

Masks of Nyarlathotep

Introduction to the 2008 Edition

Masks of Nyarlathotep is the all-time great *Call of Cthulhu* campaign. Monsters, cultists, globe-hopping pulp adventures, it has pretty much been the penultimate Cthulhu adventure since 1984. It was only a matter of time before I would run this for my group.

Please keep in mind that this conversion document is first and foremost for my playing group, and some details that were not relevant for our group might be omitted.

This conversion has been done by Stevens Dustin, July 2008 for *The Complete Masks of Nyarlathotep* published in December 1996. All page references are for that specific document, unless otherwise indicated. Each major section corresponds with each location chapter.

Introduction to the 2015 Edition

Dustin's fine work has by this time enabled many a Keeper to run *Masks of Nyarlathotep* under Trail of Cthulhu rules. Unfortunately, the Australia and Shanghai chapters were not converted in the original document. I did a conversion when I ran the campaign for my own group, which I have expanded upon and appended to Stevens Dustin's original conversion.

While my own campaign strayed pretty far from the original text, I have made this conversion as straight as possible and tried to follow the fine work of my predecessor. However all page references have been updated to the 2010 edition of *Masks of Nyarlathotep*, as it is the most recent version in print.

The Shanghai chapter in particular presented difficulties in converting Call of Cthulhu rules to Trail of Cthulhu philosophy. I have included notes in that chapter as a guide to my thinking.

-- Catherine Ramen, March 2016

Spells

Many of the antagonists of *Masks* are powerful sorcerers, and have laundry lists of spells they know. Of course, not all the spells can be found in both *Trail* and *Call*. Some spells that seemed superfluous or unnecessary have been dropped. In the NPC descriptions, the remaining spells that are not found in *Trail of Cthulhu* are italicized. Their descriptions are below, split into Incantations and Rituals.

Incantations

Body Warping of Gorgoroth

Allows the caster to permanently alter the caster's form until the next casting of the spell. The caster invokes the name of Nyarlathotep for 10 minutes. After that, the caster loses 4 Stability points and 1 Stability rating point. The caster can be of any form but continues to be made of flesh, even if the form looks like wood, metal or other substance. For every 100 pounds heavier or lighter in the new form, the caster loses an additional Stability point. The caster only can assume a form he/she knows.

Stability Test Difficulty: 5 (4 with a Scuffling spend)

Cost: 4 Stability and 1 Stability rating point, with an additional Stability point for every 100 pounds difference in size.

Create Zombie

The caster imbues unlife into a dead body to be a mindless servant. The caster places three drops of blood on the corpse's lips. He/she then breathes into the corpse's mouth, and spends 1 Stability Rating point. The corpse shambles alive, and follows simple commands. Once the caster dies, all zombies under the caster's command collapse and rot away.

Stability Test Difficulty: 4

Cost: 1 Stability rating point for each corpse.

Contact Sand Dweller

See "Contact Creature Spells" sidebar on p. 113 in *Trail of Cthulhu* corebook.

Contact Yiq

See "Contact Diety Spells" sidebar on p. 112 in *Trail of Cthulhu* corebook.

Hand of Protection

This spell creates a disembodied hand that deflect harm from the caster. He calls upon the Outer Gods, spends 1 Stability point and raises his own hand. The disembodied hand then absorbs 1 point of damage for every point of Stability the caster places in it. Once the caster reaches 0 Stability, the disembodied hand vanishes.

Stability Test Difficulty: 5 (4 for a Scuffling spend)

Cost: 1 Stability plus 1 Stability for every point of damage absorbed.

Mists of the Dreamer

This spell allows the caster to send Sanity-blasting dreams to his victim. The caster requires a bowl made from "the copper from above," etched in alien runes, and filled with herbs from the hidden places upon the earth. The caster sacrifices at least 1 Stability point and a dram of his blood. The mixture then begins to give off a green smoke that the caster breathes deeply, and hallucinates.

For every 1 Stability point the caster puts into the dream, the victim must make a d6-point Stability test at Difficulty 5. Therefore, if a caster puts 3 Stability points into the dream, the victim makes a 3d6 Stability point test. The nature of the dream is always of some Mythos vista or entity.

Stability Test Difficulty: 5 (4 for a Hypnosis spend)

Cost: 1 Stability plus points placed in the dream

Quicken Fog-Spawn

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This spell requires a fog-spawn larva and a drop of the caster's blood smeared on the larva. It is cast within a lightless dense fog. The larva grows into a Thing in the Fog, upon which the caster maintains command of it until 3 hours pass or it move more than 200 feet away.

Stability Test Difficulty: 5

Cost: 8 Stability points

Rituals

Call/Dismiss Azathoth

See “Calling and Dismissing Deities” sidebar on page 120 in *Trail of Cthulhu* rulebook.

Clutch of Nyogtha

In this attack ritual, the caster first spends 5 Stability points. After that, the caster engages the victim in an extended Stability contents. Each time the victim loses, he or she loses 1d6-1 Health. The caster then can immediately start another extended Stability contents without paying 5 Stability points. Once the victim reaches -11 Health, he feels his chest rupture, and his/her smoking heart appears in the caster’s hand.

Stability Test Difficulty: 5 (4 with a First Aid or Forensics spend)

Opposition: The caster engages in a contest of his/her Stability against the victim’s Stability.

Cost: 5 Stability

Mesmerize

This spell allows the caster to mentally dominate the victim, who must have human blood in its veins. The caster pays the cost, and then must succeed at a contest against the victim’s Stability. The caster can then command the victim for a minute for every point of Cthulhu Mythos the caster possesses. The victim must be able to see the caster’s eyes, which will glow malevolently. The victim can only spend 1 point from a General Ability for each test while under the command of the caster.

Stability Test Difficulty: 5 (4 with a Hypnosis spend)

Opposition: The caster must succeed in his Stability against the victim’s Stability.

Cost: 2 Stability

Time: 1 round to cast

Tendrils of Quachil Utaas

This spell causes slightly transparent black tendrils to seep from the caster’s fingertips toward the victim. The tendrils steal the life vitality from the victim, transferring it to the caster, making him/her younger. After the initial cost is paid, each round the caster succeeds in the opposition contest, he/she drains 1 Health and 1 Health *rating* point from the target. The target makes a 5-point Stability test on any successful attack. For each

Health rating point taken, the caster grows younger by one week, while the victim ages 1d6+4 years. For every ten years the victim ages, they lose one point in each of their general abilities. The victim turns into a flaking dry-husk once his/her Health rating is completely at 0.

Stability Test Difficulty: 5

Opposition: The caster must succeed in a test of Stability versus the target’s current Stability for every attack made.

Cost: 2d6 Stability points, which is paid before the first attack.

Time: one round to cast, then an attack on each subsequent round.

Chapter I: New York

The New York section is where the whole thing gets started. It is divided into four major sections: *Starting Play*, *Preliminary Investigations*, *The Carlyle Expedition Principals*, and *Horror at Ju-Ju House*. All converted creature and NPC stats are at the end of this chapter.

Most of the core clues for this chapter are gleaned either from Jackson Elias's apartment, or from conversations with those who had been in contact with Jackson or/and the Carlyle group. Most will talk openly to investigators.

Starting Play

(page 21)

Room 410

- **Sense Trouble (core)** reveals that someone is moving about inside the room knocking things over.

Preliminary Investigations

(page 28)

The New York Police

- **Cop Talk** gets an audience with Lt. Martin Poole, and information about what the police know.

Erica Carlyle

- **1-point Flattery spend** receives an audience with Erica Carlyle.

The Carlyle Mansion Library

(page 31)

- **1-point Library Use spend** reveals the volume of Poe and its combination.

People of the Monolith

Written in English. Skimming gives the character a dedicated 1-point pool in **Anthropology** while in Europe. Poring over it raises **Cthulhu Mythos** rating from 0 to 1, otherwise it provides no benefit. It has no spells. The volume is bound in the skin of a cthonian.

Life As a God

Written in English. Skimming this tome receives a 1-point dedicated pool in **Archaeology** while in Egypt. Poring over it raises **Cthulhu Mythos** rating from 0 to 1, otherwise it provides no benefit.

Miriam Atwright

(page 35)

- **Library Use** shows that the symbol cut on Jackson's forehead is a symbol of the Cult of the Bloody Tongue.

Carlyle Expedition Principals

(page 37)

[Note that Sir Aubrey should properly be a baronet (abbreviated "Bart.") based on his title.]

- Most of this information is result of conversation and interpersonal skills, but some comes from **Library Use**.
- **Credit Rating** from a physician investigator will move Adrian Ferris into allowing them to review Dr. Huston's files.
- **Assess Honesty** gives the investigators the conclusion that the more Huston knew Carlyle, the less he would write down about him.

Horror at Ju-Ju House

(page 40)

Entering Ju-Ju House

- **Anthropology** or **Archaeology** reveals that genuine African art is on display.
- **Evidence Collection** notices the key hanging from Silas N'Kwane's neck.
- **Occult** points out certain fetishes are traditional components of African ritual magic.

Into the Depths

- **Anthropology** identifies Kikuyu tribal signs symbolizing evil.
- **Athletics test against Difficulty 6** breaks down the door. Only one other person can piggyback on this roll.
- **Cthulhu Mythos** recognizes the obscure cult symbols are related to the Old Ones.
- **Athletics test against Difficulty 6** required to push the thick stone block to one side.

Items Within Mukunga's Alcove

- **Biology** identifies the flamingo and kingfisher feathers from East Africa.
- The gloves with the lion's claws makes a fist attack -1 instead of -2 damage.
- **Archaeology** shows the Mask of Hyama's Congolese origins.
- **Cthulhu Mythos** recognizes the bowl is used in the spell *Mists of the Dreamer*.
- **Anthropology** reveals that the carved sceptre is African in origin. **1-point Occult spend** reveals that it gives a dedicated 3-point Stability pool for anyone who grasps it and calls upon Nyambe.
- **Cthulhu Mythos** determines that the headband of grey metal is a protection device having to do with Nodens.

Africa's Dark Sects

- Written in English. Skimming it gives the reader a 1-point dedicated pool in Anthropology for use while in Kenya. Pouring over it gives the reader a +1 in Cthulhu Mythos.

Mask of Hyama

The Mask has the following game properties. When each god is seen through the mask, the user gains a +1 to **Cthulhu Mythos**. When wearing the mask during a Call/Dismiss ritual for a deity reduces its Inertia pool by -2. Finally, if you need to round out the vision table for a d6 instead of a d4, add these two lines:

- Cthugha
- Quachil Utaas

Rites of the Bloody Tongue

- **Reassurance** can be used to open up the neighbours of Ju-Ju House, particularly if the investigator is black.

Statistics

Bloody Tongue Member

Athletics 5, Health 7, Weapons 4

Hit Threshold: 3

Weapon: -1

Joe Corey

Bodyguard of Eric Carlyle

Athletics 8, Health 8, Scuffling 7, Firearms 5, Weapons 5

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +1 (.45 Revolver)

Mukunga M'Dari

High priest of the God of the Bloody Tongue

Athletics 7, Health 9, Scuffling 7, Weapons 6, Stability 7

Mukunga knows these spells: Bind Byakhee, Contact Nyarlathotep, *Create Zombie*, *Dread Clutch of Nyogtha*, Dread Name of Azathoth, Shrivelling, Howl of Pan, Summon/Bind Hunting Horror

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: -1 (Lion Claws)

Chakota

Athletics 4, Health 19, Scuffling 10

Each bite is a mouth that has attached to the investigator. Keep track of the number of mouths attached. When the investigator attempts to escape, use either Athletics or Scuffling against a Difficulty set by the number of mouths.

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -2 + 1d6 for number of bites

Armour: immune to weapons, the Chakota only takes damage from fire, magic and electricity. It can also be suffocated.

Stability Loss: +2/+0 for first hearing the Chakota's cries.

Zombie

Zombie statistics are in the *Trail of Cthulhu* rulebook on page 159.

Chapter II: London

In the London chapter, investigators first meet up with the Brotherhood of the Black Pharaoh. The London chapter is divided into five parts: *The Penhew Foundation*, *Slaughter in Soho*, *Other Leads*, and *Rites of the Brotherhood*. Also, two red herring scenarios are here: *Serpent in Soho* and *The Derbyshire Monster*.

The core clues to push the investigators onward from London can be found in the Penhew Foundation and also in the basement of Edward Gavigan's home.

Penhew Foundation

(page 50)

- When interviewing Edward Gavigan, **Assess Honesty** reveals that he lies about not knowing about Jackson Elias's London activities.
- **Archaeology** reveals the artefacts have no significance.

Surveillance

- When Gavigan has the investigators tailed, players make **Sense Trouble against Difficulty 4** to notice cultists shadowing them.
- Tailing Gavigan to Tewfik's shop is a **Shadowing against Difficulty 6** test.

The Penhew Foundation Building

- **Athletics** or **Scuffling against Difficulty 7** breaks down the door. **Locksmith** opens the padlocks.
- On a roll of 5 or 6 on a die, men are picking up items from the building in the back.
- Tailing the men to the Limehouse docks is a **Shadowing against Difficulty 5** test.

The Main Floor

(page 52)

- **Library Use** in the Penhew Library reveals the existence of a shadowy sorcerous Pharaoh in early history of Egypt. **1-point spend** reveals this information in less than an hour.
- **Architecture 1-point spend** reveals hidden panel in the back of Gavigan's closet.
- **Evidence Collection** reveals worn section before the mummy sarcophagus.

- **Mechanical Repair** reveals mechanism to open mummy case and reveal stairs.

The Secret Room

(page 47)

- **Architecture, Mechanical Repair, or Electrical Repair 1-point spend** reveals electrical cables, water pipes into secret room in basement.
- **Archaeology** reveals the artwork to be Egyptian or proto-Sumerian. **Cthulhu Mythos** reveals them to show Mythos beings. This causes a **1-point Stability test**.
- **Evidence Collection (core)** reveals the shipping address to Ho Fong imports on the crates. The statue of the Bloated Woman causes a **1-point Stability test**.
- **Evidence Collection (core)** reveals the shipping address to Randolph Shipping Company on the crates. **Cthulhu Mythos** reveals the statue as Cthulhu (causing a **1-point Stability test**). Touching the statue decreasing the difficulty to cast spells by 1 for 24 hours.
- **Locksmith 2-point spend** allows access to the bookcase. Inside are copies of the *Livre d'Ivon*, *G'harne Fragments*, and *Book of Dzryan*. *G'harne Fragments* reveals that Nyarlathotep is the God of the Bloody Tongue.

G'harne Fragments

Translation of shards found in North Africa.

Skimming provides a dedicated 1-point spend in **Archeology** or **Occult** while examining African customs, items or folklore or while visiting Africa. Poring over it adds +1 to **Cthulhu Mythos**, and bestows an extra 1-point spend in addition to the skim's 1-point.

Book of Dzyan

Helena Blavatsky's tome of Atlantean knowledge. Skimming allows a 1-point **Occult** spend. Poring over it adds +1 to Cthulhu Mythos.

A Serpent in Soho

(page 54)

Breaking and Entering

- **Athletics** or **Scuffling** against Difficulty 4 breaks down the door.
- **Evidence Collection** shows that there is a skylight at the top of Miles' house. The window can be broken in with Athletics or Scuffling test against Difficulty 2.

Knocking at the Door

- **Credit Rating** or **Reassurance** convinces Ssathasaa to allow the investigators in to buy a painting.
- **Biology** points out that the house smells like the reptile house at the zoo.

The Painting in the Closet

- **Evidence Collection** leads to the padlocked closet. **Locksmith** against Difficulty 3 unlocks the padlock.
- Upon viewing the painting when it becomes three dimensional, investigators make **Stability checks** against the painting's **Inertia of 4**. Each minute of viewing adds 1 to the painting's Inertia level. A failed roll sends the investigator into the painting. This causes a **4-point Stability test**.

The Ground Floor

- **Locksmith** against Difficulty 3 opens the bedroom door. **Evidence Collection** to find the Plutonian drug.

Basement

- **Architecture** to find the secret door in the basement. The dead bodies cause a **1-point Stability test**.

The Derbyshire Monster

Lesser-Edale

(page 60)

- **Reassurance or Flattery** allows the villagers to open up at the Laughing Horse about the monster
- **Assess Honesty** reveals the constable is worried that he might lose his job if he states that he actually believes in the locals' gossip
- **Reassurance or Flattery** to interview the families of the victims.
- **Reassurance (core, floating)** for John Parkins to admit he thinks that Lawrence Vane was involved.

A Visit to Castle Plum

(page 62)

- **Assess Honesty (core, floating)** shows that Eloise suffers greatly

The Main Hall

- **Scuffling or Weapons** against Difficulty 8 to break down the oak door to the wine cellar.
- **Scuffling or Weapons** against Difficulty 10 to break down the iron doors in the dungeon.

The Vicar of Lesser-Edale

(page 64)

- **Reassurance (core, floating)** gets the Reverend Stratton to talk to the investigators
- **Assess Honesty (core)** reveals that the Reverend is holding something back.
- **Locksmith (core)** to open Stratton's desk drawer
- **Flattery or Reassurance** for Sarah Bright to admit the Vicar has been acting queerly.

Slaughter in Soho

(page 66)

Inspector Barrington

- **Cop Talk (core, floating)** reveals the Blue Pyramid is a popular Egyptian club. Furthermore, one victim reported to have said, “Hotep!” before they died.
- **Cop Talk 1-point spend** reveals his conversation with Jackson Elias and Edward Gavigan.
- **An additional 1-point Cop Talk spend** for his conversation with Tewfik al-Sayed.

The Blue Pyramid

- **Flattery or Reassurance (core)** gets access to Yalesha’s story
- Tailing the men to Gavigan’s estate is a **Shadowing against Difficulty 6 test**. Failure results in the cultists ambushing the investigators on the island.

The Shop of Tewfik al-Sayed

- **Athletics** or **Scuffling against Difficulty 6** breaks down the door. **Locksmith** allows entry.
- **Locksmith** opens the desk. **1-point Evidence Collection spend** reveals the hidden drawer.

The Mirror of Gal

The mirror has 2 abilities, both requiring 1 point of Stability for each use:

- **Scrying.** This ability allows the user to see anywhere within 200 miles of its location, but see full description on page 62.
- **Attacking.** When using this ability the caster makes a Stability test against the target’s current Stability. For every point by which the caster succeeds at that test, the target loses 1 Health, showing as “heart strain.” Being attacked this way may require a Stability test from the victim.

Other Leads

The Limehouse Docks

(page 71)

- **Reassurance or Streetwise** gets the locals around the Limehouse warehouse to discuss the tough customers and the late night escapades going there.

The Ivory Wind

- **Physics 1-point spend** identifies the machine components heading to Ho Fong for reaction motor control, but others are just plain baffling.

Rites of the Brotherhood

- **Arabic** points out that “Misr” is Arabic for Egypt.

Entrances to the Estate

(page 73)

- **1-point Evidence Collection spend** points out that the bridge can be opened and closed, and in turn trap the investigators on the island, if need be.

The Manor House

- **Architecture or Geology** to find the moveable bricks in the fireplace of the great hall.

Gavigan’s Country Workroom

- **Cthulhu Mythos** shows that the items in the room are related to the Black Pharaoh.
- **Accounting (core)** shows that the fat ledger contains the details of many shipments to Ho Fong and Randolph Shipping.
- **Evidence Collection (core)** finds the unfinished letter to Sir Aubrey.
- **Occult** points out the spell ingredients are magical. **Biology** identifies the contents of some of the containers (but not all).

The Rites

(page 76)

- **Geology** shows the stele to be made from unearthly stone
- **Egyptian Hieroglyphics** can reveal that the writing on the stele is a poem praising the Black Pharaoh.

Statistics

Cultist of the Brotherhood

Athletics 4, Health 5, Scuffling 3, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +0 (club)

The Thing in the Fog

Athletics 10, Scuffling 13

The thing cannot be hit, it can only be dispelled with light. Therefore it has no Health, or Hit Threshold. Each tendril that hits causes suffocation damage to its victim (see *Trail* page 68).

Stability Loss: +1

Shantak

Athletics 6/30*, Health 15, Scuffling 18

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +5 (bite)

Armour: -5

Stability Loss: +0 *flying

Edward Gavigan

High Priest of the Brotherhood of the Black Pharaoh
Athletics 5, Health 8, Firearms 4, Scuffling 3, Weapons 4, Stability 8

Gavigan knows these incantations: Contact Ghoul, Contact Nyarlathotep, *Contact Sand Dweller*, Dread Name of Azathoth, Elder Sign, Powder of Ibn-Ghazi, *Quicken Fog-Spawn*, Shrivelling, Sign of Eibon, *Tendrils of Quachil Utaus (Steal Life)*, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Vach-Viraj Incantation

Gavigan knows these rituals: *Call/Dismiss Azathoth*, *Call/Dismiss Yog-Sothoth*, Contact Nodens, Curse of the Stone, *Mists of the Dreamer (Send Dreams)*

Hit Threshold: 3

Stealth Modifier: +1

Weapon: -1 (club), +1 (shotgun)

Tewfik al-Sayed

Athletics 5, Health 6, Scuffling 4, Weapons 6

Tewfik knows these spells: *Body Warping of Gorgoroth*, *Contact Nyarlathotep*, *Curse of the Stone*, *Tendrils of Quachil Utaaus*, *Summon/Bind Servitor of the Outer Gods*

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +0 (club)

The Two Scepters

Both Gavigan and Tewfik possess magic sceptres that when crossed before their bodies, increase their spell-casting ability and defend against spells. The scepters give the caster an increase in 1d6 temporary Stability points, and has a pool of 2d6 points which absorbs spell attacks meant for the holder of the scepters (example: a spell takes 2 Health points, the points are instead taken from the scepters' pool).

Lesser Other God

with names like Dhuyghash and Yko

Athletics 7, Health 21, Scuffling 5

Hit Threshold: 3

Alertness Modifier: -1

Stealth Modifier: +0

Weapon: +5 (gruesome pseudopod)

Armour: -5

Stability Loss: +1

The Police

Inspector Barrington

Athletics 3, Health 6, Scuffling 4, Firearms 5, Weapons 5, Stability 8

Hit Threshold: 3

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: +0 (weapon, nightstick)

Constable

Athletics 5, Health 7, Scuffling 3, Firearms 2, Weapons 6

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +0 (nightstick)

A Slaughter in Soho Characters

Ssathasaa

High Priest of the Serpent People

Athletics 8, Health 6, Hypnosis 8, Scuffling 11, Stability 9, Weapons 7

Ssathasaa knows the spells *Contact Yig*, *Hand of Protection*, *Mesmerize*, *Tikkoun Elixir*, *Voorish Sign*

Hit Threshold: 4

Stealth Modifier: +2

Weapon: -2 (knitting needle), +0 (bite)+venom (*Trail* page 147)

Armour: -1

Stability Loss: +0

Miles Shipley

Insane Artist

Athletics 3, Health 6, Scuffling 3, Stability 5, Weapons 5

Hit Threshold: 3

Weapon: +0 (meat cleaver)

Denizens of Lesser Edale

Constable Hubert Tumwell

Constable for Lesser-Edale

Athletics 5, Health 6, Firearms 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

Weapon: +1 (rifle), +0 (nightstick)

Reverend Jeremy Stratton

Languages 2, Health 4, Stability 5

Townfolk of Lesser-Edale

Athletics 5, Health 5, Scuffling 4, Weapons 1

Weapon: -1 (torch)

Lawrence Vane

Athletics 3, Health 7, Firearms 4, Scuffling 5,
Weapons 4, Stability 5

Hit Threshold: 3

Weapon: +0 (fencing foil), +1 (shotgun)

Sir Arthur Gordon Fitzhugh Vane

Health 5, Firearms 2, Stability 3

Eloise in Werewolf Form

Athletics 12, Health 7, Scuffling 4

Hit Threshold: 4

Alertness Modifier: +1

Weapon: +1 (bite, claw)

Armour: -1

Stability Loss: +0

Chapter III: Cairo

The Cairo chapter is where many of the details of the conspiracy can be found. Cairo is also the home of the Brotherhood of the Black Pharaoh. Investigators will be moving toward two major points in this chapter: the mass ritual beneath the Sphinx, and the meeting with Nyarlathotep in the Bent Pyramid.

Hiring A Guide: An Option

(page 82)

- The players with the highest **Flattery** or **Credit Rating** draws the attention of Hakim and/or Ma'muhd.

Hakim

Athletics 4, Health 6, Scuffling 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -1 (switchblade)

Thug

Athletics 4, Health 5, Scuffling 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -2 (garrote) plus suffocation as per *Trail of Cthulhu* rulebook page 68

Equptian Personalities

Faraz Najir

(page 76)

- **Arabic** or **Credit Rating (core)** and a few days locates Faraz Najir's shop on the Street of Jackals (unless using a guide).
- **Flattery** or **Reassurance** reveals from the locals that Faraz's shop was burnt down by a demon.
- **Bargain (core)** and a bit of money reveals that Faraz Najir is horribly burned and has a new shop at Khan el-Khalili

- **Bureaucracy (core)** with the authorities reveals that Faraz Najir is located at the Street of Potters.

Information from Faraz Najir

(page 86)

- **Reassurance (core)** with several bribes of money opens up Faraz Najir and what he knows.

Omar Shakti

Visiting Omar Shakti

(page 88)

- **Psychoanalysis** reveals that the workers at Omar Shakti's plantation are quieter and more sullen than most fellahin.
- **1-point Evidence Collection spend** reveals that one of the workers wears an inverted ankh.

Investigating Shakti

- **Locksmith (core)** opens the safe at Shakti's house.

Warren Besart

(page 90)

- **Bureaucracy (core)** at the French Ambassador's office or **Cop Talk (core)** at Main Station reveals Besart's address.
- **Assess Honesty (core)** reveals that Abou is lying.
- **Anthropology (core)** reveals the figure leaving Abou's shop is unlike the others, and quite possibly a European.
- **Pharmacy** or **Streetwise** reveals Besart smokes a low-grade of hashish.

Nigel Wassif

Information from The Cairo Bulletin

(page 92)

- **Library Use** uncovers articles on the Carlyle expedition in *The Cairo Bulletin*.
- **Reassurance (core)** opens up Nigel Wassif about what he knows about the Carlyle expedition.
- **Evidence Collection** points out that the July photos were taken in May.

Dr. Ali Kafour

(page 93)

- **Bureaucracy (core)** to talk to Dr. Ali Kafour at the Egyptian Museum.
- **Reassurance** grants a friendly audience with Dr. Kafour, and makes him a potential ally.
- The Egyptian Museum's vault for their occult collection is impenetrable. Seriously, it's impenetrable.

The Black Cat

Janwillen Vanheuvelen

(page 96)

- To find Vanheuvelen requires either a combination of **Flattery**, **Streetwise**, and **Arabic** (which takes a week) or having Wassif or Kafour locate Vanheuvelen within a day or two.

The Black Rites of Luveh-Keraph

Ten Thirteenth Dynasty scrolls of Ancient Egypt

These ancient scrolls discuss the worship of Bast in great detail, and other Egyptian deities, such as Sebek. They are written in Egyptian hieroglyphics. The scrolls contain several spells, including Contact Bast, Summon Cat, "Call the Black Pharaoh" (Contact Nyarlathotep in Black Pharaoh form), among others. Skimming *The Black Rites* gives a 1-point spend in History involving Ancient Egypt. Poring over the scrolls gives a +2 in **Cthulhu Mythos**, and 1-point spend in **Archaeology** involving Ancient Egypt. If the character has already read Vanheuvelen's

translation, then he gains only +1 **Cthulhu Mythos**.

Translation by Janwillen Vanheuvelen

Vanheuvelen has begun translation of *The Black Rites* in Dutch. Poring over his current version gains a +1 to Cthulhu Mythos and a 1-point spend on Archaeology pertaining to Ancient Egypt. In one month, he finishes the remainder of the translation, which gives an additional 1-point spend in History involving Ancient Egypt.

A Plague of Cats

(page 97)

- **Evidence Collection** allows the investigators to notice that increasing number of cats following Vanheuvelen. Each time the investigators notice, it is a **1-point Stability test**.

The Clive Expedition

(page 100)

- **Psychoanalysis** reveals that the workers are sullen and silent as the workers on Omar Shakti's plantation.
- **Reassurance (core)** gains the trust of Broadmoor and/or Gardner, who then divulge their secrets and theories. Remember they are being watched by the Expedition.

The Horrors Below

Entrances to Horror

(page 103)

- **Archaeology (core)** or **Evidence Collection** reveals the entrances B, C, or D (choose randomly).
- **1-point Disguise spend** allows PCs to pass as cultists on ritual night. Cultists are lead by the high priest through Entrance A.
- **Egyptian Hieroglyphics 2-point spend** and a **Cthulhu Mythos 1-point spend** allows the PC to grasp that the glyphs are the ritual phrase "Mighty is the God Whose Breath Brings Death and Whose Form Brings Madness!" In conjunction with a **2-point Stability spend** Entrance A is revealed.

Encounters Beneath the Sphinx

(page 104)

Take two d6s and decide which is “tens” and which is “ones” (like percentile dice). Roll below:

2d6 Result

11 – 16 No encounter

21 – 22 Random investigator stumbles, falls; covered in slimy moss that won't rub off

23 – 24 A conversation can be heard; **Arabic** reveals it about searching for intruders

25 – 26 Random investigator falls, tears clothing

31 – 32 Overhead stone appears to weep blood

33 – 34 Encounter foul stench, Health test against Difficulty 5 or vomit uncontrollably

35 – 36 Shapeless form glimpsed, vanishes

41 – 42 Gruesome groans, cackles and growls erupt from the darkness

43 – 44 Violent wind blast

45 – 46 **Preparedness test against Difficulty 4** or falling rock on head causes 1 Health point

51 – 52 **Biology** shows black roses growing on the floor. Poison thorns cause 1 Health loss.

53 Athletics test against Difficulty 4 for sharply inclined floor.

54 **Fleeing test against Difficulty 4** as roof caves in, causing 2 Health loss to those who fail

55 – 56 **Evidence Collection test against Difficulty 5** keeps investigator from falling into pit. Roll one die:

1-3	Pit, 10 feet deep 1 Health loss from fall.
4	Pit, 20 feet deep 2 Health loss from fall
5	Pit, 30 feet deep 3 Health loss from fall
6	Pit, 40 feet deep 4 Health loss from fall

61 – 62 Investigators encounter 100 foot deep. Roll d6 x 5 feet to determine the chasm's width.

63 – 64 1d6+4 Children of the Sphinx ambush investigators. Roll die; even – indicates frontal attack, odd – attack from behind

65 – 66 1-point **Stability test against Difficulty 5**. failure indicates the walls appear to be “breathing.”

- **Athletics test** (against difficulty 5 with a rope; 8 without) is required to climb down Entrance B or C's shaft.

The Main Tunnel

- **Stability 1-point loss** due to loathsome images on the walls while navigating the tunnel.

Great Chamber of Nyarlathotep

- **Stability 1-point loss** from seeing the tops of the ebon pillars.
- **Biology** or **Medicine** allows investigator to notice tiny ripples in the Leech Pit. Anyone unfortunate to fall in, lose 1 Health per round from blood loss. It takes three consecutive Athletics tests to completely rid someone of all the leeches.
- **Evidence Collection** notices the marble steps leading into the leech pit.
- **2-point Stability test** when cultists raise leech-covered victims out of the leech pit.
- **Egyptian Hieroglyphics** reveal the throne of Nitocris.

The Mass Ritual

(page 108)

- **1-point Stability test** for every death by club, **2-point Stability test** for each magical death.
- **Stealth** pools increase by 2 when hiding in the Great Chamber, since it is so massive.
- **3-point Stability test** for witnessing the ritual of raising Nitocris.
- Foiling the ritual allows the investigators to refresh their Stability pool.
- Killing Agatha Broadmoor results in a **3-point Stability loss**.

Machinations of the Brotherhood

Mosque of Ibn Tulun

(page 113)

- **Flattery** (while speaking **Arabic**) (**core**) allows the investigators an audience with the nazir of the mosque, Achmed Zehavi.

The Girdle of Nitocris

- **Mechanical Repair** allows the investigator to unlock the heavy iron door to the cellar of the mosque.

Tragedy at the Mosque of Tulun

- **Cop Talk** gets the investigators in to talk to forensic specialist, Emil Vabreaux. Vabreaux reveals that an odd substance was discovered at the scene.
- **Cthulhu Mythos 1-point spend** proves that the tissue at the scene is cthonian tissue.

Nyiti of El Wasta

(page 115)

- **Flattery** or **Reassurance** (**core**) while speaking Arabic locates Nyiti after a few hours of asking locals in El Wasta.
- **Cthulhu Mythos** allows the investigator to recognize the effects of a hunting horror attack from Unba's wounds.
- **Occult** or **Archeology** recognize the rock fragment as a symbol of protection from Ancient Egypt.
- **Geology** or **Archeology** (**core**) shows the rock is several centuries old and similar to rock used in pyramid facings.
- Examining the piece in sunlight reveals it to be a reddish cast. **Archeology** (**core**) proves it part of the Red Pyramid of Dashur.

Into the Sanctum

The Bent Pyramid

(page 116)

- **Evidence Collection** reveals a secret door in one of the two alabaster Columns.

Nylarlathotep's Sanctum

- **Geology** proves the chair is made of an unknown alien stone.
- **Egyptian Hieroglyphics 1-point spend** allows the investigator to read the inscription on the bas-relief.
- **Astronomy** locates the stars Fomalhaut, Aldebaran, and Deneb on the star chart. Other stars are all unknown.
- **Astronomy** (**core**) reveals the planetary configuration on the planet chart occurring on January 14, 1926, when a solar eclipse covers the Indian Ocean.
- **Cthulhu Mythos** allows the investigator to read the arcane symbols around the border of the hemispheric map.

Statistics

Egyptian Brother of the Black Pharaoh

Athletics 4, Health 5, Scuffling 3, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +0 (club)

Omar Shakti

High Priest of the Brotherhood of the Black Pharaoh

Athletics 8, Health 10, Scuffling 4, Weapons 8, Stability 16

Omar Shakti knows all incantations and rituals in the rulebook and this conversion guide, and some that aren't in the rulebook. He also owns a pair of scepters similar to the ones owned by Edward Gavigan (see the London chapter *The Two Scepters*), except his scepters use a pool of 4d6 temporary Stability points to power spells and absorb damage from spells.

Hit Threshold: 4

Alertness Modifier: +3

Stealth Modifier: +3

Weapon: Cult Club +0

Hetep, Cat-Demon Form

Athletics 9, Health 9, Scuffling 25

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2

Weapon: Claws and Bite +1

Tongue Attack wraps around the victim's throat for suffocation damage as per *Trail* page 68. 2 points of damage severs the tongue and releases the victim.

Armour: -1

Stability Loss: +1 (+0 for seeing the remains of the mummified cat)

Miscellaneous Cat

- Athletics 12, Health 2, Scuffling 10

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Neris

Were-panther priestess of Bast

Athletics 8, Health 7, Scuffling 7, Weapons 4

Neris knows the spells Contact Bast, Fear, Summon/Bind Cat.

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Neris

Black Panther Form

Athletics 10, Health 9, Scuffling 20

Neris knows the spells Contact Bast, Fear, Summon/Bind Cat.

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: +1 (claw, bite), +2 raking; Neris gets a claw and a bite attack each round, if both are successful, then she hangs on and rakes and bites each successive round.

Armour: -1

Dr. Henry Clive

Chief Archaeologist of Clive Expedition and Member of Brotherhood of the Black Pharaoh

Athletics 2, Health 6, Firearms 2, Scuffling 2,, Weapons 3, Stability 10

Dr. Henry Clive knows the spells Contact Ghoul, Contact Nyarlathotep, Contact Sand-Dweller, Enchant Flute, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods.

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: Cult Club +0, Revolver +1

Martin Winfield

Archaeologist of Clive Expedition and Sadist

Athletics 6, Health 6, Firearms 4, Scuffling 2,, Weapons 7, Stability 6

Martin Winfield knows the spells Clutch of Nyogtha, Contact Ghoul, Summon Byakhee

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Riding Crop -1, Cult Club +0, Shotgun +1

Johannes Sprech

Archaeologist of Clive Expedition and German Mystic

Athletics 10, Health 7, Firearms 5, Scuffling 5,, Weapons 3, Stability 6

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: Revolver +1, Knife +0

The Black Sphinx

Avatar of Nyarlathotep

Athletics 6, Health 141, Scuffling 27

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: -2

Weapon: Forepaw Smash +18

Armour: -10

Stability Loss: +5 [4]

Sanity Loss: +4 [3]

Children of the Sphinx

Guardians of the Underworld

Athletics 7, Health 7, Scuffling 16

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fist -2, Cheetah Bite -1, Bull's Gore +0, Crocodile Bite +1, Hippo Bite +1, Falcon or Ibis Beak Stab -2, Kick -1

Stability Loss: +0

Nitocris

Resurrected High Priestess of the Brotherhood

Athletics 8, Health 8, Scuffling 20, Weapons 12

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: Dagger -1*, Fingernail Rake*

*poison of Egyptian Cobra (see below)

Armour: -6 from crown, necklace, girdle

Spells: knows as many spells as you wish her to know

Egyptian Cobra (Naja Haji)

Athletics 3, Health 3, Scuffling 1

3 Hit Threshold: 5

Weapon: Poison – venom of the Egyptian cobra causes respiratory failure, paralysis and death within 15 minutes. Once bitten, the victim loses 1-point of Health every minute (about 5 or 6 rounds of combat). Once at 0 Health points, the victim is paralyzed. Application (use of Medicine) of the anti-venom serum will stop the effects of the poison.

Nessim Efti

Protector at the Girdle of Nitocris

Athletics 6, Health 6, Theology 5, Weapon 9 **Hit Threshold: 3**

Alertness Modifier: +1

Stealth Modifier: -2

Weapon: Sword of Akmallah -1*

*damages supernatural beings

The Five Ulammas

Athletics 6, Health 6, Weapon 6

Hit Threshold: 3

Alertness Modifier: +0 Stealth Modifier: -2

Weapon: Scimitar -1 s divulges

Chapter IV: Kenya

Kenya is the home base of the Cult of the Bloody Tongue. M'Weru, high priestess of Nyarlathotep, and corrupter of Robert Carlyle, is set to conduct the largest cult ritual in history at the Mountain of the Black Wind. The section is divided into three sections: *Nairobi*, *Old Bundari*, and *Mountain of the Black Wind*. This section also includes a red herring adventure, *The Game Lodge*.

Mombasa

Ahja Singh

(page 123)

- **Locksmith (core)** opens the locked iron safe
- **Accounting (core)** deciphers the addresses from the ledger, including Tandoor Singh in Nairobi.

Four Equal-Opportunity Thugs

Athletics 8, Health 8, Scuffling 15, Weapons 15

Hit Threshold: 4

Weapon: Blackjack +0

Reddish and Bluish Fire Vampire

Athletics 11, Health 4, Scuffling 28

Hit Threshold: 5

Alertness Modifier: -1

Stealth Modifier: -2

Weapon: Fire +1 (see rules for fire in *Trail of Cthulhu* rulebook page 68)

Armour: the only effective method of fighting a fire vampire is to use fire-fighting methods to put them out. Here are the following damages against a fire vampire: fire extinguisher -1, copious amounts of water or sand -2.

Stability Loss: +0

Nairobi

What the Nairobi Star's Files Show

- **Library Use** finds the various articles detailed here in the *Nairobi Star*.

Sam Mariga (black)

- **Flattery** convinces Sam to direct investigators to Johnstone Kenyatta.

Neville Jermyn (white)

- **Assess Honesty** shows that Neville believes everything he says, but is quite mad.

Betram 'Nails' Nelson (white)

- **Reassurance** and quite a few drinks reveal that Nails has seen Jack Brady since the Carlyle Expedition.

Tandoor Singh

Snooping at Singh's

- Breaking the padlocks on any of Tandoor's doors requires an **Athletics 1-point spend**. **Locksmith** is required to open them without breaking them.

Cellar of Tandoor Singh

- **Forensics** shows the shallow graves of Tandoor's human sacrifices in the cellar floor.
- **Cthulhu Mythos** recognizes the statue as that of the Small Crawler. The symbol on the meat cleaver will also be identified as the symbol of the Small Crawler.
- Visions from the inense of the Outer Planes cause a **2-point Stability test**.
- **1-point Library Use spend** reveals the annotation within the Cthaat Aquadingen (see *Nylarthotep Papers #35*)

Cthaat Aquadingen

This version of the Cthaat Aquadingen is written in Hindi instead of Latin. This tome focuses on Deep Ones. Skimming this tome gains a dedicated 1-point pool for any Biology tests involving deep sea marine organisms. Poring over it gains the investigator a +1 in Cthulhu Mythos.

The Game Lodge

Tales of the Lodge

Possible ways of gleaning the information supplied in this section:

- **Flattery** or **Credit Rating** when conversing with whites.
- **Reassurance** when conversing with blacks.
- **Library Use** while at the Nairobi Star.
- **Cop Talk** when talking with the authorities.

Silent Joe

- **Flattery** gets Silent Joe to open up to the investigators.

The Night Platform

- **Evidence Collection** notices the seam of a small door in the wall.

By Night:

- Sense Trouble test against Difficulty 6 senses the small ghouls sneaking up the platform.
- Being inside the platform when it falls causes d6+2 damage to everyone inside.

Old Bundari

- **Flattery (core)** convinces Okomu that the investigators may speak with Bundari (after he's suitably offended them, of course).
- **Occult** recognizes the warding symbols worked into the roof and floor of Old Bundari's hut.
- **Cthulhu Mythos** recognizes that some are Mythos-related.

Bundari's Gifts

- The whisk has a dedicated pool of 3 Stability to defend against evil magic.
- The whisk has a dedicated pool of 3 points to locate hidden evil. These points can be added to any roll used for that purpose.

The Chameleon

Who-Is-Not-What-She-Seems

Athletics 9, Health 33, Scuffling

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Sticky Tongue Lash +5

Mountain of the Black Wind

The Local Gossip

- Swahili or Kikuyu, along with an appropriate Interpersonal skill, is required to gather any information from the local gossip.

Cavern of M'Weru

- **1-point Stability** test for the Statue of Nyarlathotep
- **Evidence Collection** locates the hidden hardwood box behind the throne.
- **Archeology** or **Geology** locates the secret panel to the Great Temple of Nyarlathotep.

The Great Temple of Nyarlathotep

- **1-point Stability** test recognizes the columns are slowly writhing in a grotesque fashion.

The Altar Stone

- **Geology** establishes the stone is not of this earth.
- The stone has a 70 point pool of Stability for casting spells, when it is touched at the same time. Each touch causes a 1-point Stability loss for the investigator. The altar can have as much as 100 points of Stability, drained from human sacrifices. If the altar is broken up, each piece is capable of a proportional amount of Stability points in the broken stone.

The Sacrificial Pits

- **2-point Stability** test to see anyone die in the pits.

The Bone Pile

- **Biology** identifies up to 30 different human skeletons in the Bone Pile.

The Throne of the Mother

- Seeing Hypatia Masters in her current state causes a **5-point Stability** test.

Ritual of the Birth

- **Disguise** test against **Difficulty 3** allows the investigators to pose as cultists.
- On page 86 of the *Trail of Cthulhu Rulebook* is the Stability loss for Nyarlathotep's monsterform. Use this while Nyarlathotep present as the God of the Bloody Tongue.
- Roll 2d6 for each investigator. On a roll of 2, the investigator is scooped up by Nyarlathotep and either crushed or smashed.
- **7-point Stability** test to see the birth of the Spawn of Nyarlathotep.

Statistics

Bloody Tongue Member

Athletics 6, Health 7, Weapons 7

Hit Threshold: 3

Weapon: Pranga +1, Spear +2, War Club +2, Bow +0

Small Ghoul

Athletics 7, Health 5, Scuffling 11

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2

Weapon: Claws -2, Bite -2 with extended contest of Athletics against difficulty 4 to get the small ghoul to release the investigator.

Armour: Only half-damage from firearms and missile weapons.

Stability Loss: +0

M'Weru

High Priestess of the Cult of the Bloody Tongue

Athletics 9, Health 8, Weapons 7

M'Weru knows the following spells: Contact Ghoul, Contact Nyarlathotep, *Contact Sand Dweller*, Dread Name of Azathoth, *Mists of the Dreamer*, Summon/Bind Byakhee, Summon/Bind Hunting Horror. M'Weru also knows the following rituals: Call/Dismiss Azathoth, *Clutch of Nyogtha*, *Mesmerize*

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +3

Weapon: Pranga +1, Dagger -1

M'Weru's Bodyguards

Athletics 7, Health 9, Weapons 22

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Pranga +1, War Club +1, Thrown Spear +1

Spawn of Nyarlathotep

Unborn

Health 13

Hit Threshold: 1

Note: if the Spawn isn't killed in one blow, Nyarlathotep arrives, heals the spawn and harasses the investigators.

Spawn of Nyarlathotep, monstrous aspect

Taking after Father

Athletics 7, Health 18, Scuffling 33

The monstrous form of the Spawn can cast the spell Contact Nyarlathotep.

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon:

Tentacle +1, grapples victim then transfer victim to one of its five maws

Claws +2, attacks with d6 claws per round

Five Maws +3

Bulk Smash +2

Eye Ray +1, range 30 ft.

Stability Loss: +2

Spawn of Nyarlathotep, beautiful aspect

Taking after Mother

Athletics 8, Health 7, Weapon 13

The beautiful aspect of the Spawn looks just like its mother, Hypatia Masters. Any spells the Spawn has should be chosen by the Narrator, and dependent on how long the Spawn has been alive. If the beautiful aspect is destroyed, it reverts to its monstrous form

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fencing Foil +0

Chapter V: Australia

Australia was not included in the original edition of *Masks of Nyarlathotep*, so Keepers are not at fault if they feel the events of this chapter are somewhat disconnected from the main plotline. However, it has an engaging ghost story, an ancient city, and a major clue about the timing of Penhew's plans.

Sydney

(page 154)

David Dodge

Scuffling 5, Firearms 5, Weapons (War Boomerang) 3, Health 8, Archaeology 3, Anthropology 3, Outdoorsman 2

The Australia Museum

- **Cthulhu Mythos 1-point spend** to recognize Nyarlathotep/the Deep Ones

The State Library

- **Flattery** earns the right to use the Library.
- **Library Use (core)** finds the legends of the buried city.

The National Art Gallery

- **Art** or **Art History** finds the painting of the ritual sacrifice.

The University of Sydney

- **Reassurance** gets a referral to Prof. Cowles or David Dodge

Darwin

(page 155)

- **Oral History** finds two random clues. A **1-point spend** gets all four.

The Randolph Shipping Company

(page 156)

- **Evidence Collection** notices the crate with the Cult Marker.
- **Lockpick** or an **Athletics 4** point spend forces the door.
- **Accounting** uncovers that there are two crates in the ledger.
- **Evidence Collection** will find the second crate in 1d6 X 10 minutes, or a 1-point spend will find it in five.

- **Physics (2-point spend)** or **Cthulhu Mythos (1 point spend)** will activate the device.

Toddy Randolph

Health 6, Scuffling 5, Firearms 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Revolver +0

Billy Burraglong (Koori)

Health 7, Weapons 6, Athletics 5

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Cult Club +1

Port Hedland

(page 157)

Robert B. F. MacKenzie

- **Credit Rating**, **Oral History**, or **Flattery** to find MacKenzie.
- **Assess Honesty** says he believes what he says.

Cuncudgerie

(page 158)

- **Oral History** will eventually uncover all the rumors, in time. This goes faster with a spend, or a **Credit Rating** or **Bargain 2-point spend**.

Of the rumors presented, the following should be considered **core**:

- "A crazy American bloke took a crew..."
- "An American gent named John Carver..."
- "The American fellow who dug the mine...and John Carver are one and the same..."

Mad Ginger Muldoon

- **Reassurance** gets him to tell the story of Buckley's ghost.
- **Oral History** finds people who knew Buckley. **Anthropology** notices that the Kooris know more than they are saying.

Wycroft's Shop

(page 160)

- **Evidence Collection** or **Anthropology** notices the cult tattoo.
- **Assess Honesty** screams that Wycroft is lying.

Dangerous Intelligences.

+1 **Cthulhu Mythos** for fully reading. **Library Use** or **Evidence Collection** will uncover the facts about the Great Race and the Polyps.

Mortimer Wycroft

Health 5, Firearms 4, Cthulhu Mythos 1

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Shotgun +1

Lynn (Koori)

Health 5, Weapons 6 (Club or Boomerang, -1), Athletics 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: War Boomerang +0, Cult Club +1

Shannon (Koori)

Health 5, Weapons 5, Scuffling 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: War Boomerang +0, Cult Club +1

Janice (Koori)

Health 5, Weapons 4, Athletics 7

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: War Boomerang +0, Cult Club +1

Buckley's Ghost

(page 161)

Dingo Falls

- An **Athletics test against Difficulty 4** gets investigators to the bottom of pits.
- **Evidence Collection** or **Forensics** finds Buckley's remains. A **1-point spend** of either notices the missing shoes.

Buckley's Ghost

- Treat possession as the spell *Dominate*.

Slattery's Hovel

(page 162)

- **Psychoanalysis as an Investigative Ability** can uncover that Jocko is dangerous.
- **Evidence Collection** finds Buckley's boots.
- **Bargain** gets Jocko to give up the harmonica.

Vern Slattery

Health 7, Scuffling 5, Firearms 5, Weapons

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Rifle +1

Frank Slattery

Health 7, Scuffling 5, Firearms 4, Athletics 5

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +1

Weapon: Rifle +1

Jocko Slattery

Health 7, Scuffling 5, Weapons 3

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Knife -1

The Great Sandy Desert

(page 165)

- Successful **Pilot** rolls or **Outdoorsman (core)** will uncover the buried city.

The Death Camp

- **Geology** indicates this was a mining camp.
- **Evidence Collection** turns up the club.
- **Biology** notes that the teeth are from bats.
- **Mechanical Repair** is needed to activate the generator and elevator.
- **Architecture** or **Geology** will note the collapsed walls.
- **Geology, Outdoorsman, or Evidence Collection** finds the spring.
- **Outdoorsman** finds the strange tracks and notes the hypothesis about how they are made.
- **Cthulhu Mythos** 1-point spend uncovers their origin.
- **Reassurance** calms Jeremy Grogan down.

Jeremy Grogan

Health 6, Firearms 4, Scuffling 3

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Rifle +1

Magical Dingoes

There are seven of these.

Health n/a, Scuffling 30

Hit Threshold: 3, but invulnerable to all physical damage

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: Bite +1

The Ambush

(page 170)

- A **Sense Trouble** test against **Difficulty 5** alerts the drivers.
- A **Driving** test against **Difficulty 4** avoids the boulders.
- **Outdoorsman** allows the tracking of ambushers.
- **Flattery** gets the ambushers to reveal the details on page 170.

Koori Ambushers (8)

Health 7, Weapons 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Spear +0

City Beneath The Sands

(page 171)

If the PCs end up using the suggestions from the introduction to this section to gain entrance to the City, then normal **Driving** or **Explosives** Tests will do nicely.

Cultist Squads

There are four of these (A-D), consisting of five members apiece.

Cultist

Health 5, Firearms 4 (Revolver +1)*, Weapons 2 (Cult Club +0)

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Revolver +1*, Cult Club +0

*One member of each squad carries a **Lightning Gun**.

Lightning Guns

The lightning guns are all Yithian models salvaged by Huston's cultists. They are ancient and fragile, but quite deadly.

A Lightning Gun requires two hands to fire, and has a maximum range of 200 yards or so. The damage done is +7 near/close, +2 at about 100 yards, and +1 for ranges greater than that.

Each Lightning Gun has 4d6 charges and cannot be recharged. Instead of determining the number of charges, the Keeper can simply note when a PC rolls a 1 while firing; the second 1 rolled indicates the weapon is out of charges.

The Second Entrance

(page 173)

This scene has a lead-in: seeing a polyp track.

- **Outdoorsman (1 point spend)** will deduce the existence of the second entrance.
- **Cthulhu Mythos (1 point spend)** identifies the creature that made the tracks. (Do not charge a PC who made the spend at the Death Camp.)

Inside The City

(page 175)

The Shaft into Darkness

- It takes a combined 15 point **Athletics** spend to close the trapdoor.

Flying Polyp

(see p. 132 of the *Trail of Cthulhu* core book.)

Lines of Light

- An **Athletics** test against **Difficulty 4** is necessary to climb over the rubble.

Cavern of the Mimis

- **Occult** strongly advises against eating Mimi food or partaking in Mimi sex.
- Accompanying the Mimis is a **3-pt Stability** test.
- Seeing a companion turn into a Mimi is **6-point Stability** test.

Mimi

Athletics 15, Health n/a, Weapons 30

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Spear +2*

Armor: Immune to all physical attacks

*A character struck by a Mimi spear must make an immediate **Stability Test against a Difficulty equal to the damage of the attack**. Failure means the character is treated as **Seriously Wounded** and will die without immediate medical attention. Long-term recovery may not be possible without powerful magics, if at all. Success still treats the character as **Seriously Wounded** and they will remain in a coma until fully healed, but they will otherwise recover normally.

The Purple Dome Temple

(page 179)

- Seeing the statues is a **3-point Mythos Shock Stability** test.
- Touching the statues drain **1-point of Stability**.
- It is possible to resist the statue drain as a **Stability contest** against an **Inertia pool of 5**, but the Statue keeps all Stability spent by the person who touches it.
- **Cthulhu Mythos, Occult, or Flattery** suggest grovelling to Nyarlathotep to avoid the bat-thing attack.

Three Guardians

Health 18, Scuffling 30

Hit Threshold: 4 (fast but large)

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Wing Buffet +2*

*The bat-thing guardians will try and force their victims against the Statue of Nyarlathotep (treat as a Scuffling contest) or will attack with their wings (+2). A successful hit drains one **rating** point of Health or Athletics--whichever is higher at the moment of the attack.

Sand Bat, the Father of All Bats, Avatar of Nyarlathotep

Health 27, Scuffling 30

Hit Threshold: 3 (enormous)

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Tendrils +12, Trail of Protoplasm +0

Armour: +4; ignores all damage unless the attack produces light.

Attacks that use light can range from a flashlight (-1) or a torch (-1) to a car's headlights (+2) to moonlight (+1) and finally sunlight (+12).

The Nursery

(page 181)

- Seeing the creatures as whole is a **five point Mythos Shock Stability** test.
- Each individual creature is a **six-point Mythos Shock Stability** test.

A Titan Horror

- Viewing this tremendous monstrosity is a **5-point Mythos Shock Stability** test.

Huston's HQ

- **Locksmith** opens the crate of dynamite.

Zombified Miners

Health 5, Scuffling 5

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fists -1*

*A successful hit means the zombie is now choking its target. A **Scuffling contest** is required to detach the zombie; the zombie automatically inflicts -1 damage each round the contest lasts, unless the target makes an **Athletics test against Difficulty 4**.

Alan and Thomas, Cultist Thugs

Health 5, Scuffling 5, Weapons 5

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Cult Club +0, Whip -1

The Top Floor

- **Streetwise** notices Huston is armed.
- **Asses Honesty** or **Psychoanalysis** screams that Huston is insane.

Robert Huston, Priest of Nyarlathotep

Firearms 4, Health 7

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Revolver +1, Cult Club +1

Huston may be encountered with a Lightning Gun.

The Mind Controller

- Putting it on engages the user in a **Stability** contest against the target.
- The target loses **2 points of Stability** each time she is subjected to the device.

Gods of Reality

Reading the book is a **3-point Stability** test.

Kakakatak's Chamber

(page 185)

- **Electrical Repair** demonstrates that the equipment is extremely advanced.
- The force field does +2 damage.
- Sneaking under it requires a successful **Athletics test against Difficulty 4**.
- **Locksmith** opens the panel, and an **Electrical Repair test against Difficulty 4** will deactivate the force field.

Kakakatak

For the Great Race, see p. 135 of *Trail of Cthulhu*.

Chapter VI: Shanghai

Shanghai is where the players will learn the true scope of the conspiracy's plans, and find a method to defeat them. It also contains the only friendly member of the Carlyle Expedition, Jack Brady.

Getting Around Shanghai

(page 191)

Unless otherwise noted, all NPCs have Chinese as their native language.

Lin Wen-Cheng

Athletics 4, Health 6, Languages 1 (English)

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fists -2

The Stumbling Tiger Bar

(page 193)

- If any Investigator has **Bargain**, McChum will tell her the Rangoon cover story.
- Any Investigator present should have a chance to use **Assess Honesty (core)** to reveal that McChum is deliberately misleading them
- A **1-point Reassurance** spend will take McChum into the PCs confidence.

Fergus McChum

Fleeing 6, Health 5, Languages 2 (English, Japanese), Scuffling 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Knife -1

Ho Fong

(Page 195)

Interviewing Ho Fong

- **Assess Honesty** reveals only that Ho Fong is deliberately not telling the Investigators anything important.

- **Flattery** will make him forget the Investigators unless forewarned about them.

Ho Fong's Shanghai Warehouse

(Page 196)

- **Athletics test against difficulty 8** to pull down the bars, or **against difficulty 6** to break the padlocks.

Ho Fong's Office

- **Evidence Collection** or **Architecture** notices the weak spot on the stairs.
- **Architecture** will also reveal the significance of the weak spot.
- **Locksmith** opens the safe.

The Special Storeroom

- A **Locksmith 1-point spend** is required to open the door to the storeroom. A combined **14-point Athletics spend** will pull open the doors.
- **Archaeology** reveals the origin of the artefacts. Examining them is a **1-point Stability** test. This test is a Mythos shock.
- A **2-point Physics** spend reveals the purpose of the equipment in the crates marked AP.

Ho Fong's Mansion

(Page 198)

- Because of the obstacles, **Athletics** rolls to climb the walls are against **Difficulty 8**.

The Library

(Page 199)

Roll a d6; on a 1 Ho Fong has left one of his Mythos tomes in the library.

Ho's Bedroom

- **Evidence Collection** notices the Mythos statues.

Carl Stanford's Room

- A successful **Shadowing** or **Spot Hidden** roll notices Stanford entering or leaving the house.

The Room of Ho Tzu-Hsi

- Watching Tzu-Hsi eat is a **1-point Mythos Shock Stability** test.

Inner Court

- **Biology** or **Outdoorsman** notices that many of the plants are poisonous.

The Pavilion

- **Evidence Collection** or **Mechanical Repair (core)** notices the seam in the statues head.

Shrine to the Bloated Woman

- **Lockpick** opens the door to the shrine.

The Crawling Ceiling

[Conversion note: this is my best attempt to render a completely alien mechanic to ToC. In general, this type of situation would be represented as a contest in Trail.]

- Staring at the ceiling is a **Stability Test against difficulty 6**. If an Investigator fails this test, her soul is trapped in the ceiling as noted.
- Freeing yourself from the ceiling is a **Stability Contest** against an **Inertia Pool of 10**. Any character trapped in the ceiling can contribute Stability to this contest (using the standard piggybacking rules).

The Statue of the Bloated Woman

(Page 200)

- Seeing the statue is a **2-point Mythos Shock Stability test**. The statue has a dedicated pool of 8 magic points, provided you know the correct spell.

The Teak Cabinet

- A **1-point Locksmith** or **Mechanical Repair test against difficulty 5** is required to open the lock without getting poisoned.
- Allow a **Sense Trouble test against Difficulty 4** or other investigative skill to notice the poison.
- The poison requires a **Health test against Difficulty 5**. Failure means the Investigator is blinded for 1d6 minutes. If the Investigator is below (or reduced to) 0 Health, the blindness is permanent.
- **Biology** will reveal what the flowers and press are for.

The cabinet contains the following tomes:

Livre d'Ivon: see the main Trail rulebook, p. 106.

True Magick: +1 to **Cthulhu Mythos**.

The Goddess of the Black Fan: +1 to **Cthulhu Mythos**, contains the spell Contact Nyarlathotep.

R'Lyeh Text Commentary: +3 to **Cthulhu Mythos**.

The Tale of Priest Kwan: +1 to **Cthulhu Mythos**.

In all cases, the books must be read (not skimmed) to gain the increase in **Cthulhu Mythos**.

The Seven Gates of Heaven

(Page 202)

- **Reassurance** calms down Choi, but she will need treatment via **Psychoanalysis** to free herself of her death wish.
- Anyone bitten by a rat must make a **Health test against a target of 4** or contract a disease. The disease onset is in 1d6 days and drains **2 Health** per day that cannot be healed until the disease is cured.
- **Medicine** will identify the disease and a **1-point spend** will cure the ailing Investigator, who must then heal as normal.

Cultists

(page 203)

Ho Fong

Fleeing 8, Health 6, Stability 7

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +2

Weapon: Sickle +0, Dagger -1

Ho Tzu-Hsi

Health 3

Watching Tzu-Hsi eat is a **1-point Stability test**.

Assorted Cultists

Health 6, Scuffling 6, Weapons 5

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Jo Stick +0, Fist -2

Carl Stanford

Health 7, Weapons 8, Astronomy 1, Archaeology 3, Cthulhu Mythos 2, Flattery 4, Reassurance 4, Stability 20

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +2

Weapon: Sword Cane -1

Languages: Ancient Greek, Arabic, Mandarin

Stanford's sword cane holds 30 magic points he can use to power spells. Like Omar Shakhti, he can be assumed to know all spells in the core book, this conversion, and any other source that makes sense.

Independents

(Page 204)

Isoge Taro

- **Assess Honesty** notices that Taro comes across as too polished.
- **Evidence Collection** or **Medical** notes that Taro's reflexes aren't dulled by drink.

Isoge Taro

Athletics 4, Cryptography 1, Driving 4, Explosives 4, Firearms 6, Health 7, Scuffling 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +2

Weapon: Automatic Pistol +1

Languages: English, Japanese, Korean, Mandarin, Tagalog

Lin Tang-Yu

- **Flattery** and **Bargain** have no effect on Lin.

Lin's Shanghai Headquarters

- A successful **Sense Trouble test against a Target Number of 4** or **Evidence Collection 1-point spend** notices something is hidden behind his throne chair.
- Just having **Psychoanalysis** will indicate that Lin is insane.
- **Assess Honesty** requires a **1-point spend** to have any effect at all.

Lin Tang-Yu

Health 6, Bargain 3

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +1

Weapon: Fists -2

Languages: Arabic, English, Japanese, Sanskrit

Lin Tang-Yu's White Guardian Gorillas

Health 9, Athletics 10, Scuffling 15

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +2

Weapon: Bite +2, Hands +1

Armour: -2

The gorillas can attack twice with their hands each round. If both hands hit the same target in the same round, the gorilla automatically does the hand damage twice each round against that target.

Henchmen

Health 5, Scuffling 6, Weapons 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +2

Weapon: Hatchet -1, Blackjack* -2, Darts**

*If the target fails a **Sense Trouble test against a Difficulty of 4**, a hit from the blackjack knocks them unconscious. If the target is unaware of the Henchman, include the Henchman's Stealth Modifier in the Difficulty Number of the test.

The darts may be tipped with either poison or sleeping potion. A successful hit with a **poison dart requires a **Health roll against a target of 4**. Failure results in the target being treated as **Seriously Wounded**. Use the same procedure for the **sleeping potion** except that failure results in unconsciousness.

The Shanghai Courier

(p. 209)

- **Library Use (core clue)** uncovers the series of similar murders (p. 210) and the wave near Grey Dragon shoals.
- Discovery of the clippings is also a **core clue** as it helps point to Brady. Each clipping is detailed below.

Seaman's Club Damaged

- **Geology** or **Mechanical Repair** indicates that there was no undermine, contrary to the article.
- **Evidence Collection** or **Oral History** finds one of the drunks who describes the creatures that attacked.
- **Oral History** or **Evidence Collection** discovers that an American was in a room facing the direction of the attack.
- **Oral History** and a picture of Jack Brady gets a positive identification of Brady.

Fire on Chin-lang Road

- **Library Use** (or possibly **Oral History**) discovers the weather was not conducive to a fire.
- **Oral History** or Reassurance and a photo of Brady gets another positive identification.

Violent Incident on Lantern Street

- **Bargain** gets the investigators into the murder room.
- **Flattery**, **Reassurance**, or **Oral History** will get a meeting with Quivering Jade who will identify Brady.
- **Reassurance** or **Oral History** will uncover that Choi Mei-ling fled her new owner.
- **Library Use** or **Oral History** uncovers the death of Mr. Chin.

The Demon Cabinet of Mister Lung

(p. 210)

Wu the Demon is attacking Mr. Lung's house; driving him away is an extended contest against his **Inertia Pool of 25**. Some of Mr. Lung's methods are more effective than others and can create a pool of Exorcism points that can be spent in the contest. In order to exorcise Wu, these techniques must be used (other incantations do not affect the demon-cat) and each technique can only be used once.

- **Tiger Scrolls**: the scrolls give 1 point of Exorcism.
- **Feng Shui**: Grants no Exorcism points.
- **Amulets**: Grants no Exorcism points.
- **Coin Sword**: Grants 1 Exorcism point.
- **Brazier of Burning Slippers**: Grants 1 Exorcism point.
- **Bribery With Hell Money**: Grants 2 Exorcism points. **Evidence Collection** notices that the money is not real.

The Cabinet

(p. 212)

- This esoteric device is extremely effective against demons, which must make an **Inertia Pool** or **Stability** check against **Difficulty 4** every minute to stay on the earthly plane.
- It also works against humans, who must make a **Stability Check against Difficulty 4** every minute or suffer a **1 point Stability Rating** drain. When *Stability Rating* is 0, the Investigator dies.
- Breaking the lock from the inside or outside is a **6-pt Athletics spend**.
- From outside, **Locksmith** will eventually spring the cabinet. The amount of time it takes is at the Keeper's discretion.

Mr. Lung Yun

Health 5, Scuffling 4, Weapons 4

Hit Threshold: 3

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: Knife -1, Fists -2

Languages: Chinese, English

Wu the Demon-Cat

As a Siamese Cat:

Health 1, Athletics 9

Hit Threshold: 5 (small)

Alertness Modifier: +0

Stealth Modifier: +1

Weapon: Claws -4, Bite -4

Any hit on Wu in cat form causes it to instantly change into demon form (even if the damage would kill a normal cat.)

Wu the Cat-Demon

In Demon form

Health 10, Athletics 10, Intimidate 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Claws +3

Armor: Ignores physical weapons and natural damage

Stability Loss: +2

Allies

The Shanghai Museum

(p. 213)

- **Oral History, History, Library Use, or Credit Rating 3+** suggests the Museum as an obvious place to look and thus gets the list of 33 names (**core clue**).
- **Assess Honesty** suggests that the Investigators can tell Mu Hsien about Brady and/or the *Seven Cryptical Books of Hsan*.

Mu Hsien

Health 4, Occult 4, Cthulhu Mythos 1

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fists -3

Languages: Mandarin Chinese, Tibetan

THE SEVEN CRYPTICAL BOOKS OF HSAN

This is a single scroll in Classical Chinese; Mu's copy happens to be more complete than other versions. Reading the scroll grants +2 **Cthulhu Mythos**. The scroll contains several spells, but the most important are Elder Sign, Eye of Light and Darkness, and Find Gate.

The scroll is difficult to translate and requires at least a 2 point spend from **Languages** (one of which must be Mandarin Chinese), and **Occult, History, and Library Use** to have any chance of deciphering the text. Even then the odds are slim that an Investigator will decipher it within a year, although Keepers may want to consider various hare-brained—er, well-thought out plans and spends by the players.

New China

(p. 214)

- **Locksmith** or a **Scuffling or Weapons** test versus a **Difficulty 6** breaks down the door.

Warehouse Guards

Health 6, Athletics 6, Firearms 4, Fleeing 8, Scuffling 7, Weapons 5

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Thompson Gun +1, Knife -1, Fists -2

Languages: Mandarin Chinese

Jack Brady

(p. 215)

Brady will approach the investigators when he is convinced that they are on his side.

- If the Investigators are looking for Brady, have them make **Sense Trouble tests against Difficulty of 7** (which includes Brady's Stealth modifier) provided they are in the same area.
- If the Investigators are being watched when they meet Brady, have the Investigators make a **Stealth** roll to avoid having Brady spotted.

For most campaigns, meeting Brady should probably be a **core clue**, but see p. 216 for options if the Investigators never meet Brady.

On the Eye of Light and Darkness

(p. 216)

The Eye may be cast on one of the three points on the triangle influencing the locus of the Great Gate. As noted in the text, it does not require a great deal of blood, although Investigators may mistake the amount required.

Only people without any Rating in **Cthulhu Mythos** can participate in the ritual.

The ritual must begin at moonrise. The preparations for the ritual require about an hour and a **Stability test against Difficulty 5** to complete successfully. Every hour that the chanting and other instructions are followed, each participant in the ritual has 1d6-2 points of **Stability Rating** drained into the ward. Any participant reduced to Stability Rating 0 dies. Once the ward has received 100 points of Stability Rating, the ward seals the area. If the ward does not receive enough points by moonset, the ritual is ruined and all preparations must begin again.

When the pupil of the Eye begins to glow, the ward is active; soon the symbol fades into whatever it has been inscribed into.

Any Mythos entity acting as a minion or agent of the Titans or Gods in an area warded by an Eye loses 1 point of Health every hour it remains in the area; at 0 Health it is destroyed. Additionally, Contact and Summoning spells do not work within the 10 mile radius around the Eye.

Grey Dragon Island

(p. 219)

Aboard the Dark Mistress

- Catching the *Dark Mistress* in port requires **Evidence Collection**.
- **Oral History**, **Piloting**, or **Credit Rating 2+** will find the relevant information at the Harbormaster's office.
- **Library Use** at the Shanghai Central Post Office turns up the information about letters carried for Alfred Penhurst.

The Ship

- Breaking down the door to Penhurst's suite requires **Lockpicking** or a **2-point Athletics** spend.
- Following the yacht requires **Shadowing** checks (a **1-point Piloting spend** allows **Piloting** to substitute for **Shadowing**.)

The Crew

- **Cthulhu Mythos** will at least point at the non-human ancestry of the crew.
- **Evidence Collection** notices the medallions the crew wear; a **1-point spend** allows the characters to be correctly remembered for later translation.
- Diagnosing Savoyard's condition requires **Medical** or **Physics**.

The Deadly Thing in the Firebox

(p. 220)

If an Investigator is exposed to the chunk of meteorite, she must make a **Health test** against a **Difficulty of 6**. Failure results in the Investigator being treated as Hurt for the next 12 hours.

Extended exposure is even more deadly; the Investigator is permanently treated as Hurt and loses one point of Health *rating* every day she does not receive a blood transfusion. There is no cure known to 1920s science; magic or advanced technology/techniques are the only hope for the Investigator.

Landfall

(p. 220)

Into the Lagoon

- It takes a successful **Climb test against Difficulty 4** to reach the top of the cinder cone.

Deep One Colony

- At night, unless a **Stealth test of Difficulty 3** is made, a swimming Deep One notices anyone in the lagoon.

The Lookout Station

- The station has a **Stealth Modifier** of +2, requiring a **Sense Trouble test against Difficulty 6** to spot it. If the Investigator fails but beats **Difficulty 4**, she spots the cables.

Chamber of the Bloated Woman

(p. 221)

Parts Storage

- The welding units do +2 damage at full power or +1 at half power. They last for 1d6+2 hours.

The Cage

(p. 223)

- An **Athletics** or **Weapons** test against **Difficulty 6** is required to pull the bars or the door free.
- **Locksmith** cannot be used due to the lock's unusual nature.

The Statue

- Looking at the Statue triggers a **3-point Mythos Shock Stability** test.
- Use of the Find Gate spell or a **1-point Cthulhu Mythos spend** reveals the Statue is a gate.

The Egyptian Room

- Lifting the door panel is an **Athletics** test against **Difficulty 11**.
- Lenient Keepers may allow **Sense Trouble** or Investigative spends to detect the gas trap in the sarcophagus.

Sir Aubrey's Workshop

The Trigger

- **Electrical Repair** (as an Investigative skill) determines that the device is used for positioning.
- **Physics** or **Mechanical Repair** (as an Investigative skill) reveals that the device is keyed to time and atmospheric pressure.

The Plans

(p. 224)

- Deciphering the plans takes a **3-point Physics spend** and 2d6 weeks.

The Chronometer

- **Piloting** or **Astronomy** give the insight that the chronometer is set to Greenwich Mean Time.

Sir Aubrey's Diary

- Reading the whole diary requires a **3-point Mythos Shock Stability** test.

Radiation in the Chamber

(p. 225)

If the Keeper wishes, she may include some effects of the radiation from the magma pool—perhaps

The Shoggoth-Twsha

Using a mapulo to control a shoggoth requires a **Stability Contest** against the shoggoth's **Inertia Pool**. (This shoggoth has an Inertia Pool of 7.) If the Investigator fails the contest or leave the shoggoth uncontrolled for more than ten minutes, the mapulos do an automatic -2 damage against the Investigator every round until cut or burnt off.

A human who uses a mapulo to control must make a **3-point Mythos Shock Stability** test every half hour; it is not possible to become accustomed to this test.

Shoggoth-Twsha, Deep One Priest and Worker Deep Ones

(in water/on land; see TOC p. 130)

Health 10, Athletics 12/8, Scuffling 4/2, Weapons 4/2

The Shoggoth-Twsha has a Stability 12 and may know some spells at the Keeper's option.

Hit Threshold: 4/5

Alertness Modifier: +0

Stealth Modifier: +0/+1

Weapon: Claw +1, Trident +1

The Shoggoth

(see TOC p. 150)

Health 34, Athletics 10, Scuffling 23

Hit Threshold: 3 (large)

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Pseudopod +5, Snare +2

The shoggoth may attempt to Snare a character; this does an automatic +2 damage every round.

charging a small amount of Health loss. If longer-term effects are considered desirable for your group, consider the following:

Exposure of a day or longer results in the Investigator becoming permanently Hurt (see *The Deadly Thing in the Firebox*, above.) Health Rating drops by 1 point per day until it reaches 0, at which point the Investigator dies. There is no treatment, not even transfusion, for this exposure.

Foiling the Ritual of Opening

(p. 227)

- Whether or not the scheme to reset the chronometer succeeds will depend the taste of the group. Certainly Trail of Cthulhu allows for a host of potential spends—perhaps **Flattery** on Penhew?—that could potentially make the plan succeed.
- A **Mechanical Repair test against Difficulty 4** and about three minutes are required to cut all or part way through the girders.
- Likewise, **Mechanical Repair** or **Electrical Repair** can render the trigger non-functional. This is a normal test to simply render it inoperative without leaving obvious signs; more intricate modification (say allowing the rocket to launch but causing its guidance system to fail) makes the Difficulty of the task much higher. Doing so will make it more difficult for routine checks to discover the problem, however.

Statistics

(p. 228)

Good Guys

Jack “Brass” Brady

Health 9, Athletics 9, Firearms 5, First Aid 5, Scuffling 7, Sense Trouble 5, Shadowing 6, Stealth 6, Weapons 6

Hit Threshold: 4

Alertness Modifier: +3

Stealth Modifier: +3

Weapon: Tommy Gun +1, Knife -1, Fists -2

Languages: Arabic, English, Mandarin Chinese, Turkic

Average New China Fighter

Health 6, Athletics 5, Firearms 4, Scuffling 9, Weapons 5

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Silenced .45 Pistol +1, Knife -1, Fists -2

Languages: Mandarin Chinese

Chu Min

Health 8, Athletics 6, Firearms 9, First Aid 4, Scuffling 7, Weapons 6

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: Tommy Gun +1, Silenced .45 Pistol +1, Knife -1, Fists -2

Languages: English, Mandarin Chinese

The Bloated Woman

(p. 229)

This hideous parody of femininity is one of Nyarlathotep's deadliest masks. Beneath beautiful human eyes sprout a huge tentacle and several toothed maws; she has tentacles for arms, and sickle-wielding tentacles girding her abdomen.

The Bloated Woman

Health 17, Scuffling 9

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Arm Tentacle +3 and grab, Small Tentacle +2, Kiss (see below)

Stability Loss: +5 (Min loss of 4); Sanity Loss is +1 (Min loss of 3)

(See TOC p. 86 for the effects of seeing Nyarlathotep in monstrous form.)

The Bloated Woman can attack with two arm tentacles and 1d6 small tentacles every round. If an arm tentacle hits, it grabs the hapless Investigator and the next round he or she is subject to the dreadful Kiss.

Kiss of the Bloated Woman: On the round immediately following an Investigator being grabbed by an arm tentacle, the Bloated Woman clutches him or her to one of her maws. This drains 1d6 points of Stability *Rating* per round. When Stability Rating drops to 0, the Investigator's skull bursts open and the brains are slurped up by the Bloated Woman. This naturally results in the death of the Investigator.

Summoning: Once per round the Bloated Woman can summon a shantak (TOC p. 149), hunting horror (TOC p. 138), or Servitor of the Outer Gods (TOC p. 147).

Bad Guys

(p. 230)

Sir Aubrey Penhew

Health 7, Firearms 3, Magic 10, Weapons 2

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Revolver +0, Cult Sickle -1

Spells: Contact Nyarlathotep, Dread Curse of Azathoth, Shrivelling, Steal Life

Deep Ones

(see TOC p. 129)

Stats after the slash apply when the Deep One is in water.

Health 9, Athletics 8/12, Scuffling 8/12, Weapons 6/4

Hit Threshold: 4/5

Alertness Modifier: +0/+1

Stealth Modifier: +0/+1

Weapon: Claw +1, Trident +1

Armor: -1 vs any

Jules Savoyard

Health 7, Firearms 2, Piloting 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: .45 Automatic Pistol +1, Fists -2

Deep One Hybrids

Health 5, Athletics 6/8, Scuffling 2, Weapons 3

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Cult Sickle -1, Fists -2

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