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Leptis Magna



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INTRODUCTION

This scenario is designed for a group of 2-4 players. One (or two) session/s of play will be enough to finish the scenario.

KEEPER INFORMATION

This scenario is not historically accurate. Some things have been changed to fit my idea of the adventure. It is not 100% accurate when it comes to describe people or places. It is not indeed to rewrite history in any way, it uses some historical figures and facts only as background.

1931, a little bit after the pacification of Libya, the Italian army wanted more. The commander of the Italian forces, Rodolfo Graziani, being interested in history, especially the one of the great Roman Empire, decided to explore more of the black continent. He formed a squad in order to find the lost city of Leptis Magna.

HISTORICAL BACKGROUND

During the colonization of North Africa, the Italian army successfully occupied some territories but one, Cirenaica. There Omar Al Mukhtar, the leader of the native resistance kept fighting in order to kick out the Italian army from Africa. In 1931 he was captured and hanged. This ended the resistance and the birth of Libya. I want to thank my father, Aldo Carrer, for his help as historical advisor. Thanks dad, you're the best!

ARMY LIFE

The pre-gen characters belong to the Royal Army (Regio Esercito) which was the Italian army back then. Ranks were really important and respected. Subordination was not tolerated. Any soldier had to follow the orders of whoever had higher rank; any act of subordination would have met punishment. To fit my idea of the army, any act of subordination would end with both soldier and his family punished with death.

THE TRUTH ABOUT LEPTIS MAGNA

The lost city of Leptis Magna is not actually located in our planet but in the dimension of which the Vermis come from, a distant land very close to Africa as traits go. Whoever looks for the city is bound to get hit by a sand storm created by the nomad of the desert. He's the guardian of the city and will use the sand storm to get the adventurers stuck in Leptis Magna. The city is guarded by sand-dwellers and dormant Vermis. Long time ago, the Romans found it and actually built there temples, a theater and houses, thinking that they were safe but they soon found out that only danger dwelled there. They tried to fight it, try to hide the secret but at the end they perished.

HOW MUCH PULP?

When I ran the scenario I kept all the rules presented in the Pulp Chtulhu sourcebook. I didn't give NPCs any luck though. The pre-gen characters have already a talent chosen for them and stats modified accordingly. If the keeper wants to run this with classic Chtulhu rules, I'd recommend to at least keeping the HP of the characters as it is.

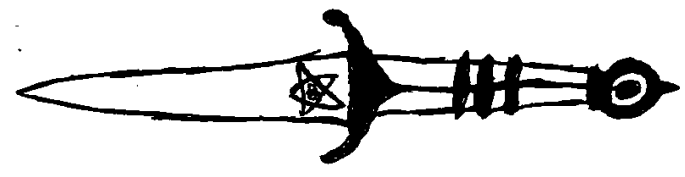
NEW ARTIFACT

The elder dagger

A dagger inscribed with the elder sign. It's the only weapon that can actually hurt the Vermis.

Range: Touch

Dmg: 1d10 (to the Vermis), 1d4 (to normal creatures like Sand-dwellers)



The beginning

DAY 1: Tripoli (Evening)

The PCs will find themselves waiting outside a briefing room. Here the keeper should encourage the players to introduce themselves. After the introductions are done, the door will open and they will be called in. Rodolfo Graziani will be explaining the task personally. In the briefing room there will only be the PCs and Rodolfo. It's a small room with a table in the middle with a map of North Africa on it, a light on the ceiling, a chair per PC and Rodolfo will be standing all the time.

The keeper should start the briefing as following:

- firstly the commander will shout : Attention!
- secondly ,after the soldiers salute the commander, he will tell them to take a seat then say the following:

“You were of a great help during the pacification of Libya. You all did something that made you stood out from the others. This is your chance to get a ticket back home. Our mission is the following: find the lost city of Leptis Magna.”

With a successful **History roll** the PCs heard about it during History class back in school. With a hard or extreme success they also remember that it is supposed to be somewhere south of Tripoli near the Mediterranean Sea. If the PCs fail the roll the commander will show them an old map of the area and pinpoint an alleged location.

“According to some old documents in our hands, Leptis Magna is supposed to be further south of Tripoli. (He marks the location on the map) Nobody else will be coming along, only me and you. Nobody has to know about this mission. If somebody asks, you will say that you are going to escort me to Cirenaica for military business. Is that clear, soldiers? We will depart tomorrow after the sun is out. Now, dismiss.”

If the PCs want to know more the commander will say *“The mission comes from the man himself. You should be proud of being the chosen ones. Now go and get some rest.”*

The PCs has their own bed at the barracks. After the briefing they are expected to go back to their dwellings. If they decide to wonder around the city they will be stopped by a higher rank officer and ordered to go back. When they go back to the barracks some fellow soldiers will be asking about the meeting. One particular soldier, **Stefano Bellaria**, will be very pushy to know what actually was said during the briefing.

Stefano Bellaria is angry (and a little bit too drunk) about not have been being invited to the meeting and he will show it to the PCs. Depending on the answers the PCs will give, he might start a brawl in the barracks. If the brawl actually happens it should just last two rounds then an officer will come in and stop it. It is just a way to show the players how stressed the soldiers were back then. Some of his mates will fight alongside him, for their stats use his stats minus the penalty die (there should be 1 each PC).

DAY 2: Tripoli (Early morning)

Read or paraphrase the following

It's 5am, it's time to leave. Yesterday was a beautiful sunny day, today the complete opposite. The sky is grey and the temperature dropped since last night. The commander is waiting for you outside his office's building. He's standing in front of a military truck and he looks impatient.

The truck will have two seats in the front (one occupied by the commander) and the rest of the soldiers will have to stay in the back. In the back of the truck they will find some tanks of gas for the journey. The tanks will be enough to go and come back.

The truck

Model: Fiat 634N

It has two seats in the front, and plenty on the back. The back does not have any roof so whoever sits there will suffer if something happens on the road like rain, wind and such.

In the front, there will be a med-kit and a tool kit. On the back there will some tanks for the trip and some supplies (food).

After they leave the city, the roads are not very well kept and directions are poor. Whoever is driving should roll for **Navigate** after an hour. If the PC fails they will find themselves in the middle of nowhere with the commander shouting at the player/driver (the player's **Credit Rating** should be reduced by 1d4). After another hour, the road is nowhere to be seen; only desert keeps the players company. Ask for a **Drive Auto roll**, if failed the PCs sitting on the back will have a really bumpy journey. Ask for a **DEX roll**, if failed they lose 1d2 HP. After another hour a sand storm will hit the players. The PCs in the back of the truck will need to roll for **CON (hard)**, if failed they will suffer 1d4 damage (keeper can choose between cuts and labored breathing). The storm will last 1 hour. After the storm is passed, they will find themselves disoriented; the commander should ask how the PCs on back are doing. A med-kit is provided in the truck if needed. Ask for a **Natural World roll**, a success will tell the players that it is not normal to have such violent storm around this part of Africa.

Read the following

Even though the storm is passed, the sky is still grey, maybe greyer than before and in the distance you seem to see something approaching

Ask for a **Spot hidden roll**, a success will make the PCs notice a human figure approaching, if failed they can't make it out clearly.

A **desert nomad** will approach the PCs and ask where they are going. He will be very polite but he will not be speaking Italian, so only PCs with some Arabic skills (**Other language (Arabic) roll**) can understand what he is saying (if all the players fail, the commander has pretty high Arabic knowledge). A Hard/Extreme success will make the players notice that his Arabic sounds a little bit different from others in the region. If Leptis Magna is mentioned he will tell the players that that is not a place for foreigners and they should go back. The commander will tell the soldiers to take care of him like only soldiers know how, saying

“Well, it seems we have a rebel here. You know what to do. I want to know where the city is. Do your thing and do it quickly”.

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Depending on what the players decide to use (opposed roll of **Intimidate** or **Charm**, if the latter is used, the commander will show disappointment, **Credit Rating** should be reduced by 1d2), the nomad will tell them to go North-West and if the gods want they will find the city. At this point, the commander takes his gun and shoots him right through his head.

DAY2: To the city

When they try to start the truck they will notice that it's not working. There is too much sand in the engine. A **Mechanical Repair roll** can be attempted; a fail means will take them at least 2 hours to fix the problem. A success will reduce the time in half.

After the truck is ready to go, the PCs will realize their compass is going crazy pointing in all directions. A (**extreme**) **Navigate roll** can help them find NW. During the journey ask for a **Drive Auto roll**, if failed ask for a **DEX roll** for the players on the back. Failure the players will suffer another 1d2 to their HP.

How to get to the city

When the player kills the nomad they will be wondering in desert for 1d2 hours and then the nomad will reappear and say exactly the same things. If they kill him again, this will repeat. (**San loss 0/1**) Every time the nomad re-appears he will be wounded depending on how the PCs wounded him, so the first time he will have a hole in his head. Then the Keeper just work with what the players decided to do to him. They will successfully get to the city when they let him alive. Hopefully the players will figure it out, if not an **INT/Idea roll** can help them out.

DAY2: The ruins (late afternoon)

In front of you ruins of an old city stand. Is this what you were looking for? Could it this be the lost city of Leptis Magna?

The commander will shout

"We have found it! Nobody can stop us now! Long life to our Empire!"

The ruins are mostly covered by sand but are easy to be identified with a **History roll**. A success will tell the PCs that all the ruins can be dated back to the Roman times. Statues, pillars, roads, temples and such can be seen all around the premises.

The commander at this point will tell the investigators to go investigate and take pictures (one of the pre-gens has a camera, if nobody chose the photographer as character, the commander will lend a camera to one of the players personally), he will be off by himself. A **Psychology roll** will make the PCs notice that the commander is hiding something. If confronted he will remind them about the ranks and the family they have back home *"I don't think you want anything to happen to them, do you? Drop it and do as ordered"*.

When the PCs are alone investigating the place and taking pictures ask for a **Spot hidden roll**, whoever succeeds will catch a glimpse of something in the sand, an extreme success the thing can be described as a koala mixed with a bear with a long body. It disappears as soon as it is spotted. **San loss 0/1**.

The buildings the PCs will find are mostly in good shape even if covered with sand. Buildings like temples and houses will show mosaics and such. An almost totally collapsed temple (architectural speaking it looks much older than Roman era, all the other buildings are white, this one is a much darker brown made of a material that feels like rocks) particular will have a mosaic portraying a giant worm with tentacles bursting out of the sand. **San loss 0/1**. The keeper should ask for a **Spot Hidden roll**, whoever succeeds on the roll will notice a vase in pieces somewhere in the room. On the pieces a roman soldier with a dagger (check the elder dagger tab for more info) is seen battling a worm like creature. This is a **really important clue**, if nobody passes the roll, the keeper should make them find that somewhere else.

The other temples will have their statues of deities destroyed or disfigured.

And what about the commander?

While the PCs investigate the area, the commander will have its own agenda. He's looking for an old parchment that is supposedly hidden somewhere in the city. The parchment contains a spell to summon the Vermis. He actually manages to find it and will hide it in his pocket (not the whole parchment, just the part with the spell). When he goes back to the soldiers, they will notice that his hands and clothes are dirty like he has dug something out of the sand. If asked with a successful **Credit creting roll** the commander will not say much only that he thought he saw something shiny in the sand and wanted to get it. A **Psychology roll** will tell that it seems he's not saying the whole story, if questioned further he will say *"Remember the ranks soldier(s). Do not bore me with such nonsense."*



The Roman soldier battling the Vermis

DAY2: Evening approaches

After a while the sky turns dark, and night becomes a reality. The whole city is in complete dark. A breeze surrounds the PCs and the whole place. The commander will meet the PCs and tell them to make camp somewhere for the night. He will order them to take turns. After a while, ask the first PC awake to roll for **Listen**, if they succeed they will hear a noise coming from somewhere close their camp, something like footsteps but very fast, **San loss 0/1**, if fails it's just the breeze making fun of them. As the second player takes his turn, ask for a **Listen** as well and then follow what it says above.

When the next player (if there are only two players then this will happen to the second player) takes his turn ask for a **Spot Hidden roll** if succeeded the PC will notice eyes glowing in the dark that are staring at them, **San loss 0/1**. This is a sand-dweller spying on them, preparing for their attacks. If the roll is failed, the sand-dwellers will attack the players (the commander will take part as well) and they will suffer from the surprise condition. There should be the number of players +1 sand-dwellers. If the roll was successful then the fight should go as normal. If one sand-dweller is killed, the others will try to flee. As soon as they are attacked ask for a **San roll, san loss 0/1d6** to see a sand-dweller.

After the attack if they don't go back to sleep, the next day a **CON roll** should be asked, if failed the PCs will have a penalty on all their rolls because of fatigue.

DAY3: The necropolis (Roman Theater)

The next morning the commander will take the PCs to the Roman Theater he found yesterday before night fall. He will order them to check the place out while he goes scouting the area.

The theater is in good shape even though some pillars look like they would crumble anytime soon. The stage is covered by sand; the stairs where the audience took seat to enjoy the show surround the stage. The backstage can be accessed from the numerous alcoves on the stage.

The backstage shows its time. Cobwebs, sand, dust, the air there is bad. Smells like something died there, ask for a **CON roll**, if failed the PC(s) will feel nauseous. With a successful **Spot Hidden roll** the PCs will notice the carcass of some kind of creature in the sand. The creature is a sand-dweller that died of hunger, **san loss 0/1d6** to see that.

In the backstage there are torches on the walls. One of them opens a secret passage in one of the walls. The PCs can spot the right torch with a successful **Spot Hidden roll**, the torch is the one a little bit inclined towards the stage. If the roll is failed, the commander will reunite with the PCs and notices it.

DAY3: The necropolis (hidden passage)

When the torch is pulled, the wall on the far right will move in and a flight of stairs can be seen going down. It's very dark down there; the PCs will feel a breeze coming from down there. The stairs go down for like 5 meters and then a series of corridors (3) will be waiting the PCs. The breeze comes from all the directions. Down there it's really cold and breathing is difficult, a **CON roll** should be asked after every hour the PCs spend in there, a failure means the PC needs a rest or might faint (**Luck roll**, if the player(s) does faint, smelling salts can be used to bring him back, a penalty die should be given for the next hour). All the corridors are the same: they are almost 2m wide and 2m tall, the walls have alcoves where human remains are held. With a successful **History roll** the PCs will know that these must have been the catacombs where people's remains were kept. The more they investigate the weirder things get. After a while the remains start resembling creatures like the one in the backstage (if found already, if not just follow the description of sand-dwellers), ask for a **San roll, loss 1/1d4**.

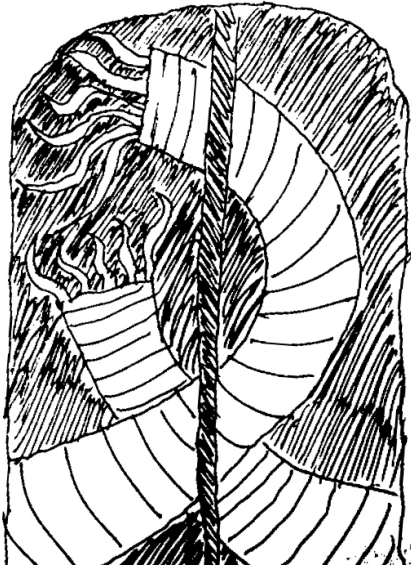
If at this point the PCs want to retreat the commander will threaten them, the players should be asked for an **Intimidate (hard)** or **Psychology (hard)** roll opposed to the commander's **Intimidate** roll (with bonus die). If their roll is failed the commander will remember this when they go back to Tripoli. If they fail then the commander will say *"You are soldiers of the Royal Army, if you don't follow my orders you know what will happen to you and your families, don't you? If you want to forfeit the mission, you will regret it. I left a document about this mission to one of my best advisor. In case I don't come back alive, this document will be sent to Mussolini and, well, I don't think I need to explain to you about the consequences, do I?"*

Keeper's note: The players should know that going against the orders of an officer of higher rank means death for them and their families. When playing their characters they should take that in consideration before making any decisions.

The corridor on the right is the safest route with no traps or whatsoever (unless the keeper chooses otherwise), the one in the middle will connect to the left one after a while. The third corridor will take them to a bigger room. In this room the alcoves are full of remains of people. The keeper should ask for a **Spot Hidden roll**, whoever succeeded will notice something shiny among the remains of a Roman soldier (a **History roll** can tell that his shield belongs to that era). This is a dagger inscribed with an Elder Sign. As soon as all the PCs get into the room, the passage will close behind them and the ceiling will start to descend. One of the walls in the room can be knocked down with a **STR roll**. After the wall is down, the PCs will find themselves in a safe corridor.

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Whether they chose the corridor on the right or they escaped from the trap room, after some walking they will get to the same place but some **Listen rolls** should be asked, if successful they will hear something moving within the corridors and the walls, **San loss 0/1**, they will reach a chamber with a big door on the north wall. The door is made of black stone, it's 3m tall and it has engraved two big tentacled worms (like the mosaic in the temple and the statues in front of it) . In the room there are 4 statues of a strange deity, all of them resemble a worm-like creature with tentacles coming out from its mouth, **san loss 1/1d2**.



The door

The PCs will notice that the breeze is coming through beneath that door. The commander will order them to open the door.

When the PCs investigate the statues they will realize they can be rotated. In order to open the door every statue needs to face the door (if there are 3 or more players, the puzzle is solved when the statues are rotate all at the same time, if there are only 2 players, then one by one will do the trick, if there are 3 players then the commander will help, in this case they must be rotated at the same time).

As soon as all the statues face the door, the door will open. It opens slowly and loudly and the air that comes from there smells awful. The PCs should do a **(hard) CON roll**, if failed they will faint for 1d2 hours.

DAY3: To the unknown and beyond

If the PCs haven't fainted, the commander will order them to follow him. The door opens to a large spiral stairwell that seems to go down for miles. The temperature gets colder and colder and the smell stronger and stronger. The steps are pretty wide; they look like they were made for people or creature with much longer feet than humans'.

After a good 5min of descending the PC will reach a huge chamber made entirely of rocks with a lot of small holes. The holes are actually where the sand-dwellers live but they won't be there where the PCs enter the chamber.

On the back of the chamber the PCs will see a huge statue of worm-like creature with tentacles coming out from its mouth. Its body seems to keep going into the rock wall. **San loss 1d3/1d6**.

The PCs will notice that the commander is getting closer to the statue. While walking the commander takes a paper (with a successful **Spot hidden roll** the PCs notice that it's a pretty old piece of parchment) and starts chanting in a foreign tongue. During the chant, ask for a **Listen roll** with a success the PCs will hear something coming from the holes. With a hard/extreme success the PCs will also notice that the statue is crumbling.

If the PCs have fainted once the door opens, they will find themselves tied with a rope in the middle of the chamber. The rope can be broken with a **STR roll** or without roll if the PCs have a knife on them. Then just continue as stated below.

If only a player fainted, one of the pre-gen (nurse) has some smelling salts that can be used to bring the other player(s) back into action. If the nurse hasn't been chosen by the players, the salts can be found in the med-kit in the truck.

The elder dagger

If the players didn't go to the trap room and find the dagger, ask for a **Spot hidden roll** while they are in the chamber with the Vermis statue. Whoever passes the roll, will spot the dagger near human remains along with a Roman shield. This is the only weapon that can actually hurt the Vermis.

Range: Touch

Dmg: 1d10 (to the Vermis), 1d4 (to normal creatures like Sand-dwellers)



DAY3: The statue comes to life

At this point the PCs should realize that something horrible is going on. The statue in front of them goes back to life and the enormous worm-like creature stands in front of them. It's huge, it reaches the ceilings of the chamber and its tentacles move like crazy. **San loss 1d3/1d20** to see the Vermis coming back to life.

The creature devours the commander in a bite and then starts to move towards the PCs. The PCs have a chance to run away back to the surface. When back to the open door ask for a **Navigate roll** to see if they remember which corridor would take them upstairs and out in the open air. If failed ask for a **Luck roll**, if successful the PCs will take about half an hour to get out, if failed they will take at least an hour. In both cases, ask for a further **Luck roll**, if failed they will be attacked by sand-dwellers (2). The Vermis will not attack the PCs while they are wondering in the corridors; it will strike once they are outside.

Note from my playtest: my players actually stayed in the chamber and fought the creature managing to kill it off (or at least that's what they believed)

Note from another playtest: the players shot Rodolfo as he was chanting to summon the Vermis and then buried him and made it back to base. In this case, it doesn't matter how long Rodolfo has chanted, the Vermis will be coming back to life anyway. So if the players do kill Rodolfo, just keep going as planned (check **The Statue Comes To Life**)

DAY3: Back to the surface

When they get back outside in the theatre they will realize that night is coming. The sky is getting black and an unnatural wind is blowing. The sound of the creature can be heard without any rolls, it's loud and angry.

The truck will be found at the same place they left it. As soon as the PCs get close to the truck, the Vermis will burst out from the theater (or from the place closer to their truck) and start to approach them. The keeper should call for a **Luck roll**, if failed, the engine has been damaged by the sand-dwellers while the PCs were underground. If the roll is successful the truck will be fully operational. Depending on the roll, follow one of the following scenarios.

Scenario 1 (Truck's engine is busted)

The PCs could try a **(hard) Mechanical Repair roll**, if failed the engine is completely dead. Even if it's successful it will take them at least half an hour to fix it. The Vermis will be approaching destroying everything on its path and it will use its Earthquake attack to stall the PCs.

The creature will likely reach the PCs before they can actually fix the engine. The battle is basically one sided. The keeper should give them a glorious death.

How epic?

During my playtest, one player failed his Drive Auto roll (check the section below) and couldn't hold the truck steady. One of the players was standing on the back of the truck and got his legs broken by the impact with the sand. All of my players went with the "Blaze of glory" option. The odds were all against them. I decided to throw at them 3 Vermis that were dormant within the lost city. They had no way to kill them (one of them had the elder dagger though) so they wanted to go out with a bang and it was glorious.

Scenario 2 (Truck's engine hasn't been damaged)

The PC who is driving should be asked for a **(hard) Drive Auto roll** because of the Earthquake that the Vermis has created. If failed, just refer to scenario 1. If successful the driver keeps the truck steady and be on their way. In the distance the Vermis can be seen destroying the city and screaming. When they are far enough, a sand storm will hit the truck. The PCs in the back of the truck will need to roll for **CON (hard)**, if failed they will suffer 1d4 damage (keeper can choose between cuts and labored breathing). The storm will last 1 hour. After the storm is passed, ask for a **Spot Hidden roll**, whoever is successful will notice a figure of a man in the desert. Depending on what the players do, they will meet the desert nomad again (**San loss 0/1**). This time he will say the following "*Have you found what you were looking for?*" he will speak in Italian with an Arabic accent. He will leave after the question or after the PCs said something.

After more driving, they will find themselves in a familiar area where a statue of a decapitated Omar al-Mukhtār is to be found.

Read this to the players

You finally found your way back. You have survived an unspeakable horror but what now? How can you live now that you know that something worse than war dwells within the Earth?

Back at the base

Going back to their outpost without their officer will raise questions; the PCs will need to think about a really good explanation on why Rodolfo hasn't come back with them. Any supernatural explanation will be laugh at (**credit rating loss 1d10**) and sent to the base shrink for analysis. If the PCs mention that they have been attacked by rebels and the officer died on duty, then they will be asked to write a statement and sign it. They will also be asked to stick around for further investigations if any. In this case no credit rating will be lost.

Rewards

+1d10 SAN to have escaped the Vermis

NPCs stats and skills

Rodolfo Graziani



(picture provided by Carrer Aldo from his own personal collection)

Rodolfo was a prominent military officer in the Royal Army (Regio Esercito). He was the one that made the pacification of Libya possible during the years 1921-1931. For the sake of the scenario Rodolfo is a fierce man who doesn't like subordination and the word "no". During his time in Africa he met a man (a disciple of the cult of Nyarlathotep) who told him about the lost city of Leptis Magna, where a formidable weapon is hidden. A weapon so powerful that could make Italy the strongest country in the whole world. The weapon is in fact the Vermis that is dormant underneath the ruins of the city. After meeting that man, Rodolfo started to get closer and closer to the Mythos and now he's ready to unleash the creature.

STR 60 CON 65 SIZ 60 DEX 70 APP 30 EDU 80 INT 75 POW 55 MOV 8 HP 12 SAN 15 MP 11

Skills

Archaeology 15% , Charm 25% , Credit Rating 50% , Cthulhu Mythos 35% , Dodge 35% , Drive Auto 40% , Fast Talk 30% , Fighting (Brawl) 45% , Firearms (Handgun) 65% , First aid 30% , History 65% , Intimidate 90% , Language (Italian) 80% , Language (Arabic) 75% , Listen 50% (25/10) , Occult 55 , Persuade 65% , Psychology 50 , Spot hidden 55% , Stealth 40%

Weapons

Unarmed 45% dmg 1d3+db 1 attack
Combat Knife 45% dmg 1d4+db 1 attack
Berretta M17 65% dmg 1d6, range 10, 1(3) attack, ammo 8, malf 100

Stefano Bellaria

STR 40 CON 45 SIZ 50 DEX 30 APP 40 EDU 60 INT 55 POW 45 MOV 7 HP 9

Skills

Dodge 15% Drive Auto 40% , Fast Talk 30% , Fighting (Brawl) 40% (20/8) , Firearms (Handgun) 45% Intimidate 45% , Language (Italian) 60% , Listen 40%

Weapons

Unarmed 35% dmg 1d3+db 1 attack (every attack should have a penalty die because of his tipsiness)

The nomad of the desert

STR 35 CON 35 SIZ 40 DEX 30 INT 80 POW 60 MOV 7 HP 1 MP 12

Skills

Dodge 15% , Language (Italian) 60% , Language (Arabic) 90% , Cthulhu Mythos 70%

Spells

Create Sand-storms, summon Sand-dwellers

A mysterious figure that appears only in the desert. His origin is a mystery. Nobody knows where he comes from or how old he is. He appears only when somebody is looking for the lost city of Leptis Magna. He serves the Vermis that dwell in the desert of North Africa. No matter what the players do, he cannot be killed. If the PCs kill him, they will be stuck in a time loop until they leave him be. He speaks Arabic and any other language the PCs might speak (this only when they manage to escape the damned city). When the PCs meet him is wearing a dark brown cloak to the ankles, a high collar for the neck. For the head he is wearing a dark brown kufiya. He's not carrying any weapons.

Sand-dweller, Stalkers of the wastes (as in the Keeper's rule book)

STR 50 CON 65 SIZ 80 DEX 65 INT 50 POW 50 MOV 8 HP 14 MP 10

Dmg bonus: +1d4

Build: 1

Attacks

Attacks per round: 2

Fighting attacks:

Fighting (Claws) 30% (15/6), damage 1D6 + damage bonus

Dodge 30% (15/6)

Spells:

Mindblast (only one of the pack will have the spell):

10mp, instantaneous. Opposed POW roll with the target. The victim will lose 5 sanity points and will suffer from temporary insanity which begins with a bout of madness

Armor: 3-point rough hide.

Skills: Stealth 55%, Listen 60%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see a sand-dweller.

Vermis

STR 260 CON 200 SIZ 260 DEX 35 INT 90 POW 90 MOV 6/1
 burrowing HP 46 MP 18

Dmg bonus: +4d6

Build: 6

Attacks

Attacks per round: 1d6

Fighting attacks:

Hold and suck your life away (mnvr): Each round, a Vermis can attack with 1D6 tentacles, each of which cause damage equal to half the creature's damage bonus (round down). When a tentacle hits the targets, it gets stuck inside the target's body until the target is dead or the Vermis hurt (by the dagger). The target will lose 2D10 CON each round and when his CON gets to 0, the PC is dead.

Special powers:

Mind control: the target can attempt an opposed POW roll to resist. Cost 1 MP. It can make the target do whatever it wants.

Shake the ground attack: The Vermis can create an earthquake as powerful as his POW times 5. So for example POW is 90, the attack will affect 350 yards/320 meters. MP cost = 10

Skills:

Fighting 75% (37/15), damage 2D6 (thrashing tentacles)

Hold & Suck (mnvr) damage 2D6 + blood drain (seizing tentacles)

Armor: 5-point hide and muscle; regenerates 5 hit points per round after wounded, but ceases to work if hit by the elder dagger

Sanity Loss: 1D3/1D20 Sanity points to see a Vermis

An ancient creature bound to Leptis Magna as guardian. The Romans fought the creature and forged a knife capable of hurting it. Little they knew that there were more than one Vermis underneath the city.

The Vermis look like a huge worm with a mouth full of tentacles, and a body covered with a furry hide. Some small tentacles can be seen on the body too but they are harmless. Inside his body, if a PC is unlucky enough to get swallowed by a Vermis, lots of small teeth will grind the unfortunate's body.