

Beyond the Mountains of Madness

Trail of Cthulhu Conversion notes

Introduction.....	2
Prologue: In the Beginning.....	5
Chapter One: Arrival in New York	5
Chapter Two: The Death of a Sea Captain.....	5
Chapter Three: An Abduction.....	6
Chapter Four: Departure.....	7
Chapter Five: At Sea.....	8
Chapter Six: Onto the Ice	9
Chapter Seven: A Shock in the Lightest Night.....	10
Chapter Eight: At the Mountains.....	10
Chapter Nine: Balance of Power.....	12
Chapter Ten: The City of the Elder Things.....	13
Chapter Eleven: To the Dark Tower.....	17
Chapter Twelve: Return to Lake's Camp.....	20
Chapter Thirteen: An Arrow in Flight.....	21
Chapter Fourteen: Mission of Mercy	21
Chapter Fifteen: Exodus from the Ice	22
Chapter Sixteen: The Black Rat.....	22
Chapter Seventeen: Ab Initio	23
Starkweather-Moore Expedition Stats	24
Lexington Expedition Stats.....	32
Barsmeier-Falken Expedition Stats	36

Introduction

Beyond the Mountains of Madness is one of the classic Call of Cthulhu campaigns, on par with Walker in the Wastes, Shadows of Yog-Sothoth and Masks of Nyarlathotep.

It was written by Charles and Janyce Engan (and many other talented authors) and had two editions – softcover in 1999 and hardcover in 2006.

This is not a straightforward conversion – it also offers some new or changed rules that highlight certain parts of adventure. Also, I took liberty to include some personal thoughts on running this campaign and address some problems commonly voiced in connection with it. I have run Beyond the Mountains of Madness twice and all advice and opinions are based on that experience.

Converting a 400-pages book was no easy task, and I would like to thank David Bruce Cousins and Belinda Kelly for their invaluable help in creating this work.

Keeper Considerations

Aside from Mythos, an important theme of the campaign is Antarctic exploration. Investigators will take part in organizing and outfitting an expedition, deal with real-life problems, such as bad organization and petty rivalries, brave stormy seas and frozen ice for many sessions before first encounter with supernatural. Experience shows that this can be a turn off for some players, so when preparing to run the campaign, make sure that everybody is on the level about mundane elements of the adventure.

Another problem is massive (over 50 NPCs) cast. This is especially difficult with expedition members, since they and PCs spend a great deal of time together. I dealt with this problem by briefly introducing majority of expedition members during the first few chapters, and watching the players' reactions. Usually the player would single out 5-6 characters that they like most and during the journey I concentrated on interaction with those characters, while keeping the rest appearing only as needed. This way I made sure that Investigators will make friends with some members of expedition without overstretching myself. And of course those characters were included in the flight over the mountains.

Yet another often mentioned problem is railroading. Unfortunately, meaning of the term is muddled, ranging from any kind of pre-scripted event to forcing the player along the single path by all force available to GM.

Beyond the Mountains of Madness is a scripted adventure, so I assume that is not a problem for the group. Providing that the Investigators were created with sufficient motivation, there won't be any problem with following the main plot line. Also you can rely on using the Drives, especially when the expedition gets to Lake's camp and the City, to keep the part going towards the central mystery.

But on the other hand, the adventure often commits the sin of saying "the characters do this and that". Following the adventure verbatim might prove problematic, so don't be afraid to break from the text. Do not force the players into action and roll with any reasonable idea Investigators come up with.

For example, in one of my playthroughs the Investigators managed to catch the saboteur before he had a chance to poison the dogs, saving themselves some problems.

In most cases the game provides enough background information (especially for the Antarctic part of the campaign) for properly responding almost to any of the Investigators' action.

Still, there are some events that have to happen in order for the adventure to go on as planned. There are not much of them and mostly they're connected with damage to the planes and really hard to prevent. Read the adventure, note them and nudge the action to the proper course as required.

Until one day, a package arrived...

This conversion also contains some additional material that you might find useful for running the adventure:

- Clean Investigator sheet ([charsh.pdf](#))
- A timeline of expedition, for Keeper's reference ([timeline.pdf](#))
- Full version of Dyer text ([dyer.pdf](#))
- A full and corrected version of Pym Text (the version published in the book has some inconsistencies with location description, corrected version was later made available on the net) ([pym.pdf](#))

- Starkweather-Moore Expedition compact dedicated pools available to players (SME.pdf)
- Hardcover version of BtMoM was printed without table of contents, so it's included with this archive (toc.pdf)
- Also, www.yog-sothoth.com hosts an article "Before the Mountains of Madness" which provides an enlightening insight into design process of the campaign.

Notes on Rules

Ability Refresh

I would suggest two points where Investigators refresh their Investigative Ability pools: first when Gabrielle sails, second when characters land in Lake's camp for the first time.

And, of course, don't forget that the players can refresh up to 3 General Abilities per session.

A Note on Stability Tests

Starting from chapter ten, Investigators might encounter Mythos creatures up close. Such encounter are called Mythos Shocks (see page 69 in *Trail of Cthulhu*). In this text they're indicated by letter M, e.g. **3-point Stability test (M)**. Base Difficulty of such tests is 5 (1 point higher than Difficulty of usual Stability test).

If Difficulty is higher or test carries some unavoidable Stability/Sanity loss, this will be indicated in the text, e.g. **4-point Stability test (M, Difficulty 6, minimum Stability loss 2)**.

Frostbite

(pages 300-301)

In Antarctica frostbite is one of primary dangers – it can happen unnoticed and disable a person for days or weeks, or even cause gangrene and loss of limbs.

Only characters that spend at least 5 hours engaged in exhausting activity in the cold are subject to frostbite (exhausting activity includes hauling cargo, building camp, travelling overland, cleaning the tents in Lake camp, exploring the city, etc).

The test is made at the end of each day, when Investigators are examined for frostbite (if they don't bother, the Keeper makes the roll in secret and players can't spend points to improve it).

Avoiding frostbite requires a **Health test** with Difficulty depending on how cold is it. For sake of simplicity, assign Difficulty 3 for Ross barrier and Lake's camp, Difficulty 4 for plateau beyond the mountains and Difficulty 5 for the Construct Valley.

Investigators who make the test avoid the frostbite, while Investigators who fail get 1st degree frostbite.

1st Degree Frostbite: Difficulty of all tests increased by 1. Can be treated either by **First Aid test against Difficulty 4**, or by spending a full day in warmth. If character with frostbite is exposed to cold for significant (1 hour or more) time, he gets next degree frostbite.

2nd Degree Frostbite: Investigators is considered Hurt – he goes to 0 hit points, can't spend points on Investigative abilities and has Difficulty of all tests increased by 1 (not cumulative with Difficulty increase for the 1st degree). At least d6 days of rest and medical attention is needed to recover. Once again, exposure to cold makes things worse by one level.

3rd Degree Frostbite: Investigators is Seriously Wounded – you have all effects from 2nd Degree, and in addition you are losing 1 health point per hour until you receive medical attention. Recovery requires spending a number of days equal to the positive value of your lowest Health pool score under medical care.

4th Degree Frostbite means that the frostbitten part is frozen dead, gangrene will set in and nothing short of amputation will help.

Also, frostbite can be avoided by **Outdoorsman** spends. **1 point** assures that 2 people do not suffer from frostbite on a given day (and don't have to make test), providing the spending character and character that benefits from the spend work together most of their time outside.

This rule will probably lead to minor spends of Health to improve the rolls. This can be explained by some insignificant frostbite, minor injuries and general strain Antarctic puts on a person. A character with First Aid will keep the Investigators in good shape (don't forget that First Aid is General Ability and can be refreshed during session).

Ability Pools

Trail of Cthulhu core book introduced concept of Dedicated Pools (see page 54). Here we take this concept a bit further, allowing Investigators use non-player characters as dedicated points pools. This works rather simple – with this conversion (in a separate file) you will find a list of expedition members with their abilities. Investigators can call on them as needed (providing, of course that character in question is present). In most cases Investigators need only to ask appropriate NPC to get his help, but sometimes (at Keeper's discretion) roleplaying might be required.

New Investigative Ability: Elder Cipher

This ability shows how well can the Investigators understand the Elder Things writing. This ability can't be bought during Investigator creation.

Investigators gain Elder Cipher by examining the murals in chapter ten. For every 6 Stability points spent or lost on deciphering the murals, Investigator gains 1 point in Elder Cipher. Unfortunately, such knowledge comes at a price – for every rating you gain Elder Cipher you loose 1 Stability point. Also, like Cthulhu Mythos, your maximum Sanity is capped at 10-Elder Cipher (or 10-Cthulhu Mythos, whichever gives a lower result).

Chapter ten describes use of this skill in more detail.

New Occupations

Polar Explorer

Shackleton, Amundsen, Byrd, Scott – those men survived cold, hunger, ice and months of neverending darkness. While you haven't carved your name in history like them (at least, not yet), you brave the last white spots on the map.

Occupational Abilities: Athletics, Driving, First Aid, Languages, Outdoorsman, Sense Trouble and any two other abilities (except Credit Rating, Cthulhu Mythos, Health, Sanity, or Stability).

Credit Rating: 2-5

Special: By spending 2 points of Outdoorsman you can ease the consequences of an accident that has just happened to you or a member of your party. For example, a character falling into

a crevice lands on a small ledge not far below instead of falling to the bottom, or character caught in avalanche hid behind a stone in the last moment and was unhurt. This ability works only in cold climes and is not able to counter supernatural effects or effects created by Mythos entities, such as Gnoph-Keh.


Mechanic

What makes it tick? – this is the question that you ask yourself often. For you the interlocking gears or electric circuits are the highest form of art. You treat the devices and vehicles in your care as if they were living beings – and sometimes they respond as if they are.

Occupational Abilities: Bargain, Craft, Electrical Repair, Locksmith, Mechanical Repair, one Interpersonal (except Credit Rating), or Technical ability of your choice.

Credit Rating: 1-4

Special: By spending 1 point of Craft you're never short of tools or spare parts to repair something. This includes both having an actual thing and improvised with stuff available at hand.

 **Special:** by spending 2 points of Craft you have a gadget (or parts needed to build it) that will be helpful in immediate situation. It could be an arc lamp when fighting with a creature that is afraid of bright light or a block pulley when something heavy needs to be moved.

Use of both abilities requires access to some of sort of equipment storage – workshop, trunk of a car, or at least your backpack. You can't have a screwdriver when you've been stripped naked and abandoned in the wood.

Prologue: In the Beginning

Signing Up

(page 19)

- Investigators need to have at least 4 points in some relevant academic skill to impress Moore, and failing that **2-point (3-point for female Investigators) Credit Rating spend** to impress Starkweather.

On The Trail

(page 23)

- **Reassurance** is needed to gain information from Pabodie and McTighe.
- **Access Honesty** to sense that McTighe is holding something back.
- **1-point Reassurance spend** is needed to get Moore to talk about Dyer.

Chapter 1: New York

A Few Days

(page 32/)

- **Accounting, Bureaucracy** and **Bargain** can be used as needed to sort out the problems with cargo.
- Any Investigator with **Piloting** or high **Mechanical Repair** will be asked to take part in testing the planes.

Chapter 2: The Death of a Sea Captain

The News is Out

(page 37)

- **Sense Trouble test against Difficulty 2** is required to notice the journalists.
- **Stealth test against Difficulty 3** to sneak away without attracting attention.
- If Investigators make no attempt to hide their presence there is a 50% chance that they will be recognised.

Meeting Detective Hansen

- Detective has formidable **Assess Honesty** score, so if Investigators will choose to lie to him, it will take a **4-point Reassurance**

Cargo Manifests: to do or not to?

Running the whole episode with cargo manifests can be a daunting task – not every group of players is happy with the idea of going through the shopping list of supplies, checking papers and tracking lost stuff. But still, I included this episode both times I ran the adventure, but in different formats. I see several reasons for it:

- It gives Investigators a sense of involvement and, what's more important, sense of responsibility for the expedition.
- It allows the characters to feel the scope of expedition.
- It gives the players the idea of what equipment and resources they will have at hand in Antarctic.
- It sets the tone of being a part of expedition.

During two playthroughs my experiences with this episode were radically different. The first group was itching for action and investigation, and was not especially interested in paperwork. I simply handed out the manifests, we rolled the dice a few times, I described some of the problems found, the players suggested solutions, and we were done with it. The second group was much more though – they went over each item, sometimes asking why are we taking them, making suggestions and improvements. When they realized that there were numerous problems, they insisted on checking the rest of supplies, hunted for missed items, bargained for every dollar when buying equipment (including shamelessly promising to promote bought products for discounts) and ended up bringing better-quality equipment while saving a couple grand for the expedition, and had a great time doing it.

spend to convince him that they don't know anything.

- If Hansen gets suspicious of the Investigators, his men will tail them. Spotting the tail requires **Sense Trouble test against Difficulty 6** (don't tell Difficulty to the players), and ditching the tail is an extended contest of **Stealth (Athletics or Fleeing** is fine too) vs. Shadowing.

Detective J.J. Hansen

Academic and Technical Abilities: Evidence Collection 6, Forensics 6.

General Abilities: Athletics 3, Health 7.
Hit Threshold: 3
Alertness Modifier: +1
Stealth Modifier: 0

Plainclothes Tail

General Abilities: Athletics 8, Health 8, Shadowing 10.
Hit Threshold: 4
Alertness Modifier: +2
Stealth Modifier: +2

Looking for Clues

(page 40)

- **Bargain** will get the clerk talking.
- **Cop Talk** will get Investigators a peek in room 23, but searching it (or heavens forbid taking anything out) is out of the question.
- **Locksmith** will open the door to room 23.
- **Evidence Collection** finds photographs, letters, journals, etc.

"It's the Cops!"

- If no lookout is posted, **Sense Trouble against Difficulty 4** is needed to hear approaching police beforehand. After that Investigators can make a clean and quiet exit without alerting anyone.
- If the roll is failed, the Investigators have only a few moments to escape the room, requiring **Stealth tests against Difficulty 4** (no piggybacking, sorry) to hide in adjacent room or **Athletics tests against Difficulty 5** to get out of the window without hurting oneself.
- Failed **Athletics** test causes d6 damage and creates enough noise to alert the police. A result of 6 on damage die means a badly sprained ankle.
- **Reassurance** or **Cop Talk** is needed to bypass the police outside. If the party made enough noise while escaping, **1-point spends** are required to avoid arrest.

Following Up the Clues

- **Bureaucracy** will get the list of sailors from previous expedition.
- **2-point Credit Rating spend** will get Brackman to reveal the purpose of Douglas' visit, but nothing more.
- None of the Blue Cup patrons will speak with character that has **Credit Rating**

Cargo Manifests: Another Option

This idea was suggested by Simon Rogers. It works especially well with a group that is more interested in action rather than daily routine.

Summarize the manifests checking in a few words, without going into any details. After when the ship sets sail, introduce small scenes when Investigators (or somebody else) needs something that was missing, misplaced or stolen (see pages 429-435 for list of what's wrong). Have players make a **Preparedness test**, and if successful have a short flashback scene (possibly framed by the players) where you and the players describe how they found that something was wrong and fixed it. Require **Bargain** and **Streetwise** use (or even spends) from time to time to see if Investigators were ripped off or bought something of inferior quality.

above 3. Dealing with that, **Streetwise**, **Reassurance** or **Intimidation** is needed to find someone willing to speak about the night when Douglas was here.

The Funeral

(page 45)

- **Reassurance** will get Phillip Douglas to tell all he knows.
- **Sense Trouble against Difficulty 2** is needed to notice the spying journalist.

Chapter 3: An Abduction

Lexington's Mansion

(page 47/)

- **Sense Trouble against Difficulty 4** is needed to realise that the elderly man in being forced into the car at gunpoint.
- Chasing the abductors is **extended contest between the driver's Driving skills**. For the purpose of this scene, the opposition has **Driving 6**.

The Warehouse

(page 48/)

- **Locksmith** will open the doors to the warehouse.

- **Stealth tests against Difficulty 4** is required to sneak from the roof without alerting the kidnappers.
- Once inside, **Stealth tests against Difficulty 3** is required to eavesdrop on the interrogation.
- Should Investigators attempt to rescue Roerich, Sothcott will fire to cover his escape, accidentally hitting an exposed Investigator only on a roll of 6 and doing d6-1 damage.

Abductors

General Abilities: Athletics 6, Firearms/Melee 5, Health 8, Scuffling 5.

Hit Threshold: 4

Alertness Modifier: 0

Stealth Modifier: 0

Weapons: Only Sothcott carries firearm (+0), the rest are armed with knives (-2).

Chapter 4: Departure

The Fire on the Pier

(page 55)

- Investigators who are already asleep can roll **Sense Trouble against Difficulty 2** to wake up from the explosion.

Chasing the Arsonists

Being inside the shed counts as suffocating (see Drowning and Suffocation rules on page 68 in *Trail of Cthulhu*). Putting a wet cloth over one's face adds +2 to Athletics tests. Spending at least one round outside resets the Difficulty of Athletics rolls to 3.

- Getting the unconscious man out of the burning shed requires **Athletics test against Difficulty 5**.
- If caught, the arsonist fights using his Scuffling unless attackers uses some sort of a weapon – then he draws a knife.

Jerry Polk, the Arsonist

General Abilities: Athletics 5, Health 8, Scuffling 5, Weapons 5.

Hit Threshold: 3

Weapons: Fist (-2), Small Knife (-1)

Averting Disaster

- Working the hose requires an extended contest of **Athletics against hose's Inertia**

Seasickness

To see if an Investigator is suffering from seasickness, make a Health test against the appropriate difficulty:

Calm to gentle seas.....	no roll
Freshening breeze.....	Difficulty 2
Moderate gale.....	Difficulty 3
Freshening gale.....	Difficulty 4
Strong Gale.....	Difficulty 5
Storm	Difficulty 6
Hurricane	Difficulty 7

Investigator making three rolls in a row has acquired his sea legs, and does not need to make any more rolls except for storm and hurricane.

of 6. Starkweather is undertaking the task directly (spending two points of Athletics each round) and Investigators are assisting (see Cooperation on page 58 in *Trail of Cthulhu*). Both sides roll against Difficulty 4.

- If Investigators win, they manage to target the water spray at the barrels. If the hose wins, it gets loose hitting everybody nearby for d6-4 damage.
- Working the winch requires **Mechanical Repair roll against Difficulty of 5**.

The Next Day

(page 59)

- **Library Use** gets the Investigators basic information on Acacia Lexington.
- Getting more sensitive information requires **1-point spend** from one of the following abilities: **Bargain, Cop Talk, Credit Rating, Flattery or Reassurance**.
- Getting information on P.W. Lexington requires **Library Use 1-point spend**.
- Getting information on Narrative of Arthur Gordon Pym requires **Library Use**.
- **Bargain or Reassurance** will get Boseley to show Fuch's letter.
- Getting information about Barsmeier-Falken Expedition is as simple as reading press coverage in appropriate newspapers (requiring **Library Use**).

Chapter Five: At Sea

To Sail the Ocean Seas

(page 76)

- **1-point Assess Honesty spend** confirms that the fears and anxiety among the crew are very real and mostly widespread among the able seamen and engine crew.

A Very Bad Smell

(page 85)

- **Chemistry, Pharmacy, Mechanical Repair** used as Investigative ability detects traces of acid.
- **Biology, Chemistry, Forensics, Outdoorsman or Pharmacy** will identify the poison.

Sabotage in the Holds

(page 88)

- **Evidence Collection** can be used to find sabotaged cargo. Locating hidden explosives requires **1-point spend**.

- Repairing damaged radios requires **Electrical Repair test** and **Mechanical Repair test**, both against **Difficulty 4**.
- **Chemistry** will show that photographic chemicals have been spoiled.
- **Explosives** used as Investigative ability allows to learn information about the makeshift bomb.
- Weakened straps and loosened valves can be discovered by simple search, though it is preferable they're not discovered at this moment.

Into the Holds

(page 87)

- Detecting that Henning is hiding something requires **Access Honesty 2-point spend**.
- Sneaking in Henning's cabin requires successful **Stealth roll against Difficulty 3**.
- Use of **Evidence Collection** locates newspaper clipping, bottles and telegram.
- **Chemistry** or **Pharmacy** will detect traces of acid.
- Drawing something crucial out of Henning requires **3-point Reassurance spend**.

Benefits of Education

During the journey Investigators can learn some useful skills from the classes organized by professor Moore. Attending a class grants dedicated pool points (see page 54 in *Trail of Cthulhu*).

Each class lasts for two weeks. The journey from New-York to Ross sea takes about ten weeks, but only about half of that time can be used productively – the rest will be occupied by saboteur hunting, repairing damage, rough seas and other troubles. Assume that every Investigator has enough time to take three classes. Especially dedicated Investigators may try to squeeze fourth class in the schedule, but at expense of having difficulties of all rolls increased by 1 due to fatigue for duration of the journey.

Taking the same class twice does not grant any additional points. Dedicated points can be used only for circumstance or on a subject given in parentheses.

Instructor and Class

Dedicated Pool

Sykes, clothes and equipment	2 points in Outdoorsman (polar survival)
Greene, Antarctic first aid	4 points in First Aid
Sorensen, skis and snowshoes	2 points in Outdoorsman (polar survival)
Sorensen, technical climbing.....	4 points in Athletics (climbing)
Miles, aeroplanes.....	4 points in Mechanical Repair (airplanes)
Pulaski & Fiskarson, sledding	4 points in Drive (Dog sleds)
Halperin, aerial navigation	2 points in Piloting (in-flight navigation)
Albemarle, Antarctic weather	2 points in Outdoorsman (polar survival)
Laroche, radio.....	4 points in Electrical Repair (radios)
Gilmore/O'Doul, the drill rig.....	4 points in Mechanical Repair (Pabodie ice drill)
Griffith, Antarctic geology	2 points in Geology (Antarctic continent)
Moore, Antarctic exploration	2 points in History (Antarctic continent)
Starkweather, using dynamite	4 points in Explosives
Greene, ballroom dancing	2 points in Art (Ballroom Dance)
Packard, paper folding.....	2 points in Art (Origami)

Melbourne

(page 91)

- **Electrical Repair** used as Investigative ability detects problem with generators.
- If Investigators didn't think of writing their statements beforehand, a **Cop Talk 1-point spend** might be required to avoid being delayed.

Chapter 6: Onto the Ice

The Southern Sea

(p 101)

- **Sense Trouble** roll against **Difficulty 2** for the Investigators to hear the terrible crash from the bow of the ship.
- Character with **Mechanical Repair** will realize that the sound is coming from a heavy piece of cargo that has gotten loose and is slamming about the hold.
- **Athletics test against Difficulty 5** is needed to travel to each succeeding hatch or be knocked over by the rushing sea. If an Investigator is swept overboard, make a **Preparedness test against Difficulty 5** for the Investigator to have tied himself to a guide line or taken a similar precaution retroactively, if it was not declared beforehand.
- **Athletics, Fleeing or Sense Trouble test against Difficulty 4** every five turns to avoid getting into the path of a careening motor. If the motor hits an Investigator, they lose d6 Health.
- To trap each motor, Investigators need to make **Athletics test against Difficulty 11** (this will most probably require Piggybacking, see page 57 in *Trail of Cthulhu*). Up to four people can hold the motor, but one person must be free to tie the motor down.
- The person tying the motor needs to succeed in an **Athletics test against Difficulty 4** or make a **1-point Outdoorsman spend** in order to throw the rope around the motor and tie it down. (two motors can be secured at the same time if there are enough characters present to hold the motors down while somebody secures the them).
- Unless both motors are secured at once, the second motor continues to be a hazard while the first motor is being secured. To avoid the

second motor while the first motor is being secured, the Investigators must succeed in an **Athletics, Fleeing or Sense Trouble test against Difficulty 3**. (Those working on the first motor are at less chance of being hit than those who still freely moving about the hold, which is why their Difficulty is at 3. Those who are still freely moving around the hold must make tests at Difficulty 4). If the Investigators are hit by the second motor while they are securing the first, they lose d6 Health Points.

- **Evidence Collection** reveals that acid was applied to the engine cleats.

The Relic

(p 107)

- **Athletics** or **Pilot test against Difficulty 4** to tether the longboat to the wreckage.
- **Athletics test against Difficulty 3** to climb out of the longboat to the ship successfully.
- If an Investigator fails the roll, have him make a **Preparedness test against Difficulty 4** to see if they retroactively remembered to have used a rope or similar contrivance to avoid disaster (unless such precaution was stated beforehand). If they fail this roll, then the Investigator automatically becomes Hurt (see page 63 in *Trail of Cthulhu*) due to hypothermia.
- The submerged Investigator needs to make an **Athletics test against Difficulty 4** to climb out of the water, or alternatively, they can be rescued by others using **Outdoorsman** or by making an **Athletics test against Difficulty 5**. **First Aid** should be applied immediately to the rescued individual in order to avoid severe complications.
- Witnessing the grisly remains onboard triggers **1-point Stability test**.
- **Evidence Collection** will locate false-bottom drawer in captain's quarters.
- **Locksmith** is needed to open the strongbox, in case they haven't picked up the iron key in the Captain's cabin. Also, **Mechanical Repair against Difficulty 3** will open the lock or **Athletics against Difficulty 6** will force it open without breaking anything. Failure means that the whiskey bottles are broken.

The Ross Sea

(p 109)

- **Outdoorsman** or **Athletics tests against Difficulty 3** to avoid injury on the ice (d6-2 Health Points lost if they fail) when they go out for the first time.
- **Explosives tests against Difficulty 4** to place the explosive charges properly.

Chapter Seven: A Shock in the Lightest Night

- Starting from this chapter, the **Frostbite** rules (described in the beginning of the conversion) should be in effect.

The Great Ice Shelf

(p 114)

- **Sense Trouble against Difficulty 5** to hear the bell. (Otherwise, Investigators will be awoken by the dogs and general clamour from the camp a bit later on).
- **Outdoorsman** or an **Athletics test against Difficulty 4** avoid mishap on the ice.

The Lexington Camp

(p 116)

Kyle Williams

Access Honesty will show that he is rather high-strung, but in the current situation that's not really that exceptional.

Johnson

Reassurance to gain his good will.

Tuvinnen

Language (Finnish) or **Reassurance** to get him to speak openly.

Jenner

Reassurance to convince Jenner to continue.

Wright and Marklin

Either the Investigators being exceptionally polite, or use **Pilot**, **Credit Rating** or **Reassurance** to get Wright and Marklin to refer them to Chip Hooper.

- **First Aid** or **Psychoanalysis test against Difficulty 5** to awaken Bradbury.
- **Reassurance** or **Intimidation** to get Dinsdale to open up.

You've Got Magic In My Science Fiction

As with many Lovecraft's tales, *Mountains of Madness* have more science fiction than magical mystery feel, and I've always felt that making Danforth a spellcaster was inappropriate to overall feel of the campaign. So when running the campaign instead of causing the hallucinations magically, Danforth would drug the alcohol with plant extract similar to ayahuasca, which causes vivid hallucinations. Investigators examining (maybe with **Evidence Collection**) the flasks will find the organic fibres. **Biology 1-point spend** will tell that they probably come from some South-American vine and might be hallucinogenic.

- **Assess Honesty** to determine that Dinsdale is telling the truth (as far as he knows).

Chapter Eight: At The Mountains

The Flight

(p 124)

- **Health tests against Difficulty 2** to avoid becoming airsick.
- Investigator with highest **Sense Trouble** spots the camp. If two or more Investigators are tied, resolve the tie as the rulebook recommends (see **Free-For-All Combat** on page 61 in *Trail of Cthulhu*).
- **Outdoorsman 1-point spend** will ensure that the tents are protected against the wind.
- **Assess Honesty** reveals that Lexington's people blame sabotage on Starkweather.
- **Outdoorsman** to understand how the ice formed on the tents in Lake's Camp.
- Another **Outdoorsman** to understand that harsh winds are regular event here.
- Yet another **Outdoorsman** to locate remains of Dyer's camp.
- **Explosives as Investigative ability** to understand that the cave was blasted in.

Setting In, Digging Out

(p 130)

- **Access Honesty** reveals that professor Moore is afraid of something.

- Seeing an Elder Thing for the first time causes a **4-point Stability test (M)**.
- **Biology, Outdoorsman** or any other appropriate ability will conform that the discovered creature completely defines everything known to modern science.
- **Sense Trouble against Difficulty 4** to notice that the radio is working late.
- **Stealth against Difficulty 6** to eavesdrop on the conversation by sneaking to the radio tent.
- **Electrical Repair as Investigative Ability** to eavesdrop on the conversation by listening through another radio.

Up Close and Personal

(p. 135)

- Total **Stability loss** for this scene is **capped at 4 points**. However this does not cover opening Hangar 2 in the next chapter.
- **Outdoorsman 1-point spend** is required to control the dogs near the Elder Things.

Hangar 1:

- **Evidence Collection** or **Mechanical Repair as Investigative Ability** to understand that the engine has been tampered with.

Hangar 2

- **Athletic against Difficulty 4** to avoid falling through the roof.
- Contents of Hangar 2 is described in more detail in the next chapter.

Hangar 3

- **Evidence Collection** locates eyebolt and screws.
- **Evidence Collection 1-point Spend** locates the radio.
- **Electrical Repair as Investigative Ability** to understand that something is wrong with the radio.

Tent 1 (Lake's tent)

- **Evidence Collection** to locate Lake's belonging among the mess.

Tent 2 (Atwood's tent)

- **Evidence Collection** to locate sextant parts.

Tent 3 (Fowler & Gedney)

- **Evidence Collection** to locate notebook.

Tent 4 (The Larder)

- **Forensics** or **Outdoorsman** to realize that the cans were torn by somebody who had no idea how to open a can or what a can is.

Tent 5 (Watkins & Boudreau)

- **Evidence Collection** to locate traces of digging.

Tent 6 (Daniels & Orrendorf)

- **Outdoorsman** to realize that the tent was covered by the snow deliberately.
- **Evidence Collection** to locate Daniels' hat and Orrendorf's wallet.
- **Biology** or **Forensics** to identify the stains as human blood and some strange liquid.

Tent 7 (Moulton & Mills)

- No hidden clues here.

Tent 8 (Carroll & Brennan)

- **Evidence Collection** to locate the bullet holes in the tent.
- **Forensics** to estimate where the shooters were.
- **Forensics** to estimate amount of spilled blood. This realization causes **1-point Stability test**.

Tent 9 (Dissection Tent)

- Seeing the contents of the tent is worth **1-point Stability test**.
- **Forensics** allows to realize that someone was dissected here, probably while alive. This realization causes **2-point Stability test**.
- **Evidence Collection** to locate the footprints.

Lake's Dogs

- **Forensics** can be used to analyze dog's remains and correlate them with the scene in the Dissection Tent.

The Memorial Cairn

- **Forensics** can be used to analyze people's remains and correlate them with the scene in the Dissection Tent.
- **Forensics** can help identify the last dissected body.

The Dig Site

- **Outdoorsman** locates footprints leading to the dig.
- **Archaeology, Biology** and **Geology** can be used to analyze different aspects of the rock fragments near the dig.
- **Evidence Collection** to locate green soapstone star.

- Pulling out the wreckage from the hole requires collective **Athletics test against Difficulty 10**.
- Climbing down the hole without a ladder requires **Athletics test against Difficulty 4**. Failed tests causes d6-3 damage from the fall.
- **Archaeology, Biology and Geology** can be used to analyze different aspects of the cave and fossils.
- **Geology 1-point spend** locates the Locator Stone.
- Another **Geology 1-point spend** locates fragment of the bulb.
- When dealing with the **Locator Stone**, substitute **Stability** for POW score.

Chapter Nine: Balance of Power

Descent

(p. 143)

- **Sense Trouble against Difficulty 3** to hear the landing planes. Investigators who fail the rolls are awoken by general clamour after the planes have landed.
- Character with **Piloting** realize that Germans flew over the pole to get here.
- Doctor Johann Meyer is a very smooth taker and thus impervious to **Access Honesty** – it will show that he is perfectly in control of his emotions and might be as well as lying as telling the truth.
- Doctor Professor Franz Uhr is less savvy, but he will simply refuse to speak about sensitive topics, directing Investigators to Meyer.
- Investigators with at least **2 points in Anthropology** will recognize Doctor Professor Uhr as anthropologist of some renown.
- Character with **Piloting** watching cargo transfer will that realize that Germans probably have a fuel supply dump within 100 miles from the pole.
- **Access Honesty** will show that while Rucker and Benecke are alternatively repelled and fascinated by the finds at Lake's camp, neither Meyer nor Uhr show any signs of surprise.

The Die is Cast

(p. 150)

- If Investigators wish to take part in clearing the hangar, they must either **spend 1 point of Archaeology** or make **Athletics test against Difficulty 2** to avoid collapsing it.
- Seeing the contents of the hangar and realizing what it implies causes **2-point Stability test**.
- **Evidence Collection** locates whiter areas on the floor.
- Realization that some of that spots are human-sized caused another **1-point Stability test**.
- **Chemistry** to analyze the spots and find salt.
- **Access Honesty** will show that Moore is genuinely shocked by reading the Dyer Text.
- Investigators must spend **1 point of Athletics** for every day of use of impure oxygen to avoid becoming nauseous. Nauseous characters have Difficulty of all tests increased by 1.

Handling Texts

When preparing for the adventure I printed out H.P. Lovecraft's At the Mountains of Madness (Dyer text) and E.A. Poe's Narrative of Arthur Gordon Pym (Pym text) both included with this conversion, aged the paper with water (more for Pym text, less for Dyer text) and gave it to the players when appropriate.

In both cases I had one or two players who had read At the Mountains of Madness before, and the rest of the party had very limited knowledge of Lovecraft's works. In the first playthrough I gave the full Dyer text in chapter nine, and found that being prepared for the city actually lessened the dramatic impact of seeing it. So with the second group Meyer gave Moor only first half of the text (up to Dyer and Danforth flying through the pass) and they discovered the second half together with Pym text. This option seemed to work much better by preserving the surprise (when asked why he chose to withhold the second part of the text, Meyers replied that he doubted sanity of the author and didn't want to share information about the city until its existence was proved).

Destinations

(p. 156)

- At this point, if Investigators did not made **1-point Outdoorsman** spend when they were setting up tents, they suffer from some minor incident or setback.
- **Bargain, Credit Rating** or **Reassurance** is needed to convince Acacia Lexington.

Chapter Ten: The City of the Elder Things

Ascent

(p. 160)

- Investigators who are not belted make an **Athletics check against Difficulty 3** to avoid 1D6-3 damage from being thrown from their seats by turbulence.
- Investigators who are not belted make an **Health check against Difficulty 2** to avoid a short spell of nausea (treat as Hurt for 3d6 minutes).
- **Geology** to understand that where such formations occur in nature, they are the result of volcanism, but there is no trace in the Miskatonic Mountains.
- **Preparedness check against Difficulty 3** will yield a pair of binoculars, field glasses, or small telescope for examining the caves.
- **Evidence Collection, Cryptography, Archaeology** or **Geology** by Investigators who have seen the star shaped stones reveals the dot patterns on the cave mouths.
- **Evidence Collection, Geology** or **Outdoorsman** reveals the slopes leading up to the pass.
- Investigator using **Outdoorsman** is able to tell that a careful explorer with proper supplies could make the pass on foot.
- Investigator with highest **Sense Trouble** who visited Roerich gets déjà vu.
- **Cthulhu Mythos** gives the sense that the scene is familiar, bringing to mind the Plateau of Leng or awful Kadath. This revelation costs **1 point of Stability**.
- When flying through the pass, Investigators must make **1-point Stability test**. Those who fail hear the high piping whistling that causes a sense of deep dread and revulsion. Investigators with Cthulhu Mythos lose 1 additional point of Stability.

- Investigators with **Piloting** or **Outdoorsman** skills realize that it is impossible to return through the pass due to the wind. The pilots of the planes will also know this.
- Viewing the city for the first time causes a **1-point Stability test**.

Human Feet on Alien Soil

(p. 168)

- Investigators who are not belted make an **Athletics check against Difficulty 3** to avoid d6-2 damage from being thrown from their seats during landing.
- The Investigators have three days to explore the various sites in the city. The first portion of this day is taken in setting up the camp and making preliminary (but not thematically productive) measurements. The afternoon (2pm) is the first chance for Investigators to explore.
- If the Investigators are inclined to go exploring, Moore will talks privately to them, presenting an opportunity for the Keeper to provide Hard or Soft drivers (+2 or +1 Stability point refresh respectively), depending on the circumstances. Moore might indicate to them the location of area (1). Area (4) is another obvious starting point.

Bad Day in the Antarctic

(p. 174)

- When returning to a previously explored location, Investigators with **Outdoorsman** or those who make **Preparedness** or **Sense Trouble tests against Difficulty 3** notice fresh signs of elder thing passage.
- **Sense Trouble against Difficulty 3** if close up, 4 if within visual range notices Danforth is wearing a BFE oxygen mask.
- Anyone with **Sense Trouble** realizes that Danforth is heading towards the remaining plane.
- Any Investigator with **Outdoorsman, Preparedness** or **Sense Trouble** will realize that Danforth must have a hidden cache.
- **Assess Honesty** determines that Williams is lying and near the breaking point.
- **Interrogation** allows anyone who has not yet figured out that Williams is Danforth to reach that conclusion.

- Investigators with **Psychoanalysis** will recognize that Danforth's mind has been shattered.
- Seeing Starkweather being carried off by the two Elder Things causes a **3-point Stability test (M)**.
- **Outdoorsman** remembers the apparent course, speed and time of the elder thing's flight.
- Anyone shooting at the Elder Things will hit Starkweather on a result of 1 on their Firearms Roll (this won't kill Starkweather, but will ratchet up the tension by knowing that he could be wounded).
- **Sense Trouble or Outdoorsman** gives an Investigator the idea that they could backtrack Danforth's trail and retrieve his things.
- Investigators who know German can use Meyer's notes for a **9 point dedicated pool in Elder Cipher**.
- Reading Danforth's Notebook will give a **1 point dedicated pool for Occult**. The Nightmare spell is not useful in the remaining context of the exploration, but provided below for those who might survive the adventure.

Nightmares: A New Spell

(p. 177)

Stability test Difficulty: 4 (3 with Biology or Craft (Brewing) spend).

Cost: 1 Stability per dose per day for at least 13 days before the spell comes into effect.

Successful casting of the spell causes hallucinations that make the victim mind-blasted – loses 1 point of Stability rating, at Keeper's discretion develops mental illness, most likely phobia (see page 74 in *Trail of Cthulhu* for more details). When hallucinations cease, the victim returns to normal. Note that this happens every day the spell is in effect. This is a good way to erode somebody's Stability rating fast.

A Guide to the City

(p. 178)

- If Investigators have **Elder Cipher**, they can recognise the symbols scratched by the Elder Things.
- **Geology** indicates that the ice layer in the city is not as thick as it should be.

- Each hour the Investigators explore underground areas of the city, Keeper must test to see if the party has attracted a wandering Shoggoth. For that roll two d6. In the Lower Levels Shoggoth is encountered only if **both** dice give result of 1. In Abyss Shoggoth is encountered if both dice roll 4 or less.
- **Architecture 1-point spend** lets the Investigators classify the city into archaic/mature/decadent forms. Note that someone will have made and shared this analysis by the end of the first day of exploration (back in the camp).

Discoveries the City

(p. 181)

- **Archaeology or Evidence Collection** to locate traces of Elder Things activity, such as moved rubble, knocked down doors, etc.
- **Outdoorsman or Evidence Collection** would be used in the example in italics.
- **Evidence Collection 1-point spend** locates something from "Unique Finds" section.

Learning from the Carvings

(p. 184-185)

This is a vital part of the adventure, where the Investigators have a chance to learn about the history of Elder Things (and ancient Earth in general). This section contains additional rules for learning information from the carvings in the City.

Due to special nature of the carvings they convey a great deal of information, but their strange design is unnerving to human mind, so looking at them strains Stability.

Also, actively examining the murals can impart some knowledge about the Elder cipher (but at cost of Investigator's Sanity) – a knowledge that can be vital in later parts of the adventure.

Learning the Clues

To gain a clue, an Investigator must simply examine the carving closely, trying to understand its meaning – no test is required to learn the information. But after that comes the price – Investigator must make a **Stability test based on the table below** (e.g. examining carvings with INTx2 causes **4-point Stability test**, examining carvings with INTx4 causes **2-point Stability test**, etc.) These tests are Mythos Shocks, but

made against Difficulty 4. Also, examining the murals can potentially shatter Pillars of Sanity, such as faith in science or religion, causing the victim to lose 6 points of Stability and 2 points of Sanity.

Examining a lot of murals can have a devastating effect on one's Stability and Sanity.

INT multiplier	Potential Stability loss
INTx1	5
INTx2	4
INTx3	3
INTx4	2
INTx5	1

Learning Elder Cipher

Keep track of Stability that was spent or lost while examining the murals. When a single Investigator loses 6 Stability points on reading the carvings, he automatically gains 1 rating in Elder Cipher Investigative Ability. Each subsequent 6 Stability points give 1 more Elder Cipher rating.

Knowledge of Elder Cipher also damages Sanity. Every time an Investigator gains rating in Elder Cipher, he loses 1 Sanity point. Also, maximum Sanity is capped at 10-Elder Cipher (e.g. Investigator with Elder Cipher 2 can have maximum Sanity value of 8).

Understanding Elder Cipher desensitises Investigators to revelations of the murals – each rating in it adds 1 to Stability tests caused by examining the murals.

Spending Elder Cipher

Using Elder Cipher Investigative Ability will only give characters general idea of what is written. Getting a precise meaning or significant details requires 1-point spend.

For example, page 312 contains a sample of Elder Things writing Investigators can encounter while exploring the tower saying “Warning. This unit anchors the Great Lure singularity. In contains lethal energies.”.

An Investigator with **Elder Cipher** will get the general idea of each glyph (warning of potential danger, object/present, to bind/hold captive/motionless, great spirit/volatile/energy + attraction/dominance/command, etc.). **Elder Cipher 1-point spend** will give the full translation (Warning. This unit anchors...).

Using different abilities

Investigators with Cryptography can spend it to gain Elder Cipher – 1 Elder Cipher point for every 2 Cryptography points spent.

Cthulhu Mythos spends translate into Elder Cipher at 1-for-1 ratio.

Some clues can be deuced by characters with appropriate Academic abilities, according to clues description on pages 184-185 (see table below for converting skills). Spending 1 point of Academic ability gains one clue but incurs 2-point Stability loss as Investigator realizes that all human's knowledge is fundamentally flawed (this loss is counted toward points needed to get Elder Cipher score).

Call of Cthulhu Skill	Trail of Cthulhu Ability
Anthropology	Anthropology
Archaeology	Archaeology
Biology	Biology
Geology	Geology
Meteorology	History
Natural History	Biology
Navigate	Geology
Physics	Physics

Characters with **Photography** can automatically make decipherable photos of writings, but not of murals.

Locations in the City

(p. 187)

It can be rather difficult for the Keeper to sort out all the various locations and levels, and some of the descriptions in the book are confusing. Here are some possible ways through the city, with starting points in bold:

- **Following Dyer's trail:** **1**, pass by 27 and use a rope to explore, then to 3 where the Investigators can determine the surface locations of 6, 7 and 26. The description in the original story indicates that Dyer must have used 4 to go underground to 6 (since there is no way to the surface of 6) and then backtracked to 7. Elder thing travel would have erased the trail from 4 to 7 so a test is needed to find that path.
- Underground path connecting **27**, **28**, 25 and 6.

A school, a museum, a memorial...

Spreading murals too thin makes Investigators reluctant to study them extensively, so when exploring the city I usually created several locations rich in murals and writings and allowed characters (or NPCs) to find them during first and second day, and concentrate on them if they wanted.

- Underground paths connecting 7, 21, 23 in a loop, with a branch leading off from 22 to 20 and 24.
- Surface locations that could be identified by Moore as potential sites from overhead view: 1, 5, 10, 11, 12, 14, 16, 17, 18, 19.
- Surface locations near plaza: 12, 15.

1. Landing spot

Outdoorsman or Moore's instructions will lead the Investigators to the site.

2. The Terrace

Archaeology, **Evidence Collection** or **Outdoorsman** will spot the paper trail markers.

3. The Recent House

An **Athletics test against Difficulty 4** is needed to avoid slipping at the edge of the chasm. **Outdoorsman** associates the surface locations of 6 (though blocked), 7 and 26 with entries to the abyssal tunnels.

4. The Pit with the Spiral Ramp

Archaeology, **Evidence Collection** or **Outdoorsman** will spot the paper trail markers.

Each of the three locations at the base of the pit is noticeable with **Evidence Collection**, **Archaeology** or **Outdoorsman**.

1-point Outdoorsman spend is required to follow Dyer's trail to 6.

1-point Outdoorsman spend reveals the track of the elder things, triggering a **2-point Stability test** if it is the first indication of Elder Thing activity. Additional **1-point spend** allows trailing the Elder things to location 7 and beyond.

Sense Trouble test against Difficulty 2 makes the connection between the hummocks and the Lake Camp with a **2-point Stability test**.

6. The Impassable Ramp

Archaeology, **Evidence Collection**, **Outdoorsman** reveals the traversable tunnel.

Elder Cipher is required to read the paper.

Archaeology, **Evidence Collection**, **Outdoorsman** reveal the boot prints. **Cthulhu Mythos** connects the tracks with the elder things, triggering a **2-point Stability test** if it is the first indication of Elder Thing activity.

7. The Open Ramp

See "The Layered Realm" above for how to determine if the Patrolling Shoggoth appears. Use characteristics from page 150 of *Trail of Cthulhu*.

10. Frozen Waterfall

Evidence Collection, **Geology** or **Archaeology** spots the glass eye.

11. Observatory

Astronomy, **Archaeology** or **Outdoorsman** deduces the use of the curved ramps.

13. Promontory

Archaeology, **Architecture**, or **Evidence Collection** reveals the ruins of the barn-like structure.

16. Pyramid

An **Athletics test against Difficulty 2** is needed to climb the pyramid unassisted. Investigators assisted (using rope, etc) need not make a test.

20 points of damage will break open one of the doors. As it is large, hitting it requires **Athletics** or **Weapons test against Difficulty 2**.

Astronomy or **Outdoorsman** suggests that the ceiling is a model of a starry sky.

A **2-point Astronomy spend** will date the sky to the early Mature period or older.

Elder Cipher conveys that the egg is an incredibly complex invocation or protection from evil.

17. Snake Tomb

Archaeology reveals the vague resemblance to the Snake Tomb.

21. Laboratory

The similarity to the Lake Camp slaughter triggers a **2-point Stability test**.

Anthropology, **Archaeology**, **Biology**, **Geology** or **Forensics** realizes that the information on the carvings is invaluable.

22. Matrix

Biology, **Physics** or **Chemistry** deduces the liquid was pored into the tanks to feed something below.

23. Midden

Biology, or **Medicine**, or **Outdoorsman** reveals the differences in the anatomical remains.

24. Breeding Pits

Archaeology reveals the small bones to be of Holocene mammals.

25. Pool

Archaeology recognizes that the frozen fish and sea life is 500,000 years old.

26. Stygian Cliff

Climbing down requires two separate **Athletics tests against Difficulty 7**. Failure causes d6 points of damage if the first test fails, and 2d6 if the second test fails. Rolling 6 on a damage roll forces other climbers to make another **Athletics test against Difficulty 7** to keep from falling as well.

28. The School Hall

Spending 1 **Cryptography** point or 3 **Stability** points gives a character **1 rank in Elder Cipher**.

The Road to the Abyss

(page 191)

A **Stealth test against Difficulty 2** picks out the rustle of feathers.

A **Stealth test against Difficulty 2** or **Sense Trouble against Difficulty 3** picks out the faint cries of the shoggoth.

If Investigators encounter a Shoggoth, use characteristics from page 150 of *Trail of Cthulhu*, except Athletics 8 Health 20 Scuffling 15 due to its smaller size.

Chapter Eleven: To the Dark Tower

Pursuit by Air

(p. 198)

- **Evidence Collection** or use of binoculars to look forward from the plane will spot Starkweather and the Elder Things.
- **Stability test against Difficulty 5** to avoid being unnerved by the pattern and structure in the cliffs (no Stability loss).
- A character who tries to walk the wing needs to make an **Athletics test against Difficulty 6** each round to avoid falling off

the wing. If they fall, they are captured by the Elder Thing and brought to the complex.

- **Evidence Collection** or use of binoculars will spot Belle behind the plane.
- Investigator who is piloting the plane must pass a **Piloting test against Difficulty 3** to avoid the bumpy landing.
- Experiencing a time slip for the first causes a **2-point Stability test (M)**. Further timeslips cause only **1-point Stability tests (M)**.
- For every hour the rescue party spends in the valley, Keeper must roll d6. On the result of 6, the Black Seeds appear in accessible part of the valley. Investigators with Outdoorsman, Evidence Collection or those who make **Sense Trouble tests against Difficulty 1** notice them.

On the Ground

(page 202)

- Investigators climbing down the walls need to pass an **Athletics test against Difficulty 3** or take d6-1 points of Damage
- Investigators taking the north ramp need to pass an **Athletics test against Difficulty 2**. If they fail, they need to take another **Athletics test against Difficulty 4** to avoid taking 4 points of Damage

Inside the Tower

(page 204)

- Investigators using **Access Honesty** are sure Meyer knows more about the place than he is telling.
- **Outdoorsman** verifies that at least one of the creatures passed from the outside to the inner arch quite recently.
- Investigators climbing the first 15 yards of the ramp need to pass an **Athletics test against Difficulty 3** or slide back down.
- Investigator with **Elder Cipher** will get the general idea of the Tale of the God Trap. Learning details and more specific information (given in italics) requires **1-point Elder Cipher spend** per band or panel.

Above the Heritage Hall

(page 209)

The Lower Construct

- Investigators suffer a **1-point Stability test (M)** for every 15 minutes they spend close to any part of the construct.
- Investigators with **Stability below 10** are slightly more sensitive to the construct's emanations.
- Weapons used against the crystal must do at least 6 points of damage in a single blow for any breakage to occur.
- If an Investigator leaves the ramp climbs into the Construct, he must make **5-point Stability test (M)** to remain conscious each round spend within Construct, or lose consciousness in 1-3 rounds (roll d6 and divide by 2). Each round the victim remains conscious he must suffer another **4-point Stability test (M)**. Also, such Investigator is the primary target for becoming One with the Construct.
- Investigator Becoming One with the Construct loses **7 points divided between Stability and Sanity** as he chooses. No ill effect of this becomes apparent until Investigators stops being the Mute Witness.

The Control Centre

- Characters with **Elder Cipher** will get the general meaning of each scene in the Tales of the Wall of Skulls. Getting more detailed information (given in italics) requires spending **1 point of Elder Cipher per scene**.
- Investigators examining the plants are briefly affected by the energies of the construct.
- **Outdoorsman** or **Evidence Collection** reveals a faint but distinct trail of the elder things.

Side Chamber #1:

- **Evidence Collection** or **Biology** reveal shows that the thickest stalks do move.

Side Chamber #2:

- **Evidence Collection** or **Biology** shows that the thickest stalks do move.

Side Chamber #3:

- **Archaeology** reveals age of the bones. An Anthropologist could have a soft driver forced on them here to examine (or at least carefully take back with them) a Tsalalian

skeleton (see *Trail of Cthulhu* page 73 for description of how the Drives work).

- Viewing the bones and realizing who's they are triggers a **4-point Stability test**.

Side Chamber #4:

- **Stealth** or **Sense Trouble against Difficulty 2** reveals the chamber is not silent.
- **Evidence Collection** will find the hidden parka, mask and boots.
- Resisting the slab's effects requires **Stability tests against Difficulty 5**. If the test is failed no Stability is lost, but the character is paralyzed.
- Seeing the slime forces **1-point Stability test (M)**.
- Seeing the Shoggoth triggers **4-point Stability test (M)**.
- Corpse-eater Shoggoth has same characteristics as described on page 150 of *Trail of Cthulhu* except the following: Athletics 5, Health 16, Scuffling 12 and Stability loss +2 due to its smaller size. It attacks by devouring the paralysed victim (+2 damage, automatic hit). Being devoured by shoggoth while helpless constitutes **6-point Stability test (M, Difficulty 6)**. Seeing someone consumed by shoggoth is **5-point Stability test (M)**. Pulling the victim away from the creature requires **Athletics test against Difficulty 6**.

Upper Construct and the Tunnel

- **Biology** or **Evidence Collection** determines that the plants are cared for and finds the basins.
- **Stealth** or **Sense Trouble test against Difficulty 3** will reveal the sounds of the Elder thing above the Investigators.

Further Up the Ramp

- **Athletics test against Difficulty 3** is required to avoid falling into the matrix.
- The Elder things will flee if either suffers more than 6 points of damage.

The Top of the Ramp: the Pilot Light

- Anyone touching the stone makes a **2-point Stability test against Difficulty 5**.

Characteristics for Elder Things and Shoggoth can be found of pages 131 and 150 of *Trail of Cthulhu*.

To the Wall of Skulls

(page 220)

- **Evidence Collection, Geology** or **Outdoorsman** will notice the soil is made of bone fragments.
- If no one has become the Mute Witness, the player with the highest Stability is chosen.
- Viewing the structure triggers a **3-point Stability test (M, Difficulty 5)**.
- From the moment the Construct breaks, the Mute Witness starts making **Stability tests against Difficulty 5** every round. If a test succeeds, the Mute Witness is freed. If the test fails, nothing happens.
- The Elder things are driven off if one suffers more than 6 points of damage.
- The timeslip causes **3-point Stability test (M)**.
- An **Athletics test against Difficulty 5** is needed or Investigators are knocked to the floor.
- **Art, Physics or any other appropriate ability 1-point spend** reveals that the frequency of the rumbling is the same as of the jungle plants.
- Investigators outside the tower must make **Athletics test against Difficulty 2** or take d6-1 falling damage and **Athletics test against Difficulty 3** or get caught in a landslide and take d6+2 damage.
- A glimpse of the Unknown God is a sanity-blasting experience. Investigators must make a **Stability test against Difficulty 6, which is a Mythos Shock. Those who fail lose 5 points of Stability and 3 points of Sanity. Those who succeed lose 2 points of Stability and 2 points of Sanity.**
- Characters with **Biology, Cthulhu Mythos** or any other appropriate skill can get hints on how to repair the Wall.
- Preparing the replacement without help of a shoggoth requires **1-point Biology spend**.
- Vivisecting an expedition member requires **5-point Stability test**. Just letting one of the companions be killed required only **3-point Stability test**.

Below the Heritage Hall

(page 226)

- Anyone not exercising caution while climbing must pass an **Athletic test against Difficulty 6** or fall on the ramp. Another

Athletic test against Difficulty 3 must be taken or the person slips down the ramp, taking 1d6+2 Damage.

The Residence: Room #1

- **Geology** indicates the stones come from scattered sites.

The Residence: Room #3

- **Evidence Collection** or **Craft** reveals the purpose of the room.

Third Floor Down: The Nursery

- Seeing the small Elder Things triggers **3-point Stability test (M)**.

The Nursery Things

See page 131 in *Trail of Cthulhu* for Elder Things statistics. One Elder Thing has a Disturbance Device that gives +2 melee damage bonus. The other has a spear for +1 bonus.

Immature Elder Thing

General Abilities: Athletics 8/0 (can't fly), Scuffling 1, Health 5.

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Armor: -2

Stability loss: +0

Weapon: no damage but successful hit encumbers an enemy so they cannot attack next turn.

- A **Sense Trouble test against Difficulty 3** is needed to avoid being surprised by the Elder Things.

Exploring the Valley

(page 230)

- Investigators spending more than 3 hours in the valley are subject to frostbite rules.
- Explorers who travel off the trail need to pass an **Athletics test against Difficulty 4** or suffer pitfalls.

The White Stele

- **Evidence Collection** will reveal the band of script of the stele.
- **Forensics** or **Evidence Collection** will provide a rubbing that could be read later.
- Character with **Elder Cipher** can read the writing.
-

The Supply Tent

- **Outdoorsman** or **Architecture** reveals the tents are of the Admundsen design.
- **Biology** reveals the skins and thongs are from the hides of seals.
- **Archaeology**, **Medicine** or a **First Aid test against Difficulty 3** reveals the bones as human.
- **Evidence Collection** or **Craft** reveals the purpose of the Elder Thing hoods, and that they cover the head.

The Western Pass

- **Evidence Collection**, **Archaeology** or **Geology** to spot the ancient carvings.
- **Elder Cipher** is needed to translate them.
- The locator stone explosion causes 1 point of damage to the bearer.
- Anyone who enters the upper pass must make a **5-point Stability test (M, Difficulty 6)**.
- Anyone peering into the great pit, catches a glimpse of the Unknown God and must make a **Stability test against Difficulty 6 which is a Mythos Shock. Those who fail lose 5 points of Stability and 3 points of Sanity. Those who succeed lose 2 points of Stability and 2 points of Sanity.**

Leaving the Valley

- A **Sense Trouble test against Difficulty 3** spots the gun barrel in the window of the airplane.
- **Psychoanalysis test against Difficulty 3** attests that Halperin is mad.

Douglas Halperin (madman)

General Abilities: Athletics 6, Electrical Repair 3, Firearms 4, Health 6, Mechanical Repair 4, Piloting (aircraft) 7, Sanity 5, Stability -2.

Weapons: .45 revolver (+1), .30-06 Bolt action rifle (+1)

- **Outdoorsman** or **Piloting** show that Halperin is aiming the plane towards Dyer's Pass.

Chapter Twelve: Return to Lake's Camp

A Council of War

(page 236)

- **Access Honesty** reveals that Acacia is close to breaking.

On the Ground

(page 237)

- **Access Honesty** reveals Halpern's intent to take off.
- Any character with **Outdoorsman** or **Piloting** realizes that the aircraft should have maintenance and safety checks before flying.
- **Intimidation** or **Persuasion** convinces Halpern that it is for the best.
- A **Stealth** or **Sense Trouble test against Difficulty 2** reveals Danforth on the building.
- Witnesses to Danforth's death must make a **4-point Stability test**.
- A **Piloting test against Difficulty 3** is required to keep from losing control of the aircraft in the pass. If the roll is missed the keeper must make a **test against Difficulty 5** for the plane to turn back. Failing the test indicates a crash.

At Lake's Camp

(page 239)

- A one point spend in **Streetwise**, **Psychoanalysis** or **Sense Trouble** will suggest that landing at the Lake Camp would involve helping the victims, and cause significant delay.
- **Outdoorsman** or a **Sense Trouble or Pilot test against Difficulty 3** reveals the dangers of the landing.
- A **Pilot test against Difficulty 3** is required for a successful landing.
- If Belle crashes, the pilot has to make a **Pilot test against Difficulty 3**. Failure indicates the damage is severe.
- Characters with **Mechanical Repair** or **Pilot** know that the Boeing does not have sufficient fuel to fly to the coast.
- A point spend in **Preparedness**, **Outdoorsman** or **Bureaucracy** remembers the BFE supply Caches.

Chapter Thirteen: An Arrow in Flight

In the Air

(page 245)

- **Outdoorsman** 1-point spend or **Piloting test against Difficulty 3** is needed to find the cache. For every point lower than 3, subtract 20 minutes and 40 miles worth of fuel.
- Characters with Pilot can get an idea of listening to the radio. **Outdoorsman** or **Pilot test against Difficulty 3** will remember the frequency.
- **Electrical Repair test against Difficulty 2** or **Pilot test against Difficulty 3** is needed to understand Morse code. German translates the short text.
- **Outdoorsman** or **Sense Trouble test against Difficulty 3** will spot the Boeing.
- A **Pilot test against Difficulty 3** is needed to land the plane.

At the Cache

(page 246)

- **Access Honesty or Interrogation** will expose Rucker's subterfuge.
- **German** is needed to read the notes.
- **Geology** will help understand the findings.
- **Outdoorsman** will locate the tracks.
- Any Investigator with Pilot or Mechanical Repair will realize that the plane is out of fuel.
- Any Investigator who had explored the area around the Construct Tower will recognize the seeds.
- The locator stone explosion causes 1 point of damage to the bearer.
- Each member of the party travelling overland who does not have **Outdoorsman** needs to make an **Athletics test against Difficulty 3** or take d6-2 damage.

The Shadow on the Ice

(page 251)

- A search of the Boeing or **Sense Trouble test against Difficulty 3** reveal the missing items in the cargo area and the missing bag of seeds.

Chapter Fourteen: Mission of Mercy

What Has Happened

(page 254)

- The Elder Things will retreat as soon as any one of them has received 6 damage points.
- An Investigator must make a **Sense Trouble** or **Fleeing test against Difficulty 3** to avoid being hit by blocks of ice for d6 damage.

Flying to the City

(page 256)

- Seeing the similarities between carnage in Moore's camp and Lake's camp causes **1-point Stability test**.
- **Outdoorsman** or an Investigator with a Military background will have the idea that they should leave the plane guarded.

The Attack

(page 259)

The Elder Things

See page 131 in *Trail of Cthulhu* for Elder Things statistics. One Elder Thing has a Disturbance Device that gives +2 melee damage bonus. The other has a spear for +1 bonus.

Shoggoth

Use characteristics from page 150 of *Trail of Cthulhu*, with the following changes: instead of Snare and Crush attack the shoggoth attempts to capture Investigators. If a shoggoth wins Scuffling attack against an Investigator, it grabs him. To break free, Investigator must win Scuffling versus the shoggoth. Whenever the Shoggoth wins a Scuffling contest by more than three points, it accidentally causes d6-2 damage to the grabbed Investigator.

- Witnessing the dissolution causes **1-point Stability test (M)**.
- **Biology** reveals the fungus components in the Disturbance Device.
- Seeing a rushing shoggoth up close causes a **7-point Stability test (M)**.
- **Evidence Collection** or a **Sense Trouble test against Difficulty 3** notices the abandoned device.

- If Elder Things managed to damage the plane, the repairs take d6*30 minutes.

Chapter Fifteen: Exodus from the Ice

No conversion notes are needed for this chapter.

Chapter Sixteen: The Black Rat

The Lost Souvenir

(page 268)

- Any Investigator who explored the Construct Valley will remember the black stones.
- **Access Honesty** confirms that White and Beakins are innocent of the theft.
- **Interrogation** or **Intimidation** dredges up a description of stones from Humphries.
- **Evidence Collection** or **Forensics** reveals the marks on the floor from the seeds.
- **Outdoorsman** or **Evidence Collection** reveals the trail to the radiator.

You've got Magic In My Science Fiction (again!)

Since the spell "Enchant the Disturbance Device" is available only to Elder Things, it does not break the mood of the campaign and does not need changing.

According to Call of Cthulhu rules, operating the Disturbance Device requires investing 10 Magic points. Trail of Cthulhu uses Stability instead of Magic Points, but in this case the change seems to be inappropriate, since the device itself is not "magical", so we tweaked the rules a bit.

Elder Things can activate the device simply by concentrating. Humans have to make a **Stability test against Difficulty 4**. If the test fails, no Stability is lost and nothing happens. If the test succeeds, the device activates and emits dissolving vapour. Each activation creates enough vapour to dissolve 10 points of Health.

The Keeper is encouraged to look for opportunities for use of the device to backfire (such as losing control over vapor). Children shouldn't play with matches.

The Burning Rag

(page 270)

- Sight of Brunel's wound triggers a **1-point Stability test**.
- **Chemistry, Pharmacy** or a **First Aid test against Difficulty 2** identifies the wound as being made by acid.

Black Blob (the captured Animiculum)

General Abilities: Athletics 2, Health 6, Scuffling 7

Hit Threshold: 4

Stability Loss: +1

Weapon: Acid (-3) every turn after successful Scuffle attack.

- **Evidence Collection, Forensics** or **Mechanical Repair** used as Investigative Ability reveals the cleaned portions of engine cowling.
- **Bureaucracy** or **Reassurance** 1-point spend are needed to keep the leg onboard.
- The locator stone explosion causes 1 point of damage to the bearer.
- **Access Honesty** reveals that Turlow is angry and afraid.

The Dogfight

(page 274)

- Investigators who fail to hold onto the ropes must make an **Athletics test against Difficulty 3** or suffer mishap.
- **Evidence Collection, Biology,** or **Outdoorsman** spot the Animiculum on the dog. This causes a **2-point Stability test (M)**.
- Seeing the grown Animiculum causes **3-point Stability test (M)**.
- The Mute Witness, if present, suffers another **3-point Stability test (M)**.

The Black Rat (the second form)

General Abilities: Athletics 4, Health 7, Scuffling 14

Hit Threshold: 4

Stability Loss: +2

Weapon: Acid (0) every turn after successful Scuffle attack.

The Hunt

(page 276)

- **Evidence Collection or Mechanical Repair (used as Investigative ability) 1-point spend** reveals the two pieces of evidence in hold #5.
- Anyone moving through the engine tunnel needs to make an **Athletics test against Difficulty 3** to avoid touching the shaft.
- **Evidence Collection or Mechanical Repair (used as Investigative ability) 1-point spend** reveals the location of the Animiculum.

The Black Dog (the third form)

General Abilities: Athletics 8, Health 10, Scuffling 20

Hit Threshold: 4

Stability Loss: +2

Weapon: Acid (+1) every turn after successful Scuffle attack.

- The Mute Witness, if present, suffers **4-point Stability test (M)**.
- Seeing the new form of the Animiculum causes **5-point Stability test (M)**.

The Black Ape (the fourth form)

General Abilities: Athletics 10, Health 17, Scuffling 27

Hit Threshold: 4

Stability Loss: +3

Weapon: Acid (+2) every turn after successful Scuffle attack.

The following abilities will give the Investigators an idea how to kill the Animiculum:

- Throwing it overboard: **Geology, Physics, Outdoorsman**.
- Trapping it: **Physics, Mechanical Repair**.
- Freezing it: **Medicine, Biology, Outdoorsman**.
- Herding it: **Mechanical Repair, Electrical Repair, Outdoorsman**.
- Viewing the Animiculum coalesce causes a **2-point Stability test (M)**.
- Luring the Animiculum requires an **Athletics test against Difficulty 5** to maintain control.
- Using the extinguisher requires a **Firearms test against Difficulty 5**. Failing the roll by

2 points means the extinguisher has malfunctioned (no more uses).

- Facing the Animiculum now causes a **5-point Stability test**.

Chapter Seventeen: Ab Initio

Echoes of the Animiculi

(page 284)

- Anyone within listening range of the Animiculum must make a **2-point Stability test** or be drawn to it.

Detailed Character Statistics: Starkweather-Moore Expedition

This section contains detailed characteristics for key NPCs. While a lot of them have different investigative abilities, use them only as necessary not to overshadow Investigators. Player's listing of characters with dedicated pools goes after this section.

In the tradition of Call of Cthulhu, some of flavor skills and abilities have been preserved. They all self-descriptive and do not require additional rules to use.

Expedition Leaders

JAMES STARKWEATHER,
Expedition Leader, Lecturer, Guide.
(page 352)

Academic Abilities

Languages 4 (English, French, Kikuyu, Swahili)

Interpersonal Abilities

Credit Rating 3, Dodge Question 4, Flattery 2 (4 if flattering reporters), Intimidation 5, Oral History 1, Reassurance 5.

Technical Abilities

Art (writing) 4, Art (raconteur) 3, Astronomy 2, Evidence Collection 4, Outdoorsman 4.

General Abilities

Athletics 6, Explosives 3, Firearms 7, First Aid 3, Fleeing 7, Health 8, Preparedness -1, Sanity 8, Stability 8, Scuffling 7, Sense Trouble 2, Stealth 5, Weapons 4.

Weapons:

Elephant Gun (+2, Athletics test against Difficulty 3 to stay upright after each shot).

.455 webley revolver (+1)

Ice Axe (+1)

Special rules:

Starkweather's presence subtracts 1 from any Preparedness roll when he is involved in the situation.

PROFESSOR WILLIAM MOORE,
Expedition Co-leader, Geologist,
Paleontologist, Investigator
(page 354)

Academic Abilities

Accounting 2, Anthropology 1, Archaeology (included paleontology) 7, Biology (including paleobiology) 3, Cthulhu Mythos 1, Cryptography 1, Geology 5, History 2, Languages 7 (English, Afrikaans, French, German, Inuit, Spanish), Library Use 5, Paleontology 2, Physics 2.

Interpersonal Abilities

Assess Honesty 3, Bargain 4, Bureaucracy 3, Credit Rating 5, Flattery 1,

Technical Abilities

Chemistry 2, Evidence Collection 4, Outdoorsman 3, Photography 2.

General Abilities

Driving 3, Explosives 2, Firearms 4, Fleeing 5, Health 6, Preparedness 7, Sanity 7, Stability 7, Sense Trouble 8, Weapons 7.

Weapons:

Epee (+0)

.45 automatic pistol (+1)

.30-06 rifle (+1)

Special rules:

Moore has a special interest in having the Investigators get to the root of what happened to the previous Miskatonic Expedition. Moore provides a dedicated pool of each of his investigative abilities that can be used by the Investigators to further their investigations of the Lake Camp, the City, or the Tower, provided that Moore is with them when the spend is made (either at the investigation site, or discussing it at camp afterwards).

Guides

PETER SYKES, **Polar Guide** (page 355)

Academic Abilities

Languages 3 (English, French, Inuit).

Interpersonal Abilities

Assess Honesty 3.

Technical Abilities

Art 2, Craft 3, Evidence Collection 4,
Meteorology (Weather Eye) 2, Outdoorsman 6.

General Abilities

Athletics 7, Driving (dog sled) 7, Explosives 3,
Firearms 7, First Aid 3, Health 8, Mechanical
Repair 3, Polar Survival 7, Preparedness 6,
Radio Operator 3, Sanity 7, Stability 7,
Scuffling 1, Sense Trouble 5, Weapons 6

Weapons:

.30-06 rifle (+1)

Hunting knife (-1)

Ice axe (0)

GUNNER SORENSEN, **Polar Guide & Mountaineer** (page 355)

Academic Abilities

Languages 2 (Norwegian, English).

Interpersonal Abilities

Assess Honesty 3, Reassurance 3.

Technical Abilities

Evidence Collection 3, Meteorology (Weather
Eye) 2, Outdoorsman 6.

General Abilities

Athletics 9, Driving (Dog Sled) 7, Firearms 6,
Health 9, Polar Survival 8, Preparedness 6,
Sanity 7, Stability 7, Scuffling 6, Sense
Trouble 7, Stealth 6, Weapons 7.

Weapons:

.30-06 rifle (+1)

Hunting knife (-1)

Ice ax (0)

NILS SORENSEN, **Polar Guide & Mountaineer** (page 355)

Academic Abilities

Languages 2 (Norwegian, English).

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 4, Meteorology (Weather
Eye) 3, Outdoorsman 5.

General Abilities

Athletics 7, Driving (Dog Sled) 6, Firearms 6,
Health 8, Polar Survival 8, Preparedness 7,
Sanity 8, Stability 8, Scuffling 7, Sense Trouble
7, Stealth 8, Weapons 6.

Weapons:

.30-06 rifle (+1)

Hunting knife (-1)

Ice ax (0)

Science Crew

WILLARD GRIFFITH, **Geologist (Cornell University)** (page 356)

Academic Abilities

Geology 5, Languages 2 (English, Esperanto),
Library Use 5.

Interpersonal Abilities

Bargain 2, Bureaucracy 1, Credit Rating 3,
Flattery 1, Reassurance 3.

Technical Abilities

Astronomy 1, Evidence Collection 3,
Photography 3.

General Abilities

Explosives 2, Preparedness 6, Riding 4, Sanity 7,
Stability 7, Scuffling 3, Sense Trouble 7,
Stealth 4.

Weapons:

None.

CHARLIE PORTER,
Graduate Assistant to Willard
Griffith
(page 356)

Academic Abilities

Geology 4, History 2, Languages 2 (English, Esperanto), Library Use 4.

Interpersonal Abilities

Assess Honesty 2.

Technical Abilities

Chemistry 2, Craft (Tunneling From Scratch) 5.

General Abilities

Athletics 7, Electrical Repair 2, Explosives 3, Health 7, Mechanical Repair 4, Preparedness 7, Sanity 8, Stability 8, Scuffling 7, Sense Trouble 8, Stealth 5.

Weapons:

16-Gauge shotgun (+1)

Dynamite sticks (thrown, see page 67 in *Trail of Cthulhu*).

MOREHOUSE BRYCE,
Paleontologist (U.C. Berkeley)
(page 356)

Academic Abilities

Biology (includes paleobiology) 7, Geology 4, History 2, Languages 4 (English, French, German, Hebrew), Library Use 4, Occult 2.

Interpersonal Abilities

Bureaucracy 1, Flattery 1, Reassurance 3.

Technical Abilities

Evidence Collection 4, Outdoorsman 4.

General Abilities

Athletics 5, Health 6, Preparedness 8, Sanity 9, Stability 9, Sense Trouble 8.

Weapons:

None.

TIMOTHY CARTIER,
Graduate Assistant to Morehouse
Bryce
(page 356)

Academic Abilities

Biology (includes paleobiology) 6, Geology 4, History 2, Languages 1 (English), Library Use 3.

Interpersonal Abilities

Flattery 1, Reassurance 2.

Technical Abilities

Evidence Collection 3, Outdoorsman 4.

General Abilities

Athletics 6, Firearms 4, Health 7, Preparedness 7, Sanity 8, Stability 8, Scuffling 1, Sense Trouble 8, Weapons 3.

Weapons:

Ice axe (+1)

.30-06 bolt action rifle (+1)

CHARLES MYERS,
Archeologist (University of Chicago)
(page 356)

Academic Abilities

Anthropology 2, Archaeology 4, Cthulhu Mythos 1, Geology 4, History 4, Languages 3 (English, Greek, Latin), Library Use 4.

Interpersonal Abilities

Bureaucracy 1, Flattery 4, Reassurance 2.

Technical Abilities

Evidence Collection 3, Outdoorsman 3.

General Abilities

Athletics 6, Fleeing 7, Health 8, Preparedness 6, Sanity 7, Stability 7, Scuffling 8, Sense Trouble 7.

Weapons:

None.

AVERY GILES,
Graduate Student to Charles Myers
(page 357)

Academic Abilities

Anthropology 2, Archaeology 4, Geology 2,
History 4, Languages 3 (English, Greek, Latin),
Library Use 4, Occult 3.

Interpersonal Abilities

Assess Honesty 3, Bargain 3, Flattery 3,
Reassurance 1.

Technical Abilities

Art (Actor) 2, Evidence Collection 5.

General Abilities

Conceal 4, Disguise 4, Health 7, Preparedness 7,
Sanity 8, Stability 8, Sense Trouble 7.

Weapons:

None.

PIERCE ALBEMARLE,
Meteorologist (Oberlin College)
(page 357)

Academic Abilities

Geology 3, Languages 3 (English, French,
German), Library Use 4, Physics 3.

Interpersonal Abilities

Bureaucracy 1, Credit Rating 6, Flattery 5,
Reassurance 3.

Technical Abilities

Astronomy 3, Craft (Write Letter of Reference)
5, Evidence Collection 4, Meteorology 4,
Outdoorsman 3.

General Abilities

Firearms 6, Health 8, Preparedness 5, Sanity 6,
Stability 6, Scuffling 1, Sense Trouble 8.

Weapons:

.30-06 bolt action rifle (+1)

DOUBLAS ORGELFINGER,
Graduate Assistant to Pierce
Albemarle
(page 357)

Academic Abilities

Geology 1, Languages 2 (English, German),
Library Use 3, Physics 2.

Interpersonal Abilities

Flattery 1, Reassurance 3.

Technical Abilities

Astronomy 3, Evidence Collection 3,
Meteorology 3, Outdoorsman 2, Photography 2.

General Abilities

Health 8, Preparedness 7, Sanity 6, Stability 6,
Scuffling 1, Sense Trouble 6.

Weapons:

None

SAMUEL WINSLOW,
Graduate Student (Glaciology)
(page 357)

Academic Abilities

Geology (includes Glaciology) 3, History 3,
Languages 4 (English, French, German,
Norwegian), Library Use 5, Mathematics 4,
Physics 3.

Interpersonal Abilities

Assess Honesty 3, Bargain 3.

Technical Abilities

Art (singing) 4, Evidence Collection 4,
Meteorology 4, Outdoorsman 4, Photography 1.

General Abilities

Athletics 6, Fleeing 6, Health 6, Polar Survival 4,
Preparedness 7, Radio Operator 2, Sanity 8,
Stability 8, Scuffling 1, Sense Trouble 8,
Weapons 5.

Weapons:

Ice Axe (+1)

Camp Crew

TOMAS LOPEZ, **Camp Crew Worker** (page 357)

Academic Abilities

Biology (Botany) 2, Languages 3 (Portuguese, English, Spanish).

Interpersonal Abilities

None.

Technical Abilities

Astronomy 1, Craft (transplant plants) 5, Evidence Collection 2, Outdoorsman 2.

General Abilities

Health 8, Piloting (boat) 5, Preparedness 4, Sanity 5, Stability 5, Scuffling 1, Sense Trouble 4.

Weapons:

None

HIDALGO CRUZ, **Camp Crew worker** (page 357-358)

Academic Abilities

Languages 3 (Quechua, English, Spanish), Occult 3.

Interpersonal Abilities

Intimidation 1.

Technical Abilities

Evidence Collection 2.

General Abilities

Athletics 6, Fleeing 6, Health 9, Mechanical Repair 4, Preparedness 5, Sanity 6, Stability 6, Scuffling 6, Sense Trouble 5, Stealth 6, Weapons 5.

Weapons:

Heavy club (0)

MAURICE COLE, **Camp Crew Worker** (page 358)

Academic Abilities

Languages 1 (English), Physics 2.

Interpersonal Abilities

Bargain 3, Flattery 1, Reassurance 1.

Technical Abilities

None.

General Abilities

Conceal 4, First Aid 5, Fleeing 9, Health 7, Preparedness 4, Sanity 4, Stability 4, Scuffling 8, Sense Trouble 5, Weapons 6.

Weapons:

Heavy club (0)

DAVID PACKARD, **Team Boss and Sergeant at Arms** (page 358)

Academic Abilities

Accounting 3, Languages 1(English), Law (Criminal) 4.

Interpersonal Abilities

Assess Honesty 4, Bureaucracy 1, Flattery 1, Reassurance 1.

Technical Abilities

Art (Origami) 4, Evidence Collection 3.

General Abilities

Athletics 4, Explosives 2, Firearms 5, First Aid 6, Health 7, Preparedness 5, Sanity 6, Stability 6, Scuffling 8, Sense Trouble 5, Stealth 6.

Weapons:

.30-06 rifle (+1)

.45 revolver (+1)

DR. RICHARD GREENE, **Physician** (page 358)

Academic Abilities

Geology 2, History 3, Languages 2 (English, French), Law 2, Library Use 4, Medicine 4, Occult 2, Physics 3.

Interpersonal Abilities

Assess Honesty 3, Credit Rating 4, Reassurance 4.

Technical Abilities

Art (Ballroom Dance) 4, Chemistry 2, Outdoorsman 3, Pharmacy 4.

General Abilities

Athletics 8, Firearms 3, First Aid 7, Health 7, Preparedness 8, Psychoanalysis 4, Sanity 9, Stability 9, Sense Trouble 8.

Weapons:

.30-06 bolt action rifle (+1)

Technicians

LOUIS LAROCHE,
Radio Technician/Operator and
Electrician
(page 358)

Academic Abilities

Languages 2 (English, French), Physics 2.

Interpersonal Abilities

Flattery 2, Reassurance 2.

Technical Abilities

Art (Sing) 2, Chemistry 2.

General Abilities

Electrical Repair 7, Health 8, Mechanical Repair 7, Preparedness 4, Radio Operator 7, Sanity 5, Stability 5, Scuffling 1, Sense Trouble 6, Stealth 6, Weapons 4.

Weapons:

12 Gauge shotgun

Small club

ALBERT GILMORE,
Drill technician
(page 358)

Academic Abilities

Geology 3, Languages 2 (English, French), Physics 2.

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 3.

General Abilities

Electrical Repair 6, Firearms 6, Health 7, Mechanical Repair 8, Preparedness 4, Sanity 4, Stability 4, Sense Trouble 6.

Weapons:

.30-06 bolt action rifle

Thompson Submachine Gun (+1)

.38 Special Revolver (+1)

MICHAEL O'DOUL,
Drill Technician
(page 359)

Academic Abilities

Archaeology 1, Languages 1 (English), Theology (Bible) 3.

Interpersonal Abilities

None.

Technical Abilities

Outdoorsman 3, Photography 2.

General Abilities

Electrical Repair 4, Health 6, Mechanical Repair 7, Polar Survival 2, Preparedness 5, Sanity 6, Stability 6, Sense Trouble 6.

Weapons:

None.

Sled Teams

GREGOR PULASKI,
Sled Team Chief
(page 359)

Academic Abilities

Languages 3 (Polish, English, Russian).

Interpersonal Abilities

None.

Technical Abilities

Art (Sing) 3.

Outdoorsman 4.

General Abilities

Athletics 6, Driving (dog sled) 7, Firearms 8, First Aid 5, Health 8, Polar Survival 7, Preparedness 6, Sanity 7, Stability 7, Scuffling 1, Sense Trouble 5, Weapons 7.

Weapons:

.30-06 Bolt Action Rifle (+1)

Small club (+1)

ENKE FISKARSON,

Dog Wrangler

(page 359)

Academic Abilities

Languages 3 (Norwegian, English).

Interpersonal Abilities

None.

Technical Abilities

Astronomy 2, Outdoorsman 5.

General Abilities

Athletics 6, Driving (dog sled) 8, Firearms 8, Health 9, Polar Survival 7, Preparedness 8, Sanity 9, Stability 9, Scuffling 1, Sense Trouble 6, Weapons 7.

Weapons:

.45 revolver (+1)

Ice axe (+1)

OLAV SNÅBJORN,

Dog Wrangler

(page 359)

Academic Abilities

Languages 2 (Norwegian, English).

Interpersonal Abilities

None.

Technical Abilities

Astronomy 2, Outdoorsman 4.

General Abilities

Driving (dog sled) 7, First Aid 6, Health 7, Polar Survival 6, Preparedness 5, Riding (dog) 5, Sanity 6, Stability 6, Scuffling 8, Sense Trouble 5.

Weapons:

None.

Pilots/Mechanics

DOUGLAS HALPERIN,

Pilot

(page 359)

Academic Abilities

Languages 3 (English, Hebrew, Yiddish).

Interpersonal Abilities

Assess Honesty 3.

Technical Abilities

Astronomy 2, Craft (machine parts) 2, Meteorology 1, Outdoorsman 5,

General Abilities

Aircraft maintenance 5, Athletics 6, Electrical Repair 4, Firearms 4, Health 7, Mechanical Repair 4, Piloting (aircraft) 7, Preparedness 5, Radio Operator 3, Sanity 6, Stability 2, Scuffling 1, Sense Trouble 6.

Weapons:

.45 revolver (+1)

RALPH DEWITT,

Pilot

(page 359)

Academic Abilities

Languages 2 (English, French), Occult 3, Physics 1.

Interpersonal Abilities

None.

Technical Abilities

Meteorology 1, Outdoorsman 4.

General Abilities

Airplane Maintenance 3, Athletics 6, Firearms 6, First Aid 7, Fleeing 7, Health 7, Mechanical Repair 6, Piloting (aircraft) 8, Preparedness 5, Radio Operator 2, Sanity 5, Stability 2, Scuffling 1, Sense Trouble 6, Stealth 4.

Weapons:

.45 revolver (+1)

.30 Aerial Machine Gun (+2)

LAWRENCE LONGFELLOW,

Engineer/Mechanic

(page 360)

Academic Abilities

Languages 1 (English).

Interpersonal Abilities

None.

Technical Abilities

Astronomy 2.

General Abilities

Airplane Maintenance 7, Conceal 7, Electrical Repair 5, Health 8, Mechanical Repair 9, Preparedness 5, Radio Operator 1, Sanity 6,

Stability 6, Scuffling 1, Sense Trouble 6,
Stealth 5.

Weapons: none

ALAN "COLT" HUSTON, Engineer/Mechanic

(page 360)

Academic Abilities

Languages 2 (English, Norwegian).

Interpersonal Abilities

Bargain 3.

Technical Abilities

Art (Tall Tale) 4, Meteorology 2.

General Abilities

Airplane Maintenance 7, Athletics 6, Electrical
Repair 6, Firearms 6, Fleeing 6, Health 7,
Mechanical Repair 8, Preparedness 4, Radio
Operator 1, Sanity 4, Stability 4, Scuffling 6,
Sense Trouble 5, Weapons 4.

Weapon:

.30-06 bolt action rifle (+1)

.45 revolver (+1)

Fighting Knife (-2)

Throwing Knife (-2)

PATRICK MILES, Aircraft Technician and Mechanic

(page 360)

Academic Abilities

History (Irish) 3, Languages 2 (English, Irish),
Occult 2.

Interpersonal Abilities

None.

Technical Abilities

Locksmith 4, Outdoorsman 1.

General Abilities

Airplane Maintenance 7, Athletics 5, Electrical
Repair 7, Firearms 5, Fleeing 6, Health 7,
Mechanical Repair 7, Piloting 1 (aircraft),
Preparedness 5, Radio Operator 1, Sanity 6,
Stability 6, Scuffling 6, Sense Trouble 6.

Weapons:

.30-06 Bolt Action Rifle (+1)

CHARLINE WHITSTON, Intellectual with an itch for Fame

(page 360)

Academic Abilities

Accounting 2, Biology (botany) 4, Languages 4
(English, French, German, Dutch), Library
Use 3.

Interpersonal Abilities

Assess Honesty 3, Bureaucracy 1, Credit
Rating 6, Flattery 4, Reassurance 4.

Technical Abilities

Evidence Collection 4, Meteorology
(biometerorology) 4, Outdoorsman 2,
Photography 2.

General Abilities

Athletics 5, Driving (auto) 5, Firearms 4, First
Aid 4, Fleeing 4, Health 7, Piloting 3,
Preparedness 5, Radio Operator 2, Riding 5,
Sanity 6, Stability 6, Sense Trouble 6,

Weapons:

16 Gauge Shotgun (+1)

.32 revolver (+1)

Lexington Expedition

ACACIA "THE SHARK" LEXINGTON, Expedition Leader

(page 367)

Academic Abilities

Accounting 3, Art History 3, History 3,
Languages 7 (English, French, German, Italian,
Latin, Swahili), Library Use 4.

Interpersonal Abilities

Assess Honesty 4, Bargain 5, Credit Rating 8,
Flattery 2, Reassurance 1.

Technical Abilities

Evidence Collection 4, Locksmith 2,
Outdoorsman 3, Photography 1.

General Abilities

Athletics 6, Driving (auto) 2, Firearms 6,
Fleeing 6, Health 7, Mechanical Repair 3,
Piloting 4, Polar Survival 2, Preparedness 8,
Radio Operator 2, Riding 5, Sanity 9, Stability 9,
Scuffling 4, Sense Trouble 7, Stealth 5,
Weapons 4.

Weapons:

Fencing Foil (0)

.38 revolver (+1)

20 Gauge shotgun (+1)

.30 bolt action rifle (+1, 5x hinged scope)

Special Rules:

The scope on the rifle should allow extended
range.

Guides

HAAKON TUVINNEN, Polar Guide

(page 369)

Academic Abilities

Languages 2 (Finnish, English).

Technical Abilities

Astronomy 4, Evidence Collection 4,
Meteorology (Weather Eye) 2, Outdoorsman 5.

General Abilities

Athletics 6, Driving (Dog Sled) 7, Firearms 6,
First Aid 5, Health 7, Polar Survival 8,

Preparedness 6, Radio Operator 1, Sanity 7,
Stability 7, Scuffling 1, Sense Trouble 6,
Stealth 6, Weapons 7,

Weapons:

.30-06 bolt action rifle (+1)

Ice axe (+1)

Hunting knife (-2)

HENK BEENTJE Crew Boss, Explorer

(page 370)

Academic Abilities

Accounting 3, Languages 2 (Danish, English).

Interpersonal Abilities

Assess Honesty 4, Bargain 3, Bureaucracy 4,
Credit Rating 2, Flattery 4, Reassurance 2.

Technical Abilities

Evidence Collection 4.

General Abilities

Athletics 4, Driving (Auto) 6, Driving (Dog
Sled) 4, Firearms 4, First Aid 4, Health 8,
Mechanical Repair 3, Polar Survival 5,
Preparedness 6, Sanity 7, Stability 7, Scuffling 1,
Sense Trouble 5, Stealth 4, Weapons 7.

Weapons:

.30-06 Rifle (+2)

Iron club (0)

Film Crew

ALBERT PRIESTLEY Photographer

(page 370)

Academic Abilities

Geology 1, Languages 1 (English).

Interpersonal Abilities

Assess Honesty 3, Bargain 3, Bureaucracy 3,
Flattery 3, Reassurance 3.

Technical Abilities

Chemistry 2, Craft (16mm Camera) 4, Evidence
Collection 4, Photography 4.

General Abilities

Fleeing 6, Health 7, Mechanical Repair 6, Preparedness 8, Sanity 9, Stability 9, Scuffling 1, Sense Trouble 6.

Weapons:

None.

CHIP HOOPER

2nd Cameraman, Film Technician

(page 370)

Academic Abilities

Languages 2 (English, French).

Interpersonal Abilities

Bargain 2, Intimidation 4,

Technical Abilities

Chemistry 1, Craft (16mm camera) 3, Craft (Edit Film) 3, Craft (still photo) 4, Craft (Sound Recording) 4, Evidence Collection 3, Photography 4.

General Abilities

Electrical Repair 6, Firearms 4, Health 7, Mechanical Repair 5, Preparedness 5, Sanity 5, Stability 5, Scuffling 5, Sense Trouble 5, Stealth 6.

Weapons:

.30-06 bolt action rifle (+1)

KELLY DONOVAN

Technician and Grip Boy

(page 370)

Academic Abilities

Languages 1 (English), Occult 1, Theology 3.

Interpersonal Abilities

Flattery 3.

Technical Abilities

Craft (lighting) 4, Evidence Collection 3, Photography 2.

General Abilities

Athletics 5, Driving (Auto) 6, Electrical Repair 6, First Aid 4, Health 6, Mechanical Repair 3, Preparedness 4, Sanity 5, Stability 5, Scuffling 6, Sense Trouble 5, Stealth 5.

Weapons:

None.

Camp Crew

ANTHONY JOHNSON

Camp Worker

(page 370)

Academic Abilities

Languages 2 (English, Romany).

Interpersonal Abilities

Assess Honesty 3, Bargain 3, Reassurance 3.

Technical Abilities

Craft (Secure Rope) 4.

General Abilities

Athletics 6, Electrical Repair 2, First Aid 5, Health 8, Mechanical Repair 4, Preparedness 6, Sanity 7, Stability 7, Scuffling 9, Sense Trouble 4, Stealth 6, Weapons 7.

Weapons:

Large club (0)

CHARLES WRIGHT

Mechanic

(page 371)

Academic Abilities

Languages 1 (English).

Interpersonal Abilities

None.

Technical Abilities

Craft (Ice Sculpture) 4, Evidence Collection 3.

General Abilities

Health 7, Mechanical Repair 8, Piloting 3, Preparedness 4, Sanity 5, Stability 5, Scuffling 1, Sense Trouble 7, Stealth 4.

Weapons:

None.

DR. CURTIS ANTHONY

Physician

(page 370)

Academic Abilities

Accounting 3, Anthropology 2, Biology 4, Languages 4 (English, French, Latin, unassigned), Library Use 2, Medicine 5.

Interpersonal Abilities

Assess Honesty 4, Credit Rating 3, Reassurance 2.

Technical Abilities

Chemistry 4, Evidence Collection 3, Outdoorsman 4, Pharmacy 3,

General Abilities

Athletics 6, First Aid 8, Health 7, Preparedness 6, Psychoanalysis 5, Sanity 7, Stability 7, Scuffling 1, Sense Trouble 7.

Weapons:

None.

Technicians

CARL SCHMIDT

Radio Technician and Operator

(page 371)

Academic Abilities

Cryptography 2, Languages 3 (English, German, Spanish).

Interpersonal Abilities

Bargain 3, Streetwise 4,

Technical Abilities

Craft 4, Evidence Collection 3,

General Abilities

Athletics 4, Electrical Repair 7, Firearms 3, Health 6, Preparedness 5, Radio Operator 7, Sanity 6, Stability 6, Sense Trouble 6, Stealth 3.

Weapons:

.30-06 Rifle (+1)

TONY HOPEWELL

Radio Technician and Operator

(page 371)

Academic Abilities

Languages 1 (English).

Interpersonal Abilities

Bargain 3, Reassurance 3, Streetwise 4.

Technical Abilities

None.

General Abilities

Athletics 6, Electrical Repair 7, Firearms 4, Health 8, Mechanical Repair 5, Preparedness 5,

Radio Operator 7, Sanity 6, Stability 6, Sense Trouble 6, Stealth 6, Weapons 4.

Weapons:

.30-06 rifle (+1)

Small club (-1)

KURT JENNER

Electrician

(page 371)

Academic Abilities

Languages 2 (English, German).

Interpersonal Abilities

Bargain 3.

Technical Abilities

Astronomy 2, Chemistry 2, Outdoorsman 1.

General Abilities

Conceal 7, Electrical Repair 8, Fleeing 4, Health 6, Mechanical Repair 7, Preparedness 6, Radio Operator 3, Sanity 6, Stability 6, Scuffling 1, Sense Trouble 7, Stealth 6.

Weapons:

None.

Pilots/Mechanics

KYLE WILLIAMS

Pilot

(page 371)

Academic Abilities

Biology 3, Cthulhu Mythos 1, Cryptography 1, Languages 4 (English, German, Latin, unassigned), Library Use 3, Occult 3.

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 3, Outdoorsman 3.

General Abilities

Airplane Maintenance 5, Athletics 4, Driving (Dog Sled) 2, Electrical Repair 4, Firearms 5, First Aid 3, Health 7, Mechanical Repair 4, Piloting 6, Polar Survival 3, Preparedness 7, Radio Operator 3, Sanity 2, Stability 2, Scuffling 3, Sense Trouble 6, Stealth 0.

Weapons:

Luger Pistol (+1)

Bolt Action Rifle (+1)

Spells

Nightmares

Elder Sign

CHARLES SACHS

Engineer

(page 372)

Academic Abilities

Languages 1 (English).

Interpersonal Abilities

Intimidation 1.

Technical Abilities

Craft (watchmaker) 3, Craft (machine tools) 4,
Evidence Collection 2, Locksmith 3,
Outdoorsman 4.

General Abilities

Airplane Maintenance 7, Athletics 8, Electrical
Repair 7, First Aid 5, Health 8, Mechanical
Repair 9, Polar Survival 2, Preparedness 7,
Sanity 8, Stability 8, Scuffling 9, Sense
Trouble 5.

Weapons 7

Weapons:

None.

ROBERT MARKLIN,

Technician and Mechanic

(page 372)

Academic Abilities

Languages 2 (English, Cherokee).

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 2, Outdoorsman 2.

General Abilities

Airplane Maintenance 6, Athletics 6, Driving
(Dog Sled) 3, Electrical Repair 7, Firearms 6,
First Aid 3, Fleeing 6, Health 6, Mechanical
Repair 7, Piloting 1, Polar Survival 2,
Preparedness 5, Radio Operator 2, Sanity 6,
Stability 6, Scuffling 4, Sense Trouble 5,
Stealth 4.

Weapons:

None.

Barsmeier-Falken Expedition

DR. JOHANN MEYER

Head of the BFE Team at Lake's Camp, Occultist

(page 376)

Academic Abilities

Archaeology 4, Cthulhu Mythos 1, History 3, Languages 22 (Arabic, Aramaic, Catalan, Coptic, English, French, Frisian, German, Gothic, Hebrew, Hindi, Hungarian, Italian, Latin, Pahlavi, Romansch, Romany, Sanskrit, Serbo-Croatian, Spanish, Turkish, Urdu), Library Use 3, Occult 3.

Interpersonal Abilities

Assess Honesty 2, Bargain 4, Credit Rating 4, Flattery 4, Reassurance 3.

Technical Abilities

Outdoorsman 2.

General Abilities

Firearms 4, Health 6, Preparedness 5, Sanity 6, Stability 6, Scuffling 1, Sense Trouble 7,

Weapons:

KAR 98 rifle (+1)

P08 Luger Pistol (+1)

DR. PROFESSOR FRANZ UHR, Anthropologist and Cryptographer

(page 377)

Anthropology informs of Dr. Uhr's reputation. An additional **1 point spend in Anthropology** or **Cryptography** knows of his cryptography background.

Academic Abilities

Anthropology 4, Cthulhu Mythos 1, Cryptography 5, History 2, Languages 6 (German, English, French, Greek, Italian, Latin), Library Use 4, Mathematics 5, Occult 2.

Interpersonal Abilities

Assess Honesty 3, Bureaucracy 1, Credit Rating 4, Flattery 1, Reassurance 2,

Technical Abilities

Craft (cartography) 3, Evidence Collection 3.

General Abilities

Health 8, Preparedness 7, Riding 3, Sanity 6, Stability 6, Scuffling 1, Sense Trouble 7.

Weapons:

None.

DR. MAXWELL RUCKER Geologist

(page 377)

Academic Abilities

Geology 3, Languages 4 (German, English, French, Italian), Physics 2.

Interpersonal Abilities

Bargain 2.

Technical Abilities

Chemistry 1, Photography 2.

General Abilities

Athletics 4, Firearms 3, Fleeing 2, Health 5, Mechanical Repair 3, Preparedness 5, Sanity 5, Stability 5, Sense Trouble 5,

Weapons:

P08 Luger Pistol (+1)

JOHANN BENKE Engineer and Ace Scrounger

(page 377)

Academic Abilities

Languages 3 (German, English, French), Physics 3.

Interpersonal Abilities

Bargain 3.

Technical Abilities

Chemistry 1, Craft (Brew Brandy) 2, Craft (Machine Tools) 4, Locksmith 3.

General Abilities

Conceal 3, Electrical Repair 3, Firearms 5, Fleeing 4, Health 6, Mechanical Repair 6, Preparedness 3, Sanity 4, Stability 4, Scuffling 1, Sense Trouble 6, Stealth 4, Weapons 4.

Weapons:

KAR 98 rifle (+1)

Wrench (0)

MARTIN KLEISER**Meteorologist**

(page 377)

Academic Abilities

Languages 3 (German, English, French), Physics (Meteorology) 4,

Interpersonal Abilities

None.

Technical Abilities

Astronomy 2, Evidence Collection 3, Outdoorsman 2, Photography 3.

General Abilities

Athletics 6, Health 6, Piloting 3, Preparedness 6, Sanity 7, Stability 7, Sense Trouble 5.

Weapons:

None.

HERMANN BAUMANN**Pilot**

(page 378)

Academic Abilities

Geology 1, Languages 5 (English, Finnish, French, German, Swedish).

Interpersonal Abilities

Credit Rating 5.

Technical Abilities

Evidence Collection 2, Outdoorsman 1.

General Abilities

Athletics 6, Driving (auto) 7, Electrical Repair 2, Firearms 4, Health 8, Mechanical Repair 7, Piloting 8, Polar Survival 3, Preparedness 7, Radio Operator 3, Riding 4, Sanity 6, Stability 6, Scuffling 1, Sense Trouble 5,

Weapons:

Mauser M1932 machine pistol (0)

KAROL BREYER**Pilot**

(page 378)

Academic Abilities

Languages 4 (German, English, French, Polish).

Interpersonal Abilities

Physics (meteorology) 1.

Technical Abilities

Meteorology 1, Outdoorsman 3.

General Abilities

Electrical Repair 3, Health 6, Mechanical Repair 4, Piloting 5, Preparedness 6, Sanity 4, Stability 4, Sense Trouble 6.

Weapons:

None.

GREGOR SCHIMMEL**Radio operator**

(page 378)

Academic Abilities

Cryptography 1, Languages 3 (German, English, Swedish).

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 3.

General Abilities

Electrical Repair 5, Firearms 6, Health 6, Preparedness 5, Radio Operator 6, Sanity 5, Stability 5, Sense Trouble 7, Stealth 6,

Weapons:

KAR 98 rifle (+1)

P08 Luger Pistol (+1)

JOSEF STOLTZ**Radio Operator**

(page 378)

Academic Abilities

Cryptography 3, Languages 3 (German, English, Danish), Physics 1, Theology 3.

Interpersonal Abilities

None.

Technical Abilities

Craft(Carve Ivory) 3.

General Abilities

Electrical Repair 4, Firearms 2, Health 6, Preparedness 6, Radio Operator 4, Sanity 8, Stability 8, Sense Trouble 6.

Weapons:

KAR 98 rifle (+1)

P08 Luger Pistol (+1)

GUNTER THIMM**Dog Handler**

(page 379)

Academic Abilities

Languages (German, English, Danish, Inuit).

Interpersonal Abilities

None.

Technical Abilities

Evidence Collection 3, Outdoorsman 3.

General Abilities

Athletics 5, Driving (Dog Sled) 8, Firearms 5, First Aid 4, Health 7, Polar Survival 5, Preparedness 6, Sanity 7, Stability 7, Scuffling 8, Sense Trouble 6, Stealth 5.

Weapons:

KAR 98 rifle (+1)

DR. OTTO SCHICK**Physician**

(page 379)

Academic Abilities

Biology 3, Languages 7 (German, English, French, Greek, Hebrew, Latin, Yiddish), Library Use 2, Medicine 3, Occult 1.

Interpersonal Abilities

Assess Honesty 2, Flattery 3.

Technical Abilities

Chemistry 2, Pharmacy 3, Photography 2.

General Abilities

First Aid 3, Health 6, Preparedness 5, Sanity 3, Stability 3, Sense Trouble 6.

Weapons:

None.

HUGO GROSSWIRTH**Aircraft Mechanic**

(page 379)

Academic Abilities

Languages 3 (German, Czech, English).

Interpersonal Abilities

None.

Technical Abilities

Outdoorsman 2.

General Abilities

Driving (Auto) 5

Electrical Repair 2, Firearms 4, Health 7, Mechanical Repair 6, Piloting 2, Polar Survival 2, Preparedness 6, Radio Operator 2, Sanity 9, Stability 9, Scuffling 1, Sense Trouble 6.

Weapons:

KAR 98 rifle (+1)

DR. HUGO ECKENER**Captain of the Graf Zeppelin**

(page 379)

Academic Abilities

Accounting 4, Languages 4 (German, English, French, Russian), Physics 5.

Interpersonal Abilities

Assess Honesty 2, Bureaucracy 1, Credit Rating 6, Intimidation 1, Reassurance 3.

Technical Abilities

Astronomy 2, Craft (Cartography) 1, Evidence Collection 3, Outdoorsman 5.

General Abilities

Electrical Repair 3, Health 9, Mechanical Repair 6, Piloting 9, Preparedness 8, Sanity 9, Stability 9, Scuffling 1, Sense Trouble 8.

Weapons:

None.

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