

Masks of Nyarlathotep

Trail of Cthulhu Conversion notes

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

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

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

Spells

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

Incantations

Body Warping of Gorgoroth

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

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

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

Create Zombie

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

Stability Test Difficulty: 4

Cost: 1 Stability rating point for each corpse.

Contact Sand Dweller

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

Contact Yig

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

Hand of Protection

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

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

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

Mists of the Dreamer

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

For every 1 Stability point the caster puts into the dream, the victim must make a d6-point Stability test at Difficulty 5. Therefore, if a caster puts 3 Stability points into the dream, the victim makes a

3d6 Stability point test. The nature of the dream is always of some Mythos vista or entity.

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

Cost: 1 Stability plus points placed in the dream

Quicken Fog-Spawn (page 64)

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

Stability Test Difficulty: 5

Cost: 8 Stability points

Rituals

Call/Dismiss Azathoth

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

Clutch of Nyogtha

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

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

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

Cost: 5 Stability

Mesmerize

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

victim can only spend 1 point from a General Ability for each test while under the command of the caster.

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

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

Cost: 2 Stability

Time: 1 round to cast

Tendrils of Quachil Utaus

This spell causes slightly transparent black tendrils to seep from the caster's fingertips toward the victim. The tendrils steal the life vitality from the victim, transferring it to the caster, making him/her younger. After the initial cost is paid, each round the caster succeeds in the opposition contest, he/she drains 1 Health and 1 Health *rating* point from the target. The target makes a 5-point Stability test on any successful attack. For each Health rating point taken, the caster grows younger by one week, while the victim ages 1d6+4 years. For every ten years the victim ages, they lose one point in each of their general abilities. The victim turns into a flaking dry-husk once his/her Health rating is completely at 0.

Stability Test Difficulty: 5

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

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

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

Chapter I: New York

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

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

Starting Play

(page 21)

Room 410

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

Preliminary Investigations

(page 26)

The New York Police

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

Erica Carlyle

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

The Carlyle Mansion Library

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

People of the Monolith

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

Life As a God

Written in English. Skimming this tome receives a 1-point dedicated pool in Archaeology while in

Egypt. Poring over it raises Cthulhu Mythos rating from 0 to 1, otherwise it provides no benefit.

Miriam Atwright

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

Carlyle Expedition Principals

(page 34)

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

Horror at Ju-Ju House

(page 37)

Entering Ju-Ju House

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

Into the Depths

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

Items Within Mukunga's Alcove

- **Biology** identifies the flamingo and kingfisher feathers from East Africa.
- The gloves with the lion's claws makes a fist attack -1 instead of -2 damage.

- **Archaeology** shows the Mask of Hyama's Congolese origins.
- **Cthulhu Mythos** recognizes the bowl is used in the spell *Mists of the Dreamer*.
- **Anthropology** reveals that the carved sceptre is African in origin. **1-point Occult spend** reveals that it gives a dedicated 3-point Stability pool for anyone who grasps it and calls upon Nyambe.
- **Cthulhu Mythos** determines that the headband of grey metal is a protection device having to do with Nodens.

Africa's Dark Sects

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

Mask of Hyama

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

5	Cthugha
6	Quachil Uttaus

Rites of the Bloody Tongue

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

Statistics

Bloody Tongue Member

Athletics 5, Health 7, Weapons 4

Hit Threshold: 3

Weapon: -1

Joe Corey

Bodyguard of Eric Carlyle

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

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +1 (.45 Revolver)

Mukunga M'Dari

High priest of the God of the Bloody Tongue

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

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

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: -1 (Lion Claws)

Chakota

Athletics 4, Health 19, Scuffling 10

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

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -2 + 1d6 for number of bites

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

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

Zombie

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

Chapter II: London

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

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

Penhew Foundation

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

Surveillance

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

The Penhew Foundation Building

- Athletics or Scuffling against Difficulty 7 breaks down the door. Locksmith against Difficulty 4 opens the padlocks.
- On a roll of 5 or 6 on a die, men are picking up items from the building in the back.
- Tailing the men to the Limehouse docks is a Shadowing against Difficulty 5 test.

The Main Floor

(page 47)

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

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

The Secret Room

(page 47)

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

G'harne Fragments

Translation of shards found in North Africa.

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

Book of Dzian

Helena Blavatsky's tome of Atlantean knowledge.

Skimming allows a 1-point Occult spend. Poring over it adds +1 to Cthulhu Mythos.

A Serpent in Soho

(page 49)

Breaking and Entering

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

Knocking at the Door

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

The Painting in the Closet

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

The Ground Floor

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

Basement

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

The Derbyshire Monster

Lesser-Edale

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- **Reassurance or Flattery** allows the villagers to open up at the Laughing Horse about the monster
- **Assess Honesty** reveals the constable is worried that he might lose his job if he states that he actually believes in the locals' gossip

- **Reassurance or Flattery** to interview the families of the victims.
- **Reassurance (core, floating)** for John Parkins to admit he thinks that Lawrence Vane was involved.

A Visit to Castle Plum

(page 56)

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

The Main Hall

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

The Vicar of Lesser-Edale

(page 58)

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

Slaughter in Soho

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Inspector Barrington

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

The Blue Pyramid

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

The Shop of Tewfik al-Sayed

- **Athletics or Scuffling against Difficulty 6** breaks down the door. **Locksmith against Difficulty 4** allows entry.
- **Locksmith against Difficulty 4** opens the desk. **1-point Evidence Collection spend** reveals the hidden drawer.

The Mirror of Gal

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

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

Other Leads

The Limehouse Docks

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

The *Ivory Wind*

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

Rites of the Brotherhood

- **Arabic** points out that "Misr" is Arabic for Egypt.

Entrances to the Estate

(page 66)

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

The Manor House

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

Gavigan's Country Workroom

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

The Rites

(page 69)

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

Statistics

Cultist of the Brotherhood

Athletics 4, Health 5, Scuffling 3, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +0 (club)

The Thing in the Fog

Athletics 10, Scuffling 13

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

Stability Loss: +1

Shantak

Athletics 6/30*, Health 15, Scuffling 18

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +5 (bite)

Armour: -5

Stability Loss: +0

*flying

Edward Gavigan

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

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

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

Hit Threshold: 3

Stealth Modifier: +1

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

Tewfik al-Sayed

Athletics 5, Health 6, Scuffling 4, Weapons 6

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

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +0 (club)

Lesser Other God

with names like Dhyghash and Yko
Athletics 7, Health 21, Scuffling 5

Hit Threshold: 3

Alertness Modifier: -1

Stealth Modifier: +0

Weapon: +5 (gruesome pseudopod)

Armour: -5

Stability Loss: +1

The Police

Inspector Barrington

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

Hit Threshold: 3

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: +0 (weapon, nightstick)

Constable

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

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Weapon: +0 (nightstick)

The Two Scepters

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

Ssathasaa

High Priest of the Serpent People

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

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

Hit Threshold: 4

Stealth Modifier: +2

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

Armour: -1

Stability Loss: +0

Miles Shipley

Insane Artist

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

Hit Threshold: 3

Weapon: +0 (meat cleaver)

Constable Hubert Tumwell

Constable for Lesser-Edale

Athletics 5, Health 6, Firearms 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

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

Reverend Jeremy Stratton

Languages 2, Health 4, Stability 5

Townfolk of Lesser-Edale

Athletics 5, Health 5, Scuffling 4, Weapons 1

Weapon: -1 (torch)

Lawrence Vane

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

Hit Threshold: 3

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

Sir Arthur Gordon Fitzhugh Vane

Health 5, Firearms 2, Stability 3

Eloise in Werewolf Form

Athletics 12, Health 7, Scuffling 4

Hit Threshold: 4

Alertness Modifier: +1

Weapon: +1 (bite, claw)

Armour: -1

Stability Loss: +0

Chapter III: Cairo

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

Hiring A Guide: An Option

(page 73)

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

Hakim

Athletics 4, Health 6, Scuffling 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: -1 (switchblade)

Thug

Athletics 4, Health 5, Scuffling 5, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

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

Egyptian Personalities

Faraz Najir

(page 76)

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

Information from Faraz Najir

(page 78)

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

Omar Shakti

Visiting Omar Shakti

(page 79)

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

Investigating Shakti

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

Warren Besart

(page 81)

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

Nigel Wassif

Information from *The Cairo Bulletin*

(page 83)

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

Dr. Ali Kafour

(page 84)

- **Bureaucracy (core)** to talk to Dr. Ali Kafour at the Egyptian Museum.

- **Reassurance** grants a friendly audience with Dr. Kafour, and makes him a potential ally.
- The Egyptian Museum's vault for their occult collection is impenetrable. Seriously, it's impenetrable.

The Black Cat

Janwillen Vanheuvelen

(page 87)

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

The Black Rites of Luveh-Keraph

Ten Thirteenth Dynasty scrolls of Ancient Egypt

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

Translation by Janwillen Vanheuvelen

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

A Plague of Cats

(page 88)

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

The Clive Expedition

(page 90)

- **Psychoanalysis** reveals that the workers are sullen and silent as the workers on Omar Shakti's plantation.

- **Reassurance (core)** gains the trust of Broadmoor and/or Gardner, who then divulge their secrets and theories. Remember they are being watched by the Expedition.

The Horrors Below

Entrances to Horror

(page 93)

- **Archaeology (core) or Evidence Collection** reveals the entrances B, C, or D (choose randomly).
- **1-point Disguise spend** allows PCs to pass as cultists on ritual night. Cultists are lead by the high priest through Entrance A.
- **Egyptian Hieroglyphics 2-point spend** and a **Cthulhu Mythos 1-point spend** allows the PC to grasp that the glyphs are the ritual phrase "Mighty is the God Whose Breath Brings Death and Whose Form Brings Madness!" In conjunction with a **2-point Stability spend**, entrance A is revealed.
- **Athletics test** (against difficulty 5 with a rope; 8 without) is required to climb down Entrance B or C's shaft.

The Main Tunnel

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

Great Chamber of Nyarlathotep

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

The Mass Ritual

(page 98)

- **1-point Stability test** for every death by club, **2-point Stability test** for each magical death.

Encounters Beneath the Sphinx

(page 94)

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

2d6	Result
11 – 16	No encounter
21 – 22	Random investigator stumbles, falls; covered in slimy moss that won't rub off
23 – 24	A conversation can be heard; Arabic reveals it about searching for intruders
25 – 26	Random investigator falls, tears clothing
31 – 32	Overhead stone appears to weep blood
33 – 34	Encounter foul stench, Health test against Difficulty 5 or vomit uncontrollably
35 – 36	Shapeless form glimpsed, vanishes
41 – 42	Gruesome groans, cackles and growls erupt from the darkness
43 – 44	Violent wind blast
45 – 46	Preparedness test against Difficulty 4 or; falling rock on head causes 1 Health point
51 – 52	Biology shows black roses growing on the floor. Poison thorns cause 1 Health loss.
53	Athletics test against Difficulty 4 for sharply inclined floor.
54	Fleeing test against Difficulty 4 as roof caves in, causing 2 Health loss to those who fail
55 – 56	Evidence Collection test against Difficulty 5 keeps investigator from falling into pit. Roll one die:
1-3	Pit 10 feet deep 1 Health loss from fall
4	Pit 20 feet deep 2 Health loss
5	Pit 30 feet deep 3 Health loss from fall
6	Pit 40 feet deep 4 Health loss from fall
61 – 62	Investigators encounter 100 foot deep. Roll d6 x 5 feet to determine the chasm's width.
63 – 64	1d6+4 Children of the Sphinx ambush investigators. Roll die; even – indicates frontal attack, odd – attack from behind
65 – 66	1-point Stability test against Difficulty 5 . failure indicates the walls appear to be “breathing.”

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

Machinations of the Brotherhood

Mosque of Ibn Tulun

(page 101)

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

The Girdle of Nitocris

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

Tragedy at the Mosque of Tulun

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

Nyiti of El Wasta

(page 103)

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

Into the Sanctum

The Bent Pyramid

(page 104)

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

Nylarlathotep's Sanctum

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

Statistics

Egyptian Brother of the Black Pharaoh

Athletics 4, Health 5, Scuffling 3, Weapons 4

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: +0 (club)

Omar Shakti

High Priest of the Brotherhood of the Black Pharaoh
Athletics 8, Health 10, Scuffling 4, Weapons 8, Stability 16

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

Hit Threshold: 4

Alertness Modifier: +3

Stealth Modifier: +3

Weapon: Cult Club +0

Hetep, Cat-Demon Form

Athletics 9, Health 9, Scuffling 25

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2

Weapon: Claws and Bite +1

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

Armour: -1

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

Miscellaneous Cat

Athletics 12, Health 2, Scuffling 10

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +1

Neris

Were-panther priestess of Bast

Athletics 8, Health 7, Scuffling 7, Weapons 4

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

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

Neris

Black Panther Form

Athletics 10, Health 9, Scuffling 20

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

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +2

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

Armor: -1

Dr. Henry Clive

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

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

Dr. Henry Clive knows the spells *Contact Ghoul*, *Contact Nyarlathotep*, *Contact Sand-Dweller*,

Enchant Flute, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods.

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: Cult Club +0, Revolver +1

Martin Winfield

Archaeologist of Clive Expedition and Sadist

Athletics 6, Health 6, Firearms 4, Scuffling 2,,

Weapons 7, Stability 6

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

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

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

Johannes Sprech

Archaeologist of Clive Expedition and German Mystic

Athletics 10, Health 7, Firearms 5, Scuffling 5,,

Weapons 3, Stability 6

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: Revolver +1, Knife +0

The Black Sphinx

Avatar of Nyarlathotep

Athletics 6, Health 141, Scuffling 27

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: -2

Weapon: Forepaw Smash +18

Armour: -10

Stability Loss: +5 [4]

Sanity Loss: +4 [3]

Children of the Sphinx

Guardians of the Underworld

Athletics 7, Health 7, Scuffling 16

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +0

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

Stability Loss: +0

Nitocris

Resurrected high priestess of the Brotherhood

Athletics 8, Health 8, Scuffling 20, Weapons 12

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: Dagger -1*

Fingernail Rake*

*poison of Egyptian Cobra (see below)

Armour: -6 from crown, necklace, girdle

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

Egyptian Cobra (Naja Haji)

Athletics 3, Health 3, Scuffling 13

Hit Threshold: 5

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

Nessim Efti

Protector at the Girdle of Nitocris

Athletics 6, Health 6, Theology 5, Weapon 9

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifier: -2

Weapon: Sword of Akmallah -1*

*damages supernatural beings

The Five Ulamas

Athletics 6, Health 6, Weapon 6

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: -2

Weapon: Scimitar -1

Chapter IV: Kenya

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

Mombasa

Ahja Singh

(page 110)

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

Four Equal-Opportunity Thugs

Athletics 8, Health 8, Scuffling 15, Weapons 15

Hit Threshold: 4

Weapon: Blackjack +0

Reddish and Bluish Fire Vampire

Athletics 11, Health 4, Scuffling 28

Hit Threshold: 5

Alertness Modifier: -1

Stealth Modifier: -2

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

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

Stability Loss: +0

Nairobi

What the Nairobi Star's Files Show

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

Sam Mariqa (black)

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

Neville Jermyn (white)

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

Betram 'Nails' Nelson (white)

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

Tandoor Singh

Snooping at Singh's

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

Cellar of Tandoor Singh

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

Cthaat Aquadingen

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

The Game Lodge

Tales of the Lodge

Possible ways of gleaning the information supplied in this section:

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

- **Cop Talk** when talking with the authorities.

Silent Joe

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

The Night Platform

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

By Night

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

Old Bundari

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

Bundari's Gifts

The Fly Whisk

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

The Chameleon

Who-Is-Not-What-She-Seems

Athletics 9, Health 33, Scuffling 25

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Sticky Tongue Lash +5

Mountain of the Black Wind

The Local Gossip

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

Cavern of M'Weru

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

The Great Temple of Nyarlathotep

The Columns

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

The Altar Stone

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

The Sacrificial Pits

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

The Bone Pile

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

The Throne of the Mother

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

Ritual of the Birth

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

Statistics

Bloody Tongue Member

Athletics 6, Health 7, Weapons 7

Hit Threshold: 3

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

Small Ghoul

Athletics 7, Health 5, Scuffling 11

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +2

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

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

Stability Loss: +0

M'Weru

High Priestess of the Cult of the Bloody Tongue

Athletics 9, Health 8, Weapons 7

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

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +3

Weapon: Pranga +1, Dagger -1

M'Weru's Bodyguards

Athletics 7, Health 9, Weapons 22

Hit Threshold: 4

Alertness Modifier: +1

Stealth Modifier: +1

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

Spawn of Nyarlathotep

Unborn

Health 13

Hit Threshold: 1

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

Spawn of Nyarlathotep, monstrous aspect

Taking after Father

Athletics 7, Health 18, Scuffling 33

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

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifier: +0

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

Claws +2, attacks with d6 claws per round

Five Maws +3

Bulk Smash +2

Eye Ray +1, range 30 ft.

Stability Loss: +2

Spawn of Nyarlathotep, beautiful aspect

Taking after Mother

Athletics 8, Health 7, Weapon 13

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

Hit Threshold: 4

Alertness Modifier: +0

Stealth Modifier: +0

Weapon: Fencing Foil +0

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