

# Death in Luxor

## Trail of Cthulhu Conversion

“Death in Luxor” is Call of Cthulhu adventure written by Harley Stroh and published by Goodman Games in 2007. The adventure is intended to be the beginning of multi-part *Age of Cthulhu* campaign. The adventure comes with five pre-generated investigators. Trail of Cthulhu character sheets are included at the end of this document.

While most of the clue description feature an ability required to find it, some of them can be located by Simple search (for example, to learn that professor’s forehead is anointed with myrrh one just needs to examine the corpse closely).

Also, while an attempt is made to list most of applicable abilities for each situation, drawing complete list is impossible, and Keeper is encouraged to use common sense and go with players’ ideas. For example, expanding on situation above, myrrh can be identified with such abilities as Anthropology, Archaeology, History, Occult or Theology (as a substance used in mystical and religious practices of different cultures, both modern and ancient), or with Biology, Medicine or even Outdoorsman and Pharmacy (as sap of Commiphora myrrha tree possessing antiseptic properties), and so on.

## The Spine

The adventure is designed as free-form investigation, so most scenes offer at least several leads. I attempted to single out some of them as core clues and to construct a spine, but do not force the order of the scenes, and let the players do the investigations themselves. There is more than one way of discovering the horrible truth.

### Scene 0: Player Beginning

Investigators land in Luxor and are harassed by the police.

### Scene 1: Chicago House

After arriving to the Chicago House, they find a scene of horrible slaughter.

**Core Clue:** A letter from Rose Bollacher to professor Jamison, suggesting a meeting at Ali Baba’s, a seedy bar.

### Scene 2: Ali Baba’s

Investigators track down Rose Bollacher.

**Core clue:** Rose tells them that something that professor Bollacher’s discovered during excavation caused his madness.

### Scene 3: Ramesses Temple Complex

Following up information on the excavation, investigators locate the diggers who worked for professor Bollacher, and their ominous leader, the Old Persian.

**Core clue:** Old Persian tells them about the tomb discovered by Bollacher, and offers to guide investigators there.

### Scene 4: Crypt of the Deep Ones

Investigators end up trapped in the Tomb of the Deep Ones by the cultists.

**Core Clue:** A map in the tomb shows the location of the Prison of the Star-Spawn (following to scene 6).

### Scene 5: Alexis’ Bolthole

This is an optional scene. If at any point the investigators end up captured by police or cultists, they end up at police captain’s secret hideout.

**Core clues:** Several clues at the hideout lead to the Tomb of the Star Spawn.

### Scene 6: The Prison of the Star-Spawn

The finale of the adventure, where investigators confront the awakening Star Spawn.

## Cthulhu Mythos Ability Use

If at any point during the adventure investigators wish to spend Cthulhu Mythos Ability to gain insight into the mystery, the following information can be revealed:

**For one point** the investigator can piece together most of the backstory, described in Keeper’s Information – the war with the Sea People, the sacrifices of Ramesses the Third, using dark magics to summon army of horrible creatures, laying Sea People to waste, and binding the blasphemous army with powerful spells “until Nile runs again”. This spend also reveals importance of myrrh oil. Realization that there is an army of Deep Ones

slumbering beneath Luxor is enough to lose 2 points of Stability.

**One additional point** reveals that in addition to imprisoning his dark army beneath Luxor, Ramesses the Third also bound a god worshipped by the sea people, and the consequences of the binding. This spend also reveals importance of frankincense and carob wood. Realization that there is not only an army of Deep Ones, but also a creature that was once worshipped as god imprisoned somewhere not far from Luxor is enough to warrant loss of 3 points of Stability and 1 point of Sanity.

## Introduction

### Investigations in Luxor

(page 4)

Should the police go after investigators, they are permitted a **Sense Trouble** roll to notice that something is amiss. Use these characteristics for all encounters with Luxor police.

#### Six Policemen

**Attributes:** Athletics 3, Firearms 4, Health 7, Scuffling 5, Weapons 4.

**Hit Threshold:** 3

**Weapon:** -1 (Billy club), +1 (PO8 Luger)

### Dreams in Luxor

(page 5)

Each night when the investigators go to sleep, have them make a 1-point Stability check. Those who have fail, see a dream from the table on page 5.

## Scene 0: Player Beginning

### Police Inspection

(page 6)

The easiest way to pass the police inspection is good role-playing. If investigators don't act suspiciously, their stories check out and they do not try to bring anything illegal into the country, then the police doesn't have a pretext to deport them. If however the trouble arises, the investigators can attempt the following:

- **1-point spend of Bargain, Cop Talk, Credit Rating, Flattery or Reassurance** gets one character off the hook. The spending character does not have to be the one in trouble (*Oh, I'm*

*sorry officer, my assistant is prone to flights of fancy, I'm sure you can understand.*)

- **Stealth against difficulty 6** is required to sneak past the police unnoticed, or against **difficulty 4** to hide on the plane and wait till the police go away.

### Mysterious Note

- As the plane lands, rolling **Sense Trouble against difficulty 8** (don't tell the players the difficulty) will allow character to notice that one of policeman hides a note in his pocket.
- During the police inspection, **Filch against difficulty 6** allows the character to steal the note.
- **Accounting** to identify the type of pen used to write the note and compare handwriting.

## Scene 1-A: Chicago House

Seeing dead bodies causes **1 or 2 points Stability tests**, but maximum Stability loss during this encounter should be no more than 3.

### Area 1-1: Courtyard

(page 8)

- **Locksmith** unlocks the doors.

### Area 1-2: Great Hall

(page 8)

- **Forensics, Medicine:** Professor died from broken neck, all signs consistent with suicide.
- **Evidence Collection** locates broken glasses, blooded knife, and a vial of myrrh and that professor's forehead is anointed with it.
- **Archaeology** identifies the stone block as keystone of sorts, and allows deciphering the symbols.

### Area 1-3a: Professor Bollacher's Office

(page 8)

- **Evidence Collection** to locate the photograph.

### Area 1-3b: Professor Bollacher's Quarters:

(page 9)

- **Evidence Collection** to realise that a piece of luggage is missing.

Area 1-4a: Professor Jamison's Office:  
(page 9)

- **Evidence Collection** locates Jamison's expedition log.
- **Evidence Collection 1-point spend** to find the box with myrrh and wands.

Area 1-4b: Professor Jamison's Quarters:  
(page 9)

- **Forensic** to estimate time of death.
- **Evidence Collection (core clue)** to locate the letter from Rose Bollacher.
- **Accounting** to identify the handwriting.

Area 1-5: Gear Room:  
(page nn)

- **Mechanical Repair against difficulty 5** to unlock the door.

Area 1-6: Interns' Quarters  
(page 10)

- **Evidence Collection 1-point spend** to find the paper with safehouse location.

Area 1-7: Showers and Bathroom  
(page 10)

- **Forensic** to estimate time and cause of death.

Area 1-8: Library  
(page 11)

- **Forensic** to estimate time and cause of death.
- **Occult** to identify the pattern of fingers.
- **Cryptography** to decipher the writing.

Area 1-9: Darkroom  
(page 11)

- **Evidence Collection** to locate the undeveloped photograph.
- **Photography** to develop it.

Area 1-10a: Servants' Mess Hall  
(page 11)

- Nothing to see here, move along.

Area 1-10b: Kitchen  
(page 11)

- Also nothing unusual.

Area 1-10c: Servants' Quarters  
(page 11)

- Reassurance to get the servants to talk.

Area 1-11a: Butler's Quarters:  
(page 12)

- When the investigators enter the room, the butler starts shooting at them. He empties his .38 revolver at two shots per round, hitting closest investigator on a roll of 5 or 6 (only on 6 if all investigators take cover) and doing +1 damage. After three rounds of shooting he will dive out of the window, and start running. For the purpose of the chase, the Butler has **Athletics 6** and **Scuffling 4**.
- If subdued, **Hypnosis against difficulty of 5** will get him to speak.
- The butler speaks only **Egyptian** (this is a good moment to allocate one of those **Language** points).

Area 1-11c: Children's Quarters  
(page 12)

- **Cthulhu Mythos** will confirm that the drawings are the real deal. This realisation triggers a 4-point Stability (which is a Mythos shock, and is made against difficulty 5).

Wrapping Up Scene 1  
(page 13)

Getting out of the building without attracting unwanted attention might require **Stealth** tests, but given the fact that it is a dark and stormy night, difficulty should be no more than 2 or 3.

Scene 1-B:

Chicago House - Police Cordon  
(page 13)

In the terms of clues, this scene offers most of what is present in Scene 1a, except that all dead bodies and surviving servants are not present. The butler is also absent, being shot by the police during the initial search.

- Two policemen are stationed at the scene of crime. Getting past them requires **Bargain, Cop Talk** or **Credit Rating**. Another option is sneaking in, rolling **Stealth against difficulty 3**.

## Scene 2 - The Ali Baba

### Area 2-1: The Ali Baba (page 13)

- **Disguise against difficulty 4** is required if investigators want to blend in.
- If the barroom brawl breaks out, the seven bar patrons have **Athletics 4**, **Scuffling 6** and **Health 5**. They fight using either fists (-2 damage) or broken bottles (-1 damage).

### Area 2-2: Rose Bollacher (page 15)

- **Core Clue:** Rose Bollacher should convey either location of the dig or importance of the Old Persian to the investigators.
- **Cthulhu Mythos** will identify the statue.
- **Access Honestly** will tell when Rose is lying, though not why.
- **Reassurance 1-point spend** is required to get the statue from her.

### Area 2-3: Cultists (page 16)

#### Three Cultists

**Abilities:** Athletics 6, Scuffling 4, Health 6, Weapons 5.

**Hit Threshold:** 3

**Stealth Modifier:** -1

**Weapon:** -1 (Knife)

### Area 2-4: Josef Mourad (page 17)

The barkeeper can offer a wealth of information, but needs to be compensated accordingly – \$5 for investigator with at least one point in **Bargain** (no test or spend is necessary), or \$10 for investigator without ability.

## Scene 3:

## Ramesse's Temple Complex

### Area 3-1: Medinet Habu: (page 18)

This area describes approach to the dig. No action takes place here.

### Area 3-2: Tent City: (page 18)

- **Cthulhu Mythos, Occult or Anthropology** shows that the workers are simply enjoying the storm, and not conducting a ritual.

#### Seven Cultists

**Abilities:** Athletics 6, Scuffling 4, Health 6, Weapons 5.

**Weapon:** -1 (Knife)

#### Twenty-five Dig Workers

**Abilities:** Athletics 7, Scuffling 4, Health 6.

**Weapon:** -2 (Bare hands)

### Area 3-3 - Tent of the Old Persian: (page 19)

- **Core Clue:** The Old Persian will offer to show investigators the new crypt.
- Madam Carlisle, Jack Saul and the Old Persian are mostly impervious to **Access Honestly**.
- **Evidence Collection** (if investigators search the tent) discovers a small locked wooden chest.
- **Locksmith 1-point spend** opens it. Contents of the chest includes a map showing location of the crypt discovered by Bollacher, a map showing location of the Prison of the Star Spawn, oil of myrrh and frankincense.
- **Occult** will warn about the curse, and **1-point spend** is needed to conduct a cleansing ritual.
- **The Curse:** cursed investigator suffers -1 to all rolls and in addition loses one Stability point per day due to overwhelming feeling of approaching doom. If investigator is reduced to -12 Stability, he or she attempts to commit suicide.
- **Psychoanalysis roll** against difficulty 4 that would restore at least 4 Stability points will remove effects of the curse. Otherwise, the curse automatically ends at the end of the adventure.

#### The Old Persian

**Attributes:** Athletics 3, Health 8, Scuffling 5, Weapons 5.

**Hit Threshold:** 3

**Stealth Modifier:** +2

**Weapon:** knife (-1)

## Scene 4: Crypt of the Deep Ones

### 4-1: The New Crypt (page 21)

- If investigators are trying to open the crypt by themselves, they need to roll **Athletics against difficulty 15**.
- **Archeology** allows translation of the hieroglyphics on the stone.
- **Danger Sense against difficulty 3** sometime during this scene should warn the investigators that something is wrong, but of course it should be too late to escape.

### Five Cultists

**Abilities:** Athletics 6, Scuffling 4, Health 6, Weapons 5.

**Hit Threshold:** 3

**Stealth Modifier:** -1 (in case of ambush)

**Weapon:** -1 (Knife)

### Area 4-2: Into the Earth (page 23)

- Any character with points in **Outdoorsman** ability will notice footprints on the floor.

### Area 4-3: Map Room (page 24)

- The map in this area shows the location of the Prison of the Star Spawn.

### Area 4-4: The Eternal Nile... (page 24)

- In this area investigators can replace the keystone to stop the flow of water.

### Area 4-5: ...And Her Children (page 24)

- **Archaeology** or **Architecture** will show that the crypt is on the verge of collapse.
- **Danger Sense against difficulty 4** to avoid being surprised by Deep Ones.
- **Athletics test against difficulty 5** is required to open any of sarcophagi.
- **Archaeology and Cthulhu Mythos** are required to translate the hieroglyphics (the character must have at least one point in both skills).

- **Core clue:** examination of any of the sarcophagi will give hints to location of the Prison of the Star Spawn.

### Eight Deep Ones:

**Abilities** (on land/in water): Athletics 8/12, Health 9, Scuffling 8/12, Weapons 6/4

**Hit Threshold:** 4/5

**Alertness Modifier:** +0/+1

**Stealth Modifier:** +0/+1

**Weapon:** +1 (claw),

**Armour:** -1 vs any (scales and skin)

**Stability Loss:** +0

### Wrapping up Scene 4 (page 26)

- Any use of **Explosives** (no actual check required, except maybe to see if any of investigators got hurt) will collapse part of the tomb.
- Climbing out requires rolling **Athletics against difficulty 4**. Falling investigators receive d6-1 damage.
- **Athletics against difficulty 5** is required to escape through the storm sewers.

## Scene 5: Alexis' Bolthole

This is an optional scene, not required to end the adventure, but it can be source of clues should investigators get stumped. Investigators find themselves at the bolthole for one of three reasons:

- Imprisoned, after being captured by the police or theosophists.
- After being invited by Madam Carlisle.
- After tracking down Jack Saul.

### Area 5-1 - Alexis' Alley (page 27)

- Sneaking up on the guards requires **Stealth against difficulty 4**.
- Breaking down the door requires rolling **Athletics against difficulty 6**.
- **Cthulhu Mythos 1-point spend** will warn the investigators about a shoggoth lurking in the sewers.

## Area 5-2 - Front Room

(page 27)

- **Locksmith** or **Mechanical Repair** against **difficulty 3** to open the chest.
- The chest contains documents from Chicago House (**Library Use** identifies them), map to the Prison of the Star-Spawn, four vials with oil of myrrh), four spikes of carob wood, a box of frankincense, and an iron censer.

### Jack Saul

**Attributes:** Athletics 4, Firearms 5, Health 6, Scuffling 4.

**Hit Threshold:** 3

**Stealth Modifier:** +1

**Weapon:** +1 (9mm pistol)

### Three Theosophist Devotees

**Attributes:** Athletics 4, Firearms 4, Health 5, Scuffling 3, Weapons 4.

**Hit Threshold:** 3

**Weapon:** +1 (double-barrelled shotgun, see special shotgun rules on page 61 of Trail of Cthulhu corebook), -1 (Daggers)

## Area 5-3 - Storeroom

(page 29)

- Except for the sawed-off shotgun (damage +2) and ammunition, there is nothingz interesting here.

## Area 5-4: Carlisle's Prison

(page 30)

- **Access Honesty** shown that Madam Carlisle doesn't reveal everything she knows (though it hardly would come as surprise to investigators) and possibly gives some hints to pressure points that would make her reveal that knowledge.
- Good role-playing or **spending 1 point of Flattery** is required for Madam Carlisle to reveal each bit of hidden agenda.

### Madam Carlisle

**Attributes:** Athletics 3, Firearms 4, Health 5, Scuffling 4.

**Hit Threshold:** 3

**Stealth Modifier:** +1

**Weapon:** +0 (.25 derringer)

## Escape!

(page 30)

- If investigators are escaping through the roof, climbing down requires **Athletics against difficulty 5** (or against **difficulty 2** if they have a rope). Falling from the roof onto the street causes 5 points of damage, while falling into a trash heap causes only 2 points.

### Lesser Shoggoth

**Abilities:** Athletics 11, Health 30, Scuffling 20.

**Hit Threshold:** 3 (large)

**Alertness Modifier:** +2

**Stealth Modifier:** -1

**Weapon:** +5 (pseudopod), +2 (snare, see corebook page 150)

**Armour:** fire and electricity do only half damage; all physical weapons do only 1 point of damage; regenerates 2 Health each round until dead.

**Stability Loss:** +3

## Scene 6:

### Prison of the Star-Spawn

#### Trek to the Prison

(page 31)

- **Mechanical Repair** can be used to start a car, should investigators choose to hijack one.
- Seeing the carnage causes **4-point Stability test**.
- Examining the bodies finds a sole survivor.
- **First Aid test against difficulty 5** helps the survivor live long enough to utter his last words.
- **Evidence collection** locates a case with myrrh oil, a packet of frankincense, and a pair of sharpened carob wood stakes inscribed with runes.
- **Occult** or **Cthulhu Mythos** indicates the runes as spell of binding.

#### Area 6-1: The Great Portal

(page 33)

- **Danger Sense against difficulty 3** to notice that investigators are being followed.

## Area 6-2 - False Choices

(page 34)

- Investigators without any mouth protection lose one point of **Health** or **Athletics** (their choice) for each 10 minutes they spend in the tomb.
- **Cthulhu Mythos** or **Archaeology** to read the inscription on the dais.
- **Occult** to recognise runes as foundation of Enochian magic.
- **Cthulhu Mythos** or **Occult 1-pont spend** to translate the inscription on the mosaic.

## Area 6-3: Transept

(page 35)

- **Archaeology** or **Architecture** to recognise the model.

## Area 6-4: Dry Well

(page 35)

- **Medicine** or **Forensics** to identify method of sacrifice.

## Area 6-5: Prison of the Star-Spawn

(page 35)

- **The Oil of Myrrh** will repel Deep Ones. It takes d6 rounds from the moment of application to become effective.
- **The Smoke of Frankincense** makes Star Spawn attack at random (see below).
- **The Stakes of Carob Wood** cause terrible wounds on the Star Spawn (see below). To attack the body directly, an investigator first must make a 5-point Stability test to overcome terror and approach the pit. Any attack then is successful automatically, due to enormous size of the thing.

## Deep Ones, as many as needed

**Abilities** (on land/in water): Athletics 8/12, Health 9, Scuffling 8/12, Weapons 6/4

**Hit Threshold:** 4/5

**Alertness Modifier:** +0/+1

**Stealth Modifier:** +0/+1

**Weapon:** +1 (claw),

**Armour:** -1 vs any (scales and skin)

**Stability Loss:** +0

## Aat-noth, Star-Spawn of Cthulhu

*These statistics block takes in account that star-spawn is still trapped. For full statistics and description see page 154 in corebook.*

**Abilities:** Athletics 10, Health 40, Scuffling 27

**Hit Threshold:** 1 (body), 3 (tentacles)

**Stealth Modifier:** -2 (except in deep ocean)

**Weapon:** +5 (tentacle),

**Armor:** -6 vs any (hide and blubber); regenerates 3 Health per round

**Stability Loss:** +3

The Star-Spawn makes three attacks each round, putting 4 points of Scuffling into each attack. Attacks inflict +5 Damage.

If frankincense is used against the Star-Spawn, it starts attacking randomly. Each round roll 3 dice (one for each tentacles) and consult the table below:

Roll Result	Star Spawn attacks...
1-2	random Deep One
3-5	the vault (see below)
6	random investigator

Each time when a tentacle misses or “vault” results comes on the table, choose a random investigator and have him roll either Sense Trouble or Athletics against difficulty 4. Failed rolls means that investigator is hit by the falling rock for d6+2 damage.

Using carob wood stakes against the tentacles inflicts +5 damage points that ignore armour. A tentacle that takes more than 10 points of damage withdraws into the pit and stops attacking.

A blow to the body of the star-spawn drives it back into the vault. As the star-spawn withdraws, it grabs investigator with another tentacle (and all tentacles that were not driven into the pit) and attempts to draw the investigator in. Threat this a contest.

First, Star-spawn makes a test against difficulty 4, with each tentacle that grabs Investigator adding +1 to the roll (it is the only bonus it gets, it can't use any ability pools). *E.g. if all three tentacles were not damaged enough to withdraw, the investigator will be grabbed by four tentacles, giving the Star-Spawn +4 it its roll. If, on the other hand, all three tentacles withdrew, it gets only +1 for a single tentacle.*

The investigator then rolls **Athletics against difficulty 4**, with each tentacle adding +1 to the difficulty. *E.g. investigator grabbed by four tentacles will have to beat difficulty 8, while investigator grabbed only by one tentacle will only have to beat difficulty 5.*

If both the Star-Spawn and the investigator succeed or fail their rolls, the struggle continues. If Star-Spawn wins and investigator loses, investigator is drawn into the pit. If Star-Spawn loses and investigator wins, the investigator manages to break free from the tentacle.

Inflicting 10 or more points of damage on a tentacle makes it release grabbed investigator.

Investigator can forfeit his or her Athletics roll to make a single attack against the tentacle, but if it does not inflict enough damage to release him or her, the unfortunate soul is drawn into the pit.

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# Collected NPC and Creature Statistics

## Cultists:

The Old Persian

**Attributes:** Athletics 3, Health 8, Scuffling 5, Weapons 5.

**Hit Threshold:** 3

**Stealth Modifier:** +2

**Weapon:** knife (-1)

Madam Carlisle

**Attributes:** Athletics 3, Firearms 4, Health 5, Scuffling 4.

**Hit Threshold:** 3

**Stealth Modifier:** +1

**Weapon:** +0 (.25 derringer)

Jack Saul

**Attributes:** Athletics 4, Firearms 5, Health 6, Scuffling 4.

**Hit Threshold:** 3

**Stealth Modifier:** +1

**Weapon:** +1 (9mm pistol)

## Flunkies:

Policemen

**Attributes:** Athletics 3, Firearms 4, Health 7, Scuffling 5, Weapons 4.

**Hit Threshold:** 3

**Weapon:** -1 (Billy club), +1 (PO8 Luger)

Cultists

**Abilities:** Athletics 6, Scuffling 4, Health 6, Weapons 5.

**Hit Threshold:** 3

**Stealth Modifier:** -1

**Weapon:** -1 (Knife)

Dig Workers

**Abilities:** Athletics 7, Scuffling 4, Health 6.

**Weapon:** -2 (Bare hands)

Theosophist Devotees

**Attributes:** Athletics 4, Firearms 4, Health 5, Scuffling 3, Weapons 4.

**Hit Threshold:** 3

**Weapon:** +1 (double-barrelled shotgun, see special shotgun rules on page 61 of Trail of Cthulhu corebook), -1 (Daggers)

## Monsters:

Deep Ones

**Abilities** (on land/in water): Athletics 8/12, Health 9, Scuffling 8/12, Weapons 6/4

**Hit Threshold:** 4/5

**Alertness Modifier:** +0/+1

**Stealth Modifier:** +0/+1

**Weapon:** +1 (claw),

**Armour:** -1 vs any (scales and skin)

**Stability Loss:** +0

Lesser Shoggoth

**Abilities:** Athletics 11, Health 30, Scuffling 20.

**Hit Threshold:** 3 (large)

**Alertness Modifier:** +2

**Stealth Modifier:** -1

**Weapon:** +5 (pseudopod), +2 (snare, see corebook page 150)

**Armor:** fire and electricity do only half damage; all physical weapons do only 1 point of damage; regenerates 2 Health each round until dead.

**Stability Loss:** +3

## Keeper's Investigator Matrix

Player					
Investigator					
Drive					
Occupation	Archaeologist	Private Invest.	Parapsychologist	Military	Criminal
<b>Health</b>	<b>9</b>	<b>11</b>	<b>7</b>	<b>9</b>	<b>6</b>
<b>Sanity</b>	<b>6</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>7</b>
<b>Stability</b>	<b>10</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>6</b>
Accounting		1			
Anthropology	1		2		
Archaeology	4				1
Architecture	2				
Art History					
Biology					
Cthulhu Mythos	1		1		
Cryptography					
Geology					
History	1		1		
Languages	4	1	2		2
Law					
Library Use	1				
Medicine				2	
Occult			4		
Physics					
Theology			1		
Assess Honesty	2	4	4		
Bargain		1	1		2
Bureaucracy	1			2	
Cop Talk		2			
Credit Rating				2	3
Flattery	4		2		4
Interrogation					
Intimidation		2		4	2
Oral History			1		
Reassurance		2	2	6	2
Streetwise		4			4
Art					
Astronomy			1		
Chemistry					
Chemistry				1	
Craft					
Evidence Coll.	2	2		3	2
Forensics		2			
Locksmith		2		2	2
Outdoorsman				2	
Pharmacy					
Photography			2		

### Sanity

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Sources of Stability:

### Contacts and Notes:

Name:

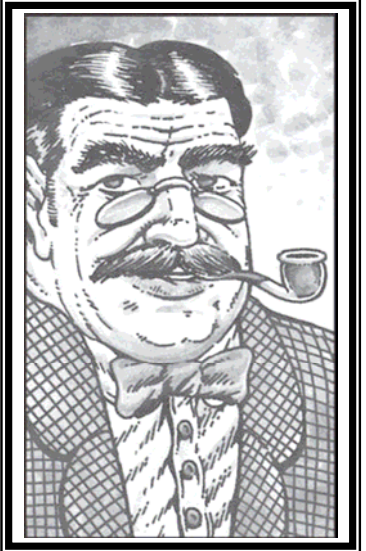
Drive:

Occupation: Archaeologist

Occupational Benefit: using appropriate abilities can grant you access to rare artefacts, museum storage, restricted collections, etc.

Pillars of Sanity:

Build Points:



Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty <b>2</b>	Athletics ✓ <b>5</b>
Anthropology <b>1</b>	Bargain	Conceal
Archaeology ✓ <b>4</b>	Bureaucracy <b>1</b>	Disguise
Architecture ✓ <b>2</b>	Cop Talk	Driving <b>5</b>
Art History	Credit Rating	Electrical Repair
Biology	Flattery ✓ <b>4</b>	Explosives
Cthulhu Mythos <b>1</b>	Interrogation	Filch
Cryptography	Intimidation	Firearms
Geology	Oral History	First Aid ✓ <b>4</b>
History <b>1</b>	Reassurance	Fleeing <b>4</b>
Languages ✓ <b>4</b>	Streetwise	Health <b>9</b>
		Hypnosis
		Mechanical Repair
		Piloting
		Preparedness <b>4</b>
Law	<b>Technical Abilities</b>	Psychoanalysis
Library Use <b>1</b>	Art	Riding ✓ <b>1</b>
Medicine	Astronomy	Sanity <b>6</b>
Occult	Chemistry	Stability <b>11</b>
Physics	Craft	Scuffling <b>6</b>
Theology	Evidence Collection ✓ <b>2</b>	Sense Trouble <b>4</b>
	Forensics	Shadowing
	Locksmith	Stealth
	Outdoorsman	Weapons <b>6</b>
	Pharmacy	
	Photography	

### Background:

You knew Professor Bollacher from your undergrad days, when he was one of the radical research professors at the University of Chicago. You struck it off from your first meeting – your passion for Archaeology and thorough investigation matched against his passion for all things Occult.

You've sparred, academically, over the years, even grudgingly conceding the point that his paper on the Lost Linguistics of the Proto-Atlantean Sea People was theoretically possible – though complete balderdash. You have your own theory: Science is the bedrock of progress, and if the human race is ever to lift itself from the morass of superstition and myth, it will be through the judicious application of the scientific method.

When Bollacher invited you to Luxor you agreed for two reasons: First, because it was an archaeologist's opportunity of a lifetime, and second, because if anyone was going to keep the good doctor on his toes, it was going to have to be you.

### Sanity

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Sources of Stability:

### Contacts and Notes:

Name:

Drive:

Occupation: Private Investigator

Occupational Benefit: can spend points of Disguise and Shadowing after the roll, 2 points spent improve result of the roll by 1.

Pillars of Sanity:

Build Points:



Academic Abilities	Interpersonal Abilities	General Abilities
Accounting 1	Assess Honesty ✓ 4	Athletics 8
Anthropology	Bargain 1	Conceal
Archaeology	Bureaucracy	Disguise 4
Architecture	Cop Talk ✓ 2	Driving ✓ 4
Art History	Credit Rating	Electrical Repair
Biology	Flattery	Explosives
Cthulhu Mythos	Interrogation	Filch
Cryptography	Intimidation ✓ 2	Firearms
Geology	Oral History	First Aid 4
History	Reassurance 2	Fleeing
Languages 1	Streetwise ✓ 4	Health 11
		Hypnosis
		Mechanical Repair 2
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis
Library Use	Art	Riding
Medicine	Astronomy	Sanity 7
Occult	Chemistry	Stability 7
Physics	Craft	Scuffling ✓ 10
Theology	Evidence Collection 2	Sense Trouble 4
	Forensics 2	Shadowing ✓ 6
	Locksmith ✓ 2	Stealth 4
	Outdoorsman	Weapons 5
	Pharmacy	
	Photography	

### Background:

If there was a trophy fight for hardest life, you'd be the world champ. You started as a would-be featherweight prize fighter, but though you could take any punch, you weren't strong enough to land the punches when it really counted. After four broken noses and a smashed cheekbone, you decided that the life of an unemployed PI was better than a washed up boxer.

Though the big payday never came, you turned out to be a decent PI, due more to obscene runs of luck than any particular skill. You worked for Bollacher a few years back when he hired you to investigate his newlywed wife. What you found out wasn't pretty, but his young wife was. It turned out Rose had a weakness for being noticed, and fell hard for anyone willing to spend a night listening to her troubles. In the course of your investigations, you spent a lot of time listening to her, but you always kept the relationship professional, right?

Now old prof is suspicious again, and he's looking for old friends he can trust. You're not his friend, and you're not sure he can trust you, but the money is right, and there's always Rose...

### Sanity

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Sources of Stability:

### Contacts and Notes:

Name:

Drive:

Occupation: Parapsychologist

Occupational Benefit: you may purchase points in hypnosis ability.

Pillars of Sanity:

Build Points:



Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty ✓ 4	Athletics 7
Anthropology ✓ 2	Bargain 1	Conceal 3
Archaeology	Bureaucracy	Disguise
Architecture	Cop Talk	Driving
Art History	Credit Rating	Electrical Repair ✓
Biology	Flattery 2	Explosives
Cthulhu Mythos 1	Interrogation	Filch 4
Cryptography	Intimidation	Firearms
Geology	Oral History 1	First Aid
History 1	Reassurance 2	Fleeing 8
Languages 2	Streetwise	Health 7
		Hypnosis 4
		Mechanical Repair ✓
		Piloting
		Preparedness
Law	Technical Abilities	Psychoanalysis 6
Library Use ✓	Art	Riding
Medicine	Astronomy 1	Sanity 7
Occult ✓ 4	Chemistry	Stability 9
Physics	Craft	Scuffling 6
Theology 1	Evidence Collection	Sense Trouble ✓ 8
	Forensics	Shadowing
	Locksmith	Stealth 4
	Outdoorsman	Weapons
	Pharmacy	
	Photography ✓ 2	

### Background:

You met Rose Bollacher on her wedding day, when the professor hired you to do read palms for his wedding guests. The gig was a lark for you – you had always been an entertainer passing yourself off as a true medium – but when you took Rose’s hand in your own, a powerful vision rushed over you.

Rose Bollacher was doomed to a terrible fate.

Since that day you’ve kept in touch with Rose. She’s been a good friend through hard times, and always loaned you money when you were down on your luck, so when you heard she was in trouble, you knew what you had to do: You pulled a quick scam, landing some easy money, and caught the first flight to Luxor. If your friend is in trouble, you’re not going to stand by, and whoever is responsible is going to pay.

### Sanity

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Sources of Stability:

### Contacts and Notes:

Name:

Drive:

Occupation: Military

Occupational Benefit: you can spend 2 Reassurance points to calm down panicking character, as long as your stability is above 0. You don't suffer increased combat difficulty until you're below -5 Health.

Pillars of Sanity:

Build Points:



Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty	Athletics ✓ 6
Anthropology	Bargain	Conceal
Archaeology	Bureaucracy 2	Disguise
Architecture	Cop Talk	Driving
Art History	Credit Rating 2	Electrical Repair
Biology	Flattery	Explosives ✓ 6
Cthulhu Mythos	Interrogation	Filch
Cryptography	Intimidation ✓ 4	Firearms 8
Geology	Oral History	First Aid 8
History	Reassurance ✓ 6	Fleeing
Languages	Streetwise	Health 11
		Hypnosis
		Mechanical Repair ✓ 6
		Piloting
		Preparedness
		Psychoanalysis
Law	Technical Abilities	Riding
Library Use	Art	Sanity 9
Medicine 2	Astronomy	Stability 7
Occult	Chemistry 1	Scuffling ✓ 10
Physics	Craft	Sense Trouble
Theology	Evidence Collection 3	Shadowing
	Forensics	Stealth
	Locksmith 2	Weapons ✓ 10
	Outdoorsman ✓ 2	
	Pharmacy	
	Photography	

### Background:

You've made a living serving in foreign wars. It's been a decent life, and you've seen a lot more of the world than you might have if you had stuck around the family farm. Asia, Africa, South America. If there has been a continent at war in the last 15 years, you've been there lobbing rounds. It's not as if you like the thought of killing, but if someone is going to be making a profit off of war, you might as well be there, putting the money to good use.

It came as a surprise when Uncle Aaron managed to track you down. He had a job for the black sheep of the family and wanted to know if you were interested. You'd never been in Egypt before, but you've always wanted to see the pyramids ...

### Sanity

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Sources of Stability:

### Contacts and Notes:

Name:

Drive:

Occupation: Criminal

Occupational Benefit: can spend points of Conceal, Filch and Shadowing after the roll, 2 points spend improve result of the roll by 1.

Pillars of Sanity:

Build Points:



Academic Abilities	Interpersonal Abilities	General Abilities
Accounting	Assess Honesty	Athletics ✓ <b>14</b>
Anthropology	Bargain ✓ <b>2</b>	Conceal <b>2</b>
Archaeology <b>1</b>	Bureaucracy	Disguise <b>3</b>
Architecture	Cop Talk	Driving
Art History	Credit Rating <b>3</b>	Electrical Repair
Biology	Flattery ✓ <b>4</b>	Explosives <b>1</b>
Cthulhu Mythos	Interrogation	Filch <b>3</b>
Cryptography	Intimidation ✓ <b>2</b>	Firearms <b>4</b>
Geology	Oral History	First Aid <b>3</b>
History	Reassurance <b>2</b>	Fleeing
Languages <b>2</b>	Streetwise ✓ <b>4</b>	Health <b>6</b>
		Hypnosis
		Mechanical Repair <b>3</b>
		Piloting
		Preparedness <b>4</b>
		Psychoanalysis
Law		Riding
Library Use	Art	Sanity <b>6</b>
Medicine <b>1</b>	Astronomy	Stability <b>7</b>
Occult	Chemistry	Scuffling ✓ <b>8</b>
Physics	Craft	Sense Trouble ✓ <b>6</b>
Theology	Evidence Collection <b>2</b>	Shadowing ✓ <b>4</b>
	Forensics	Stealth ✓ <b>8</b>
	Locksmith ✓ <b>2</b>	Weapons <b>3</b>
	Outdoorsman	
	Pharmacy	
	Photography	

### Background:

For most of your life you've gotten by on your good looks and luck, hustling from one scam to the next. After skipping town from San Francisco, it was easy enough to talk your way into the graduate program at Chicago University, and from there, into a well-paid position as a research assistant.

Most folks that get to know you well recognize you for a fraud, so you take pains to not to let anyone get too close. You never expected to be called up from the Chicago House team for the Luxor Expedition team. Chicago was comfortable, but you're expecting Luxor to be a lot less hospitable, especially when it comes to actual archeology. Chances are you won't stick around for long – you've heard the Mediterranean is beautiful this time of year.