



MASKS OF NYARLATHOTEP

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The Clear Credit Box

Larry DiTillio wrote the first draft of Chapters One through Six, except as noted below. The conception, plot, and essential execution are entirely his, and remain a roleplaying classic. Lynn Willis rewrote the succeeding drafts, originating the historical background, introducing race as a theme, inserting or adjusting certain characters, writing the introductory chapter, and most of the advice, asides, incidental jokes, etc., and as an afterthought added the appendix concerning what might be done with shipboard time. In the introductory chapter, Michael MacDonald wrote the original version of the sidebar concerning shipboard travel times and costs. Thomas W. Phinney set forth the background chronology of the campaign, and created looks for many of the handouts. In the Cairo chapter, Kevin A. Ross wrote the Bast episode. Geoff Gillan wrote the game lodge episode in Kenya, Buckley's ghost in Australia, and the demon and Mr. Lung in Shanghai.

Tom Sullivan contributed a dozen or so illustrations; his previous drawings have been rescanned for better reproduction. Apart from the maps and plans, he, Jason Eckhardt, and Nick Smith are responsible for the interior illustrations. Jason created all the small drawings of individual characters. Nick Smith painted "The Rocket Pit", which is reproduced here in black and white. The remaining drawings, mostly pencilled illustrations, are by Tom Sullivan. The front cover painting is by Lee Gibbons, while the portrait on the back cover is by Nick Smith. Paolo Parente and Luca Rossi, who contributed work to the Italian version, have also contributed illustrations to this edition.

Mike Blum's sketch maps were original with the first edition, and are unlikely to be improved upon. Mark Schumann updated and clarified the interior plans, based on originals by Yurek Chodak and Ron Leming, and added the repeating logo. Shannon Appel added maps for the Introduction and the Australian Chapter, and also redrew the schematic of the City of the Great Race.

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INTRODUCTION

WHEREIN NYARLATHOTEP'S GRAND PLOT IS FIRST EXAMINED, AND THE MEMBERS
OF THE ILL-FATED CARLYLE EXPEDITION ARE FIRST ENCOUNTERED.



“He talked about terrible meetings in lonely places, or Cyclopean ruins... beneath which vast staircases lead down to abysses of nighted secrets, of complex angles that lead through invisible walls to other regions of space and time...”

—H. P. Lovecraft, “The Thing on the Doorstep”



Masks of Nyarlathotep is a Lovecraftian exercise in horror and mystery. Set in 1925, adventures begin in New York, then move overseas to England, Egypt, Kenya Colony, Shanghai, and western Australia. Such extended globetrotting requires wit and planning by the players. Their investigators must have steady finances, good language skills, and a willingness to persevere despite governmental interference and cultist harassment. Meanwhile the keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance non-player-character foes and friends to allow each investigator to earn his or her own destiny—ultimate triumph, perhaps, or perhaps madness and agonizing death.

Summary of Events

In the year 1916, Kenyan cultists hold an obscene ritual dedicated to the God of the Bloody Tongue. M'Weru, a beautiful Kikuyu girl, has been priestess of the cult since her fourteenth birthday. The ritual has never caused the god to appear, but this day is different.

"As the priestess whirled around the fire-lit circle, chanting dim words from an ancient spell, the cult executioners busied themselves with their screaming sacrifices. As the blood flowed, a chill wind sprang up, and I felt a flash of fear: the wind had become visible, a black vapour against the gibbous, leering Moon, and slowly my terror grew as I comprehended the monstrous thing taking form. The corrosive stench of it hinted at vileness beyond evil. When I saw the great red appendage which alone constituted the face of the thing, my courage died, and I fled unseeing into the night."

—Nigel Blackwell, *Africa's Dark Sects*

Blackwell never learns that the apparition is one aspect of Nyarlathotep.

By the will of that outer god, M'Weru is sent to New York City, her mind magically infused with knowledge of the place and times. Her beauty and magnetism entrance millionaire playboy Roger Carlyle, and she uses the spell Send Dreams to align his mind to the commands of Nyarlathotep.

Encouraged by M'Weru, Carlyle forms an archaeological expedition in accordance with the dreams he receives. The people whom Nyarlathotep wants for his scheme are superior in skills and social class, but flawed in character. Three have profound desires to escape (Carlyle from his personal failures, Hypatia from her abortion, Huston from the scandalous suicide of a lover); a fourth, Sir Aubrey Penhew, wants to become a Pharaoh, a lust which only a god can satisfy. Even Nyarlathotep is not so powerful that he can change human will—he must choose from among those who

are susceptible to his gifts.

In a lucid moment, Carlyle nearly redeems himself by bringing along Jack Brady, his bodyguard and confidante. Brady proves to be extraordinarily intractable to the will of Nyarlathotep, to the wiles of M'Weru, and to the wicked death plots of fanatical cultists: did a cryptic gift from his mother make Brady so lucky?

In Egypt, the expedition unlocks secrets previously shielded from Nyarlathotep. Omar Shakti, envious and powerful, gives aid—but not too much, and not without exacting payment and promises. Having broken the ward of the Red Pyramid, the expedition then encounters Nyarlathotep and his time gate, and travels back in time to dynastic Egypt, there to be tempted, seduced, and trained.

Nyarlathotep's display of magical power hooks the expedition principals. Now Hypatia has a new child stirring within her, Sir Aubrey can become an ancient Pharaoh, Huston can (as the promised ruler of Earth) indulge himself without thought for others, and Carlyle can find meaning in life through his passion for his bride-to-be, M'Weru.

(Nyarlathotep intends to keep his promises. Hypatia shall have her child, and its foul growth and birth shall destroy her. Sir Aubrey shall rule in ancient Egypt, but as the terror-ridden toady of the ominous Black Pharaoh. Huston shall lord it over the Earth, but—after the gods return—all of humanity quickly becomes extinct. Married, Carlyle shall be M'Weru's abject toy: after a jaded week she will tire of pulling him around on a leash and chucks him into a pit containing large hungry rats.)

Leaving Egypt, the Carlyle Expedition members arrive at Nairobi. Jack Brady is appalled by Carlyle's nightmarish ravings and by Sir Aubrey's power over young Carlyle. In the confusion of the expedition's departure into the Kenyan back-country, Brady drugs Carlyle and instead spirits him to the coast. Carlyle alternates between normal behavior and insanity as the two sail by Arab dhow to Durban. Using disguises, Brady hustles his charge and himself aboard a Perth-bound steamer, the first leg of a trip to Shanghai, where Brady has friends and resources. But Carlyle's health and sanity fail, and Brady places him in a Hong Kong sanitarium under the name "Randolph Carter".

Meanwhile, the expedition's bearers become sacrifices for the Cult of the Bloody Tongue, Huston and Penhew learn new spells, and pregnant Hypatia Masters is tucked away in the Mountain of the Black Wind. In the following years she slowly swells, metamorphoses, and goes permanently mad.

While their agents scour the globe for traces of Brady and Carlyle, Sir Aubrey Penhew and Dr. Huston plan, gather funds and disciples, and follow the commands of their god, preparing to open the Great Gate so that new great old ones may come to Earth. Sir Aubrey locates and breaks the ward at Gray Dragon Island. Huston becomes a high-level





Background Events in *Masks of Nyarlathotep* (1918—1926)

Though some of the dates listed below are either conjectural or approximate, the sequence of these events is correct. Dates are all in the format Day-Month-Year.

11-01-1918 Dr. Huston first sees Roger Carlyle as a patient; Carlyle has been having "Egyptian dreams."
 16-03-1918 Imelda Bosch's suicide.
 18-09-1918 Carlyle obsesses about the lovely M'Weru.
 03-12-1918 Carlyle pressures Huston to accompany expedition by threatening Huston with exposure.
 03-01-1919 Faraz Najir writes to Carlyle.
 05-04-1919 Carlyle Expedition leaves New York for England.
 20-04-1919 Carlyle Expedition arrives in London.
 28-04-1919 Carlyle Expedition leaves London for Cairo.
 04-05-1919 Carlyle Expedition arrives in Cairo.
 11-05-1919 Digs near Giza start (end May 21).
 23-05-1919 Digs at Saqqara start (end May 31).
 01-06-1919 Digs at Dhashur start. Carlyle breaks seal on Red Pyramid.
 30-06-1919 Sacrifice at Bent Pyramid, witnessed by Jack Brady and Warren Besart.
 30-06-1919 Digs at Dhashur end.
 03-07-1919 Carlyle Expedition plans a "vacation" in Kenya.
 18-07-1919 Carlyle Expedition leaves Egypt for Kenya.
 24-07-1919 Expedition arrives in Mombasa, Kenya.
 03-08-1919 Expedition departs from Nairobi on "camera safari." That night, Brady and Carlyle secretly flee.
 04-08-1919 Brady and Carlyle arrive in Mombasa, then depart by ship for Perth, planning to continue to Shanghai where Brady has friends.
 15-09-1919 Brady and Carlyle finally arrive in Hong Kong.
 17-09-1919 Carlyle's insanity deepens. Brady hides him in a Hong Kong sanitarium under the alias "Randolph Carter."
 11-03-1920 Erica Carlyle arrives in Kenya to search for traces of the expedition.
 24-05-1920 Mutilated remains of the Carlyle Expedition are found.
 19-06-1920 Five Nandi tribesmen executed following a short, unjust trial.
 ??-05-1921 Jackson Elias' book *The Black Power* is pub-

lished.

13-06-1921 Sir Aubrey Penhew arrives in China to begin his task.
 30-08-1921 Sir Aubrey receives the rocket plans from Huston.
 07-09-1921 Shipments to Gray Dragon Island begin; deep ones contribute help.
 13-03-1923 In Hong Kong, Jack Brady meets Nails Nelson.
 04-10-1923 Sir Aubrey halts work on guidance system, awaiting Huston's work.
 19-01-1924 Sir Aubrey resumes work.
 25-06-1924 Jackson Elias departs New York City, bound for Nairobi.
 23-07-1924 Elias arrives in Nairobi.
 08-08-1924 From Nairobi, Jackson Elias writes to Jonah Kensington.
 16-08-1924 Jackson Elias departs Kenya (Mombasa) for China.
 17-09-1924 Elias arrives in Hong Kong.
 19-09-1924 While in Hong Kong, Elias wires Jonah Kensington for money.
 29-09-1924 Sir Aubrey completes the missile, though its warhead is still unready. Ho Fong warns him that their plans are known, presumably by Jackson Elias.
 04-10-1924 Jackson Elias leaves Shanghai.
 07-11-1924 Miriam Atwright replies to Jackson Elias' letter.
 07-11-1924 Elias arrives in Cairo.
 13-11-1924 Elias leaves Cairo for London.
 25-11-1924 Elias arrives in London.
 16-12-1924 Still in London, Elias wires Jonah Kensington.
 17-12-1924 Elias takes passage on a freighter for New York.
 13-01-1925 Elias arrives in New York City.
 15-01-1925 The investigators are to meet with Elias, but arrive to find him murdered.
 11-02-1925 Sir Aubrey finishes work. Rocket, warhead, and guidance system are ready. Only maintenance and the launch preparations and count down remain.
 14-01-1926 Total solar eclipse occurs. Dimensional gate to be opened.





troubleshooter for Nyarlathotep and criss-crosses the globe.

Gavigan and the Penhew Foundation, Shakti and his cultists, Ho Fong and his minions, and many others aid the effort. By 1924, Sir Aubrey's rocket has been designed, and parts contracts are let to legitimate firms in Europe, Japan, and North America. The rocket's exploding warhead will be the ultimate boost needed to open the gate.

Except for Penhew, Nyarlathotep has chosen outsiders to open the gate, partly because of their money, intelligence, and technical skills; partly because they are malleable to the special promises few but Nyarlathotep could keep; and partly because Gavigan, M'Weru, Shakti, and Fong will continue to be useful to Nyarlathotep, and are to be protected. If the gate ritual fails, the actual summoners risk destruction in a backlash of awful energies.

On January 14, 1926, at the same GMT second, Penhew, Huston, and Nyarlathotep's Spawn begin to intone a great ritual taught to them by Nyarlathotep. The ritual lasts for eight hours; every cultist who can get there flocks to the African, Chinese, or Australian sites, chanting and lending magic points to the spells. Mass sacrifices occur, and natural disasters—typhoons, earthquakes, tidal waves, tornadoes, volcanic eruptions, firestorms, etc.—guard the spell loci with fifty-mile-wide walls of terrible power. The continents subtly realign to a more propitious pattern. The great shifts stir Mythos creatures which dwell deep within the planet. Eldritch force shakes the world.

As the eclipse of the sun darkens the Indian Ocean, an onlooker first would see the flash from the exploding rocket, and then rippling blue waves as the atmosphere buckles back. A black rent appears in the roiling air, an interstellar blackness graced with a single red pulsing star. As the Great Gate opens wide, spheres of light hurtle through. The travelers are returning. Aldebaran and Fomalhaut send forth their children; the minions of Hastur, Cthugha, and Shub-Niggurath now join those of Cthulhu and other great old ones, to further turn the wheel toward their re-ascension of

the thrones of Earth. Ships sink, farms and cities burn, and meteorites strike everywhere as the masters of the Mythos take firmer hold of Earth and the laughter of Nyarlathotep grows louder.

But, as the campaign opens, the Great Gate is closed, for about one more year.

Location of Carlyle Expedition Principals, January 1925

JACK BRADY, the one sane man who knows the plan of the Crawling Chaos, is in Shanghai. Brady has been trying to track down Penhew and Huston, and has been in peril repeatedly during the five years since the Carlyle Expedition massacre. Brady involved Jackson Elias, who in turn introduced the investigators to the campaign.

ROGER CARLYLE is in a mental asylum in Hong Kong, hopelessly insane. Brady watches over him from afar. Carlyle also knows the plan of Nyarlathotep, but is too crazy to be able to tell anyone.

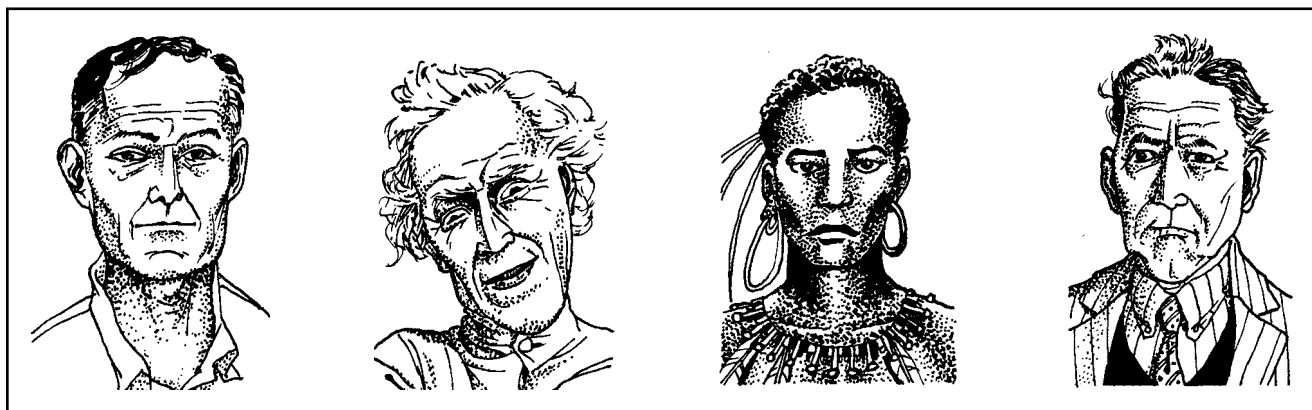
DR. ROBERT HUSTON and his cultist gang are sometimes abroad, without fixed location, but they have successfully located the City of the Great Race in the Western Australian desert, and there engage in important if episodic researches.

M'WERU returned to Kenya to await the Carlyle Expedition. She is still there, leading the Cult of the Bloody Tongue.

SIR AUBREY PENHEW dwells on Gray Dragon Island in the China Sea, east of Shanghai. He presides over a local chapter of the Order of the Bloated Woman, and is busily developing the rocket and warhead that will weaken space-time and open the way for the Great Gate. Penhew is incurably insane, and maniacally capable.

HYPATIA MASTERS is a babbling shell driven insane by the entity to which she soon must give birth. She languishes

ACTIVE MEMBERS OF THE CARLYLE EXPEDITION. LEFT TO RIGHT: BRADY, HUSTON, M'WERU, AND PENHEW





Additional Total Solar Eclipses

If the investigators stymie Nyarlathotep's plan for the early 1926 total solar eclipse, the dread god may try again during a later one. World-wide, a total solar eclipse occurs once or twice a year, though the phenomenon is rare in any one earthly location.

Here's a summary of them for the remainder of the decade, with indications of regional totality: June 29, 1927 (Britain, Scandinavia, NE Siberia, Aleutian islands); May 8-9, 1928 (SE Asia, Philippines, central Pacific, South Atlantic); May 19, 1928 (South Atlantic); April 28, 1930 (northern California, Oregon, Idaho, Nevada, western Utah—starts 10:49 a.m.); October 21-22, 1930 (South Pacific).

The yearly *Ephemeris* published by the Naval Observatory, Washington D.C., and contains more information.

in the Mountain of the Black Wind, lost to the world and to herself.

Concerning the Plot

BLOCKING THE GATE: the Great Gate might not be operable for several reasons. The likeliest is that the investigators learn the secret of the Eye of Light and Darkness, and use it to ward one of the three points of the triangle from which the gate can be opened. Unfortunately, Nyarlathotep now knows the secret of the wards: he and his servants could break those once-invincible seals in a few months or years. The Spawn could be destroyed, but in a pinch M'Weru, Nitocris, or Shakti could perform the ritual. In the Shanghai chapter, destroying the rocket makes the gate-opening spell less likely to work, yet the only effective way to stop the cultists is to imprison or otherwise remove Ho Fong and Sir Aubrey Penhew.

If they can halt the opening of the Great Gate, give the investigators 1D20 SAN each, and another 1D20 SAN if they learn and comprehend the main elements of the conspiracy. In future adventures, of course, during another total solar eclipse, Nyarlathotep can try again.

IF THE GATE OPENS: in H.P. Lovecraft's works, Mythos activity wells in the period 1927-1934. The hypothesis prompting this campaign is that something happened in 1926 promoting or provoking such an eruption of evil. The astrological power of the total solar eclipse of 1926 is the event which allows alteration of the world fabric, and the event upon which this campaign resolves.

If the gate opens, world events occur as they did historically—the Great Depression, massive Asian floods and

famines, establishment of totalitarian states across the world, erosion of personal freedoms, meteoric population increases (fodder for the gods' return), terrorism, brutality, militarism, and economic exploitation. The fall already has occurred in the world as we know it, though no one understands that this has happened. If the investigators prevent the gate's opening, world history need not change. The keeper may state with assurance that things would have been worse had the plot succeeded.

DR. ROBERT HUSTON: the keeper can maintain a mobile reserve force consisting of Huston and a small band of his cultists, as presented in the Australia chapter. They are busy there when play begins, but these wicked people have roamed the world previously, often completing despicable tasks for Nyarlathotep. They can do so again. As the keeper needs (though never in New York, the initial chapter), they may begin to shadow the investigators and to make inquiries about them. Having fairly introduced such ongoing opposition, the keeper may increase the severity of their interruptions and attacks as seems logical and amusing. See the Australia chapter for complete statistics on Robert Huston (p. 185) and the Cultists of the Sand Bat (p. 152).

Such attacks are by no means obligatory. As written, this campaign is deadly on its own, and notorious for generating investigator corpses: *Masks of Nyarlathotep* offers many more picturesque and memorable deaths than by some thug's gun, club, or knife. If the keeper does use Huston in this way, then in compensation let each attack run a considerable chance of betraying a clue or other information leading to Huston's operations in the City of the Great Race, in Australia. Once the investigators head toward Australia, Huston and his agents should always hurry home, so that events on that continent occur as written.

Getting Started

Masks of Nyarlathotep takes many sessions to play. Though players may deduce that thwarting Nyarlathotep is the central issue, do not press them toward that end. Should Nyarlathotep's plan succeed, supplementary adventures can deal with the consequences. If the investigators foil the scheme, Nyarlathotep no doubt seeks vengeance, leading to approximately the same result.

Jack Brady is the key. By channeling the investigators to him at the strategic moment, the keeper can assure that they comprehend the design of Nyarlathotep before the ritual of the Gate takes place.

The scenarios are so designed that it makes little difference where the investigators first choose to go. The date of the eclipse does put a time limit on the campaign, but scholarly keepers can always discover "another" eclipse later in the year.





Oceanic Travel Times and Costs

Masks of Nyarlathotep is a long adventure that takes investigators from the fog-shrouded streets of London and the edge of the Sahara Desert to exotic Shanghai and the Australian wilds.

If the campaign is set in the modern era, a plane can move the investigators from halfway around the world in a day. If the campaign is set in the 1920s as written, travel time increases greatly, for only the steamship (or motorship) reliably spans the seas.

STREAMSHIP TRAVEL TIMES

Since the time available to foil Nyarlathotep may be posed to the players as being limited, the time needed to get from point A to point B can be important. Keepers who wish to track elapsed time may find the chart below to be of help.

The chart relates the six ports that are important in *Masks of Nyarlathotep*. The vertical column lists the departure ports. The arrival ports are cross-referenced on the horizontal band running across the top. Indexing the two gives the travel time in days (24 hours) between the two ports. The chart assumes the most favorable conditions and direct connections. Potential lay-overs for refueling, revictualing, repair, or a connecting ship are ignored. Keepers interested in such matters can routinely add three days per lay-over. (A direct sailing from Southampton to Mombasa would be rare, for instance—a connection at Port Said or Aden is much more likely.)

TRAVEL TIME, IN NOMINAL GAME DAYS

	NY	SOU	PS	MOM	DAR	SH
New York (NY)	—	4	8	12	21	25
Southampton (SOU)	4	—	3	7	16	20
Port Said (PS)	8	3	—	3	12	16
Mombasa (MOM)	12	7	3	—	8	12
Darwin (DAR)	21	16	12	8	—	3
Shanghai (SH)	25	20	16	12	3	—

Notes: the disembarkation ports for London are either Liverpool or Southampton; express trains for London are then taken. Port Hedland may be substituted for Darwin without changing the table's values.

These travel times are necessarily approximate. They assume a reputable passenger liner, a speed in excess of 21 knots, and good sailing conditions. A severe storm could add days to travel time. For instance, March through June, monsoon storms are common across the Indian Ocean and the East Indies (Indonesia), while winter gales can severely affect traffic across the North Atlantic or North Pacific. If the investigators must take a freighter or a tramp steamer

(perhaps fleeing port in the middle of the night) they can expect to add days or weeks to their travel times.

COST OF SHIPBOARD TRAVEL

The cost of a ticket is a variable. Most of the factors are too petty to be applied to a roleplaying campaign. For our purposes, a simple formula determines ticket cost.

- Cost of a one-way first-class ticket on a passenger liner: multiply the days traveled by \$30. A New York to London trip is \$120, London to Cairo is \$90, and so forth.
- Cost of a one-way steerage ticket on a passenger liner: multiply the days traveled by \$9. A New York-London ticket costs \$36, a London-Cairo ticket costs \$27, etc.
- Interpolate prices for tourist or third-class fares. Liners usually were designed to accommodate a tier of classes. Freighters and tramp steamers tended to offer a single class to passengers, if they accepted passengers at all. Some cargo ships might accept steerage or deck passengers as well, but the posher liners will not.

FREIGHTERS AND TRAMP STEAMERS

If the players opt for the much slower freighter or tramp steamer, their investigators can expect to pay a fraction of the liner fare. The exact cost is best left to the keeper and a **Bargain** roll by the players, but as a guide the captain of a regularly scheduled freighter might ask for a third to a half of the cost of a first-class liner ticket, and then **Bargain** the final price. The captain of a tramp steamer might begin at the same fare, but then haggle down with much greater flexibility. Some tramp steamer captains might even be willing to take on extra hands who are willing to work hard in exchange for passage.

A distance that a passenger liner might cover in a few days and that an eight-knot freighter might negotiate in a couple of weeks may take a tramp steamer six weeks, two months, or more. A regular freighter has a scheduled departure date, so that consigners of cargo can know when the vessel heads toward its next scheduled port. A tramp steamer charges less for carrying the same cargo, but it sails at the convenience of its captain/owner. Such a vessel might divert, detour, or stop unannounced anywhere between its port of origin and its ultimate destination, scouring backwater towns for cargo, accepting odd lots, live animals, and lethal chemicals, guided only by the force, finesse, and intuition of her captain. If a tramp steamer captain reaches a port and cannot find adequate cargo to carry his ship forward, he might discharge officers and crew and lay over until the holds fill, whenever that might be.





When an investigator dies or goes insane, that player should freely import or create a new character. New investigators should be connected with the places at which they first enter the game, or else adequate transit time must be allowed to bring them in by ship or train. If a party member dies in Egypt, a new investigator might be an Egyptian or an Englishman already involved with the investigators, or some other character who can logically be involved. If the player wishes, archaeologists, journalists, professors, etc., from the desired country can be abroad on business or study. Do strive to avoid a Nairobi suddenly teeming with dozens of U.S. private eyes, or a Shanghai overrun by U.S. accountants.

Always begin with the New York chapter, since it contains the initial clues. The investigators may or may not encounter the Chakota, but they must have reason to go abroad.

Should a keeper adjust the plot line, keep careful notes so that the skein of evidence can be unraveled. In New York, try to impart some of the following.

■ Some sort of cult murdered Jackson Elias.

■ This cult may have been responsible for or be connected with the infamous massacre of the Carlyle Expedition.

■ The principals of the expedition may not be dead, for no Caucasian bodies ever were found.

■ Kenya and Egypt are key points, as are London and Shanghai. Some point in Australia may be important.

Once the New York chapter has been played through, the investigators can select any of the other chapter destinations. The numerical order of the chapters represents an economical route of travel, but any sequence or order will do. The investigators might go to Shanghai first, or Kenya, or skip London entirely. Be flexible. Don't force them where they don't want to go. If a chapter of this campaign is overlooked, a well planted clue probably can draw them there later. An ultimately unused chapter can be broken into discrete adventures and played as individual games.

Chapters One through Six contain all necessary background information. Historical accuracy has been attempted, but do not represent the Nairobi or the Shanghai city maps as accurate. Loosely sketch all city locations: here is the river, here is where you docked, here is your hotel, etc.



NYARLATHOTEP SURVEYS HIS DOMAIN





Specific locations can be added as events develop, but avoid being pinned down to precise street names, exact distances, and unnecessary geographic fiddle-faddle. The play's the thing.

Keepers may feel more comfortable with the locales after having read about London or Shanghai or New York in a good encyclopedia or guidebook. Present-day maps, histories, and rail guides can be very useful. Though much has changed since 1925, much more has not. Seeing a photo of the British Museum or of the Great Sphinx allows a keeper to detail impressions in his or her own words, lending a conviction always more powerful than the best written scenario.

Exotic locations are fun. Play them sympathetically, but broadly and stereotypically. Scout libraries for belly-dancing music to use in the Blue Pyramid or in Cairo. "Living sound" recordings could provide atmosphere for Kenyan back-country journeys or strolls through Shanghai alleys.

It should be obvious, but sometimes is not: study the contents of this book before presenting adventures from it. Players have every right to demand that the keeper know what's going on. By understanding text and plot, keepers know what to stress, what to skip over, what to hint at, what to dismiss, what to threaten, what to paraphrase delicately, and what to leer about. Know the full meaning of every clue. When players ask questions, be able to answer without hesitation. Confident keepers make happy players. Though much of the Cthulhu Mythos is best left unknown to mortal man, that warning should not apply to campaign materials.

If you haven't enjoyed them yet, read Lovecraft's "The Shadow Out of Time", "Imprisoned with the Pharaohs" (alternately titled "Under the Pyramids"), "The Haunter of the Dark", and the other great tales from which this campaign grew. H.P. Lovecraft's special vision and narrative focus must be encountered first-hand before one can appreciatively present *Call of Cthulhu* adventures.

Player Expectations

At times this campaign may frustrate your players and baffle your investigators. Clues abound. Evil is everywhere. In New York, the investigators don't know what to look for, or why to look. In England, Cairo, Kenya, Australia, and Shanghai, dangerous side-adventures lack connection to the main plot. In Cairo, the resurrection of Nitocris is peripheral to the opening of the Great Gate, and so on. Do not hesitate to adjust clues or re-motivate cultists to keep the play entertaining. The investigators are bound to run into the opposition, and then the players will get the action which balances the research and speculation central to *Call of Cthulhu*. Don't throw deranged cultists at investigators

merely to cater to jaded players—the cultists will show up soon enough. Cultists such as Huston's group might pressure the investigators in a specific direction, but not often. Proceed logically, without haste. Keep your integrity (and your pleasure) intact.

Reminders

In the mid-1920s, there are no intercontinental airlines. It is headline news when an aircraft staggers across the North Atlantic. Even local phone calls must go through an operator. A connection for a long-distance phone call may take an hour or more to be established; the operator will call you back when the line has been opened. There are no intercontinental phone lines. The pace of postal delivery is often excellent across town, but leisurely at longer distances. Use telegrams for quick communication. Land travel of any distance depends on railroads. Only parts of western Europe and eastern North America have road nets adequate to lengthy automobile trips.

Travel can't be paid for by personal checks or credit card. Only local currency pays the bills, though bank letters of credit can be used to replenish funds. If the investigators neglect elementary precautions, strand them without mercy. Kindly keepers have pawnshops at hand, run by greedy proprietors. The British pound is the nearest to a universally accepted currency, but it may not be readily convertible in particular shops, even in Egypt, Australia, or Shanghai. It will be accepted in Kenya, which was known as the British East Africa Protectorate until 1920. Bearers of paper money risk being charged stiff conversion fees by local shops and banks. Coins minted of silver or gold will be eagerly accepted, however, sometimes at rates remarkably favorable to the bearer.

Limit traveling investigators to that which they can carry. Force the players to think ahead. That copy of the *Necronomicon* can't be both safe at home in Boston and at hand in Mombasa. The eight-ton Hand of Ormolu (100% effective against fire vampires, if only it existed!) won't fit into the passenger compartment of any train. If investigators leave their overcoats in London, it's reasonable to require rolls to stifle night-time sneezes in Derbyshire. If investigators must flee a country without their luggage, work out with the players what is being carried and what has been left behind.

Old books and overcoats may not interest border guards, but ancient artifacts, items of obvious artistic value, precious gems and metals, drugs, and guns and other weapons get full attention. Investigators must bow to the requirements of the State, or devise ways to avoid the power of the State. Do not encourage illegal activity. If investigators are convicted in or ejected from one nation, their bad reputations should precede them at the next border.





May your investigators teeter on the brink of madness; may your players tremble when they roll the dice. Good hunting!

Characters

These are the important people in Masks of Nyarlathotep.

al-Sayed, Tewfik — London spice-dealer and high priest of the Brotherhood of the Black Pharaoh.

Atwright, Miriam — a Harvard research librarian who in the past has aided and admired Jackson Elias' researches.

Baines, Reggie — proprietor of the best Nairobi hotel, Hampton House.

Barrington, Inspector James — handling the so-called "Egyptian murders" for the London CID.

Besart, Warren — he acted as a purchasing agent for Roger Carlyle in Cairo; what he saw during his tenure with the Carlyle Expedition left him a hashish addict and almost insane.

Blackwell, Nigel — unidentified, inaccessible author of

Africa's Dark Sects, which discusses the Cult of the Bloody Tongue among other organizations.

Brady, Jack "Brass" — bodyguard for Roger Carlyle. Always faithful to Carlyle since being saved by him from conviction for murder. In Shanghai between Elias' death and the date for the opening of the Gate.

Broadmoor, Agatha — member of the Clive Expedition, a psychic and medium hired by Clive to contact Nitocris and unknowingly aid in her resurrection.

Bumpton, Sgt. Leonard — inept witness to the massacre site of the Carlyle Expedition.

Bundari — an African tribal magician of great power who can help the investigators if their quest leads to the Mountain of the Black Wind. Bundari also has a helper, Okomu.

Buckley, Bill — murdered ten years ago by the Slattery clan, his ghost still haunts the area around Dingo Falls, not far from Cuncudgerie.

Carlyle Expedition — the principal members were Roger Carlyle, Dr. Robert Huston, Hypatia Masters, Sir Aubrey Penhew, and Jack Brady.

Carlyle, Erica — sole heir to the Carlyle millions since Roger Carlyle was declared dead. She is willing to reopen

The Cults of Nyarlathotep

Nyarlathotep has a thousand different aspects. The investigators encounter four different cults of Nyarlathotep during the campaign. These cults' dress, rites, and names for their god also differ. The investigators must come to understand this in order to understand the central design of the campaign. At the beginning of each chapter, boxed text summarizes the new cult's activity, cult weapon, and cult characteristics, along with statistics for the average male cultist.



Those statistics are keeper templates for extra guards or attackers, when needed.

Various items of magical importance, including Mythos tomes, can be found in cult meeting-places. All cult priests know Contact Nyarlathotep and a summoning spell. If contacted, Nyarlathotep appears in the aspect appropriate to that cult (Sand Bat in Australia, for instance). Individuals will know other spells, including spells unrelated to the Mythos.



Uniformly, cult members are primitive and degenerate, controlled by intelligent and sophisticated priests. These stereotypes

reflect the respective physical and magical attacks possible to them. Cultists normally try to chop investigators into hamburger. Failing that, cult priests presumably sigh and turn to their own arcane powers. Keepers may try for more rounded characterizations, but that will take more time.



Except as transplanted to New York and London, all the cults are of ancient origin and are well known in their homelands.

Brotherhood of the Black Pharaoh — an Egyptian cult worshipping an aspect of Nyarlathotep. Also found in London.

Cult of the Bloody Tongue — a Kenyan cult worshipping an aspect of Nyarlathotep. A branch exists in New York City.

Cult of the Sand Bat — an Australian cult worshipping an aspect of Nyarlathotep.

Order of the Bloated Woman — a Chinese cult worshipping an aspect of Nyarlathotep.





the investigation in order to learn the truth about his death.

Carlyle, Roger — leader of the Carlyle Expedition and millionaire playboy. The beautiful M'Weru offers him up to Nyarlathotep, and young Carlyle is of too weak a character to withstand the Dark God. Mistakenly thought dead in a Kenyan massacre. Throughout this campaign he languishes, insane, in a Hong Kong sanitarium, placed there by Jack Brady.

Chabout, Punji — criminal and warehouse owner in London.

Choi, Mei-ling — lover of Jack Brady, and ready to give her life to protect him. For a few days she is interrogated by the sorcerer Carl Stanford.

Chu Min — leader of Firm Action, the most violent and best-armed wing of the New China patriotic league.

Clive, Dr. Henry — archaeologist and member of the Brotherhood of the Black Pharaoh, aiding in the resurrection of Nitocris.

Clive Expedition — in Egypt, it is secretly acting in behalf of Nyarlathotep. The principal members are Henry Clive, Agatha Broadmoor, James Gardner, Johannes Sprech, and Martin Winfield.

Cory, Joe — Erica Carlyle's bodyguard. A tough mug.

Corydon, Roger — Kenya's colonial undersecretary for internal affairs, who feels that no further investigation of the Carlyle Expedition is warranted.

Cowles, Prof. Anthony — from the University of Sydney, currently a Fellow at Miskatonic. He has seen amazing photos of ancient ruins in the west of Australia which were taken by Arthur MacWhirr.

Cowles, Ewa — Anthony Cowles' intelligent and beautiful daughter.

Crompton, Montgomery — in the early nineteenth century he wrote a diary since known as *Life as a God*, praising Nyarlathotep and revealing many secrets concerning the Brotherhood of the Black Pharaoh.

Dodge, Dr. David — young professor of archaeology at the University of Sydney, and an experienced hand in Western Australia.

Elias, Jackson — a globe-trotting writer specializing in exposés of death cults and other strange organizations. He gets wind of Nyarlathotep's plan, but cultists chase him down and kill him.

Emerson, Arthur — an innocent New Yorker. As an importer/exporter, he can supply the address of Ju-Ju House, which Jackson Elias intended to visit.

Efti, Nessim — bearer of the Sword of Akmallah, at the mosque Ibn Tulun.

Endicott, Col. Harry — he runs a game lodge not far from Nairobi; eventually he does battle with some new residents in the area.

Gardner, James — archaeologist with the Clive Expedition. He has a theory about an underground maze beneath the Sphinx. Potential ally to the investigators.

Gavigan, Edward — director of the London-based Penhew Foundation and high priest in the Brotherhood of the Black Pharaoh.

Grey, Bradley — Erica Carlyle's New York City lawyer, a partner at Dunstan, Whittleby, and Grey.

Grogan, Jeremy — madman survivor of a cult attack in the Great Sandy Desert of Australia.

Hakim — in Cairo, an ordinary thief who poses as a guide and then robs his charges.

Hetep — Omar Shakti's vicious cat-demon. It appears to be an ordinary white Persian long-haired cat.

Ho Fong — a Shanghai importer/exporter, and secret high priest of the Order of the Bloated Woman. The sorcerer Carl Stanford is staying with him.

Ho Tzu-hsi — Ho Fong's only child, she is permanently insane.

Huston, Dr. Robert — once a fashionable Jungian analyst in New York, Huston became the eager thrall of Nyarlathotep, and now leads cultists across Australia, where he has revived the cult of Sand Bat.

Isoge Taro — disguised as a factory foreman, Isoge is a Captain in the Imperial Japanese Navy, investigating rumors connecting a super-weapon with Jack Brady and the Chinese Communists.

Jermyn, Neville — descendant of Sir Wade Jermyn. Neville wants to lead the investigators on a long trek into the Belgian Congo to find the White City.

Kafour, Dr. Ali — in Cairo, the Egyptian Museum's resident expert in matters occult as well as archaeological. He is an accomplished linguist.

Kakakatak — a member of the Great Race whom Huston has physically shifted into the present. This entity can easily outsmart Huston, but only if the investigators get its full attention.

Kensington, Jonah — owner and chief editor for Prospero House, a small New York firm. He is Jackson Elias' publisher.

Kenyatta, Johnstone — known by Sam Mariga, Kenyatta is a local black leader who brings the investigators to Old Bundari. Later known as Jomo Kenyatta.

Lin Tang-yu — a degenerate and ruthless collector determined to obtain the *Seven Cryptical Books* for aesthetic reasons. He knows of the Mythos, yet does nothing to stop it.

Li Wen-cheng — a young Christian intellectual, an expert guide to Shanghai.

Lung Yun — a Shanghai astrologer who mistakes the investigators for demons from the Celestial Court.

Mackenzie, Robert B.F. — a resident of Port Hedland, he





sent photos of ruins in the Great Sandy Desert to Anthony Cowles.

McChum—Real name Fergus Chum. Chinese owner of the Stumbling Tiger Bar, Shanghai. He knows the whereabouts of Jack Brady, the significance of Ho Fong, and much else.

Mahoney, Mickey — London friend of Jackson Elias and publisher of a scurrilous tabloid, *The Scoop*.

Ma'muhd — orphaned street-boy in Cairo, eleven years old, an expert guide.

Mariga, Sam — in Nairobi, an African nationalist who can direct the investigators to Johnstone Kenyatta.

Masters, Hypatia — a New York society girl, she is a member of the Carlyle Expedition, ostensibly to make its photographic record. During the campaign she is the doomed living incubator for the Spawn of Nyarlathotep.

Mu Hsien — an assistant to the curator of the Shanghai Museum with much knowledge and many contacts, among them Chu Min. Jack Brady lives in a closet-like secret room in Mu's humble home.

Mukunga — the high priest of the Bloody Tongue in New York. His temple occupies the basement of Ju-Ju House.

M'Weru — high priestess of the Bloody Tongue, seductress of Roger Carlyle, and a powerful sorceress.

Najir, Faraz — a Cairene dealer of antiquities known to Roger Carlyle and Warren Besart.

Nawisha, Abdul — proprietor of the Blue Pyramid nightclub in Soho, London.

Nelson, Bertram "Nails" — in Nairobi, a soldier of fortune who in 1923 reports seeing Jack Brady of the Carlyle Expedition, years after the supposed massacre.

Nitocris — an evil Queen of Dynastic Egypt. The Black Brotherhood attempts to resurrect Nitocris, so that she in turn may begin to create a world-wide organization.

N'Kwane, Silas — the proprietor of Ju-Ju House, New York City.

Nyarlathotep — one of the great Outer Gods, powerful and cunning.

Nyiti of El Wasta — though tragically mutilated by Mythos attacks, she and her son Unba have preserved a fragment of the warding symbol that capped the Red Pyramid.

Old Bundari — see Bundari.

Penhew, Sir Aubrey — formerly the director of the Penhew Foundation in London, he now works feverishly for Nyarlathotep, and is crucial to Nyarlathotep's plan to open the way to new Mythos influence.

Poole, Lt. Martin, NYPD — investigator of Jackson Elias' murder. He knows that in the last two years, eight other people have been killed in manners similar to Elias' death.

Randolph, Toddy — owner of the Randolph Shipping

Company in Darwin and/or Port Hedland. Shipper/receiver for items significant to Huston and his cultists at the City of the Great Race.

Savoyard, Jules — captain of Sir Aubrey's yacht, the *Dark Mistress*.

Shakti, Omar — Egyptian plantation owner and high priest of the Brotherhood of the Black Pharaoh. He is never far from Hetep, his cat.

Shipley, Bertha — seemingly Miles Shipley's mother, she is actually Ssathasaa, a serpent person. The real Mrs. Shipley has been eaten.

Shipley, Miles — mad young artist and insane visionary, now collaborating with Ssathasaa the serpent person.

Singh, Ahja — a Mombasan importer and exporter who cooperates in moving Bloody Tongue artifacts and equipment.

Singh, Tandoor — Nairobi tea-seller and agent of the Bloody Tongue. He mounts several magical attacks against the investigators.

Slattery, Vern, Frank, and Jacko — the father and two sons, each seemingly more evil than the last. They eke out a living near Cuncudgerie by mining gold and robbing passersby.

Smythe-Forbes, Natalie — publisher and editor of the *Nairobi Star* newspaper.

Sprech, Johannes — archaeologist with the Clive Expedition, a cipher expert, and an enthusiastic Nazi party member.

Ssathasaa — a serpent person who has magically acquired the appearance of Bertha Shipley, Miles Shipley's mother.

Stanford, Carl — expert sorcerer, a servant of evil for centuries, presently staying in Shanghai with Ho Fong.

Starret, Dr. Horace — local Nairobi physician who participated in the medical examination of bodies found after the Carlyle Expedition massacre.

Stratton, Rev. Jeremy — vicar for the Church of England in Lesser-Edale, Derbyshire.

Torvak, Lars — drunken owner-captain of the *Ivory Wind*, a tramp freighter carrying cultist items to and from the Far East.

Tumwell, Constable Hubert — the entire police force for Lesser-Edale, Derbyshire.

Vane, Sir Arthur — his castle is on the heights above Lesser-Edale, in Derbyshire. He is a knight of the realm, and father to Lawrence and Eloise.

Vane, Eloise — daughter of Sir Arthur Vane, and unfortunate heiress to the Curse of the Vanes.

Vane, Lawrence — the male heir to the title and properties of the noble Vanes.





Janwillem Vanheuveren — Dutch archaeologist stranded in Cairo. His theft of a Bast cult text angers the goddess and outrages her priestess.

Wassif, Nigel — anglophile publisher of the *Cairo Bulletin*, an English language daily newspaper.

Winfield, Martin — archaeologist, member of the Clive Expedition, member of the Brotherhood of the Black Pharaoh.

Wycroft, Mortimer — an outfitter in Cuncudgerie, Western Australia. An agent of Sand Bat, though not a cultist.

Yalesha — a belly-dancer at the Blue Pyramid nightclub. She loves the feel of five-pound notes on her skin.

Zehavi, Achmed — nazir of the mosque Ibn Tulun, protector of the Girdle of Nitocris. ■

Nyarlathotep Papers #4

CARLYLE EXPEDITION EMBARKS FOR ENGLAND

Led by the fabulously-wealthy playboy Roger Carlyle, the Carlyle Expedition departed this morning for Southampton aboard the crack British steamship *Im-perial Standard*.

Contrary to earlier reports, the expedition will perform researches in London under the auspices of the Penhew Foundation before continuing to Egypt next month.

Readers may recall the enormous party which Mr. Carlyle, now 24, gave at the Waldorf-Astoria Hotel upon reaching his majority. Since then, scandals and indelicate behavior have become Carlyle's trademark, but he never has become tarnished in the eyes of Manhattanites.

Members of the expedition have been reluctant to reveal their purpose in Egypt.

OTHER EXPEDITION MEMBERS

Renowned Egyptologist Sir Aubrey Penhew is assistant leader of the team, and in charge of excavations.

Dr. Robert Huston, a fashionable 'Freudian' psychologist, accompanies the expedition to pursue parallel researches into ancient pictographs.

Miss Hypatia Masters, linked in the past to Carlyle, will act as photographer and archivist.

Mr. Jack Brady, intimate to Mr. Carlyle, accompanies the group as general factotum.

Additional members may be secured while in London.

—NEW YORK
PILLAR/RIPOSTE
April 5, 1919

 Information on the ill-fated Carlyle Expedition has been widely published in the press. The following articles (Nyarlathotep Papers #3 through 10) are a sample of the most relevant stories. They should be given to the players prior to the beginning of the campaign, so that the investigators can digest these important facts.

Nyarlathotep Papers #3

Big Apple Dateline

ROGER CARLYLE, the playboy whom everybody knows—or knows about—is quietly leaving New Yawk tomorrow to check out the tombs of Egypt! You've seen the cuties ROGER has found in the nightspots. Who can doubt he'll dig up someone—er, something—equally fabulous from the Egyptian sands?

—NEW YORK PILLAR/RIPOSTE, April 4, 1919

Nyarlathotep Papers #5

CARLYLE DEPARTS EGYPT

CAIRO (AP)—Sir Aubrey Penhew, temporary spokesman for the Carlyle Expedition, indicated Monday that the leaders are taking ship to East Africa for a 'well-earned rest.'

Sir Aubrey debunked rumors that the expedition had discovered clues to the legendary wealth of the lost mines of King Solomon, maintaining that the party was going on safari "in respite from our sandy labors."

Roger Carlyle, wealthy New York leader of the expedition, was unavailable for comment, still suffering from his recent sunstroke.

Discussing that unfortunate incident, local experts declared Egypt entirely too hot for Anglo-Saxons at this time of year, and suggested that the young American had not been well-served by his democratic enthusiasm, rumored to have led him to personally wield pick and shovel.

—NEW YORK PILLAR/RIPOSTE, July 3, 1919





Nyarlathotep Papers #6

IMPORTANT VISITORS

MOMBASA (Reuters)—Leading members of an American archaeological expedition arrived here on holiday from digs in Egypt's Nile Valley.

Our Under-Secretary, Mr. Royston Whittingdon, held a welcoming dinner for them at Collingswood House, where the wit of Sir Aubrey Penhew, expedition co-leader, was much in evidence.

Accompanying Sir Aubrey are two Americans, youthful financier Roger Carlyle and medical doctor Robert Huston.

The party leaves inland tomorrow, for Nairobi and hunting.

—NEW YORK PILLAR/RIPOSTE, July 24, 1919

Nyarlathotep Papers #7

CARLYLE EXPEDITION FEARED LOST

MOMBASA (Reuters)—Uplands police representatives today asked for public assistance concerning the disappearance of the Carlyle Expedition. No word of the party has been received in nearly two months.

The group includes wealthy playboy Roger Carlyle and three other American citizens, as well as respected Egyptologist Sir Aubrey Penhew of the United Kingdom.

The expedition left Nairobi on August 3, ostensibly on camera safari, but rumor insisted that they actually were after legendary Biblical treasures.

Carlyle and his party reportedly intended to explore portions of the Great Rift Valley, to the northwest of Nairobi.

—NEW YORK PILLAR/RIPOSTE, Oct. 15, 1919

Nyarlathotep Papers #8

ERICA CARLYLE ARRIVES IN AFRICA

MOMBASA (Reuters)—In response to clues, Miss Erica Carlyle, sister to the American leader of the lost Carlyle Expedition, arrived in port today aboard the Egyptian vessel *Fount of Life*.

Several Kikuyu-villager reports recently have been received concerning the putative massacre of unnamed whites near Aberdare Forest.

Miss Carlyle declared her intention to find her brother, regardless of the effort needed. She brought with her the nucleus of a large expedition.

Detailing agents to coordinate supply and other activities with Colony representatives, Miss Carlyle and the remainder of her party depart for Nairobi tomorrow.

Her companion, Mrs. Victoria Post, indirectly emphasized Miss Carlyle's purposefulness by recounting the rigors of the voyage aboard the Semite ship.

—NEW YORK PILLAR/RIPOSTE, March 11, 1920

Nyarlathotep Papers #9

CARLYLE MASSACRE CONFIRMED

NAIROBI (Reuters)—The massacre of the long-missing Carlyle expedition was confirmed today by district police representatives.

Roger Carlyle, New York's rollicking playboy, is counted among the missing.

Authorities blame hostile Nandi tribesmen for the shocking murders. Remains of at least two dozen expedition members and bearers are thought found in several concealed grave sites.

Erica Carlyle, Roger Carlyle's sister and apparent heiress to the Carlyle family fortune, led the dangerous search for her brother and his party. She credited Kikuyu tribesmen for the discovery, though police actually found the site.

Among other expedition members believed lost are Sir Aubrey Penhew, noted Egyptologist; New York socialite Hypatia Masters, and Dr. Robert Huston. Many bearers also are reported dead.

—NEW YORK PILLAR/RIPOSTE, May 24, 1920

Nyarlathotep Papers #10

MURDERERS HANGED

NAIROBI (Reuters)—Five Nandi tribesmen, convicted ringleaders of the vicious Carlyle Expedition massacre, were executed this morning after a short, expertly-conducted trial.

To the end, the tribesmen steadfastly refused to reveal where they had hidden the bodies of the white leaders of the expedition. Mr. Harvis, acting for the Colony, cleverly implied throughout the trial that the massacre was racial in motivation, and that the fair-skinned victims were taken to a secret location, there to suffer the most savage treatment.

Miss Erica Carlyle, defeated in her efforts to rescue her brother, left several weeks ago, but is surely comforted now by the triumph of justice.

—NEW YORK PILLAR/RIPOSTE, June 19, 1920



Appendix: Shipboard Activities

The following are simply ideas concerning ocean voyages during the campaign. There can be a lot of them, depending on investigator decisions. Some keepers will summarize and otherwise ignore them; others may construct additional small adventures to vivify a shipboard passage. Keepers who perceive the need may also use voyages to help restock investigator SAN levels, and perhaps to train investigators in skills suddenly perceived as valuable.

LIKELY PASSAGES

The following passages may occur in a *Masks of Nyarlathotep* campaign:

- New York to Southampton
- Southampton to Alexandria or Port Said
- Port Said to Mombasa
- Mombasa to Singapore
- Singapore to Darwin, Port Hedland, or Perth
- Singapore to Hong Kong or Shanghai
- Shanghai or Perth to San Francisco
- by rail, New York / Chicago / San Francisco

SOME HANDY SHIP NAMES

The following merchant and passenger ships may be used to transport the investigators across the world in the *Masks of Nyarlathotep* campaign: the *Laurentides*, an Atlantic-run passenger vessel, British registry; the *Snohomish*, a U.S. merchantman with passenger space; the *Ivory Wind*, a cultist merchantman running between London and China; and the *Ineluctable*, an older passenger liner running between Britain and India

MINOR INCREASES OF A SKILL

For the purposes of this adventure, one limited skill roll might be possible per investigator at the conclusion of a passenger liner voyage. To increase a skill while on a pleasure voyage, first roll POW x3 or less to demonstrate enthusiasm and willpower. Failing, the investigator is too distracted (or too relaxed) to concentrate fruitfully. To increase a skill, choose from one of the following:

- daily skeet-shooting from fantail gives +1D4-1 to **Shotgun** skill
- daily saber class practice gives +1D4-1 to **Saber** or other sword skill
- daily handgun practice below decks (if available) gives +1D4-1 to chosen **Handgun** skill
- daily gymnastics practice gives +1D4-1 to **Dodge** or **Jump** skill

- daily swimming practice gives +1D4-1 to **Swim** skill (if swimming pool is available)
- daily wrestling practice gives +1D4-1 to **Grapple** skill
- daily boxing practice gives +1D4-1 to **Fist/Punch** skill

Investigators traveling first class can increase their **Credit Rating** skill. To add +1D4-1, total **Credit Rating**, **Fast Talk**, **Listen**, and **Psychology**, then roll D100. If the result is equal to or less than the total, increase **Credit Rating**. This increase requires daily contact in the cocktail lounge, and extended card playing and gossip.

If an investigator's skill is 10% or less in **Occult**, **Navigate**, or an **Other Language**, one of those skills might be increased by +1D4-1 points. On a large ship, the Purser's Office would arrange such studies as part of the ship's services. Any of the following languages have a 50% chance of being available: **Arabic**, **French**, **German**, **Hindi**, **Italian**, and **Spanish**. Any of the following are plausibly available, at 25% chance each: **Bengali**, **Cantonese**, **Dutch**, **Greek**, **Japanese**, **Latin**, **Mandarin Chinese**, **Parsi**, **Polish**, **Russian**, **Swedish**, **Turkish**, or **Urdu**. Additional modern languages by arrangement with the keeper, each with a 10% chance of being available.

Language lessons would simply be extended conversations with some bored passenger, but daily application could pick up something useful. INT x5 or less roll to learn enough to be worth remembering. The **Occult** skill lessons are imparted by a traveling Theosophist or other student of the Beyond. The **Navigate** lessons would be taught privately by a ship's officer, for some arranged sum of money.

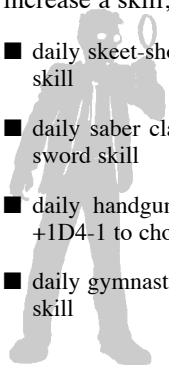
A few skill gains aboard a passenger-carrying freighter might be possible:

- **Operate Heavy Machine** +1D4-1
- +1D4-1 to **Navigate** skill if **Navigate** is 10% or less.
- dominant language of crew: +1D4-1 if present skill of investigator is 10% or less.

Highly intellectual skills require more skill to impart and more time to acquire than an ocean voyage affords.

SANITY GAIN FOR A VOYAGE

Doctors in the 1920s frequently prescribed ocean voyages to their patients, an excellent idea for this campaign. Allow an automatic Sanity gain of 1D4-1 SAN if no adventures occur aboard ship on that voyage, or if the investigator is able to ignore the significance of the adventures.



THE NYARLATHOTEP PAPERS

*In which the handouts are reprinted,
so that the Keeper may easily replicate them.
Permission given to photocopy for personal use only.*

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Nyarlathotep Papers #23

Main Points of Prof. Anthony Cowles' NYU Lecture

ONE A bat cult once existed among the Aborigines of Australia. It was known across the continent, and the god of the cult was always known as the Father of All Bats. Adherents believed that by making human sacrifices to their god they themselves would become worthy enough that the Father of All Bats would appear to them. Once he was enticed to appear, he would conquer all men. Sacrifices were run through a gauntlet of worshipers who struck the victims with clubs embedded with the sharp teeth of bats. The teeth were coated with a substance derived from rabid bats. The poison was quick-acting, but victims apparently went mad before they died. Leaders of the cult reputedly could take the forms of bat-winged snakes, enabling them to steal sacrifices from across the land.

Cowles believes that this cult became dormant or extinct hundreds of years ago. Its former existence is the reason that he became interested in Jackson Elias' books about present-day cults.

TWO An Aboriginal song cycle mentions a place where enormous beings gathered, somewhere in the west of Australia. The songs say that these gods, who were not at all like men, built great sleeping walls and dug great caves. But living winds blew down the gods and overthrew them,

destroying their camp. When this happened, the way was open for the Father of All Bats, who came into the land, and grew strong.

THREE Cowles shows the investigators a set of four over-exposed glass slides. Each shows a few sweating men standing beside enormous blocks of stone, pitted and eroded but clearly dressed and formed for architectural purposes. Dim carvings seem to decorate some. Billows of sand are everywhere. Though he did not bring the book with him, Cowles says that the discoverer, one Arthur MacWhirr of Port Hedland, kept a diary in which he records several attacks on the party by Aborigines. MacWhirr reportedly records deaths to victims from hundreds of small punctures, reminiscent of the earlier bat-cult.

FOUR Cowles tells finally of a tale he collected from near the Arafura Sea in northern Australia. In it Sand Bat, or Father of All Bats, has a battle of wits with Rainbow Snake, the Aboriginal deification of water and the patron of life. Rainbow Snake succeeds in tricking and trapping Sand Bat and his clan into the depths of a watery place from which Sand Bat can only complain, and is unable to return to trouble the people.

What You Know About Your Friend, Jackson Elias

Jackson Elias is 38, of medium height and build, and dark-complexioned. He has a feisty, friendly air about him and, as an orphan in Stratford, Connecticut, he learned to make his own way early in life. He has no living relatives, and no permanent address.

You like him, and value his friendship, even though months and sometimes years separate one meeting from the next. You'd be upset and probably crave vengeance if anything happened to your friend. The world is better for having Jackson Elias in it.

His writings characterize and analyze death cults. His best-known book is *Sons of Death*, exposing modern-day Thuggees in India. He speaks several languages fluently and is constantly traveling. He is social, and enjoys an occasional drink. He smokes a pipe. Elias is tough, stable, and punctual, unafraid of brawls or officials. He is mostly self-educated. His well-researched works always seem to reflect first-hand experience. He is secretive and never discusses a project until he has a final draft in hand.

All of his books illustrate how cults manipulate the fears of their followers. A skeptic, Elias has never found proof of supernatural powers, magic, or dark gods. Insanity and feelings of inadequacy characterize death cultists, feelings for which they compensate by slaughtering innocents to make themselves feel powerful or chosen. Cults draw the weak-minded, though cult leaders are usually clever and manipulative. When fear of a cult stops, the cult vanishes.

Skulls Along the River (1910)—exposes headhunter cult in Amazon basin.

Masters of the Black Arts (1912)—surveys supposed sorcerous cults throughout history.

The Way of Terror (1913)—analyzes systematization of fear through cult organization; warmly reviewed by George Sorel.

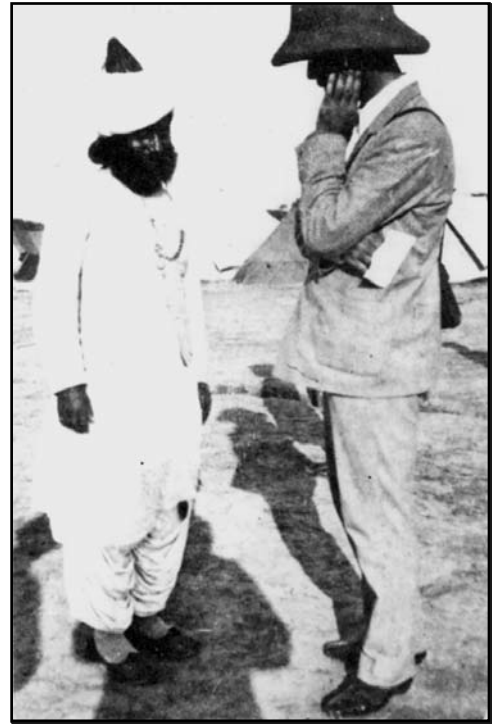
The Smoking Heart (1915)—first half discusses historical Mayan death cults. Second half instances present-day Central American death cults.

Sons of Death (1918)—modern-day Thuggees; Elias infiltrated the cult and wrote a book about it.

Witch Cults of England (1920)—summarizes covens in nine English counties; interviews practicing English witches; Rebecca West thought some of the material trivial and overworked.

The Black Power (1921)—expands upon *The Way of Terror*; includes interviews with several anonymous cult leaders.

All of these books are published by Prospero Press of New York City, and all were edited by owner/editor Jonah Kensington. Kensington is a good friend of Jackson Elias, and knows you well.



[Snapshot given to you by Jackson Elias, pictured on the right.]

World-Wide Telegraph Service

Hudson Terminal, 30 Church Street
New York, USA



HAVE INFORMATION CONCERNING CARLYLE EXPEDITION STOP NEED
RELIABLE INVESTIGATIVE TEAM STOP ARRIVE JANUARY 15 STOP
SIGNED JACKSON ELIAS

Big Apple Dateline

ROGER CARLYLE, the playboy whom everybody knows—or knows about—is quietly leaving New Yawk tomorrow to check out the tombs of Egypt! You’ve seen the cuties ROGER has found in the nightspots. Who can doubt he’ll dig up someone—er, something—equally fabulous from the Egyptian sands?

—NEW YORK PILLAR/RIPOSTE, April 4, 1919

CARLYLE EXPEDITION EMBARKS FOR ENGLAND

Led by the fabulously-wealthy playboy Roger Carlyle, the Carlyle Expedition departed this morning for Southamp-ton aboard the crack British steamship *Im-perial Standard*.

Contrary to earlier reports, the expedition will perform researches in London under the auspices of the Penhew Foundation before continuing to Egypt next month.

Readers may recall the enormous party which Mr. Carlyle, now 24, gave at the Waldorf-Astoria Hotel upon reaching his majority. Since then, scandals and indeli-cate behavior have become Carlyle’s trademark, but he never has become tarnished in the eyes of Manhattanites.

Members of the expedi-tion have been reluctant to reveal their purpose in Egypt.

OTHER EXPEDITION MEMBERS

Renowned Egyptologist Sir Aubrey Penhew is assistant leader of the team, and in charge of excavations.

Dr. Robert Huston, a fash-ionable ‘Freudian’ psychol-ogist, accompanies the expedi-tion to pursue parallel researches into ancient pic-tographs.

Miss Hypatia Masters, linked in the past to Carlyle, will act as photographer and archivist.

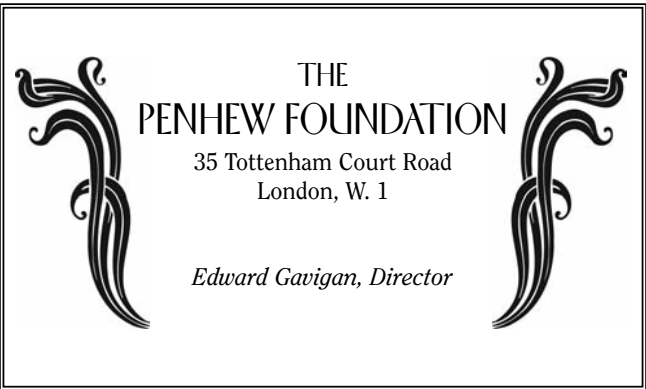
Mr. Jack Brady, intimate to Mr. Carlyle, accompanies the group as general facto-tum.

Additional members may be secured while in London.

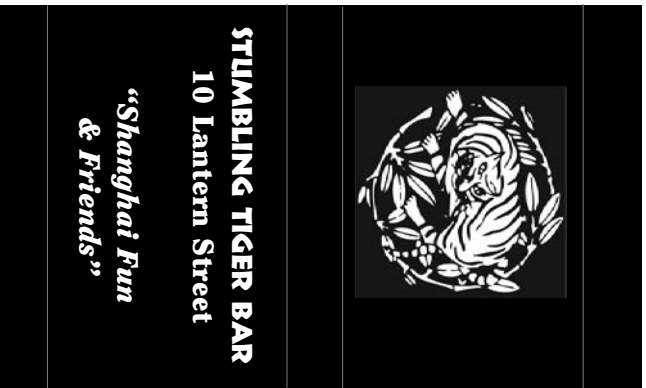
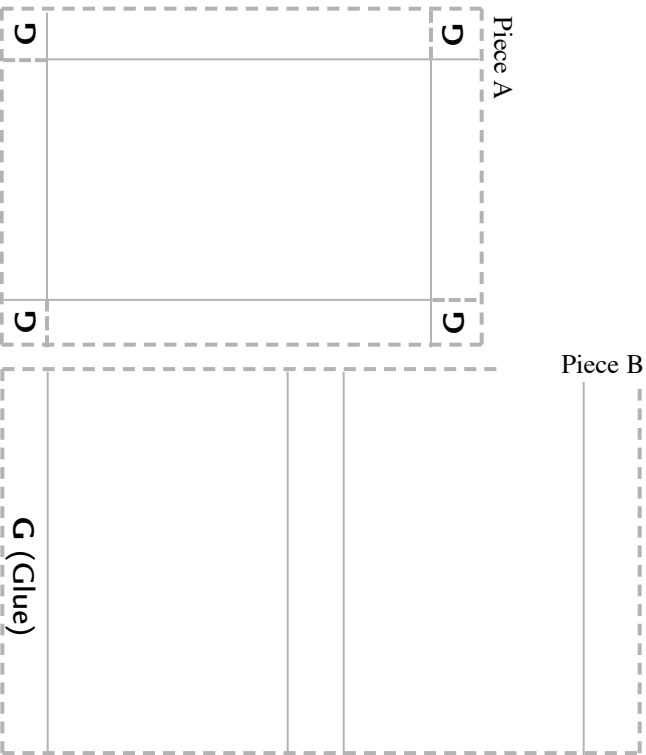
—NEW YORK
PILLAR/RIPOSTE
April 5, 1919

Dear Aubrey,

Elias has been dealt with in New York. You must stop Brady. It is stupefying that he has evaded us for so long. This man may become an obstacle to our Great Lord. If you wish, I will ...



Instructions: Cut on the dotted lines. Fold on the solid lines. Use Piece A to form the inside box and Piece B to form the outside box. Box A should slide cleanly into Box B. Afterwards, glue the Stumbling Tiger wrapper to the outside of Box B.



CARLYLE DEPARTS EGYPT

CAIRO (AP)—Sir Aubrey Penhew, temporary spokesman for the Carlyle Expedition, indicated Monday that the leaders are taking ship to East Africa for a ‘well-earned rest.’

Sir Aubrey debunked rumors that the expedition had discovered clues to the legendary wealth of the lost mines of King Solomon, maintaining that the party was going on safari “in respite from our sandy labors.”

Roger Carlyle, wealthy New York leader of the expedition, was unavailable for comment, still suffering from his recent sunstroke.

Discussing that unfortunate incident, local experts declared Egypt entirely too hot for Anglo-Saxons at this time of year, and suggested that the young American had not been well-served by his democratic enthusiasm, rumored to have led him to personally wield pick and shovel.

—NEW YORK PILLAR/RIPOSTE, July 3, 1919

CARLYLE EXPEDITION FEARED LOST

MOMBASA (Reuters)—Uplands police representatives today asked for public assistance concerning the disappearance of the Carlyle Expedition. No word of the party has been received in nearly two months.

The group includes wealthy playboy Roger Carlyle and three other American citizens, as well as respected Egyptologist Sir Aubrey Penhew of the United Kingdom.

The expedition left Nairobi on August 3, ostensibly on camera safari, but rumor insisted that they actually were after legendary Biblical treasures.

Carlyle and his party reportedly intended to explore portions of the Great Rift Valley, to the northwest of Nairobi.

—NEW YORK PILLAR/RIPOSTE, Oct. 15, 1919

ERICA CARLYLE ARRIVES IN AFRICA

MOMBASA (Reuters)—In response to clues, Miss Erica Carlyle, sister to the American leader of the lost Carlyle Expedition, arrived in port today aboard the Egyptian vessel *Fount of Life*.

Several Kikuyu-villager reports recently have been received concerning the putative massacre of unnamed whites near Aberdare Forest.

Miss Carlyle declared her intention to find her brother, regardless of the effort needed. She brought with her the nucleus of a large expedition.

Detailing agents to coordinate supply and other activities with Colony representatives, Miss Carlyle and the remainder of her party depart for Nairobi tomorrow.

Her companion, Mrs. Victoria Post, indirectly emphasized Miss Carlyle’s purposefulness by recounting the rigors of the voyage aboard the Semite ship.

—NEW YORK PILLAR/RIPOSTE, March 11, 1920

IMPORTANT VISITORS

MOMBASA (Reuters)—Leading members of an American archaeological expedition arrived here on holiday from digs in Egypt’s Nile Valley.

Our Under-Secretary, Mr. Royston Whittingdon, held a welcoming dinner for them at Collingswood House, where the wit of Sir Aubrey Penhew, expedition co-leader, was much in evidence.

Accompanying Sir Aubrey are two Americans, youthful financier Roger Carlyle and medical doctor Robert Huston.

The party leaves inland tomorrow, for Nairobi and hunting.

—NEW YORK PILLAR/RIPOSTE, July 24, 1919

CARLYLE MASSACRE CONFIRMED

NAIROBI (Reuters)—The massacre of the long-missing Carlyle expedition was confirmed today by district police representatives.

Roger Carlyle, New York’s rollicking playboy, is counted among the missing.

Authorities blame hostile Nandi tribesmen for the shocking murders. Remains of at least two dozen expedition members and bearers are thought found in several concealed grave sites.

Erica Carlyle, Roger Carlyle’s sister and apparent heiress to the Carlyle family fortune, led the dangerous search for her brother and his party. She credited Kikuyu tribesmen for the discovery, though police actually found the site.

Among other expedition members believed lost are Sir Aubrey Penhew, noted Egyptologist; New York socialite Hypatia Masters, and Dr. Robert Huston. Many bearers also are reported dead.

—NEW YORK PILLAR/RIPOSTE, May 24, 1920

MURDERERS HANGED

NAIROBI (Reuters)—Five Nandi tribesmen, convicted ringleaders of the vicious Carlyle Expedition massacre, were executed this morning after a short, expertly-conducted trial.

To the end, the tribesmen steadfastly refused to reveal where they had hidden the bodies of the white leaders of the expedition. Mr. Harvis, acting for the Colony, cleverly implied throughout the trial that the massacre was racial in motivation, and that the fair-skinned victims were taken to a secret location, there to suffer the most savage treatment.

Miss Erica Carlyle, defeated in her efforts to rescue her brother, left several weeks ago, but is surely comforted now by the triumph of justice.

—NEW YORK PILLAR/RIPOSTE, June 19, 1920

Cairo, Egypt
3 January 1919

Dear Mr. Carlyle,

I am informed that you seek certain knowledge of our land and can perhaps aid you in this. In my possession are singular curios which I most happily believe of interest. These I willingly send for your consideration, if a price can be agreed upon. Naturally they are ancient and must command a goodly sum. I will arrange matters to your satisfaction when your agent calls at my shop, in the Street of Jackals in the Old Quarter.

Until then I remain your most humble servant,
Faraz Najir

Tonight Only

**“The Cult of
Darkness
in Polynesia
& the Southwest Pacific”**

a two-hour lecture with slides
delivered by Prof. Anthony Cowles, Ph.D.

of the University of Sydney (Australia),
and presently Locksley Fellow
of Polynesian Esoterica
at Miskatonic University (Arkham)

Schuyler Hall, NYU
8 PM

Tonight Only

Nyarlathotep Papers #16

Nov. 7, 1924



Mr. Jackson Elias
co Prospero House Publishers
Lexington Avenue, New York City

Dear Mr. Elias,

The book about which you inquired is no longer in our collection. The information you seek may be found here in other volumes. If you will contact me upon arrival, I will be most happy to further assist you.

As Always,

Miriam Atwright

Miriam Atwright
Harvard University Library

Nyarlathotep Papers #14

Photograph

Blurry and grainy, it shows a large yacht at anchor surrounded by Chinese junks.
Only part of the name of the yacht is visible: the first three letters are DAR.

Nyarlathotep Papers #18



Nyarlathotep Papers #15

Emerson Imports

648 West 47th Street
New York, New York
Telephone: HA 6-3900

Silas N'Kwane

Reverse of Emerson Imports card is in Elias' handwriting. Cut out, fold on dotted line, and tape or glue together.

Life as a God

excerpt from the handwritten diary
of Montgomery Crompton

Its angles were magnificent, and most strange; by their hideous beauty I was enraptured and enthralled, and I thought myself of the daylight fools who adjudged the housing of this room as mistaken. I laughed for the glory they missed. When the six lights lit and the great words said, then He came, in all the grace and splendour of the Higher Planes, and I longed to sever my veins so that my life might flow into his being, and make part of me a god!

Many names, many forms,
but all the same and ~~same~~
one end —
need help —
Too big, too gently, those dreams,
— Dreams like Carlyle's —
Even that psychomagnetic plan —
all of them ~~are~~ ~~wired~~! —
They'll open the gates. Why? —
so the power and the danger is
real. They —
many threads beginning —
The party are in Carlyle's safe —
Coming for us. Will the scene
protect? —
He has no guilty man now till,
and make rather believe. What
I mean for them? That
appear together

August 8, 1924

Nairobi

Dear Jonah,

Big news! There is a possibility that not all of the members of the Carlyle Expedition died. I have a lead. Though the authorities here deny the cult angle, the natives sing a different tune. You wouldn't believe the stories! Some juicy notes coming your way! This one may make us all rich!

Blood and kisses,
J.

P.S. I'll need advance money to follow this one up. More later.

Nyarlahotep Papers #28

"IT ALMOST HAD ME!"

by Alan Groot, Victim

It was like turning suddenly, knowing something was there, only to find nothing — a nothing possessing hideous life! The dank water smell of the cloying fog was replaced by a foul scent of smouldering hair which somehow reached out and filled my lungs, driving itself deep into my body. I began to choke. It meant to kill me. I cannot describe the terrible feeling of invasion by those foggy tendrils. And still I could see nothing!

— excerpt from longer article ghost-written by Mahoney months before the investigators arrive.

Nyarlahotep Papers #30

My Dear Omar,

The scarab is magnificent. If the matching pieces could be found, I would be most appreciative.

A.P.

Nyarlahotep Papers #24

First Meeting Jan. 11, 1918

Reference: Erica Carlyle

Closest Relative: Erica Carlyle

At his sister's insistence, Mr. Roger Vane Worthington Carlyle visited me this morning. He deprecates the importance of his state of mind, but concedes that he has had some trouble sleeping due to a recurring dream in which he hears a distant voice calling his name. (Interestingly the voice uses Mr. Carlyle's second given name, Vane, by which Mr. Carlyle admits he always thinks of himself.) Carlyle moves towards the voice, and has to struggle through a web-like mist in which the caller is understood to stand.

The caller is a man—tall, gaunt, dark. An inverted ankh blazes in his forehead. Following the Egyptian theme (C. has had no conscious interest in things Egyptian, he says), the man extends his hands to C., his palms held upward. Pictured on his left palm C. discovers his own face; on the right palm C. sees an unusual, asymmetric pyramid.

The caller then brings his hands together, and C. feels himself float off the ground into space. He halts before an assemblage of monstrous figures, figures of humans with animal limbs, with fangs and talons, or of no particular shape at all. All of them circle a pulsating ball of yellow energy, which C. recognizes as another aspect of the calling man. The ball draws him in; he becomes part of it, and sees through eyes not his own. A great triangle appears in the void, asymmetric in the same fashion as the vision of the pyramid. C. then hears the caller say, "And become with me a god." As millions of odd shapes and forms rush into the triangle, C. wakes.

C. does not consider this dream a nightmare, although it upsets his sleep. He says that he revels in it and that it is a genuine calling, although my strong impression is that he actually is undecided about it. An inability to choose seems to characterize much of his life.

September 18, 1918. He calls her M'Weru, Anastasia, and My Priestess. He is obsessive about her, as well he might be—exterior devotion is certainly one way to ease the tensions of megalomaniacal contradictions. She is certainly a rival to my authority.

December 3, 1918. If I do not go C. threatens exposure. If I do go, all pretense of analysis surely will be lost. What then will be my role?

Shocking Canvases Bring Recognition

Local Artist's Monstrous Scenes Mock "Surrealists"

NOW COLLECTORS CAN BUY savage scenes which rival or surpass the worst nightmares of the Great War, but which are far more exotic than that grim business.

London artist Mr. Miles Shipley's work is being sought out by collectors, who have paid up to £300 for individual paintings.

This correspondent has seen dozens of the works of artist Miles Shipley, and finds them repulsive beyond belief. Maidens ravished, monsters ripping out a man's innards, shadowy grotesque landscapes, and faces grimacing in horror represent only a fraction of Shipley's work.

Withal their repellent content, these works are conceived and executed with uncanny verisimilitude, almost as though the artist had worked from photographs of alien places surely never on this Earth!

The artist reportedly is in contact with "other dimensions" in which powerful beings exist, and says he merely renders visible his visions.

Mr. Shipley is a working-class man without formal artistic training, who has nonetheless made good where thousands have failed.

Art critics say that Shipley provides an English answer to the Continental artistic movement of "surrealism," whose controversial practitioners have still to convince John Bull that the way in which a thing is painted is more important than what is painted.

A tip of the hat to Miles Shipley for exposing those frauds!

—THE SCOOP

POLICE BAFFLED BY MONSTROUS MURDERS!

Inhuman Killer Shot But Still Alive?

VALLEY OF THE DERWENT RESIDENTS, shocked several months ago by two murders and a serious assault on a third victim, are still without explanation or perpetrator of the dreadful attacks.

At that time, Lesser-Edale farmer George Osgood and resident Miss Lydia Perkins were torn to shreds in apparently-unrelated murders on consecutive nights. On the third night, wheelwright Harold Short was nearly killed but managed to drive off a grisly creature which he swore to be man-like but not human.

Constable Tumwell, also of Lesser-Edale, believes that he shot and killed the beast on the night Mr Short was attacked. Other residents of the region have claimed to have seen the thing since.

Reportedly, Lesser-Edale endures to this hour the bizarre wailings of the beast on nights near the full moon.

Readers of *The Scoop* are reminded of their esteemed journal's long-standing Danger Protocols, and are advised that the picturesque cloughs surrounding The Peak have been declared by *The Scoop* to be a Zone of High Danger!

Residents of the Midlands are advised to remain indoors at night, and to report all mysterious happenings to the police and to *The Scoop*.

—THE SCOOP

a prophecy translated from the Hindi version of

THE CTHAAT AQUADINGEN

And then shall the gate be opened, as the sun is blotted out. Thus
the Small Crawler will awaken those who dwell beyond and
bring them. The sea shall swallow them and spit
them up and the leopard shall eat of the
flesh in Rudraprayag in the Spring.

SLAUGHTER CONTINUES!

Scoop Offers Reward!

AN UNIDENTIFIED FOREIGNER was found floating in the Thames this Tuesday, the 24th victim in a series of bizarre slayings.

Though Inspector James Barrington of the Yard had no immediate comment, sources exclusive to *The Scoop* agreed that the victim had been beaten severely by one or more assailants, and then stabbed through the heart.

This series of murders has continued over the space of three years, to the bafflement of our faithful Metropolitans. Must we hope that Mr. Sherlock Holmes, though reported by Mr. Doyle to be in retirement, will one last time rise to the defense of our majestic isles?

Readers of *The Scoop* are reminded that this esteemed journal has a standing reward for information leading to the apprehension and conviction of the perpetrators, in an amount now risen to £24 with the latest death. Be on guard!

—THE SCOOP

Nyarlahotep Papers #32

Tragedy at the Mosque of Tulun

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

The cause of these tragic deaths is being investigated.

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

The collapse occurred in a building adjacent to Ibn Tulun itself; the historic structure is undamaged.

Nyarlahotep Papers #33



Nyarlahotep Papers #36

Mar. 7—Jock Kuburaga says that abos are following us. Most unusual if true. Primitives have every reason to fear guns—and our bush ranger predilection for using them. In the past, I have always known them to head the other way as soon as they sight white men.

Mar. 21—We are about equally distant from Joanna Spring and Separation Well, east of an awful line of dry lakes. The heat is terrible. Our hopes are low—there is nothing here, certainly not quartz reefs! L.'s notations are in systematic error. He is a complete duffer as a surveyor.

Today we sighted several enormous birds flying lazily far above us. How did they get here, and where can they be going?

Mar. 22—At about noon today we found Jock, partly buried in a gully. His body was scoured and covered with hundreds of small punctures, as though somebody had sandblasted him. We buried him, of course. I shall miss his counsel, and he was an excellent hand with the camels.

Mar. 23—We have discovered what appears to be remnants of an ancient city, rising from the shifting sands! I believe I have secured several good photographs of this amazing find, though the heat has ruined all but six of my photographic plates. By the pitting of the stone, the blocks and pillars appear to be more than 10,000 years old! Incredible!

Mar. 24—Four camels killed in the attack last night. I saw at least two abos, and more must have been skulking out there. I'm sure I hit one. That ends this trip—we'll have to head back to Cuncudgerie and report this incident.

More than men were out there last night. I saw shapes much bigger than men during the attack. My evidence is the body of Old Sam the camel, punctured and scraped is the best way I can described the remains, just like poor Jock. Since the attack lasted only a couple of minutes, it's hard for me to believe that anything human could have done so much damage so quickly. But then what was it?

Sgt. Bumption's Statement

"It were right 'orrible. I seen nothin' to match it. Bodies every-where—not bodies, mind, but bits o' bodies. An 'ead 'ere, an arm there, torn to shreds like you would a newspaper. Something grabbed those poor blokes and chewed the 'ell out of them, beggin' your pardon, ma'm. You woulda thought the jackals and buzzards woulda et 'em down to the bone by the time we arrived, but the niggers said the animals shied off and wouldn't touch the free meal. Even animals get bad feelin's, I'm thinking. Well, I never want sight o' such a thing again."



SGT. BUMPTION

Seamens Club Damaged

A portion of the Seamens Club was destroyed late last night, and inspectors report considerable damage to the river side of the institution "in excess of 8,000 pounds sterling," according to underwriters.

No injury or loss of life is reported.

According to unconfirmed though informed speculation, seepage undermined a portion of the embankment area upon which the famous club stands, causing the collapse.

Inebriates congregating along the bank swear that strange creatures emerged from the river shortly before the collapse. Their stories were a hearty momentary relief to the risky business of sorting through the rubble.

— *Shanghai Courier*

Warren Besart's Statement

"A lawyer contacted me. I agreed to act as purchasing agent for Mr. Roger Carlyle of the United States, who was represented to me as a wealthy American. On written instructions from Mr. Carlyle, I purchased certain artifacts from Faraz Najir, an antiquities dealer, and illegally shipped them out of Egypt to Sir Aubrey Penhew in London. I know the artifacts were ancient, but nothing more.

"When the Carlyle Expedition came to Egypt, I arranged for all their equipment and permits. Their main site was at Dhashur, in the area of the Bent Pyramid.

"One day at Dhashur, Jack Brady came to me and told me that Carlyle, Hypatia Masters, Sir Aubrey, and Dr. Huston had entered the Bent Pyramid and then vanished. Brady was excited and suspected foul play, since the diggers already had fled the site and work had come to a stand-still. We did not know what to do, so we drank.

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

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

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

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

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

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

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

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

Fire on Chin-Ling Road

Three monks have been found dead in a pavilion fire in the Garden of the Purple Clouds of Autumn. They are thought to have died because of an overturned brazier.

The names of the deceased have not yet been released, but a reliable source indicates that all three were respected scholars of T'ang, Five Dynasties, and Sung literature, a profound loss to all who value China's great heritage.

Eyewitnesses remarked that the evening fire leapt in an uncanny fashion from one blazing structure to follow the fleeing monks into the second pavilion. "A floating cloud of fire followed them," according to Mr. Liu Chen-dai of Brilliant Poppy lane.

A European was seen leaving the vicinity of the conflagration. Police respectfully ask his assistance in their investigation.

—Shanghai Courier

Nyarlahotep Papers #40

Violent Incident on Lantern Street

Police report murders at Number 88 Lantern Street, "sometime after midnight" last night. The victims are identified as Miss Reparita Wong, resident at the address, and Mr. Chin Hsi-chou, address unavailable at the time of publication.

Police inspector Chong indicates that the slayings were unusually violent. He requests information from anyone with knowledge either of Miss Wong or Mr. Chin.

Even Lantern Street habitués, normally not noted for compassion, were taken aback by the cruelty of the crimes. One witness was so distraught that she identified the killer as a giant bat.

—Shanghai Courier

Nyarlahotep Papers #41



THE STARS ARE RIGHT!



Do not allow dark fate to overwhelm you! Worry not that evil rivals seem to possess secret knowledge that you lack! The answer is in the stars! Consult the Heavenly Stem and the Earthly Branch for the answers. A most auspicious future is guaranteed! Contact Shanghai's Famous Astrologer, Mister Lung, 129 Kaoyang St. No appointment necessary. Any time before 10.00 P.M.

Nyarlahotep Papers #45

Hail Pharaoh of Darkness. Hail Nyarlahotep. Cthulhu fhtagn. Nyarlahotep th'ga. shamesh. shamesh. Nyarlahotep th'ga. Cthulhu fhtagn!

13th June, 1921: At last I have arrived to begin the task of my lord and master, the Black Pharaoh. He has given me my dreams, given me Egypt, and I will duly repay him by giving him the world of men. The power, the beauty, none can not appreciate who do not witness. I know the power, the beauty; I bear the beauty of a life devoted to him

30th August, 1921: Huston has at last sent the plans. Very complex and fascinating. It will take some time to grasp their meaning and begin building. I have been promised the knowledge necessary, and my faith is strong

7th September, 1921: The first shipments have arrived. All of us know great joy. The deep ones have arrived to stay. The work begins

15th January, 1922: The first phase is complete. Shipments are arriving more quickly now. I must begin work on the warhead soon

8th April, 1923: The rods have been drawn, but more knowledge is needed. Huston is worthy—I never would have thought it possible

4th October, 1923: Work on the guidance system has halted. Huston must open a deeper level, and that will take time. Our Master has promised to aid him by bringing one of the Great Race. How I long to speak to one of those

19th January, 1924: With joy we begin work again. Soon is the day

29th September, 1924: The missile is complete, but the warhead baffles me. I must pray for guidance. Ho Feng warns of someone who knows our plans—is that nursing Carlyle still alive? Will Our Master deign to tell me?

11th February, 1925: All is ready. Now we simply await the Great Day When the Great Gate Opens. None can baffle His will. Nyarlahotep th'ga. Cthulhu fhtagn!

Jack Brady's Statement

"I'm Jack Brady. I hear you've been looking for me. I got a minute, and you got some questions. I gather you never got to talk to Jackson Elias. If it's all the same, I'll talk now, and you can ask your questions later.

"As far as I can make out, we're all in a lot of trouble. The more I learn about the situation, the scareder I get. When I spilled the beans to Jackson Elias, I figured people would read his book and do something about this cult. Sorry he ended up that way—you guys friends of his? All the same, I did warn him, and I didn't hold nothing back. I'm warning you guys, too: the cult plays for keeps. Or maybe mugs like you already know that." (He laughs.)

"Well, right from the start I knew that Roger's nigger-girl was trouble. She was as tough as they come, and she had him around her finger. He must have known she was trouble, too, because the more he saw her, the more crazy dreams he had. I thought it was great when he wanted to go to Egypt—that'd be the end of her, see, and things would get back to normal. I liked the guy, and I owed him a lot.

"It seemed for a while that everything would work out. London was a lot of fun, but once we got to Cairo, Roger started having dreams again about meeting a god, and crap like that. But now he wasn't drinking, and the girl wasn't around, and the gentlemen Roger had asked along started acting nuttier than Roger did, and so I said to myself, 'trouble is somewhere up the road.'

"After I paid Faraz Najir for his junk, Roger spent some time with it. He went off the deep end. There was a black kind of head-and-shoulder statue that he'd stare at for hours. And there was a map that he'd study and study, like a normal guy would check out a beautiful dame. He started telling me that we could meet the god as soon as he destroyed the eye and opened the path.

"That hotshot Dr. Huston should have talked Roger down, but he only encouraged him. So the first night that we were up the Nile at Dhashur, Roger snuck out and climbed up the Red Pyramid. Any of you guys ever climbed a pyramid? They're steep! Roger started up that pile like a monkey. Never looked back or hesitated once, which proved to me that the poor bugger was absolutely crazy. But I followed him up." (He laughs again.) "I was crazy, too.

"For about two thirds of the way up the Red Pyramid, you just climb up and over big blocks, sort of like something some dumb kid could make by piling up a million great big construction blocks. The pyramid builders filled in all the gaps with nice smooth stone, but then later people stole that nice stone from around the bottom of the pyramid—the high stuff was too hard to grab, and they couldn't finish the job. Well, Roger zipped right up this part, too, with me still behind,

my eyes bulging out 'cause I could barely find handholds to keep from bouncing down the whole damn pyramid.

"There's a little flat place at the tip of the pyramid. When Roger reached the flat place, he put on some kind of robe and started making weird sounds, as though he had flipped for good. But then there was a hell of an explosion with all kinds of funny echoes and screams with it, and a big red flash of light. Well, I lay there for a minute until it seemed safe to go on. He looked at me and said, 'The eye is gone, Jack. Now we can be gods.'

"Well, that was just Roger talk, you know, but beside him there was a big patch ripped right out of the stone, and it looked fresh. When I went back the next day, the patch had been filled in, as though the pyramid had repaired itself. But near the base of the pyramid, I found part of a rock which looked like it could have been in that patch originally, and it had this sign on it." (Brady sketches a mysterious-looking sign; this is the strange symbol which appears in light grey to the top right of this handout..)

"Now I know what it was—its strong magic kept evil things away from us, and Roger deliberately broke its power.

"Two days later, the whole gang—Penhew, Roger, Huston, and Patty—gave me the slip and disappeared in the Bent Pyramid. Some of the messenger boys went to find them, and they came out shrieking that the pyramid had eaten the respected scientists, woe, woe, woe. Bingo, the workers run in all directions! The whole dig was deserted. In five minutes the only person left in the whole area was me. Well, I went in. Sure enough, nobody was inside. I was worried.

"But, a long time later, out come all the missing people from the pyramid. Roger says they'd been to Egypt, to the real Egypt. And that was about the most sensible thing he said. Penhew looked like he had lost about five years. And Patty and Huston both seemed somehow changed. Nobody would explain where they'd been, and nobody cared that after that it was hard to hire workmen.

"After that, when I'd wake up in the nights, the rest of the gang would be talking creepy lingo like I'd never heard before. Then one evening Roger said that he was going to show me the power of what they'd learned. We went out into the desert with a passel of Arabs. Everybody started screaming weird words and songs, and Penhew beat the drum that we got from Najir. When creatures started coming out of the ground and eating the Arabs, and Roger and the others started laughing, why I took my leave, as they say, and went on a real toot. Roger found me the next day, and warned me that I'd better change my attitude. Well, I owed the kid, and I wouldn't desert him, but after that I started thinking real good.

"Then we went to Kenya, and Roger filled me in during the trip. We had found a true god, he said, who would rule the Earth, and we would rule with that god, for we were the chosen of the god. The god had picked us to open the way for his return. And there was enough in what they said—and in what I saw—to make me listen. Every week, Penhew seemed a little younger and a little livelier. Patty was sick a lot. We were going to leave Nairobi from some place in the mountains where there was no river, no railway, no telegraph, no police, and nobody who looked friendly. I figured that Jack Brady wouldn't live very long there, so I made some arrangements. On the last night, in Nairobi, I drugged Roger, kyped the cash box (it was all Roger's money, anyway), and got me and them aboard an unscheduled deadhead freight to Mombasa.

"Later I read that my guess was right. The newspapers said a lot of people died, but Penhew, Huston and Patty Masters weren't among them.

"Anyway, my arrangements went off without a hitch—that happens when you think small and carry a lot of cash. When we got to Mombasa, we got off before the causeway and found a fisherman who was willing to go to Zanzibar for a few dollars. From there we hopped a coastal trader to Durban, and in Durban we dyed our hair, got some decent clothes, and sailed for Perth.

"Now, on the train to Mombasa, Roger got some sleep, and he seemed to wake up a different person. I guess that being away from the influence of those other people let him return to his old self. I told him we were in a lot of trouble, and that we needed to hide out, and reminded him about the Arabs being killed in Egypt, and the god stuff, and so on, and he could remember it all right, although it didn't seem very important, somehow. But he understood the logic of the situation. After a week or so, though, his nightmares started, and he began to go off the deep end. He was beginning to realize some of the things he had done.

"I was in Shanghai while I was in the Marines, and I had a fair number of friends here. By the time our ship put into Hong Kong, Roger could go no farther. He began shrieking at shadows and everything that moved. So I put him in a sanitarium there—I had to use up most of the remaining money to get him settled. Then I went on to Shanghai, believing that I'd never again see any member but Roger of that damned expedition.

"So I thought, until I looked through naval glasses at a certain yacht, and saw Sir Aubrey Penhew preening on the deck of the *Dark Mistress*."

Translation from
The Seven Cryptical Books of Hsan

The ineffable Eye must be worked into natural substance which is naturally hard.

The unrivalled light of the marvelous Eye transcends taint if all evil presences have been dispatched or dispelled.

The blood for the pupil of the winnowing Eye must be fresh.

Only one incorruptible Eye may guard a location.

“Of those signs effectively sealing the festerings of the dark god, the most potent is the *Eye of Light and Darkness*. Inscribed into the substance of a high place near the haunts of evil, and no further than 30 li from them, expels the evil strength for so long as the sign exists. The Eye must be created the afternoon before the full moon rises. At moonrise, the blood of an innocent must fill the pupil of the Eye once per drumbeat from then to moonset. As the first blood is given, chant the words ‘sa-ma, sa-ma, te-yo, sa-ma,’ and continue until the moon sets. When next the moon rises, the Eye opens to ward and to guard. Gather the friends of good to work this wisdom, for too few shall surely fail.”

The wondrous Eye must not first burn where evil beings or creatures lurk.

He who first chants must be able to create the gift of the Elder Sign.

All who chant must detest evil.

— Chou Teh

Along the edges of the scroll are written small red-ink commentaries signed by the monk Chou Teh

The Nairobi Notes of Jackson Elias

Sheets of plain paper, each covered on one side only with Elias' neat printing, and paperclipped together into sets by Jonah Kensington. They are reasonably well-organized, and seem in many ways complete, yet are remarkable for the absence of conclusions, connections, and clearly-defined themes. The hand is strong and bold.

SET ONE of the Nairobi notes sets forth the offices, officials, and tribes which Elias visited, searching for material concerning cults and cult rituals. Nothing conclusive was learned, though Elias discounts the official version of the Carlyle massacre.

SET TWO describes his trip to the massacre site. He notes particularly that the earth there is completely barren, and that all the tribes of the region avoid the place, saying it is cursed by the God of the Black Winds, whose home is the mountain top.

SET THREE is an interview with a Johnstone Kenyatta, who says that the Carlyle murders may have been performed by the cult of the Bloody Tongue. He says that the cult reputedly is based in the mountains, and that its high priestess is a part of the Mountain of the Black Winds. Elias is politely skeptical, but Kenyatta insists upon the point. In quotes, Elias records that regional tribes fear and hate the Bloody Tongue, that tribal magic is of no protection against the cult, and that the cult's god is not of Africa.

SET FOUR follows up on the Kenyatta interview. Elias confirms from several good sources that the Bloody Tongue exists, though he finds no first-hand evidence of it. Tales include children stolen for sacrifice. Creatures with great wings are said to come down from the Mountain of the Black Winds to carry off people. The cult worships a god unknown to folklorists, one fitting no traditional African pattern. Elias in particular cites "Sam Mariga, rr-sta."

SET FIVE is a single sheet reminding

Elias that the Cairo-based portion of the Carlyle itinerary must be examined carefully. He believes that the reason which prompted Carlyle's Kenyan sidetrip is on the Nile.

SET SIX is a long interview with Lt. Mark Selkirk, leader of the men who actually found the remains of the Carlyle Expedition, and a Kenya hand since the Great War and the fight against the resourceful von Lettow. Importantly, Selkirk says that the bodies were remarkably undecayed for the length of time which they lay in the open—"almost as if decay itself wouldn't come near the place." Secondly, the men had been torn apart, as if by animals, though what sorts of animals would pull apart bodies so systematically he could not guess. "Unimaginable. Inexplicable." Selkirk agrees that the Nandis may have had something to do with the episode, but suspects that the charges against the ringleaders were trumped-up. "It wouldn't be the first time," he says cynically. Finally, Selkirk confirms that no caucasians were found among the dead—only corpses of the Kenyan bearers were scattered across the barren plain.

SET SEVEN is another single sheet. Elias ran into Nails Nelson at the Victoria Bar in Nairobi. Nelson had been a mercenary for the Italians on the Somali-Abyssinian border, and had escaped into Kenya after double-crossing his employers. Nelson claimed to have seen Jack Brady alive (March of 1923) in Hong Kong, less than two years before Elias was in Kenya and long after the Kenyan court declared that Brady and the rest of the expedition were dead. Brady was friendly, though guarded and taciturn. Nelson didn't press the conversation. From this report Elias deduced that other members of the expedition might still live.

SET EIGHT discusses a possible structure for the Carlyle book, but is mostly featureless, with entries like "tell what happened" and "explain why."

Nyarlathotep Papers #42

Min, my man -

Have to go underground to finish the work. Get your Firmies ready: we'll go soon. Will contact you in the usual manner.

Jack

Nyarlathotep Papers #37

TO: All Acolytes
SUBJECT: Our Recent Hunt
DATE: - - 1925

MESSAGE: We still have not found our last "2-legged deer." There is utterly no excuse for not being able to find an unarmed human who has neither food, nor water, nor magic.

Remind the line-walkers to be alert.

R.H.

TO: All Acolytes
SUBJECT: Learning Magic
DATE: - - 1925

MESSAGE: Acolytes are reminded that their duty to their god includes the prompt and persistent practice of necromantic gestures and intonations necessary to spell-casting. A test of your Shrivelling abilities takes place two weeks from today.

R.H.



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By no means is this index a complete list of references in this book. However, it is a listing of all the important references for the items included. When looking up Characters & Groups, also see the character listing on pp. 14-17.

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