored crystals while sitting in its center is a tray of florescent goo, (provide the players with **Handout H**). All of the crystals pulse in rhythm like a heartbeat.

The people lying on the floor are Dr. Samuel Norris, Father William Armell, Lynne Robertson, four graduate students (Christopher Henn, Kelly Freeman, David Leonard, and Allison Moses), and seven porters. They all seem battered and bruised, but none of them have open wounds; they all seem to be unconscious. The investigators also notice that two of the three tanks have people inside of them. The first tank contains Dr. Ronald Kent, two graduate students (Carl Bussler and Edgar Johnson), and one porter; the second tank contains Professor Ira Goldman and four porters; while the third tank is empty. The group of people lying on the floor can be easily awoken and while they are relieved to see new human faces, they are all too scared to take any actions without direct commands from their rescuers, the investigators. The people inside the tanks are also easy to wake-up – simply banging on the walls of the tank they are

in – but there are no obvious hatches that can be opened to get them out of the tanks. None of the people in Dr. Norris' expedition have weapons.

The trek from the mountain cave to the golden ziggurat was not without casualties in the Norris Expedition. Six of the graduate students (Nicholas Austin, Lee Dakin, Eugene Evans, Joseph Higgins, Lindsey Sheehan, and Neil Smith) and ten of the porters were lost. Dr. Norris has memorized the names of the students who died, and plans to honor their names if he is able to find his way back home.

**Dr. Samuel Norris,
Jealous Scientist – aged 41**

STR	CON	SIZ	DEX	INT	POW
65	70	65	55	80	70

APP	EDU	HP	MP	SAN
65	85	13	14	26%

Idea 80% Luck 70% Know: 85%

Damage Bonus: +1d4 Build: 1 Move: 8

Skills: Archaeology 70%, Charm 30%, Natural History 60%, Stealth 40%

Description: Dr. Norris is of average height, weight, and appearance; he is mostly forgettable, and he knows it. His entire life, he has wanted to be special, but he never knew how to get the recognition he so desired. He was always passionate about nature and the outdoors, and as a kid, he had an extensive bug and butterfly collection. Eventually his passions turned to fossils, and he knew beyond a shadow of doubt that his destiny and infamy would lie in the discovery of dinosaurs. Unfortunately for Sam Norris, Roy Chapman Andrews is naturally charismatic and beat Sam to the punch at every turn.

**Father William Armell, Priest of
St. Alphonsus Church – aged 55**

STR	CON	SIZ	DEX	INT	POW
45	65	50	60	70	75

APP	EDU	HP	MP	SAN
60	70	11	15	55%

Idea 70% Luck 75% Know: 70%

Damage Bonus: None Build: 0 Move: 8

Skills: First Aid 40%, Occult 75%, Persuade 30%, Psychoanalysis 35%

Description: Heavysset and balding, but with a kind face. Father Armell has a kind ear and gentle smile for everyone.

**Lynne Robertson,
Compassionate Zoologist – aged 38**

STR	CON	SIZ	DEX	INT	POW
60	60	65	80	60	65

APP	EDU	HP	MP	SAN
80	70	12	13	42%

Idea 60% Luck 65% Know: 70%

Damage Bonus: +1d4 Build: 1 Move: 8

Skills: First Aid 40%, Library Use 60%, Medicine (Veterinary) 40%, Natural History 60%

Description: Fair skinned, auburn hair, and freckled, Lynne is a natural beauty. She is most at home with her sleeves rolled up and her hands covered in dirt as she rescues and cares for animals.

**Dr. Ronald Kent,
Critical Biologist – aged 46**

STR	CON	SIZ	DEX	INT	POW
75	75	70	55	70	65

APP	EDU	HP	MP	SAN
55	70	14	13	38%

Idea 70% Luck 65% Know: 70%

Damage Bonus: +1d4 Build: 1 Move: 8

Skills: Fighting (Brawl) 60%, Science (Biology) 65%, Spot Hidden 40%

Description: Ron Kent is a huge burly man with a thick bushy beard and large hands. Dr. Kent is a pessimist and he questions everything that he does not initially understand. He is trained to question everything until the truth of the matter is revealed.



Professor Ira Goldman, Honored University of Chicago Academician – aged 66

STR	CON	SIZ	DEX	INT	POW
55	65	45	50	90	65
APP	EDU	HP	MP	SAN	
55	85	11	13	44%	

Idea 90% Luck 65% Know: 85%

Damage Bonus: None **Build:** 0 **Move:** 9

Skills: Credit Rating 60%, History 70%, Language (Latin) 40%, Library Use 60%

Description: Professor Goldman appears small and frail, but he is much more stalwart than he looks. He is thoughtful and cautious when he encounters unusual situations.

6 Grad Students, University of Chicago Students – ages 18 – 22

STR	CON	SIZ	DEX	INT
65	60	65	65	65
POW	HP	MP	SAN	
60	11	12	34%	

Damage Bonus: +1d4 **Build:** 1 **Move:** 8

Skills: Any Area of Scientific Study 40%, Library Use 50%

Description: The grad students are loyal to Professor Goldman and will do anything that he asks of them.





12 Porters, Hired Hands – ages 16 – 32

STR	CON	SIZ	DEX	INT
55	50	65	60	55
POW	HP	MP	SAN	
60	11	12	34%	

Damage Bonus: None **Build:** 0 **Move:** 8

Skills: Firearm (Rifle) 40%, Mechanical Repair 65%, Navigate 50%, Ride 40%

Description: None speak English, and besides being loyal to Cheng Li, they are all extremely superstitious.

The alien control console is difficult to operate because it is a hybrid device constructed from both scientific and magical technologies. To operate the console, an investigator must invest **Magic Points** into the console and then make a successful **Luck** roll.

Laboratory Control Console Table

Magic Points	Luck Points	Result
1-2	Failed	The console sparks and the investigator feels a rush of energy pass through him. The investigator permanently loses (CON -05).
1-2	Normal Success	The console hums to life and a thick yellow fluid begins to fill into Tank One. It will take several hours for the tank to completely fill-up, so there is little danger of anyone in the tank drowning.
1-2	Good Success	A fog of freezing air fills Tank Two. Each person in this tank takes 2 Hit Points of damage.
1-2	Critical Success	All of the thick cables on the floor that connect the tanks to the control console suddenly vent a white gas for a few seconds right before they whistle and disconnect from the tanks. The investigators will not be able to free the prisoners in the tanks unless the cables are connected, but the Elder Thing scientist is also unable to mutate the prisoners until after the cables have been reconnected.
3-5	Failed	The console sparks and the investigator feels a rush of energy pass through him. The investigator permanently loses (CON -10).
3-5	Normal Success	A red gas fills Tank Two, and everyone in this tank is knocked unconscious for 2d6 hours.
3-5	Good Success	The floor of Tank One freezes and everyone in this tank begins to freeze in place as ice forms around their legs.
3-5	Critical Success	A swirl of energy fills Tank One, and after a sudden burst of lightening inside the tank, all of the prisoners in Tank One are teleported into Tank Two. All of the prisoners teleported successfully, but due to the teleportation all of the prisoners have lost an additional 1d6 Sanity points and are even more mad.
6 or more	Failed	The console sparks and the investigator feels a rush of energy pass through him. The investigator permanently loses (CON -15).
6 or more	Normal Success	The crystal cylinder wall around one tank slowly lowers into the floor, freeing the prisoners. This result is required a second time to open the other tank.
6 or more	Good Success	The crystal cylinder wall around both Tanks One and Two slowly lowers into the floor, freeing the prisoners.
6 or more	Critical Success	The crystal cylinder wall around both Tanks One and Two slowly lowers into the floor, freeing the prisoners. The investigator operating the control console feels a mild shock that permanently increases (POW +10).





2d6 rounds after the investigators have entered this room, the Elder Thing scientist enters. After the initial Sanity loss from seeing the Elder Thing, the investigators notice that the creature can walk inverted on the ceiling as it holds onto the posts with its tentacles.

The Elder Thing rushes down into the room and moves directly to the control console, or if the cables have been disconnected, moves to reconnect them. This takes two full combat rounds during which time it will do nothing but work with the cables to get them reconnected. While at the console the Elder Thing will only attack with three of its tentacles, as two of them are used to operate the controls.

If the Elder Thing scientist is able to successfully operate the control console with prisoners in one or both tanks, then it initiates the sequence to create a shoggoth. It takes two combat rounds for it to invest 10 Magic Points, it then completes the operation. During the process, any tank containing prisoners is rapidly filled with a blue fog that obscures everything in the tank bar a flurry of lightning following which the prisoners are all teleported out of their tanks to reappear in Tank Three as an amorphous black blob of eyes, mouths, and teeth. They have become a shoggoth! The Elder Thing then opens the tank and sets the shoggoth against the intruders.

Elder Thing, Alien Scientist

STR	CON	SIZ	DEX
195	115	135	70
INT	POW	HP	MP
90	70	25	14

Damage Bonus: +3d6 **Build:** 4

Move: 8 walking/10 flying

Number of Attacks: All five tentacles may be used at once, but no more than three versus a single target. Once the Elder Thing has grasped a target with a tentacle, each gripping tentacle does damage equal to half of its Damage Bonus roll in constriction damage.

Weapons: Fighting (Tentacle) 40%, ½db in constriction damage.

Armor: 7-points of tough hide.

Spells: *Create Gate, Siren's Song*

Sanity Loss: 1/1d6 sanity points to see an Elder Thing

Shoggoth, Newborn Horror

STR	CON	SIZ	DEX
260	180	250	15
INT	POW	HP	MP
20	30	43	6

Damage Bonus: +5d6 **Build:** 6 **Move:** 10 rolling

Number of Attacks: Newborn shoggoths can only attack one foe that is within 10'. Entangled victims are both crushed and possibly ripped apart by dozens of pseudopods and orifices. Entangled victims not only take crushing damage, but must succeed at an opposed STR roll, or be sucked apart and killed.

Weapons: Fighting (Pseudopod Club) 50%, db damage, Fighting (Crushing Entanglement) 35%, entanglement

Armor: None, but fire and electrical attacks do only half damage; all physical attacks do only one point of damage, and shoggoths regenerate 2 Hit Points per round.

Sanity Loss: 1d12/2d20 sanity points to see the creation of a shoggoth

After the shoggoth has been created, the control console is primed with energy as the console begins to emit a high-pitched whistle and several glowing blue crystals begin to flicker quickly. The investigators can use this to their advantage; if an investigator starts toying with the console again, a successful **Idea** roll will give the investigator a hunch to invest 6 or more Magic Points and sacrifice 1 point of **POW** into the device in order to trigger the control console to explode. The Elder Thing science and magic hybrid technology is extremely powerful, inflicting 4d20 damage to everything in the room. The shoggoth and Elder Thing take full damage from this eldritch explosion. Triggering the console to explode is an act of self-sacrifice.

Area 3-5E – The Gate

The entrance to this room is a fifteen foot vertical shaft that is lined with thousands of posts that makes it easy to climb. Read or paraphrase the following as the investigator descends into this room: *As you descend the shaft, you see that you are entering another pyramid shaped room. Below you, the room is predominately empty other than a*





large crystal in the center of the room and a large onyx slab against one wall.

It is difficult to enter this room safely. Investigators can attempt a Hard **Climb** skill roll to use the posts to scale down the angled ceiling or they can attempt a **Jump** skill roll to attempt a tuck and roll landing into the room. A failed **Climb** or **Jump** roll results in **1d6+1 falling damage**, but a successful **Jump** roll results in half falling damage.

The crystal can activate the portal to The Great White Space. Investigators that examine the crystal and make a Hard **Idea** roll get a hunch that if one or more investigators invest a portion of their will and fortitude, (**10 Magic Points or more**); into the crystal that it will activate the onyx slab portal. Once activated, the surface of the slab begins to glow bright white and seems to ripple like water. The room also begins to throb with a low-frequency hum. As the investigators pass through the portal, they are temporarily blinded by white light and deafened by the throbbing hum. When the investigator regains their senses, they are again free-floating in the alien ‘space between’ that is The Great White Space.

If Cheng Li has not gone insane yet and attacked the investigators in a homicidal rage, now is the time. He decides that neither he nor the porters needs the investigators’ help in getting home and issue the command for the remaining porters to kill the investigators. With a successful **Psychology** skill roll an investigator will be able determine Cheng Li’s intent in time to shout out a warning and give a chance for everyone to act before the liaison and the porters attack. If nobody notices this, a successful **Language (Mandarin)** skill roll will enable anyone to understand Li’s shouted order and give them the chance to make a **Dodge** roll. Desperation and madness drives Li and the porters to fight to the death.

Scene 4 – Returning Home

The Great White Space is a strange dimension of ‘otherness’ that has been extensively explored by the Elder Things. The Great White Space is a conduit that connects multiple dimensions and multiple planets; the Elder Things use it to traverse the universe.

Area 4-1 – The Space Between... Again

Read or paraphrase the following when an investigator finds himself in The Great White Space: *Your senses return and again you find yourself in the space between. There is no sign of the portal with the torn membrane that led to the alien world of mutated dinosaurs and none of the others are obviously the portal back to Earth.*

Upon returning to The Great White Space, the investigators need to make a **Sanity (1d3/1d6)** check, but should be able to quickly regain their ‘sea legs’ in this place of otherness. The Keeper should allow the investigators to take as much time as they need to choose a portal to transition through, this will be an interesting time, and difficult choice for the investigators, because this time there is not an obvious portal with a ragged and torn membrane beckoning them to enter. The investigators will have no idea which portal will return their characters back to the Gobi Desert. If the Keeper wants to inject a sense of urgency in the players’ choice, a Raptor of Tindalos can always find them arguing (though given the likelihood of the investigators having faced certain peril in the past few hours it would seem cruel to inflict such a nasty encounter on them this late in the scenario).

Once the investigators have chosen one or more portals to transition through in their search for Earth, then the Keeper should roll on the **Transitioning Through the Great White Space** table below. The rolled result is the destination for that portal.

Transitioning Through the Great White Space

d%	Location	Description
01-03	Gobi Desert – 1924	The investigators have returned home safely.
04-07	Gobi Desert – Hyperborean Age	The investigators have returned to Earth, but in a time when great power lay with sorcerers, and legendary Mu is the pinnacle of humanity..
08-19	Yuggoth	The dark home world of the fungi known as the Mi-Go.
20-33	The Great Library of Celaeno	Located on the fourth planet around the star, Celaeno, the Great Library houses stone tablets containing secrets stolen from the Great Old Ones and Elder Gods.
34-48	The Plateau of Leng	The investigators emerge from a cave located at the base of the Pharos of Leng located in the center of the fabled plateau of The Dreamlands.





49-61	The Nameless City	The investigators appear in a chamber with a huge onyx slab. It is clear that they are in what appears to be an abandoned city, but they know not where (or when), they are.
62-73	The Courtyard of Carcosa	The investigators appear in the center of a courtyard, a huge onyx statue of a robed and masked figure stands in the center of the courtyard. On one side looms a Gothic castle, while on the other are the dark waters of Lake Hali.

74-87	Caves of Saturn	The investigators appear in the subterranean caverns of Saturn (also known as Cykranosh). The Cykranosheans are currently in rebellion against the malignant godling relatives of Tsathoggua.
88-93	Mirkalu	A dead planet.
94-99	A Temple on Uranus	Known as L'gy'hx by the indigenous metallic multi-legged cube-shaped beings, these creatures worship L'rog'g (a possible avatar of Nyarlathotep).
100	Keeper's Choice	Anywhere in the universe or across any dimension.



Raptor of Tindalos, Scavenger of the Great White Space

STR	CON	SIZ	DEX
90	125	70	80
INT	POW	HP	MP
50	200	19	40

Damage Bonus: +1d4 **Build:** 1

Move: 4 crawling/60 flying

Number of Attacks: Two claw attacks, or a single barbed tail attack

Weapons: Fighting (Sickle Claw) 75%, 1d6+db damage; Fighting (Barbed Tail) 90%, 1d4 POW drain damage.

Armor: 2-points of tough hide; unless dead, the raptor regenerates 4 Hit Points per round; impaling weapons do minimum damage.

Spells: Each raptor knows 2d6 spells, as the Keeper deems appropriate. Suggested spells include *Contact Nyarlathotep*, *Create Time Gate*, and *Sense Life*.

Sanity Loss: 1d3/1d10 sanity points to see a Raptor of Tindalos.

Description: The raptor is a slim creature with long double-elbowed arms that have a membrane of flesh anchored to its hips to form large fleshy wings. The pale creature has a long prehensile tail tipped with boney barbs. The raptor has two lithe legs that end with a single-toed foot. Each toe sports a large curved claw. The extra-dimensional beast emits a blue vapor from its mouth and nostrils that cloaks the creature, making it difficult to see clearly until it is within twenty yards.

Conclusion

If the investigators made it home safely, they may have some explaining to do concerning the loss of Cheng Li and a great number of porters' lives. If the investigators transitioned to another alien world, then it is up to the Keeper to decide if it is a place they can further explore for a way home, or if it is their gravesite. Regardless of the outcome, the Field Museum of Natural History locks Dr. Norris's fossils away in a forgotten basement never to be seen again.

Sanity Rewards

Sharing information with Cheng Li about the fossils that Dr. Norris sent to Chicago	-1D3
Figuring out that the New Moon phase triggers the portal in The Singing Hills	+1D3
Surviving a direct Raptor of Tindalos attack	+1D3
Destroying a Raptor of Tindalos	+1D6+1
Surviving a mutated dinosaur attack	+1D3
Befriending the Troodon natives	+1D3
Investigators are noticed by the Elder Things due to the crystal antennae	-1D4
Dormant shoggoths are activated	-1D10
Surviving a direct Elder Thing attack	+1D6
Destroying an Elder Thing	+1D6+2
Surviving a direct shoggoth attack	+1D6
Destroying a shoggoth	+1D6+1
Successfully return home to Earth (any time period)	+1D4
Successfully return home to Earth (in 1924)	+1D6
Transported to an alien world at the end of the adventure	-1D20

Name: Anthony 'Tony' Saverino

Occupation: Attorney

Sex: M **Age:** 39 **Build:** 1 **Move:** 7

Marks, Scars, Mental Disorders: _____

Cash: \$275 **Assets:** \$27,500 **Spending Level:** \$50

STR: 60 **DEX:** 60 **INT:** 70 **Idea:** 70

CON: 70 **APP:** 65 **POW:** 65 **Luck:** 65

SIZ: 65 **SAN:** 65 **EDU:** 80 **Know:** 80

Damage Bonus: +1d4 **HP:** 13 **MP:** 13



Combat Skills

Fighting (Brawl)	40%	1d3+db Damage
Firearm (Handgun)	20%	Weapon Damage
Firearm (Rifle)	25%	Weapon Damage

Skills

Accounting	41%	Law	65%
Charm	40%	Library Use	55%
Credit Rating	55%	Persuade	30%
Fast Talk	50%	Spot Hidden	45%

(The player should select four additional skills not listed on this character sheet – except Cthulhu Mythos – and add 15% to the base percentage chance to each of those skills to round out this character's list of skills)

Background

Tony Saverino graduated from Northwestern University Law School in 1911, and after working as a public defender for three years, joined the law firm of Holt, Cutting, & Sidley. The growing firm represents a wide range of clients, including the Western Electric Company, Chicago Telephone Company, and the Field Museum of Natural History. Holt, Cutting, & Sidley is held on retainer with the Field Museum and Tony is the lawyer assigned to this client. Tony is on this expedition to the Gobi Desert to deliver the notice of employment termination to Dr. Norris.

Name: Marion Eastwick

Occupation: Doctor of Archaeology, University of Chicago

Sex: F **Age:** 36 **Build:** 0 **Move:** 9

Marks, Scars, Mental Disorders: _____

Cash: \$60 **Assets:** \$1,500 **Spending Level:** \$10

STR: 60 **DEX:** 75 **INT:** 75 **Idea:** 75

CON: 70 **APP:** 75 **POW:** 50 **Luck:** 50

SIZ: 55 **SAN:** 50 **EDU:** 80 **Know:** 80

Damage Bonus: None **HP:** 12 **MP:** 10



Combat Skills

Fighting (Brawl)	25%	1d3+db Damage
Firearm (Handgun)	35%	Weapon Damage
Firearm (Rifle)	25%	Weapon Damage

Skills

Archaeology	60%	Library Use	45%
Credit Rating	30%	Navigate	35%
History	55%	Psychology	45%
Language (Mandarin)	30%	Photography	35%

(The player should select four additional skills not listed on this character sheet – except Cthulhu Mythos – and add 15% to the base percentage chance to each of those skills to round out this character's list of skills)

Background

Marion has worked in the Archaeology Department for years at the University of Chicago, and has followed Dr. Samuel Norris' work for years. This trip to China is bittersweet for her, because it's clear that the scandal surrounding Dr. Norris' findings in The Singing Hills will irrevocably mar his career, and the Field Museum is looking to Marion to replace Dr. Norris. Marion is quite conflicted with this once-in-a-lifetime opportunity.

WEAPON	SKILL	BASE	DAMAGE	RANGE	ROF	AMMO	MALF
Smith & Wesson Military & Police .38 Special calibre revolver	Firearm (Handgun)	20%	1D10	15 yards	2	6	00

Name: Charles Edgar Blaine III

Occupation: Dilettante

Sex: M **Age:** 48 **Build:** 1 **Move:** 8

Marks, Scars, Mental Disorders: Old bullet wound scar on left shoulder

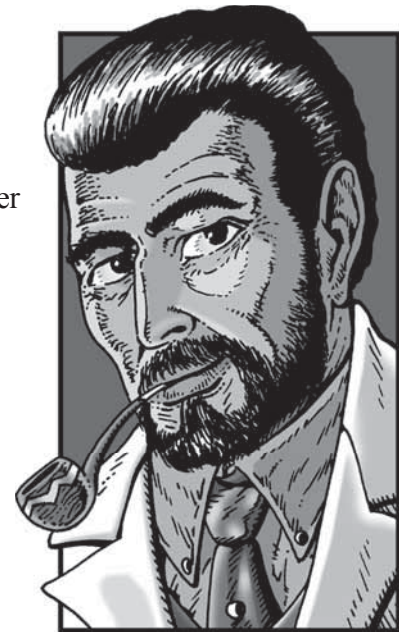
Cash: \$375 **Assets:** \$37,500 **Spending Level:** \$50

STR: 75 **DEX:** 55 **INT:** 70 **Idea:** 70

CON: 60 **APP:** 70 **POW:** 55 **Luck:** 55

SIZ: 75 **SAN:** 55 **EDU:** 70 **Know:** 70

Damage Bonus: +1D4 **HP:** 13 **MP:** 11



Combat Skills

Fighting (Brawl)	30%	1d3+db Damage
Firearm (Handgun)	20%	Weapon Damage
Firearm (Rifle)	55%	Weapon Damage

Skills

Art & Craft (Whittling)	35%	Natural World	30%
Credit Rating	75%	Navigate	25%
History	45%	Pilot (Boat)	45%
Language (French)	45%	Ride	40%

(The player should select four additional skills not listed on this character sheet – except Cthulhu Mythos – and add 15% to the base percentage chance to each of those skills to round out this character's list of skills)

Background

The Blaine family has long supported the art scene in Chicago, including paintings, sculptures, poetry, and the museums. As a child, Charles was always more interested in the military than he was in the family's affinity for the arts. So when he was early twenties, Charles enlisted in the Navy to join the Spanish-American conflict. After being wounded in combat, Charles returned to Chicago to heal. He then joined the family business of managing investments, and he learned to love the arts just like the rest of the family. Charles now chairs the Field Museums' investments.

WEAPON	SKILL	BASE	DAMAGE	RANGE	ROF	AMMO	MALF
Winchester Model 94 Rifle .30-30 calibre rifle	Firearm (Rifle)	25%	2D6+2	110 yards	1	6	98

Name: Claire Beauchamp

Occupation: Registered Nurse

Sex: F **Age:** 36 **Build:** 0 **Move:** 9

Marks, Scars, Mental Disorders: _____

Cash: \$80 **Assets:** \$2,000 **Spending Level:** \$10

STR: 70 **DEX:** 80 **INT:** 80 **Idea:** 80

CON: 60 **APP:** 85 **POW:** 70 **Luck:** 70

SIZ: 60 **SAN:** 70 **EDU:** 65 **Know:** 65

Damage Bonus: +1D4 **HP:** 12 **MP:** 12



Combat Skills

Fighting (Brawl)	25%	1d3+db Damage
Firearm (Handgun)	20%	Weapon Damage
Firearm (Rifle)	25%	Weapon Damage

Skills

First Aid	65%	Psychoanalysis	35%
Language (Latin)	35%	Psychology	40%
Medicine	40%	Science (Biology)	55%
Persuade	45%	Science (Pharmacy)	50%

(The player should select four additional skills not listed on this character sheet – except Cthulhu Mythos – and add 15% to the base percentage chance to each of those skills to round out this character's list of skills)

Background

Claire is an amazing nurse, and it is only the old-school boys club that runs the Chicago area medical schools and hospitals that prevent her from studying further. Claire's quality of care is unparalleled. (Due to Claire's medical training, she takes minimal Sanity loss from the sight of dead or mutilated human bodies).

Name: Franklin 'Sarge' Carver

Occupation: Soldier (Retired)

Sex: M **Age:** 51 **Build:** 2 **Move:** 7

Marks, Scars, Mental Disorders: Missing pinky finger on right hand

Cash: \$30 **Assets:** \$7,500 **Spending Level:** \$10

STR: 80 **DEX:** 75 **INT:** 60 **Idea:** 60

CON: 65 **APP:** 60 **POW:** 40 **Luck:** 40

SIZ: 90 **SAN:** 40 **EDU:** 55 **Know:** 55

Damage Bonus: +1D6 **HP:** 15 **MP:** 8



Combat Skills

Fighting (Brawl) 45% 1d3+db Damage
Firearm (Handgun) 55% Weapon Damage
Firearm (Rifle) 65% Weapon Damage

Skills

Dodge	40%	Mechanical Re-	
pair	45%		
Drive Auto	30%	Ride	30%
History	45%	Spot Hidden	40%
Listen	35%	Stealth	30%

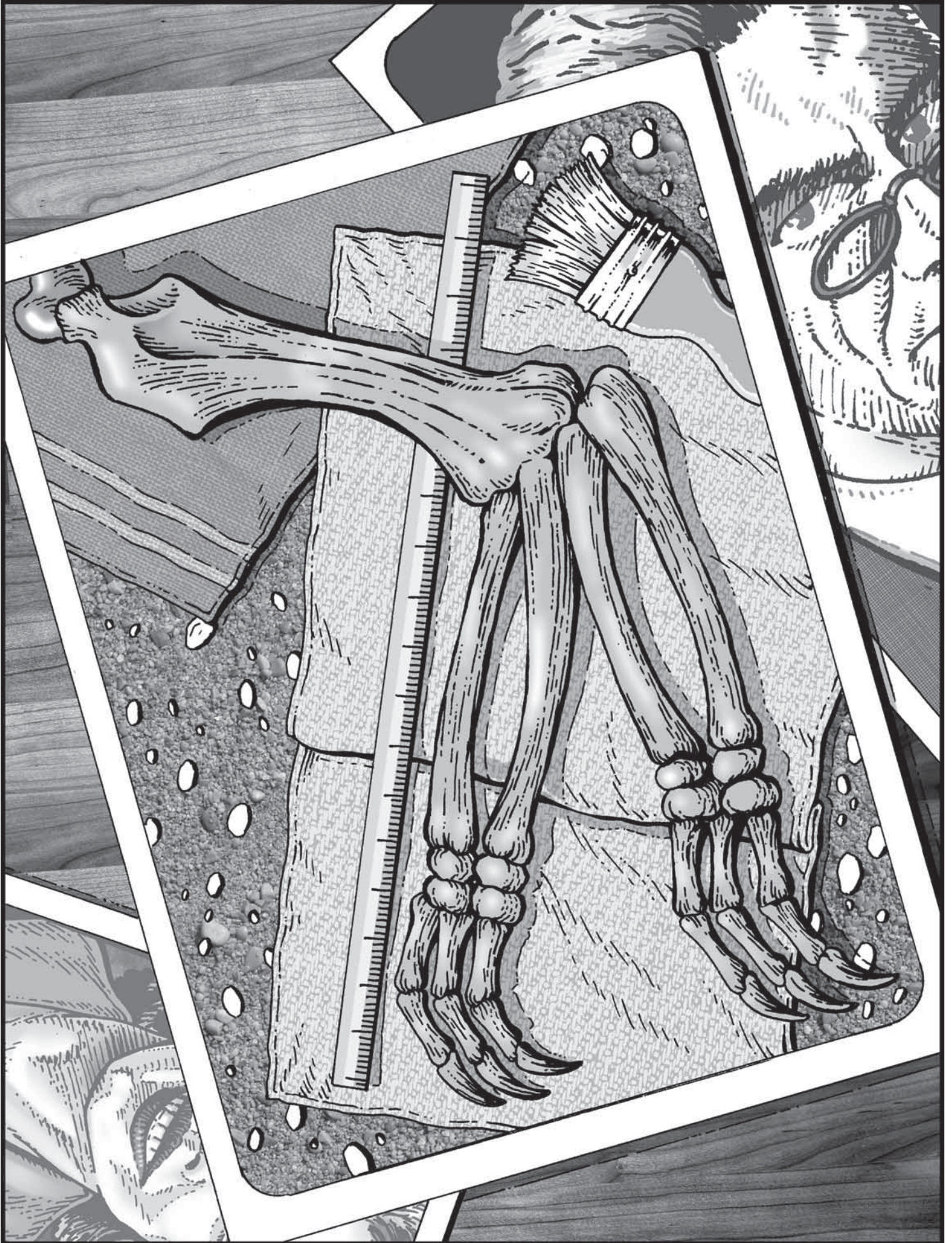
(The player should select four additional skills not listed on this character sheet – except Cthulhu Mythos – and add 15% to the base percentage chance to each of those skills to round out this character's list of skills)

Background

Sergeant Carver was a career soldier, until he retired in 1913. 'Sarge' enjoys his retirement now, but on occasion he will accept a security job so he can keep his skills sharp and can fund his retirement.

WEAPON	SKILL	BASE	DAMAGE	RANGE	ROF	AMMO	MALF
Colt Government (M1911) .45 ACP calibre pistol	Firearm (Handgun)	20%	1D10+2	15 yards	1	7	99
Mauser Modell 40B .30-06 calibre rifle	Firearm (Rifle)	25%	2D6+4	130 yards	1	5	00

Player Handout A

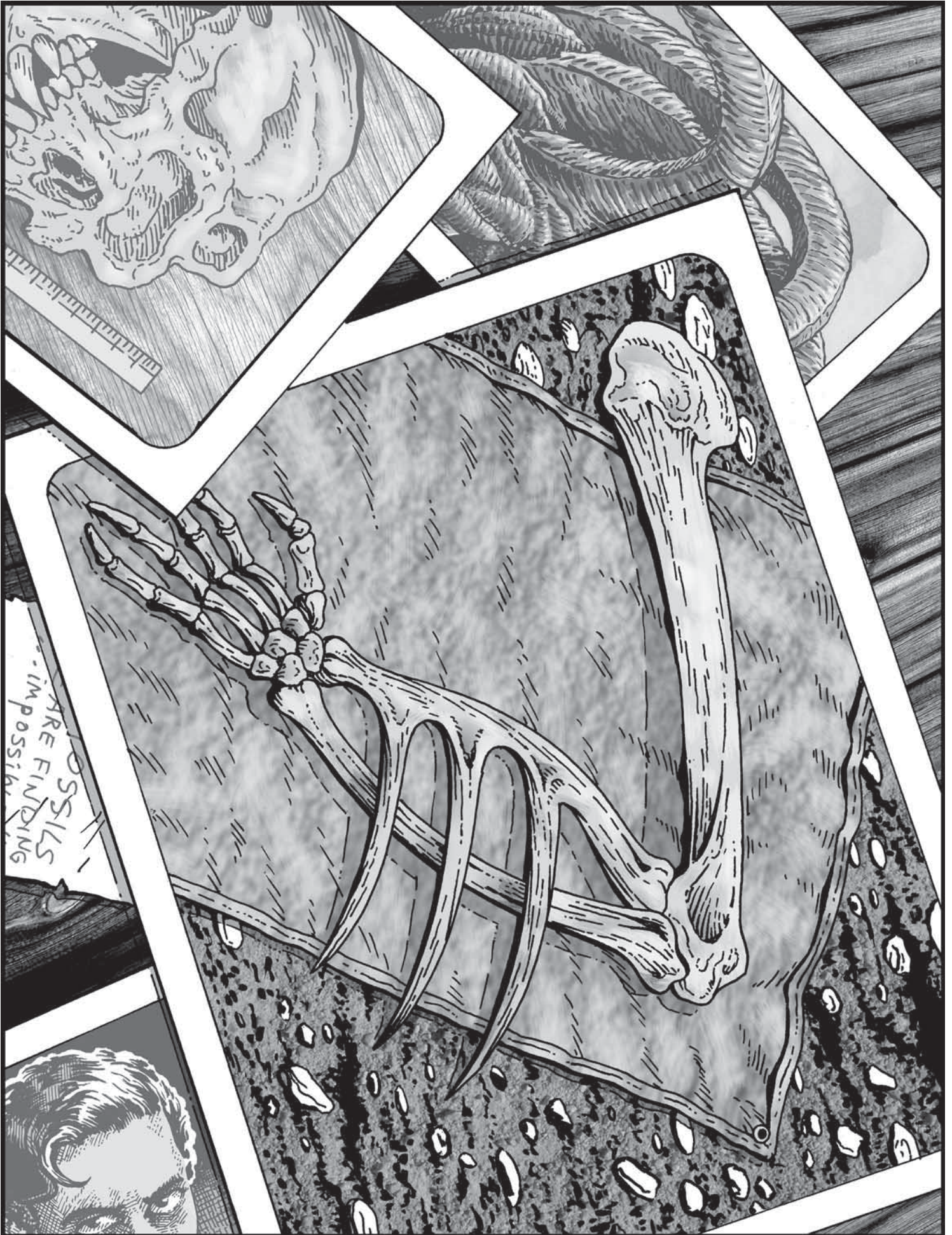


Player Handout B



NINE HORNS!
TRICERATOPS!
THIS CAN'T BE
FROM THIS PLANET!

Player Handout C



FOSSILS
ARE FINDING
- impossible

Handout D

Holt, Cutting, & Sidley

Attorneys at Law
One South Dearborn, Chicago, IL 60603

February 4, 1924

Samuel J. Norris, Ph.D.

The Field Museum of Natural History
1400 South Lake Shore Dr.
Chicago, IL 60605

Dear Dr. Norris,

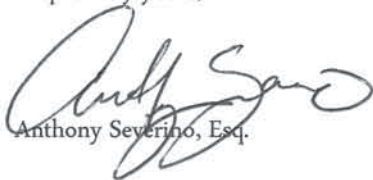
Our firm serves as general counsel to the Field Museum of Natural History (FMNH).

We regret to inform you that, by action of the FMNH Board of Regents on February 18, 1924, and effective immediately, your employment at FMNH has been terminated for cause. Three months' worth of severance pay will be paid in cash upon the return of all FMNH property issued as part of the current expedition to The Singing Hills in the Gobi Desert, Inner Mongolia.

Cause for your termination lies specifically in the Board of Regents' finding, after due review, that you have committed scientific fraud. A review by a panel of scientific experts determined that the fossils that you shipped to the museum on January 17, 1924 and January 25, 1924 conflict with all known historical records of biological evolution. The facts that there are no living animals that display such features, and no other fossil records have ever displayed radical features as those that you claim to have found, left the Board with no choice but to conclude that you falsified your findings in order to sensationalize your work and promote your name into the national newspaper media. Behavior such as this is not only unprofessional and unethical, it also breaches the codes of practice at the FMNH, and cannot be tolerated.

The FMNH Board of Regents has agreed to write you a favorable letter of recommendation that will reference your fossil research and analysis that pre-dates your current expedition to the Gobi Desert. Kindly direct any further communications or inquiries regarding this matter to the attention of the undersigned.

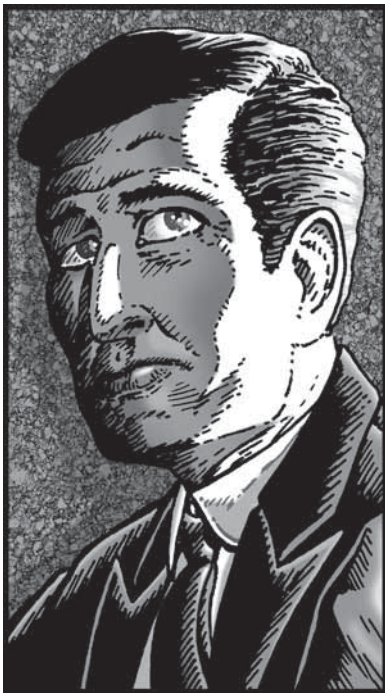
Respectfully yours,



Anthony Severino, Esq.

Cc: Geoffrey Leeds, Chairman, Field Museum Board of Regents

Norris Expedition Members



Doctor Samuel Norris
Expedition Leader



Father William Armell Of
St. Alphonsus Church



Ira Goldman, Professor Of
Geology, University Of
Chicago, Geologist



Doctor Lynne Robertson,
Zoologist/Naturalist

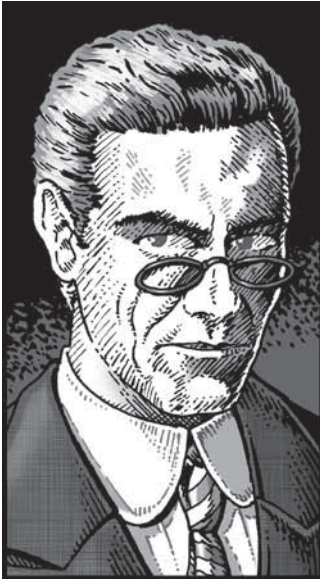


John Brown,
Cartographer



Doctor Ronald Kent,
Biologist

Graduate Students



Nicholas Austin



Carl Bussler



Lee Dakin



Eugene Evans



Kelly Freeman



Christopher Henn



Joseph Higgins



Edgar Johnson



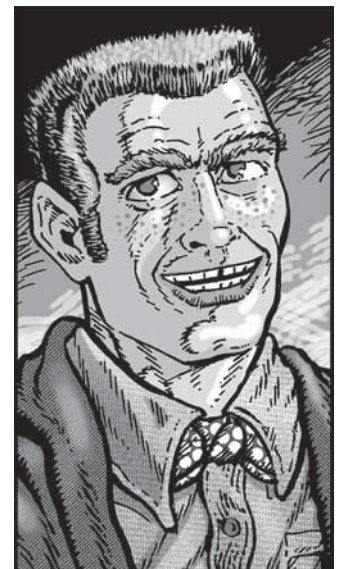
David Leonard



Allison Moses



Lindsey Sheehan



Neil Smith

Player Handout F

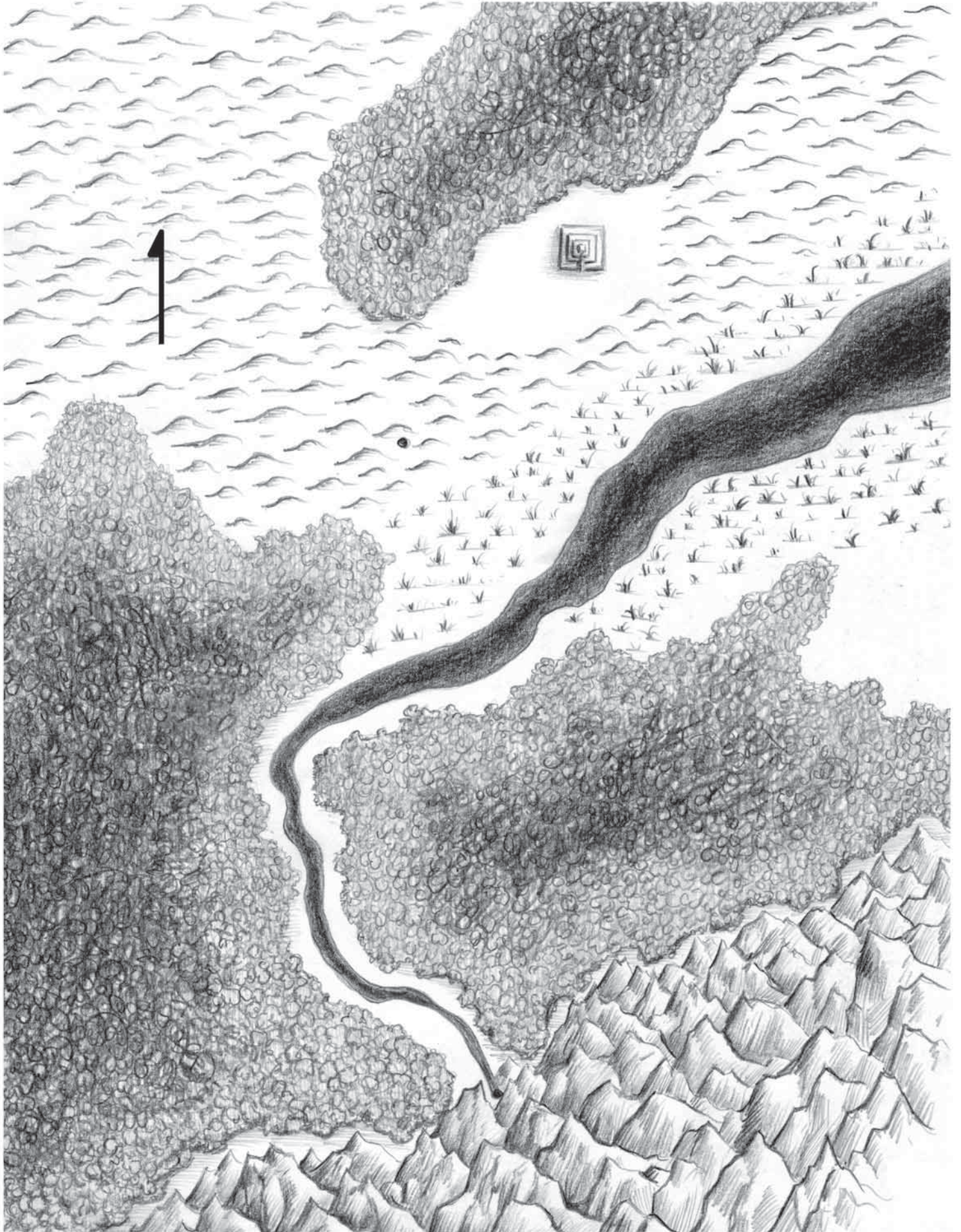
December 30, 1923 - Relocated camp to new dig site right at the base of The Singing Hills. The granitic plutons are layered in hues of gold, red, black, and tan, beautiful and fascinating. We sent leg and hip fossils from a small theropod to Peking, but the larger finds have been ferried to Pyongyang to be shipped home.

January 2, 1924 - A new amazing find. A sauropod with unprecedented features, clearly used to help it forage for difficult to reach or difficult to eat plants. Some of the camels were stolen by some of the porters last night. The cowards are fleeing because of the ghost stories they tell about these hills. I've warned the other porters that I plan to shoot thieves, should anyone want to consider stealing any more camels.

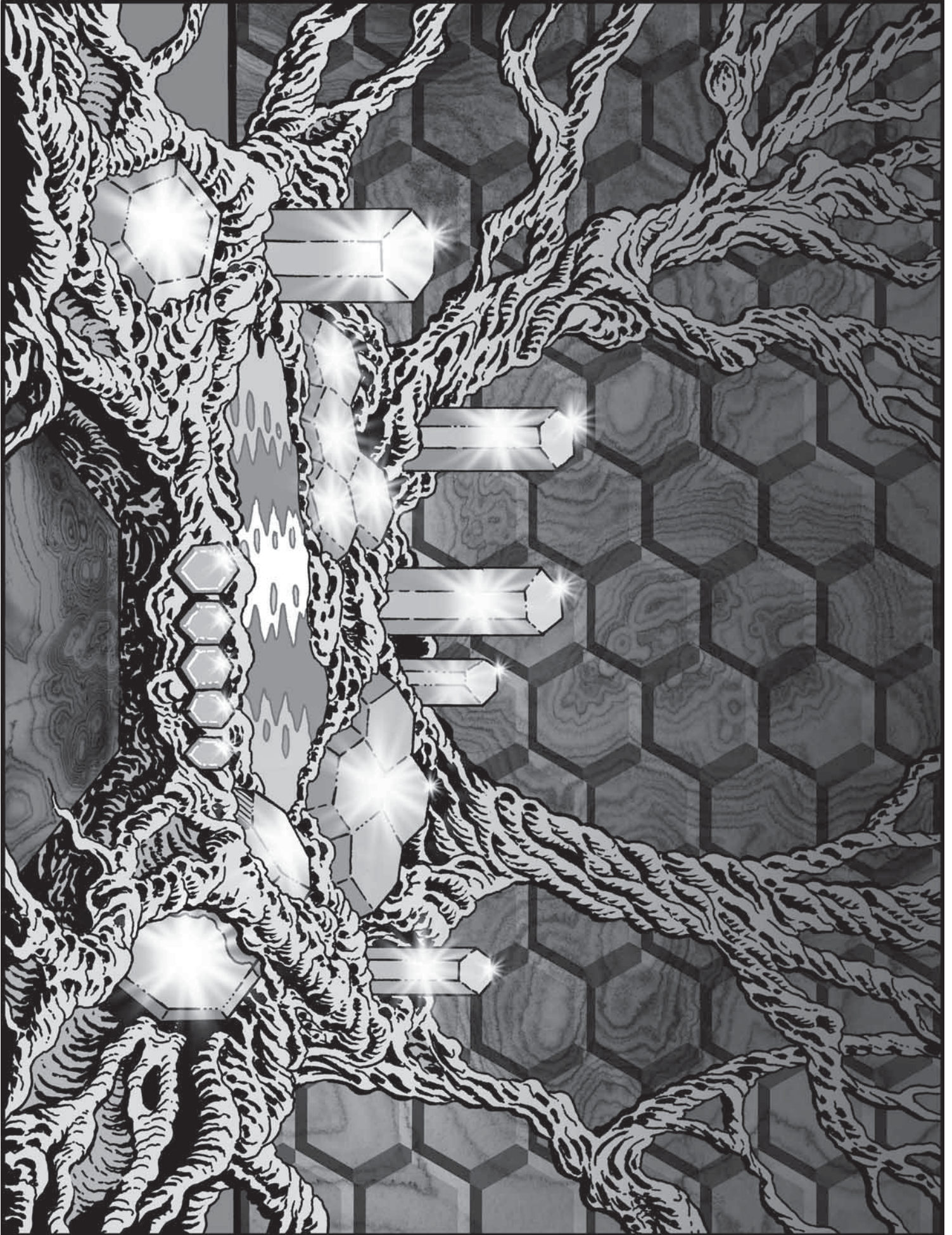
January 5, 1924 - The winds have shifted - and I now know why these are called The Singing Hills. The winds whip through eddies in the rocks, like breath through a flute. Kent has discovered a cave, not too far from camp, that seems to hum as the wind flows. It sets my teeth to rattling. I think we'll check it out for fossils tomorrow.

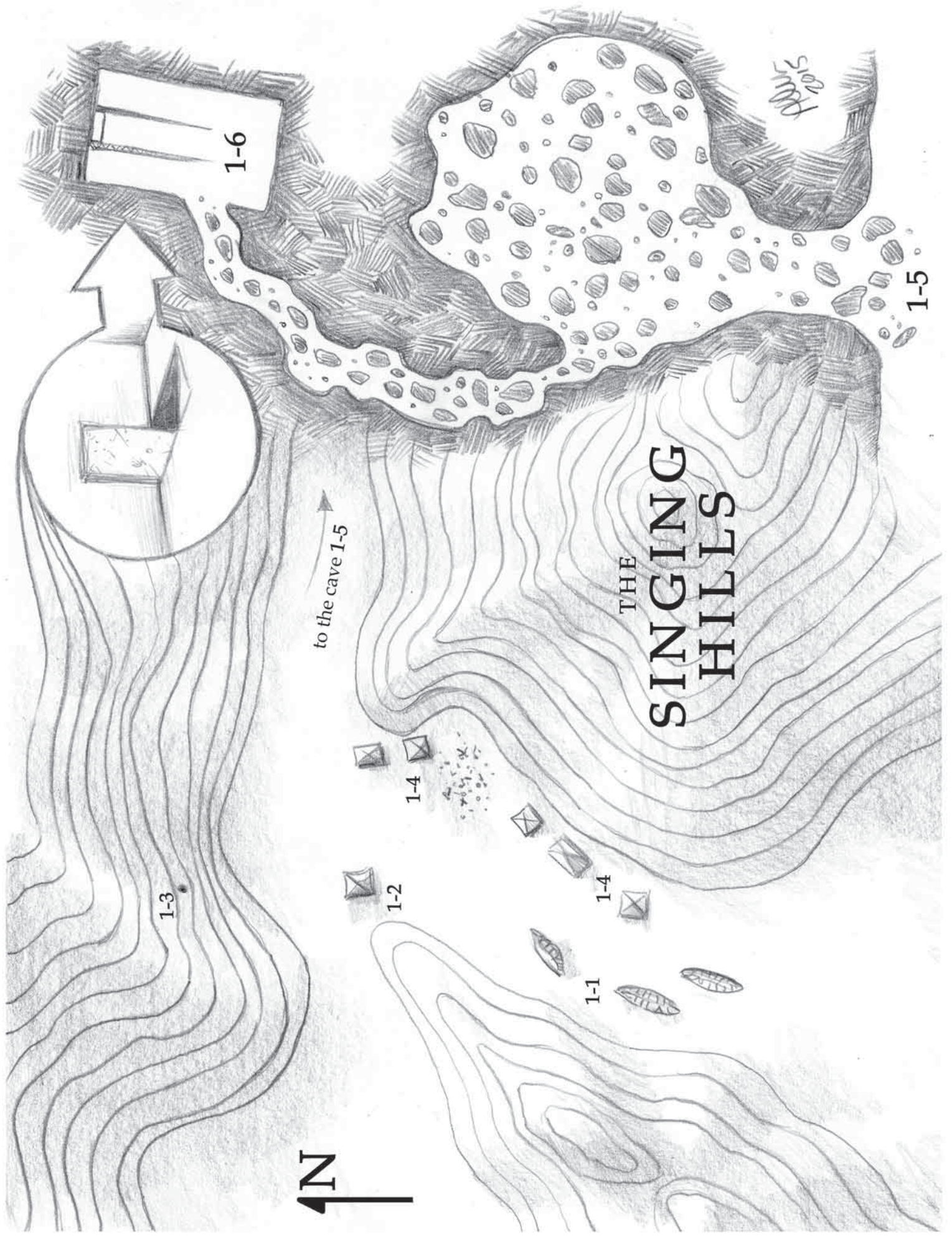
January 6, 1924 - All of my previous discoveries pale in comparison to what is inside that cave. The winds play hell with it though and it's damn hard to think straight in there. I've had enough of that damn hum. Father Armell has strengthened my resolve and we are praying for the winds to cease soon. More tomorrow.

Player Handout G



Player Handout H





Rocky

1-6

1-5

1-3

to the cave 1-5

1-4

1-2

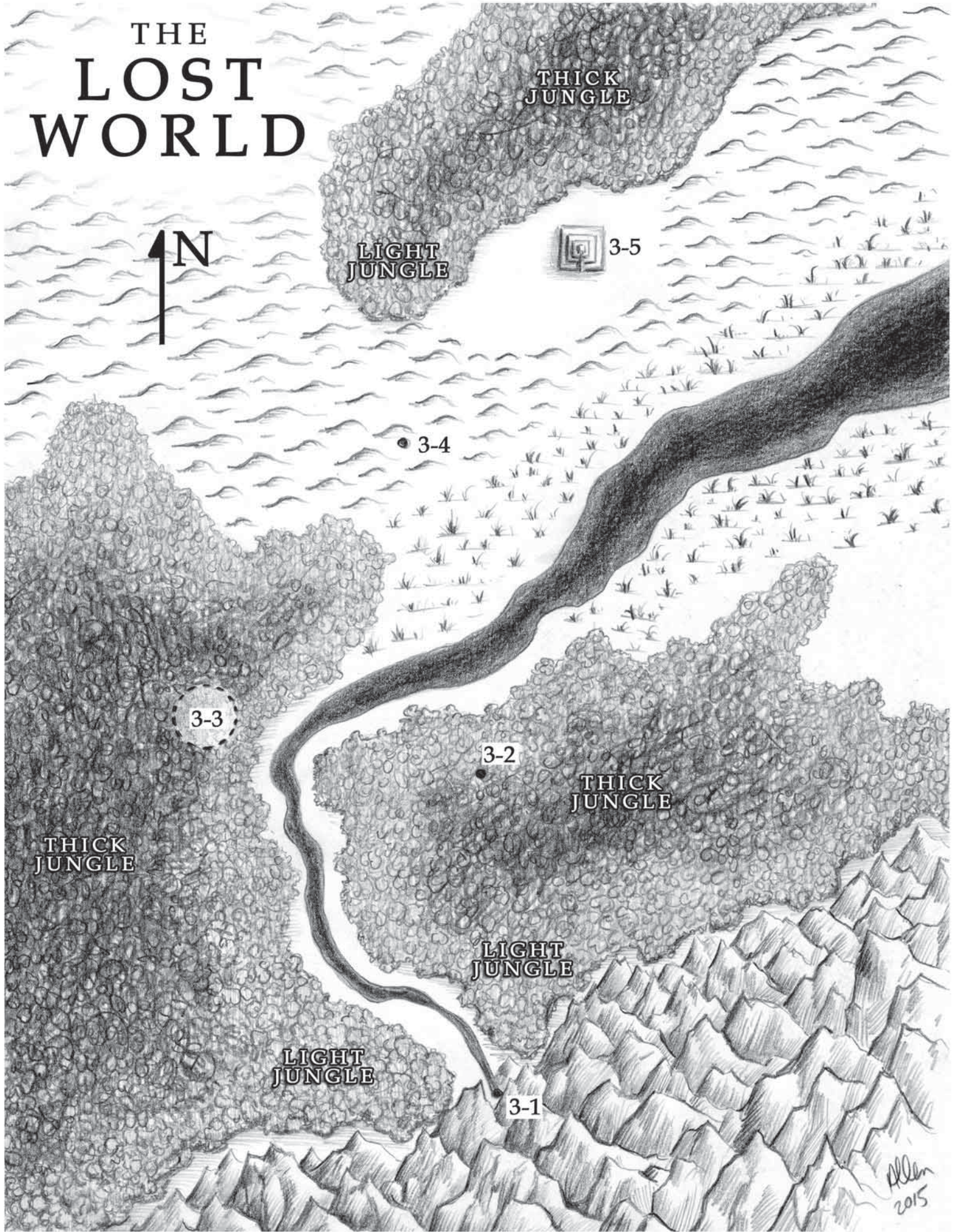
1-4

1-1

THE SINGING HILLS



THE LOST WORLD



Allen
2015

AREA 3-5

Temple

Bas Reliefs

Ramp

TEMPLE
(top view)

to
3-5A

one square = 5 ft

THE GOLDEN ZIGGURAT

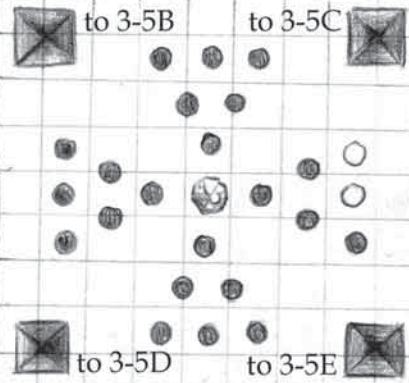
Temple

MAIN CHAMBER
3-5A

3-5B or 3-5E

3-5C or 3-5D

CROSS-SECTION of ZIGGURAT



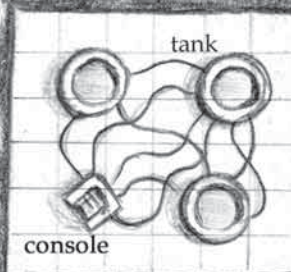
MAIN CHAMBER
Area 3-5A



ARBORETUM
3-5B



NURSERY
3-5C



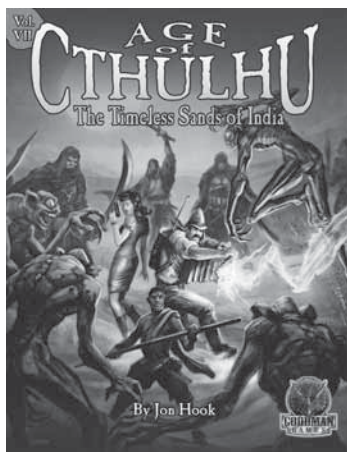
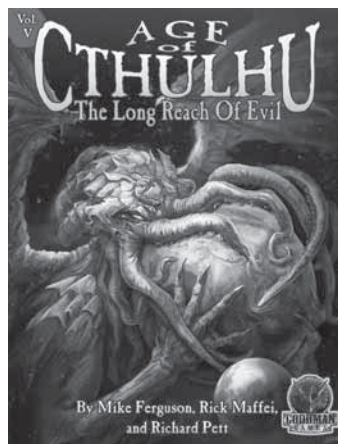
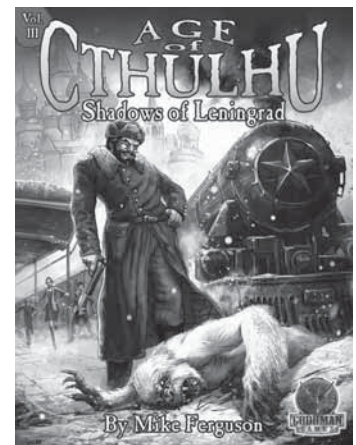
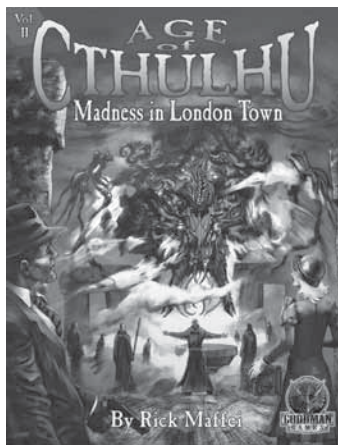
THE LAB
3-5D



THE GATE
3-5E

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2015

AGE of CTHULHU



If you enjoyed this scenario, make sure to look for these other Age of Cthulhu adventures at your local game store!

AGE of CTHULHU

The Lost Expedition

Deep in the Gobi Desert, the investigators discover a strange artifact amidst primordial fossils. The alien device is a gateway to a conduit to travel throughout the cosmos, known as The Great White Space. The investigators are then propelled to an alien world ruled by the Elder Things, a strange alien race of macabre scientists. Desperate to find a way home, the investigators must survive a hostile and alien world filled with mutant dinosaurs and the Elder Thing's amorphous and putrid slave-beasts, the shoggoths!

Set throughout the globe and torn from the pages of the hidden history of the world, *Age of Cthulhu* adventures bring new secrets and mind-bending horrors to your 1920's *Call of Cthulhu* game. Each adventure comes with copious player handouts, detailed maps, and pre-generated investigators ready to risk their lives and their sanity to confront the horrors of an uncaring universe.

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