

Appendix 7: Handouts

Newspapers and Messages

Beyond Papers P.2

illar-Riposte

Noon Edition
3¢

MAY 26, 1933

“ANTARCTICA OR BUST!”

Renowned Adventurer Sets His Sights on the Bottom of the World

New York (AP)—World famous explorer James Starkweather announced today that he would lead a party of scientists and explorers into uncharted parts of the Antarctic continent this fall.

Starkweather, accompanied by geologist William Moore of Miskatonic Univ. in Arkham, Mass., intends to continue along the trail first blazed by the ill-fated Miskatonic University Expedition of 1930–31.

The Starkweather-Moore Expedition will set sail in September from New York City. Like their predecessors, they intend to use long-range aircraft to explore further into the South Polar wilderness than has ever been done before.

“This is not about the South Pole,” Starkweather explained this morning, in a prepared speech in his hotel in New York. “Many people have been to the Pole. We’re going to go places where no one has ever been, see and do things that no one alive has seen.”

The expedition intends to spend three months in Antarctica. Extensive use of aéroplanes for surveying and transport, according to Starkweather, will allow the party to chart and cover territory in hours that would have taken weeks on the ground.

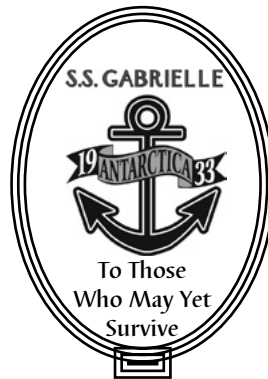
One goal of the expedition is to find the campsite and last resting place of the twelve men, led by Professor Charles Lake, who first discovered the Miskatonic Range, and who were killed there by an unexpected storm. The mapping and climbing of the mountains in that range and an aërial survey of the lands on the far side are also important goals.

“The peaks are tremendous,” Starkweather explained. “The tallest mountains in the world! It’s my job to conquer those heights, and bring home their secrets for all mankind.

“We have the finest equipment money can buy. We cannot help but succeed.”

Starkweather, 43, veteran of the Great War, has led expeditions on four continents, and was present on the trans-polar flight of the airship Italia, whose crash near the end of its voyage on the North Polar ice cap received worldwide attention.

Moore, 39, a full Professor of Geology, is also the holder of the Smythe Chair of Paleontology at Miskatonic University. He has extensive field experience in harsh climates and has taken part in expeditions to both the Arctic and the Himalayan Plateau.



Beyond Papers P.3

The Arkham Advertiser, May 30, 1933

Intrepid Explorers Ready Expedition (continued from p.1)

"We're going back," Starkweather said. "The job's not done. We're going back, and we're going to finish what was started and bring the whole lot out to the world. It will be a grand adventure and a glorious page in scientific history!"

Professor Moore, sitting quietly to one side, was less passionate but just as determined.

"A lot has changed in the past three years," he insisted. "We have technology now that did not exist three years ago. The aëroplanes are better, brand new Boeing craft, sturdier and safer than before. Professor Pabodie's drills have been improved. And we have Lake's own broadcasts to draw upon. We can plan ahead, with better materials and a knowledge of the region that none of them had when they prepared for their voyage. Yes, I am optimistic. Quite optimistic. We will succeed in our goals."

When asked what those goals were, the two men looked briefly at one another before Starkweather answered, leaning forward intently.

"Leapfrog, gentlemen!" he smiled. "We shall leapfrog across the continent. A base on the Ross Ice Shelf;

another at the South Pole. One at Lake's old campsite, if we can find it; and, gentlemen, we plan to cross over those fantastic mountains described by Dyer and Lake, and plant our instruments and our flag right on top of the high plateau! Imagine it! Like a landing strip atop Everest!

"We'll have the finest equipment, and skilled men. Geologists—paleontologists—we've got Professor Albemarle from Oberlin, he wants to study weather. Glaciologists, perhaps another biologist or two; the team's not all made up yet, of course. We're not leaving for another five months!"

"It is important," added Moore, "to try to find Professor Lake's camp and bring home whatever we can from the caverns he discovered. The prospect of a wholly new kind of life, a different taxonomy, is extremely exciting. It would be a shame if, having found it once, we were unable to do so again."

The two explorers plan to land thirty men on the southern continent, half again more than the Miskatonic Expedition. The expedition is privately funded and owes no allegiance to any school or institution.

Welcome to New York. Please be so good as to join us at the ship as soon as you have freshened up. SS Gabrielle, Pier 74-B, 12th Avenue at 34th, next to the Italian Royal Mail berth.
Regards,
Moore

Starkweather-Moore
Antarctic Expedition
Please Check in with Guard
No Smoking

Beyond Papers 1.1

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Morning Edition 3¢

SEPTEMBER 3, 1933

COMMANDER
DOUGLAS TO JOIN
EXPEDITION

Famed Sea-Captain Returns to
Antarctic Waters

New York (UPI)—Commander J. B. Douglas, famed sea captain and former master of the brig Arkham, will return to Antarctic waters later this year.

James Starkweather, world explorer and leader of the forthcoming Starkweather-Moore Expedition to Antarctica, announced today that Douglas has agreed to come out of retirement and captain the expedition's ship on their voyage of discovery.

"Commander Douglas will be an invaluable addition to our expedition," Starkweather said. "Not only does he have a personal knowledge of many of the dangers and hazards of the South Pole, but he is an accomplished explorer and adventurer. The expedition will benefit greatly from his experience of the harsher climes and his keen inquiring mind. I look forward to providing this country's most noteworthy scientists with a means to enrich our understanding of the natural world."

Douglas, a 25-year veteran of the Merchant Marines, was sailing master of the Arkham on its 1930 voyage to the Antarctic with the now-famous Miskatonic Expedition. He retired from the sea in 1932.

Commander Douglas could not be reached for comments. Starkweather has promised interviews with the Commander beginning on September 7, by appointment.

Beyond Papers 1.2

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Morning Edition 3¢

SEPTEMBER 4, 1933

LEXINGTON SETS
SIGHTS SOUTH

Blonde Beauty to Fly to Pole

New York (INS)—In a startling announcement from her home in Queens today, millionaire industrialist Acacia Lexington told reporters that she intends to set aside her ledger books in favor of seal furs and snow goggles, in an attempt to be the first woman to stand at the bottom of the world.

Lexington, only child of the late P. W. Lexington of this city, has for years impressed friends and adversaries alike with her skilled maneuverings in troubled financial waters. Now she intends to venture into a new realm.

Accompanied by a hand-picked team of journalists, photographers, and wilderness experts, the lovely Acacia will cross the Antarctic wastelands in a specially modified Northrop Delta aeroplane and a Cierva C-50 autogyro.

"It's about time a woman did this," she told our reporters. "Today's women are capable of anything that men can do. If I am the first, it only means that others will find it easier to follow."

When asked if her planned expedition was in any way affected by the presence of no less than four other parties on the Antarctic ice this summer, Miss Lexington declined to comment.

Beyond Papers 1.4

Dear Man of Science,
 Soon You will go down far away to
 the cold and the white ice and the
 old old things that wait and move
 and work and plan. Do not! Blessed
 Mary hears me beg You to stay! Do
 not wake the Sleeping One there.
 Do not pass the prison walls of
 black and white cold ice and time.
 The cage must not open! Let the
 dead and the dying hold closed the
 doors.

I have listened to His dreams.
 I have seen Its form within His
 mind, for He has seen It and He
 knows It must be free and He will
 stop You if You go.

Turn back or we all die.
 A friend.

Beyond Papers 1.3

GLOBE

SEPTEMBER 4, 1933

TWO CENTS

WOMAN OF EDUCATION ADDS POISE TO STARKWEATHER EXPEDITION

New York (AP)—Captain James Starkweather, leader of the Starkweather-Moore Antarctic Expedition, divulged the latest addition to his excursion to the South Pole today. Miss Charlene Whitston, botanist and cum laude graduate of Bowdoin College, is the newest member of the team.

Captain Starkweather expressed his concern that intelligent and talented women not be excluded from scientific ventures as his upcoming journey of exploration, and announced that he wished to do his part in advancing the enlightenment of the age.

"I was only too happy to honor Miss Whitston's request with an invitation to the Antarctic expedition," he told reporters today in his suite at the Amherst Hotel. "Her credentials as an educated member of the scientific community are excellent and I am sure she will be a valuable member of the team we have assembled for this voyage."

Professor William Moore, the expedition's other head, could not be reached for comment.

Beyond Papers 2.1

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Morning Edition 3¢

September 6, 1933

FAMED SEA CAPTAIN MURDERED!

Watery Death for Commander Douglas

New York (AP)—J. B. Douglas, fifty years old, was discovered last night in the water off Battery Wharf. Two fishermen brought the unconscious mariner ashore after an assault by person or persons unknown.

Commander Douglas died on the way to the hospital.

A respected officer of the Merchant Marine for many years, Douglas will be remembered as the captain of the SS Arkham, one of the vessels which carried the Miskatonic University Expedition to the Antarctic in 1930.

Douglas was reportedly in New York City to speak with the leaders of the Starkweather-Moore Expedition, which will leave in a few days. The expedition expects to retrace the route of Douglas' ship three years ago.

Thomas Gregor and Phil Jones, sailors resident in New York City, were returning to their fishing boat Bristol when they heard muffled cries and ran to see what was happening. They spotted a man running away and some agitation in the water.

While Jones ran after the fleeing man, Gregor dove into the cold waters of the harbor and found a motionless figure there. He heroically pulled the unconscious man out of the water and onto the dock. He attempted to revive the drowned man. Meanwhile Jones, who had lost his quarry, went for help.

Police later announced that Commander Douglas had been bludgeoned about the head, and began a search for his murderers.

Anyone with information about this terrible crime, or about Mr. Douglas' whereabouts on the night of the murder, should contact Detective Hansen at the Battery Precinct Station.

Beyond Papers 2.2

DEATH ANNOUNCEMENTS

Commander J. B. Douglas

Jeremiah Barnes Douglas, Commander in the United States Merchant Marine (ret.), aged fifty years, died September 5th in New York City.

Douglas served as an officer in the Merchant Marine during the Great War. He retired from the Service as a Commander in 1926 after twenty five years. He then captained his own vessel, the Arkham, notably on an expedition to Antarctica in 1930–31. He retired from active life in 1932 to his home in New Hampshire.

Known as “J. B.” to his family and friends, Douglas is remembered as quiet, forthright, and a stout friend to all. He is survived by his brother Philip.

A graveside Memorial Service will be held September 8th, 11 a.m., at Saint Brigit’s Cemetery in Brooklyn.

Netherlands Hotel

9 September, 1933

Dear Friend,

I would like very much to speak to you at your earliest convenience regarding your voyage to the south. I shall be en suite this evening and all day tomorrow should you find it possible to call.

Yours sincerely,
Nicholas Roerich
Suite 410

Beyond Papers 2.4: The Second Warning

Dear,—

You must listen to this warning. There will be no others. After this, only action remains. I do not expect any of you to understand my reasons, but all that is necessary is that you act. Consider this a threat if you like. A most earnest threat.

The expedition must not sail south. Captain Douglas was only the first to die. If you persist in your brave blind hopes you will all perish. Only those who turn back are safe. I hope that you will be among them.

Let the dead lie peacefully with their secrets. They are the only ones who are beyond pain. Nothing awaits upon the ice but suffering and a bitter ending that I will do anything to help you avoid. Yes, help: even death is a blessing compared to what lies in wait.

I suppose you will blame me for everything. I don’t mind, even though it’s not true. There are forces at work here that you do not understand, and I have to be content with that. The deadliest sin, sometimes, is in the understanding; and the most damned are those who explain.

Please. I urge you. Turn away. Tell the others. For your own sake, for all of us, turn back while you can. There is nothing more that I dare say.

Most Sincerely,

A better friend than you will ever know.

**CAPTAIN CONFESSES HORROR
TALE PRIOR TO DEATH!**

**FIRE IN POLAR SHIP!
DOCK BLAZE KILLS THREE!
ANTARCTIC EXPEDITION
THREATENED!**

**EXPEDITION MEMBERS THREATEN
FREE PRESS!**

**INTERNATIONAL DIPLOMAT ATTACKED!
ARTIST AND HUMANITARIAN
WAYLAID BY HOODLUMS!**

Beyond Papers 2.3: Douglas' Unfinished Letter to Philip

September 5th, 1933
New York City

Dear Philip,

I have arrived, as you see, in New York, and will be with you in a few days. It will not be as soon as I had hoped, however. I am shipping you some personal things by rail which ought to get there before I do. Take care and keep them safe for me. I have some rather sorry business here in the city that I must attend to before I can come.

There is a man here named Starkweather who is hiring crew for an Antarctic voyage. He has been hounding me for months, by letter and by wire. I have no interest in his voyage, as you well know. I swore I would not ever return to that hellish place and I will not, so help me God! But the man wants me to captain his ship, and he will not take "no" for an answer. I told him I would meet with him when I arrived in New York. Perhaps he will understand my refusal when I shout it to his face.

You may imagine my annoyance when I got here and discovered that the imbecile has been telling the press that I was already signed on! We are to meet tomorrow. I intend to be quite firm with him.

Adding insult to injury, a lunatic German here at the hotel has been after me ever since he learned my name. Again and again I encounter him "by chance;" the man is obsessed with fairy tales. Each time we meet he asks if I know anything of South Seas folklore, of great statues in the pack ice or of lost island nations. I have told him no: I know nothing of Tsalal, or black-toothed savages, or a man named Pym, or of anything south of the Antarctic Circle but ice, whales, and misery. If he approaches me again, so help me, Philip, I shall knock him senseless!

It is not bad enough that Starkweather has been misusing my name in the newspapers. He has been using it to attract his crews as well. He has even managed to sign some of the boys from the Arkham and the Lady Margaret on the strength of it.

How he got any of the Arkham crew I shall never know. None of us who were on that voyage are ever likely to forget the things that were said about those murdered men, or the howls of that poor mad boy Danforth. The things he whispered to me, toward the end when he knew where he was, still haunt me. God only knows what he told the others.

I am going to do what I can to convince

illar-Riposte

Bulldog Edition 3¢

OCTOBER 20, 1920

DARING RESCUE OF HEIRESS

Nairobi (INS)—The dark continent where the wonders of nature can turn on man and prove deadly has shown once again that wherever European man goes, so goes chivalry. Wireless reports out of the Belgian colonies in Africa tell of the daring rescue of our own socialite scamp Acacia Lexington by that gallant Englishman, Captain James Starkweather.

Lovely Lexington has been touring the regions of darkest Africa dominated by the mighty Lake Tanganyika. Savages fight daily with alligators longer than a Deusenberg to ensure the passage of commerce in this wild region. Against the advice of her elders, Lady Lexington insisted upon seeing the fabled giraffe mating grounds of Eyasi. Under the expert leadership of Captain Starkweather the band braved the wilderness and arrived at the plains of tall swaying grasses the giraffes find so compelling for their very survival.

The wild beasts, gentled by our own lovely Lady Lexington, came within a few feet of the party without making threatening gestures. Lady Lexington's presence

was so compelling that when she came upon a baby giraffe in the grasses, she immediately tamed it and was able to even embrace it briefly before it returned to its herd, earning her the nickname among the savages as "The Woman Whom the Giraffes Love."

On the return trip to Nairobi, sudden rains caught the party crossing a branch of the mighty Nakuru river. The party was nearly lost as savages panicked under the onslaught of the rain and river. Brave Captain Starkweather rallied the natives and had them chop trees and fashion rafts to carry the supplies to safety. A personal trip by Captain Starkweather to a nearby village procured enough canoes to carry the party across the river. The crossing was treacherous but under the skilled hand of Captain Starkweather the entire party made it to port in time for Lady Lexington's return trip to America.

We'll all be thanking Captain Starkweather for the safe return of one of the brightest lights of our social season. Hurrah for him and hurrah for chivalry!

Beyond Papers 4.2

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Evening Edition
3¢

JULY 23, 1921

LEXINGTON TRAGEDY

New York (AP)—A shocking scene greeted police at the P. W. Lexington mansion on Fifth Avenue today. They came to investigate what appears to be the death of one of New York City's greatest industrialists at his own hand.

Percival Woodrow Lexington was discovered in his study dead from a gunshot wound to the head. Police initially suspected foul play from the disheveled nature of the study.

"But there are obvious powder burns on his head and right hand," said Police Detective Ronald O'Meira. "That coupled with the position of the body and gun lead us more toward a self-inflicted wound than foul play."

But his daughter Acacia does not agree. "Daddy wouldn't kill himself. These buffoons are looking for an easy answer to keep from doing any real work," the distraught young woman said. "I vow I'll find my father's killers and make them pay."

Meanwhile an anonymous Wall Street source has hinted that the Lexington fortunes were severely over-extended.

The sky in New York society has grown dimmer this evening and the murky surroundings of this death surely spur further inquiry.

Beyond Papers 4.3

GLOBE

JULY 24, 1921

TWO CENTS

RARE MANUSCRIPT LINKED TO LEXINGTON DEATH

(Special)—A notice from the estate of Percival Lexington warns rare book dealers to watch out for a missing manuscript that could be linked to foul play in Lexington's recent death.

An extremely valuable and rare galley proof of the Edgar Allen Poe book *The Narrative of Arthur Gordon Pym* has been reported missing from Lexington's study where his body was found yesterday.

"Robbery would be a motive for murder," said police detective Ronald O'Meira. "But the physical evidence points to a different conclusion. The book may show up in a few days. It's very difficult for most families to accept the loss of a loved one in this way."

Issuing the notice was daughter Acacia Lexington who previously raised suspicions of foul play and a lax attitude by police in investigating this case.

"This manuscript is unique. I believe it is involved in my father's death," she said. "This manuscript differs greatly from the published version. I fear some collector has killed for it."

The manuscript was to have been sold in public auction today, along with other rare and valuable items from Percival Lexington's collection.

A coroner's report is expected tomorrow. A public service and private family funeral will be held Friday. The public service will be held at St. John the Divine Cathedral at 11 a.m.

Beyond Papers 4.4

illiar-Riposte

Evening Edition
3¢

JULY 26, 1921

HEIRESS DENIES OWN TALE OF MURDER

New York (AP)—A startling retraction came today from the daughter of the late industrialist Percival Lexington. Just days after she claimed foul play and police mishandling of the case, Acacia Lexington delivered a very different story after her father's funeral.

"With the coroner's report and the physical evidence I have no choice but to face the facts about my father's death," Miss Lexington said.

Earlier this week Lexington claimed that her father's death was linked to the disappearance of a rare manuscript he kept in the study where his body was found.

"I believe that book is still in my father's library," Miss Lexington said when asked about her claim. "I haven't cataloged the contents of the house to see if anything is missing. When it is done I'm sure we'll find the book."

"We know this is a hard time for Miss Lexington," said police detective Ronald O'Meira who investigated the Lexington suicide. "Any suggestions she made earlier were obviously the result of the strain of the situation," O'Meira said.

Percival Lexington was eulogized by several business leaders including fellow industrialist John D. Rockefeller and esteemed banker John Pierpont Morgan. He was laid to rest in a private ceremony at the family's estate in Suffolk County.

Lexington's last will and testament will be read at his attorney's next Wednesday. It is expected that his daughter Acacia will be his sole beneficiary. Questions still remain as to who will run the Lexington enterprises for this young woman.

MY DEAR MOORE

**YOU ALREADY HAVE ALL THE
ANSWERS I CAN GIVE
TAKE MY ADVICE AND BE VERY
CAREFUL
WE WILL TALK WHEN YOU RETURN
UNTIL THEN I BEG YOU MAKE NO
MISTAKES YOU WILL REGRET
LATER
GOOD LUCK AND STAY WATCHFUL
YOU ARE IN MY PRAYERS
PABODIE**

Beyond Papers 6.1: Captain's Log, Final Entry

*March 12th. It is over. My hand is wholly useless now, lost to the gangrene, and the red lines of infection have spread past the tourniquet and up my arm. There is nothing to be done. My own stench disgusts me.
Bowers passed on in the night.*

I am no Shackleton, no Mawson, to face the odds and overcome them. I am merely an old tired soul who has lost the gamble and will die alone upon the ice. The horrible endless ice. It is beautiful, but heartless. In these past few days I have come to hate its cruelty. It cries, and whispers, and moans to me in the still air, grinding hopes and prayers away in mindless hostile fury. I pray the others got away. There is nothing for anyone here. Even the whales are long gone.

Should anyone ever find this log, let me praise once again the excellence and skill of my officers and crew. Their loyalty and stout hearts are without peer. I wish them well and pray that they are now safely homeward bound.

I give my love to Nancy and the boys. May they find happiness in years to come. I only regret I cannot hold them to me one last time.

God forgive me for what I am about to do.

*Stephen Willard, Captain
SS Wallaroo*

September 4th, 1921
Philadelphia, Penn.

Dear Mister Boseley,

I write to you in regard to your letter of August 28th. It is always unpleasant to hear of an untimely passing, especially of one with whom I have had dealings in the past. My business with Percival Lexington having taken place more than twenty years ago, however, I find it difficult to imagine what benefit you may receive from my recollections at this late date.

I am as you know a collector of antiquities. It was in that capacity that I first purchased the erstwhile Poe manuscript from a fellow collector, a man named Lionel White. The book arrived in good order and proved exactly as promised. I recall that it was unbound, in loose form, and that a number of the pages were showing signs of wear. Mister White had also included a letter summarizing his own researches into the origin of the work. It was clear that he considered it genuine. I found, after some inspection, that I had to disagree.

You will be aware, sir, that the Narrative of Arthur Gordon Pym differs in several aspects of style from the rest of Mister Poe's body of work. The manuscript I had acquired was substantially the same as the published work in its first twenty-five chapters, including those same uncharacteristic usages and turns of phrase. The additional five chapters, however, were quite different even from the remainder of the manuscript, in both style and content, and clearly had been written by a different hand.

Once this was clear to me, I had no further interest in the work. However clever the fiction, it was evidently not Poe's tale but an homage or attempted forgery, and thus I sought to recover my purchase price by any means possible. Mister Lexington bought it eagerly and I was able to secure a small profit for my trouble.

I concealed nothing from Mister Lexington when he came to examine the manuscript. That is my way of doing business. He drew his own conclusions and was delighted at his purchase, for which I wished him well. As I recall, he was excited by the possibility that the "Narrative" represented an undocumented collaboration rather than an original work. I did not seek to dissuade him.

Several other collectors inquired about the work. I referred them all to Lexington. There is very little else I can say about the purchase.

As to your other question regarding the content of the additional chapters I fear I can be of little use. I recall that they were unpleasantly speculative, more than usually macabre, and dealt with a tribe of inhuman horrors that dwelt in the Antarctic and practiced human sacrifice. More than that I cannot now say.

Wishing you the best of luck in your continuing research, I am
Sincerely yours,

Stanley Edgar Fuchs

General Information

In addition to the material presented in this section, the keeper may wish to photocopy part or all of Chapter Four-B, “SS *Gabrielle*,” pages 62-68. The keeper is encouraged to photocopy the final chapter of *The Narrative of Arthur Gordon Pym* in Appendix 3, “Deep Background,” pages 321-333. If the keeper decides to roleplay the Line Crossing Ceremony in Chapter Five, he or she should also photocopy “Beyond Papers 5.1: Davy Jones’s Summons” on page 77 and “Beyond Papers 5.2: Neptune’s Certificate” on page 78. Permission is granted to copy this information for personal use only.

The Dyer Text Summary

Dyer’s story of the Miskatonic University Expedition is fully reproduced in H. P. Lovecraft’s excellent novelette, *At the Mountains of Madness*. Every keeper should own and read a copy before playing this scenario. He or she may now give the novelette to the players to read. For keepers who do not wish to break their session for a reading of the novel, here is a synopsis of the *Text*.

Dyer’s tale and historical accounts agree substantially, up to the point where the rescue party lands at Lake’s Camp. In this account, however, the party finds the Camp in great disarray—much as it was found by Moore’s group, but with the cruelly murdered bodies of dogs and men still scattered about the camp or arrayed in Hangar H2 in hideous display. That the party was murdered was never in any doubt; the identity of the murderer was uncertain, most likely being Gedney the missing student.

Dyer and Danforth flew several flights over the area in search of Gedney but found nothing. They then lightened a single plane and flew over the mountains through the nearest pass.

On the far side of the range they found, not a barren plateau, but the incredibly ancient remains of an immense city, uninhabitable for geologic epochs. They landed and walked through the city’s near edge, sketching and taking many photographs. The city is barren now but contains untold murals, frescoes and other non-portable artifacts which reveal its age and the extreme civilization of its now-vanished builders.

Dyer maintains that the city was built, not by men, but by creatures similar in appearance to Professor Lake’s “old ones” or “elder ones”—and that the murders were done not by Gedney but by the eight “perfect specimens” removed from the cave by Lake’s party. These, it seems, were not dead but somehow hibernating; awakened, they slew their rescuers and fled over the mountains to their city home.

The city is built atop the plateau, but deep underneath the plateau is a great sunless sea which may be reached

by long tunnels slanting down from the surface. There, according to Dyer, the city’s builders took their final refuge. Their descendants may still remain there; however, in a foray into one such tunnel the two men were set upon by a huge and monstrous predator—a shoggoth—descended of the ancient slaves of the city builders, now apparently free to roam at will. The men escaped through good luck, but the shock of the meeting was one of the things that caused Danforth’s breakdown.

Dyer and Danforth found the bodies of four of the returned “elder ones” in the downward sloping tunnel, apparently slain by the shoggoths. He concludes that the rest most likely perished as well while seeking others of their kind. He found Gedney’s body too, preserved and carried as if for later examination.

After examining the city for several hours and being chased by the shoggoth, Danforth and Dyer conclude that existence of the elder ones and their city is something that should be kept from the world lest they loose horrors that cannot be controlled. They pledge to keep the secret, and persuade the others in the rescue party to stay silent about what they know as well. Only the advent of the Starkweather-Moore Expedition, with its avowed intent of exploring the high plateau, has forced him to break his silence in the hopes of warning them away.

Although Dyer speaks of a great many photos and samples which originally accompanied the work, they are not provided with the manuscript.

The book can be read end to end in about three hours by a fast reader; a slower reading, with more attention to detail, requires as much as a day or two.

The *Dyer Text* (published in 1936 as *At the Mountains of Madness*), in English, typed on bond paper, 110 ms. pages. By Professor William Dyer. Tells the story of the Miskatonic University Antarctic Expedition of 1930–31 and their encounters with the elder things.



Investigator Name _____
Occupation _____
Colleges, Degrees _____
Birthplace _____
Mental Disorders _____
Sex _____ Age _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
CON _____ APP _____ POW _____ Luck _____
SIZ _____ SAN _____ EDU _____ Know _____
99-Cthulhu Mythos _____ Damage Bonus _____

1930s Antarctic Explorer

Player's Name _____



Call of Cthulhu
Horror Role-Playing

Sanity Points

Insane 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points

Unconscious 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Hit Points

Dead -2 -1 0 1 2 3
4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19
20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35
36 37 38 39 40 41 42 43

Investigator Skills

- | | |
|--|--|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> History (20%) _____ |
| <input type="checkbox"/> Aircraft Maint. (05%) _____ | <input type="checkbox"/> Jump (25%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Law (05%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Library Use (25%) _____ |
| Art (05%): _____ | <input type="checkbox"/> Listen (25%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Locksmith (01%) _____ |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Mech. Repair (20%) _____ |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Block (DEX x2%) _____ | <input type="checkbox"/> Meteorology (05%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| Craft (05%): _____ | <input type="checkbox"/> Opr. Hvy. Mch. (01%) _____ |
| <input type="checkbox"/> _____ | Other Language (01%): _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> E.Thing Cipher (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (DEX x2) _____ | Own Language (EDUx5%): _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive Dog sled (20%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Electr. Repair (10%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Explosives (01%) _____ | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | Pilot (01%): _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> _____ |



- | |
|---|
| <input type="checkbox"/> Polar Survival (01%) _____ |
| <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> Psychology (05%) _____ |
| <input type="checkbox"/> Radio Operator (01%) _____ |
| <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> SMG (15%) _____ |

Weapons

	melee	%	damage	hnd	rng	#att	hp		firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/>	Fist (50%)	—	1D3+db	1	touch	1	n/a	<input type="checkbox"/>	—	—	—	—	—	—	—	—
<input type="checkbox"/>	Grapple (25%)	—	special	2	touch	1	n/a	<input type="checkbox"/>	—	—	—	—	—	—	—	—
<input type="checkbox"/>	Head (10%)	—	1D4+db	0	touch	1	n/a	<input type="checkbox"/>	—	—	—	—	—	—	—	—
<input type="checkbox"/>	Kick (25%)	—	1D6+db	0	touch	1	n/a	<input type="checkbox"/>	—	—	—	—	—	—	—	—
<input type="checkbox"/>	—	—	—	—	—	—	—	<input type="checkbox"/>	—	—	—	—	—	—	—	—
<input type="checkbox"/>	—	—	—	—	—	—	—	<input type="checkbox"/>	—	—	—	—	—	—	—	—

A Synopsis of Pym's Narrative

The Narrative of Arthur Gordon Pym was written by Pym in the spring of 1837. It expands and continues some narratives published as short fiction in January and February of that year in the *Southern Literary Messenger*, a magazine printed in Richmond, Virginia. (For more information, see Appendix 3, "Deep Background.")

At that time, according to the tale, Pym had returned "to the United States a few months ago, after the extraordinary series of adventures in the South Seas and elsewhere. ..."

The tale begins in June of 1827. At this time, from evidence in the text, Pym is about 18 years of age. He stows away aboard the bark *Grampus* with the help of Augustus Barnard, son of the vessel's captain. The ship is bound for the South Seas on a whaling voyage. *Grampus* is never heard of again.

Mutineers kill the captain and most of the crew, and the ship is turned far from her destination, before she is wrecked in a heavy storm. Pym, and one crewman, Dirk Peters, are the only ones who survive, barely, to be picked up by the schooner *Jane Guy* (out of Liverpool, bound for the south Pacific) on August 7th. They accompany the vessel on its voyage, passing Prince Edward Island on October 13th, arriving at Kerguelen Land on the 18th. No landings are reported before then, and it is unclear whether any news of Pym or the *Grampus* ever got home.

The captain of the *Jane Guy* behaves mysteriously at Kerguelen, leaving sealed notes in bottles inland on one of the islands without explanation.

After a couple weeks' stay, they travel on in November to the Tristan da Cunha islands, sending mail and so on. From there they set out into the deep ocean for more exploring. They search at sea for many weeks, attempting to chart islands, going further and further south and west, pushing into then-unexplored areas.

Jane Guy crosses the Antarctic Circle in mid-December, heading south. They encounter a lot of ice floes in the following days, as well as some pack ice, but they force their way through this pack and into clearer water.

Early January 1829—Past the thick pack floes, the ice begins to free up and there is a large expanse of free water.

A sailor, Peter Vredenburg of New York, is lost overboard on Jan 10th. *Keeper's note: the Grampus was owned by the firm of Lloyd and Vredenburg, but no connection between the names is revealed.* More thick ice follows, which they pass through. Beyond this point, both water and air seem to get steadily warmer as the ship sails south. They encounter odd animals—a giant polar bear and an unidentified creature with red teeth and claws, and white fur.

1/19—The ship drops anchor at an inhabited island. Estimated 83°20'S, 43°5'W. Bizarre and savage natives here, but seemingly friendly. Lots of descriptions of people and island follow, some of it weird and unlikely even in a *Call of Cthulhu* universe.

2/1—The natives savagely murder the crew and assault and dismantle the *Jane Guy*. Pym and Peters are the only survivors, but they are trapped on a barren part of the island and it is some time before they can escape to steal a native boat. Much description of carven canyons and channels inland here, some of it may be writing; mention of a few remnants of very tumbled/weathered ruins as well, but no details—Pym wasn't interested.

2/20—Pym and Peters steal a large canoe and flee the island. One native hostage, a young man named Nu-Nu, is taken along and provides a info about the locals but little of substance. Nu-Nu and all the locals are absolutely terrified of anything white. They won't touch or go near such things, screaming "Tekeli-li!" and going into convulsions or sick fits when forced.

3/1—Pym, Peters, Nu-Nu in the canoe, in a southerly current. The water gets steadily warmer, and a distant band of haze is visible on the horizon.

3/5—Wind entirely gone, just the current. The water is turning milky (bubbles?) and the vaporous region is near them. Feelings of numbness and lethargy in mind and body. The water is quite hot.

3/6—Occasional explosions under the water, suggest gas ventings or other turbulence. Powdery stuff, ash-like, drops on them from time to time.

3/8—Another one of those dead white animals floats by. Nu-Nu goes catatonic just from seeing it. The water is too hot to put one's hand in.

3/10—They're fully in the vapor range now. (Pym's description is reminiscent of the way fog pours over the San Francisco hills into the bay sometimes. . . .) The rain of ashy stuff (which dissolves in water) is continual and heavy.

3/11—Absolutely dim above—but the water exhibits a luminous glare. Gusty winds, much turbulence in the water, but little sound.

3/12—Gigantic white birds fly through the mists again and again screaming "Tekeli-li!" Nu-Nu just up and dies. The canoe is caught in the grip of a furious current.

"...Now we rushed into the embraces of the cataract, where a chasm threw itself open to receive us. But there arose in our pathway a shrouded human figure, very far larger in its proportions than any dweller among men. And the hue of the skin of the figure was of the perfect whiteness of the snow."

The published account ends here. The editor says that there were "only two or three" concluding chapters, and that Pym retained them "for the purpose of revision" when he died in some unspecified but well-published fashion. "It is feared that .." the pages of those final chapters "have been irrevocably lost through the accident by which he perished himself."

Peters, we are told, survived. He is, in 1837, a resident of Illinois, but "cannot be met with at present."

Poe, who helped publish the first couple of chapters, was available for comment but "... has declined the task—this, for satisfactory reasons connected with the general inaccuracy of the details afforded him, and his disbelief in the entire truth of the latter portions of the narration."

In the unpublished chapters, Pym and Peters ground their boat at the base of the white figure, which they learn is a colossal statue. They observe a group of natives carrying prisoners of evident European origin. Following, they enter a cave, where the natives flee in fear from something horrible Pym does not see. The two men pursue the captives and their new captors through long tunnels and make use of a sort of subway which takes them on a very long ride. Eventually it ends, leaving them in a very cold place. Beyond the cold and snow, following some weird tracks, they come to an immense black tower. They enter.

Inside the tower are more remarkable sights, including the captive Europeans and their monstrous captors. Pym and Peters help the others to flee, but not before they observe one of the monsters kill a man, remove his head, and carry it away in a dish.

Pym and the others are pursued by the monsters. They return to the tunnel and flee using the subway. The monsters almost catch them, but Pym and Peters throw a lantern in the others' tram. There is an explosion and the fugitives get away. Eventually they and the other men, crew of the brig *Nancy*, win their way home again.

New and Augmented Skills

Coordinate this section with the shipboard learning episodes in Chapter Five. Most of the skills below are taught aboard ship during that time. The “Benefits of Education” table early in that chapter discusses what students of such classes gain.

Aircraft Maintenance (05%)

Preparing aircraft and aircraft engines for flight, and securing the machines after flight. This includes general check-lists for flight, warming engines with blow-torches, and replacing the oil. It also provides the knowledge and techniques for maintaining aeroplanes in extreme temperatures and climates. Percentiles of learning can be taken for this skill or as skill points for Operate Heavy Machine.

Block (DEX x2%)

Allows a character to defend against a physical attack by interposing an object held out between the hands. A barstool, an empty shotgun, a length of pipe, a tree branch—anything that can reasonably be held up with the hands to intercept a blow may be used in conjunction with the skill. A successful Block roll means that the object intercepted the blow.

If the damage done by the attacker exceeds the object's hit points, the blocking object is broken or knocked loose from the defender's hands. The defender is hit with what's left, and loses hit points equal to the amount.

Like the Dodge skill, Block increases with successful use. It does not replace the capability to parry built into weapons designed for hand-to-hand combat, such as swords.

Climb (40%) (augmented)

Climbing freehand requires a Climb roll every 10 to 30 vertical feet, depending on availability and firmness of handholds, wind, visibility, slipperiness, etc.

To climb quietly, match a D100 roll against the investigator's Climb and Sneak on the Resistance Table. If succeeding in Climb but failing in Sneak, he or she climbed noisily. If the Climb failed but the Sneak succeeded, the character fell quietly.

An investigator with Climb 60% or more knows free-hand rock climbing and has mastered the principles and gear needed for technical climbs. A high percentage in Climb is thus equivalent to mountaineering: rare in the 1890s and the 1920s, that sport is widely taught in the 1990s.

Drive Dog Sled (20%)

Teaches the lore and practice of dog sledding and the behavior and expectations of sled dogs. The character learns how to care for, train, and control sled teams; how to repair traces and sleds; how to load and maneuver various sleds; and how to choose terrain most suitable to travel by sled.

A character with Dog Sled 60% or higher automatically has peaceable, efficient teams of dogs who enthusiastically follow commands. The skill-holder is still subject to all the difficulties and dangers of polar travel and survival.

Elder Thing Cipher (01%)

Without murals present, the starting skill is 00%. Characters who have the opportunity to compare at leisure elder thing murals with associated dot-ciphers will begin to notice repetitions of certain patterns or cartouches in combination with the graphical concepts portrayed. Examples might be “disaster,” “war,” “hope,” “shoggoths,” etc. Over time, such matches between graphics and dot-cipher become more numerous. But it is no exaggeration to say that a human's percentage in Elder Thing Cipher approximates little more than that many words in English: if 50%, then 50 words. Elder thing murals are much more informative to humans.

Explosives (01%)

Storage, transport, and use of common commercial explosives such as black powder, dynamite (ordinary or low-temperature), nitroglycerin, trinitrotoluene, ammonium picrate, detonating cords, etc., along with cord fuse, electrical blasting caps, delay systems, rotational firing, and weather and safety considerations. For small-scale blasting projects (breaking up rocks, opening a well, lengthening a mine shaft, chasing off a monster) a skill of 60% or higher grants an automatic success except on 00 or when personally making explosives.

For demolishing a large building, long tunnel, massive dam, steel girder bridge, or similar formidable structure, the initial chance for success is either the average of the blaster's Explosives and Engineering skills, or half the blaster's Explosives skill if the character has no Engineering skill. (Inexperienced blasters usually fail their first attempt at a complex demolition.) Round up fractions. For the second and later attempts to demolish a particular structure, the chance equals the blaster's Explosives skill or the blaster's Explosives and Engineering skills combined. Those taught Demolition during military service may use that skill.

Meteorology (05%)

Informed about the warmth or chill of the air, the amount of sunshine, prevailing and upper winds, and precipitation, the skill-holder can predict local or regional weather conditions for tomorrow until perhaps next week. In the present day, satellite observations and computer modelling also have become important.

Based on season and a little experience in an area, those with less than 20% Meteorology can often predict local conditions and such variables as when fog appears. Those with more than 20% Meteorology and proper equipment can accurately predict local or regional conditions 90% of the time, as well as temperatures, winds, etc., for minor localities. Estimates of rainfall amounts and wind strength and duration are rarely wrong. Those with 60% or better Meteorology and good observations are able to make accurate predictions except on a 00 result.

Navigate (10%)

Allows the user to find his or her way in storms or clear weather, in day or night. Those of 20% skill or higher are familiar with and can use astronomical principles for the sun and stars, understand magnetic deviation and radio interference, navigational tables, charts, compasses and gyroscopes, autopilots, radio direction devices, and gear such as sextants or GPS as they exist in the era of play.

A skill of 60% or better means automatic success at Navigate under ordinary conditions, except on a result of 00. It also promotes surveying and map-making; given sufficient time, areas of hundreds of square miles can be accurately mapped with this skill.

Anyone of INT 8 or better can sketch a good plan of a room, area, or smallish building.

Polar Survival (01%)

Characters with this skill know the fundamentals of surviving in the icy and desolate climes near either pole, or at high altitudes. Includes dress, shelter, sleeping, safety techniques, hunting, food preparation, and oxygen deprivation, frostbite, and other special medical problems. Do not roll for this skill unless factors important to survival are missing. This skill also teaches the behavior of materials at sub-zero temperatures, including water and ice at various altitudes and temperatures, chemicals such as lubrication oil, gasoline and kerosene, various metals and metal alloys, thermometers and other scientific equipment, cartridges and explosives, rifles and other machined weapons, batteries and electrical generators, heaters, etc.

A skill-holder of 60% or more does not need to check his or her Polar Survival except in the most extreme and dangerous situations, such as being lost in a blizzard.

Radio Operator (01%)

In the 1920s, it includes short-wave band transmission and reception, radio construction and repair, and practical understanding of the procedures customary in short-wave two-way radio. This skill also includes the ability to understand and transmit Morse code at a varying rate per minute. At percentages lower than twenty, the percentage indicates the actual per-minute Morse code rate of the skill user; above 20%, the operator codes and decodes as needed. At 20% or better, the user may apply for a ham license and own and operate a private short-wave set.

At 60% or better, the character can operate a commercial radio station or be a licensed engineer for one, upgrade or create new equipment, design and create his or her own vacuum tubes, and so on.

Throw (25%) (augmented)

To hit a target with a thrown object, to hit a target with the right part of a thrown object (such as the point of a knife blade), or to encompass a target with a loop of thrown rope, use Throw. A palm-sized object of reasonable balance, such as a water-smoothed stone, can be hurled three yards or more for each STR point exceeding the object's SIZ. An object designed to be thrown, such as a baseball, can be hurled up to seven yards for each STR point in excess of the object's SIZ, and bounce on for more. Keepers must choose a suitable multiplier for a hand grenade, javelin, etc.

A loop of rope can be thrown to ensnare if the entire rope is long enough, or for the character's Throw skill divided by five in yards, whichever length is reached first. (In other words, a character with Throw 65% can throw a loop of rope $65 / 5 = 13$ yards, provided the rope is long enough.) As a practical matter, the maximum for lassoing something moving is about ten yards—closer to five yards if from horseback.

If the Throw roll fails, then the object misses, landing at some random distance from the target. If where the object falls is important, the keeper should compare the closeness of the die roll result to the highest number which would have indicated a successful roll, and choose a comparable distance in yards between the thrown object and the target.



Beyond Papers 9.1

Starkweather-Moore across the Mountains

Weddell		Weight, Lbs.
No.	Description	
1	empty Boeing Model 247 plane	11,000
6	crew and passengers	1,200
24	gallons of engine lube oil, in engine	180
556	gallons of aviation gasoline (1890 miles range)	3,336
1	canvas bag with airplane repair tools and minor parts	50
1	drum 23 gallons engine lube oil	172
1	set navigational equipment (clock, charts, sextant, sun compass, tables, etc.)	6
1	blowtorch	5
2	canvas tarpaulins with grommets and six poles (engine starting covers)	20
24	person-days worth of food	48
2	canvas and goosedown sleeping bags	32
6	sets of snowshoes	36
1	Nansen sledding cooker and primus stove	25
1	1 gallon fuel can of kerosene (40 person-days for the stove)	10
1	trail radio (100 W, nominal range 50 miles)	100
1	radio battery	20
1	1-inch flare pistol, holster, and box of 10 flares	4
1	electric 'Mars' signal lamp	3
1	still camera set (camera, lenses, tripod, film, 10 flashbulbs, IR filters, case)	25
1	reel, 300' climbing rope	20
2	bags of climbing equipment (2 hammers, pitons, carabiners)	25
1	set of meteorology instruments, in wooden case	13
1	set of cartography/geology instruments, in wooden case with carry straps	40
1	set of chemistry sampling and test equipment, in canvas bag	10
1	medical bag, with instruments, drugs and supplies	20
1	sled with hauling harness	100
1	oxygen snow tent, 2 man, with poles, stakes, and lashings	50
2	sodium hydroxide canisters, 48 man-hours of capacity each	50
20	oxygen tanks, 80 cubic feet capacity each	400
	TOTAL	17,000

Beyond Papers 9.1 (contd.)

Starkweather-Moore across the Mountains (contd.)

		Enderby	
No.	Description		Weight, Lbs.
1	empty Boeing Model 247 plane		11,000
6	crew and passengers		1,200
24	gallons of engine lube oil, in engine		180
556	gallons of aviation gasoline (1890 miles range)		3,336
1	canvas bag with airplane repair tools and minor parts		50
1	drum 23 gallons engine lube oil		172
1	set navigational equipment (clock, charts, sextant, sun compass, tables, etc.)		6
1	blowtorch		5
2	canvas tarpaulins with grommets and six poles (engine starting covers)		20
24	person-days worth of food		48
4	canvas and goosedown sleeping bags		64
6	sets of snowshoes		36
1	Nansen sledding cooker and primus stove		25
1	1 gallon fuel can of kerosene (40 person-days for the stove)		10
1	trail radio (100 W, nominal range 50 miles)		100
1	radio battery		20
1	1-inch flare pistol, holster, and box of 10 flares		4
1	electric 'Mars' signal lamp		3
1	reel, 300' climbing rope		20
2	bags of climbing equipment (2 hammers, pitons, carabiners)		25
1	Geiger-Müller counter and spectrograph, in wooden case		26
1	hand sled with hauling harness		100
2	oxygen snow tents, 2 men each, with poles, stakes, and lashings		100
2	sodium hydroxide canisters, 48 man-hours of capacity each		50
20	oxygen tanks, 80 cubic feet capacity each		400
	TOTAL		17,000

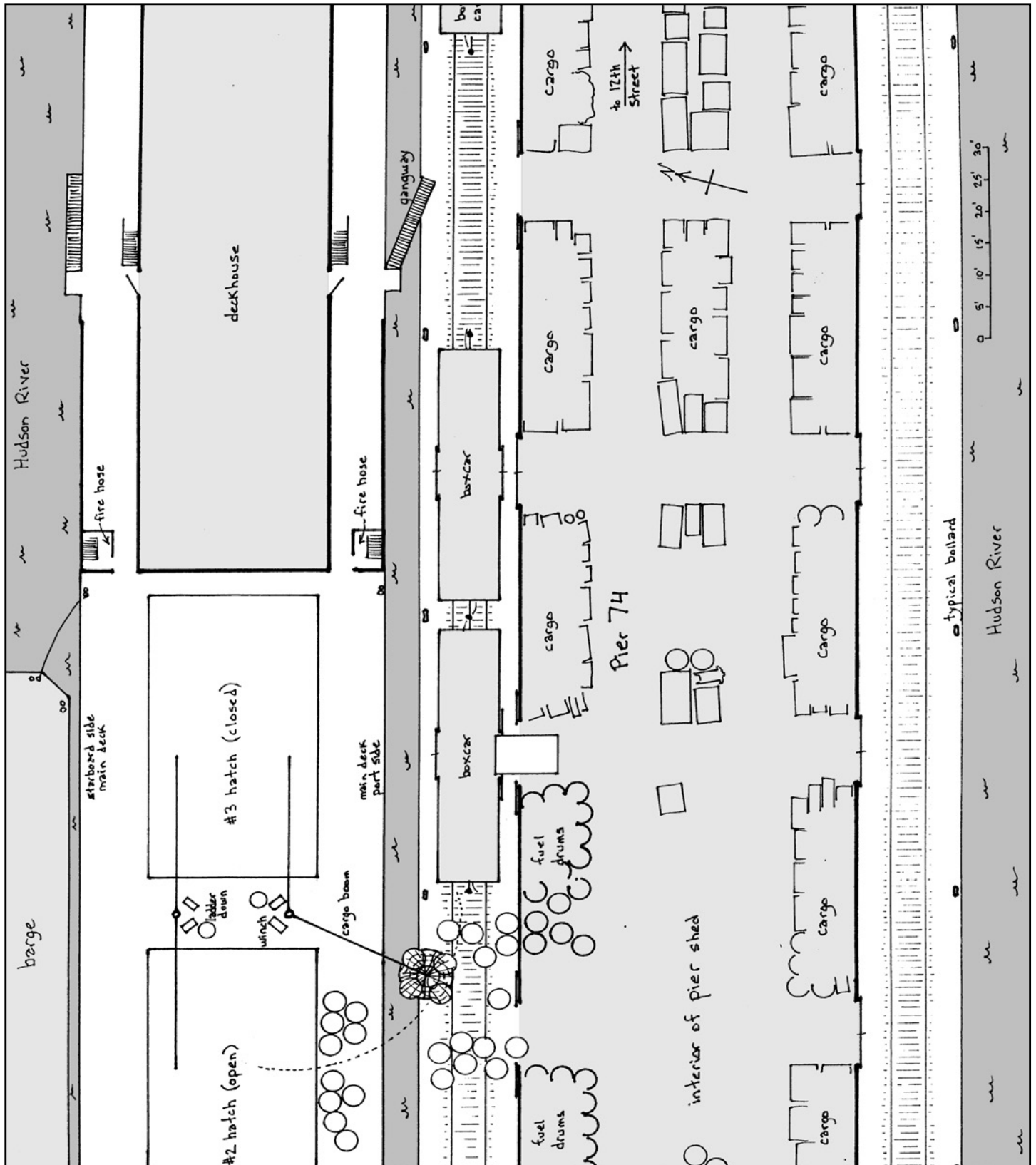
Beyond Papers 9.2

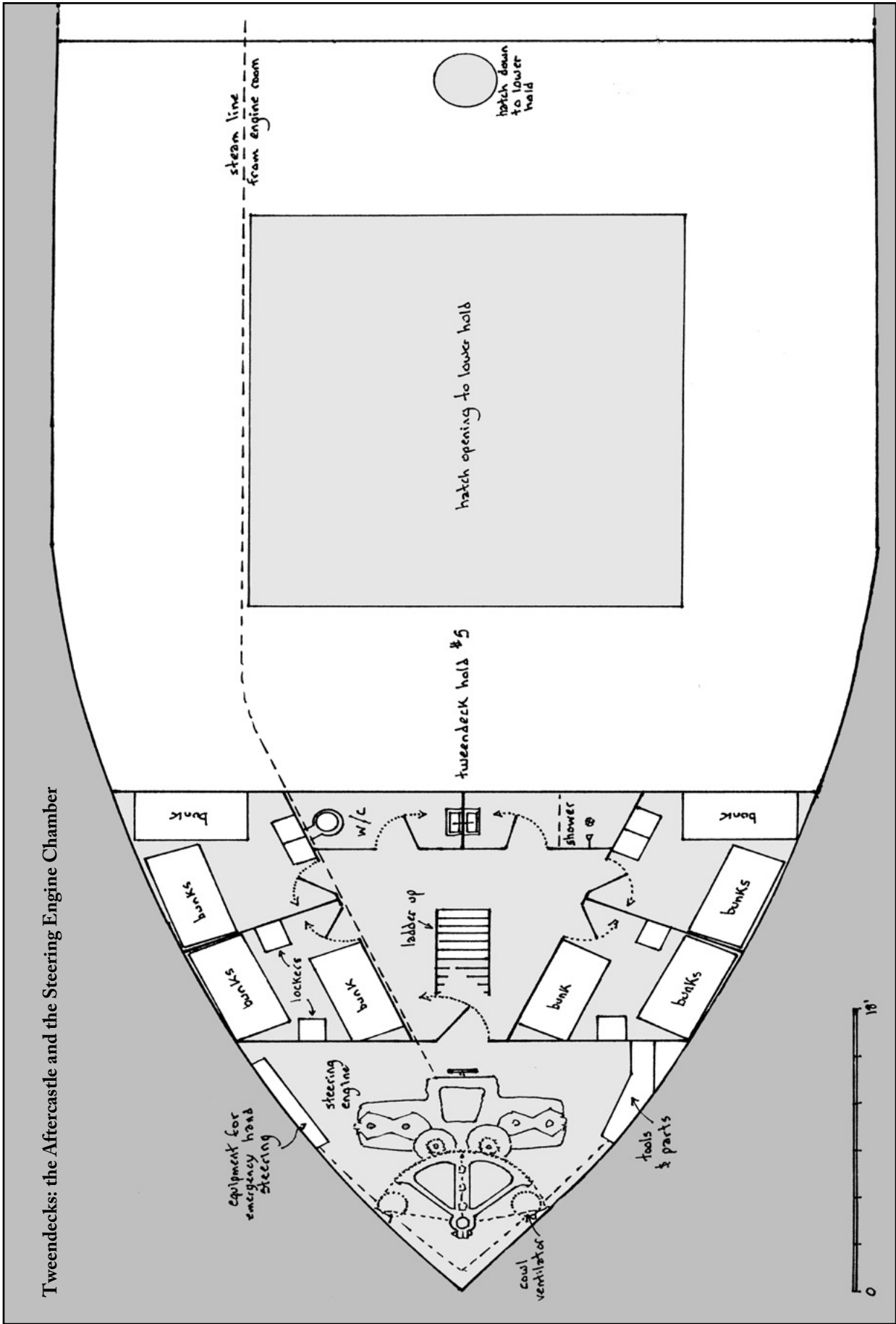
Lexington across the Mountains

		Northrop Delta	
No.	Description		Weight, Lbs.
1	empty plane, with radio removed		3,350
6	crew and passengers		1,200
15	gallons of engine lube oil, in engine		115
275	gallons of aviation gasoline		1,650
1	set of tools and minor spares (wire, spark plugs, etc.) for aircraft repair		20
6	persons worth of emergency supplies, one sled, no generator or radio		900
1	oxygen snow tent		50
2	sodium hydroxide canisters, 48 man-hours of capacity each		50
7	oxygen tanks with Dräger masks, 80 cubic feet (2200 liters) capacity each		140
2	electric lanterns		5
1	still camera and film set		20
	TOTAL		7,500

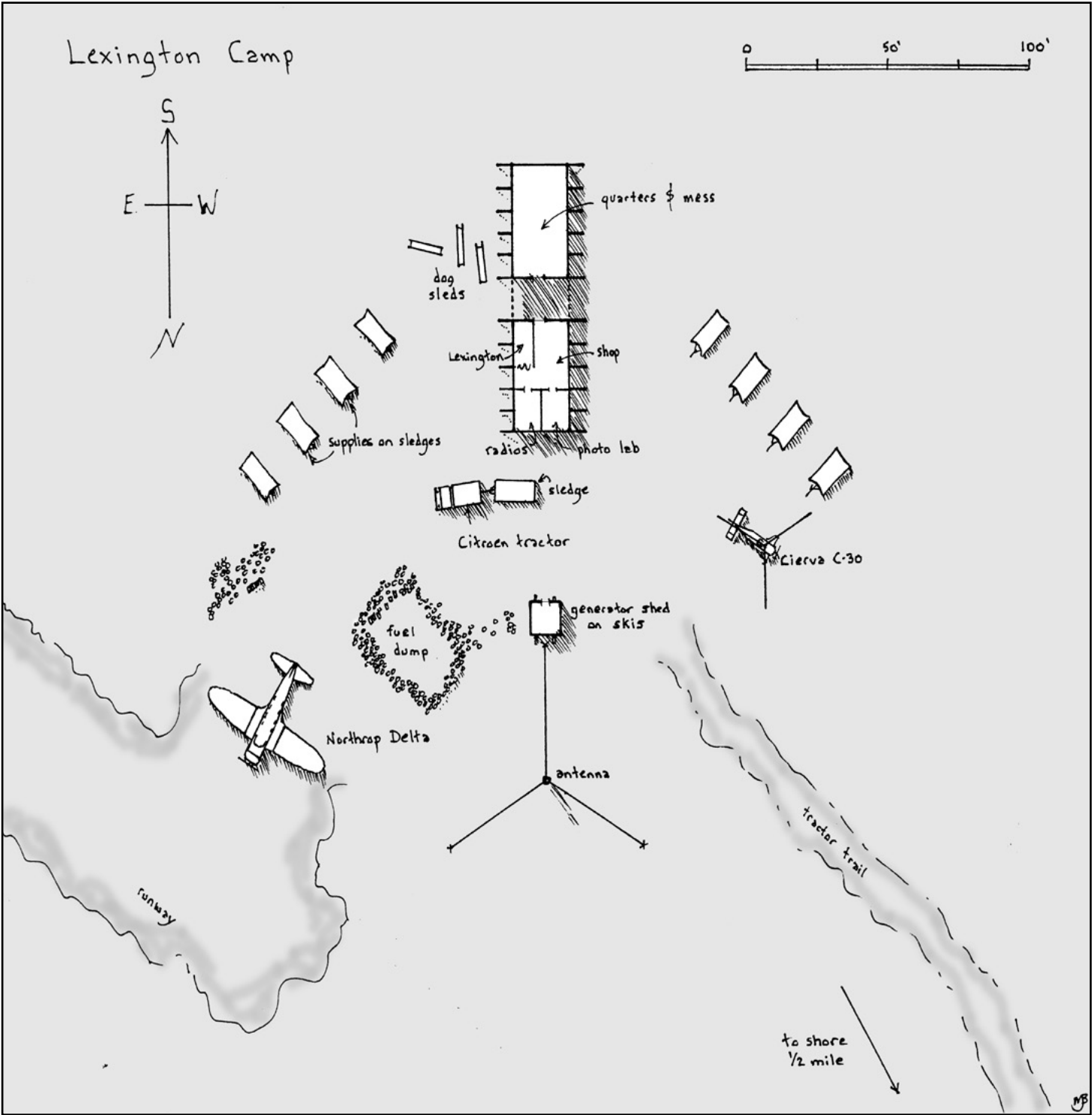
Maps and Pictures

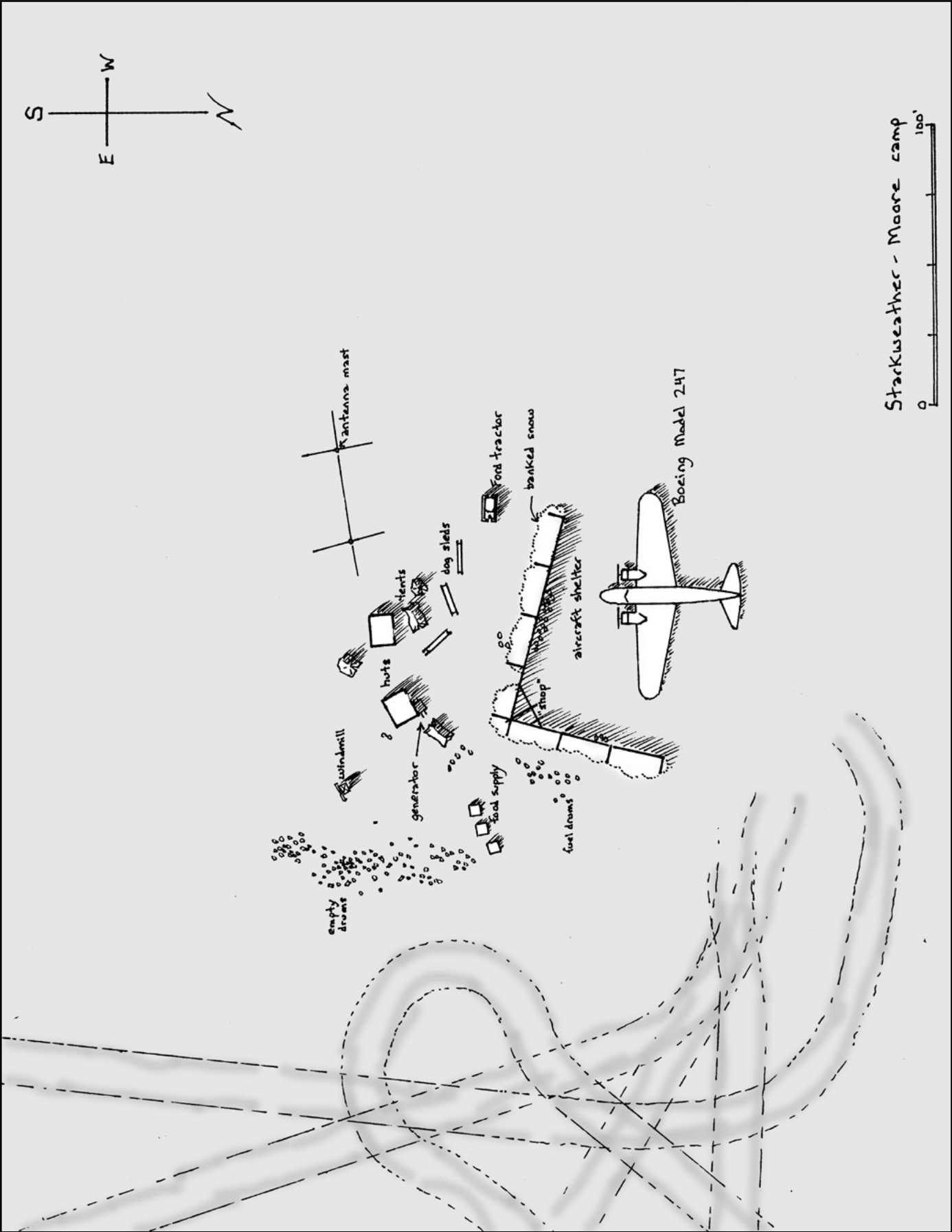
The Gabrielle's Deck and Nearby Pier

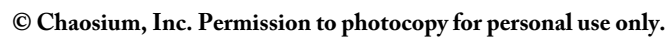




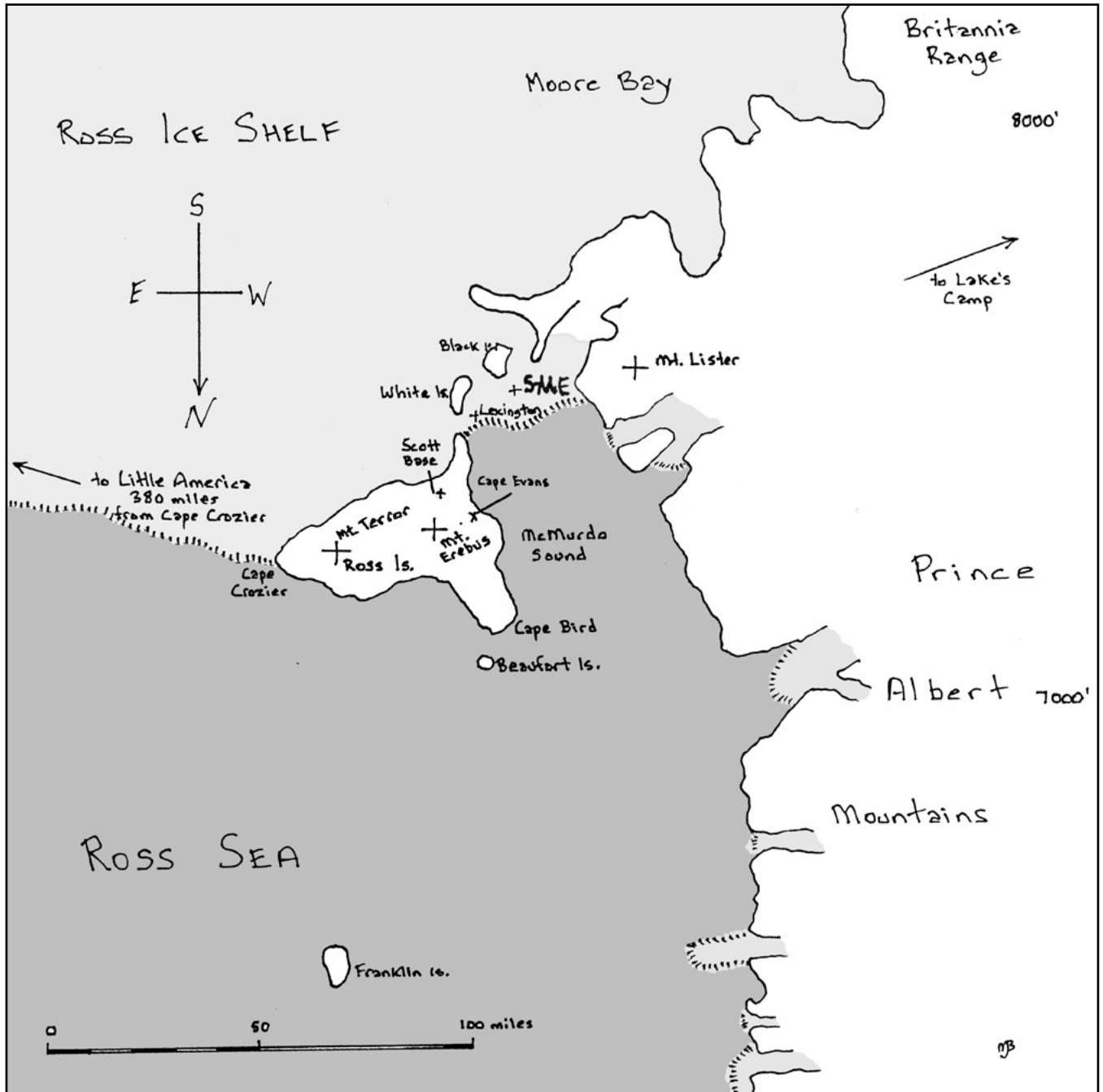
Lexington Expedition Barrier Camp Layout

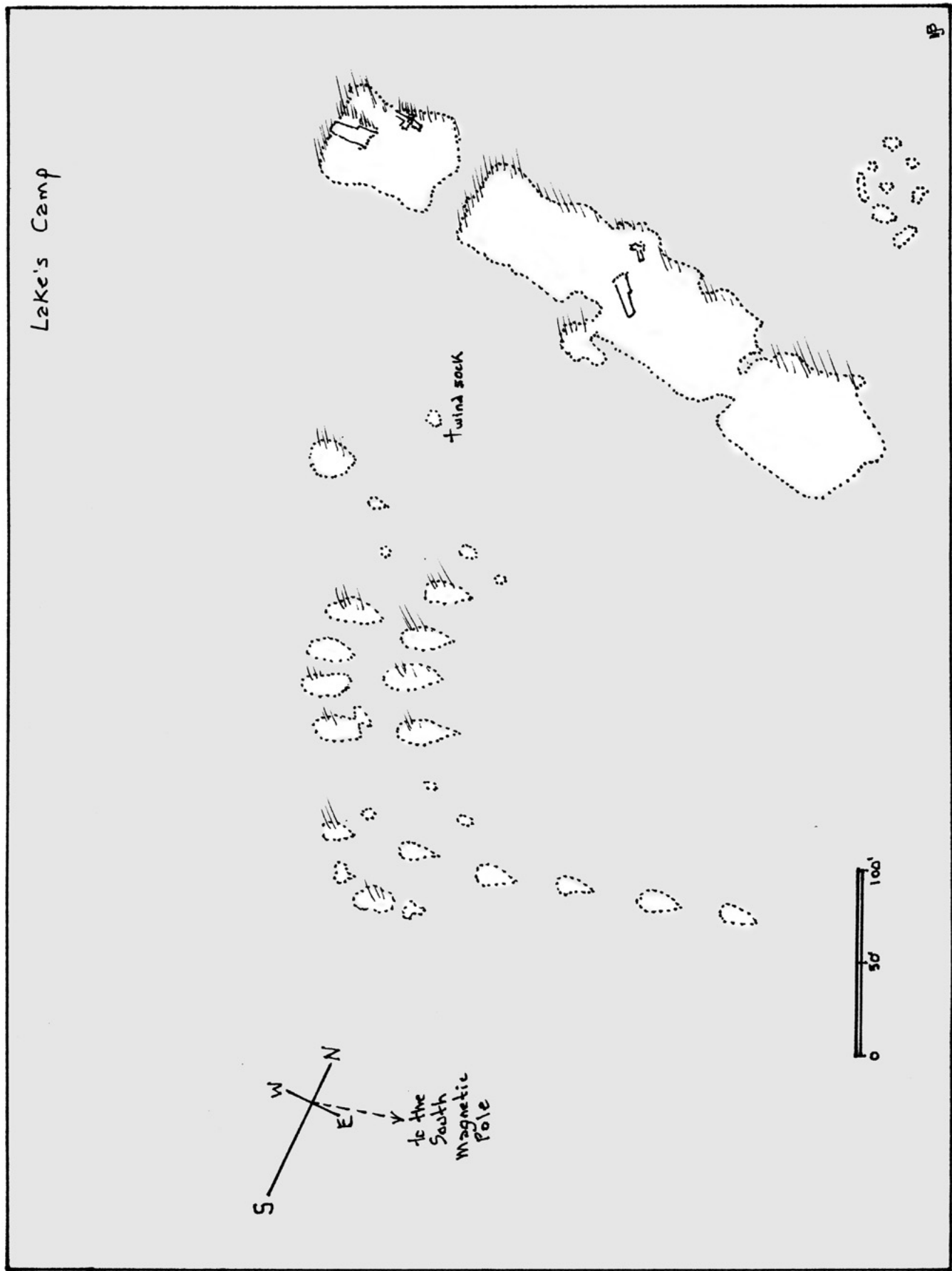




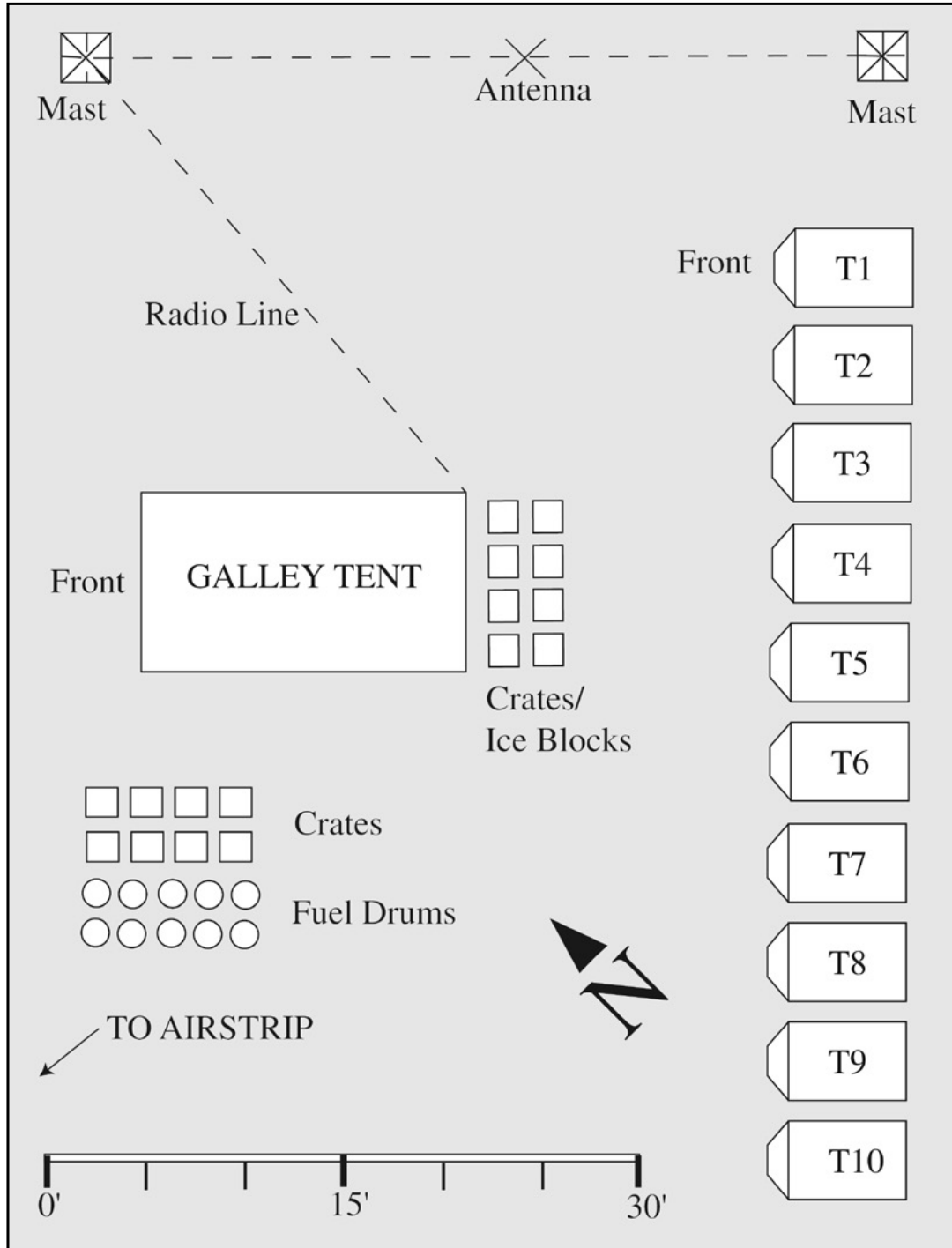


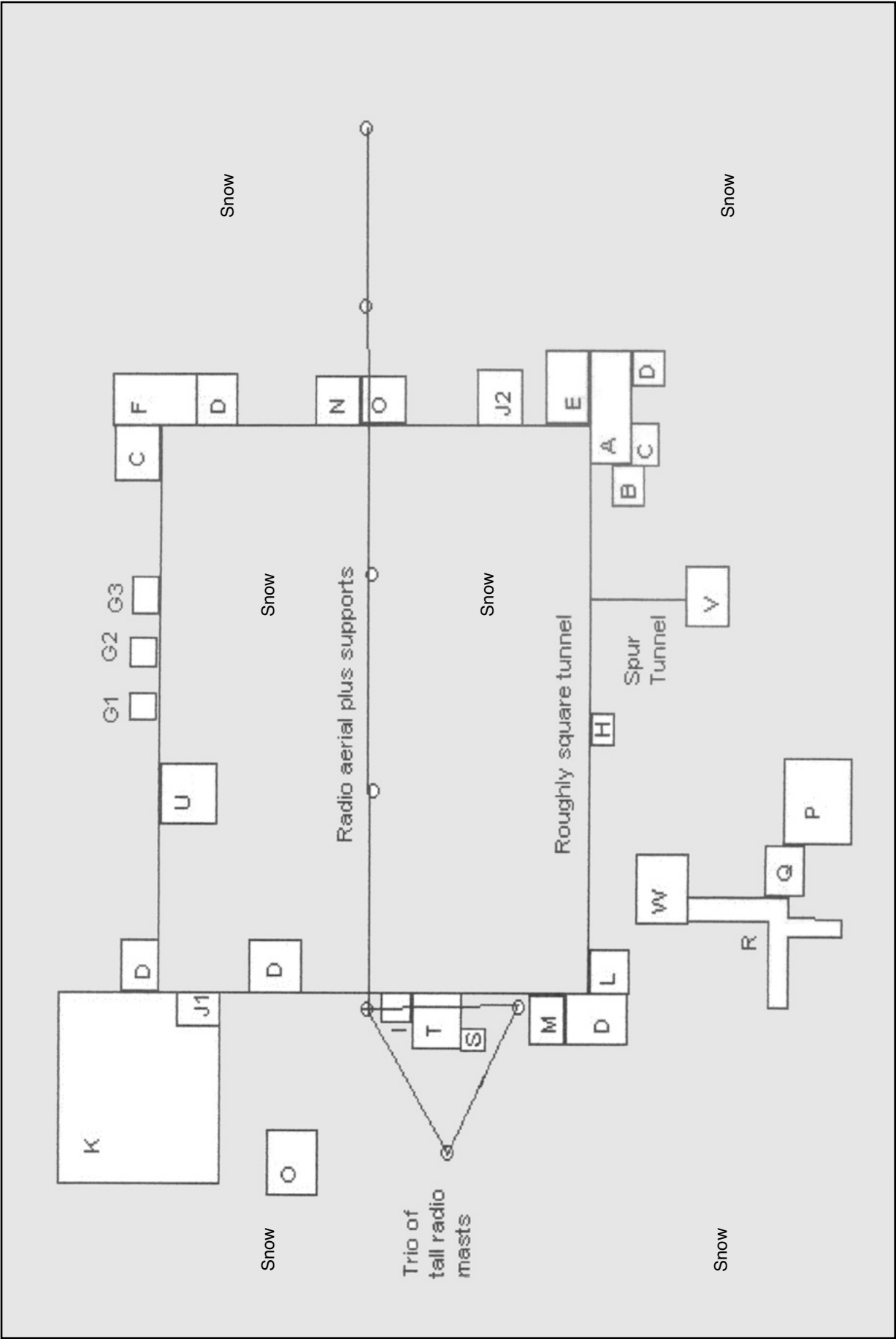
The Ross Sea and the Barrier Camps





Barsmeier-Falken Camp

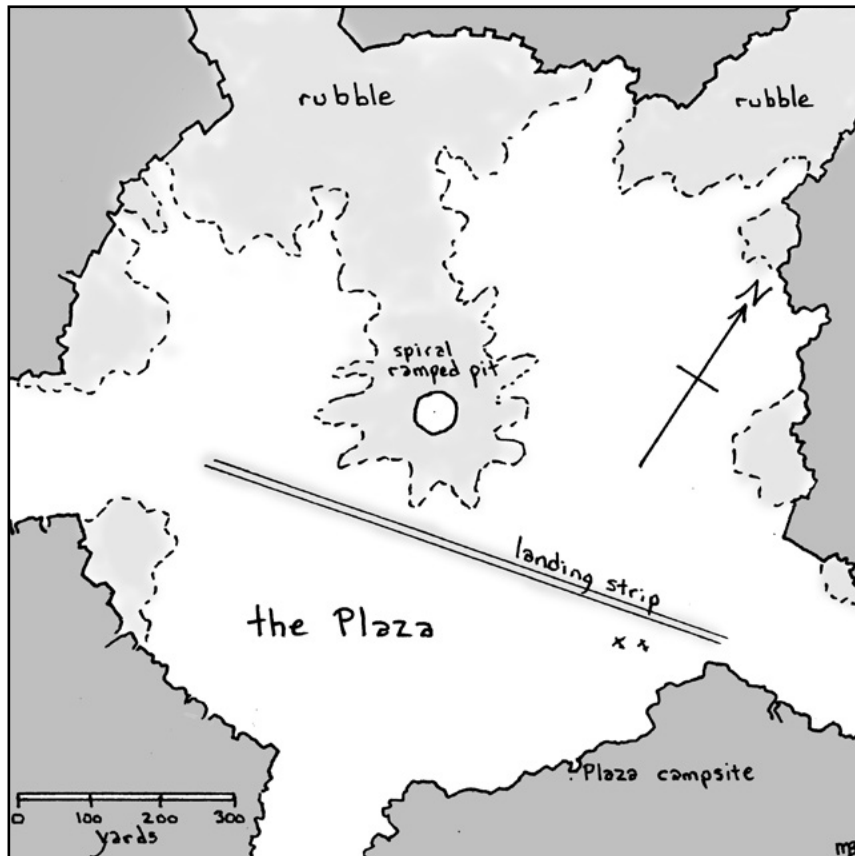


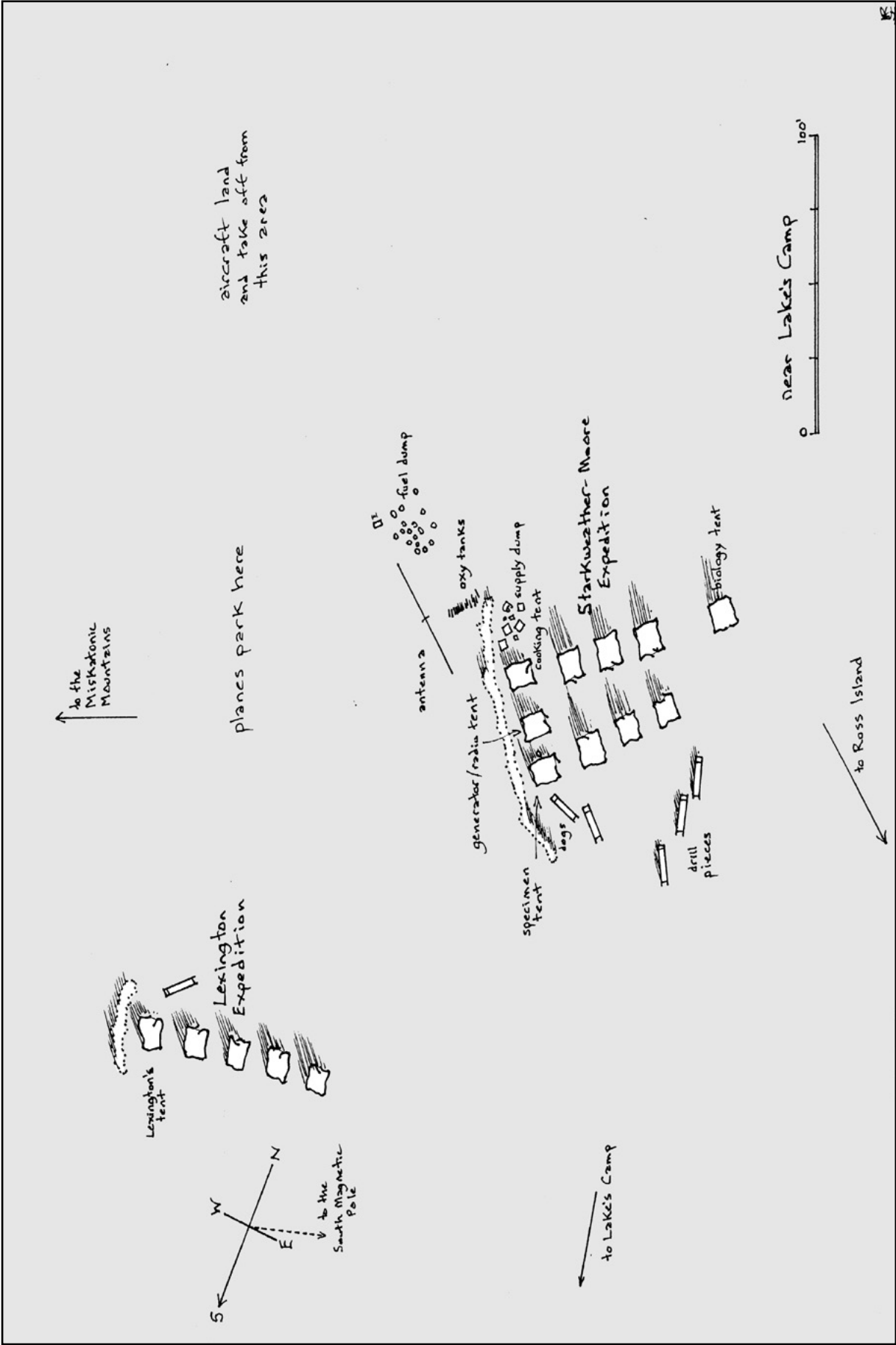


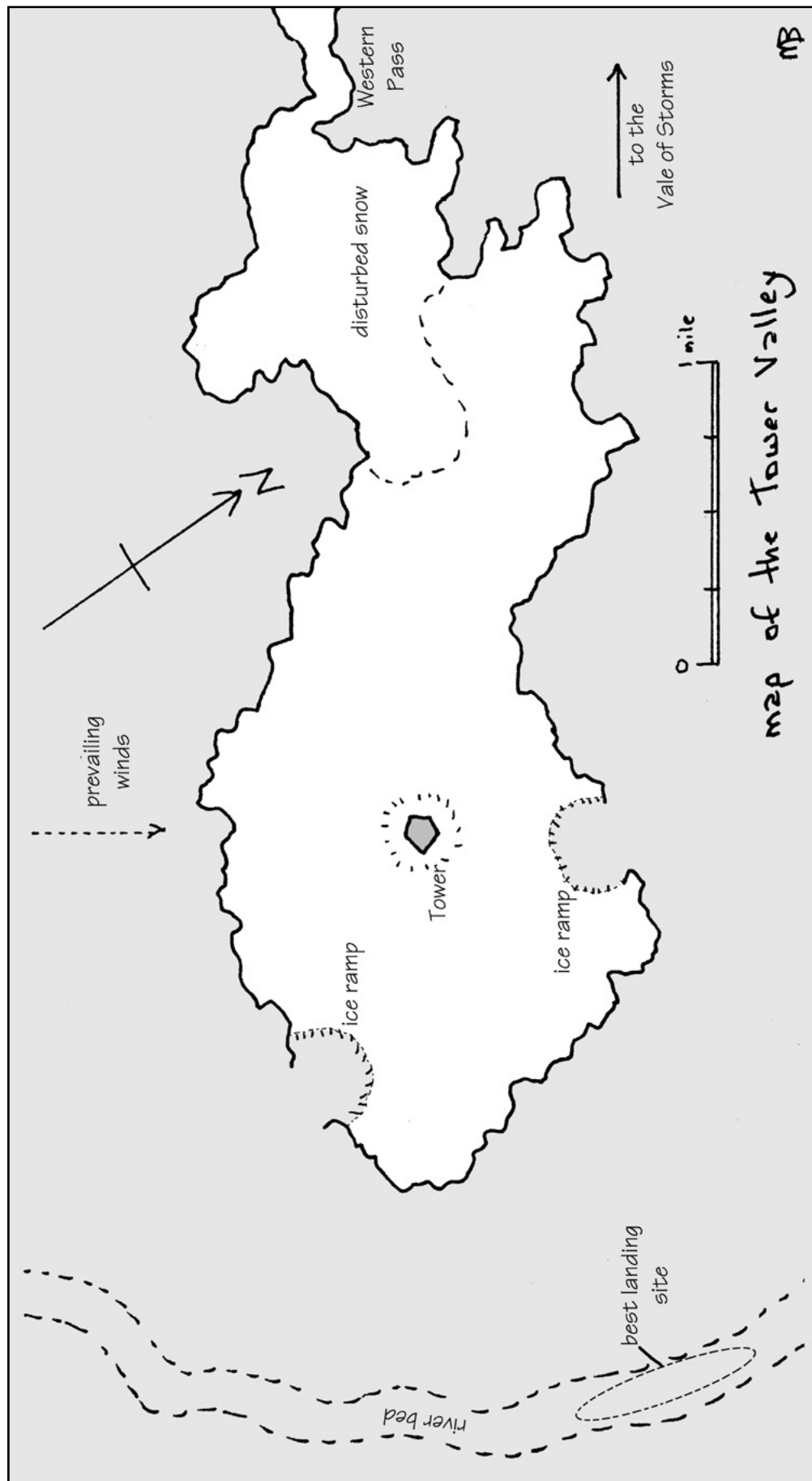
Redoubt Tower and Vicinity



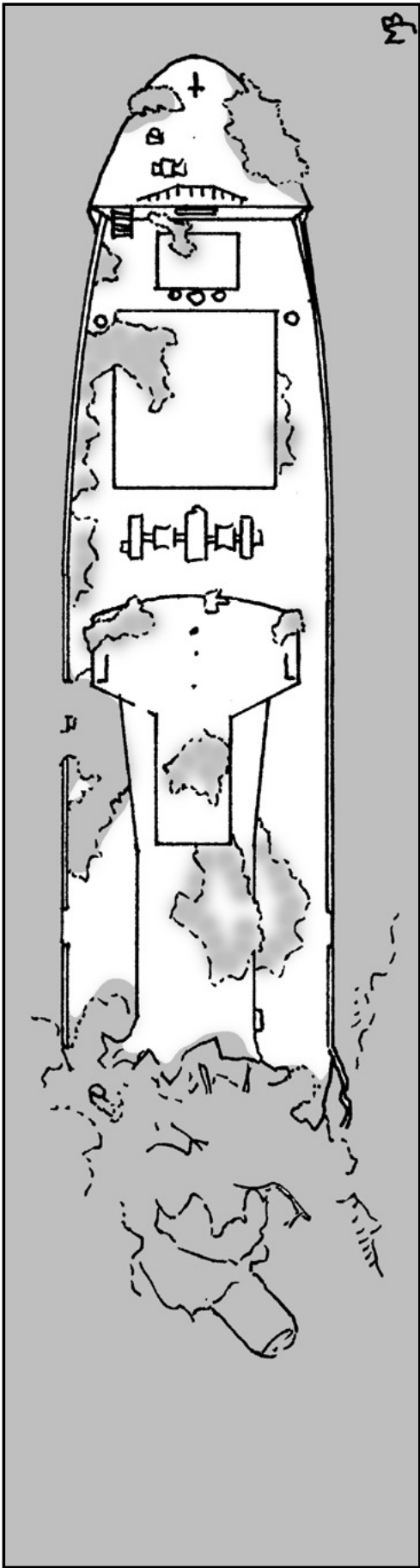
The Plaza



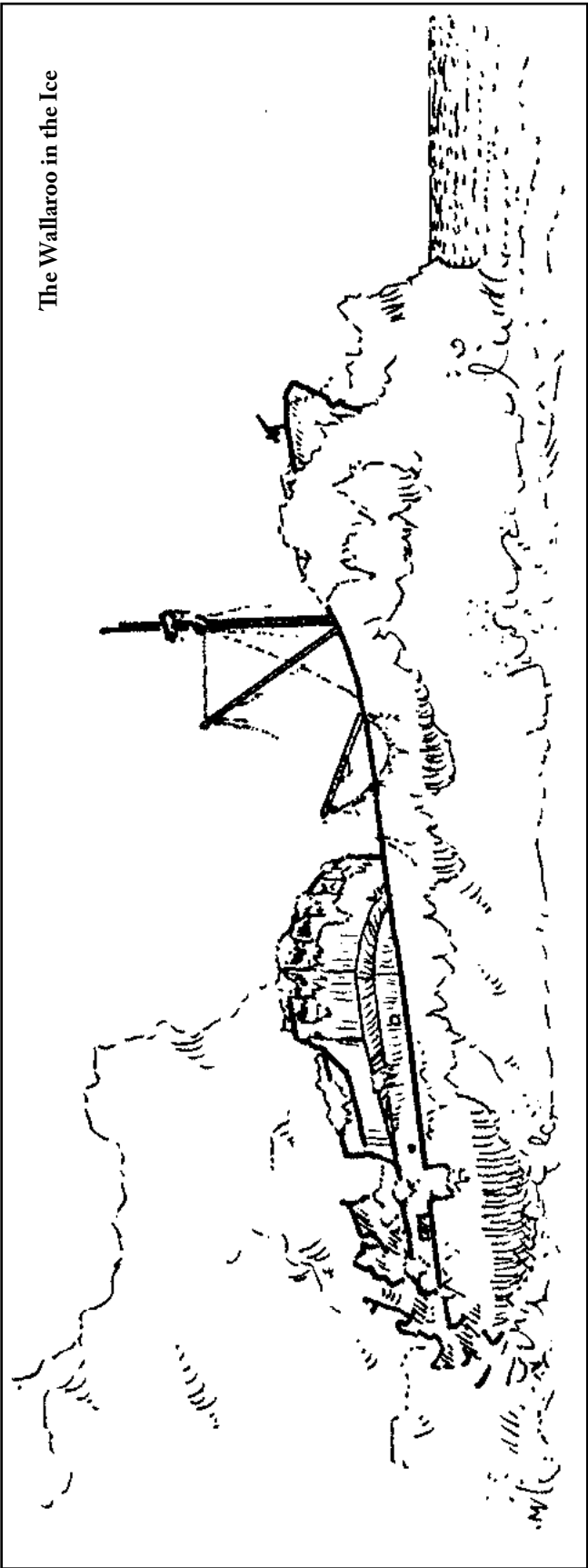


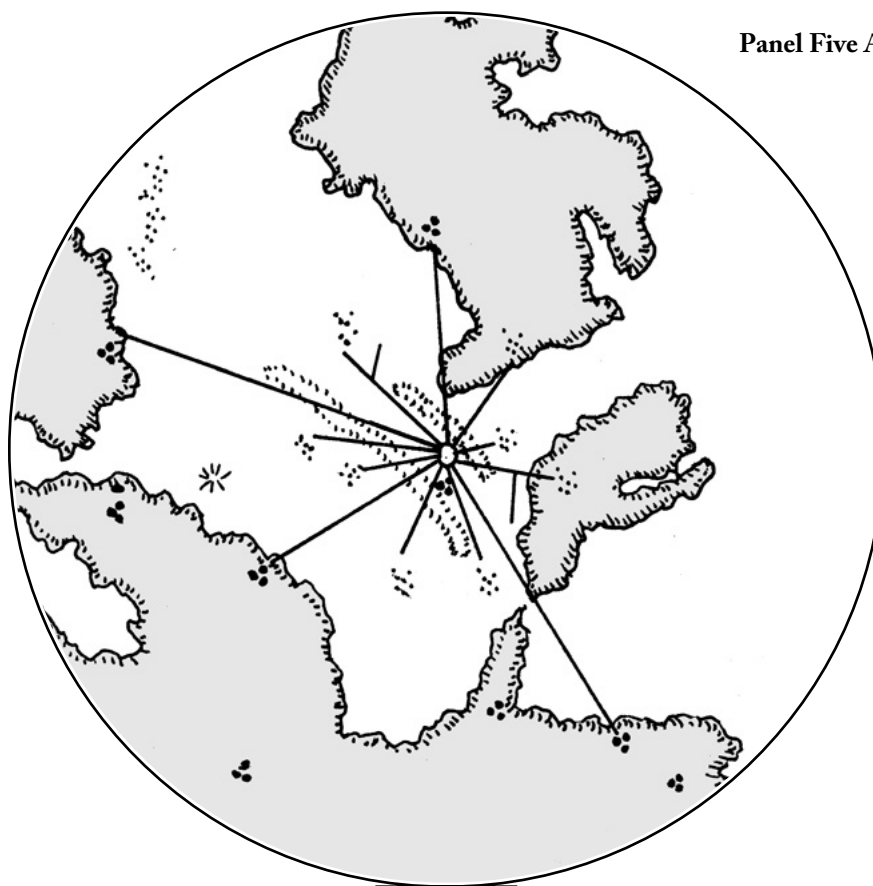
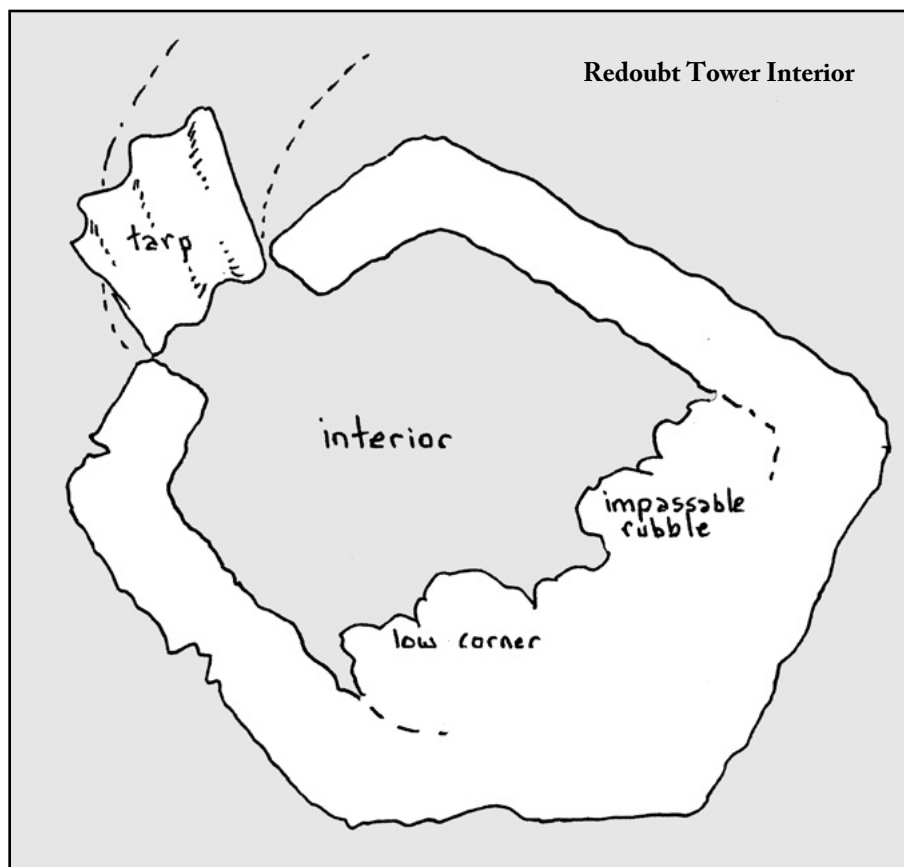


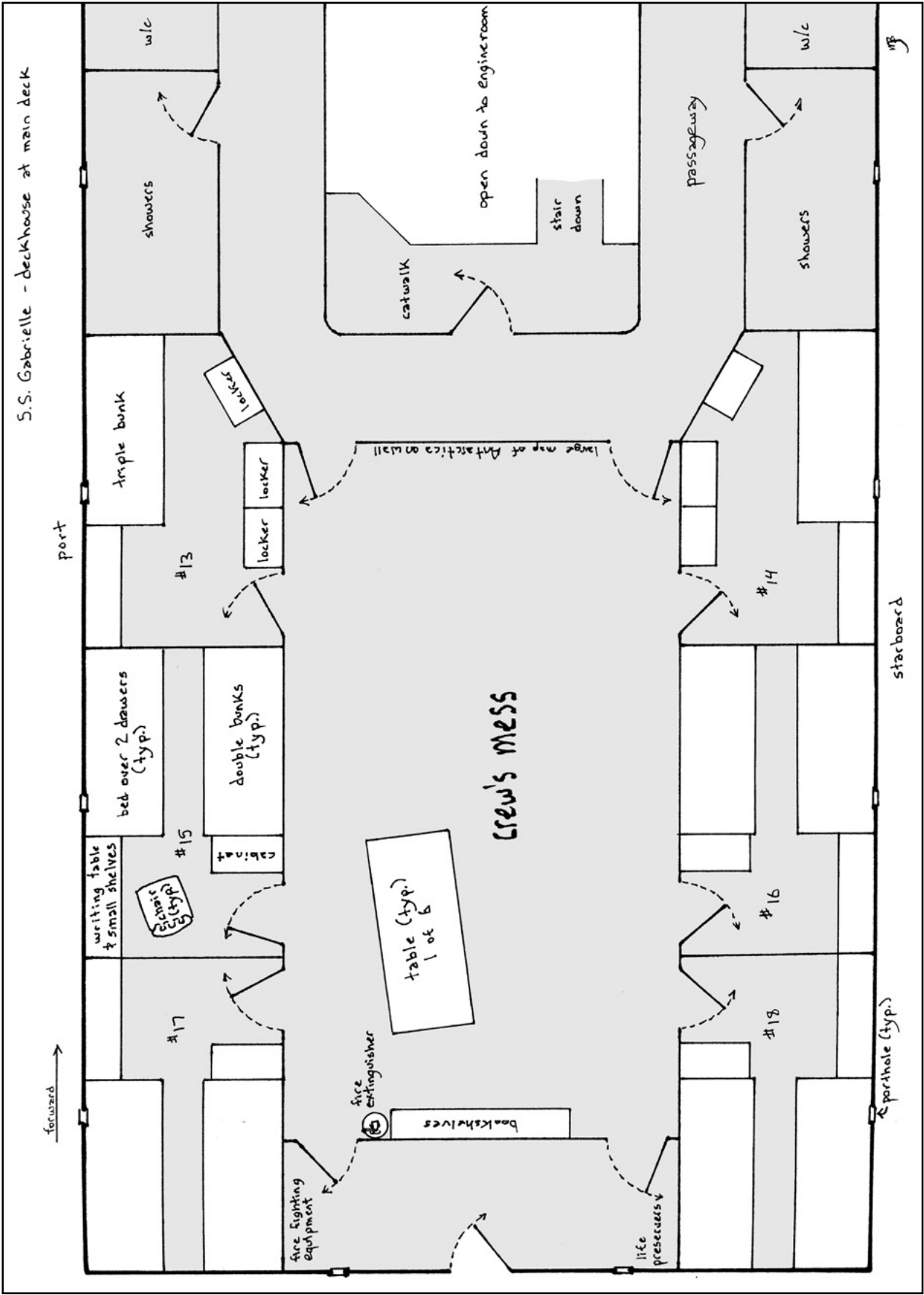
The Wallaroo Deck Plan, 40' Wide, 165' Long



The Wallaroo in the Ice







Starkweather-Moore Equipment Manifest Excerpts

Photocopy pages 419 through 425 in this appendix. They are excerpts from the Starkweather-Moore Expedition's equipment manifests. At the top of each page are the items that need checking, their quantity, where the items should be when aboard the *Gabrielle*, and how much they weigh. At the bottom of each page, information intended only for the keeper tells what is wrong with that list.

The keeper should photocopy each page, *then divide the page and give the player only the manifest portion*. When convenient for the keeper, he or she can tell the player of a solution concerning something on the list. Very detailed descriptions are at the keeper's option, of course, but the idea here is to recognize the sorts of things that can go wrong, the effort that is needed to correct them, and to foreshadow other more dangerous searches in the months to come.

Try to characterize each as a project requiring hours or days to complete. Inspect the cargo hold descriptions for the *Gabrielle* in Chapter Four-B, and be sure to acquaint the character with the bad lighting and limited access of the holds. This foreshadowing will be helpful later, when the team tries to corner the saboteur on the voyage south, as well as during the much greater dangers on the terrifying voyage north.

Since there probably are more manifest sections than players, a single player-character may have a chance to investigate several such lists. Use them as punishments (since no skill rolls or great recognition will come from such work), to fill up hours otherwise unaccounted for, or to divert the players while the keeper prepares some emergency patch.

Nothing in these minor searches warrants a skill check or a skill increase unless otherwise stated.

CUT HERE

Starkweather-Moore Expedition Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
30	crate, w. 2 boxes, w. 24 cans 1 [#] butter	#3 tween	52	1,560
25	crate, w. 32 cans 20 oz. powdered milk	#3 tween	43	1,075
1	chest, w. 4 boxes tea, 16 tins 12 oz. each	#3 tween	55	55
2	crate, w. 6 boxes of 2 [#] dried apricots	#3 tween	12	24
8	crate, w. 4 boxes each w. 24 cans 12 oz. prunes	#3 tween	75	600
20	cases, w. 24 cans 2 [#] baked beans	#3 tween	55	1,100
6	jar, 1 gallon sour cream	reefer space	10	60
8	crate, each w. 22 boxes of a dozen eggs	reefer space	60	480
4	tub, 20 [#] of lard	reefer space	22	88
192	crate, w. 90 blocks 1/2 [#] pemmican (men & dogs)	reefer space	50	9,600
5	sides of bacon	reefer space	50	250

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- The six gallon jars of sour cream were accidentally included on a pallet with the canned butter and the powdered milk—destined for the hold—rather than the pallets destined for the refrigerator. If not found and refrigerated, the cream will go very bad by the time anyone decides to use it.

Starkweather-Moore Expedition
Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
2	Ford snow tractors, cap. 750# cargo, tow 3000#	#1 tween	1,450	2,900
3	300 watt generators, gasoline powered, on skids	#1 tween	80	240
1	heavy crate w.derrick, bracing struct for drill	#1 tween	1,000	1,000
1	heavy crate w. generator, motors & drill-head	#1 tween	1,000	1,000
1	frame cont. w. jointed drill-pipe, 12' lengths	#1 tween	1,000	1,000
1	heavy crate w. electrical ice-melting equipment	#1 tween	1,000	1,000
2	crated windmill generator, cplt w. 12' tripod	#1 tween	300	600
2	kerosene stoves for base camp	#3 tween	25	50
2	chalkboard, 4' x 4' on stand	#3 tween	35	70
6	blowtorch	#3 tween	5	30
4	kerosene lanterns	#3 tween	2	8
3	boxed set cooking gear for camp (pots and pans)	#3 tween	20	60
2	camp radio with antenna	#3 tween	200	400
4	trail radio with antenna	#3 tween	100	400
20	trail radio battery	#3 tween	20	400
6	field telephone w. telegraph key	#3 tween	20	120
32	telephone battery	#3 tween	1	32
1	spool 8,000' telephone wire	#3 tween	8	8

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- The two crated windmill generators and tripods are not present. These were ordered from Willard and Ball Agricultural Supply Company of Chicago, Illinois. If the investigators contact the company they discover that the generators have not been shipped because payment for \$370 was never received. Once the check is in their hands the equipment arrives within 48 hours.
- Of the three cook sets listed in the manifest, only one can be found in the dockside warehouse; the other two were shipped to the dock but cannot now be found. Investigators will not find these items unless they think to look aboard the ship; the other two sets have been unpacked and placed in the crew galley as part of the regular assortment of kitchen gear. Identifying the pans will be difficult, if not impossible—most likely they must simply be replaced. A cook set costs about \$50.
- The four trail radios appear complete on brief inspection; however, they are not functional. Each is missing its power amplifier tube—these must be ordered separately and no such order has been placed. The tubes can be obtained only from the manufacturer—in this case the DeForrest Company in New York—and it would be a good idea to order several spares. The missing tubes cost \$10 apiece.

Starkweather-Moore Expedition
Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
5	bag, set aircraft tools	#3 tween	50	250
1	crate tools (vise, sm lathe, files, drill, &c.)	#3 tween	300	300
1	chest carpentry tools:base (saws hammers etc.)	#3 tween	50	50
1	box, w. various nails & carpentry supplies	#3 tween	50	50
2	sled, 900 board feet lumber for base	#3 tween	4,000	8,000
1	pallet, w. 6 rolls tar paper	#3 tween	380	380
1	box, set film developing equipment & chemicals	#3 tween	35	35
10	Nansen cookers & primus stoves	#3 tween	25	250
2	crate 1 doz. settings plates, mugs, utensils	#3 tween	15	30
12	buckets (to melt water in)	#3 tween	2	24
12	4 person bellows-entrance tents, w. poles, etc.	#3 tween	50	600
20	5-pole sledding tents	#3 tween	10	200
40	canvas and goosedown sleeping bags	#3 tween	16	640
8	box, w. 6 cnt. of 60 'lifeboat' style matches	#3 tween	5	40
6	flags (2 U.S., 2 Brit., 2 M.U.) on short poles	#3 tween	5	30
40	pair snowshoes	#3 tween	6	240
10	pair skis, bindings, and poles	#3 tween	12	120
12	shovels	#3 tween	3	36
6	axes	#3 tween	5	30
4	bow saws	#3 tween	4	16

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- These five 50-pound sets of tools are well-made, in perfect condition, and brand new; they are simply not the right tools. These are heavy tool sets for marine engines, and only the smaller items are of any use whatsoever in maintaining the aircraft, while a number of pliers and fine wrenches needed for the Boeings are simply not present. Investigation into this discrepancy reveals that the tools are exactly what was ordered by Starkweather; it is the order itself that is incorrect. The tool sets must be returned to their manufacturer, Bertram Ironworks of Baltimore, and new tool kits acquired from the Boeing Company. These take three days to arrive.
- Two long sleds, each containing 900 board-feet—two tons—of lumber for construction of the base camp are missing. They have never been ordered. Fortunately, these materials can be acquired from any large lumber yard. Suitable heavy wood costs between three and five cents per foot, depending upon the cut and the quality; the entire lot probably costs about \$100, including shipping to the *Gabrielle*.
- One large box, listed on the manifest as containing film development equipment and supplies, is missing. If the entire warehouse is searched (with a successful **Luck roll**) it will be found stacked beneath a number of other boxes the same size and shape labelled "chocolate."
- Four bow saws, used for working wood, are absent. In their place is a small parcel containing four replacement blades for the same sort of saw. The invoice numbers match; it appears to be a clerical error.

420 – Beyond the Mountains of Madness

Starkweather-Moore Expedition Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
6	600' coils, alpine rope	#3 tween	40	240
12	bagged sets pitons, slings, other climbing gear	#3 tween	7	84
12	ice axes	#3 tween	5	60
8	Nansen sleds, 12' long, 2' wide, 1000# cap.	#3 tween	100	800
8	sled meters	#3 tween	3	24
4	box with 1" flare pistol and 10 flares	#3 tween	4	16
3	metal box, 10 calcium flares (burn for 10 min.)	#3 tween	20	60
6	cerise marker panels to signal aircraft	#3 tween	n/a	n/a
6	electric signal lamp (needs power source)	#3 tween	3	18
3	oxygen snow tents	#3 tween	50	150
1	heavy cargo ramp for unloading ship	#3 lower	1,500	1,500
36	malamute sled dogs - usually 9-11 per sled	#5 tween	90	3,240
--	bunks, benches, etc. for base camp	#5 lower	--	800
150	8' bamboo poles	#5 lower	2	300
20	12' x 12' timbers, 18' long for base shelters	#5 lower	1,300	26,000
10	24' telephone poles for base masts and bridging	#5 lower	500	5,000

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- The twelve bagged sets of pitons and associated climbing gear are nowhere in evidence. They cannot be found anywhere in the warehouse or on the ship; contacting the provider (Dalrymple's of Boston) reveals that the carton was shipped to the Amherst Hotel, not to the dockside warehouse; the items can be found there in the luggage room along with Starkweather's other personal mountaineering equipment.
- The six cerise marker panels, used for signalling aircraft, are missing. The manufacturer, Crawford Manufacturing of Brooklyn, shows the order paid in full and delivered to the warehouse on schedule, but there is no sign of it now. These items must be replaced at a cost of about \$20.
- The six electric signal lamps are the wrong type. In place of the small models listed in the invoice, the warehouse contains a pair of very large crates with big heavy shuttered carbon-arc lamps used for theatrical lighting. These weigh about 40 pounds apiece and require a pipe mount and a lot of power; they are eminently unsuitable for the Antarctic. They may be returned to the supplier (Abercrombie Stage and Studio, in Manhattan) for a refund, and the proper lamps purchased from any shipboard supply house.
- The twenty heavy foot-thick timbers, destined as the main beams of the shelters at the base, are nowhere to be found. They have never been ordered. Fortunately, these can be acquired from any large lumber yard. Each such beam costs \$30-\$40 depending upon the cut and the quality; the entire lot probably costs about \$850 including shipping to the *Gabrielle*.

Starkweather-Moore Expedition
Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
1	spare rudder and rudder assembly	on deck aft	2,100	2,100
1	spare ship's propeller	on deck aft	2,700	2,700
1	raft built atop oil drums (for help unloading)	on deck aft	1,100	1,100
40	bags, quick setting cement	#4 tween	40	1,600
2	case of 48 sticks ammonia-gelatin dynamite	#4 tween	60	120
2	set, welding equipment	bosun stores	220	440
8	mallet	bosun stores	8	64
8	large hammer	bosun stores	2	16
1	wooden box, 100 no.6 non-electric blasting caps	bosun stores	10	10
6	coil (50') of time blasting fuse	bosun stores	10	60
8	large crowbar	bosun stores	4	32
12	ice scrapers	bosun stores	3	36
12	snow shovels	bosun stores	3	36
12	stiff brooms for sweeping ice off ship	bosun stores	2	24
4	ice anchors (really big hooks)	bosun stores	180	720

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- The forty bags of quick-setting cement are missing. They have never been ordered, but a full search of the warehouse is required to confirm this. The invoice number given on Moore's list is in fact for the ship's spare rudder assembly. Bags of cement can be purchased from any construction supply firm for about \$0.50 each.
- The several cases of ammonia-gelatin dynamite have not arrived. They were ordered and paid for from Giordano's construction supply firm in Newark. If the investigators look into this they find that the explosives have not been delivered because of a New Jersey law that requires all purchasers of large quantities of explosives to be licensed. Giordano's has sent several letters to Starkweather advising him of this, but he has not responded (and is not aware of the problem.) Resolving the issue requires a visit to Newark, a session or two with the New Jersey state police, and a five dollar licensing fee.
- The box of blasting caps, also ordered from Giordano's, has also been held up, and for the same reason. Examination of the caps when they do arrive shows them to be a different sort from those on Moore's list. These are electrically-fired caps, not non-electric ones. They should be replaced by no. 6 fused caps, at a cost of about \$20.
- It should come as no surprise by now that the coils of time blasting fuse are not present in the warehouse. These, however, were shipped by Giordano's long ago to the expedition's dock and were duly signed for by the guard there. Now they are gone, vanished without a trace. Replacing the coils costs about \$30. The whereabouts of the originals remains a mystery. (Actually the fuses have been stolen by Henning, Danforth's paid saboteur, who has hidden them aboard the ship.)
- The crate of 12 shovels listed on Moore's manifest is present in the warehouse. A successful **Idea roll**, however, causes the investigator to notice that it is much larger than it probably ought to be. Inspection reveals that the crate contains 72 snow shovels, not 12, probably due to someone's imprecise handwriting. These have all been bought and paid for.

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Starkweather-Moore Expedition Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
30	crate, w. 30 1/2# cans sardines	#3 tween	20	600
4	box, w. 8 cans 4 oz. pepper	#3 tween	2	8
2	box, w. 8 jars 6 oz. mustard	#3 tween	3	6
2	box, w. 8 jars 2 oz. tabasco sauce	#3 tween	1	2
4	crate, w. 40 jars 8 oz. marmalade	#3 tween	25	100
1	box, w. 8 bottles 3 oz. worcestershire sauce	#3 tween	2	2
4	box, w. 80 boxes 4 oz. raisins	#3 tween	22	88
3	crate, w. 150 jars 8 oz. orange syrup	#3 tween	75	225
3	crate, w. 150 jars 8 oz. grape syrup	#3 tween	75	225
16	box, w. 9 boxes, ea. w. 4 slabs 1# chocolate	#3 tween	40	640
48	crate, w. 12 box, ea. 6 12 oz wheat&oat biscuit	#3 tween	60	2,880
4	box, w. 20 boxes of 1/2# cubed sugar	#3 tween	12	48
4	box, w. 27 boxes of 4 oz. w. bouillon cubes	#3 tween	8	32
10	sack, 10# sugar	#3 tween	10	100
8	bag, 12# all-purpose flour	#3 tween	12	96
4	can, 2# baking powder	#3 tween	2	8
4	box, 1# baking soda	#3 tween	1	4
1	box, w. 12 drums 2# salt	#3 tween	25	25
5	crate, w. 12 boxes of 4# oatmeal	#3 tween	50	250

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Keeper's Notes

Several items on this list were mis-ordered, and must be purchased anew if they are to be brought along:

- Thirty small crates of sardines listed on the manifest each contain several large cans of sardine *oil*.
- Four boxes of pepper are actually four two-pound boxes of dried red peppers.
- Four crates supposedly containing jars of marmalade are actually four crates of small canning jars, with wax and sealable lids, ready to use but without anything in them.

Other missing items have never been ordered:

- Eight twelve-pound bags of flour.
- Four eight-pound boxes of bouillon cubes.

The following items were ordered but have gone astray and must be hunted down:

- One box containing eight 3-oz. jars of worcestershire sauce. (These have actually been brought aboard the *Gabrielle* for the crew's use, but the investigators will probably never know.)
- Four boxes of sugar cubes. These were delivered from a local grocery but cannot now be found. (These were accidentally taken aboard another ship and are now far out to sea.)

Starkweather-Moore Expedition
Equipment Manifest Excerpts

no.	description	stored in	lbs. ea.	total
4	canvas plane covers, 38' on a side	on planes	150	600
6	heating hoods for engines	on planes	10	60
2	case, with movie camera, tripods and film	deckhouse	130	260
2	guitar	deckhouse	n/a	n/a
2	harmonica	deckhouse	n/a	n/a
3	still camera set	deckhouse	25	75
	- camera, lenses, tripod, film, 50 flashbulbs, IR filters			
1	case biology, zoology, and botany instruments	deckhouse	25	25
	- microscopes, slides			
1	straitjacket	doc's cabin	5	5
3	pairs handcuffs	doc's cabin	n/a	n/a
1	case of 24 bottles various "medicinal" liquor	doc's cabin	30	30
1	medicine chest with surgical and drug supplies	doc's cabin	28	28
1	doctor's medical bag, for use on trail	doc's cabin	12	12
	- includes injectable morphine			
1	box, tobacco and cigarettes	SME office	8	8
1	case, with typewriter, paper and carbon paper	SME office	35	35
1	crate var. navigational instruments and charts	SME office	50	50
12	binoculars, 7x50mm	SME office	2	24
1	case astronomy instruments and notebook	SME office	26	26
	- Geiger-Muller counter for cosmic ray studies			
	- quartz spectrographs to study sun and sky spectra			
4	case meteorology instruments and texts	SME office	13	52
2	chest paleontology equipment	SME office	10	20
	- reference works, wire brushes, small 'dental' tools, charting equipment			
6	chest, geology-cartography tools	SME office	40	240
	- stakes, survey theodolite on aluminum tripod, rock hammers, sample bags, drafting tools			
2	chest, geophysics set	SME office	12	24
	- precision compass and magnetometer			
2	chest, chemistry sampling and test equipment	SME office	10	20
	- test tubes, beakers & other glassware, bunsen burners, test chemicals, tongs, stoppers, thermometers, reference works			
4	crate, 6 caustic soda canisters	bosun stores	25	100

CUT HERE

Keeper's Notes

The following things are wrong on this list:

- The box for the harmonicas has been broken into and both instruments are gone. This is obvious vandalism. If desired, the harmonicas must be replaced, at a cost of about \$8.
- The case containing astronomy instruments and Geiger counters is missing. This case is actually in the luggage room at the Amherst Hotel; investigators will not know this unless they check with Moore, who is aware of its location.
- The crate containing the caustic soda was delivered to the warehouse but is now missing. No trace of it can be found; if caustic soda is desired it must be purchased from a laboratory supply house for about \$9. (The original crate was stolen by the saboteur, Henning, and hidden aboard ship.)

