

A Fragment from the Journal of Mannheim Dorffman

18 September, 1907

We completed the rest of the journey up the Congo without incident. We are stopped at Bosoko village for a short time, giving me a chance to talk with the missionary here. I found no more information here about the treasures we sought. We have hired a guide, a local hunter, and a boat to take us up the Aruwimi.

2 October, 1907

The river trip was uneventful and we met many friendly villagers offering both food and shelter. We are now at Itiri village where we plan to abandon our boat and continue inland afoot. Itiri's chief says he will keep the boat safe for us. We leave tomorrow.

18 October, 1907

On the 16th, we encountered a band of native warriors. Our guide told us they were from Gykunga village. We came to this village to meet and to gift their chieftain. We plan to remain for some time.

10 December, 1907

We have remained several weeks in Gykunga village, long enough to teach their witchman — a clever rascal — a little German. He has told us about an ancient path leading up into the mountains that supposedly goes to the Valley of the Gods. We leave tomorrow.

16 December, 1907

The trail was quite close to Gykunga village, and we reached it almost immediately. As we broke out of the jungle and onto the rocky foothills, our guide noticed a complete absence of wildlife, no birds in the sky, no animals anywhere. After six hours of travel, the path led to the mouth of a large cavern. The superstitious natives dropped their burdens and ran. We sent the guide to calm and bring back the bearers and we examined the carving around the cave mouth. Neither Mr. Steers nor Mr. Utealic know what the statue represents. It is Great Cthulhu, and the cavern opens where his gaping maw should be. I am keeping this information to myself.

Players' Information

At the Basoko Catholic Mission: any investigator who is a Catholic clergyman can freely inspect the mission's records. Other investigators can do so only by means of a successful Oratory. Catholic laymen can add 20 percentiles to their Oratory skill for this purpose. In any case, once admission is granted, a successful Library Use is needed to find the pertinent records.

The records state that on 18 September, 1907, an exploration party consisting of Mannheim Dorffman (a German), Geoffrey Steers (an Englishman), and Stefan Utealic (a Russian), came to the mission in search of a native legend about a hidden valley somewhere near Lake Albert. Three days later, they departed upriver, taking with them a native guide and 10 bearers. None of the Europeans belonged to the Roman Catholic church.

On 17 January, Dorffman and the guide returned alone. The guide was injured and mad with fever and remained at the mission to recuperate. Dorffman stayed overnight and left the next day. Three days later, the guide died, screaming about the bearers having been killed by corpses.

Interrogating the Natives: by handing out gifts worth Bf 10-30 total, and speaking Swahili, the investigators can question the natives. Or "Boomerang" Bob can do it for them. All of them know legends of the hidden valley and know that it belongs to bad gods. Only the gods and the dead can enter it. Even the natives hired as bearers warn their employers that they will not enter the valley proper, though they will carry goods right up to its lip.

THE WEST SHRINE'S VISION

You seem to be flying over a city, but no city you have ever experienced before. The predominant colors are black and green, and the buildings' geometry is all wrong, unnatural, and distorted. Seeing this fearful sight costs 1D3/1D8 SAN. As you fly in closer to this city, you see its dreadful inhabitants — huge octopoid horrors whose body forms change and flow as they move. Viewing these colossal monstrosities costs 1D6/1D20 SAN. Moving to the middle of the city, you see a mammoth structure atop a miles-high mountain. As you draw near, its gigantic black doorway opens. A pair of huge, moon-like eyes shine out at you. You fly closer, heading toward them. Just before you hit the eyes, you pass out.

THE EAST SHRINE'S VISION

You are skimming through a dark void, lit only by occasional pulses of flame. You seem to be in outer space. As you fly, a green planet becomes visible and you head for it. It has blue skies, mountains, valleys, rivers, two colorful moons, and strange but lovely forests of creamy green plants. As you float slowly over a valley lake, the sky turns red and a huge flaming arc protrudes from over a nearby mountaintop. At first you think that it is a volcano, then you realize that the arc is just one tentacle of an unimaginably vast being oozing over the mountain. More pseudopods appear and the mountain scorches, turning black and hideous. Viewing the fire monster costs 1D3/1D20 SAN. The fiery horror slides over the foothills, jutting forth spiky pseudopods and pulling them in again, charring the cream-colored plants into black horror. The valley's river begins to boil. Then you pass out.

If the viewer succeeds in a Cthulhu Mythos skill roll after the vision ends, he knows that the huge flaming entity was Cthugha, and can probably guess that the vision showed a visit of Cthugha to some hapless world.

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THE NORTH SHRINE'S VISION

You float over an alien landscape of black twisted rocks, spires, and gray oily lakes. A vast but cheerless dull orange sun bubbles overhead. As you pass over an enormous sea, you can see a great octopoid being floating up towards the surface. It is wrinkled and malformed, with so many boils it is impossible to tell which (if any) are eyes. Many tentacles parasitically sprout from the gross body. It is obvious that the thing is hundreds of feet across.

An unendurably horrible face begins to become clearly visible underneath this horrid form, but just before you go mad from seeing that fearful sight, you pass out. The SAN loss is 1D6/1D20.

If the viewer succeeds in a Cthulhu Mythos roll before the vision ends, he knows that the area viewed was the Lake of Hali, a site that He Who is Not to Be Named is known to frequent. The underwater being is just one of the nightmare horrors that infest that dismal lake.

THE SOUTH SHRINE'S VISION

You are far out in space, viewing a beautiful white-and-blue planet. A successful Know roll permits you to realize that it is Earth. As you watch, another planet comes rolling toward Earth from space. This second planet is smaller than Earth. It is a horrible red color with hairline black cracks here and there over its surface. Two limpid green oceans are visible on its surface. As it nears the Earth, you are shocked to see the seas suddenly close over and you comprehend the truth — it closed its eyes when it saw Earth drawing near! As the nightmare world rolls closer and closer to Earth, you fall unconscious.

A successful Cthulhu Mythos roll tells the user only that the horrible planet-thing must have been a previously unknown Great Old One.