

CALL OF CTHULHU®

23105

1920s

SECRETS OF

MOROCCO

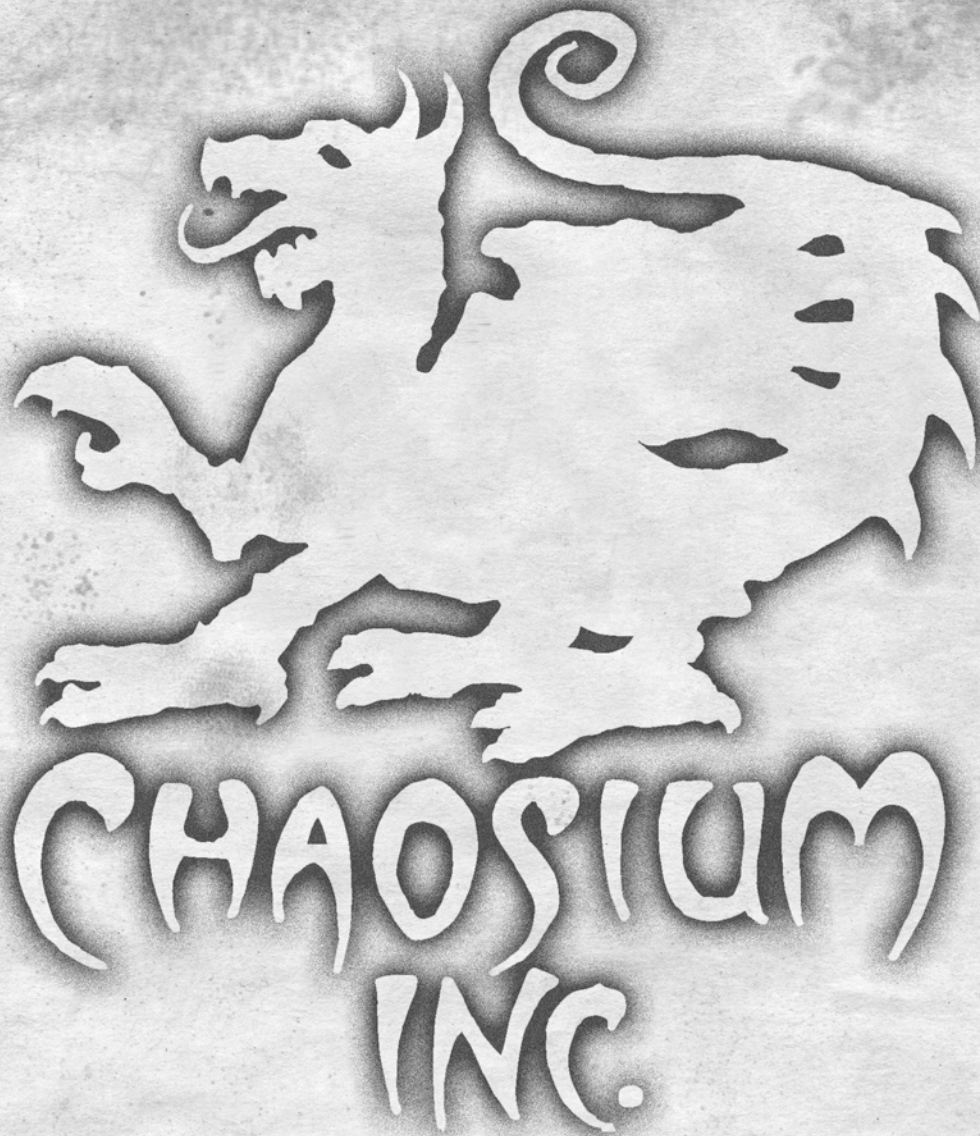
Eldritch Explorations in the Ancient Kingdom



WILLIAM JONES

with McClinton, Kuhta, Reagan, Smith





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SECRETS OF MOROCCO

ELDRITCH EXPLORATIONS IN THE ANCIENT KINGDOM

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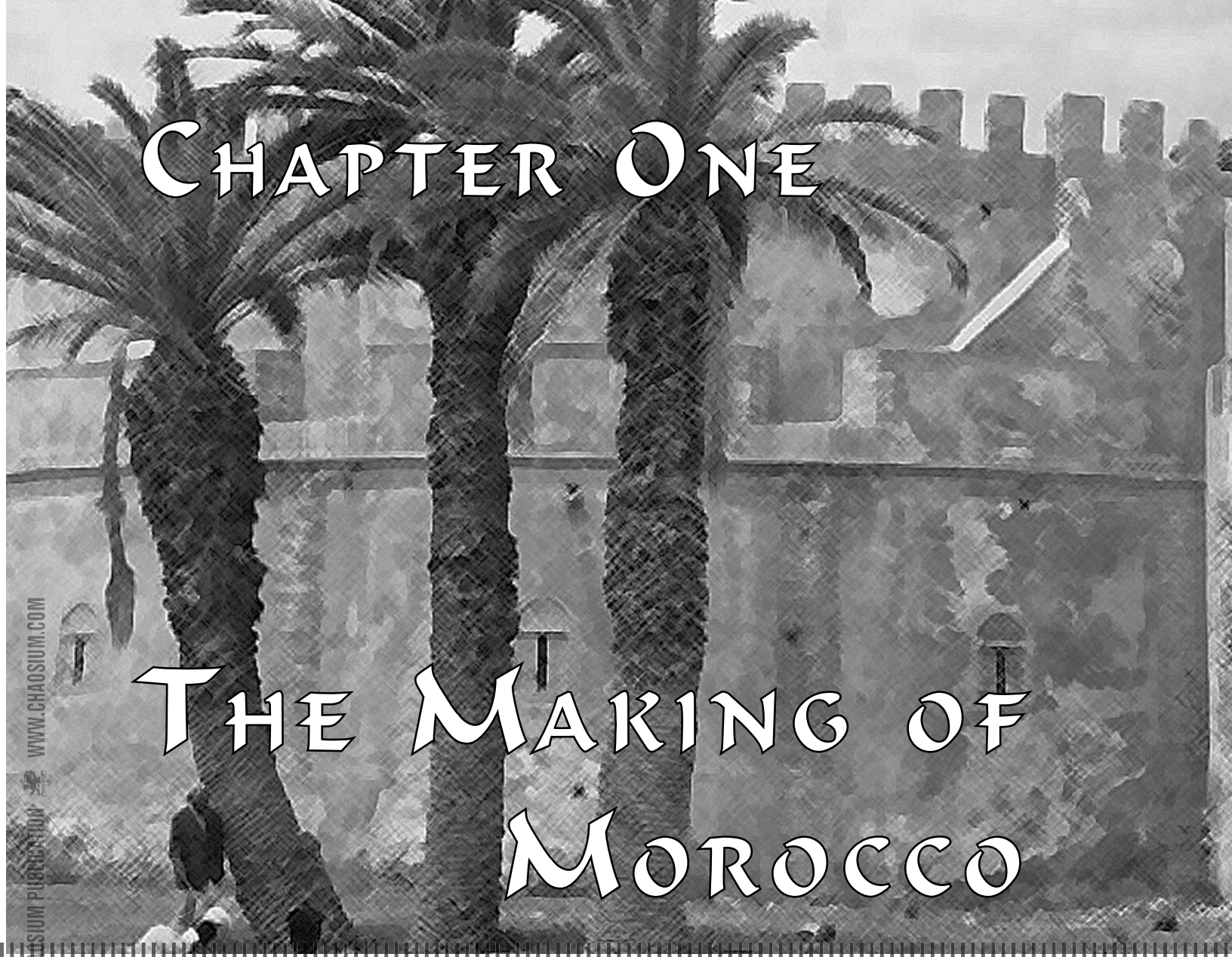
Welcome to the *Secrets of Morocco*! This book is designed to provide players with a civil, geographical, cultural, political, and a Mythos tour of Morocco during the 1920s and 1930s. It has a previous incarnation as the Chaosium monograph, *Mysteries of Morocco*. Those familiar with the monograph most likely know that it was one of the first works to explore an entire country. Prior to this, Chaosium supplements tended to focus upon specific cities—not countries. *Mysteries of Morocco* was an experiment made possible by the monograph program. Indeed, truly capturing the essence of a city or a country within a few hundred pages is an impossible task. Instead, the goal of *Mysteries of Morocco* was to provide the reader with a distilled essence for the region, its history and culture, creating a foundation to build upon. That is still the intent of *Secrets of Morocco*. Much new material has been added, as well as another complete scenario. Yet, the book is most valuable when combined with the reader's imagination. Even the optional skills and rules provided here are guidelines to be used, ignored, or expanded upon.

In light of the above statement, perhaps the best way to use this book is as a reference for scenarios or campaigns set in North Africa. *Secrets of Morocco* covers several sites, including Rabat, Casablanca, Marrakech, the Rif and Atlas mountains regions, and the Sahara. Both of the scenarios found in Chapter Six and Chapter Seven are for experienced players of *Call of Cthulhu*. Keepers are urged to alter these scenarios to best suit play. Additionally, these scenarios can be linked for a small campaign, or if combined with the various mini-scenarios scattered throughout the book, and those found in Chapter Eight, a larger campaign can be created. Another new aspect of *Secrets of Morocco* is that it includes options for *Pulp Cthulhu* play. *Call of Cthulhu* players can readily adapt these options as well.

Because of the vastness of the country, not every city can be covered in detail. Instead, this supplement explores the political capital, Rabat, and the economic capital, Casablanca, as well as Marrakech, one of Morocco's grandest cities, and provides broad outlines and maps for several other cities.

Morocco is a country of many languages and different cultures. In the 1920s and 1930s, the Spanish and French control the whole of the nation, while the majority of its native inhabitants found the culture of its overlords alien. There is fun to be had here. Language barriers and cultural barriers provide endless opportunities for roleplaying. However, these elements should not disrupt gameplay. At times it is better to ignore a rule, allow an NPC to speak another language, or reduce fiery outrage produced by cultural ignorance to mild insult. There is enjoyment to be had in adhering to the language difficulties a foreign traveler might experience in Morocco during the 1920s and '30s, causing players to either learn French, Arabic or Berber, or to hire a guide, or dragoman. It is unlikely that players will experience culture shock when their investigators enter Rabat and see a society different from that of the Western world. However, investigators of the 1920s are quite likely to experience culture shock, unless they have traveled in such areas previously. The keeper should take advantage of this whenever possible. Exposing investigators to the sights, smells, sounds, and practices of human cities can be as adventurous as the exploration of alien cities.

—William Jones
2008



CHAPTER ONE

THE MAKING OF MOROCCO

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THE HISTORY OF MOROCCO

Morocco for some *Call of Cthulhu* players will seem like an alien world, with its cultural differences and its customs being foreign to many Westerners of the 1920s. Nonetheless, these differences did not hinder France from its attempt to modernize and Westernize the nation. The keeper exposing investigators to Morocco should keep in mind the nation's turbulent history, and use this to add spice to any scenarios or campaigns set in this exotic, and yet somewhat familiar locale. Additionally, the keeper should make strong use of the ancient, war torn history of Morocco. This violent past can provide background for many interesting and unique NPCs and adventures during the 1920s.

BERBERS, CARTHAGINIANS, PHOENICIANS AND ROMANS

Some of the earliest settlements found within the borders of Morocco date back to the 12th century B.C. The earliest of these settlements, a port city named Lixus, appeared to have been settled by both Berbers and Phoenicians. While there is much archeological evidence for great periods of unrest in the northern part of Morocco, it seems to have calmed with the appearance of the Carthaginians, somewhere around the 5th century B.C. The dominion of Carthage spread across the land, reaching from the Strait of Gibraltar, and twisting down the northeastern coast

of what would later be known as Morocco.

In archeological time, it wasn't long before the dominating power of the Roman Empire reached the northern coast of Morocco. Because of Rome's fear-some conflict with Carthage, there was little surface evidence remaining of Carthaginian occupation of northern Morocco by the 5th century A.D. Rome quickly seized the region, naming the territory the Province of Mauretania Tingitana. Along the coast of the Strait of Gibraltar, Rome formed a capital city named Tingis (Tangier), from where the remainder of the country could be ruled. Predominantly, Romans occupied the city of Rabat, and nearby locations, never venturing as far as Anfa (Casablanca). During this era of Roman occupation, Pax Romana was maintained with the local tribes by either allying with them, or bartering peace through offering trinkets, cloth or gold.

THE END OF PAX ROMANA

For centuries, war raged in Morocco and the surrounding lands. After Rome's conversion to Christianity, the Vandals sacked the province of Mauretania Tingitana. The conflict swelled, overflowing into Spain as Arabs brought Islam into the fray. In revolt, the Berbers warred against the Arabs, eventually settling into an uneasy truce by the 8th century A.D., leaving various regions of Morocco in the control of numerous Arab and Berber kingdoms. Seeing an opportunity, Portugal and Spain invaded the region, attempting to eliminate the petty kingdoms and bring them under respective rule. However, this effort backfired, causing the Arabs and Berbers to join forces against the invaders, making conquest far more difficult than either Spain or Portugal had anticipated. By the 17th century, Morocco had transformed from a fractured country, governed by numerous rulers and warlords, and became a (mostly) unified nation, under the rule of the Alawite dynasty; a dynasty that lasts to this present day, although it suffered many challenges.

A NEW INVASION OF MOROCCO

The coastal regions of Morocco provided a perfect arena for Barbary pirates during the 17th century. All ships that passed through the region were at great risk. Eventually, the threat to European trade became so costly that the great European powers, England and France, joined forces with Spain in an attempt to eradicate the pirate threat. However, the European agenda was not as obvious as it perhaps appeared.

MOROCCO IN *CALL OF CTHULHU*

Given the geographic location of Morocco, there are countless options for the keeper to include a variety of cthulhuloid threats. Both the Atlantic coast and the Mediterranean coast provide ample opportunity for explorations of Deep One scenarios. The inner mountainous regions are perfect hiding places for secret cults, or fearsome creatures. Additionally, with the social and political turmoil, investigators can be kept on their toes simply by the threat of being kidnapped or killed by members of the Moroccan resistance. See Chapter Eight for more details on cults and underground organizations in Morocco.

Using the need to cleanse the Mediterranean and the Atlantic coastlines of threats, the great European powers commenced colonizing northern Africa and northern Morocco. By the mid 1800s the pirate threat had been all but eliminated, and it was replaced by the threat of a war between Spain and France. Each of the nations laid claim to territories within Morocco. Resorting to war as the best form of political negotiation, the two nations contested the land. This captured the interest of Germany, who entered the fray, fearing that Morocco's valuable resources would fall into the control one of the two warring nations.

In the early years of the 19th century, the sultan of Morocco, in an attempt to settle the ongoing conflict, agreed to the Treaty of Fez. This granted Spain governorship, or protectorate status over northern Morocco, while granting France protectorate domain to southern Morocco. While this treaty did much to satisfy Spain and France, it did little to please the people of Morocco. To many, it was viewed as literally signing away the nation to foreign powers.

Shortly after the signing of the treaty in 1912, France installed a Resident General, accompanied by an administrative staff to oversee the proper operation of the Moroccan government under France's rule. All that was left for the sultan of Morocco was control of the Spanish Protectorate in the north. This

action promptly inflamed the people of Morocco, since the majority of the nation fell under French rule, with only a small region to be governed by the sultan. Again, unrest spread across the land. Usually the turbulence took the form of peaceful protests, but occasionally there were violent actions requiring the French government to react in kind. The unrest continued throughout the 1920s and 1930s, manifesting itself in boycotts, labor strikes and public speeches denouncing France and the Treaty of Fez. The Moroccans wanted to regain control of their country, something that would not happen until 1956, when Spain and France finally returned rule to the sultan.

Through the 1920s and '30s, Moroccans protested both the French and Spanish Protectorates, demanding an independent Morocco. As World War II approached, the desire for an independent Morocco only increased. And after the German occupation of France, a new level of political string pulling was added to the already convoluted Moroccan political system. With France firmly in the hands of Nazi Germany, the French Resident-General of Morocco agreed to side with Germany against the Allied forces, vowing to defend Morocco against any attempted invasion. Similarly to the north, in the Spanish Protectorate, the Spanish remained neutral to Germany, giving the Nazi war machine a solid grasp of northern Africa and the Mediterranean.

MOROCCAN GEOGRAPHY

Morocco is host to a variety of ecosystems and geographic features. Forested mountains, low-lying woodlands, steppes blanketed in grass, deserts, rainy coastal regions, and verdant farmlands all fall within the boundaries of the country. This means that investigators can often journey from one geographic region to another within hours or days, depending if they are traveling by horseback, camel, automobile, train, or plane.

Keepers should utilize the difficulty of traveling in particular regions whenever possible. What makes Morocco different from many settings is the ability for characters to be in a relatively modern city setting one moment, and then hours later find themselves in a vast forest, or in foothills at the base of a mountain. Within the cities there are streets, and in between the major cities there are narrow roads used for transportation,

or rail. But the farther investigators move inland, the less frequent roads and rails become. Here they will need horses or camels to travel. Characters without an adequate Ride skill should suffer the consequences.

RABAT GEOGRAPHY

Being one of Morocco's oldest cities, Rabat possesses a mixture of architectural styles, ranging from the traditional Moroccan to Romanesque to the French creation of the Moroccan-Art Deco designs. Situated on the Atlantic coast, Rabat serves as the political capital of Morocco. The outer reaches of the city in the 1920s are predominately constructed by the French, while the older part of the city, the medina, is walled off from the newer areas, and archaic in comparison.

CASABLANCA GEOGRAPHY

Being Morocco's largest seaport, and largest industrialized city, the metropolis is a fascinating blend of ancient and contemporary architecture, factories, slums and wealthy neighborhoods surrounded by verdant farmland. The terrain of the city slowly climbs upward as it heads inland, away from the Atlantic coast, providing some of the more recent districts with appealing views of the older city and the ocean.

CLIMATE

Like the geography of Morocco, the weather is as equally varied. Along the coast, summer temperatures vary from the 60s to the 80s in Fahrenheit, with the cooler month being April, and the peak being July. Winters along the coast are usually mild in temperature, with temperature drops sometimes as low as 60 degrees Fahrenheit. Toward the middle of the country, near the mountainous regions, temperatures vary greatly. Summers range from 31°F to 88°F, while winters can drop below freezing. These highlands also see much more rain than the coastal regions. The closer one moves toward the Sahara, the higher the summer temperatures climb, reaching 130°F by July (although the nights are cold), and becoming somewhat more comfortable during the winter months, although there is little rainfall during any season.

Investigators traveling in the desert regions of Morocco must be prepared for extreme dehydration and the possibility of suffering Heat Stroke. Investigators in heavy clothing, carrying large quantities of equipment, or who are without umbrellas or headgear are most susceptible to the dangers of extreme heat.

SAHARA GEOGRAPHY

Over the decades, the borders of Morocco changed, varying the amount of the Sahara desert contained within its boundaries. The majority of the desert territory is to the west of the Atlas Mountains. The region is rugged, hot and dry, with little to no vegetation.

It was once thought that the sand in the Sahara was of marine origin. However, geologists believe that the sand is of the Quaternary Age, and there is no evidence that marine life ever existed within the vast desert. Although during the Quaternary Age, the Sahara possessed a much wetter environment, it is far from that in the modern age. While the edges of the desert within Morocco are punctuated with the Anti-Atlas mountains, and other rocky terrain, this changes to a vast ocean of shifting and rolling sand deeper into the desert. Windstorms and sand storms are common to this region. Of all Moroccan areas, this is the most inhospitable.

GOVERNMENT

After the signing of the Treaty of Fez, until 1956, France and Spain maintained control over Morocco. The nation was divided into protectorate zones, with France controlling the southern regions and Spain controlling the northern regions. Even though both nations agreed to allow the sultan of Morocco to preside over the nation, his authority was extremely limited, and the majority of his actions had to be approved by one protectorate nation or another. Since the focus of this supplement falls within the French Protectorate zone of Morocco, the keeper should consider the Resident-General, the French governor of Morocco, as the final authority in the Protectorate.

LOCAL AUTHORITIES

The French Prefect of the Police controls most of the major metropolitan cities, including Rabat and Casablanca. In such locations, it is not unusual to see either French citizens or native Moroccans serving as members of the police force. As the distance increases from the industrial and political centers of Morocco, so does

the French tendency to control the locals. In the remote towns and villages of Morocco, it is unlikely that any sort of official law enforcement exists. Governing groups or individuals who have obtained the respect of the community, or dominate it through economic or physical intimidation control these locations. Additionally, the number of western visitors decreases in the remote areas of Morocco. The keeper needs to remember this should investigators find themselves in such a village. Sometimes Europeans and Americans were not welcomed.

TRANSPORTATION

Most of Morocco's cities have a medina, or "old city." These ancient cities are walled to protect them from attack. As these cities grew over the years, and as the French attempted to expand them, larger more modern structures sprouted around the medinas. Transportation within a medina is usually

limited to foot travel or bicycle. The streets are far too narrow for automobiles to travel safely; although, it is possible to use motorbikes in these areas.

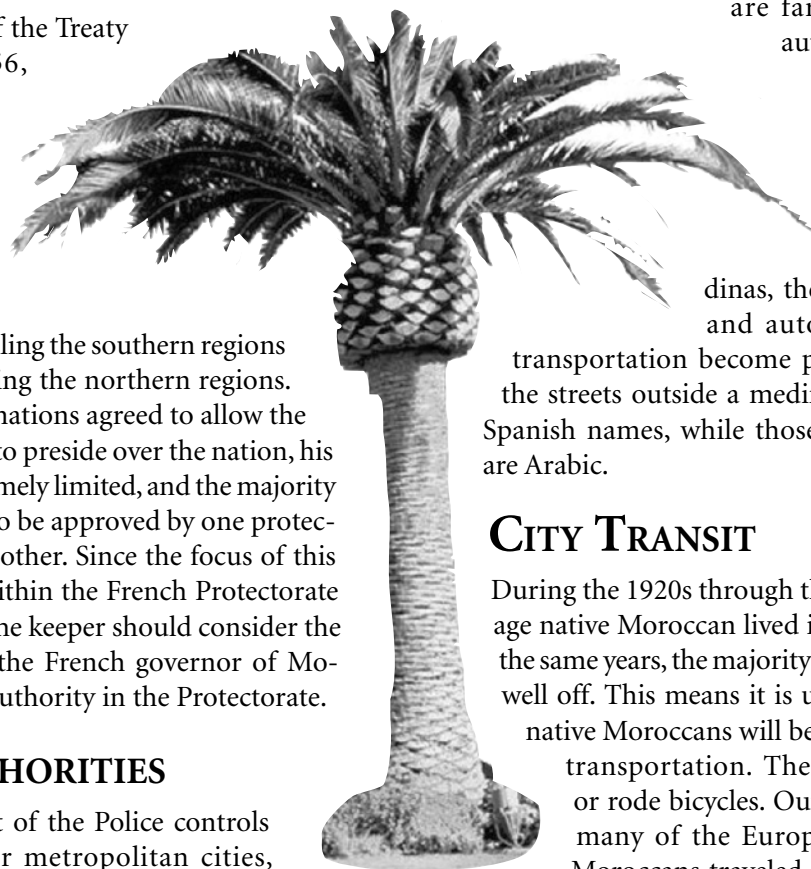
Outside the walled medinas, the roads are wider, and automobile and bus transportation become possible. Typically the streets outside a medina bear French or Spanish names, while those inside a medina are Arabic.

CITY TRANSIT

During the 1920s through the 1940s, the average native Moroccan lived in poverty. During the same years, the majority of the French were well off. This means it is unlikely that many native Moroccans will be seen using public transportation. The majority walked or rode bicycles. Outside the medinas, many of the Europeans and French Moroccans traveled in automobiles or by taxi or by bus.

TRAINS

Running along the Atlantic coast and Mediterranean





c.1930

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300 KILOMETERS
300 MILES

EMSMITH

coast are several rail lines, with some lines running through the interior of the country. These systems were used to transport people and goods to the larger Moroccan cities. From some of the major seaports, such as Casablanca and Rabat, rail lines ventured inland toward the steppes and mountains; however, they seldom extended beyond Marrakech or south of Fez. Exactly how many and far reaching the rail lines and roads are left to the keeper's discretion. Since the 20s and 30s were a period of construction, the use of road and rail can be used however best fits the need of a campaign or scenario.

AIRFIELDS

Legitimate airfields are rare in Morocco in the 1920s and 30s. Mainly, airfields were flat stretches of ground, cleared of debris. Both Casablanca and Rabat had such airfields, but there was no supporting infrastructure for the maintenance or refueling of airplanes. The predominate means of reaching Morocco was by

ship. The keeper should feel free to include NPCs who either own or operate an airfield outside a major city. Having such a convenience is a wonderful method for tempting players into dangerous situations.

CURRENCY

In the 1920s and 1930s, there were two forms of currency used in the French Protectorate zones of Morocco. Both the French franc and the Moroccan dirham were commonly used. During this period, the economy of Morocco is extremely unstable, with the value of the currency changing on a daily basis. So, the exact value of either currency is left to the keeper, as well as the exchange rate. As a guideline, the keeper can use a ratio of 10 dirham to 1 franc. Because of America's booming post war economy in the 1920s, keepers should assign a base value of 1 U.S. dollar to 5 Moroccan francs.



There are many mosques throughout Morocco

OPTIONAL SKILL: ETIQUETTE (CULTURE): 20%

While most investigators are aware of their own cultural and social rules of society, there are times when they are completely lost in different environments. Such situations can vary from a janitor being invited to a society soiree, to an archeologist traveling abroad. The purpose of this skill is to determine the level of knowledge an investigator has of particular social, cultural and religious customs. A successful roll indicates the investigator knows how to handle a given situation. A failure indicates a lack of knowledge in the area. A critical failure means the investigator has made a severe faux pas, and has gravely insulted someone.

The skill starts with a base 20% in the investigator's *own culture*. For each new culture experienced, the investigator must learn the practices and customs of that culture or class of society. A base of 5% is given for etiquette outside the range of knowledge of the investigator.

of cities and rural areas, while it is commonplace in the French sections. When eating utensils are not present, it is customary for diners to use their right hand for touching the food—the use of the left hand is distasteful. Eating in Morocco is a serious matter. The meals are large and time consuming, and the myriad array of foods is often confusing to visitors to the nation. After dinner, it is customary to relax, talk and share a cup of sweet mint tea.

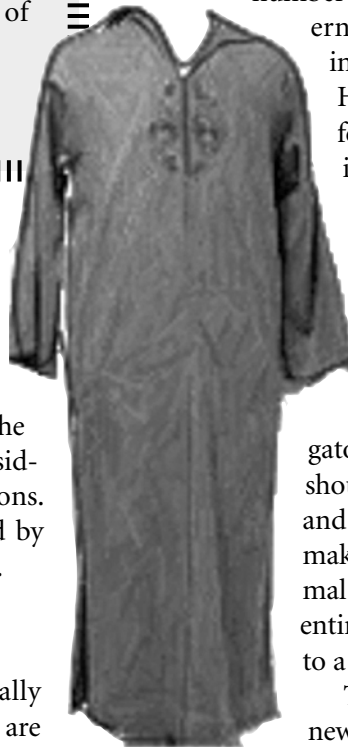
Investigators unfamiliar with the local customs may find it useful to speak to someone about proper etiquette, or to research it. The keeper should be unforgiving when investigators ignore etiquette. The penalty for a breach of etiquette should range from the investigator being ignored or shunned by an NPC, or an absolute refusal to have any future dealings with the rude investigator. The use of these rules should allow the keeper to add atmosphere to scenarios in Morocco. Forcing investigators to abide by local customs can add much flavor to a roleplaying session. The keeper can utilize the optional skill Etiquette (Muslim Customs) as a gauge for success and basic knowledge.

CLOTHING

Westerners visiting Morocco have very little problem acclimating to the clothing. Because of the vast number of Europeans in Morocco, west-

ern male dress has become nearly invisible to the native Moroccans. However, it is a different case for females. It is expected that females in Morocco, native or not, cover all flesh. Visible shoulders or legs certainly attract attention. Glares from both males and females will be directed to any woman parading around the streets in a skirt that reveals ankles, or a blouse that has a V cut. Investigators prancing about in such attire should be penalized on their Fast Talk and Persuade skills. The keeper can make all such rolls at one-half normal ability when a female who is not entirely covered is present or speaking to a Moroccan Muslim.

This problem is decreased in the newer French sections of the cities. In these areas, it is common for European females to walk the streets in typical western garb. It is



LOCAL CUSTOMS

American visitors to Morocco quickly learn of the differences in Moroccan customs and American customs. As with the varied sections of the French controlled cities, so are the customs. Nonetheless, even during the 1920s, traditional Moroccan culture was considerably open as opposed to the bordering nations. Still, native Moroccans are severely insulted by anyone who blatantly ignores local practices.

DINING

The traditional meal in Morocco is typically served in a communal manner. Large plates are heaped with a variety of foods and set upon tables for diners. Silverware is rare in the traditional quarters

in the medinas or the rural areas where the penalties are more severe.

MOSQUES AND HOMES

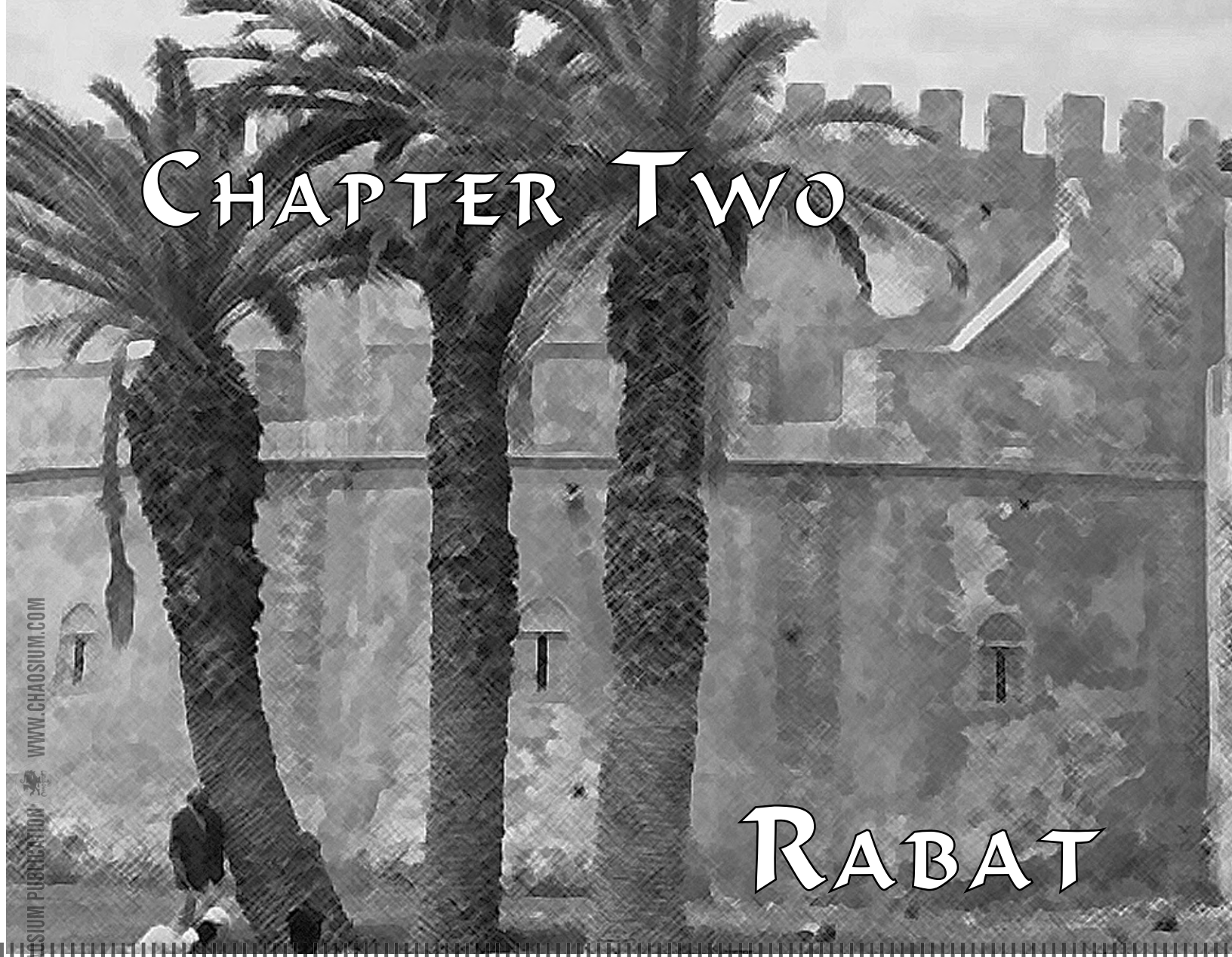
If the keeper is using the optional skill Etiquette, then a roll should be made in any situation in which an investigator is about to breach a local custom. Examples are the entering or taking pictures inside mosques. These venerated places of worship are not open for sightseeing tours and the casual traveler. In some cities in Morocco, mainly those with high concentrations of French populations, it is not uncommon for mosques to be open for tours to visitors. Those who enter a mosque are expected to remove their footwear. Not doing such

is a transgression that is not readily forgiven. Similarly, removing shoes is expected when entering homes. Doing so is a show of respect.

TECHNOLOGY

It is the goal of the French Protectorate government to develop and modernize Moroccan cities, or at least those with large French Moroccan populations. In these cities, including Rabat and Casablanca, investigators should have access to most of the technologies of the twenties, including telephone, telegraphs, phonographs, and in some locations—at the keeper's discretion—radios. However, these luxuries are seldom found in medinas.



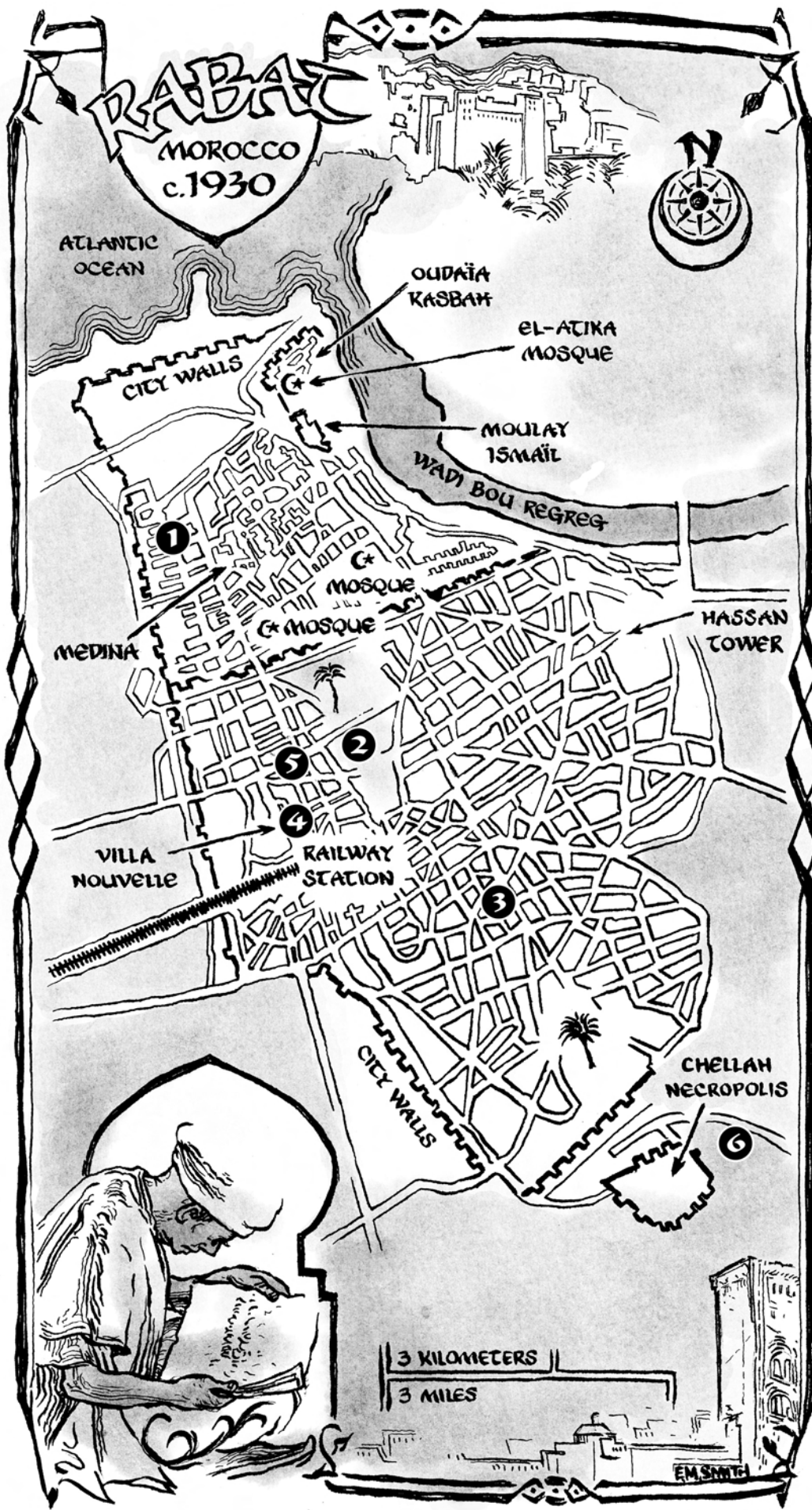


CHAPTER TWO

RABAT

THE CAPITAL OF MOROCCO

Rabat is one of Morocco's oldest cities. On its borders stand the ruins of the Roman city Sala Colonia, the Oudaïa Kasbah and the Chellah Necropolis. In 1912, the Resident-General Marshal Lyautey made Rabat the political capital of the country. This decision started the transformation of the ancient city into a modern city. Behind ramparts that guarded the centuries old medina of Rabat, the French commenced work on new streets, parks, residences and government buildings. Assimilation of the nation was not part of the French government plan; rather, they developed a blend of architectural designs that lended the new city a contemporary appearance. By the 1930s, Rabat had more than doubled in size, and its architectural heritage had been all but lost behind the new tall Art Deco and Moorish stylized buildings. Rather than unite the native Moroccans and the French Moroccans of Rabat, the construction helped to further divide them. Many Moroccans remained inside the medina, while nearly all of the French and fellow Europeans lived in Ville Nouvelle.



THE QUARTERS OF RABAT

MEDINA

Like Casablanca, and most of Morocco's other older cities, Rabat has a Medina (town) inside the city. The medinas of Morocco are the oldest portions of the cities. In most cases, they are centuries old, with walls defending them from invasion. These old and compact areas often seem Byzantine or maze-like to visitors from the western world. Countless alleyways and narrow streets crisscross the medinas, sometimes interrupted by souks or coming to complete dead ends. Investigators traveling the streets of a medina without a guide can spend hours wandering about, looking for a location.

What appears like chaos to outsiders, however, is ordered to those who live in the medina. While most of the streets are unnamed, and directions being related by landmarks, the residents of a medina are familiar with the basic structure of all medinas. Each medina is typically composed of residential districts and working districts. These areas are then sub-divided and occupied by numerous religious and ethnic groups. And always, located at the center of

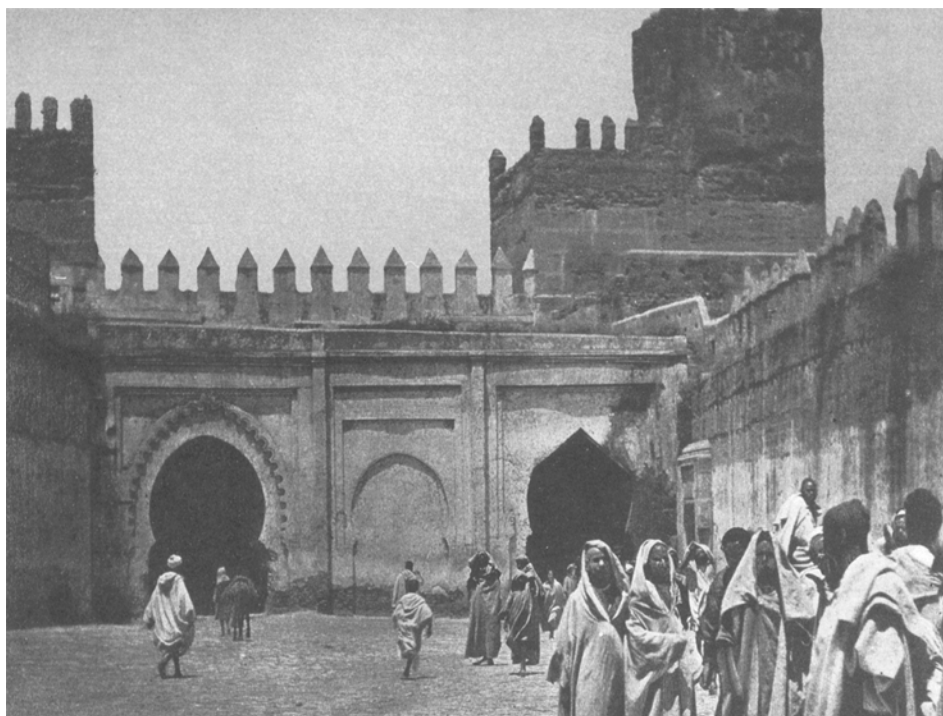


Some of the wealthier residences in Old Medina have posh courtyards

a medina is the town's mosque. This can usually be seen towering above the surround squat and square buildings of the town.

Even though these ancient quarters appear disorganized to the modern mind, they are still beautiful to behold. Cobblestone streets that wrap around everything in the medina surround white and peach colored flat-roofed homes and shops. Vibrant cloth overhangs protect visitors from the hot sun at shops, and the sweet scents from bathhouses and cafes fill the air. Wells, olive trees and spraying fountains are numerous throughout the medina, bringing to life the ancient past for those who wander its streets.

Although the structures of the medina are often blockish in architecture, they compensate for this with beautifully carved lattice-work windows that permit the coastal breezes to enter while blocking the glare of the sun. Colorful doors with extravagant framework are often found on residences, with the larger homes having walled courtyards and splashing fountains within. Rooftop terraces also overlook the medina—a place commonly occupied by residents as the sun drops behind the horizon.



Entrance to the Old Medina District



Snake Charmers

painted bottles, copper and brassware are all available in these open-air markets.

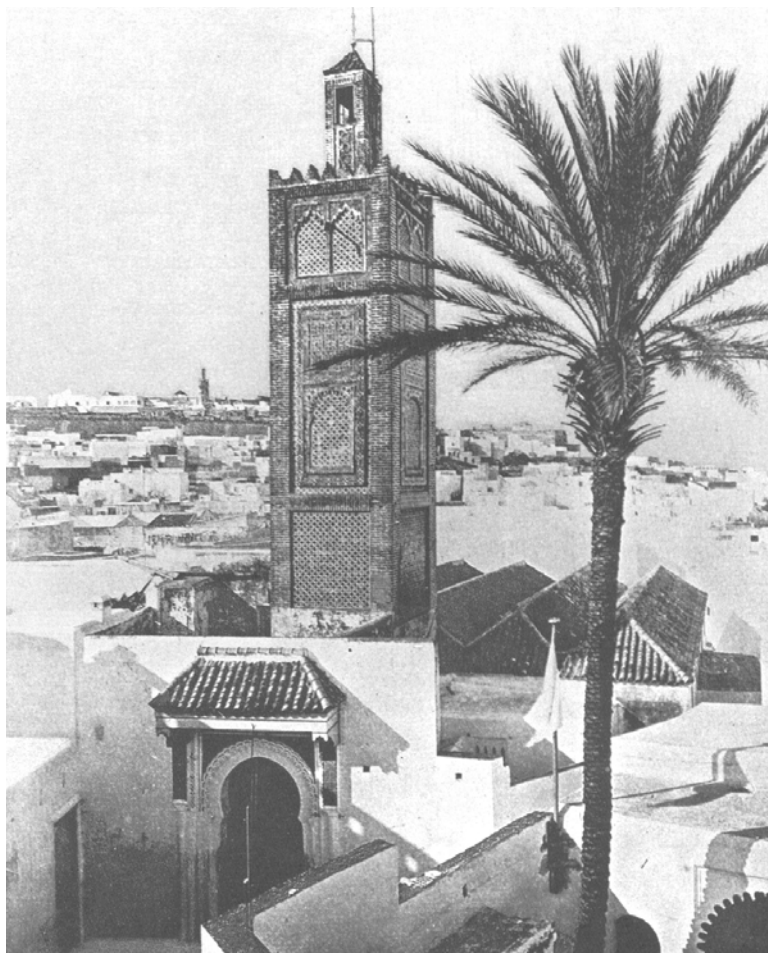
Such tight quarters and the flow of money, combined with the attraction to foreign visitors makes souks an idea place for pick-pockets to practice their art upon the fat wallets and purses of Westerners. The keeper should occasionally release these thieves, usually young boys, when investigators are pre-occupied with other matters.

SOUKS (MARKET PLACES)

Inside and outside the medinas are countless souks—open-air markets. Within a medina they are often protected from the burning sun by colorful throws of cloth hanging above the vendors' pushcarts, or sometimes stretched across the narrow street. Spices, food, clothing, vases, pots, trinkets and countless other items are for sale at the souks throughout Rabat. Without a means of refrigerating their food, inhabitants of the city need to make daily trips to the souk to purchase fresh food for meals.

Souks are busy places. Crowds gather, visiting, haggling, sharing news. The air is redolent with spices such as ginger and saffron and loud with the chatter of voices. The narrow streets cause backups, forcing people to push through crowds. There are no police officers clearing the path or rules of traffic that govern the streets surrounding souks. It is a centuries' old tradition alive and at work.

Depending upon the types of wares a person wants, determines the type of souk visited. Souks typically specialize in their merchandise. Rugs and blankets and clothes might be purchased at one souk, and fish, sweetmeats and cheese at another. Pottery, elegant Moroccan carpets, hand-



Typical mosque located at the heart of a medina

TYPICAL PICKPOCKET

STR 11 CON 12 SIZ 11 INT 11 POW 9
DEX 10 APP 10 EDU 7 SAN 45 HP 12

Damage Bonus: none.

Skills: Hide 48%, Legerdemains 56%, Listen 33%, Sneak 51%

1. AMIN'S TEAHOUSE

Located along the western wall of Rabat's median stands Amin's Teahouse. It is a traditional Moorish teahouse with cushions for seats and a knee-high table where customers gather around. Westerners unfamiliar with the local customs are likely to be confused as to where to sit or whom to sit with. Amin's has four large, square tables, and it is expected that all the clientele share them.

Customers in the teahouse sit, pouring tea from a communal teapot, telling tales and sharing news.

Although Amin's business is small, it does possess an area for special customers. This area is recognizable by the latticework rails that cordon it off from the rest of the teahouse. Investigators making a successful **Knowledge** roll readily understand this location to be one of honor. Those who fail might find it a cozy spot for a private conversation. Although Amin is not rude with Westerners who occupy this location, he will be visibly perturbed. A successful **Psychology** roll discerns the cause of Amin's anxiety, as does all of the stares of the patrons.

Rick Conner, an American gunrunner who has been selling weapons to the rebels in the Rif valley, often visits this rather low-key teahouse. Investigators looking for hard to find hardware are likely to acquire it from Rick (see Chapter Three for details about Rick Conner). Amin knows Rick and is aware of his trade. But if asked directly, he denies all knowledge of both. Investigators hoping to extract information about Amin's American friend must first earn his trust. This requires repeated visits to the teahouse, and at least three successful **Persuade** rolls. Only one Persuade roll can be performed each day. Investigators speaking French are likely to make Amin cautious, fearing the investigators might work for the French authorities.



Amin's Teahouse

This means that all Persuade rolls are made at one-half normal ability. Speaking Arabic does not earn the same distrust, but it doesn't provide any additional trust either. Persuade rolls made by characters speaking Arabic are at normal ability.

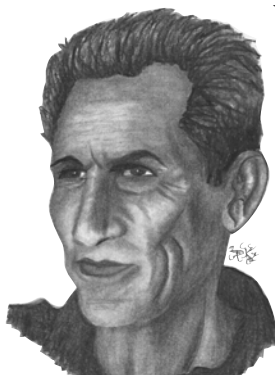
Abed al Amin, age 42, Taciturn Teahouse Owner

STR 12 CON 12 SIZ 13 INT 14 POW 10
DEX 10 APP 10 EDU 9 SAN 50 HP 13

Damage Bonus: none.

Skills: Bargain 48%, Hide 30%, Listen 26%, Sneak 32%, Speak Other Language: French 58%.

Description: Amin is a 42-year old, wiry man who is quiet and cautious and has contacts within the Moroccan independence movement. He is always reticent to discuss the underground groups publicly, and all the more so with French. His reluctance still holds with Americans, but he is slightly easier to convince. (See Chapter Six for more details).



Travelers must be careful in the poorer areas of a medina

OUDAÏA KASBAH

Connected to Rabat's medina by two narrow streets is the Oudaïa Kasbah (kasbahs often served as citadels). Nestled on the rocky coastline of northeastern Rabat is yet another city within itself. In 1672, an Arab tribe named the Oudaïas settled this location. The origins of this walled district date even further back into Moroccan history. Having existed for several centuries, and slowly being modified and rebuilt over time, the Oudaïa Kasbah has become one of Rabat's venerated locations. Contained within its walls are residences, businesses, and the Palace of Moulay Ismail, with its lush gardens. Like Rabat's medina, the streets are narrow and stone, and in the center of the Kasbah is a mosque. Along the outer northwestern wall is a cemetery. Entering the cemetery requires visitors to walk down a long series of stairs, as the cemetery is at a lower level than the Kasbah.

BENEATH THE KASBAH

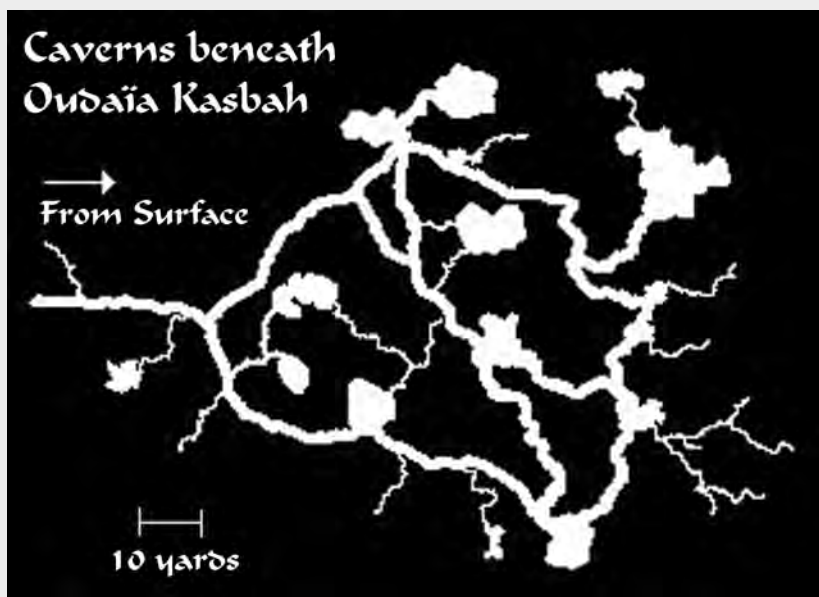
For centuries, the Oudaïa Kasbah was a defensive point for the city later known as Rabat. Countless wars were waged against the city, ranging from Berbers to Arab tribes to pirates. Although few know it, there is a vast underground tunnel system beneath Oudaïa Kasbah. These underground walls are rough hewn and cavernous, damp with moisture of the sea and dank smelling. Lurking within these underground passages are ghouls who have been forced out of the remainder of the city. With the arrival of the French and the re-building of Rabat, the group of ghouls who once prowled freely at night now lurk beneath Oudaïa Kasbah until sunset. Then they forage through garbage, as the nearby cemetery is no longer used, and it is too risky to venture into the depths of the city.

VILLE NOUVELLE

While Rabat's medina and Oudaïa Kasbah maintain the historic atmosphere of the city, the Ville Nouvelle certainly brings visitors into the 20th century. As early as 1912, construction commenced in this quarter, bringing modernity to Morocco. Marshal Lyautey worked with engineers and architects to develop the outer stretches of the newly declared Moroccan capital. Wide boulevards, lavish parks, private residences, apartments, hotels and government buildings were erected. By the 1920s, the "old" Rabat appeared as though it were under siege

INEK AND THE CAVERNS BENEATH OUDAÏA KASBAH

Since the days of the Roman occupation, when Sala Colonia stood tall, Inek has been living in the area. He has lived through the countless war, and dined upon the grandest of nobles, warriors and sorcerers. He knows the secrets of the *Tablets of Ur-Nansha* (Chapter Six), and the location of the graven map to the Lost City (Chapter Seven). He is one of the ghouls with whom a bargain can be struck.



There are several ways for investigators to learn about the caverns of Oudaïa Kasbah, and thereby discover Inek. Simply spending a few days in the souks, listening to gossip is likely to provide a hint about the caverns. It is unlikely that anyone will directly engage in a conversation about the ancient caverns, for they are rumored to possess devilish creatures. But it is possible for an investigator to overhear such a conversation. A successful **Luck** roll means an investigator has stumbled across two or more people chatting about the caverns. This roll is must be followed by a successful **Listen** roll, indicating the investigator can hear a hushed exchange. And finally, a successful **Other Language: Arabic** roll is required for the character to understand the conversation. Keepers should feel free to mislead players who fail these checks, providing exciting but wholly false information. The occasional wild goose chase is useful to keep players from believing all garnered information is of great import.

Once the caverns have been discovered, undoubtedly investigators will encounter the ghouls. These ghouls are not feral. Although they long for human flesh, they fear being captured and killed. When encountered, they flee, gibbering warnings to others as they pass into the shadows of the caverns. If cornered, they attempt to communicate. Most are capable of speaking Arabic, and a few speak other languages, including French. Investigators attempting to communicate with these ghouls must make language rolls at one-half normal ability. A success conveys that the investigators should speak with Inek. Investigators who take the time to converse with Inek can learn the history of the *Tablets of Ur-Nansha*.

Inek, Ancient Glib Ghoul

STR 16 CON 14 SIZ 14 INT 16 POW 11
DEX 12 HP 14

Damage Bonus: +1D4

Weapons: Claws 41%, damage 1D6+db,
Bite 30%, 1D6+automatic worry.

Spells: Shrivelling, Steal Life, Summon/Bind Fire Vampires.





ADVENTURES IN THE 1930s

Keepers running scenarios or campaigns in the 1930s might consider including the Taifa, a pro-Moroccan group who spread anti-French propaganda throughout Morocco. One of their centers of operation is Rabat. They make public speeches, rallying the citizens, attempting to unify them against the French Protectorate. Behind the Taifa is a group of intellectuals named the Zawiya. This group is strongly disliked by the French Protectorate government, and as a result, the identities of the Taifa, the inner circle members, are kept secret. For more information about these secret societies and other groups, see Chapter Eight.

by the new French additions. This in turn, attracted Europeans to the luxurious city, making Rabat all the more exotic with the influx of foreign sightseers. Rabat is the center for all of the French Protectorate political and military decisions. It was also the target of many protests and attacks by zealous, anti-French groups.

When entering the Ville Nouvelle, the impressive array of architecture immediately captures the attention. During the decades of the '20s and '30s, Rabat

expanded with a wide array of architectural styles, shifting from a modernized Moorish appearance that made considerable use of tall arches in a long series, to Art Deco and Neo-Classicism blends of Romanesque and Moorish styles. When traveling down a boulevard, undoubtedly visitors will be amazed by the intricate mosaic patterns on the five- and six-story buildings. Likewise, the interiors of the buildings possess elevators and ironwork, spiral stairwells, and colorful interior designs. Occasionally, when describing the geometric friezes or colorful tilework of building interiors, the keeper may make secret **Luck** rolls to notice any unusual inscriptions, patterns, emblems or sigils of mystical meaning, or representative of a local cult.

2. HOTEL DE PARC

Didier Bettancourt is the owner of a fusty, two-story hotel along the southern wall of the Medina. It has a view of the Triangle Park, but other than that, it has little going for it. Because of its proximity to the rail station, travelers frequent the hotel—usually low budget travelers. While being a horrid place to spend a night, due to the rotting mattresses and the stained walls, it is nonetheless cheap. Didier asks no questions of his boarders and seldom does he provide an answer about happenings in Rabat. Unless Didier has recently washed the linen, the single room rate is 2 dirham a night. Guests can expect a decrepit bed, tattered linens and solid shuttered windows, without glass. The hotel does have electricity, but 50% of the time the single ceiling light bulb is burned out. All guests are expected to find their own toilets outside the hotel.



The streets of Old Medina are narrow and often crowded

Didier Bettancourt, age 51, Hopeless HostellerSTR 13 CON 12 SIZ 14 INT 13 POW 15
DEX 9 APP 12 EDU 14 SAN 75 HP 13**Damage Bonus:** none.**Skills:** Accounting 35%, Bargain 25%, Hide 44%, Listen 30%, Other Language: Arabic 55%, Other Language: English 59% Sneak 34%.**Description:** Didier has lived in Casablanca for 10 years of his 51 year life. Although his hotel is a ramshackle affair, he turns a tidy profit, making this somewhat rotund businessman jolly and an avid shopper at the local souks.**3. LA CUISINE DU JARDIN**

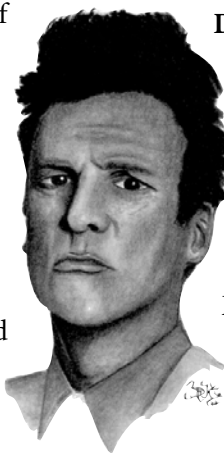
Nestled in the eastern district of Ville Nouvelle is a posh French eatery that specializes in both traditional Moroccan and French cuisine. This two-story building, with imposing columns flanking the entrance is frequented by mostly influential businessmen, politicians and wealthy tourists. There is no need for characters to make reservations, the restaurant is always booked. Only a successful **Fast Talk** or **Credit Rating** roll can open the doors for investigators. And once inside, their access is limited to the first level—the location of the more mundane elite.

Gaining entry to the private second floor of La Cuisine du Jardin requires high social or political contacts, or celebrity. Unlike the first floor, which is dedicated to dining, the second floor also holds a casino. Here the upper echelons of society dines, mingles and decides the fate of Morocco. The second floor also has open balconies, with ironwork rails, where diners can enjoy the open air while consuming the best beverages and cuisine in the city.

Should investigators manage to earn the favor of Guerin Cuvier, the owner of La Cuisine du Jardin, then they are allowed to share in the delight of dining on the first floor. It is unlikely that Cuvier will grant them access to the second floor without a letter of reference from a French official, either a politician or the Prefect of the Police or someone else significant. Cuvier does not want the reputation of his extravagant business to be blemished by the inclusion of common people.

Investigators who look into the gossip of La Cuisine du Jardin find that while there are many legitimate business negotiations being performed over expensive glasses of champagne, there are also

numerous under-the-table deals being made for food, weapons and political favor. Asking too many questions about such “questionable” activities could likely result in threats or physical retaliation. Things for the most part are operating smoothly in Rabat, and no one wants a troublemaker. See Chapter Six for more details.

Guerin Cuvier, age 29, Profitable RestaurateurSTR 12 CON 13 SIZ 13 INT 13 POW 12
DEX 12 APP 10 EDU 13 SAN 60 HP 15**Damage Bonus:** +1D4.**Weapons:** .38 Revolver 36%, damage 1D10.**Skills:** Accounting 41%, Art (Cooking) 44%, Bargain 35%, Fast Talk 47%, Hide 34%, Listen 34%, Other Language: Arabic 65%, Other Language: English 49%, Sneak 34%,**Description:** Guerin is a Frenchman who came to Morocco to earn a fortune, in a legitimate business and the underground market. As things stand, he makes plenty of money from his restaurant, but he makes more from black market dealings. He has lived in Morocco since 1913, and has many contacts throughout the country. If investigators are looking for illegal or unusual items, Guerin is the man who can find them.**4. PREFECTURES (GOVERNMENT BUILDINGS)**

All official matters in Rabat, including those of Protectorate law enforcement, are handled in the Prefecture complex. Unlike most Western government buildings, those in Rabat are splendid, surrounded by garden, and shaded by palms. The majority of the structures are Art-Deco-Moroccan styled—in an attempt to blend the popular European styles with those of traditional Morocco. Of all the Protectorate Prefecture sites in French ruled Morocco, those in Rabat are the first to be completed. Even so, some are older buildings that are in dire need of revamping. Most everything from records, to immigration, to import and export documents can be found in the Prefecture buildings.

As with Casablanca, investigators can locate housing records, business permits, land purchase, sales reports, court claims, and most every other civic and often national paperwork.

AVENUE OF FRANCE

By the 1920s, the Avenue of France had become the popular locations for influential and successful banks, retailers and apartments. Reaching from the northern edge of Rabat's medina to the southern end of Ville Nouvelle, there was plenty of room for those who could afford the prices. Also located along this avenue is the government buildings, post office, and a French operated hospital. Unlike other sections of Rabat, there are no street vendors or open-air souks present. This swath of paved perfection is a political statement about French dominance over Morocco and does not tolerate its reputation to be sullied by anything "common."

Keepers looking to expand upon Rabat should use this avenue for as the location of nearly all government buildings, including consulates, national banks and military offices.

Palais de Justice (Palace of Justice)

French ruling officials were anxious to complete the Palace of Justice in order to quickly establish rule and law over the city. It is from this blueprint that other French-Moroccan cities are patterned. In most major cities, a Palace of Justice can be located. Although the Protectorate often allows Moroccan sultans to appoint judges to the courts, most of the time French officials must approve them. The approval process usually involves bribery, favors, or other means of coercing the government system.

GOVERNEMENT À LA CHAMBRE DES DOSSIERS HISTORIQUES (GOVERNMENT HOUSE OF HISTORICAL RECORDS)

Public Holdings

The Historical Records House is a compact building, with three floors. The main floor holds the public resources; the top floor contains the administrative offices; the basement is locked to the public (although keys can be found in the offices).

Access to the historical records in Rabat is public, except for the rare and museum quality holdings. While the public records will make references to Herodotus, the ancient Greek historian, and his account of the city lost in the sand, and provide a few newspaper accounts of expeditions to the Sahara, specific details cannot be learned without gaining

access to the rare holdings. In order to do this, an investigator must either make a successful **Academic Standing** roll or **Credit Rating** roll. Other options are left open to the keeper, such as Fast Talk, bribery, blackmail, or simply breaking and entering.

Rare Holdings

Determined investigators who find a means of pursuing the rare holdings should be rewarded with useful information, even if they fail their associated rolls. Those who succeed should be granted greater insight.

The records are archaic and disordered. An investigator can make three **Library Use** rolls a week to garner useful information. A critical failure means that a valuable resource has been destroyed—paper torn, or crumbled; a stone tablet dropped and broken. Regardless of the damage, the investigators will be expelled from the Rare Holdings room, with no hope of regaining access without using unorthodox means, or hefty bribes.

Luisa Aznar, age 29, Hopeful Explorer and Hopeless Librarian

STR 09 CON 10 SIZ 09 INT 13 POW 11
DEX 15 APP 15 EDU 12 SAN 55 HP 10

Damage Bonus: none

Weapons: .38 Revolver 33%, damage 1D10.

Skills: Accounting 32%, Bargain 41%, Fast Talk 45%, Hide 39%, History 71%, Library Use 68%, Listen 35%, Literature (Spanish, French, Arabic) 54%, Sneak 29%, Other Language: Arabic 75%, Other Language: English 52%.

Description: Luisa is of Spanish and French



WHAT LUISA AZNAR KNOWS

Ideally, Luisa would like to adventure—to travel across the mountains and into the desert (see Chapter Seven, the scenario “The Ocean of Sand” for more details). She has researched the Lost City for years. But in Moroccan society, females do not possess enough power or credibility to undertake grand, *male*, adventures. Given the chance, and if invited, she will join investigators on an expedition, offering her skills in exchange.

BEFRIENDING LUISA

Once the investigators have Luisa’s trust, she will gladly become their guide in Morocco. Her government connections, and knowledge of culture and language is invaluable for any expedition. Additionally, she has kept journals or her studies, and while they are written in a personal shorthand, she is likely to provide information if investigators need clue or nudging in any particular direction.

Should the investigators decide to trick Luisa, lie to her, or attempt to not include her in any expedition, she will use her connections to causes endless troubles for the betrayers. How she does this, and the degree of severity is left to the keeper.

descent. Although born in Spain, she moved with her family to Morocco. Her father held several respected offices in the Prefecture during his lifetime, and he managed to secure a position for Luisa before his death in 1918. But record keeping has never been Luisa’s love. She adores Morocco, and its lengthy history, and she sympathizes with its people. For years she’s provided useful information to rebel groups throughout the country, and in return she has made several useful contacts.

5. L’HÔTEL GRAND DE PARIS

Standing tall, along the Avenue of France, the main thoroughfare of Rabat, is the capital city’s pinnacle of hotels. With over 200 rooms, each brimming with European styled décor and all the amenities of modern society, L’Hôtel Grand De Paris is the temporary home to many visiting dignitaries and influential people. The façade of the six-story building is ornate and dotted with balconies and glass windows. Investigators hoping to rent a room at this grand hotel must make a successful **Credit Rating** roll at one-half normal ability. Otherwise, they are not given a second thought. No amount of greasing of palms can buy a room at this respected establishment. Should an investigator finagle her way into a room at the hotel, she should immediately be granted a 1D6 roll to her Credit Rating skill for such a prestigious accomplishment.

Besides its elegant rooms and extraordinary restaurant, it also possesses an excellent view of the government buildings across the avenue. From a

front room at L’Hôtel Grand De Paris, and with the assistance of a telescope, investigators can survey most activity in the nearby Protectorate Prefectures (government houses). While curtains of the Protectorate Prefectures can always curtail such observations, the warm Moroccan weather usually causes the occupants of the political center to open their windows.

6. L’ÉTOILE DE LA VILLE NOUVELLE

Beyond the Prefecture complex stands a five-story apartment building known as The Star of the New City. Like its compatriots along the Avenue of France, it has the latest amenities, including spacious multi-bedroom apartments, hot and cold water, private baths and personal balconies. Tall Moorish arches give the building an exotic feel, while providing the illusion that it is a traditional Moroccan structure.

The apartments are outrageously priced—keepers are free to charge any ridiculous rent desired. The waiting list is long, so investigators planning an extended trip in Rabat must find a way to push their name up the list. Letters of reference from political officials or influential citizens allow a **Credit Rating** roll. Success brings an open apartment. Failure results in being placed on the waiting list. This shortcut can be tried once a month. A critical failure results in the owner of the apartment ignoring all future applications by the investigator.

Landing an apartment at L’Étoile de la Ville Nouvelle earn characters prestige, and bonuses on their Fast Talk and Persuade rolls when speaking to those



L'étoile de la Ville Nouvelle

who can afford the apartment rent but are far down on the list. Keepers may decide the temporary percentile bonus for these skills as the situation deems.

Henry Emerson, age 30, Successful Businessman (ONI Military Officer)

STR 15 CON 14 SIZ 14 INT 13 POW 12
DEX 13 APP 16 EDU 13 SAN 60 HP 14

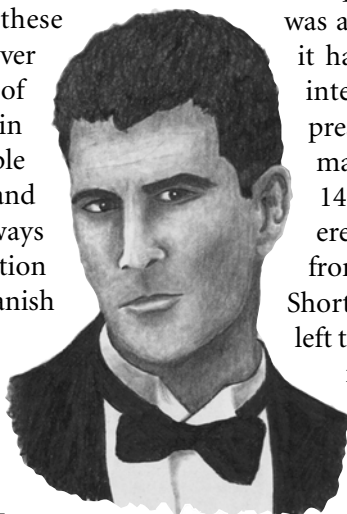
Damage Bonus: +1D4.

Weapons: Fist/Punch 60%, damage 1D3+db,
.45 pistol, 58%, damage 1D10+2.

Skills: Bargain 35%, Disguise 33%, Fast Talk 47%,
Hide 34%, Listen 34%, Sneak 34%, Speak Other
Language: Arabic 35%, French 41%.

Description: Henry is a suave, stylishly dressed man who lives in the plush apartments of L'étoile de la Ville Nouvelle. When asked about his occupation, he says he is an import/export agent. And while he does do some work along these lines, it is nothing more than cover for his work for the U.S. Office of Naval Intelligence. Henry's main interest in Morocco is the possible illegal importing of U.S. arms and munitions. Naturally, he is always interested in any useful information pertaining to the French or Spanish navies and militaries.

The keeper should play Henry as an inquisitive businessman, always on the lookout for a good deal. But suspicious investigators who make a successful **Psychology** roll may pick up on a



trend in Henry's questioning. If this happens, the keeper should not reveal all. Rather, only hints should be given to the players that Henry seems to have an ulterior motive. Suggestions along the lines that he might be involved in gun-running, or black market operations would work well to increase the intrigue, causing investigators to research Henry's background.

Should investigators probe too deeply by visiting the Prefecture Houses, and inquiring about Henry's passport and records, they could likely get the French authorities involved. Henry does have ample paperwork and background, but his income doesn't seem to match his lifestyle. This discrepancy will lead French authorities to one of two possible conclusions. Henry is not paying the proper taxes and tariffs on his importing and exporting operations, or Henry is making money illegally. Of course, because of the unrest in the country, the worst will be assumed of Henry, and he could likely be investigated as a possible arms dealer. The keepers who wishes to follow this path should set loose French investigators who will trail both the players and Henry.

CHELLAH NECROPOLIS

On the southeastern fringe of Rabat stands the ancient Chellah Necropolis. In the 13th century a mosque and burial site was built upon what once was an ancient Merinid tomb. Over the centuries it has expanded as greater numbers have been interred inside this "city of the dead." An impressive gate with a towering archway forms the main entrance to the necropolis. Later, in the 14th century earthen colored stonewalls were erected around this sacred location, protecting it from the living who would desecrate the ground. Shortly thereafter, the necropolis was abandoned, left to robbers and nature which slowly consumed its original glorious appearance over time. The site is also the location of the Roman city Sala Colonia. Outside the walls there are still ruins of the ancient city.



OPTIONAL CHARACTER TEMPLATE: OFFICE OF NAVAL INTELLIGENCE MILITARY OFFICER

Since its establishment in 1882, the Office of Naval Intelligence has provided information to maintain United States dominance over the sea. During WWI, the ONI expanded their operations, venturing into counter-intelligence, ferreting out foreign spies and saboteurs who might attempt to destroy military production facilities. After WWI, the ONI's role further expanded, creating one of the United States' first military foreign intelligence gathering agencies. While the original directives were maintained, the ONI in the 1920s attempted to infiltrate foreign countries to gather intelligence for the U.S. Navy and Army to determine military capabilities. Very few foreign powers were excluded from this espionage, including the United State's own allies.

Throughout the 1920s, the ONI worked with the Army's Military Intelligence Division (MID), producing countless classified documents for Congress and the President.

ONI MILITARY OFFICER

Call of Cthulhu players have two choices of ONI Military Officers: Military Officers stationed within the borders of the U.S., assigned to counter-intelligence activities, or agents assigned to covert operations in foreign nations. Both are dangerous careers, and require intelligence, creativity and a wide variety of skills. Both types of the ONI Military Officer share the fundamental training, with only minor variations for each specialty. To become an ONI operative, characters must have naval experience. The keeper may require that such characters be based upon the "Military Officer" template in Chaosium's *1920s Investigator's Handbook*. Once a character enters the ONI, he or she must serve for at least four years, not including the one year training program.

Earnings: Lower Middle Class to Upper Middle Class.

Contact and Connections: ONI Military Officers stationed within the borders of the U.S. or on foreign soil have many contacts. These are necessary for their success. However, during the 1920s, funding is short for the ONI, so often foreign agents had to turn to creative means to acquire money to pay informants or to establish contacts. By the very nature of their occupation, ONI agents seldom have open contacts within local governments. Making their presences publicly known defeats their directive to gather information.

ONI COUNTER INTELLIGENCE MILITARY OFFICERS:

Military Officers enter an intensive one year program that allows players to automatically improve an investigator's skills by 2D6 percentiles in the following areas: Dodge, Drive, Fast Talk, Hand Gun, Hide, Psychology and Sneak.

ONI FOREIGN MILITARY OFFICERS:

Foreign operatives are trained at the same Naval Institute, but specialize in other skills. Such agents can improve their skills by 2D6 percentiles from the following list: Bargain, Fast Talk, Hide, Other Language, Psychology, Photography, and Sneak.



Ancient Roman Ruins at Sala Colonia

6. SALA COLONIA

All that remains of this once magnificent Roman city are heaps of crumbled stone covered in sand. Broken pillars are scattered across the ground, as are wind-eroded walls. The majority of artifacts are

buried beneath the sand. Without a major excavation effort, it is likely investigators will only find the most minor of everyday items.

EXCAVATIONS AT SALA COLONIA

Serious excavation of Sala Colonia did not start until the 1930s. Nonetheless, this probably did not stop the

CULTS IN MOROCCO

The cults in and around Rabat tend to be those who descended from one of the Roman cults in the city of Sala Colonia. This cult in particular worshipped Cthugha, often calling fire vampires to do their bidding. Should the local cult become suspicious of an investigator nosing around, or fear that the *Tablets of Ur-Nansha* are in danger of being stolen, the cultists will not hesitate to attack the investigators.

Such an attack is likely to be viewed by the French Police Prefect as a rebel uprising, and given little credence, as such matters are province of the military. Likewise, if the number of people attacked or killed is small in number, the military has little concern as they are fighting a war in the Rif Valley.

Outside of Rabat, the cults tend to worship Shub-Niggurrath. In Casablanca and in the interior sections of Morocco, investigators are more apt to encounter this fell type of cultist. Keepers are free to embellish upon the cults or invent conflicts between the cults.



RABAT SKULL

In 1933, in a nearby stone quarry, workers discovered the skull of a humanoid. It resembled Neanderthal man, but lacked some of the qualifying traits. Additionally, stone tools were also found in a nearby sandstone pit.

From geological records, the sandstone was placed somewhere between the third and second interglacial epoch—giving the skull an approximate age of around 200,000 years. At the time, anthropologists were unable to classify the skull, causing speculation that there was a human fossil group that indicated an separate evolution of humans from those of Europeans.

amateur archeologist, or those who sought fame in the hopes of unearthing some long forgotten treasure. In fact, buried within the crumbled remains of one of the Roman villas were the *Tablets of Ur-Nansha* (see Chapter Six for details).

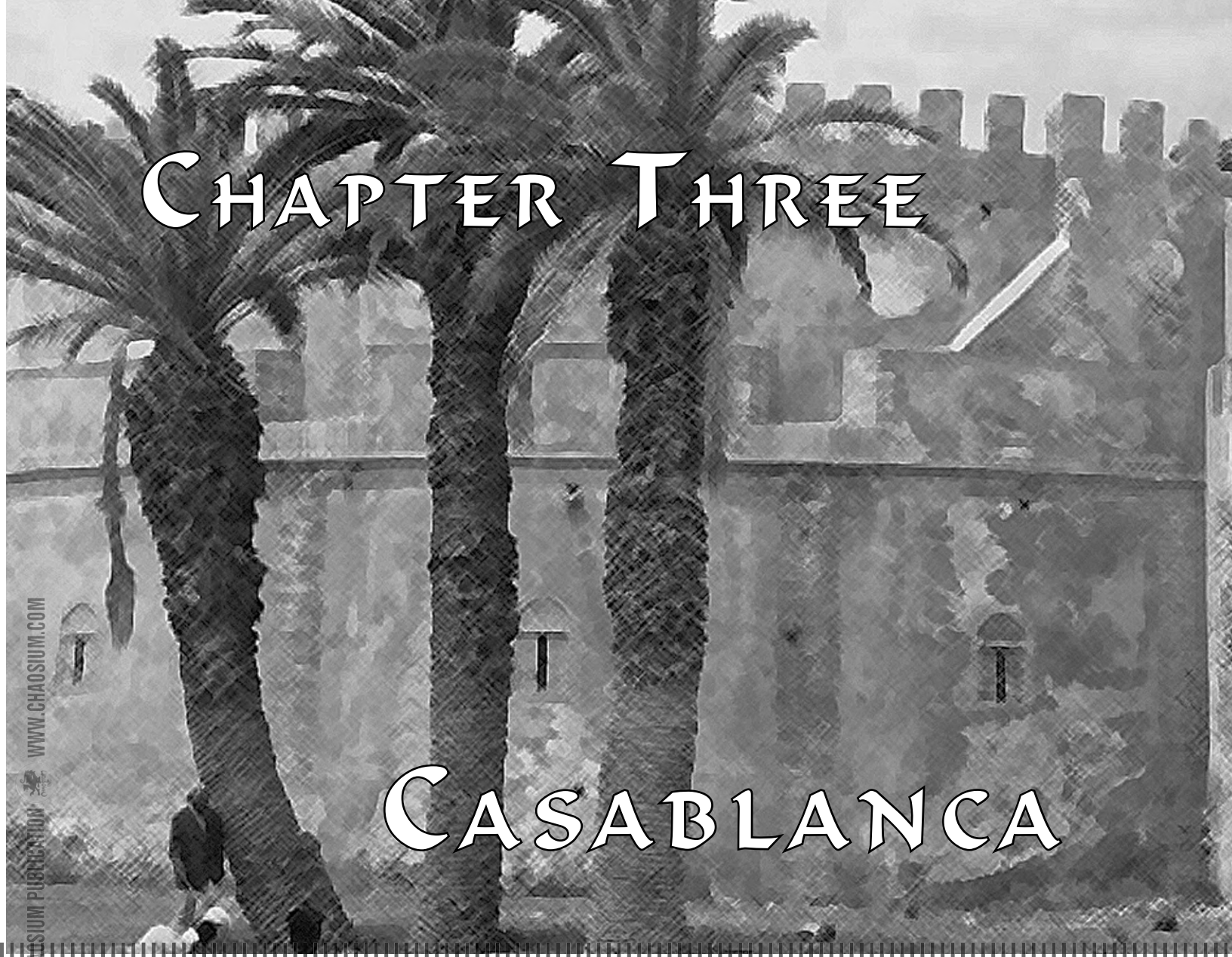
Investigators who have some training in archeology, history, anthropology or who are treasure hunters are likely to be interested in the ruins of Sala Colonia. Characters who have come into contact with the ghoul named Inek, in the caverns of Oudaïa Kasbah are likely to know of the *Tablets of Ur-Nansha*.

Additionally, for every week of excavation, com-

bined with either a successful **Anthropology** roll at one-half normal ability, or an **Archeology** roll at normal ability, and a successful **Luck** roll, investigators unearth an ancient Roman pot, urn, or other item of interest.

Sharp-eyed investigators working the site have a chance at detecting recent excavations by making a successful **Spot Hidden** roll or a **Track** roll. The insights gained are clear. Someone has gone to much effort to unearth something, and has been careful to cover their excavation work. Furthermore, it seems as though they had known exactly where to look.





CHAPTER THREE

CASABLANCA

THE ECONOMIC CAPITAL OF MOROCCO

Like Rabat, Casablanca possesses a unique mixture of architecture, ancient and modern, and the exotic feel of Morocco. The most noticeable feature of Casablanca (“The White House”) is its proliferation of white buildings. In the city’s medina are countless flat-roofed buildings, lining the zigzagging streets of the ancient city. Souks, markets and over 100,000 people fill the streets of Casablanca by the 1920s.

Toward the south of the city is the newly constructed Quartier Habous, the district mainly occupied by French-Moroccans. This area, as with Rabat, is the new heart of the city with parks, hospitals and the Prefectures. It is this section of Casablanca that investigators will find the most hospitable, with cabarets, restaurants, hotels and modern amenities, including streets wide enough for automobiles.

During the years of the French Protectorate rule, Casablanca became the largest port city in Morocco. In the previous century, the port of Casablanca was so small that many ships had to anchor off shore and transport cargo and passengers by smaller vessels to the port. By the end of the 1930s, the port has been expanded dramatically, and capable of supporting many ships at once. This development created the Port district. Along the main thoroughfare of this district there are warehouses and various shabby hotels and businesses wholly dedicated to the mariners who frequent the port.

CASABLANCA

MOROCCO
c.1930



ATLANTIC
OCEAN



PORT

RAILWAY
STATION

MOSQUE

PLACE DE
FRANCE

OLD MEDINA

PARC DE LA
LIGUE ARABE

NOUVELLE MEDINA

2 KILOMETERS

2 MILES



F. SMITH

THE QUARTERS OF CASABLANCA

OLD MEDINA

Originally, the name given to Casablanca's medina was Anfa. Like most other medinas in Morocco, defensive walls protected it. During the 16th century, pirates troubled the city, eventually leading to its destruction by the Portuguese—in hopes of eradicating the Barbary pirates in the area. It was after the Portuguese occupation that the city was named "Casablanca."

Like many of Morocco's other cities, Casablanca has a medina. Old Medina is the oldest district within the city of Casablanca. Like most medinas, the buildings are crowded together behind defensive walls. The district was built upon the former city named Anfa—a haven for Barbary pirates in the 16th century. Troubled by the pirates, the Portuguese razed the city, and rebuilt it, dubbing it "White House," or Casablanca. Now all that remains of this original site is Old Medina.

Even though the whole of Casablanca is surrounded by industry—factories and mines—the Old Medina has maintained much of its charm. Visitors find that Berber and Arabic are the most common languages spoken inside the Old Medina. Having been occupied by so many peoples for so many centuries, the denizens of the district are friendlier than those of other medinas. Nonetheless, there are those who still dislike the presence of foreigners.

1. TAHAR EL-ALAOUI (OUTDOOR SOUK)

Not far from the Place of France, is one of Casablanca's popular souks. Each day craftsmen congregate to offer their wares. Copper, brass and earthenware plates, bowls and pots are put on display. Tents are erected to shade customers from the hot midday sun. Scattered along the remains of the western wall of the Old Medina are throngs of people who come for handmade carpets and clothes. The Tahar el-Alaoui is as much a place to enjoy conversation, as it is a market. Investigators visiting this souk over several days are likely to encounter all manner of people. Everyone from native Moroccans to tourists make an appearance in this popular spot. If news from beyond the borders or within the borders of the country is desired, all that is required is a friendly demeanor and perhaps a successful **Luck** roll to find the desired information.

Typical Souk Merchant

STR 11 CON 12 SIZ 12 INT 13 POW 11
DEX 13 APP 10 EDU 8 SAN 55 HP 12

Skills: Bargain 58%, Conceal 22%, Fast Talk 40%, Listen 31%, Other Language: French 44%.



The Streets of Old Medina

Rabi Hafid, Tea and Herb Merchant

STR 12 CON 14 SIZ 12 INT 16 POW 15
DEX 9 APP 10 EDU 14 SAN 75 HP 15

Damage Bonus: +1D4.

Skills: Art(Drinking), 23% Bargain 35% Conceal 25%, Craft(Counterfeit Artifacts) 75%, Cthulhu Mythos 2%, Fast Talk 44%, Hide 26%, History 52%, Listen 57%, Occult 15%, Speak Other Language: English 70%, Arabic 49%, Spot Hidden 47%.

Throughout the medina, Rabi is known for her teas, but she is better known for her ability to foresee the future. She usually sits beneath a canopy along the narrow souk streets, with ceramic pots filled with various blends of tea. Many of the blends she gets from incoming merchant ships. Often the crew brings her tea in return for a fortunetelling. Rabi is the first to proclaim that she knows nothing of the future—she

HAGGLING

It is a common practice in Morocco to banter about the price of merchandise. Only on rare occasions can a price tag be found on an item sold in a souk. The reason for this practice is to allow the merchant to appraise the customer, thereby determining the price. It is fully expected that the customer will attempt to haggle the initial proposed price. Therefore, the first price is usually higher than what is expected.

Of course, keepers should keep this information secret from the investigators. While the controlling players might be fully aware, the knowledge of the investigator is determined by the keeper or by the use of the Etiquette skill. A success means the character understands enough about the culture to know to bargain with the merchant. A failure means that the character assumes, as in most of the Western world, the price stated is the final price.

To roleplay haggling, the merchant and the character can make opposed **Bargain** rolls. Of course, this process is nearly impossible if the people engaged in the haggling do not speak a common language. But if they do, then the character who rolls the lowest on the Bargain skill wins the first round of haggling. This means that the price of the product is decreased by 5%. A second round of haggling can follow this, with opposed **Bargain** rolls being made once again. Another success brings another 5% decrease in the price. At anytime there is a failure, it means the merchant has come to his final price for the product, and believes the customer is more than capable of paying it. To attempt to haggle beyond this point is insulting, and could result in the merchant ignoring the character, turning his attention to a better candidate.

Earnest hagglers can also include the use of Fast Talk rolls—providing they speak a common language. A successful **Fast Talk** roll gains the investigators a temporary 5-percentile bonus to his Bargain skill. A critical success earns a 20-percentile bonus.

Obviously, a talented haggler can bring the price of a product to an unreasonable level. It is left to the keeper to decide what price is low enough and halt the bargaining at that point.

simply recounts memories of a possible future past.

These memories are remarkably accurate. Any investigator who spends a day exploring the Old Medina can make a **Luck** roll at one-half normal ability to learn rumors of Rabi Hafid. Of course, approaching her directly, and asking her to speak of the future does not win Rabi's favor. While she's accustomed to foreigners buying her tea, she always denies that she can see into the future. Such a talent needs to remain a secret, or at least nothing more than a rumor.

GETTING A READING

Investigators who desire to know their future must make a **Fast Talk** roll. Offering bribes are likely to increase the possibility. If the keeper deems the bribe to be suitable, the base skill can be doubled before rolling. Similarly, a clever investigator who makes a **Psychology** roll before attempting a Fast Talk, may learn how to manipulate Rabi. In all cases, Rabi's

fee is always haggled (she enjoys haggling), and she gains a bonus (a minus for the investigator) when bargaining—she is psychic. Bargain rolls are made at one-half normal ability. A successful **Fast Talk** and **Bargain** roll causes Rabi to invite the investigator to a small, round table where she brews tea. It is there, in the hustle and bustle of the souk, where she will speak of the investigator's future.

WHAT RABI KNOWS

Rabi honestly believes she is seeing the future. She also believes that it is the tea that helps her to peer beyond the veils of time. The particular blend is one that she has created. It is an herbal tea, comprised of several local plants. This blend is a secret, one that Rabi will never part with.

Rather than seeing the future, Rabi has Second Sight. This skill is supernatural, and it allows her to see into the ethereal world, to read auras, to sense things that others cannot see. Given the number

of years Rabi has been reading auras, she's learned become an accurate soothsayer. Troubled, worried, and haunted investigators have auras that allow her to subconsciously come to conclusions. And it is the tea that awakens this ability in her. As Rabi is very superstitious, she avoids certain places—this is her Second Sight warning her away from danger. She simply considers it a “bad feeling.”

2. LES ANTIQUITÉS DE BUADRIAD

Folding into the buildings along the southern side of the Old Medina is a not often frequented shop of antiquities. The cramped, stone building is owned and operated by Onfroi Jean Baudriat. Onfroi is known throughout Casablanca as a shady business-

man, always taking advantage of customers whenever possible. However, his pleasant façade does not betray him to new visitors to the city. Rather, his overdone performance makes him appear harmless, a somewhat poor entrepreneur, and nothing more.

If investigators spend more than three weeks in Casablanca before encountering Onfroi, they will learn of his questionable reputation. However, there are opportunities for cautious investigators. If they are familiar with Onfroi, he offers them true antiquities garnered from the ancient homes, cities and necropolises of Morocco. For this to happen, characters must confront Onfroi with his notorious reputation, and make a successful **Fast Talk** roll to convince him that they are not to be trifled with. A

SECOND SIGHT (01%)—OPTIONAL SUPERNATURAL SKILL

The psychic sees things that are invisible to others. The world is rife with ethereal creatures, ghosts, demons, haunts, alien creatures, pookas, fairies, and all manner of things. The psychic can also see auras that radiate from a person.

This skill is always active, even when the psychic's eyes are closed—sounds and scents are often experienced as well as tactile senses such as a cold chill. A character with Second Sight is given to hallucinations, hearing whispers, or experiencing what is known as *déjà vu*. All of these experiences challenge the character's sanity, often resulting in SAN loss. To avoid this, a psychic tends to avoid locations occupied by strange entities and spirits. However, there are certain areas where traumatic events have occurred, these leave psychic stains. Simply passing through the spot where a brutal murder or human sacrifice has occurred might fill a psychic's mind with a jumble of visions, sounds, and sights. The keeper must determine when such events take place. Additionally, Second Sight allows a character to see the aftermath of magical rituals or happenings. Such places usually present to the psychic as auras, rancid odors, or uncanny sounds.

Because those with Second Sight can also read human auras, they tend to gain bonuses on Psychology, Persuade, Bargain, and Fast Talk rolls—providing the psychic can interpret the aura correctly. Auras are difficult to interpret. Many things influence the color, including mood, health, magic, future and past events, and most everything else that influences a person's life. And auras are not just colors, they are also patterns and vary in intensity, color and pattern combinations. It is left to the keeper to decide upon a system for the character. And it might be that no two psychics with Second Sight experience the ability in the same manner. As a reference, red typifies anger, lust, and hatred, while variations on red, such as ochre or orange may reveal other emotions such as passion, lust, and greed. Darker colors such as blue and black tend to be ill omens, perhaps signs of illnesses, curses, or possessions. The brightness of the aura typically indicates the intensity of something, or perhaps represents characteristics such as Power. Auras also blend colors, suggesting personality traits. The dominant personality is usually the strongest color, while others intermingle to form an overall hue. Those with Second Sight can learn to gaze at the different levels of an aura to gain deeper understanding.

While reading an aura can do many things, it does not reveal truths or lies when being told. Instead, a psychic might view the overall aura, and perhaps find anger or happiness, and combine this with what is being said, thereby speculating upon the truth.

USING SECOND SIGHT IN *CALL OF CTHULHU* AND *PULP CTHULHU*

It is left to the keeper to grant investigators Second Sight from drinking Rabi's tea. It is the tea that allows the ability, but only temporarily (1D2 hours). Imbibing it has no immediate effect, but within 5 to 10 minutes, an investigator begins to see the world through different eyes. This can be horrifying and sanity shattering the first time. The first experience of Second Sight always results in 1D6 SAN loss, followed by 1D10 minutes of unconsciousness. Upon waking, unless the tea has worn off, the investigator still has Second Sight at the base skill level. Using the skill increases the ability just as with other skills. Reference the rules in the *Call of Cthulhu* rulebook. While Rabi's tea enhances the psychic ability, once an investigator's eyes are opened, they remain open. Second Sight remains active after imbibing Rabi's tea. It will likely take time for the investigator to comprehend what she is seeing, and Rabi will be of little use as she doesn't fully understand it, and as she was born with it, she simply sees the world through the talent.

PULP CTHULHU INVESTIGATORS

It is quite likely that an investigator created using the *Pulp Cthulhu* rules already has Second Sight. If this is the case, then drinking the tea immediately grants the character a 1D10 roll to advance the supernatural skill of Second Sight. This is a one-time effect. Drinking more tea does not add additional bonuses.

If the keeper decides, she may allow a *Pulp Cthulhu* investigator to gain Second Sight from using the tea. If so, then the character gains the Trait Second Sight (ignoring the Trait limitations), and makes an immediately 1D10 roll to gain skill points. All other rules from *Pulp Cthulhu* apply to this character.

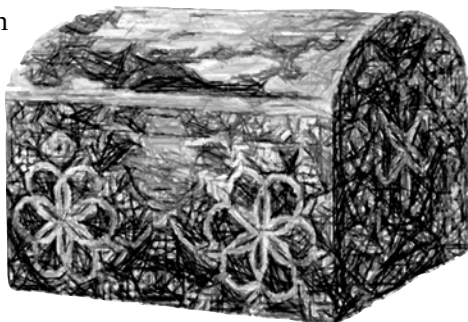
success brings investigators rare trinkets, maps or books (see Onfroi's Private Collection). A failure rewards them with worthless junk, although it appears quite valuable. The keeper should use Onfroi as a focal point for scenarios, by directing or connecting new or ongoing adventures.

Should a Fast Talk fail on Onfroi, a sufficient bribe is likely to win him over. While he has many valuable antiquities, many of which would be of interest to French, British and American Museums, he also possesses a number of fraudulent items.

ONFROI'S PRIVATE COLLECTION:

Chest of the Harami

Unique item. The chest of the Harami is constructed of yellow citron wood, with inlaid brass arabesque designs. By all appearances it is of recent manufacture, but in reality it was constructed in the 2nd century A.D. by a powerful Roman sorcerer. The chest possesses an ornate, brass lock of Roman design. Within the chest



is the summoned essence of a powerful demon. But to all who gaze upon the chest's contents, there appears to be little more than dust. For many years, the chest was located in the ruins of Sala Colonia, until discovered in 1919 by Aswad ibn Fahd, a man seeking treasure within the ancient Roman ruins. And he found it, losing his life as well.

For the soul-stealing demon in the chest to gain control of a person, the chest must be in close proximity to the victim for one full night. After sunset, and while the victim is sleeping, the target's mind is filled with wretched dreams of an indescribable demon that consumes his flesh and soul. The aura radiated from the chest is so powerful that anyone within 30 feet, who is sleeping, may share in this dream. A failed POW roll allows the dream to seep into the minds of others.

If nothing is done to prevent the "Harami," the soul-stealing demon from transferring its life force during the dream, then when the victim wakes the next morning, he is fully possessed by the demon. Naturally the demon doesn't reveal this. It fully assumes the persona of its victim. Those close to the victim

can make a **Psychology** roll to notice minor changes in the victim's personality and habits. The demon's desire is to spread chaos, plague and hatred across the world. In the modern world, it is quite delighted to do this through politics, science and religion. And the demon isn't limited to only one victim. Even though the "Harami" might possess a person, the chest still contains the demon's essence. It can repeat this process as often as it desires, or until the ashen remains of the chest are scattered in the breeze at night, thereby returning the foul creature to its home plane.

The Band of the Bori, Demons and Demon-Dancing in West and North Africa (Demonology)

In 1914, ethnographer A.J. N. Tremeearne wrote a book exploring the superstitions, myths and customs of many West and North African cultures. The original edition was published by Heath, Cranton & Ousely of London, and copies were mostly limited to London booksellers and neighboring areas. The book contains 497 pages on varied practices of Africa and their histories, as the author believed. It is also accompanied by 61 photographs and 47 drawings of many items lost to modern world, and many of which Tremeearne was the last to see. Because of the book's utility as a scholarly tool, and one for occultists, it is a valued item. No Sanity loss; No Spells; Occult +3 percentiles; Anthropology +3 percentiles; average 12 weeks to study and comprehend; 28 hours to skim.

Onfroi Jean Baudriat, age 35, Infamous Antiques Dealer

STR 12 CON 14 SIZ 12 INT 16 POW 15
DEX 9 APP 10 EDU 14 SAN 75 HP 15

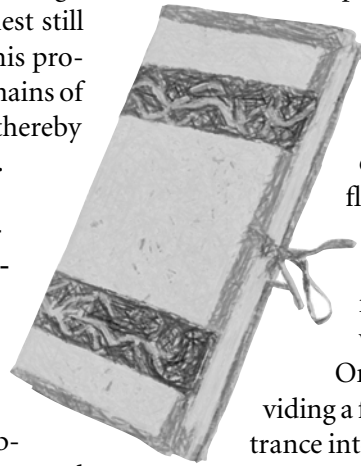
Damage Bonus: +1D4.

Weapons: 9mm Pistol 33%, damage 1D10.

Skills: Art(Drinking), 23% Bargain 35% Conceal 25%, Craft(Counterfeit Artifacts) 75%, Cthulhu Mythos 2%, Fast Talk 44%, Hide 26%, History 52%, Listen 57%, Occult 15%, Speak Other Language: English 70%, Arabic 49%, Spot Hidden 47%.

Description: Onfroi is a 35-year old antiques collector, who has left France to avoid the police. In Paris, he also sold antiques, although he tended to manufacture the items he sold. They were certainly one-of-a-kind, but far from ancient. To avoid any unnecessary encounters with civil authorities, he had papers forged and established a

business in Casablanca. While most locals pay him no attention, he makes plenty of money from the tourists. When Onfroi speaks any language, other than French, he has a thick accent. This requires most listeners to make a **Language** roll to understand Onfroi. The



keeper should prepare a list ahead of time of potential misinterpreted exchanges with the characters. These exchanges can be serious, or light-hearted. In either case, it should add flavor to the character.

Onfroi does know Rick Conner. If a character can make a successful **Fast Talk** roll when gaining Onfroi's trust, Onfroi directs them to Rick, providing a falsified card that gains them entrance into either the Caberet Casablanca or the Hotel d'Anfa.

PORT DISTRICT

Prior to the signing of the Treaty of Fez, Casablanca was a ramshackle town, overrun with dilapidated houses outside the Old Medina. While the port was in use, it had severe limitations. The previous decades of strife with the French and the Spanish had weakened the Moroccan infrastructure, limiting economic growth and urban expansion.

Once the French took charge, they seized the opportunity to expand the city's port, and destroy the urban sprawl surrounding the Old Medina. In 1913, Casablanca had a population of no more than 60,000. By 1921, it exceeded 100,000. This phenomenal growth led to prosperity—at least for the French-Moroccans and the French Protectorate government.

The new harbor increased imports and exports to

Europe and the United States. In the previous decades, most freighters could not approach the quays. Cargo had to be transported to land by small boats. To remedy this, the French expanded the harbor to a length of nearly two miles and a depth of nearly seven fathoms. These modifications allowed both cargo freights and passenger liners to freely enter the harbor.





3. GARE DU PORT

During the day, the Port district is alive with laborers and the sounds of business. The call of horns and the yells of dockworkers fill the air. Standing in the midst of this thoroughly business-like environment is a urban oasis known as the Gare du Port. From the grassy park, with its feathery palm trees, visitors can relax and avoid the bustling of work and enjoy the breezes of the Atlantic. It is a favored spot for many outdoor luncheons, and an excellent place for clandestine transactions. Its proximity to the harbor allows less-than-legal businessmen to arrange for the import or export of less-than-legal cargos.

4. FISHING HARBOR

Beyond the piers with passenger liners and freighters butted against them is the location of Casablanca's fish market. Next to the fishing harbor is an open-air market where everyone from private citizens and restaurant chefs visit for fresh fish. The market is always busy as customers search out the best catch of the day.

QUARTIER HABOUS

With the French Protectorate's policy to import more Europeans to Morocco came the problem of housing. Being the economic capital of Morocco, Casablanca suffered the worst. Tens of thousands poured into the city, forcing the Protectorate government to expand rapidly. Although it wasn't the Resident-General's intention to assimilate Moroccan culture, some attempts were made to blend some of the favored European styles of architecture with the traditional Moroccan styles. As with Rabat, the newer sections of the city had a unique blend of Arabesque, Moorish, Classical and Art Deco styles. The overall appearance, while not Moroccan, certainly was a grand spectacle with its stylish structures and extravagant façades.

Naturally, the cost of housing in the Quartier Habous was usually beyond the means of the average Moroccan. Rather, beyond the borders of the district stood the new shantytowns of the factory workers and mine workers. Within the quarter, apartments and private homes varied in price and size from the modest to the decadent. While the majority of the Quartier Habous' denizens were French-Moroccan,

there were a handful of wealthy Moroccan merchants who had grown accustomed to the new lifestyle.

Investigators visiting this section of Casablanca will immediately notice the lavish buildings, both municipal and private, the increased presence of law enforcement, and the numerous restaurants, nightclubs and cafes lining the broad neighborhood streets. The most commonly spoken language in this district is French.

5. BANQUE DE CASABLANCA

The Bank of Casablanca was completed in 1922. Its exterior possesses Arabesque patterns mixed with the columns of a Neo-Roman style. Although the façade provides the appearance that it is a bank for all of the city's inhabitants, it was built and designed particularly for the French-Moroccans. Gathered in its deep, sub-surface vaults is a vast collection of city's jewelry and money. The building is given priority by the Prefect of Police, as he receives many kickbacks for his vigilant protection of the facility.

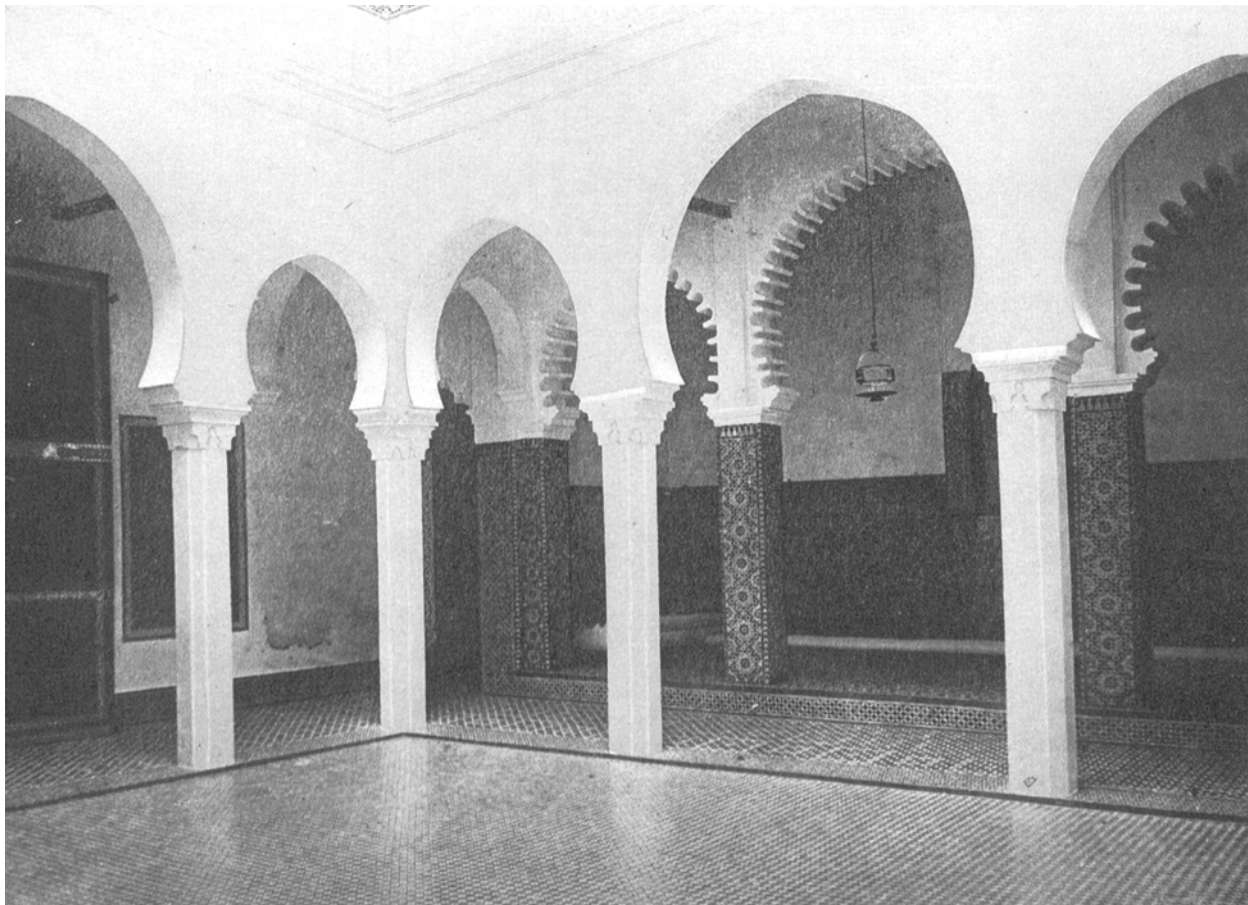
6. PALAIS ROYAL

Many of Morocco's larger cities have a residence for the sultan. These palaces are usually constructed

within the new quarters of the city, where there is plenty of space, and they are surrounded by numerous structures of the city. The Royal Palace in Casablanca was completed in 1920, and is one of the more opulent homes of the sultan. The large palace is guarded day and night, and is hidden away by sizable whitewashed walls, preventing observation by casual viewers. On rare occasions the palace is opened for tours, revealing rich and luxurious interior. But, on such occasions photographs are forbidden. As a result, there is a profitable underground market for photographs of any Royal Palace. Investigators daring enough to steal a few snapshots of the sultan's abode can likely sell them to Europeans for a sizeable profit. The penalty if caught is a 100 franc fine and 10 days' incarceration.

PREFECTURES (GOVERNMENT BUILDINGS)

Just as in Rabat, for all official matters, excluding those of law enforcement, the Prefectures are the locus of politics. Garden courtyards, lined with palms encircle this series of Art-Deco-Moroccan styled buildings. During the 1920s, these structures are still in progress, and are not complete until 1937. As a result, local



A luxurious abode in Quartier Habous

government operations tend to move from building to building as each structure is completed.

Within the Prefectures, investigators will find housing records, business permits, land purchase and sales reports, industry profit claims, import and export permits and countless other civic recordings.

7. PALAIS DE JUSTICE

One of the first buildings to be completed in the Prefecture court was the Palace of Justice. It is here where swift Protectorate justice is served to maintain order and civil obedience in Casablanca. Although the sultan appointed some seats, the French Protectorate government appointed the majority of legal officials.

8. CONSULATE DE FRANCE

Since 1916, the French Consulate has stood in the Prefecture court, surrounded by a lush tropical garden. In 1938, a heroic statue of the first French Resident-General, Marshal Lyautey was erected in front of the consulate. It remained there as a symbol of French dominance until Moroccan independence was gained in the 1950s.

LEAGUE OF ARAB STATES PARK

As a sign of good will and cooperation, not far from the Prefecture court stands the League of Arab States Park. This is another urban oasis located within Casablanca. Verdant expanses of grass, palm trees and fountains span the sizable public park. Snake charmers, musicians, and open-air cafés entertain visitors. This park was a favorite of many foreign dignitaries, as their presence spoke to the unity of North Africa and Europe.

HOPITAUX

With the amazing influx of people to Casablanca, the government quickly set into place a health system capable of dealing with the large number, and limiting the spread of disease. In this medical park, there are several hospital facilities and hundreds of French and Moroccan physicians on staff—although the majority is French or French-Moroccan. During the 1920s, many of the structures are still being erected. Visitors with influential connections are the most likely to find swift medical treatment. Also located in this area are the city morgue and the coroner's offices.

ANFA DISTRICT

While still under construction during the 1920s, the Anfa district, located to the northeast of the city

proper, had become one of the swanky neighborhoods. Outrageous mansions, expensive restaurants and plush hotels were erected in this district to satisfy the needs of many of the wealthy businessmen of Casablanca.

HOTEL D'ANFA

Sometimes known as the hotel of kings and presidents, the Hotel d'Anfa is strictly for the crème de la crème. This world-class hotel charges rates that many would consider more on par with ransoms. Nonetheless, for those who can afford the spectacularly extravagant hotel, they will be very pleased with the accommodations and service. Those who have to ask the nightly rate cannot afford the price. Investigators in desperate need of liquidating their funds must make a successful **Credit Rating** roll at one-fifth normal ability to reserve a room at this establishment. However, insightful characters might attempt to befriend a member of the staff in order to gain entry, or contact a person of importance who is residing at the hotel.

CABARET CASABLANCA

This posh nightclub is one of the city's hotspots for the influential and the up and coming elite. Its reputation as a quality restaurant is known all the way to Rabat. Second only to its reputation as an excellent eatery is its reputation for quality entertainment. It is likely the only nightclub in Morocco that has an American jazz band. Throughout the night, the dinners of this posh establishment are treated like royalty, which many are, and entertained with music and singing along with food and alcoholic beverages.

There is also another attraction hidden inside the building. In a back room is a full casino, overflowing with poker tables, a roulette wheel, blackjack tables, and nearly every other form of fiscal-losing entertainment. Entrance into this section requires special permission from the nightly manager. Investigators who are unknown to the manager must either succeed in a **Fast Talk** roll at one-half normal ability, or have a business card of letter of reference from an influential Moroccan.

Once inside the backroom-casino, characters are free to mingle and ply their Art(Gambling) skill (or Gambling skill). If the investigators do not possess this skill, keepers should allow them to have a base 25 percentiles in the skill. Investigators who might be familiar with gambling, but do not have the skill, should be allowed higher numbers. These are left to the keeper to determine for each character.

Rick Conner, age 41, American Expatriate

STR 15 CON 14 SIZ 13 INT 16 POW 14
DEX 12 APP 17 EDU 12 SAN 70 HP 14

Damage Bonus: +1D4.

Weapons: Fist/Punch 57%, damage 1D3+db,
1911A .45 pistol 47%, damage 1D10+2.

Skills: Art(Drinking) 44%, Art(Gambling) 67%,
Bargain 29%, Conceal 38%, Climb 31%, Dodge 45%,
Drive 48%, Fast Talk 51%, Forgery 54%, Hide 30%,
Jump 26%, Listen 47%, Navigate 35%, Pilot Boat 32%,
Other Language: French 46%, Other Language: Arabic
40%, Sneak 39%, Spot Hidden 50%.

Description: Rick Conner is a swarthy man, who after WWI left America to live in Northern Africa. He'd been involved in the war effort, and was quite disillusioned in the political struggles in which nations engaged, ignoring the human conflict. No longer wanting to be a part of a dominant political machine, Rick became an "agent for the people—" at least that is how Rick views it. As in WWI, and prior wars, Rick

saw countries wielding imperial might to subjugate native people. While in Morocco, he uses his contacts in the United States to import weapons for the tribes who would rebel against the government.

If anything, Rick is suave, in a rugged fashion. He is tall and well muscled. He speaks plainly, disliking subterfuge, unless its use prevents his arrest.

Investigators who attempt to engage Rick in cryptic conversations

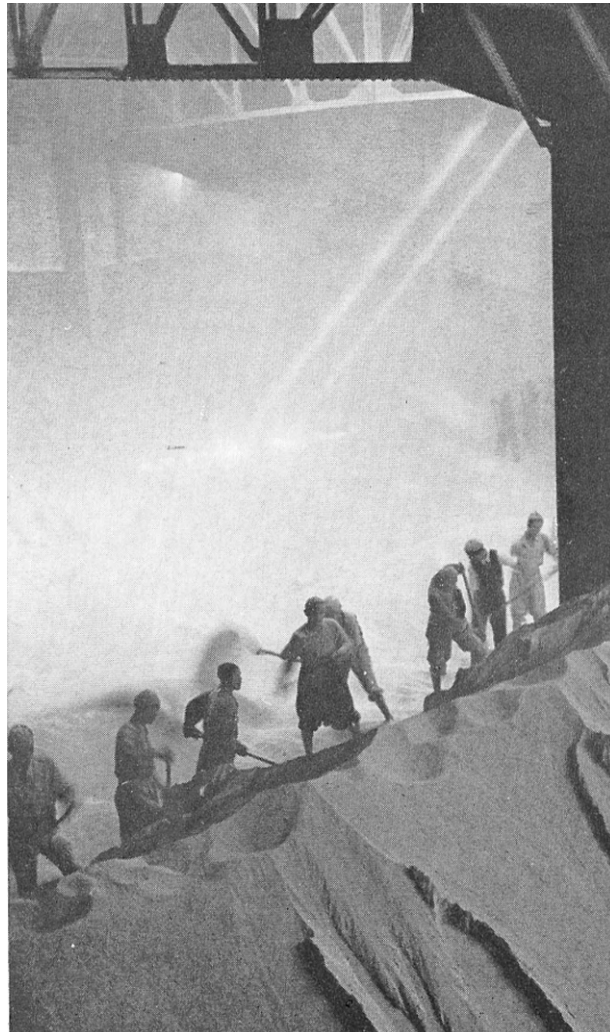
are likely to repel him. Or, he might simply say,

"If you got somethin' ta say, say it and get it over with."

Investigators hoping to make underground connections or avoid detection from government officials may find Rick a useful contact. With a card from him, Amin in Rabat speaks freely with investigators. With two days' notice, Rick can acquire forged passports and government papers for investigators, providing the price is right. The best way to win Rick's favor is to beat him in a poker game. He doesn't trust anyone who buys him a drink, without knowing him. And if a character is good at cards, "then you're either a good liar, or an honest fellow."

INDUSTRIAL NORD (INDUSTRIAL DISTRICT)

While the center of Casablanca has taken on a clean, modern appearance by the 1920s, the city is still one of the chief industrial cities of the country. Along the western and southwestern borders of the city is the massive, grimy industrial complex that propels much of the Moroccan economy. Even though the vast stretches of Moroccan land are best suited for agriculture, until the French Protectorate government expands the number of colonies, it relies heavily upon Morocco's rich phosphate mines. Standing side-by-side along the Industrial Nord are mines and refineries, each filled with underpaid laborers exposed to the dangers of phosphate mining. In many ways, by the 1920s, native Moroccans were still being used as the Ancient Romans had once used them: Slave labor to work the mines.



Many underclass Moroccans labor in the phosphate mines



CHAPTER FOUR

MARRAKECH

THE JEWEL OF MOROCCO

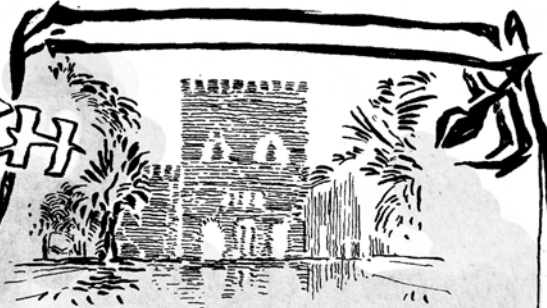
Next to Casablanca, Marrakech is the second most populated city during the early 20th century. It was founded in 1062, forming its own city-state under the rule of the Almoravids. A part of the Berber tribes of the Sahara region, the Almoravids were warrior-monks who used Marrakech as a starting point for an empire that reached into northern Morocco and Algiers. In the following centuries, other conquerors claimed the star city of the Almoravids.

Over the years, Marrakech has flourished, attracting people to the awe-inspiring buildings, and the myriad souks at the heart of the medina. In the 12th century, Ali ben Youssef raised defensive ramparts around the original city, and hired artisans to construct a grand mosque and palace—in what was still the capital city of the Almoravid empire. In the 1920s, the massive ramparts still surround the city, reaching heights of 30 feet in some locations, and often 6 feet thick. Nearly 12 miles of wall encircles the centuries old city. Within the ramparts are several popular quarters and buildings. However, the French Protectorate expanded west of the original medina, creating a more European and modern region to live, shop, and work. By the 1930s, the ancient defensive walls seem more of a barrier that segregates the native Moroccans from the European arrivals.

As with the other new constructions in Morocco, the French favor a blend of Art Deco and Moorish stylized buildings. Archways and garden walls are popular, but Western interiors and curtains are commonplace in the newer quarters of the city.

MARRAKECH

MOROCCO
c.1930



EMSMITH

1 KILOMETER

1 MILE

THE QUARTERS OF MARRAKECH

MEDINA

As with so many of the other traditional Moroccan cities across the country, the medina is the central site of life and history. The pink and tan stone buildings differ from the brilliant white of Casablanca's old medina, but they retain the same architectural styles. The streets are labyrinthine, congested, and sometimes dangerous. Over the centuries the new sections have been added, creating several new quarters. However, the Medina Quarter still holds many of the classical palaces, mosques, and impressive homes. Centuries of conflict have inflated Marrakech's quarters, perhaps dwarfing the original medina. But the outer walls in return have consolidated the various sections, creating one of Morocco's largest, and oldest cities still standing by the 1930s.

1. KOUTOUBIA MOSQUE

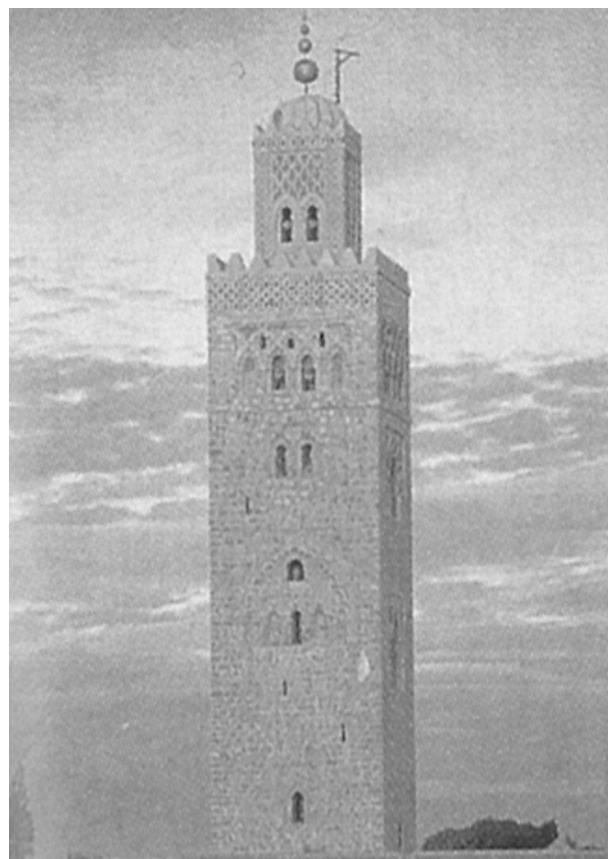
Standing tall in the heart of the medina is the Koutoubia Mosque. When images of Marrakech appear in the Western world, they typically include this mosque's minaret towering over the city. It is the tallest structure in Marrakech, and it can be seen for miles.

Constructed between 1161-1165, the mosque was a monument of Almohad sultan Abd el-Moumen to mark the defeat of the Almoravids. The marvelous tower was completed after 1184, under the rule of Yacoub el-Mansour. Constructed of local stone, the tower has a pink hue, and stands 230 feet high.

2. PALAIS BAHIA

The Palais (palace) Bahia, is located in the medina, not far from the Dar Si Saïd Museum (also a palace). Like many Moroccan cities, Marrakech is rich with palaces. Over the centuries various rulers have erected them in honor and memory of events, people, and wars. This particular palace translates to "Palace of the Favorite," and has stood in Marrakech since the late 1800s. The original construction was ordered by Si Moussa, vizier of Sultan Sidi Mohammed ben Abderrahman, and then Moussa's son, Ba Ahmed, vizier of Moulay Abdelaziz, added additions years later.

Because the construction is separated by several years, the complex has two distinct parts. The original building houses several apartments surrounding



Splendid minaret towering over Marrakech

a beautiful marble courtyard. A garden of cypress, orange, and jasmine trees flourishes in the garden around this area. Additionally, two large, star-shaped pools add to the majesty.

Ba Ahmed's extension of the palace increased the size of the building dramatically, doing so without any regard for the overall architecture. The result is one building that looks like two buildings. Ahmed's section addition is immense and luxurious. More apartments were created, each with a view of the new courtyards and gardens filled with trees. Because Ahmed was rotund, all of the new apartments were placed on the ground floor—making easier for him to move about the grounds. The main courtyard is marble with *zellij* tilework. Three bowled fountains shoot water into the air, and ornate, fluted columns, topped with a tile roof, flank the section. The interior is equally grandiose, with furniture crafted from exotic woods, and abundant carpets, and other dressings—including tileworks depicting the various visages of Ahmed's concubines. During the Protectorate years, this palace was usually the living quarters of the French Marshal Lyautey (1912-1925).

3. DAR SI SAÏD MUSEUM

The palace built by Si Saïd ben Moussa in the 1800s

exists as living quarters, serving its original purpose, during the 1920s. After 1932, it was converted into a museum, using the vast collection already housed inside the palace, and adding to the collection with aggressive acquisitions. Investigators with rare, valuable, and unique items can likely sell them to the museum with few questions asked. If

the items are of Moroccan origin, the museum curator will negotiate for the lowest possible price—punctuating the conversation with comments about Westerners stealing French Moroccan antiquities and reporting such thieves. The museum curator makes all such rolls at a **Bargain** x3. The threat of possible punishment should worry investigators.



Perrin Pierpont Millard, age 38, Thrifty Curator

STR 12 CON 12 SIZ 13 INT 07 POW 08
DEX 10 APP 09 EDU 14 SAN 27 HP 13

Skills: Archeology 44%, Art (Carpet) 56%, Art (Jewelry) 68%, Art (Pottery) 41%, Bargain 78%, Credit Rating 28%, Fast Talk 34%, History 32%, Listen 5%, Other Language (French) 44%.

THE MUSEUM

The two story central structure is enclosed by walls, and surrounded by lush gardens. The main entrance is guarded day and night. The great fountain is visible beyond the ornate gate as well as the main pavilion. The palace itself is constructed of stone and wood, with *zellij* tilework, wooden domes, and painted plaster. Prior to its conversion to a museum, various members of Moroccan royalty, or the government proper often occupied the grounds. Occasionally, important figures from outside Morocco were permitted to live at the estate, but they were always attended.

The Collection (after 1932)

The contents of the museum are numerous, including jewelry from varied sections of the nation, traditional Moroccan costumes, ceramics, crafted doors, intricate carpets, ornate chests, various weapons, and a tremendous array of historical artifacts. Many of these items occupied the palace prior to 1932—the content is left to the keeper. Once the museum is established, all of the collection is sealed and guarded from the public. In the 1920s, residents were free to touch and examine any items in the palace, providing that doing so did

not show disrespect according to local customs.

4. PLACE JEMMA EL-FNA

Toward the northwest section of the Quarter Medina is the historic square named Place Jemaa el-Fna. For centuries, this vast square has been an emblem of

Marrakech. In the 1920s and 1930s, crowds gather to purchase food from open-air grills. Mixed with the scent of spices is the smell of fresh fruits, water, sweet teas, and exotic breads are a few of items that can be purchased. Covered by cloth tops, carts filled with oranges, lemons, limes, olives, and nearly every fruit or vegetable to be found in the region are available. The square is so busy that most merchants light oil lamps and continue selling into the late evening. The constant chatter of voices

along with the songs of performers and the laughter makes this spot one of Marrakech's most lively. Also found amidst the cloud of smoke from grills are dancers, fortune-tellers, snake charmers, musicians, storytellers, and nearly everything imaginable and unimaginable.

Of course, the square has a dark history. The primary use for this area was for public executions. Upwards of 30 or more criminals were often beheaded in the square. After the punishment, the heads were sometimes pickled and put on display, hanging from the city gates. This practice halted in the 1800s. However, because of the thousands of deaths, the psychic fabric of the area is *stained* with the ethereal energies of those being executed. Investigators with Cthulhu Mythos or Occult skills with 20 percentiles or higher must make a **POW X6** roll when entering the square. A successful roll causes the investigators to spontaneously experience the beheading of one of the countless dead. If desired, the keeper can roll secretly.

VISIONS OF THE PAST

Investigators who experience visions from the lingering energies of the dead must make a **Know** roll. A success requires the investigator to make a SAN roll. Failure results in 1D4 SAN loss. Passing the SAN roll simply causes the investigator to fall unconscious for 1D3 rounds. When the investigator wakes, nothing is remembered.

For those who do remember the event, the keeper should describe the last few moments of any given criminal prior to execution. Describe the sights and sounds of the crowd, the fall of the axe, and the several seconds after the beheading—as it is argued that a hu-

man head remains conscious for a handful of seconds after the head leaves the body. This means the lost head might see the cheering crowd as it is held before the spectators. Such visions are lucid and painful; they should cause physical effects in the investigator, including neck ache, headache, nausea, sweats, and a general aversion toward the square. This traumatic event can be used by the keeper to lead investigators into adventures, provide historical hints, or cause

SECOND SIGHT IN *PULP CTHULHU*

For investigators who possess the Trait Second Sight, there is no need for a roll. These investigators are sensitive enough to see visions of the dead every time the investigator enters the square. These visions are powerful, and cost 1/1D4 SAN.

them to avoid the square and Marrakech itself.

QUARTER KASBAH

5. SAADIAN TOMBS

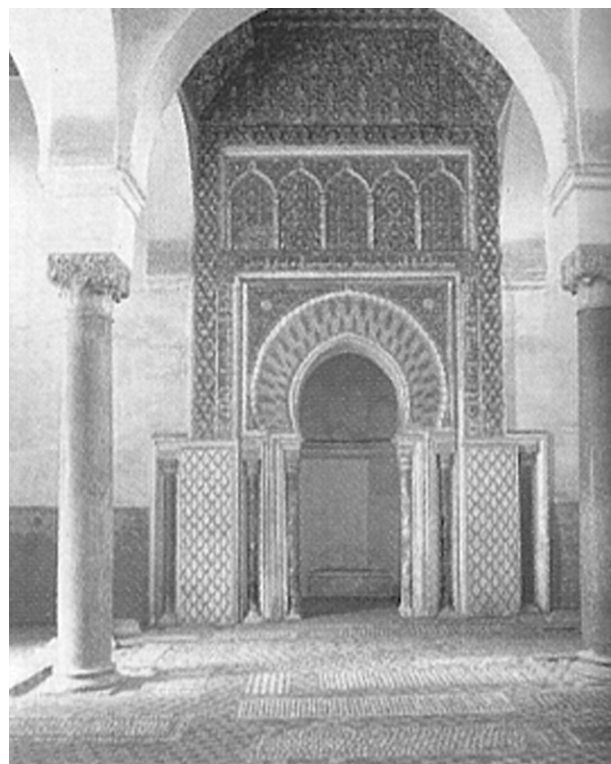
A necropolis of various sorts has existed in Marrakech for centuries. Dating from the 12th century onward, a place for the dead has been a part of the city. While the structure was less grand during the 1100s, they expanded into what is known as the Saadian Tombs in the 1500s. Even when the city was conquered and a new ruler took power, the necropolis and the dead were respected. Although Moulay Ismaïl desired to remove the remnants of all previous occupations, he did not destroy the Saadian Tombs. Rather, he erected a wall around the entrance protecting those entombed. And so it remained until 1917, when the wall was removed and the remarkable tombs were opened to the public.

The basic design of the tombs consists of two main mausoleums, both possessing gardens flourishing with flowers—a symbol of Allah's paradise. The main mausoleums are that of Ahmed el-Mansour (1578-

1603). It is divided into three funerary rooms, with the first being a prayer hall, bolstered by marble columns. The central room is a dome with stalactites, designed after Moorish architecture. The stalactites are carved cedar, decorated with gold leaf, and 12 marble columns support the massive dome ceiling. Lastly, the tomb of Ahmed el-Mansour occupies the center of the chamber. Alongside are several of his successors. The tombstones are marble, engraved with arabesque inscriptions, containing verses from the Koran and an epitaph. The third room in the mausoleum is known as the Hall of the Three Niches, and it holds the tombs of the young princes.

The second mausoleum is humble in comparison. It possesses a prayer hall and a primary room with two loggias. It is the burial chamber of Lalla Messaouda, the mother of Ahmed el-Mansour. Her tomb rests in a honeycombed niche.

Scattered throughout the ornate tiled flooring are several secret passages. During the centuries in which the tombs were closed, numerous ghouls made the opulent structure their home. Out of fear or respect, they never disturbed the burial chambers, but they did bring corpses to the underground tunnels. After the wall was removed from the entrance, the ghouls were forced to hide during the day. Yet at night, they still creep through the openings in the floor, performing strange rituals inside the structure. Investigators visiting the tombs are likely to spot the unusual remains of



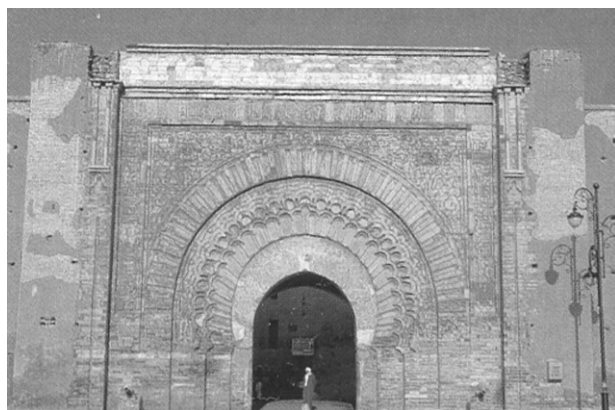
Marble interior of the Saadian tombs

these rituals with a successful **Spot Hidden** roll. Only those with at least one-percentile or higher in Cthulhu Mythos can make the Spot Hidden roll, as they are the only ones likely to have a vague understanding of what they are seeing.

Precisely what the ghouls are up to is something of a mystery. There are sorcerers in Marrakech who know of the ghouls' existence. Also, there are various histories and tomes in private collections and in the library of Palasis el-Badi, and the Dar Si Saïd Museum that remark upon the colony's presence. The ghouls number in the hundreds, and while they make the vast network of tunnels beneath the necropolis and the medina itself their home, they often venture into the wilderness savaging for food. Just what the ghouls are up to is left to the keeper. One suggestion is that they are attempting to bring about a plague, hoping to kill the growing population of Marrakech—providing them with an abundance of food.

6. BAB AGNAOU

Twelve miles of rampart walls protect the old medina. At one time, the Kasbah was the original fortress, with the medina outside its walls. Time and history and wars have altered this. Now the vast walls surround several quarters, and set in these walls are several gates, some more ornate than others, and each possessing its own name. Bab Agnaou at one time was the main entrance to the Almohad palace, and is perhaps the most ornate of all the medina gates. Bab Agnaou sits behind Bab el-Robb, the gate that is part of the outer wall, and the primary defensive gate. In the past, two towers flanked Bab Agnaou. Those were long ago removed, but the majestic architecture and decorations on the gate façade still remain. The opening itself is a



The glorious royal entrance, Bab Agnaou

series of layered horseshoe arches, each trimmed with floral motifs and inscriptions.

7. TUFAYL

Little is known in Marrakech about the man named Tufayl. It is said that he has lived in the city all of his life, in a mansion that once belonged to a prince in the 12th century. Nonetheless, the residents in the quarter have the greatest respect for him, and his family name. When the Protectorate seized power over Morocco, French officials in Marrakech naturally became interested in this mysterious figure. While several palaces and museums hold historical documents, no useful information has been gleaned about Tufayl or the Tufayl family—other than a son of the Tufayl family has always owned the house, and he was always known as “Tufayl” (sometimes Ibn Tufayl). Yet, no one has ever described, sketched, or painted any Tufayl. It is rumored that the family fears such artificial reproductions, and likewise deems the gaze of others to be dangerous to the soul.

The Tufayl Residence

Contracted in 1189, the 33 room, princely house is tended by servants. Fronted by a high wall, surrounding a garden and fountain, passersby seldom glimpse anything inside. The building has three floors, with the first two running the expanse of the rectangular abode, and the third floor a quarter the size, square and centered on the top. It is said that Tufayl lives in these quarters.

Eleven servants have always been employed to managed the estate, prepare the meals, shop at the souks, and deal with the public. It has been this way since the Tufayl family took ownership in the 12th century. Even the servants, who have been under the employ of the estate from generation to generation, have not seen or spoken with Tufayl—at least, none admit to it.

As to be expected, the interior of the house is immaculately furnished, with the most noticeable feature being the vast collection of wall hangings. All are of Moroccan design, and several are centuries old. Often it is said that some of these wall rugs are magical in nature. The only time they are seen by the public is when a servant is cleaning one in the courtyard, and then to peek at one requires stealthy precautions.

Tufayl's Secret

Since the first Tufayl, there has only been one. One man has lived for centuries, secluded in the house. Or, more accurately, he has hidden his face from the public so he can sneak out of the house unnoticed. Fearing his seeming gift of immortality would be noticed over the countless years, he went into hiding, using disguises when possible—often pretending to be a servant. His fear is that his undying condition might

be construed as demon possession, and he would be killed, beheaded (the only means by which Tufayl believes his immortal life can be ended).

Tufayl first acquired immortality after casting a spell he found stitched into one of the rugs he purchased. In the 1100s, he had been in search of a mystical rug, one that one perform wondrous tasks. Not only did he find one—he found several. Each one he purchased, gaining eldritch knowledge. The rugs and the seemingly abstract patterns were a method of hiding arcane knowledge and passing that knowledge through time. Once he learned this secret, he became

a powerful sorcerer. He also became an immortal sorcerer.

In 1919, a thief sneaked into Tufayl's house and stole one of the rugs. It was the most important of his collection. Not only did it possess the ritual for gaining immortality, but it was the fetish, the key to immortality. Once Tufayl had become an immortal, he only continued so long as the rug survived, and was in his possession. Frantic, he searched the city for the thief, aging every day, but faster than other mortals. Time was chasing him. When he located the thief, he did not report the theft. To do so would have been

BEING IMMORTAL

Immortality is a gift and a curse. Immortality does not mean the character does not age; rather, it means the character lives eternally—unless killed—and ages slowly. The rules for aging should be applied to investigators. Additionally, each new century brings new horrors, and 1D8 Sanity loss. The wonders and evils of the world never cease to amaze even those who tread upon it forever—or perhaps it is the continued existence that disturbs the immortal so much.

Immortal investigators must have a fetish, an item such as a ring, rug, painting, family heirloom, mirror, or something similar, which grants their immortality and regenerates them. So long as this item is in existence, the investigator is immortal. If it is destroyed, the investigator immediately dies. This fetish must always be within 100 yards of the character.

Other means of destroying an immortal character include decapitation, burning and mutilation of the body to the point where it cannot regenerate. Otherwise, most wounds regenerate after the investigator is “dead” (0 Hit Points or less). The regeneration rate is 1D4 Hit Points a minute until the investigator is conscious—3 Hit Points. Once the character is conscious, the normal healing process resumes.

The long history of humanity has made immortals cautious of revealing themselves. They are often mistaken for vampires, witches, serpentmen, or other abominations that inspire fear. This means investigators with this Trait will do their best to maintain the secret—although being skilled in many things often makes others suspicious.

BECOMING IMMORTAL

The rug that Tufayl owns has the ritual spell stitched into the colorful patterns. In order for an investigator to learn the spell, it requires 17 weeks of study, and successful combined roll of Arabic language and KNOW each week of study. A failure is a lost week. This means 17 successful rolls must be performed.

Once the spell is known, it requires 2D4 POW to cast. It can only be performed on a night with a full moon, in an open area. The moonlight must shine upon the ritual and the caster, and a blood offering from the caster is required—1D6 damage from the cut of a silver blade. The spell also requires the use of the rug, as it has several points in which the caster must move to during the ritual. Anything that disrupts the completion of this pattern negates the spells, and results in the permanent loss of 1 POW. If the ceremony is successfully performed, then the immortal must always be within 100 yards of the rug (fetish), otherwise he ages 1 year for every month outside of its range.

Effect: The investigator also ages 10 years for every 100. 2D8 SAN loss every 100 years.

folly. Instead, he let the man live, but removed the rug, taking with him his age. This was Tufayl's revenge. To this day, the thief languishes in his house, old and decrepit beyond his years. Still, he longs once again possess the rug.

Ghouls and Tufayl

The underground tunnels in the quarter connect to Tufayl's residence. For many centuries he has dealt with the ghouls. He'd summoned them through the magic learned from one of his many rugs. While they don't know of his secret, they know he is gifted in age and magic. This makes him fearsome even to the ghouls. Often, Tufayl calls upon them to undertake tasks on his behalf. Sometimes, he even uses the tunnels to prowl around the city.

Tufayl, age immortal, Secretive Artist

STR 12 CON 12 SIZ 10 INT 16 POW 18
DEX 16 APP 11 EDU 30 SAN 0 HP 12*
(*Immortal)

Damage Bonus: none.

Spells: Charm Animal, Deflect Harm, Dominate, Evil Eye, Summon Ghoul, Warding.

Skills: Accounting 43%, Bargain 39%, Credit Rating 78%, Cthulhu Mythos 16%, Fast Talk 53%, Hide 72%, History 71%, Listen 5%, Navigate (Desert 49%, Mountains 52%), Occult 55%, Other Language: English 51%, Other Language: French 66%, Psychology 59%.



PULP CTHULHU AND IMMORTALS

It is possible that an investigator created under the *Pulp Cthulhu* rules might possess the Trait Immortal. This means she is likely to recognize the “symptoms” of immortality, and have a greater understanding of what is at work. Keepers should allow such characters to double all rolls related to discerning the secrets of Tufayl.

Also, investigators created under the *Pulp Cthulhu* rules are likely to notice that Tufayl's immortality appears limited in nature. This is because it wasn't innate, as with an investigator with the Trait in *Pulp Cthulhu*. As a result, the distance he can travel from his fetish is limited, but all the same means of death still apply.

If a keeper wishes to allow an investigator to cast the spell on Tufayl's rug to become immortal, then the designated player should mark on her character sheet that she has a lesser form of “Immortal.” Perhaps using the Trait term “Lesser Immortal” instead.

QUARTER MELLAH

Until 1936, the mellah was occupied by the Jewish denizens of Marrakech. Such quarters were not without precedent in Morocco. In Fès, a mellah was established for a large Jewish population. And both existed into the middle of the 1930s. In 1936, the walls that surrounded the mellah were demolished, and the Jewish population began to dwindle. Until then, the predominant merchants in the souks and occupants of the quarter were Jewish. Like the other quarters, Arabic is the most popular language. The Jews who live in the mellah have spoken Arabic for centuries. French is the second most common language.

8. DEKKENS HOUSE

This is a North African equivalent of a European bed and breakfast. This large, but typical Moroccan style home is a ten-room, stone house that was purchased by a Dutch named Karel Dekkens in 1886. During that time it served as a boarding house for countless explorers preparing to venture into the nearby mountains and the desert beyond. During its existence, the house has had many owners. Business is poor, even with numerous adventurers prowling through the region. It is likely that the most recent owner will attempt to sell the house while offering room and breakfast.

Investigators can rely upon this location as a safe house, one with Western amenities. It is snuggled away in the mellah, behind protective walls, so it is possible to ignore many of the cultural traditions without insulting any of the Marrakech citizens. The Dekkens House is known in explorer circles as one of the trusted locations in Morocco. The rates vary as much as the owners. The keeper should use this as a reliable meeting spot for investigators, while not letting them slip by with low price rooms—the Dekkens House has never been very profitable.

9. PALAIS EL-BADI

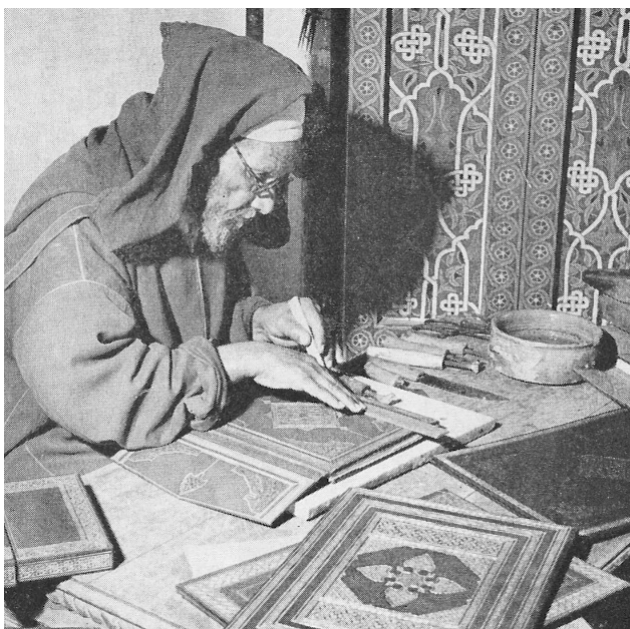
Off the mellah's major thor-

oughfare is the luxurious palace el-Badi. Construction ended in 1603, after the death Ahmed el-Mansour, "the Golden." The former ruler of Marrakech ordered the palace to be erected in an attempt to erase the memory of former rulers. It was after the 1578 battle with the Portuguese and Ahmed el-Mansour's victory that plans were set into motion. The elaborate structure was paid for and built by the defeated Portuguese near the vast apartments of el-Mansour. El-Badi translates to "the Incomparable," one of the 99 names for Allah.

For decades after its completion, the palace was considered one of the marvels of the Muslim world. The domed rooms are ornamented with gold leaf, and the stone consists of Indian onyx, Italian marble, and Irish granite. The palace's majesty came to an end in 1683, when Moulay Ismail removed much of the material to build his own palace, Meknès. By the 1920s, all that remains are scattered ruins that sometimes serve as a hiding place for shadowy figures.

10. MELLAH SOUKS

Unlike the traditional and more popular souk quarter in Marrakech, this series of open air markets are mainly frequented by the quarter's population. While the variety is limited compared to Marrakech's great souk, all of the necessities are available, as well as a few luxuries. Because of the location, and limited business, the prices are a bit higher (+10% to traditional costs in Morocco). But everything from clothing to spices are available, along with jewelry, rugs, pottery.



Craftsman working with gold on Moroccan leather

QUARTER SOUKS

Marrakech has one of the finest and most extensive souks in all of Morocco. The area is so vast that it has become a quarter in itself, and it has sub-divided itself by market type. The first impression garnered when entering Rahba Kedima ("Old Square") is the open

area feeds into the various sections of activity and gaiety. The air is filled with the scent of spice and teas, the sound of craftsmen spinning pottery wheels or hammering on brass and copper metal work. Entering each section increases the intensity of sights, sounds, and smells. The numerous markets cause this quarter to be further sub-divided by items sold. Some of the popular spots are Souk Smarine (clothing), Souk El-Kebir (leatherwork), Souk Zrabia (carpets), Souk Kimakhin (stringed instruments), Souk Smata (slippers and belts), Souk El-Batna (skins for leatherwork and clothing), Souk Chouari (basketry and woodturning), Souk El-Bradiia (pitchers and pottery), Souk Addadine (metalwork).

Souk Addadine (metalwork)

At times the ceaseless tap-tapping in the Souk Addadine (metalwork) is overwhelming. Ears ring not only with the sound of the artisans but also the collective, nearly deafening cacophony of singing and hammering as lanterns, locks and keys, and trays are produced.

Zaki ben Kali, Lucky Locksmith

Zaki was born to metalworking, particularly to the manufacture of locks and keys. He learned the craft from his father, who in return learned it from his father, and so it continues for several generations in the family. Over the years, each member of the family trade has learned new tricks, and some unusual techniques for producing their product. If convinced, Zaki can craft a key capable of opening most common locks—it is an unusual device with pins, gears, and various levers that allow the key to be adjusted. On occasion, Zaki has also produced magical locks. These are very expensive, taking weeks to produce. Zaki must be bargained with to manufacture such a lock, and the price is likely to be extremely high, if not direct trade for some other exotic item.

Zaki ben Kali, age 44, Lucky Locksmith

STR 10 CON 11 SIZ 16 INT 18 POW 14
DEX 15 APP 14 EDU 12 SAN 70 HP 14

Skills: Accounting 23%, Bargain 38%, Craft (metalwork) 68%, Credit Rating 18%, Fast Talk 43%, History 22%, Lock Pick 71%, Listen 5%, Occult 25%, Other Language: French 46%, Psychology 39%.

MOUASSINE QUARTER

To the southwest of the Souk Quarter is an area of the old city that is known for its mosque and fountain. Surrounded by numerous homes is the Mouassine Mosque, built in 1573. In many ways its design is subtle; yet, its minaret is adorned with merlons that add a sense of complexity to it. During the Protectorate period, this quarter is mainly residential, and the mosque stands next to the Mouassine Fountain, which is commonly used for drinking and the watering of animals. There are four drinking troughs. Three are separate, and are used for animals. The fourth is for humans. Encompassing the fountain is a portico with elaborate columns, and carved, wooden lintels. It is a favorite resting place on hot days, and many travelers and explorers setting out or returning from expeditions frequent it. Investigators who visit the fountain find explores with a successful **Luck** roll.

11. FOUNTAIN RUMORS

- ☐ Tribes are moving through the Atlas Mountains to reinforce the Rif tribes fighting the Spanish to the north.
- ☐ Two French-Moroccans were found dead outside of Marrakech. They had been robbed and shot. It seems the work of local bandits.
- ☐ Zaki ben Kali is a locksmith beyond all normal ability. It is said he can craft keys for any lock, without ever seeing the lock.
- ☐ There is a tribe in the mountains who worship an ancient god—a mother-goddess who makes the earth fertile and protects her followers from outsiders.
- ☐ Living flames have been seen in the foot of the High Atlas mountains. They move on their own, sometimes taking human shape.
- ☐ Many people gossip about a wealthy Frenchman who lives in the northern section of the old city. It is said he is as old as the medina itself, and that he came here looking for immortality, and it willing to pay a king's ransom for it.



LOUIS DUBOIS, DYING IMMORTAL

In 1887, Louis DuBois came to Morocco, in search of the secret of immortality. Rumors of an immortal man, and ancient rituals that granted eternal life drove Louis to Marrakech when he was age 37. After several years of searching, he discovered Tufayl, and shortly thereafter, he discovered the secret.

For years, Louis plotted the theft of Tufayl's carpet. Knowing the reclusive man was difficult to observe, Louis spent day after day, year after year, speaking to locals, reading records, histories. He even went as far as to attempt to compel a ghoul to steal the carpet. Eventually,

Louis found a desperate thief who managed to sneak into Tufayl's house, and leave with the prize. The thief was killed by Louis once the carpet was handed over. There could be no witnesses.

By the same means, Tufayl discovered the treachery, and managed to steal the arcane fetish from Louis. Rather than having Louis killed for knowing his secret, Tufayl decided to let the man age—knowing Louis' real age would eventually catch up with him.

Now Louis is a desperate and dying man. Rumors of the "strange Frenchman" abound in the quarter, particularly among the homeless. Too old to leave his house, Louis has his servants prowling the streets looking for a thief capable of regaining his lost treasure.

Although Louis is likely to be untrusting of American or British investigators, a successful **Fast Talk** at one-half normal ability will gain his favor. Or, 1D3 weeks of successful **Persuade** rolls will garner the same results. If **Persuade** is used, then investigators must visit Louis at least once a week, discussing matters of interest with him. Local gossip is one of his weaknesses. Likewise, he loves to tell tales from his long-lived past. But rumors of Tufayl are most intriguing to Louis. Mentioning this topic not only angers Louis, but also increases his interest in the investigators. If Louis does attempt to hire the investigators, he'll pay a prince's ransom for the carpet—and he'll also insist that Tufayl be killed.

Louis DuBois, age unknown, Dying Immortal

STR 07 CON 10 SIZ 09 INT 15 POW 09
DEX 12 APP 07 EDU 15 SAN 11 HP 10

Damage Bonus: -1D4.

Skills: Archeology 44%, Anthropology 31%, Bargain 28%, Credit Rating 28%, Cthulhu Mythos 9%, Fast Talk 22%, History 45%, Listen 4%, Occult 18%, Other Language (Arabic) 56%, Spot Hidden 17%.

QUARTER SIDI BEL ABBÈS

North of the medina, running just along the newer Quarter Gueliz, is an older, more traditional part of Marrakech. Many days and nights the smells and sounds of the souks drift over this section of the city. With the exception of some recent additions, this district is mainly residential, with the houses planted side-by-side, divided by walls and gardens. The narrow

avenues are like those everywhere else in the medina—impossible for anything but foot traffic (either human or animal). Excluding the sounds that spill over from the southeast, the neighborhood is quiet, and burdened with secrets.

12. ZAOUIA OF SIDI BEL ABBÈS

The Zaouia is also known as the sanctuary for pilgrims. For centuries this vast, walled complex has served as a refuge for the poor and blind. The first portion of the complex was completed in 1205. It has apartments, gardens, pools, fountains, and possesses an elegant interior

of wood floors and plaster walls with elaborate tilework. Originally constructed in the name of the saint Sidi bel Abbès—Marrakech's most venerated patron saint. Sidi bel Abbès devoted his life to caring for the weak, homeless, and blind. Rumor of his work spread throughout Morocco, giving Marrakech the name: "The city where a blind man can eat his fill."

There have been many additions over the centuries, including a mosque, a cemetery, and even its own small market. Investigators who are healthy and who visit this location will be expected to help with the work. Because those who live in the complex are often overlooked by the wealthy of the city, the unfortunates often have secrets or know rumors that would not normally be uttered in Marrakech. Any investigator spending a full day helping at the Zaouia can make a **Luck** roll to encounter a person with useful information.

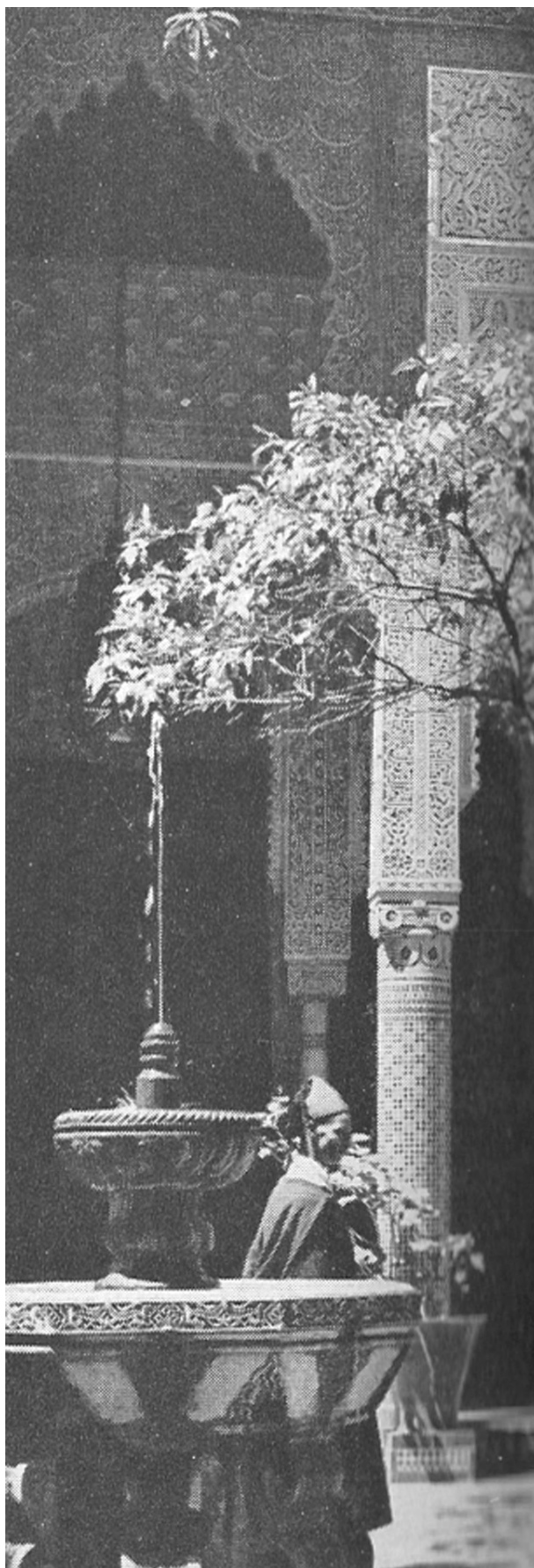
13. ZAOUIA OF SIDI BEN SLIMANE EL-JAZOULI

Not far from the ancient city gate known as Bab Taghzout, this large complex stands from the Saadian period. Although it has been remodeled several times, it remains a spot of awe and mystery. It was the sanctuary of the Moroccan mystic Sidi ben Slimane el-Jazouli, the founder of Moroccan Sufism. In the 15th

TAZNEKT TOME

This work has been translated several times over the ages. The edition found in the library was hand written in 1833, by an author only known as Taznekt. It contains a history of the occult in Northern Africa, detailing many magicians and their practices. The tome also contains several diagrams and ritual drawings. All of the text is in an archaic Arabic dialect, requiring a skill roll at one-half normal ability when reading it with modern Arabic language skills.

Besides delving into the occult, the book also describes several of the Moroccan cults (most of which still exist in the 1920s). Reading and understanding the work also reveals a small number of Mythos secrets. Sanity Loss 1D6/1D10; Spell Multiplier x2; Occult +8 percentiles; Cthulhu Mythos +2 percentiles; average 10 weeks to study and comprehend; 18 hours to skim.



The lush grounds of Bel Abbès

century, el-Jazouli spread religion across the country. His influence reached into politics as well as religion. He attracted thousands of followers, and was venerated for his wisdom and his occult powers—powers which even worried the sultans.

In the 1920s, the building is open to the public for display. Occasionally it is closed for an important French visitor or dignitary. The grounds contain a beautiful garden with a small pond, and luxurious apartments. Perhaps of most interest is the vast library of old scrolls and tomes. Investigators who make successful **Library Use** rolls and appropriate language rolls come across a number of major occult books and various minor eldritch writings. The nature of the books is left to the keeper.

QUARTER GUELIZ

During the 1920s, Gueliz is under construction. The most striking aspect of this Ville Nouvelle (new town) is the wide avenues, and spaces between the buildings. Private homes have large yards, walled in the

Moroccan tradition. Closer to the old medina are a series of apartments of moderate to low rent (by European standards). There are always vacancies, and because of the slow business, the landlords seldom ask questions.

Moving down the central avenue, the skeletons of cafes, shops, cabarets, and hotels can be seen. Spotted across the quarter are finished businesses, as the French-Moroccan residents prefer to purchase from markets in Gueliz. By the 1930s, the Central Market is established, with goods not only from Morocco, but important from around the world. European foods are popular as are American tobaccos.

Also located in this district are a series of new government houses. Nearly all are still being erected in the 1920s. Nonetheless, many French officials tend to work out of these partially completed buildings. The police house and hospital are fully operational by 1922. The remainder of the government buildings were completed by the middle of the 1930s.

QUARTER HIVERNAGE

As with Gueliz, this quarter is new in the 1920s. Mostly what exists before the 1930s are a scattering of large houses, and the beginnings of a vast, verdant garden. Trees, flowers, pools, grass, shrubbery, and a variety of flora cover this large area. Even in the 1920s, it serves as a pleasant spot, an oasis, for picnics and meetings. Occasionally French officials hold public celebrations there. It will be decades before the area gathers many buildings. For the most part, it is a remote and private location in the 1920s and 1930s.





CHAPTER FIVE

THE MOROCCAN INTERIOR

THE RIF, ATLAS MOUNTAINS AND THE SAHARA

The coastal territories along the Mediterranean are divided from the rest of Morocco by the mountain chain known as the Rif. At the highest point, the Rif Mountains reach over 8,000 feet, and then tend to break as they lower toward the east. The Atlas Mountains divide the interior of Morocco, reaching 11,000 feet at its highest point. These regions are the lands of nineteen Berber tribes.

THE RIF

The Rif forms a natural barrier, with a limited number of trails that cut through the steep massifs. During the 1920s, the Rif is nestled inside the Spanish Protectorate zone, although the region's primary inhabitants, the Berber tribes, did not necessarily agree (see The Rif War in Chapter Eight).

Scattered across the high reaching mountains, valleys and gorges are numerous Rifi towns and villages. In these territories the Spanish have been unsuccessful in modernizing the land, or dominating the people. Investigators visiting this region must do so either on foot, horseback or mule. Because some of the trails are treacherous, keepers should occasionally make **Luck** rolls to determine whether an investigator needs to make a **Ride** roll. Failure should likely result in a minor mishap. However, a critical failure might result in another Luck roll to determine



the fate of the investigator. The mountainous trails, landslides or missteps by a beast of burden can often result in disaster. Many travelers have plummeted to their death in the Rif.

Not all of the Rif is rugged terrain. Much of the lowlands are formed by undulating hills, covered in grass, rivers, olive and almond farms. Because of their distance from other major Moroccan metropolitan locations, the Rifis have become self-sufficient, producing most everything they need on farms.

CHEFCHAOUEN

Perched between the two mountains known as “The Horns” is the city of Chefchaouen. It was founded in 1471 alongside the Wadi Laou river to the south, one of the methods of approaching the city. However, its steep and narrow streets make getting around the city a challenge for the inexperienced traveler.

It is said that the descendants of the Prophet Mohammed used Chefchaouen as a stronghold against the Portuguese, making the city a holy place. Standing within its boundaries, surrounded by the limestone structures, are eight mosques. While the inhabitants

of the city are friendly to sightseers, they are less welcoming when the local customs are ignored. Also in the city are various souks, restaurants and small hotels. While there are no major highways leading to Chefchaouen in the 1920s, there is still plenty of traffic.

THE ATLAS MOUNTAINS

The vast mountain chains that roughly run parallel to the Atlantic Ocean are known as the Atlas Mountains. Europeans who attributed them as the home of the Greek god Atlas of course provided this name. The local Berber tribes call them Idrâren Drâren.

THE MIDDLE ATLAS

North of the soaring peaks of the High Atlas Mountains is the range of lesser mountains named the Middle Atlas. Spanning 217 miles, the Middle Atlas possesses myriad landscapes. On the eastern slopes are countless caves, gorges, waterfalls, massifs, verdant forests and farmlands. Besides the fruit trees, almond and olive trees cultivated by the local Berber tribes, there are beautiful lakes and forests of juniper, cedar,

FALLING PREY TO THE LANDSCAPE—TOURIST MADNESS

The awe-inspiring scenes of the Middle Atlas are amazing and luring sights. Investigators who have lived their lives in urban environments must make a **POW X4** roll when visiting the Middle Atlas. Failing the roll compels the investigator to stop his journey and gaze at the spectacular scenery, or take photographs, if he has a camera. Such an investigator is insistent and persistent. If he is armed with a camera, he does his best to usher other members of the group into poses for photographs with magnificent backdrops. This activity continues until another character makes a successful opposed POW roll on the Resistance Table, or 1D20 minutes have passed.

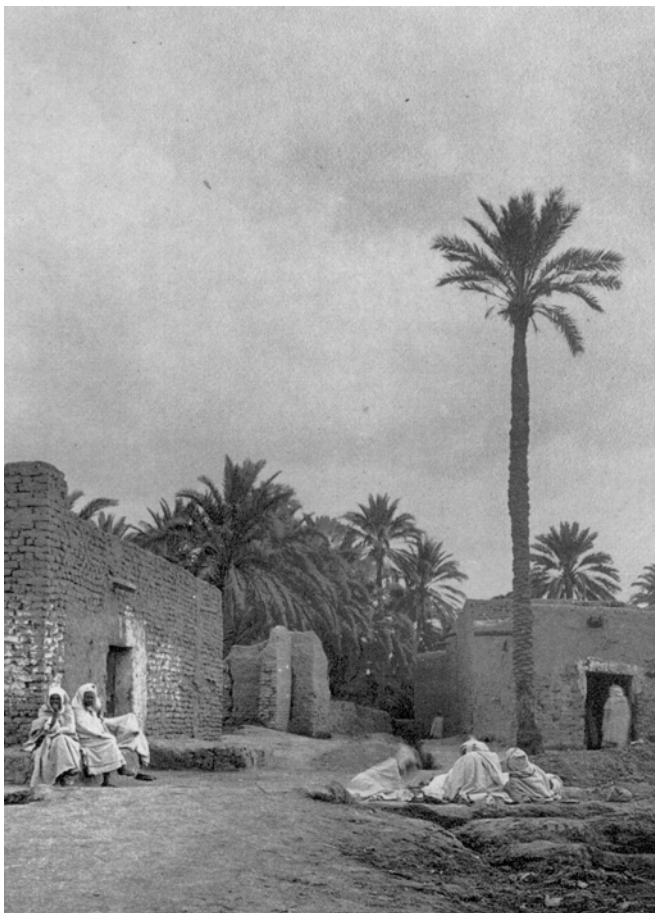
If the afflicted investigator stops the behavior of his own will—meaning the rolled number of minutes have passed—then he is still susceptible to the “affliction” along the journey. If persuaded by his compatriots by a successful opposed POW roll, then he has overcome the compulsion. This, however, doesn’t mean that a player who is playing his character cannot continue to snap photographs at every opportunity. Rather, the investigator has a choice in the matter.

cork, oak, pine and walnut trees.

Scattered across the chain of the Middle Atlas are numerous towns, none of which are modernized in the 1920s. These locations are filled with traditional stone houses, with brilliant white and indigo coloring, often topped by red-tiled roofs. Investigators entering any of the small towns or villages venture into a rural world where herds of sheep graze in fields, farmers offer their produce in souks in the center of the village, and nearly all of the inhabitants are pleased to see outsiders. Life in these locations is simple and sedate in the 1920s. Even while the Rif War raged toward the north, many of the people of the Middle Atlas went about their daily lives, unaware of the ongoing bloodshed.

The keeper should note that some of the villages facing the Atlantic coast do have roads capable of supporting automobile travel. These are often used to transport produce to larger cities where they are then freighted by train to other locations, or for export. While there are a few routes through the Middle Atlas that reach the far side of the mountains, most of which are narrow trails, there is really only one thoroughfare which can support automobiles, although the road is rugged and takes a toll on the vehicle. This main route starts in Fez and cuts through the Middle Atlas, ending at Tafilalt. The keeper should feel free to place as many rural villages along these routes as needed. Traveling through

this region inspires awe in most. Stony outcrops bearded with leafy and flowering vegetation make the region exotic.



A small village located near the Middle Atlas

UNANTICIPATED ENCOUNTER: THE BLOOD RAIN

This brief scenario is designed to be included in a larger adventure or campaign. Or it can be used as a stand alone, one-time encounter. The keeper should feel free to expand upon the scenario.

KEEPER'S INFORMATION

One night, while camped (probably in tents) in the High Atlas or Middle Atlas Mountains, it begins to rain. Since it is dark, investigators are likely to consider it a normal thunderstorm. As the storm progresses, the winds increase, thunder roars through the mountains and an unrelenting rain slaps against the tents. Soon, the tents begin to leak because of the tremendous deluge. This is when the investigators notice that the rain is the color of blood. Unless investigators have knowledge of the Saharan storm named the Harmattan, they are likely to suffer a Sanity loss of 1/1D2 (see Saharan Storms later in this chapter for details).

WHAT THE INVESTIGATORS LEARN

The investigators can recall writings about such storms with successful **History**, **Literature**, **Natural History**, **Folklore** or **Philosophy & Religion** rolls. The nature of the "Blood Storm" has infatuated humanity for centuries, so there are many means of learning about it.

If the investigators have no knowledge of the storm, they might be able to rely upon a guide for information, if they have a guide with them. Otherwise, a calm and collected investigator can analyze the rain (by tasting perhaps?), and by making a successful **Idea** roll discerns the sanguine downpour is nothing more than a typical thunderstorm with red sand blowing in the wind, thereby tainting the rain red.

PEEKING INTO THE NIGHT

Because of the brilliant flashes of lightning and strong winds, and the sounds of trees creaking and uprooting, it will be difficult for the investigators to hear the squishing steps of the a Dark Young moving through

the muddy terrain nearby the camp.

If an investigator peers out a tent flap, he is likely to see the outline of a tree in a flash of lightning. Make sure to describe several of the huge, Holm-oak trees that dot the terrain, as well as the various other swaying trees and bushes. At this point, the keeper should make a secret **Cthulhu Mythos** roll for any investigator who spots the "tree." A success immediately causes the investigator to feel uneasy and nervous. Although he is unable to pinpoint the cause, he is certain it was something outside the tent. A second look, and a successful **Luck** roll lets the investigator realize that one of the trees is missing—it has moved.

TAKING ACTION

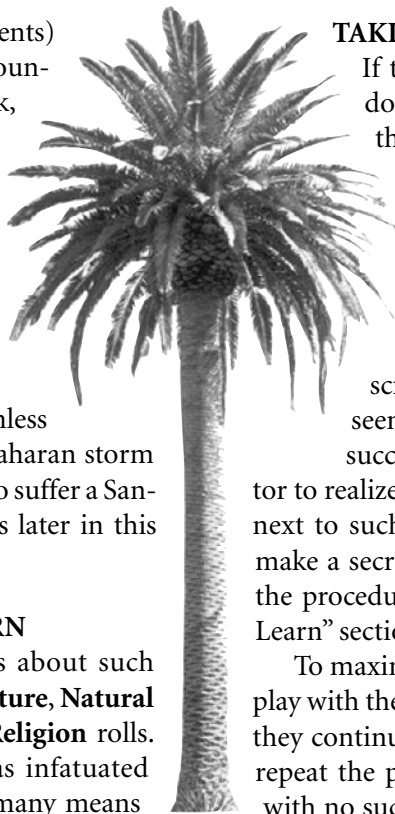
If the sudden disappearance of a tree doesn't provoke investigators to move, then the keeper should continue with the storm description of blowing wind, thunder and lightning, all the while red rain is seeping into the tent and pooling. At some point, during a bright flash of lightning, the keeper should describe the outline of a tree that can be seen through the canvas of the tent. A

successful **Idea** roll allows an investigator to realize that the tent had not been pitched next to such a tree. Again, the keeper should make a secret **Cthulhu Mythos** roll, following the procedures in the "What the Investigators Learn" section.

To maximize the tension, the keeper should play with the investigators as long as possible. If they continually fail to notice the shifting tree, repeat the process several times. If this meets with no success, place the Dark Young next to the tent—after all, the Dark Young is attracted to the tent's occupants.

HEADING FOR THE HILLS

It is unlikely investigators are going to be prepared to stop a Dark Young. If this is the case, then the best tactic is to flee. Once the investigators bolt from the tent, charging into the slippery slopes of the night, the keeper should occasionally call for rolls on the Resistance Table of DEX versus 14. This represents the difficulty of sloshing through the uneven, muddy landscape in the dark. Should the investigators flee, then, if the keeper desires, they discover a crevice cutting into a hillside. There are at least two options for the investigators at this point. Since it is unlikely they



can outrun a determined Dark Young, the investigators can either hide in the crevice, or attempt to lure an agitated Dark Young into the crevice, temporarily trapping it.

HIDING IN THE CREVICE

If the investigators hide in the crevice, the keeper should allow them a **Hide X7** roll. Normal failures can be compensated for with a successful **Luck** roll. A failure means is that the Dark One continues to lurk around the crevice, causing the investigators to make another **Hide** roll. A critical failure means the character coughed, sneezed, or slides into bushes, making a racket. This immediately attracts the attention of the Dark Young, and it is likely that the investigators are doomed.

LURING THE DARK YOUNG

More brazen investigators might attempt to irritate the pursuing Dark Young, and then take up residence on the opposite side of the crevice. With any luck, the Dark One will charge the investigators and stumble into the crevice, suffering 1D10 damage. To determine if this plan works, allow the investigator with the highest **Luck** to roll. Pulling off this plan only buys time for the investigators, but enough for them to escape the pursuing Dark Young.

CONTINUING THE ENCOUNTER

Once safe, investigators might be curious about the presence of the Dark Young—or worse yet, fear a forest of Dark Young exists on the mountain side. The keeper should expand upon this encounter however he sees fit.

REWARDS

Unless the investigators manage to destroy the Dark Young, the only benefit they gain from this experience is an increase in their Cthulhu Mythos by +1 percentile, and the knowledge that there is likely a cult of Shub-Niggurath nearby.

THE HIGH ATLAS

This is the main range of mountains sometimes called the Great Atlas. It is the longest and the highest of the group, averaging approximately 11,000 feet at Jbel Toubkal. On the Atlantic side of the High Atlas, the slopes are precipitous, with the gentler stretches on the eastern facings.

It is not unusual to see the greatest peaks of the High Atlas topped with snow, while a wide variety of flora cling to its lower stretches. The lowlands are cultivated by the Berbers, with farm fields lolling with the rising and falling land. There are even a few denizens of the region who are given to the worship of Shub-Niggurath, a god that is viewed as a being that brings fertility to the lands. For those who can speak the native language (Berber), there are frightful tales of trees in the mountains that come to life and walk across the steep slopes. Investigators hearing such tales might conclude there is a tenuous link to Shub-Niggurath and the tales, if they make a successful **Cthulhu Mythos** roll. Of course, such a conclusion is correct.

Traversing the High Atlas is extremely difficult. The primary routes are mule trails cutting across the steep mountain slopes or beneath the towering massifs. There are countless villages throughout the

VILLAGES IN THE HIGH ATLAS

The region has been occupied by the Berbers for centuries, so countless villages appeared and disappeared over the years. Here is a list of some of the villages investigators are likely to encounter when prowling through the Jbel Toubkal area:

Tizi Oussem—A small farming village located in the lowlands.

Azib Tamsoult—Perched on some of the higher slopes of the Jbel Toubkal is this earthen-stone village that relies upon livestock and farming.

Aremd—At over 6,000 feet, this village is located in the hard rock of the mountain. The rocky ground has too little soil for agriculture. As a result, residents of this small village grow plants in man-made terraces.

FAUNA IN THE ATLAS MOUNTAINS

A few of the unique animals dwelling in the Atlas are Barbary sheep and Barbary Stags, both of which are present in both the Middle and High Atlas chains. In the lower Middle Atlas, a variety of animals are to be found, including macaques, partridge and the Egyptian vulture. See the Bestiary in the Appendix for more details.



regions, and they are even more isolated from the rest of Morocco than those the Berber tribes of the Middle Atlas. Investigators who dare this area are likely to find countless prehistoric artifacts scattered in the region's numerous caverns. Rock carvings and stone tools are commonly found by expeditions into the High Atlas. However, getting to these out-of-the-way sites is extremely dangerous. Without a proper guide or knowledge of the area,

investigators traipsing around the mountains are likely to become lost. The keeper should request a **Navigation (Mountains)** roll once every four hours of travel (or once per day, if travel is being performed on a larger scale). Failure leads the investigators astray. Being lost too long in the High Atlas increases the chances of accidents, fatigue or starvation.

TIZI-N-TICHKA ROAD IN THE 1920s

Although there are no modern roads into or through the High Atlas in the 1920s, the French did construct a road that skirted both the Middle and High Atlas during the 1920s. At the highest point, this road reaches a plateau of 4,800 feet. While the view from this point is magnificent, revealing the lowlands, villages, farmlands, forests and the snow-tipped summits of the High Atlas, it can be dangerous in bad weather, or if traveled at a high speed. This road connects many of the smaller villages with Marrakech and Ouarzazate.

If investigators are traveling this road in an automobile in bad weather, at night or at dangerously high speeds, plenty of **Drive** rolls should be made. Due to the poor quality and winding nature of this road, all vehicles receive a -15% on handling, in addition to the modifiers found in the *Call of Cthulhu* rulebook.

THE SAHARA

At the southern edge of Morocco begins the great Sahara desert. The desert itself is the largest in the world. It spans Africa from the Atlantic coast to the Red sea, and reaching further into Egypt and Iran. At the widest point it stretches nearly 3,000 miles.

During the 1920s, the Algerian and Moroccan border in the Saharan region was continuously being disputed. So investigators visiting the region are likely to encounter many interpretations as to exactly which country they are occupying.

THE OASIS REGION NEAR THE FOOTHILLS OF THE HIGH ATLAS

The most hospitable area of the Sahara in Morocco is near the Drâa river, just east of Ouarzazate. Date palms, corn and barley are grown in this region, and water is often diverted from rivers or comes from wells. In the Drâa Valley, there are various peoples living together. Arabs, Berbers and Haratines have occupied this region for centuries. It is also rich in salt and other mineral mines. Because of the border disputes and attacks from nomadic tribes, many of the villages in this valley have built walls for defense, or have fortresses.

Strewn throughout the valley are small villages with people who are unaccustomed to the modern way of life. Many technologies are likely to impress the tribes in these areas, and can be used for barter. The official Moroccan currency has little value in this region.

TRAILS ACROSS THE SAHARA

Investigators who can communicate with the locals and who are interested in crossing the Sahara, need to find a nomad with knowledge of the watering holes and wells that form a path across the wasteland. To find such a person, the inquiring investigator must make a successful **Luck** roll. Finding a knowledgeable nomad is not the same as gaining his knowledge. Such information is very valuable, and the nomad is likely to want a high price, or may only be willing to act as a guide, and not be willing to impart the knowledge to an investigator.

Bargaining with such a nomad is done at one-half normal ability. This information is a treasure in itself to field researchers, archeologist and treasure hunters, and to the nomads.

ZAGORA

The French Protectorate government's reach, though tenuous at times, was long. This village, established by the French in the 1920s, is the most likely location investigators will travel to in the region.

During the 1920s and '30s, the city is under construction, although one of the first buildings to be



Camels trek across the desert

erected was the Police Prefect House. This village itself is a unique mixture of traditional mud-brick and straw houses combined with some imported stone for the French buildings. Surrounding the village are farms, brimming with lemon, olive and almond orchards. Inside the village can be found souks filled with produce merchants, potters, and cloth and carpet sellers. The primary mode of transportation in this region is camel.

FLORA AND FAUNA OF THE "WASTELAND"

In some areas of the Sahara, plant life is non-existent. The lack of precipitation prevents even the hardiest of plants from taking hold. In regions close to the Atlantic coast, there are betoum trees (Atlantic turpentine tree), acacia trees, and a variety of thorny shrubs and acheb (a plant often used as an herb). Near the rare watering holes, sometimes Date Palms can be found.

As the vegetation increases, so does the appearance of wildlife. In these less harsh environs, there are a varied array of wild life: Wild goats, gazelles, jackals, badgers, foxes, ostriches, vipers, scorpions, plenty of flies, ticks and lizards. In the deep desert, there is very little life to be found, except for the occasional Sand Dweller.

THE NORTHERN SAHARA

Perhaps the most recognizable features of the Sahara desert are the "ergs" and "hammada." The erg is a sand dune formed of shifting sand. These typically are formed in basins for former riverbeds. With the winds of the desert, the shifting dunes relocate from one area to another. There is also what is known as the "fossilized" erg. This is a sand dune that no longer shifts; rather, it appears stationary. The

hammada are rocky plateaus with bare outcroppings. They typically appear in gorges or valleys, and are shaped by the blowing sands.

In the Southeastern Moroccan region of the Sahara, also known as the Northern Sahara, rainfall averages around 10 inches per year. Deeper into the desert this number drops to less than 5 inches a year. This limited rainfall, combined with the various sand storms works to purge the air of all humidity, making the Sahara dangerous for both man and beast.

Investigators planning expeditions into the deep Sahara may also use Agadir as a launching point before entering the desert. This coastal city can be reached by means of trails from Marrakech. Until the late 1920s, automobile travel from Marrakech to Agadir is nearly impossible. Attempting such travel is likely to result in numerous stops in which an investigator must perform a successful **Mechanical Repair** roll to fix the vehicle from various maladies that may afflict it. Some of the problems investigators' vehicles might experience are: Flat tires, overheating, ruptured batteries, sand in various parts of the engine mechanics or electronics (spark plugs), or a burst radiator. Keepers should be liberal with vehicle problems, secretly rolling the driver's **Luck** each day of travel. A failure produces a random problem. A critical failure produces 1D3 random problems.

AVERAGE TEMPERATURES IN THE SAHARA

Month	Daily High	Nightly Low
January	79°F	20°F
February	82°F	25°F
March	90°F	32°F
April	96°F	42°F
May	98°F	45°F
June	101°F	59°F
July	99°F	62°F
August	100°F	62°F
September	97°F	56°F
October	91°F	47°F
November	86°F	36°F
December	81°F	27°F



The Atlas Mountains form a natural climatic barrier for the Sahara

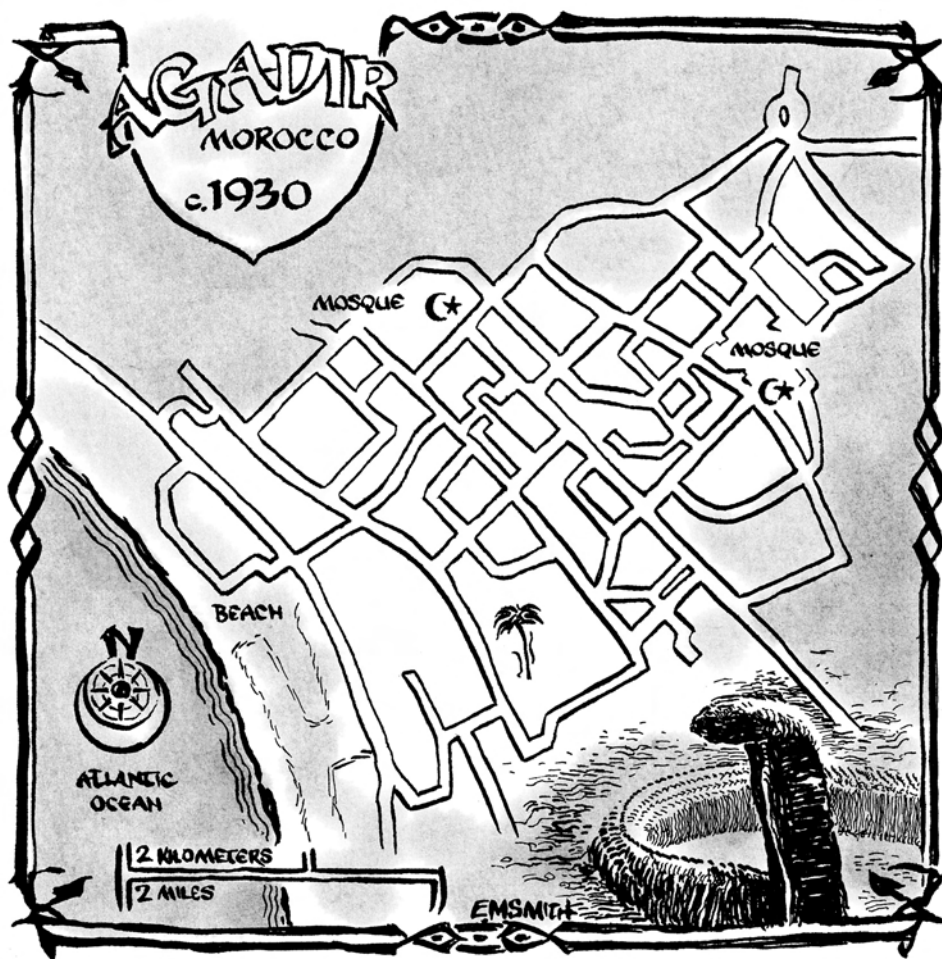
HEAT STROKE

Investigators trekking across hot deserts, such as the Sahara, are potential victims of heat stroke. This condition is brought about by exposure and exertion in extreme hot weather. When temperatures reach 90°F+, the keeper should start making rolls on the Resistance Table every half hour, using CON against the POT of the heat. To determine the POT of the heat, divide the temperature by 4, rounding up (i.e. a 100°F temperature has a POT of 25). Characters who fail the roll succumb to heat stroke and become debilitated. Characters with proper gear, such as hats and umbrellas and light clothing, modify the POT by -5. Characters who are burdening themselves with excessive activity or thick clothing modify the POT by +2.

A character who fails the roll becomes immediately incapacitated. He typically faints, and remains unconscious until revived. A failed roll costs a character one-half of his present hit points. A critical failure of 96-00 results in instant death.

A successful **Medicine** roll at normal ability, or a **First Aid** roll at one-half normal ability can revive characters who succumb to heat stroke: A success means that the investigator who made the roll knows that the fatigued person needs to be cooled down quickly. Usually when a person suffers from heat stroke, his or her body temperature is around 103°F. Methods of reducing body temperature include total immersion in water, spraying or pouring water on the person afflicted or fanning, although this last method is the least effective. Providing the resources are available, a successful **Medicine** or **First Aid** roll lowers the afflicted person's body temperature to a safer 100-101°F. Even after these measures, the person requires at least one day of rest to recuperate. The lost hit points are regained as normal.

The keeper should make the heat stroke rolls in secret. Hints can be passed along to the players in the form of symptoms. Investigators might feel extremely hot, skin may turn a bright red, the body can stop sweating, dizziness, nausea, confusion and a headache are other symptoms. Clever investigators who make a successful **Medicine** or **First Aid** roll can diagnose the condition.



AGADIR

This Moroccan city has been standing since the early 1500s. Originally it was a Portuguese stronghold and port. Over the centuries it was re-fortified and its ownership disputed. By 1911, dispute over ownership belonged to the French and the Germans. With the Treaty of Fez, Agadir's ownership was finally settled, and left in the hands of the French Protectorate Government. Other than its strategic utility, the city offered little to the nation's economy or industry.

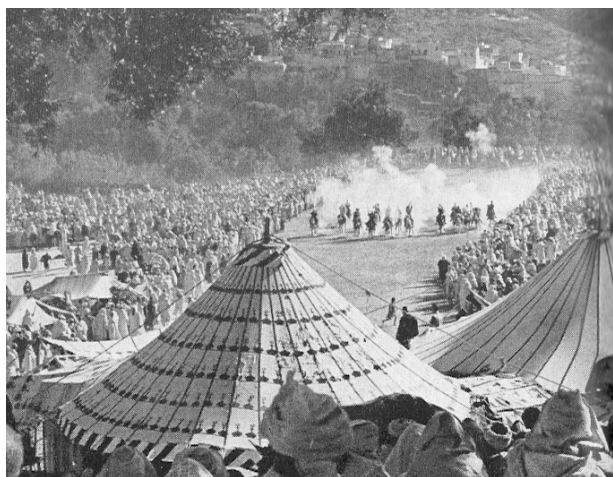
In the 1920s, Agadir is still a small city. Although its coastal defenses are in place, and Protectorate soldiers garrison the city, little else has been done to modernize it. After the French expansion of Casablanca, the port of Agadir became redundant and ignored. Investigators in Agadir are likely to find few of the amenities of modern life. The keeper should feel free to add whatever is desired to the city. It is likely it would have a flea-ridden hotel, and a few small cafés. Other than the supplies shipped in to the French garrison, the city is likely to have very few imported products.

VENTURING INTO THE DEEP DESERT

Should players decide to send their characters into the deep desert, they must be thoroughly prepared. Without a guide, the keeper should require **Navigation** rolls to determine direction, as a map is relatively useless in the Sahara. Additionally, prolonged activity in the Sahara, or elsewhere in Morocco, can produce heat stroke.

The best modes of travel are by foot or by camel. Only experienced explorers should venture out into such dangerous territory. For each week investigators spend in the desert, the keeper should roll for sand storms. Without proper protection over the eyes and face, these storms can cause severe eye irritation or blindness, or suffocation. The blowing winds and sand absorb what little moisture is in the air, and also does much to dehydrate humans. Often these storms can be seen on the horizon, giving investigators ample time to take cover.

Investigators caught in a sand storm unprotected take damage from the blowing wind and sand. The



Villages along the Atlas attract thousands of pilgrims

keeper can determine the strength of the storm by rolling 1D20+6. Next, each investigator in the storm must make an opposed roll on the Resistance Table: CON against the storm's strength. Investigators whose eyes and mouths are not protected have 10 percentiles added to their roll. Failure results in 1D4 damage from the storm. This damage can take the form of cuts, dehydration, labored breathing, etc. This process repeats every hour for the duration of the storm. The keeper determines the storm's duration by dividing the storm's strength by 2 and rounding down (i.e. storm strength of 12 lasts for 6 hours). It is quite possible that investigators can be buried alive in a lengthy storm, unless effort is made every hour to clean sand from any location in which they are sheltering.

STORMS OF THE SAHARA

AAJEJ

The Aajej is the name of a type of desert whirlwind in

Morocco. It is said that the only way to defend against such a storm is to bear a knife and to fight back. Whether this is true or not is left to the keeper.

SIMOOM AND THE HARMATTAN (BLOOD STORM)

The simoom is known as the storm of the poison winds. Many in Northern Africa know this storm. This storm is often called the harmattan, as in its wind it carries red sand. According to Herodotus, it was a simoom that consumed the Persian army in the desert.

Furthermore, this storm is also not limited to the Sahara. Often the storm forms in the desert, pulling red sand from the surface, then lifting it high into the air. Later, when encountering high precipitation, the red sand falls from the sky with the appearance of blood. Reports of the storm reach as far as Spain, Portugal and England.

Investigators should heed the words of Herodotus. This storm blows with such fury in the Sahara that gun barrels and locks are often filled by the powdery sand, making the weapons useless. Additionally, the storm limits visibility to an arm's length. The winds blow so fiercely that it is said the storm burns those captured in it. The keeper should add an additional +1 to damage from this storm, and fill the investigators' weapons, bags, boxes and all other baggage with sand.

DESERT DENIZENS

There are few people or creatures to meet in the deep Sahara. Occasionally, passing nomads might be encountered—or robbers. These people know of the wells and water holes that span the Sahara and are capable of traversing it in relative safety.



Venturing into the deep desert can be dangerous without guidance

Typical Nomad (or Robber Nomad)

Nomad bands vary from 50 to 100 in number.

char rolls averages

STR 3D6+1 12

CON 3D6+1 12

SIZ 2D6+4 9

INT 2D6+6 10

POW 3D6+1 12

DEX 3D6+1 11

HP: 11

Weapons: Sword 36%, 1D6+1+db,
Rifle 40%, damage 1D8.

Skills: Desert Survival 64%, Hide 48%, Rifle 40%,
Ride: Camel 51%, Navigate 43%, Spot Hidden 37%.

SAND DWELLERS

It is also possible for characters to encounter one of the desert's more fearsome inhabitants, the Sand Dweller. There is a 10% chance each night spent in the desert that investigators might encounter a Sand Dweller. Such an encounter is likely to result in someone being stolen away in the night. Unless a person is left on guard, the Sand Dwellers amble into the camp, and attack a random victim. Being experienced at this, the Sand Dwellers first attempt to hush their prey. This is accomplished by a successful **Grapple** roll. Once this is accomplished, the Sand Dwellers simply drag away the victim. Unless a storm covers the trail in the night, investigators can use **Track X2** to follow the tracks back the cavern where the Sand Dwellers live.

1D6 Sand Dwellers

	STR	CON	SIZ	INT	POW	DEX	HP	db
#1	12	14	14	8	7	10	14	+1D4
#2	10	14	16	7	9	12	14	+1D4
#3	14	15	15	10	10	13	15	+1D4
#4	16	14	15	8	11	13	15	+1D4
#5	12	12	13	9	8	11	13	+1D4
#6	11	13	14	8	9	13	13	+1D4

Weapons: Claw 30%, 1D6+db.

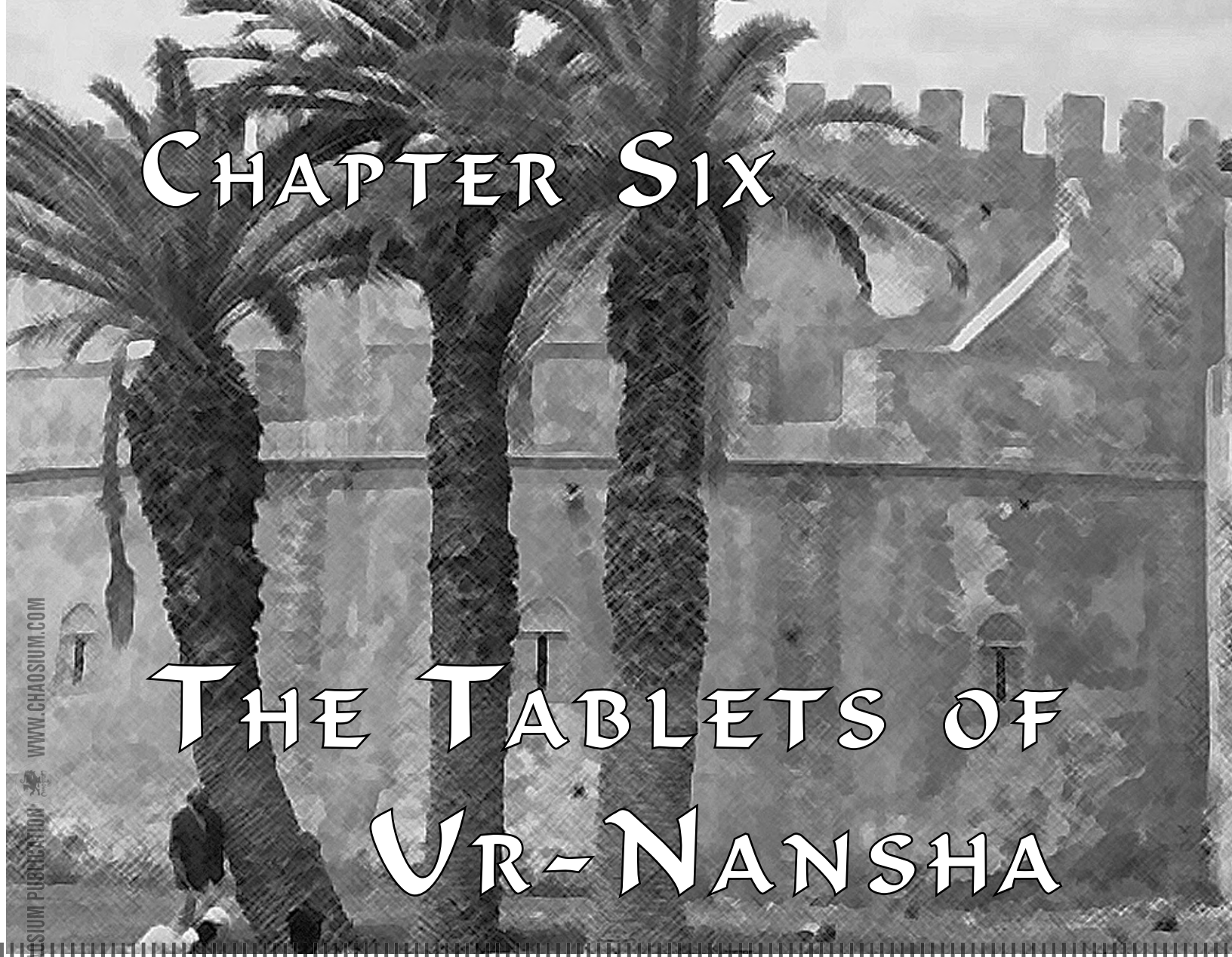
Armor: 3-point rough hide.

Skills: Grapple 50%, Hide 64%, Sneak 50%, Spot Hidden 53%.

Sanity Loss: 0/1D6.



The Sahara is a barren and desolate land for the inexperienced explorer

The background of the title page is a black and white illustration of a Moroccan city scene. In the foreground, several tall palm trees with detailed fronds stand against a backdrop of a city wall with crenellations. The wall has several arched windows or doorways. The overall style is reminiscent of classic pulp magazine art.

CHAPTER SIX

THE TABLETS OF VR-NANSHA

A SCENARIO FOR *CALL OF CTHULHU*

INTRODUCTION

This scenario takes place in several locations inside Morocco during the 1920s. Each location has a unique atmosphere. Before playing this scenario, the keeper should familiarize himself with the appropriate locations and consider the inclusion of any additional material.

The scenario is designed for three or more moderately experienced investigators, and can be played over several sessions. It can readily be expanded into a larger scenario simply by involving some of the NPCs located in various cities, or including some of the sub-plots described in the chapters. Additionally, luring investigators into the remote regions of Morocco can lengthen the scenario.

When playing this scenario, the keeper should be cognizant of the possible language barriers that exist in Morocco. When appropriate, the keeper should request a **Language** roll to determine the quality of the information being conveyed. Failures can result in minor misunderstandings or serious miscommunications. The degree of such failures is left to the keeper to decide, based upon what creates the best story for play.

This scenario is designed for non-linear play. This means that for the most part, there is no particular order of locations or events that must be followed. However, playing such scenarios does require the keeper to be extremely familiar with the setting, and be prepared when the unexpected rears its head.

KEEPER'S INFORMATION

Within Morocco is a sorcerer named Kasim ben Harb, and with him is a growing cult of misguided Moroccan rebels. Kasim's basic objective is the summoning of the Great Old One Cthugha, and bringing about the destruction of thousands of people, particularly the French and other foreigners in Rabat. If Kasim succeeds, the capital city of Rabat will be razed and its inhabitants consumed by an ancient horror. Certainly, some innocent people will die, but all in the name of a good cause: Revolution!

Kasim plans to accomplish this horrid task with the *Tablets of Ur-Nansha*. As an experiment, Kasim has been summoning fire vampires, and unleashing them upon the French, Spanish and sometimes European tourists. In the early 1920s, he had much success against the Spanish, bolstering the power of the rebelling Rifis with a gathering of fire vampires.

At the start of this scenario, Kasim possesses most of the fragments of the ancient stone tablets—about 75% of them. He is desperately, and perhaps recklessly, asking about the country for the remaining stone shards. He is sure someone has taken them from the Sala Colonia ruins, and he's offering lofty prices for their recovery. The longer he has to wait, the more anxious and desperate he becomes.

Kasim's aggressive searching is likely to attract the attention of the investigators, possibly leading them to search out Kasim, to question him about the shards and the *Tablets of Ur-Nansha*. Doing so might push Kasim, forcing him to attempt a summoning with the fragments he has, running the risk of a greater catastrophe. This is a risk Kasim is willing to take, if he believes his plan might be thwarted.

KASIM'S TIME TABLE

Being an impatient man, Kasim grows more agitated and daring with each week that passes. After the investigators arrive in Morocco, it won't take too long before Kasim decides to summon Cthugha, be it risky or not. He's willing to die to free his nation from the invaders. Within the first month, Kasim attacks the Hotel d'Anfra (see the Hotel d'Anfra section in this chapter for details). Three weeks after that attack, Kasim becomes belligerent. He makes outright threats to anyone he suspects of possessing the stones, demanding they be brought to him. News of this travels quickly among the native Moroccans.

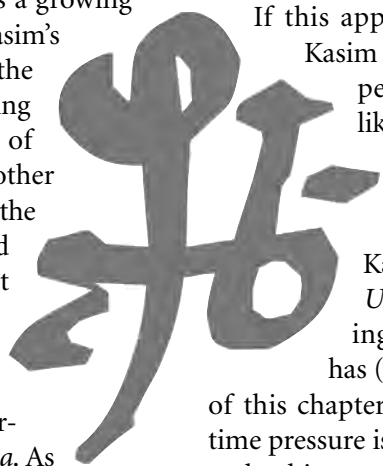
If this approach does not meet with success, Kasim places a bounty upon the head of the person who owns the stones. This is likely to cause Onfroi to hand over his stones, if he still possesses them (see the Antiques section of this chapter for more details). By week ten, if Kasim has not completed the *Tablets of Ur-Nansha*, he attempts the summoning with the portion of the tablets he has (see the Summoning Cthugha section of this chapter for more details). This means that time pressure is on the investigators. The keeper can make this apparent by having Kasim grow bolder in his attacks and threats, and even by his attempts to eliminate the investigators.

INVOLVING THE INVESTIGATORS

There are a variety of means of introducing the characters into this scenario. The keeper and the types of characters being played must determine the most appropriate method.

If there are field researchers, scholars or archeologists among the investigators, then they might be hired to visit the ruins of Sala Colonia in Morocco. If there are occultists or researchers of the supernatural, then it is likely the newspaper reports of the mysterious burnings of Europeans might capture the investigators' attention (see *Ur-Nansha Papers #1*). Of course, it is always possible that the investigators are just on vacation and find themselves in the midst of some very strange happenings.

Regardless of how the investigators are introduced

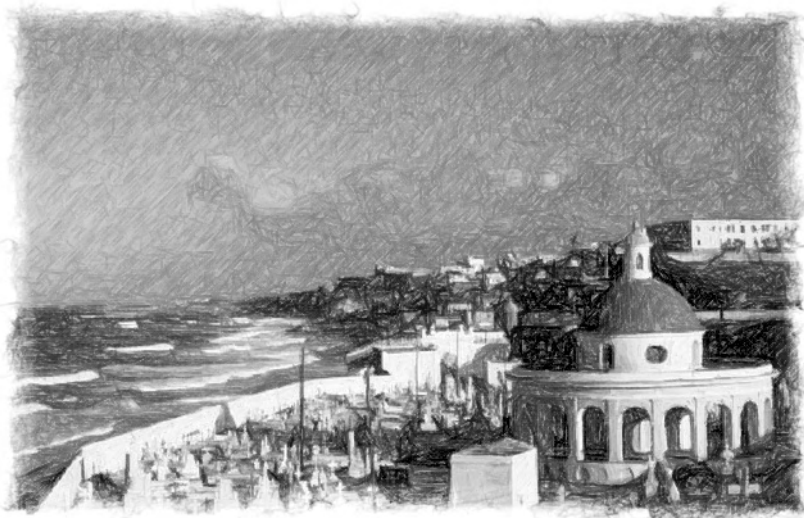


to the scenario, they should be made aware of the newspaper article describing the sickening deaths of three European tourists traveling across the country. As for the political turmoil and delicate state of Morocco, the keeper should release that information as he deems necessary. Investigators familiar with the area are likely to be aware of the troubles of the nation, but the majority of characters would probably know very little of Morocco. It is perhaps best to allow investigators to learn of the conditions of the country as they prowl across it, speaking with Moroccans, tourists and French-Moroccans.

ENTERING MOROCCO

The investigators can enter Morocco by land or by sea, depending upon their location prior to the scenario. If the investigators enter by land, it is possible to do so virtually unnoticed. However, unless they go to a customs house, they will be in the country illegally. This means that their passports will not be stamped, and should they be discovered, the investigators will be fined, jailed or deported.

If the investigators enter by sea, then there are three likely ports: Tangier, Rabat and Casablanca, with Casablanca being the most likely. At each port the investigators encounter a Moroccan customs official. Providing there are no weapons being smuggled into the country, entrance is granted.



Moroccan national treasures. Therefore, acquiring a permit to work an archeological site can be tangled in paperwork for months.

Fortunately for the investigators, Arif finds his job wearisome. He is unable to do the work of the sultan, and has become nothing more than a puppet for the French officials. By offering a sizable bribe, the paperwork process can be precipitated. Such an offer must be large, as Arif intends to retire to the country's interior and be rid of all the turmoil and unrest the nation is experiencing.

A successful **Psychology** roll reveals Arif's down-trodden attitude. If this knowledge doesn't lead investigators to considering bribery, or should they fail, then a successful **Idea** roll provides one of the player-characters with the bright idea. Because Arif intends to retire, and he has a family to support, the bribe must be considerable. Should investigators

start with an offer of less than 4,000 francs, Arif will become outraged and expel them from his office, under threat of reporting them. Of course, Arif won't report them. Rather, he hopes they return with a better offer. And to bring this about, he has close friends drop hints that he desires another meeting with the investigators.

Naturally, when the investigators return, Arif again acts outraged, claiming he did not wish to see them. A successful **Psychology X2** roll quickly dispels this flimsy deception. Should investigators again make a low offer, then Arif repeats his performance, and this continues until a starting offer of 4,000 francs is established. From there, it is Arif's intention to haggle for more money—he wouldn't accept any offer without haggling. And he's willing to take slightly less if he is

RABAT

THE MINISTRY OF ANTIQUITIES

At some point, if investigators intend to excavate or work at the ruins of Sala Colonia, or any other ruins created by the keeper, they must pay a visit to the Minister of Antiquities. This administrative office is located in the Prefecture compound in Rabat. The sultan appointed the present minister, Arif Bahir. Nonetheless, he is forced to comply with the desires of his immediate superiors, all of whom have been appointed by the French Protectorate government. During the 1920s, the French are very protective about

properly haggled to a lower price. But he won't accept anything less than 2,000 francs.

Arif Bahir, age 55, Disgruntled Minister

STR 12 CON 13 SIZ 12 INT 15 POW 10
DEX 13 APP 12 EDU 16 SAN 50 HP 13

Damage Bonus: none.

Skills: Archaeology 55%, Bargain 34%, Bureaucracy 69%, Speak Other Language: French 60%.

AMIN'S TEAHOUSE

Amin has many connections with underground rebel groups, and knows of many more groups. If investigators manage to befriend Amin, they can learn of the following:

- ☐ Guns are being imported through the port of Casablanca from the U.S. and being sold to the rebel tribes in the country's interior.
- ☐ Rick Conner is an American gunrunner in Casablanca. He can often be found in Casablanca at the Cabaret Casablanca.
- ☐ Some groups have turned to magic to free Al Maghrib (Morocco) from the yoke of the French and Spanish. It is said that the recent fires are proof of their magic.
- ☐ The country is filled with many different types of people. The tribes of the Rif and Idrâren Drâren (Atlas) are varied, just as their religions. It is said that some worship the ancient Roman gods, and others worship gods long forgotten to mankind.
- ☐ There is a lost city in the Sahara desert. Many European expeditions have ventured into the wilderness to locate it and never returned.

HOTEL DE PARC

Investigators who stay or visit the Hotel de Parc can readily engage Didier in conversation. Being French, he often feels like an outsider, and is always anxious to speak with Europeans, or, if given no other choice, Americans.

Even though Didier is anxious to talk, he is not as anxious to spread dangerous gossip. But a successful **Fast Talk** roll convinces Didier to

repeat some of the gossip he has heard while shopping in the souks. Naturally, Didier is less forthcoming if the investigators are not renting a room from him:

- ☐ Amin's teahouse is a gathering spot for Moroccan rebels.
- ☐ Many people have been asking about old stones taken from the Sala Colonia—why such worry over old stones?
- ☐ Most of Morocco's national treasures are being sold to England and the United States. This, of course, infuriates France. As a result, the Moroccan government is making it difficult to gain permits for importing and exporting national treasures. Of course, this hasn't hindered Henry Emerson—he spends much money at La Cuisine du Jardin.
- ☐ The talk at the souks is that a group of rebels is planning a big attack that might drive both France and Spain out of the country—Didier doubts this seriously. He sees most native Moroccans as a backwards people.
- ☐ The Oudaïa Kasbah is haunted. It is safe to visit during the day, but at night one should stay out of it. Didier knows this from first hand experience. He has seen many strange things in the moonlight during walks through the Oudaïa Kasbah.

Fire Claims lives in Morocco

During a holiday visit in Morocco, three citizens of Great Britain died in a fiery automobile accident. The three had been touring the Moroccan countryside for some three weeks, when they departed Rabat for the mountain city of Chefchaouen. Along the way, something occurred that caused the automobile to depart

from the rugged Moroccan road. According to French officials, the automobile collided with a tree, and as a result exploded, killing all of the occupants.

When asked by the British Emissary in Morocco, the Resident-General refused to have the matter be investigated by government officials, claiming, "it was not a rebel attack." For the present, Moroccan police authorities are handling the investigation.

—Dateline Morocco

THE RABAT LIBRARY AND ARCHIVES

Like most of the Protectorate government's institutional buildings, the Rabat Library and Archives are located in the Prefecture court. Here investigators can research much of Morocco's history and gain access to many of the nation's newspapers in the archive.

Because most of the material is in French, Arabic or Berber, researchers must make a successful combined **Other Language** roll and **Library Use** roll for every four hours of research. The keeper should decide upon the appropriate language before the player makes the roll. Of course, part of the language barrier can be overcome with the assistance of an interpreter—a dragoman would be relatively useless doing research. If an interpreter is used, the Other Language skill rolls are no longer required. But the investigator suffers a -10 percentile penalty on his Library Use rolls, as much is often lost in the translation.

There is much the investigators can learn here. The more distant in time the research ventures, the greater the amount of time it should require. If investigators are looking into ancient Moroccan history, then the number of hours required for such work should be increased to 8 hours for each roll. The followed information can be gleaned here:

RECENT HISTORY

(Depending upon the date, the keeper must decide how much of this information should be revealed).

- ☐ Many Rifi tribes rebelled against the Spanish Protectorate government in 1921. They did the same against the French in 1925. Eventually the war ended with the surrender of the rebel leader in 1926.
- ☐ The Treaty of Fez was signed in 1912, making southern Morocco a protectorate zone of France, northern Morocco a protectorate zone of Spain, and making Tangier an international city. While the sultan rules the country in name, it is truly the respective protectorate government that control the nation's politics.
- ☐ In 1921 a patrol of 10 French soldiers were murdered in the lowlands of the Middle Atlas. Their bodies were found burned—the coroner determined they were burned alive. It was decided Berber tribes performed the attack. No particular tribe was ever identified. Investigators can make a **Cthulhu Mythos** roll to discern that there is more to the deaths than there appears.

- ☐ Recently a German spy was arrested in Casablanca. He was returned to Germany without being charged.

ANCIENT HISTORY

(The keeper should feel free to include as much information from Chapter One as desired).

- ☐ Rabat once was controlled by the Roman Empire. Sala Conlonia was the ancient Roman city that stood in the Roman province known as Mauritania Tingitana. There is evidence that Sala Colonia once had a mystery cult. It is believed the cult worshiped a fire deity.
- ☐ Eventually Rome converted to Christianity, and persecuted all of the pagans. The rulers of Sala Colonia were particularly cruel in their dispatching of the mystery cult. Writings translated into Arabic claim that the Romans demolished the mystery cult's icon (a set of stone tablets), and buried them beneath the spot where the cultists were burned alive. A successful **Cthulhu Mythos** can reveal that this ancient cult was likely a cult of Cthugha, providing the investigators have knowledge of Cthugha.
- ☐ It is said that a Roman mystery cult once occupied Sala Colonia. Some scholars believe they possessed the ancient Sumer tablets known as the *Tablets of Ur-Nansha*. It is speculated that these tablets originated in Babylon.
- ☐ Herodotus, and many historians following him, believed that there once was an ancient city located in the deep Saharan desert. Many expeditions have set out to find the city, but most have died in the effort, or returned with nothing.
- ☐ For many centuries, some of the Berber tribes in the Rif and Atlas worshipped a fertility goddess until they were converted to Islam or Christianity. There are still small groups of the mountain people continue this ancient practice.

SALA COLONIA

Although Kasim believes that all of the shards from the ruins of Sala Colonia have been removed, this is not the case. There are some fragments of the powerful tablets still buried at the site. Investigators with a permit can freely excavate the ruins, although they must account for everything they find with the Minister of Antiquities.

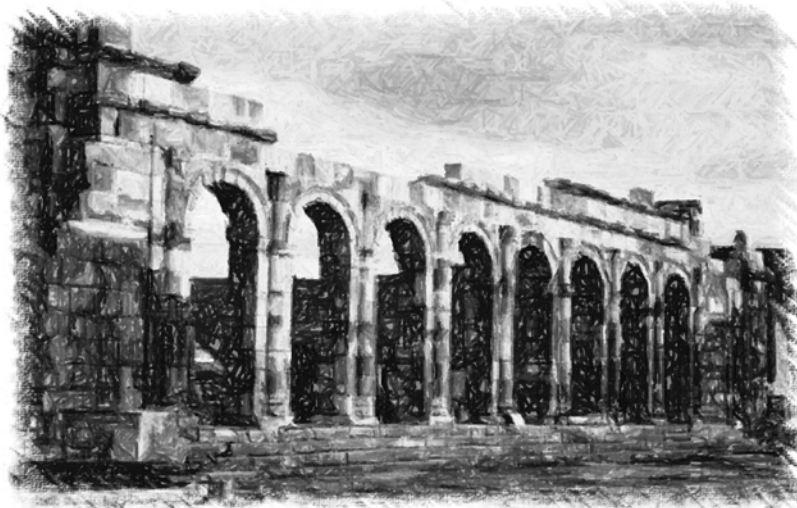
KASIM AND SALA COLONIA

Once the investigators begin excavation of the Roman ruins, news of their actions quickly finds its way to Kasim. This prompts the cult leader to conclude that perhaps some of the fragments still remain at the site. Or, he might conclude that the investigators have them in their possession. At first, Kasim approaches the matter cautiously. He'll send a cultist to infiltrate the band of investigators. The cultist offers his services as a dragoman, claiming to have knowledge of many of Morocco's ancient ruins, and contacts for smuggling them out of the country. Basically, the cultist tells whatever lie is required to get him hired by the investigators. Once the spy learns what the investigators know, he'll inform Kasim. If the investigators are still looking for the shards, Kasim allows them to continue until they unearth something. Once discovered, he'll attempt to steal the precious shards, murdering the investigators if necessary.

WORKING THE SITE

If the investigators know of the *Tablets of Ur-Nansha*, then this increases their chances of locating any remaining shards. If the investigators are simply excavating the site, then uncovering the stones is impossible.

Searching for any remaining shards requires at least one week of work. During each week of excavating, each investigator deliberately looking for remaining fragments can make either an **Anthropology** roll at one-half normal ability or an **Archeology** roll at normal ability, combined with a successful **Luck** roll at one-half normal ability. Lucky investigators unearth the remaining shards (the number is left to the keeper). A **Cthulhu Mythos** roll allows the shards to be quickly identified; otherwise, the investigators must go on faith. Occasionally, upon failed rolls, the keeper should present a red herring to the investigators, describing something similar to the shards, but upon closer scrutiny it becomes obvious they are useless stone fragments. And even after the investigators discover the shards, the keeper should downplay this as if fragments might not be the object of their search.



CASABLANCA

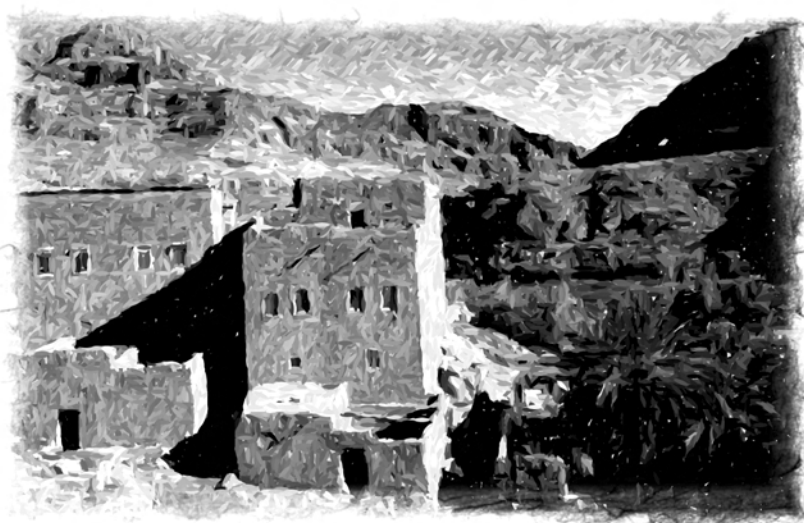
LES ANTIQUITÉS DE BUADRIAD

Missing Fragments

As it happens, the antiquities dealer in Casablanca, Onfroi Jean Baudriard has come into possession of some of the missing fragments of the *Tablets of Ur-Nansha* (the total number of shards is left to the keeper). As with the rest of Onfroi's private collection, the fragments are too precious for public sale. Rather, intuition tells Onfroi that he might be able to sell them to a U.S. antiquities broker for a sizeable amount. This makes it even more unlikely that he will mention the stone fragments.

But, Onfroi has some weaknesses. He enjoys drinking, and when suitably plied with alcohol, it is likely he

will inadvertently mention the shards (it is only possible to find alcohol in non-Muslim establishments). First, Onfroi must be intoxicated for such a slip to occur. Investigators who invite Onfroi to dinner or convince him to drink with them must also drink and supply the alcohol.



For each hour after Onfroï reaches a Lightheaded state, there is a 10% chance of his mentioning the shards. Each hour he remains in this state, or a worsened condition, the chance is increased by +5 percentiles. It is quite likely that either Onfroï or a character will pass out before Onfroï's lips are loosened. If this happens, investigators might have to try another night.

As an alternative to getting Onfroï drunk, the investigators might consider illegal entry into his

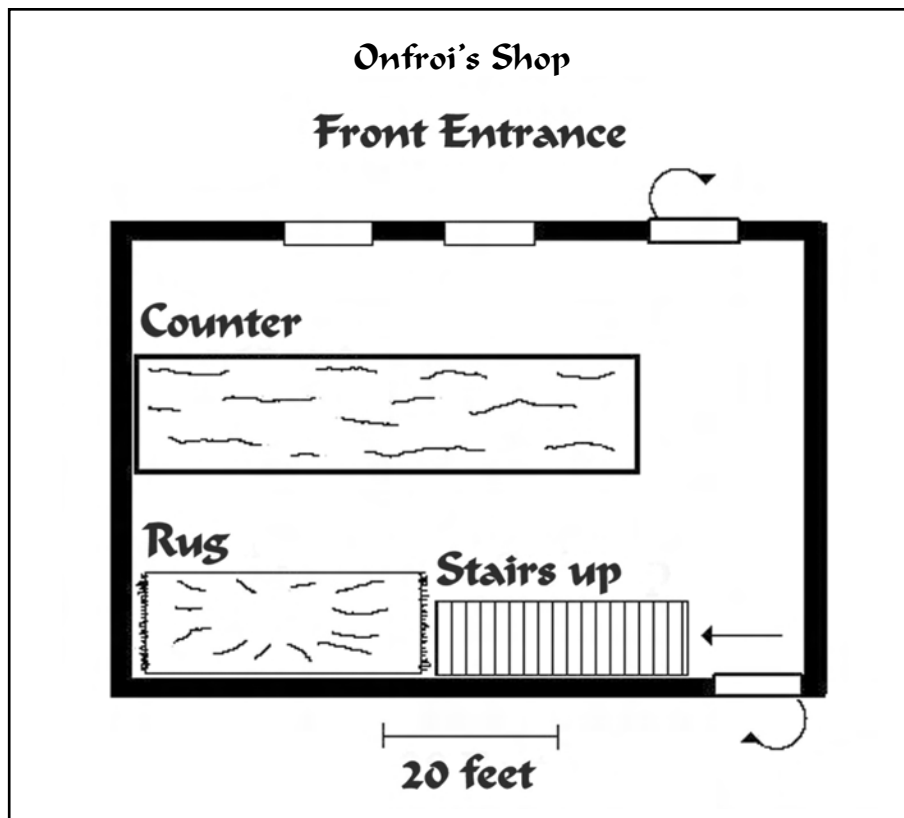
shop (see Ur-Nansha Papers #2). His apartment is upstairs, so there is a good chance that prowlers will be overheard. Onfroï keeps his private collection in the cellar. The door is beneath a Moroccan carpet behind the counter. A successful **Spot Hidden** at one-half normal ability reveals lumps in the carpet. Any investigator stepping on the carpet can make a **Listen** roll to hear the door creak. All other investigators make a roll at one-half normal ability.

In the underground cellar, the investigators find all of Onfroï's private collection. (See Chapter Three.

Located in the cellar are the shards he possesses.)

THE CELEBRATION AT HOTEL D'ANFA

Shortly after investigators arrive in Casablanca, they learn of a gala occurring at the Hotel d'Anfa. This is a celebration put on by the local Prefecture for important foreign dignitaries, wealthy local businessmen and key Moroccan families. The event is black tie, and by invitation only. Investigators capable of



Ur-Nansha Papers #2



OPTIONAL NEW SKILL: ART (DRINKING) 25%

The keeper can allow characters to have the skill Art (Drinking). The base for this skill is 25%, although the keeper might increase it for investigators who are serious boozehounds (the skill Drinking is the same skill). The use of this skill reflects the investigator's conditioning to drinking, and his approach to drinking—perhaps eating before engaging in serious drinking. The skill must be rolled before the drinking commences. A success gains the character a temporary +2 to his CON, increasing his chances of remaining sober. This bonus is only to be used in regard to drinking. It does not increase HPs. A critical success in the skill provides the investigator with a temporary +4 bonus to his CON. A failure in this skill provides no benefits. The bonus can also be used for the **CON X5** roll against hangovers. (See Drinking Contest for details.)

OPTIONAL RULES: DRINKING CONTEST

To test for intoxication, all those who are drinking must make a roll on the Resistance Table using $\text{CON} + \text{SIZ}/2$ against the POT of the alcohol. This test is done every hour, and failure results in Lightheadedness. A second failure causes Inebriation, which manifests with a slurring of words and a decrease in precise motor control. A third failure places the drinker in a complete Drunken Stupor. Once a Drunken Stupor has been achieved, the investigator must roll a second time each hour to determine if he falls unconscious. This roll uses the same POT. Each hour of drinking increases the POT of the alcohol by +1, and each hour spent not drinking decreases the value of the POT by -1. If there is excessive drinking within the period of an hour, the keeper can increase the hourly increment from +1 to +2 or greater.

THE PRICE OF DRINKING

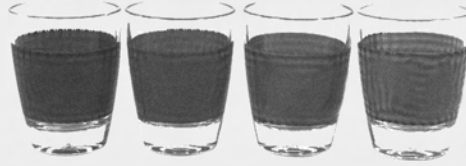
With each stage of drunkenness (Lightheadedness, Inebriated, and Drunken Stupor) comes a degree of mental and physical dysfunction. Characters who are Lightheaded from alcohol suffer a -10 percentile penalty to all mental and physical skill rolls. Characters who are Inebriated make all mental and physical skill rolls at one-half normal ability. Characters who are in a Drunken Stupor perform all mental and physical skills at one-fifth normal ability, and are likely to suffer prolonged effects the next day. Any character who enters a Drunken Stupor must make a **CON X5** roll the following day. A failure means he is nauseated, headachy, and performs all mental and physical skill rolls with a -10 percentile penalty.

THE POTENCY OF VARIOUS ALCOHOLS

The base POT of the alcohol is determined by the quality. This number is left to the keeper as some expensive beverages can be potent, or not so potent. Likewise, the cheapest of drinks can have a dangerously high potency. As reference, the keeper might consider beer or wine to have a POT of 3, with stronger liquors having POTs of 8-10.



“SHOTS”



Should players find the need for a rigorous drinking contest, in which alcohol is consumed at a steady rate over a short period of time, then the following rules might be used at the keeper's discretion. When drinking “shots,” each person involved drinks one shot-glass of alcohol, then waits for any opponent to do the same. The last person standing is the winner. Often, the drinkers or spectators bet upon the event. Investigators deciding to enter into such a contest can expect quick results, unless they are skilled drinkers (see Art (Drinking) sidebar). When participating in a round of “shots,” all the keeper needs to do is change the time frame for the intoxication rolls. Instead of rolling once every hour, a roll is made once every round. It is assumed that every participant drinks one shot a round. Because of the speed of alcohol consumption, the POT of the drink is increased by +1 each round. All other Drinking Contest rules still apply. However, there is a chance that a character might drink himself to death, by consuming too much alcohol in too short a period. To test for this, once a character has reached the Drunken Stupor stage, the keeper compares the character's CON+SIZ to the POT of the alcohol. If the sum of the two characteristics is equal to or greater than the value of the POT, then a roll on the Resistance Table must be made for the character to determine if he contains too much alcohol in his blood. A success results in the character falling unconscious. A failure means the character has died of alcohol poisoning. First Aid and Medicine skills can be used to revive the character as per the normal rules for a character facing death.

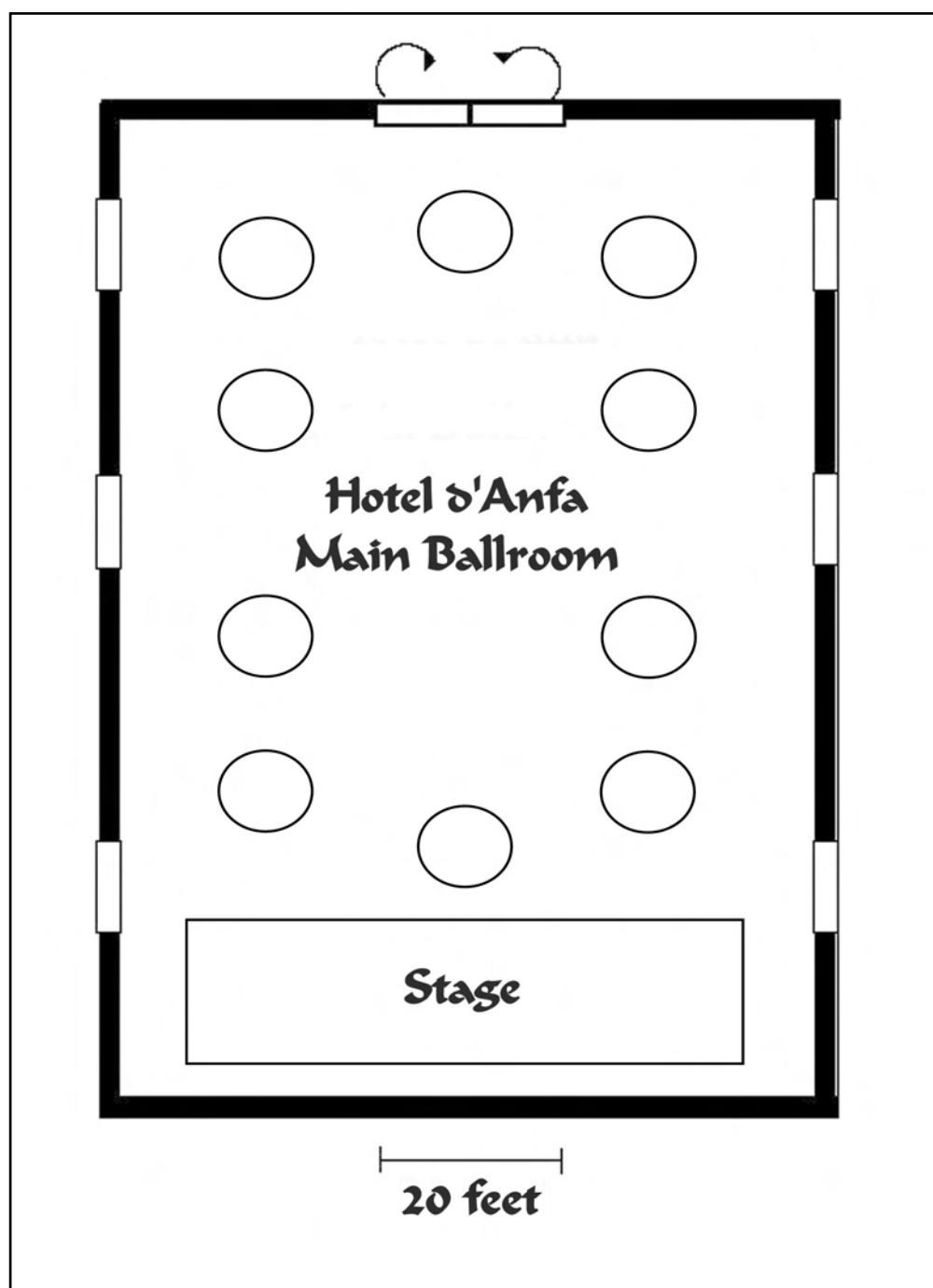
passing the requirements for renting a room at the hotel are likely important enough to be added to the invitation list. All others must find a different means of attending, should they desire.

News of this celebration fills the newspapers prior to its occurrence and is the talk of the city (the exact date in which it takes place is left to the keeper). Besides being a good place for the investigators to make friends and get much-needed letters of recommendation, suspicious or paranoid investigators might conclude that it is a likely place for a rebel attack. If the investigators have not had any dealings with rebel groups or cultists, then such a conclusion is prob-

ably beyond any of the character's conception.

Believing the city well protected, the French authorities are likely to dismiss any such notion. So it is pointless for investigators to attempt to warn the police about any potential threat.





Ur-Nansha Papers #3

KASIM'S STATEMENT

As it turns out, the idea did cross Kasim's mind. And hoping to make a statement, or inspire revolt, he intends to summon fire vampires and unleash them upon the elite guests. Unless the investigators have infiltrated Kasim's cult, it is unlikely they will know about these plans. Afterward, should Kasim be successful, all investigators who have experience with fire vampires and make an **Idea** roll believe something suspicious, something supernatural, has occurred at the hotel. If the investigators do not

connect the fire at the hotel with the death of the three British tourists, the keeper might allow an **Idea** roll to make such a leap. Naturally, characters who are professional investigators such as private eyes, police or others of similar occupations should make the roll first.

Once it has been established that something unusual did occur at the hotel, the keeper should allow every player to make a **Cthulhu Mythos** roll to identify the source of the damage was fire vampires.

THE ATTACK

After the celebrants have had a couple of hours to settle, Kasim sends the fire vampires to work. He attempts to summon 1D4; however, 1 is likely enough to do the job unless a well-prepared investigator is about. The fire vampires enter through the side windows as though a ball of fire has been launched into the ballroom. They promptly attack the closest person, killing him or her, then moving onto the next. The fire vampires also start a conflagration that is capable of consuming the entire hotel unless authorities are warned of the event very early—most likely as it starts, or given prior warning in the form of a false alarm. Investigators can make a false call anticipating the fire.

Fire Vampires, the Flame Feeders

	CON	SIZ	INT	POW	DEX
#1	6	1	9	11	14
#2	4	1	10	13	16
#3	7	1	8	12	16
#4	6	1	11	12	15

Move 11 (flying).

Damage Bonus: N/A.

Weapons: Touch 85%, damage 2D6 burn + magic point drain.

Armor: most material weapons cannot harm them, including bullets, etc. Water costs a fire vampire one hit point per half-gallon poured over it, a typical hand-held fire extinguisher does 1D6 hit points of damage to it, and a bucket of sand costs it 1D3 hit points.

Spells: none.

Sanity Loss: none.

NERIFDA**Kasim ben Harb and the Cult of Cthugha**

Although Kasim often visits the larger cities of Morocco, he and his cult tend to live in the lowlands of the Middle Atlas. The entire cult occupies a small village named Nerifda. It is too small to be on any of the maps, and of little significance to the French

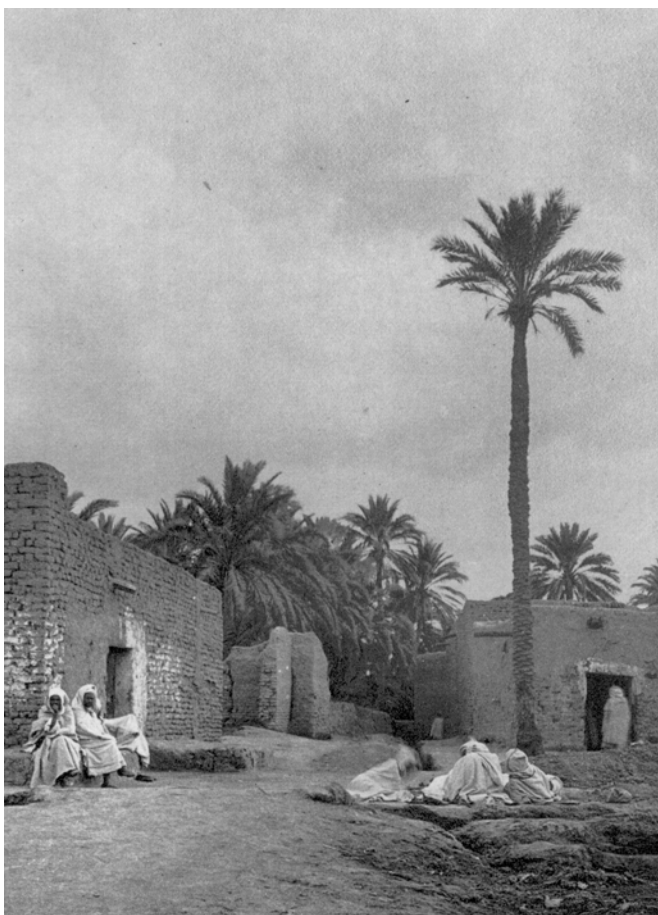


Protectorate government. It sits in one of the valleys of the Middle Atlas between Rabat and Casablanca. It is unlikely that the investigators should stumble upon this village. But if they do, it is doubtful they will survive the first night. Unlike all of the other interior villages of Morocco, the inhabitants of Nerifda treat foreign visitors with great disdain.

From this village, Kasim plots and toils over his partial collection of the *Tablets of Ur-Nansha*. The tablets themselves are written in cuneiform. Kasim has only managed to partially decipher them, and that is mainly due to calling upon the darker things of the universe to gain his limited knowledge.

Should Kasim learn of the investigator's meddling in his affairs, he most certainly attempts to dispatch them. His first methods are likely to be more mundane than magical. Dropping scorpions into bedrooms to kill the investigators is a likely approach. Poison is another. Both Rabat and Casablanca have members of Kasim's cult working in the cities. With a word, Kasim might attempt to have one or more of the investigators poisoned. Should any of these plots fail, then simple murder is the next step. Investigators persistent in living eventually must face a fire vampire, as Kasim is hot-tempered.

Once the investigators identify a cultist or Kasim, it is possible for them to trail the cultist or the sorcerer back to Nerifda. With careful surveillance, investiga-



Kasim's cultist village of Nerifda

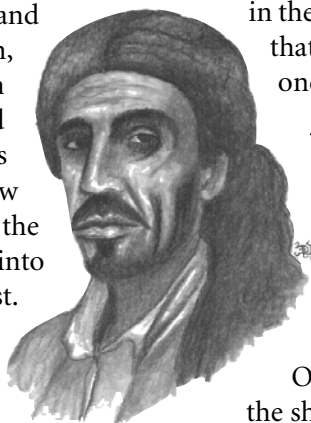
tors might learn that the entire village is composed of cultists. Watching the nightly rituals should be enough to make this evident.

Kasim's Followers

	STR	CON	SIZ	INT	POW	DEX	HP	db
#1	13	14	12	8	8	11	13	+1D4
#2	10	11	12	10	10	12	12	none
#3	12	13	12	10	9	11	13	none
#4	14	13	13	9	11	9	13	+1D4
#5	12	12	12	11	10	11	12	+1D4
#6	11	11	13	12	11	13	12	none
#7	15	14	15	11	12	10	15	none
#8	11	12	12	8	9	9	12	none
#9	12	10	11	10	9	10	11	none
#10	10	12	13	10	10	13	13	none

Weapons: Dagger 41%, damage 1D4+db,
Sword 32%, 1D6+1+db.

Skills: Hide 44%, Listen 36%, Ride: Camel 42%, Spot Hidden 29%.

Kasim ben Harb, age 42, Fiery Priest of CthughaSTR 16 CON 14 SIZ 14 INT 17 POW 24
DEX 13 APP 10 EDU 14 SAN 0 HP 14**Damage Bonus:** +1D4.**Weapons:** Fist/Punch 52%, damage 1D3+db,
Dagger 42%, damage 1D4+db,
Sword 46%, damage 1D6+1+db.**Skills:** Astronomy 35%, Cthulhu Mythos 18%, Hide
35%, Listen 32%, Other Language: French 44%.**Spells:** Curse of Darkness, Flesh Ward, Send
Dreams, Steal Life, Summon/Bind Flame Vampire.**Description:** Kasim is a native Moroccan
of Arabic descent. From the years and
history of conflict within his nation,
and the generations of wars, Kasim
has grown to despise all who would
come to his country and claim it as
their own. He sees himself as a new
warrior, one who is not bound by the
limitations that have led Morocco into
conflict and subjugation in the past.
He not only intends to expel the
French and the Spanish, but do
so in a manner that speaks to the
world.

THE SUMMONING OF THE LIVING FLAME

If not stopped, Kasim eventually attempts to summon Cthugha. His desire is to call upon the Great Old One in the ruins of Sala Colonia, and allow it to consume all of Rabat with flame. And like all those who possessed the *Tablets of Ur-Nansha* previously, Kasim is insane enough to believe he can bind Cthugha to his own will, using the Living Flame as a protector of his country. Kasim also sees himself as replacing the current sultan, becoming the one ruler of Morocco.

The summoning comes about if Kasim feels pressured by French authorities or by the investigators, or if he has given up hope of recovering all of the missing shards. It doesn't take Kasim long to reach this point. About 8 to 10 weeks after the investigators arrive in the country is the priest's breaking point. If he does not possess the complete tablets by this time, he starts to make plans for the summoning.

In the days prior, he has his cultists prepare a stone altar, as required, at Sala Colonia. And then in the darkness of night, he commences the summoning. Unlike other times when Cthugha can be summoned,

mainly when the stars are right, the particular spell on the *Tablets of Ur-Nansha* allows the flaming entity to enter into the world, so long as there is an ample number of sacrifices available. It is Kasim's plan to offer all of Rabat, a sacrifice of an excess of 105,000 people. This number of lifeforces pulling at the Great Old One provides it with the ability to temporarily enter this plane. However, there is a chance that the spell could work incorrectly. If all of the fragments are not present, Cthugha is not summoned; rather, a horrific horde of fire vampires are called forth. If this occurs, they do not limit their attacks to Rabat. They move from city to city for days, burning and killing all in their path. If Kasim's spell fails, it is quite possible that instead of bringing about the destruction of one city, he will destroy most of Morocco.

WHAT THE INVESTIGATORS MIGHT LEARN

Investigators who have been able to research the tablets are likely to know that Cthugha can be summoned, or know that it can fail.

Or, if the investigators have a partial number of the shards, they can make **Cthulhu Mythos** rolls to discern that there is a great chance of failure, resulting in a catastrophe of epic proportions. While the investigators might not know what occurs with a failure, they certainly know it is something horrific. Merely contemplating such an event forces a character to make a SAN roll (0/1D6).

A SUMMONING GONE AWRY

If the summoning spell from the tablets is used while the tablets are incomplete, the caster must roll on the Resistance Table using his POW + the POW of all who are aiding. This is the value that opposes the POW of Cthugha. Success brings forth the Great Old One. Failure results in the summoning of an uncontrollable mass of 1D100 X10 fire vampires, who remain in this world for 1D10 +6 days. Unbound, the fire vampires are bent upon destruction. All who come cross their path, including the caster and those aiding, are promptly dispatched.

STOPPING THE GREAT SUMMONING

There is no set method of thwarting Kasim's plans. The investigators can capture or kill Kasim, or steal the fragments of the *Tablets of Ur-Nansha* that he possesses. They

THE TABLETS OF UR-NANSHA

The *Tablets of Ur-Nansha* date between 5,000 and 10,000 B.C. when the first human cities were being erected. The tablets were created by the Sumerian Caina, the first of the master builders—city builders. Caina scribed the secrets to the art of building and construction, and also included dark secrets pertaining to the city god of fire. These tablets were passed along from king to king, until they came into the possession of the first king of Babylon. Understanding their true nature, the first king of the city ordered a gigantic ziggurat be constructed in honor of the city god. He decreed it was to be the tallest of all ziggurats, a place of worship.

The undertaking was so monumental that its completion took centuries. Word of its construction spread across the lands, and many peoples from remote regions of the world came to marvel at the spectacle. In the year of its completion, the king of Babylon was Ur-Nansha. And he too knew the secrets of the tablets. But he was not satisfied to become an obedient dog to a city god, when he could usurp the city god and become a god himself. It was written in the tablets that cities were to be constructed to attract humans. Once gathered in a single location, the great god Cthugha would be summoned to feast upon the herds gathered for him. The original kings of Babylon decided to serve the ancient deity the greatest of all feasts. The world's largest tower would be built, one that could reach the great god himself, and it would call hundreds of thousands of people from across the world to gaze upon it. When the time was right, Cthugha would be summoned, and the feast would begin.

King Ur-Nansha saw the beauty in this plan, but decided to alter it slightly. Why not lure the god with the herds of sacrifices, then use his mighty army and the great tower to slay the god. In doing so, he would replace the powerful entity, becoming a god himself. When the day came, Cthugha was attracted to the tower—as his priests had already began the summoning without telling Ur-Nansha. As Cthugha approached, the king readied his army.

But, unexpectedly, the master builder in charge of completing the tower, decided to steal the *Tablets of Ur-Nansha* for himself. He took the tablets, and studied their magic. Then he gave the tablets to his slave, and sent him away, to avoid the wrath of Cthugha when he realized the king's treachery. As the slave departed with the tablets, the master builder went to the top of the ziggurat to complete the summoning. He was successful. The people gathered around the tower, and the army of King Ur-Nansha were consumed. Some managed to flee and carry the story with them, just as did the slave of the master builder.

Over the centuries the tablets have had many homes, eventually falling into Roman hands, and were brought to Sala Colonia.

There is only one set of tablets, which is comprised of two, three-foot high rectangular slabs of granite. As far as it is known, they have never been duplicated. They are mentioned in the *Necronomicon* and *The Book of Eibon*. Because the tablets are broken, the keeper must decide the total number of shards required to piece them together. The number of shards determines the benefits received from the tablets. The following statistics are for a complete set. Fewer fragments mean lesser bonuses and fewer spells.

Language: Cuneiform; Sanity loss 1D8/2D8; Cthulhu Mythos +15 percentiles; average study time 40 weeks; Spells: As many as the keeper desires (this also dependent upon how much of the tablets are reconstructed). Summon/Bind Fire Vampire and Summon Cthugha are two that are required.

VARIANT SPELL (UNIQUE TO THE TABLETS): SUMMON CTHUGHA

A large stone altar is needed for the summoning of Cthugha. The entire ceremony takes several hours, and the sacrifice of a human by fire. As the ceremony progresses, storms form in the sky. Although they appear to be nothing more than thunderstorms, they are in fact firestorms. Violet

THE TABLETS OF UR-NANSHA (CONTINUED)

and yellow hues fill the sky along with black, smoky clouds as the gateway prepares to open for the Great Old One. Of course, the ritual spell leads the caster to believe it is possible to bind Cthugha to his own will. This is impossible. But it is sufficient to lure sorcerers into summoning the fiery god so it can wreak havoc upon the Earth. A complete ceremony takes 1D20 hours, and requires 20 magic points. These may be shared by the summoning sorcerer and his acolytes. Once the ceremony is complete, those present must take Sanity losses as appropriate for Cthugha. Regardless of who summons the Great Old One, it always kills them for their arrogance.

CTHUGHA, GREAT OLD ONE

Cthugha has telepathic abilities, but does not often use them with humans. Occasionally, it does communicate with the summoned, revealing the foolishness of the act, so the human's anguish is greater before death comes.

ATTACKS & SPECIAL EFFECTS:

Automatic Scorch Attack: Summoned, Cthugha brings D100 X10 fire vampires with it, which immediately begin to set the area alight. Cthugha itself floats above, scorching and burning the entire site. Humans in the area lose hit points to the heat, starting in the round after Cthugha comes. Each round the players must attempt to roll **CON X5**. Upon failure, the investigator loses 1 hit point per round until death. The only way to survive is to flee the area, a roughly circular area with a diameter of 2D10 X20 yards. Cthugha does not depart until that area has been thoroughly blasted and burned, unless first dismissed by means of a spell.

Pseudopod Attack: Each round, Cthugha can form 1D4 pseudopods from its formless mass with which to flail or squeeze individual targets. Each attack can be upon a different target.

Flame Burst Attack: It may belch forth fire instead of using pseudopods. A flame burst has a range of 150 yards and blankets the target site with fire, incinerating an area of 20 yards across. Players within the area must roll their investigator's CON against Cthugha's POW on the Resistance Table: A failing roll indicates damage equal to Cthugha's POW. A success indicates hit point loss equal to half Cthugha's POW, a dubious benefit. Body armor is of no help against this attack, but an intervening wall or embankment would be.

Cthugha, The Living Flame

STR 80 CON 120 SIZ 140 INT 28 POW 42
DEX 21 HP 130

Move 0 (aerial drift).

Damage Bonus: 13D6.

Weapons: Pseudopod 40%, damage 1D6 +db,
Flame Burst 60%, special.

Armor: (1) Any attacking hand-to-hand weapon magically takes 14 points of damage in the round in which it strikes Cthugha. The hit points are lost before Cthugha is struck and, if the weapon is destroyed, Cthugha takes no damage. (2) Bullets and other projectiles do normal damage to Cthugha, but only after 14 has been subtracted from the amount of damage actually done. A result of 0 or less does 0 damage.

Spells: All spells concerning entities of flame and itself.

Sanity Loss: 1D3/1D20.



could convince authorities that he is a rebel or member of one of Morocco's new underground organizations. No matter how the investigators attempt to stop Kasim, they are going to find obstacles. His loyal cultists, who are likely to know every move the investigators make, protect him. The French officials will be reluctant to order the arrest of a native Moroccan without a history of rebellion, simply on the word of foreigners. And stealing or destroying the parts of the tablets Kasim possesses is not an easy task.

CONCLUSION

If the investigators manage to thwart Kasim entirely, each surviving character gains 1D10 Sanity points. Providing they did learn about the *Tablets of Ur-Nansha*, they gain +4 percentiles to their Cthulhu Mythos skill. And of course, they have made many contacts within

Morocco, and likely have uncovered other mysteries to explore. If the investigators possess all of the fragments of the *Tablets of Ur-Nansha* at the end of the scenario, it is up to them to keep them or destroy them. Should they decide to destroy them, the keeper should grant another 1D6 Sanity points for this act and add +1 POW to each involved in their destruction. Of course, even though the investigators might believe they have destroyed the tablets, it is still possible copies have been made throughout history. To many, these tablets were precious, and far too valuable to not duplicate. For that matter, who is to say that the investigators had the originals. If the keeper wants to add a twist to the end of the scenario, he might suggest that the granite from which the stones were made appears to be from a region of North Africa, and not from the region of Iran where the tablets originated.



A black and white illustration of a desert scene. In the foreground, several palm trees with detailed fronds stand against a backdrop of a crenelated wall, possibly a fortification or a city wall. The wall has several rectangular openings or windows. The overall style is reminiscent of a woodcut or a detailed pencil drawing. The title 'CHAPTER SEVEN' is overlaid on the top half of the image in a large, stylized, serif font.

CHAPTER SEVEN

THE OCEAN OF SAND

A SCENARIO FOR *CALL OF CTHULHU*

INTRODUCTION

The timeless lands of Morocco have been home to many kingdoms over the millennia. Most have been recorded throughout history by ancient travels, carvings on tablets and frozen as friezes on temple walls. However, there is one empire that stretches beyond the reach of recorded history—and its secrets remain buried in the desert to this day.

Over the ages, many people have spoken of rumors of a city swallowed by the ever-consuming Sahara desert. It has known many names, but the one most prominent in the region is Katuris, a city of the empire of Atlantis. While tales of the forgotten Atlantean city are abundant, little factual information remains. Investigators must research in Rabat to locate archaic documents that will lead them to Mahgish, and from there into the depths of the unforgiving desert, and the disputed regions between Algeria and Morocco.

Even with a map, and perhaps an experienced guide, finding the city is likely to be difficult. Only the tallest structures protrude from the sands, and only then for brief moments during raging sandstorms. It is the highest

tower of the lost city that whistles in caterwauling winds, calling travelers to it. During such times, it is possible for one to enter the vast metropolis through the revealed spire, and journey into its depths.

“The Ocean of Sand” is a stand-alone scenario, or one that can be incorporated into any campaign—particularly those set in Africa. It is designed for experienced players, but can be calibrated by the keeper for new investigators. Before playing this adventure, it is suggested that investigators spend some time in Morocco, learning its customs and dangers, and that the keeper familiarize himself with the setting and adventure.

KEEPER’S INFORMATION

Before starting this scenario, the keeper should become familiar with “The Sahara” section of this book (Chapter Five). Using the rules for finding trails, describing “ergs” and “hammada” are essential to producing the mood. Likewise, keepers should allow investigators to come face-to-face with the cruelty of the desert—it is not a friendly or forgiving land. Equally important is the time of the year the investigators commence exploring the Sahara. Summer temperatures, both day and night, can prove lethal. And heat stroke should be a daily concern for prolonged explorations. Any investigators who have



not studied the environment of the Sahara, who are not knowledgeable of the various storms and dangers, should suffer a X2 skill penalty for all physical, and some mental activities while in the desert. The final choice of skills and penalties is left to the keeper. But for the inexperienced, the desert most commonly holds the promise of death.

For those brave souls armed with the proper knowledge, then they are likely to find one of the world’s greatest treasures—Katuris (in the ancient tongue)—one of the outpost cities of the Atlantean empire. And though this city rests under an ocean of sand, those who are of its founding race still patrol the desert, guarding it from discovery. They also lurk in its dark embrace beneath the sands, along with other prowling guardians.

The city itself was buried ages before humans occupied the region. At the time, the Sahara was a verdant land, with a thriving city, filled with inhabitants, life, commerce, and strange creations. Like all Atlantean cities, it held many eldritch secrets in its libraries and workshops. When a cataclysmic event occurred, causing the capitol city named Atlantis to sink into the ocean, storms raged across the world, destroying all of the great cities and constructions, burying them under earth, water, ice, and sand.

In some regions, the Atlanteans survived, and continued to persist over the centuries. A number of them vowed to protect their empire’s glorious secrets. Humans were thought to be too reckless, and the serpentmen were sworn foes. Even in the 1920s, this ancient animosity remains alive. The protectors of Katuris will do their best to prevent any knowledge and secrets from escaping the city. Investigators who do learn of these timeless wonders must balance their

sanity against the threat of revealing such knowledge. It was the knowledge possessed by the Atlanteans that destroyed their empire, and nearly destroyed the planet.

INVESTIGATOR’S INFORMATION

Spending any length of time in Morocco quickly makes the investigators aware of the rumors of the Lost City. It is one of the most common means of capturing the attention, and money, of Westerners. Merchants sell trinkets from the Lost City to anyone is willing to buy

them. Songs, tales, poems, books, all speak of the Lost City. Some of the material is useful, most is simply to sell to tourists and inexperienced treasure hunters. In any case, it does not take long for investigators to learn about the Lost City—although they are unlikely to know of its Atlantean connection without finding supporting tomes and performing research.

Should the investigators spend at least 4 weeks in Morocco, they automatically hear about the Lost City. If they do research in Rabat Prefecture Government Historical Records building, a **Library Use** roll reveals the information found in Sand Papers #1 (page 87).

Naturally, the keeper may decide to bring the investigators into the scenario through other means, such as a side trip in Chaosium's *Masks of Nyarlathotep* campaign, or *Secrets of Kenya*, or as an extension of the adventure in the *Pulp Cthulhu* setting.

THE BEGINNING

RABAT

PREFECTURE, GOUVERNEMENT À LA CHAMBRE DES DOSSIERS HISTORIQUES (GOVERNMENT HOUSE OF HISTORICAL RECORDS)

Rare Holdings

Investigators can visit the Rare Holdings section of the Rabat Government House of Historical Records (see page 25 of Chapter Two).

Fortunate investigators that gain entry to the Rare Holdings can research information about the Lost City. They will find Louisa Aznar a useful resource (see page #25). Louisa knows of a map that is graven into the caverns of the Oudaïa Kasbah (Sand Papers #2, page 120).

The total number of successful **Library Use** rolls determines the depth and richness of the information gathered. They are also cumulative, so "2 successes" results in gaining the information for "1" and "2" successes.

Oudaïa Kasbah

There are many secrets hidden in the tunnels of Oudaïa Kasbah. Roaming the tunnels of Oudaïa Kasbah is the ghoul named Inek. He has a vast knowledge of many things. It is quite possible that the investigators have already encountered Inek through other means. If they decide to visit him, with proper persuasion, he can provide information about a map of the Lost City that is scratched on a cavern wall (Sand Paper #2, page 120). Should investigators pursue this route, the keeper can refer to the section titled *Inek and the Caverns beneath Oudaïa Kasbah*. If Inek is contacted and any investigator makes a successful **Bargain** roll, Inek will lead them to the partial city map.

Copying the Map

The caverns are filled with ghouls, and not all are as loquacious and friendly as Inek. The keeper should apply time pressure to the players when reviewing the map. Provide the players with Sand Papers #2, and tell them they must redraw the map by hand. The keeper should secretly time them, allowing three minutes to reproduce as much of the map as possible. All **Photography** skill rolls are made at one-half normal ability because of the darkness (a flash is required). With each passing minute, the sound of approaching ghouls can be heard—their numbers growing quickly. By the end of the third minute, the investigators must stop sketching the map (the keeper removes the handout). At this point, the investigators must either flee or battle a group of 4+1D10 ghouls.

Extra Time

Investigators with **Cartography** or **Art (Drawing)** skills can make a skill roll at x2 normal ability. If the roll is a success, those players are granted an extra minute to copy down additional details from the map.

SUCCESSFUL LIBRARY USE ROLLS

Success	Results
1	Provide players with Sand Papers #3
2	Provide players with Sand Papers #4 and #8 (page #119)
3	Investigators gain the assistance of Luisa Aznar
4	Investigators uncover a fragment of an ancient scribe (Sand Papers #6)
5	Investigators learn of a map scratched in the Caverns of Oudaïa Kasbah
6	Investigators learn that there once was a village named Mahgish that is southwest of Zagora



History of Lost Atlantis in North Africa

History is replete with the mention of a primordial paradise—often claimed to be the place where humanity first existed. Many religions of the world share such stories, and each point in different directions regarding the location of the original “paradise.” However, there are many ancient texts that place this bountiful land in the middle of the Atlantic Ocean. What was once known as “paradise” is also known as Atlantis, and from Atlantis sprouted many civilizations, and perhaps all of civilization, as we know it today.

By the accounts of the ancients, there once was a continent named Atlantis. Plato is often cited as one of the important resources on its location. He did cite a location: Beyond the Pillars of Hercules (this would be the Strait of Gibraltar today). But he offers little other than the legends handed down to him. It is the tales of the Egyptians and Mesopotamians that offer greater insight. Both cultures have stories of an ancestral land that once was a great land, and where people with wondrous abilities dwelled. All of these tales speak of the fall of Atlantis, a time when the oceans flooded over the great land. This is only part of the story, for the greatest city remained for centuries after this deluge. The continent known as Atlantis was also home to the city of Atlantis. And from here, a vast empire extended around the world.

There were many city-states in the empire. Each governed their own province on different continents, and sometimes there were several city-states on a single continent. While the historical records have many names for these places, often they are located by the use of the root “Atla.” Different cultures complicate this with different spellings. In Morocco, the most obvious location for one of these cities is likely to be near the Atlas Mountains. Throughout Moroccan history, the rumors of the Lost City can be found. The Greek historian Herodotus references it as being in the Sahara. Little evidence has been found to support this claim.

Sand Papers #3

Sand Papers #4

Sand Papers #5

Sand Papers #6

Sand Papers #7

After the extra time period, the map is again removed, and the approaching ghouls arrive.

GOING TO MAHGISH

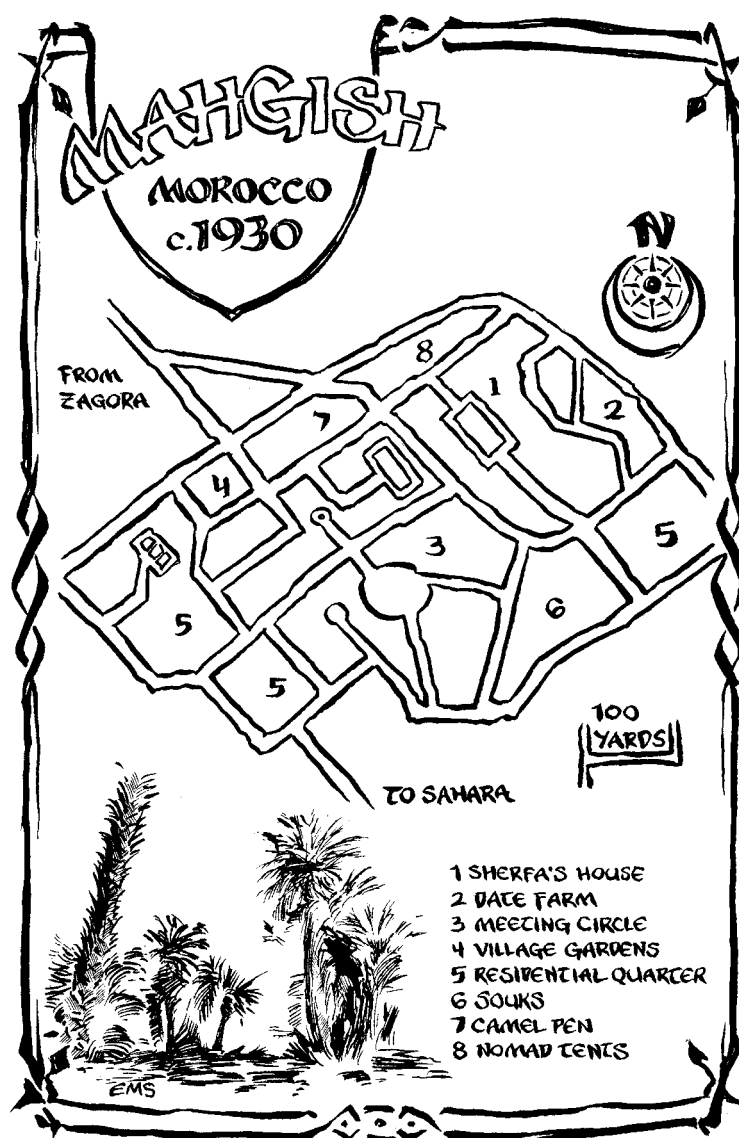
Once the investigators have gathered enough information to leave Rabat, they need to plan a trip to Mahgish. Doing so requires that they review the map of Morocco, and inform the keeper of their path. They may change their route after they start, but they must explain the new path. The reason for this is because traveling through the interior of Morocco is difficult and dangerous. The keeper should refer to Chapter Five for details about venturing across the country. Depending upon the difficulty and skill of the players, the keeper may wish to include one or more encounters while traveling. Additionally, the mode of transportation is important:

foot, horse, mule, camel, rail, and automobile. All of these are possible, although some are limited. Traveling from Rabat to Mahgish most likely requires a little of each form of transportation. The keeper is urged to use the "Optional Rules: Mount Chases" in Chapter Eight to add flavor and challenge to travel.

MAHGISH

Thirty miles southeast of Zagora is the village of Mahgish. The denizens of the remote desert village avoid outside contact. They do not shun visitors, but very seldom do the inhabitants journey to Zagora or any other neighboring locations.

The village possesses typical Moroccan styled buildings, with red walls and flat roofs. The windows typically have ornate wooden shutters, but the patterns are not arabesque. Another interesting feature about



the settlement is its population. The folk of Mahgish are all slight in appearance, with dark hair and cinnamon colored skin. Their eyes are blue, and the tallest among them is no more than five-foot-six inches. The features are delicate and diminutive, although they are self-assured and determined people.

LODGING AND DINING

In simplest terms, there are no hotels, restaurants, bed & breakfasts, hostels, or any place for visitors to lodge. Travelers who stay in Mahgish must pitch tents outside the village, and buy supplies at the markets. There are certain circumstances when Sherfa, the village elder, offers an empty house to special visitors.

ANTHROPOLOGISTS IN MAHGISH

Investigators who are anthropologists by occupation promptly notice the unique physical characteristics of the village's inhabitants. A successful **Anthropology X2** skill roll reveals that the people of Mahgish have no other commonalities with any of the other native tribes in Morocco. Such a discovery is likely to astound and delight any anthropologist. By all accounts, the villagers of Mahgish are an isolated people.

Further investigation, such as interviewing, performing physical examinations and measurements, and exploring the location for archeological evidence, reveals that this community has existed for centuries, and maintains its isolation out of superstitious beliefs.

Interesting aspects of the village include their methods of producing clothing, pottery, and the depth of their folklore and their unique dialect. While their language has some commonalities with other tribes, it must be learned to fully understand their lore. The village itself could be a lifelong study for an anthropologist.

EXPLORING MAHGISH

The Tales Told Around the Village

Should investigators spend a day exploring the village, speaking with the denizens, and most importantly, purchasing goods, then it is likely that many tales might be heard. **Fast Talk** and **Bargain** skills are the most useful rolls to learn information. However, investigators who offer tales might garner one in return. Each rumor typically takes one day learn. Should investigators score one-fifth of their normal ability, or do some clever role-playing, then two or more rumors might be offered:

- ☐ Nomads sometimes visit the village claiming to have heard the songs of the Lost City.
- ☐ Strange things live in the desert—they are neither human nor animal. They dwell in the sand, and prey on humans.
- ☐ Several times bandits have attempted to raid the village, but each time, Sherfa (the village elder) has frightened them away. He is a wise man.
- ☐ There is a nomad who trades here; he knows all of the hidden water holes across the Great Desert.
- ☐ Sometimes, when the winds are blowing, the song of the Lost City can be heard in the village. It is a bad omen.
- ☐ An American has been here several times. He was looking for the Lost City—he has never found it.
- ☐ The wails of the desert call the sand to life. It hunts all who are in the desert.

Speaking to the Village Elder

Sherfa, age 534, Friendly Mahgish Elder

STR 11 CON 09 SIZ 09 INT 11 POW 07
DEX 16 APP 13 EDU 13 SAN 35 HP 09

Damage Bonus: none.

Attacks: Dagger 47%, 1D4+2+db

Skills: Arabic 71%, Bargain 55%, Cthulhu Mythos 14%, Dodge 66%, Disguise 45%, Hide 50%, Listen 42%, Other Language: English 18%, Other Language: French 34%, Persuade 77%, Sneak 33%, Spot Hidden 37%.

Special Languages: Atlantean

Spells: Create Gate, Flesh Ward, Withering.

Description: Sherfa is the village elder, and eventually all visitors meet with him. His has a posh house by Mahgish standards. It is traditional Moroccan, stone, with shuttered windows, rugs, cushions, fireplace, and extra bedrooms. Sherfa's house is the largest in the village. He has a limited understanding of English, and a greater command of French. He mostly speaks the various regional tribal dialects, and the dialect specific to Mahgish, and North African Arabic.

Investigators who make successful **Anthropology** or **Psychology** rolls determine that Sherfa is highly intelligent, and perhaps superior in intellect to other members of the village. A successful **Psychology** roll

reveals that while he is friendly, he is hiding something. Most likely, learning his secret requires Sherfa to directly convey it. He never reveals his real age, although he might comment upon a historical event as though he were there.



For the most part, the inhabitants of Mahgish welcome outsiders. The only time distrust and dislike are kindled is when outsiders start asking specific questions about the Lost City. The people of Mahgish treat the Lost City as a myth like most Moroccans. However, Sherfa takes it more seriously, and guards the remaining secrets ferociously. Investigators who appear to have *true* knowledge of the city are often silenced in the night.

On the surface, Sherfa seems friendly, amiable, and delighted to answer light-hearted questions about the ancient city and its history. However, if Sherfa believes the investigators know too much, he invites the investigators to lodge in his private house, and on the first opportunity, he orders those under his command to kill the investigators.

When given the opportunity, Sherfa will mislead investigators. He'd rather not have them killed. This means when questioned about the Lost City, he'll attempt to dissuade investigators, or provide them with inaccurate information. He'll also warn about bandits and nomads in the desert, and recount tales of others who have perished "in hopes of finding nothing more than a myth."

Persuading the Explorers

If the investigators are friendly to Sherfa, he will invite them to dinner, and during the meal, he'll attempt to

SEARCHING SHERFA'S HOUSE

There is little of value to Westerners in Sherfa's house. Commonplace items are mainly what he possesses, and very little money. However, he does have an ancient Atlantean tome that is likely to be of great interest to investigators. He keeps it hidden beneath a removable slab of stone in the floor of his bedroom. A successful **Spot Hidden** at one-half normal ability reveals that the stone has recently been removed—thereby attracting the investigator's attention to it.

If the stone is lifted, there is a heavy book wrapped in cloth, containing metal pages—a metal unknown to humans (Atlantium). The text is scribed in Atlantean writing, probably unknown to all investigators. For those who do not understand the language, the writing on the cover appears as mysterious as the writing on the interior. The book is titled: *The Codex of Many Worlds* (or so goes the closest translation).

convince them to stop looking for the Lost City. Because he is gifted at the art of speaking, he'll casually include several warnings into the conversation—but he'll never admit that such a place ever existed.

- ☐ It is said that the Sahara once swallowed an entire army.
- ☐ There is no Lost City. It was a tale started by the French to profit from explorers.
- ☐ Travelling in the desert is dangerous. Many expeditions have never returned.
- ☐ The great storm of the desert protects all secrets. The storm is living; it can rip flesh from bone in minutes.

Offing the Explorers

If Sherfa deems it necessary, he'll offer housing to the investigators, and order his henchmen to sneak in

Sherfa's Henchmen

	STR	CON	SIZ	INT	POW	DEX	HP	db
#1	12	12	08	15	11	13	10	none
#2	14	12	10	11	13	16	11	none
#3	11	13	09	09	08	14	11	none
#4	12	15	10	11	12	12	13	none
#5	13	12	08	10	13	11	10	none
#6	12	11	10	10	15	13	11	none
#7	15	13	10	09	12	12	12	+1D4

Weapons: Fist/Punch 52%, damage 1D3+db,
Dagger 30%, damage 1D4+2+db,
Rifle 60%, damage 2D6+4/

Skills: Navigate (Mountains/Deserts) 76%, Ride 84%, Survival: Desert 88%.

during the night and release scorpions in their beds, bedrolls, backpacks, and other belongings. This gives him a plausible excuse as to what happened to visitors should anyone in the village ask, or any surviving investigators. It is Sherfa's hope that the deaths will dissuade the investigators and appear completely natural. Should any investigator become suspicious, then Sherfa might be forced to use his henchmen in direct combat.

North African Scorpion

STR 01 CON 01 SIZ 01 POW 02
DEX 03 HP 01

Move 3

Damage Bonus: none.

Weapons: Tail Sting 30%, *poison (POT 15)

*North African Scorpion Poison: Typically the sting of this class of scorpion is lethal, with death resulting within an hour or less.

Skills: Dodge 32%, Hide 51%, Hide in Shoes 73%, Sneak 60%.

The Codex of Many Worlds

Reading and comprehending this book requires 45 percentiles or higher in the Atlantean language, and even then some of the cultural references and historical comments are likely to elude the reader. In essence, this is a mystical tome that not only speaks of Earth's pre-history, but it also describes events, places, and entities in various otherworldly realms.

The book itself is crafted of Atlantean metal, now

PULP CTHULHU AND THE CODEX OF MANY WORLDS

Weird Knowledge is nothing new to players of *Pulp Cthulhu*. If desired, the keeper can allow any investigator to gain the Trait: Weird Knowledge after reading and comprehending the book. For those who already possess the Trait, then their Engineering skills are increased by X2 instead of the listed +16%.

For investigators with access to a Babbage machine, the device can be employed to help translate the Atlantean script. Of course, some basic knowledge of the language is required before a translation can commence. Other means of translation include a Medium's contacting the dead, mentalist skills, or other supernatural Traits and skills.

a lost secret. It was written by Fnah Rsi. Even though the book is thousands of years old, it has resisted rusting. The words are etched into the surface of the book, and metal rings bind it. The script is not similar to any known writing, and without special knowledge, a translator, or supernatural means, it cannot be translated.

Within its pages, there is a history of the Serpentmen race who the Atlanteans battled for many years. It also speaks of many weird sciences—those that use Cthulhu Mythos and standard notions of science and technology. It was this blend that gave Atlantis and its city-states the advancements to spread across the globe. If by some means the book is translated, it requires 8 months to read and comprehend, with language and knowledge rolls made for each month (failures result in a month lost). Given the nature of the work, it is impossible to skim, except perhaps by an Atlantean. *Sanity loss 1D3/1D6+1; Cthulhu Mythos +6%; Atlantean History +15%; Engineering +8%.* Spells: Contact Sand-Dweller, Create Gate, Create Window, Find Gate, Look Into the Future, Mind Transfer, Siren's Song.

Seeking a Nomad Guide

If the investigators do not already have a nomad in their employ, they can find one at Mahgish—providing they wait long enough. Several nomad tribes visit the village throughout the year. These desert nomads travel across the Sahara, herding animals, living in tents, trading with the villages. They follow an ancient trail of watering holes, and are experts in desert survival. Most of them know the tales of the Lost City, and some have even heard its songs.

Investigators who choose to find a desert nomad must be very lucky and patient. For each week of waiting, the investigator with the highest **Luck** rolls. A success is achieved if the player rolls at one-quarter normal ability. Such a success indicates a nomad tribe has arrived.

Once nomads are in Mahgish, only one member of the tribe can ever be convinced, and doing so requires a combined success on **Fast Talk** and **Bargain**. Bribes of useful items such as knives, guns, spices, cloth, and animals are always welcome and should improve the chance of success. The bonus granted to the investigator is left to the keeper's discretion.

In general, nomads are cautious of outsiders, yet they are always willing to welcome strangers into their tents. There are a few, however, who will attempt to lead expeditions into the desert, rob them, and leave the explorers to die. Such an encounter should only

happen if the player making the Luck roll to locate the nomads makes rolls 96-00 on a previous roll (it is a bad omen).

Typical Knowledgeable Nomad Guide

STR 12 CON 12 SIZ 10 INT 13 POW 11
DEX 14 APP 11 EDU 11 SAN 55 HP 12

Damage Bonus: none.

Attacks: Dagger 54%, 1D4+2+db

Skills: Bargain 57%, Desert Survival 82%, Hide 60%, Listen 46%, Navigate 65%, Other Language (French) 51%, Ride (Camel) 61%, Sneak 44%, Spot Hidden 57%.

SETTING OUT FOR THE SAHARA

Without a nomad guide or an experienced explorer, most likely all who enter the Sahara will find death. Heat stroke is a daily problem, dehydration, navigation, bandits, and the native fauna. Keepers should review the section on the Sahara before playing this part of the scenario.

Finding the Lost City should be difficult, and is likely to take several weeks. Depending upon the experience of the players, the keeper should adjust the difficulty of traveling across the desert.

LOCATING THE LOST CITY

Finding this ancient Atlantean city is a Herculean undertaking. Investigators must be prepared with knowledge, and a guide who can navigate through the desert. Stumbling upon the Lost City simply isn't possible.

Approaching the proximity of the Lost City requires 3 weeks of travel. Each week requires a successful **Navigation** roll—this must be performed by the keeper. The keeper can make a roll for each investigator with the skill. The keeper offers up the advice of all characters allowed to roll. If the roll is a success, and the investigators followed the successful investigator, all is well. However, the keeper should offer counter advice or false directions for those investigators who fail. Failures cause the expedition to be lost for 1 week in the desert. After 3 successful weeks of navigating, the keeper begins rolling for the Simoom.

The Song of the Lost City

Once investigators have had 3 successful weeks of Navigation rolls, the keeper continues to roll **Navigation** for the players. Each successful roll, assuming the expedition follows the successful character, results in a +10% bonus to the Simoom roll.

Example:

The expedition has spent 4 weeks in the desert. For 1 of those weeks, they were lost, but for the remaining 3 weeks they were on the proper trail (because of successful Navigation rolls that the expedition followed).

On the 5th week, the keeper rolls percentile dice. The score is 45%. This is higher than the 20% base chance, so a Simoom does not occur. The investigators must make another successful Navigation roll (and follow it).

After 6 weeks of desert traveling, the keeper rolls a 34 of the percentile dice. Because the party is heading in the correct direction, the chance of a Simoom occurring is now 30% base (20% + 10%/week). This roll is a failure. The investigators must make another successful Navigation roll and travel in the correct direction.

After 7 weeks, the base chance of a Simoom is 40% (20% + 10% + 10%). This time the keeper rolls 39. This is a success, and a powerful Simoom blows across the expedition. Hopefully they will survive.

Finding the Lost City requires the sand storm known as Simoom to occur. Each week in the desert (after the initial 3 weeks), the keeper rolls the percentile dice. There is a base 20% chance that a Simoom occurs. For each week in the desert spent heading in the proper direction, the base chance is increased by +10%.

The Simoom and the Wailing Tower

During the fearsome Simoom, when the sands blow red, the highest spire of the Lost City is temporarily uncovered. The fierce winds move the sands, while clearing an open window of the spire. This produces a low, mournful sound as though the storm were playing a horn. This is the call of the Lost City. It is only during this storm that the spire is uncovered and the winds are strong enough to produce the rumbling tone. Even in the raging Simoom, the sound can readily be heard (providing the investigators are

Surviving a Desert Storm

The keeper should refer to *Venturing into the Deep Desert* (page 64) for rules regarding investigators moving through and surviving storms.



on the proper path in the desert). Successful **Listen X2** rolls allow investigators to hear the calling. It is so eerie that they immediately recognize it. Following it requires a successful **Navigation** or **Listen** roll (both at X2). These rolls can be made each hour of the storm. Finding the spire requires 2 hours.

Entering the Past

The only means of entering the ancient Atlantean city is during a Simoom, and by descending the stairwell in the spire. The raging sandstorm offers much danger, while the spire itself is relatively safe.

The spire is the tallest in the buried city, and the steps twist 400 feet below the surface. The window opening is **SIZ** 12. The former occupants were not very large in stature. It is possible to break the stonework, which seems to be reinforced with a web work of an unidentifiable metal (the same material as *The Codex of Many Worlds*). Any attempt to break the structure requires an opposed **STR** roll against **STR** 35. Using a sledgehammer or pick allows a character to double his **STR**. Up to 4 investigators can shoulder the opening if not using tools. Only 2 may work if using tools.

The Deafening Wail

As long as the Simoom is blowing, the spire is filled with the earth-shattering tone it produces. Investigators who are within 10 yards of the sound must make an opposed roll using **CON** against a wail of **POW** 23. Anyone who uses earplugs can make a **CON X4** roll. Failure temporarily reduces the **Listen** skill to 0% for 1D100 minutes. The keeper may wish to reduce other skills related to **Listen** as well. When investigators are temporarily deafened, they must use hand signals or write all communications. Roleplaying this is perhaps the best way to have fun with it.

Once at the bottom of the stairs, there is a door that can be closed, this deadens the noise. If the door is closed, investigators are protected from the deafening sound.

BENEATH THE LOST CITY

The former megalopolis of the Atlanteans has suffered a similar fate as the sister city, Atlantis. Rather than being sunken beneath the ocean, it is sunken beneath the sands—the cause is one of the great mysteries of the lost civilization.

Most of what remains accessible of the Lost City are the original underground chambers—these were already beneath the surface when the sands swallowed the city. There were some survivors after the city was lost. Several went insane, they battled among themselves, and all that remains is a dark legacy.

Investigators will find fresh air in the underground chambers, although there are some acrid odors created by the things that linger. The air is replenished with each Simoom. There is enough oxygen to support five humans for two months. The keeper may wish to vary this based on expedition size, activity, or other needs.

Underground Chambers and Corridors

When the investigators reach the base of the vast spire, it spills into a 5 foot wide, 10 foot high corridor heading west and east. Darkness fills the entire complex. Most of the rooms are in shambles. Some were destroyed in battles between the surviving Atlanteans, others were damaged by the burden of the sand above the city. One was converted into a temple of Tsathoggua, and the rest have served various purposes since the fall of the city.

Unless otherwise noted, the walls are constructed with large blocks of a hard stone, set with preci-





With the passing centuries, each Simoom has blown sand into the underground area. It can be found everywhere, although the greatest concentration is in the spire and the nearby passageway.

The spire twists into the depths of the earth, opening into a corridor that heads in two directions. Sand blankets the floor in all directions.

It appears that the door to this room rotted away long ago. And, although this room is rectangular, it has a domed ceiling. The walls are plain, although the ceiling does have particles that glitter in light—at first glance it appears to be glass or glistening sand.

Investigators who make a successful **Know** roll will guess that the glimmering ceiling resembles the stars in the sky. However, they are not similar to any known constellations today. A successful **Astronomy** roll uncovers that the stars in the ceiling are formations in the distant future. The year is difficult to determine without lengthy computation. The date is many centuries away—the keeper is free to use this as an adventure seed.

The stonework in some locations of the underground complex have been undermined. Any time investigators are walking, working, or sleeping in a passageway, there is a 15% chance that the floor will collapse. Make this roll once every 6 hours in the passageway. If the floor collapses, each player must make a **Luck** roll at one-half normal ability. The investigator with the greatest failure plummets through the floor. Those nearby who fail will follow.

Investigators fall 1D8 feet, and suffer 1D3 damage. The keeper may allow **Luck** or **Dodge** rolls to avoid partial or full damage. Once the spot has collapsed, it remains an obstacle for players. The pits are 1D4 feet across. The keeper should feel free to expand upon this, allowing for narrow pathways to skirt the pits, and use the collapsed passages to build tension if the investigators are being chased.

The room is filled with random debris. There are pieces of metal that resemble shovelheads—although the handles are missing. There are fossilized skeletons, heaps of stone, and several stone blocks that are similar to those that form the structure. Also scattered across the floor are pottery shards, fossilized teeth, and finger bones. There are 3 ceramic lamps that are functional. There is no oil to be found. Successful **Anthropology** rolls indicate that the complete skeletons are similar in structure and form to the inhabitants of Mahgish.

2—Eldritch Technology

An arcane metal door with Atlantean writing seals passage to this room. There is no handle, but simply placing a hand flat upon the door's surface opens it.

The walls of this room are smooth. They also are made of the same metal as the door. Investigators who examined the codex in Sherfa's house

realize that the metals appear to be the same. The ceiling in this room is flat, and made of metal. The interior has several metal shelves, each filled with strange web-work, metal creations. If picked up, the gossamer-thin objects do not bend—they remain rigid. Some have identical shapes, while others differ. A few have larger nodes at junctions of the thin lines. Basically, they look like hardened, metal spider webs. Each are small enough to fit into the palm of a hand.

Investigators with skills in engineering, or who are clever at puzzles, will notice that some of the pieces fit together. Their purpose cannot be divined by any human who does not have pre-existing knowledge of Atlantean technology.

The web-work devices are similar to modern circuit boards, except they use eldritch energies to perform operations. They can be used in various configurations to perform countless functions. What they lack is a power source.

PSYCHIC EVENTS AND DEBRIS

Throughout the corridors are spots marked with either a Psychic Event or Debris. These locations indicate special occurrences for investigators.

Debris

A pile of rubble, including stone, sand, bones, pottery, and various other things unknown block the passage. To clear the location, 2 investigators must work 1D2 hours digging. Up to two people can fit shoulder-to-shoulder in the corridor. If 1 investigator works, then the time to clear the location is doubled.

Psychic Events

These spots have been scarred by traumatic events. As a result, they retain memories, sounds, odors, and the emotions of the things that happened at the location. The keeper should roll for each investigator passing through these spaces. Rolling the investigator's **POW** or below causes a strange sound, whisper, smell, or vision to occur. The event is so real that the investigator believes it to be her own experience. The keeper should describe it as such. Likewise, the investigator might experience sudden emotions such as fear, anger, disgust, or sadness.

In most cases, these places are where trapped Atlanteans died, most often being consumed by strange, amorphous creatures. Flashes of memories might fill an investigator's head, or simply a faint whisper of warning. The keeper can use this to build the tone of the chambers.

Investigators with Second Sight

Those who possess Second Sight automatically experience events at these locations, and they are extremely vivid—far greater than what other investigators might experience. Because of the potency, the investigator make suffer a SAN loss of 0/1, and are repulsed by the locations.

3—Chamber of Memories

A door made of arcane black metal seals this chamber. It is smooth, and polished. It reflects light, but no other images. Investigators who make a successful **Spot Hidden** roll detect this. Placing a hand flush against the surface of the door opens it.

The walls of this room are polished, black metal. Like the door, they reflect light but nothing else. The ceiling reaches upward, forming a large domed arch. Running the length of room are 200 rectangular objects. Each is made of the same black metal. Each stands erect, about 5 feet. And each is polished black, reflecting nothing but light—sometimes.

Investigators who spend at least 1 hour searching the room, and gazing into the metal rectangles, are likely to see something other than light in them. A successful **Spot Hidden** roll reveals a metal rectangle that has someone moving inside it. Closer inspection shows that a human reflection is in the metal, although it isn't the investigator's. A successful **Anthropology** roll informs the investigator that he is looking at a human who is very similar to those of Mahgish, and that it is perhaps another form of human altogether.

The images in the metal are captured memories of Atlanteans. The metal rectangles are capable of storing the complete memories and personalities of humans. A number of the Atlanteans opted to transfer their essence into the storage devices. They are powered by a character's POW. Atlanteans are skilled at efficient power use. Even so, several have faded away over the centuries. Those who remain cannot speak directly, and because they are conserving power, they appear for only moments. As they do not speak any known language of the modern era, and cannot use psychic abilities to communicate, nearly nothing meaningful can be conveyed. At the most, investigators can discern that the inhabitants of the metal devices are distressed, and occasionally see a flash of other Atlanteans worshipping Tsathoggua.

It is possible for investigators to draw images of rooms in the chamber, and point at parts to indicate a question. While the dreaming Atlanteans cannot draw, they can flash memories, perhaps revealing what function rooms serve. This is particularly useful if attempting to understand how to activate the Gate in the Chamber of Passage.

It is beyond human knowledge or ability to transfer an Atlantean from their technological prison, or to transfer a human or other living being to it.

WEIRD KNOWLEDGE IN PULP CTHULHU

Investigators with the Weird Knowledge Trait can use engineering skills such as electrical or electronics to devise a means for transferring humans into the Atlantean storage device. This requires a successful combined roll in the related engineering skill and Cthulhu Mythos.

The method and manner is left to the keeper. It should involve some of the eldritch technology found in room 2.

Humans transferred into the device can survive at a cost of 1 POW per year. Without proper training, they lack the skill of the Atlanteans and expend energy at a greater rate.

4—Temple of Tsathoggua

The doorway to this room was blasted away long ago. The walls are stone, and the ceiling is domed. Crude lines form dizzying patterns in the walls and floor. In the center of the room rests a large, stone altar. It is stained a dark, reddish-black. Dust and debris cover the floor.

Running along the walls, floor, and ceiling are channels. In these channels is a black, amorphous slime. It is so disturbing that simply gazing at it requires a **SAN** roll, with a Sanity loss of 1/1D10. The slime is alive, oozing around the room, becoming agitated when anyone enters.

The Dark Hope

After the catastrophe, some Atlanteans turned to Tsathoggua to save them. They eventually erected a temple. Those Atlanteans who refused to participate in the abominable ceremonies were sacrificed. Others stored their memories away in Atlantean devices.

Any investigator who experiences a psychic event in this room sees a formless spawn of Tsathoggua consuming an Atlantean. This results in 1D3/1D10 Sanity loss. It also inspires the formless spawn to attack.

Formless Spawn

STR 19 CON 10 SIZ 20 INT 11 POW 09
DEX 17 HP 20

Move 12

Damage Bonus: +1D6

Weapons: Whip 87%, damage 1D6 or Grapple,
Tentacle 53%, damage 1D6,
Bludgeon 25%, damage 2D6,
Bite 34%, damage special

Armor: immune to all physical weapons, even enchanted ones, and wounds made by them simply snap closed after being opened. Spells may affect them, as may fire, chemicals, or other forces.

Spells: Contact Tsathoggua.

Skills: Hide 59%, Sneak 52%.

Sanity Loss: 1/1D10.

Bite Attack: the victim is instantly swallowed. Each round thereafter the victim takes 1 point of damage from constriction. The damage each round increases cumulatively. While swallowed, the victim can take no actions. A formless spawn can make one Bite attack per round and can continue to swallow prey until it matches its total SIZ with the total of its prey's SIZ.

Prowling the Passages

There is a 5% change per hour that the investigators will encounter the formless spawn in a passageway. This only occurs after the investigators have made their presence known to it. The spawn is just as likely to ooze through cracks in the floor, walls, or ceiling in pursuit.

5—Chamber of History

The room appears to have once possessed a metal door. It was ripped from the hinges long ago. Now an open entrance reveals a circular room, with a domed ceiling. Running along the walls, in vertical columns, is a history of the Earth. The room is constructed of the same strange metal, and it is obvious from the quality of the work that it was important.

The writing is extremely small, and requires a magnifying glass to see in detail. Investigators who read Hyperborean can make a **Language** roll at one-half normal ability to decipher part of the writing. While the material in the metal prohibits film from capturing the images, rubbings on paper will work. To copy the entire room would take several thousand sheets of paper, and hundreds of hours.

**Writing on the Wall**

If investigators are able to partially or fully decode the history, it is revealed that the Atlanteans are but one of the several pre-modern human races. The history speaks of Hyperborea, Lemuria, and of alien life traveling to the Earth from the stars. To grasp the basic concepts takes at least 1 week of study, granting +2% Cthulhu Mythos, +10% History, and 1/1D3 SAN loss. The wall also reveals, in the broadest details, the maj-

esty of the Atlantean empire, and their ongoing battle against the snakemen. The Atlanteans were masters of eldritch technology, constructing many marvels, with the pride of their empire being the city of Atlantis. A successful **Geography** roll at one-fifth normal ability, combined with the appropriate language roll, reveals that Atlantis was located beyond the Strait of Gibraltar. It was once part of a larger continent. For reasons unknown, the ocean covered the land, leaving an island. This caused the Atlanteans to spread across the world, to the remaining continents, building grand cities. Then an unnamed event occurred, bringing ruin to all Atlantean cities.

The history does not provide precise details, and clearly it isn't finished, as there are several blank panels on the wall.

6—The Forgotten Chamber

An arcane metal door is a barrier to entrance into this chamber. Like the doors of chambers 2 and 3, placing a human hand flush against the surface opens it. The door is smooth, and only reflects light.

The interior of the room is stone, and much of the domed ceiling has collapsed, along with parts of the wall. Skeletons lay among the rubble—this was a last stand for some Atlanteans, as the formless spawn cannot gain entry—the door requires human hands to open. Investigators who search the room for 1 hour discover what

appears to be a light, seemingly hollow, metal sphere. It is a dull gray, and when touched, it causes hair to stand on end, and creates static discharges.

A successful **Spot Hidden** on the sphere reveals that it is covered in a strange coating. The coating cannot be rubbed or scratched off. However, pouring water on it removes the coating. Clearing it completely requires 2 gallons of water. Once the coating is removed, the sphere appears to be similar to glass. It is clear and possesses a twisting blue flame inside.

The Orb

This ancient Atlantean device is a power source. It possesses enough energy to transport SIZ 150 beings or material to the surface—when used in the Chamber of Passage.

7—The Chamber of Passage

This room never had a door. Simple observation readily reveals this. The entrance to the chamber has two large columns (at least 6 feet tall), each topped with stone spheres. The room itself has no engravings on the wall, although the ceiling is flat, with four columns supporting it. In the center of the room, there is a circle cut into the stone floor. Sigils and markings are graven into the stone, with a convex circle that has a concave indentation in the center (this is where the orb is placed).



Operating the Portal

The existence of this room was known to all of the Atlanteans in the underground complex. Yet, with this knowledge they refused to use it—or at least some of them refused to use it. Many believed there was greater threat than the series of world catastrophes that destroyed the empire, so they decided to wait for rescue from the glorious city Atlantis. The rescue never came.

Those who did escape placed an energy orb in the center and were transported to a city many miles away. This location is now known as Mahgish.

If the investigators decide to use the gate, they have no means of knowing where it will go. Placing the orb from the Forgotten Chamber activates the gate, immediately teleporting anyone standing within the circle. The only means of divining this is through contact with the Atlanteans in The Chamber of Memories (#3) or by exposure to memories from the psychic events, or a successful **Cthulhu Mythos** roll.

Once the orb is cleaned and placed in the center of the portal, it begins to glow brilliantly. The air crackles with energy, and the circle glows. This is the portal opening, revealing the Meeting Circle in Mahgish. The portal remains active for 60 seconds. It is best if the keeper describes the gate coming to life, allowing the players to quickly decide what to do. Anyone standing in the portal while it is active is promptly transported. This means other investigators simply see a person or thing disappear. With the existing energy source, up to SIZ 150 things can be teleported. After 60 seconds, the orb is drained and the portal closes.

8—The Tunnels

Several of the corridors and one chamber have tunnels connecting them. These are natural occurrences created by the immense pressure placed upon the structure. They are SIZ 11. The formless spawn has no difficulty traveling through them and uses them readily.

Blocked Passages

These are areas where the structure has collapsed, preventing anyone from passing beyond. If the keeper wishes, the complex can be expanded, and the investigators can excavate the locations to continue exploring.

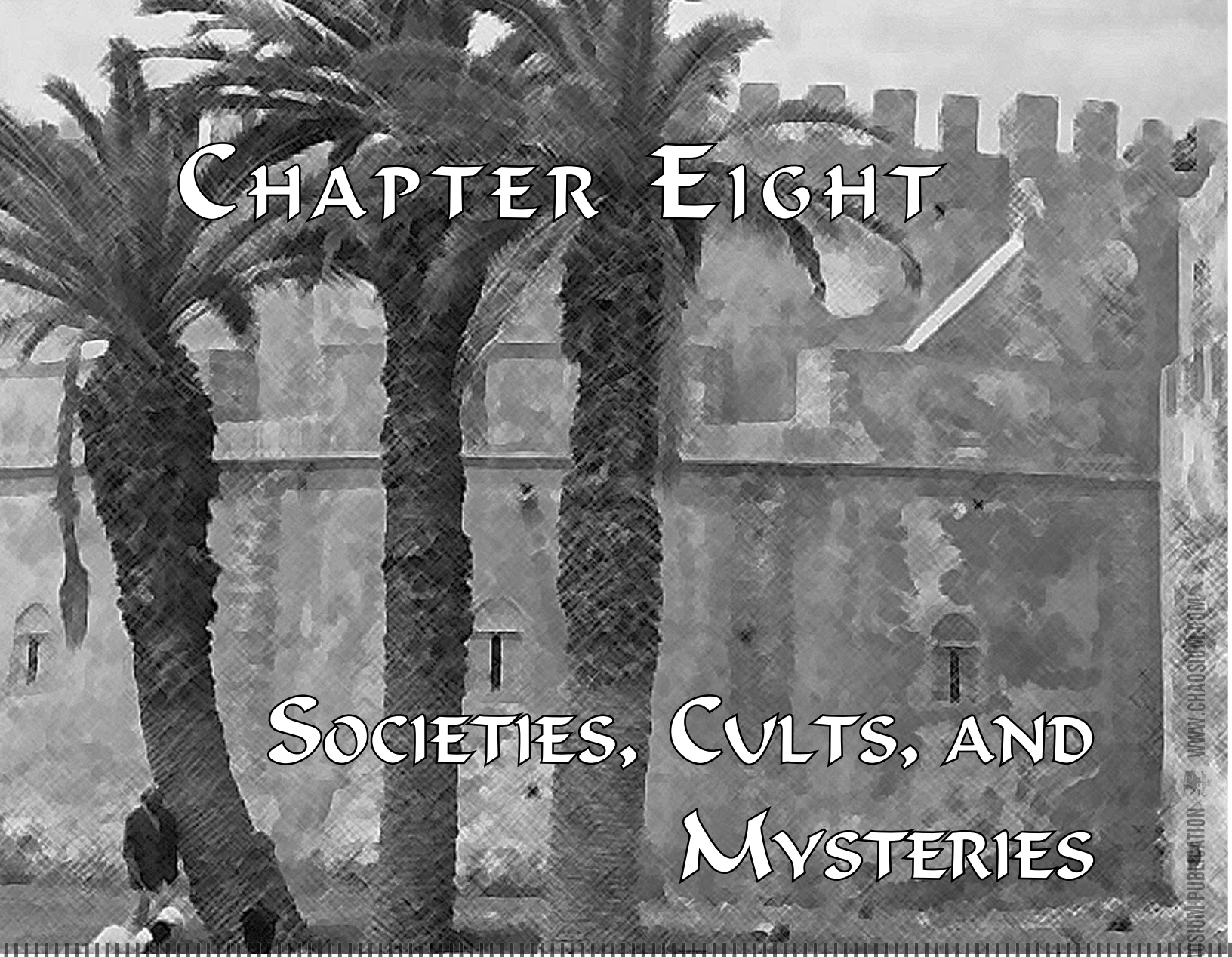
LEAVING THE LOST CITY

There are several means for creative investigators to exit the underground complex. The two most obvious methods are through the great spire and by using the gate. It is left to the keeper to urge the players in one direction or the other, or expand the complex and provide other exits. The advantage of using the portal is that they are transported across the deadly desert. Experienced players, however, might be up for the challenge of crossing the Sahara again. If this approach is taken, the keeper can use the same rules for locating the city, except there is no need to find the wailing spire.

CONCLUSION

Surviving investigators who return to civilization are likely to come away with many ideas, but little hard evidence. To prove the Lost City exists likely requires an excavation of the site. This is another adventure, or a series of scenarios, it itself. Those who do return should be awarded 1D6 SAN for realizing the truth behind the myth of Atlantis, and confirming their own sanity. +2% Cthulhu Mythos can also be granted to investigators. To gain further insights, investigators can locate and read *The Book of Dzian*. It will help them understand more of the secrets surrounding Atlantis, and there is at least one edition of the book that will help them partially decode the Atlantean script. Additionally, if news of the discovery is made public, the Society of Proem will attempt to locate the investigators. This is a group of descendants of Atlanteans who have vowed to keep the knowledge of the glorious empire hidden from all others—fearing the same end will come to those who possess the knowledge. While they share many Atlantean traits (some more than others), they live in society, hiding among modern humans, protecting the ancient secrets. If they search for the investigators, the society will attempt to kidnap them and learn all that is known. The society will also attempt to destroy evidence and discredit the investigators. If forced, the society might even attempt to murder the investigators.

Artifacts retrieved from Katuris are on-going puzzles, but perhaps enough proof to get financial backing for another expedition.



CHAPTER EIGHT

SOCIETIES, CULTS, AND MYSTERIES

This chapter contains information useful for filling in the political background and producing a variety of adventure seeds that can be readily expanded upon by the keeper. Each is connected to various places in Morocco, and are easily used as a sub-plot or a red herring.

CULTS AND THE MOROCCAN UNDERGROUND

Secrets of Morocco can be used for the years spanning the Treaty of Fez (1912) through the 1930s. The period selected by the keeper determines what Moroccan underground groups exist and if the Rif war is still raging. However, because history has no set “starting point” or “stopping point” for the beginning of secret societies and rebellions, keepers should feel free to utilize the material in this chapter to best suit the needs of a scenario or campaign. Additionally, Morocco is a nation of many peoples. Keepers should not hesitate to introduce new cults or events. The country is diverse, ranging from modernized cities on warm coastal land to vast deserts where no life exists.

THE TREATY OF FEZ

To satisfy a growing international interest of Morocco, the sultan of the nation signed the Treaty of Fez in 1912.



Ministers of the Sultan

The intention of the document was to prevent Germany from attempting occupation of the region—and Germany's intentions were clear with the arrival of its warship the Panther. Also, both Spain and France were in dispute over Moroccan territories, both claiming their occupation was necessary to protect the sovereignty of Morocco.

What the treaty accomplished was to remove German interest and define French and Spanish borders within the country. The northern territory of Morocco was handed over to the Spanish Protectorate, while most of the southern lands were given to France. Tangier was declared an international city, to be governed by the sultan, and not controlled by either Spain or France.

MINISTERS OF THE SULTAN

While the sultan had ministers to oversee his rule, they had very little power without the approval of the Protectorate governments.

Quickly, France created an office of the Resident-General, whose duty it was to oversee the development and growth of Morocco. Similarly, Spain established a government to control its interest. On paper, the Treaty of Fez appeared to settle many international

disputes; but, in reality, it served to undercut the authority of Morocco's sultan, making him nothing more than a figurehead. While he technically held dominion over the nation, he had no real power or authority to disagree with the Protectorate governments, or to dictate policy.

The treaty held sway until 1956, when much pressure from the American government, both France and Spain relinquished their control over Morocco, returning the authority to the sultan.

THE RIF WAR (1921-1926)

Although the commonly cited years of the Rif War in Morocco span the early 1920s, the conflict had been brewing for many years prior to 1921. Perhaps the most notable raid prior to the official war occurred in February of 1919. At this time, a Spanish force was sent to occupy the holy city of Chaouën. What had

originally been anticipated as a small conflict with a Moroccan tribe turned into a war. By the time Spain arrived at Chaouën, the Rifi tribes of the Rif Valley had united against the Spanish. By 1921, the Rifi tribes had pushed the Spanish army back, retaking much of the captured land. This unanticipated Rif army was under the

SULTANS OF MOROCCO

1909-1912: Moulay Abdelhafid

1912-1927: Moulay Youssef

1927-1962: Sidi Mohammed V

command of ibn Abd al-Karim, a man who managed to organize the Rifis into a modern fighting force, capable of not only challenging the Spanish, but also the French.

By 1924, ibn Abd al-Karim had such great success that he declared himself the Amir of the Rif. With an excess of 20,000 rifles and over 100 cannon, the Rifi force posed a threat to peace and prosperity in both the Spanish and French Protectorate zones. Spurred by his success, an attack was launched against the French in 1925. The battle raged within miles of the city Fez. Such bold endeavors did much to unite the Spanish and French governments. Together, they battle against the Rifis, eventually bringing to bear a large enough force to capture the Rif capital of Ajdir. Through overwhelming force of numbers and blockades, the Spanish and French governments eventually forced the surrender of ibn Abd al-Karim in early 1926. He surrendered to the French, fearing execution by the Spanish government.

Keepers should utilize this war in any scenarios set during these years. And even though the Rifis surrendered, this did not completely put an end to the occasional uprisings. Outside the major Moroccan cities, Qaids—local warlords who usually, but not always, cooperated with the Protectorate governments, ruled the much of the interior of the nation. Because of the nature of the qaids, keepers can use them to instigate uprisings or capture large Moroccan cities—such things were not uncommon.

ZAWIYA

French and Spanish colonization of Morocco was a difficult problem from the very start. Although the forces of both governments quickly occupied the

FRENCH RESIDENT-GENERALS

1912-1925: Louis-Hubert-Gonzales Lyautey.
 1925-1928: Jules-Joseph-Théodore Steeg.
 1928-1933: Lucien Saint
 1933-1936: Henri Ponsot
 1936-1936: Bernard-Marcel Peryrouton
 1936-1943: Augustin-Paul Noguès

nation's major cities and ports, acceptance by the Moroccans was never complete. Eventually, both France and Spain relinquished their Protectorate status in 1956, returning the country to the sultan and the Moroccan people.

Enforced segregation between the French and the native Moroccans increased the tension throughout the country. While new French suburbs were being constructed around the older Moroccan cities, the countless laborers who were brought from the interior of the country were placed in ramshackle housing on the outskirts of most cities. In Casablanca, Moroccan laborers were used in mining and manufacturing and as servants. To many Moroccans, they felt as though their country was being pillaged of its resources simply for the benefit of the Protectorate governments.

To increase the number of French and Europeans in Morocco, the French Protectorate government commenced a program of colonization. Choice farmland was given to the colonists entering the country. Water was re-routed from Berber and Arab villages and farms to the new lands of the colonists. In a matter of years, the nation's water table had dramatically de-

QAIDS IN *CALL OF CTHULHU*

Keepers wanting to lead players into the interior of Morocco might have them contacted by the French Protectorate in Rabat. Rumors of an insignificant qaid using “dark forces” to destroy other qaids and capture cities could place investigators in interesting circumstances. Adding descriptions of bizarre creatures and unearthly forces might attract investigators, while probably being dismissed as the imagination of unsophisticated locals. Nonetheless, French authorities are always concerned about uprisings and new weapons.

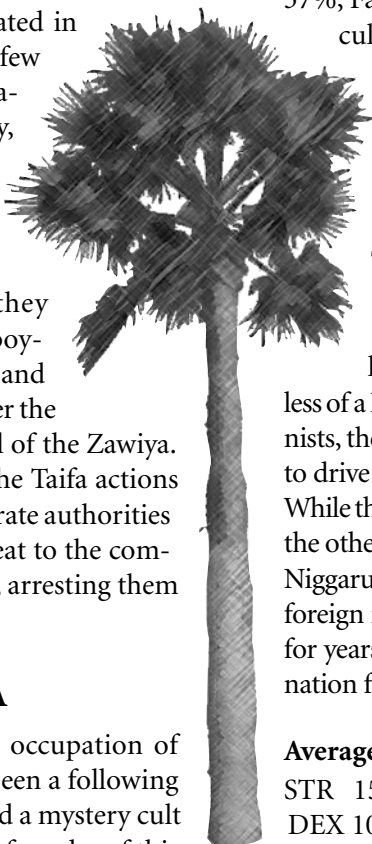
creased as thousands of colonists entered the country to farm the rich inner lands.

Although there were numerous protests throughout the 1920s, they became more prevalent during the 1930s. Secret societies solidified, speaking out against the Protectorate governments. One such group was called the Zawiya. Organized in Fez, in the late 1920s, the Zawiya eventually spread across Morocco, gaining members in Casablanca, Rabat and Tangier. The purpose of the Zawiya was to spread anti-French propaganda. The group was non-violent, usually speaking publicly—until arrested—or distributing literature.

Oddly enough, the original founders of the Zawiya were mainly educated in French universities, although a few had traditional Islamic educations. To maintain their secrecy, the Zawiya created cells in cities. The function of these cells, known as the Taifa, was to recruit members and spread propaganda. Furthermore, they organized labor strikes and boycotts against French factories and businesses, attempting to hinder the economy, all under the control of the Zawiya. Even though the majority of the Taifa actions were non-violent, the Protectorate authorities considered them a serious threat to the complete colonization of Morocco, arresting them wherever possible.

CULT OF CTHUGHA

From the days of the Roman occupation of northern Morocco, there has been a following of Cthugha. This foul being had a mystery cult in the city of Sala Colonia. The founder of this cult, a sorcerer named Calleo Sabinus possessed the ancient *Tablets of Ur-Nansha*, of which he was only able to transcribe the most insignificant of the writings. This did not stop the cult from becoming one of the most powerful in Sala Colonia, and the neighboring cities within the province. After the fall and capture of the Roman city, the powerful tablets were lost to history. Still, the cult continued to exist throughout the years. By the 1920s, its members are being dominated by a sorcerer who hopes to use the power of the tablets to free Morocco from the rule of foreign power—and place himself as the sultan of Morocco.



This cult is most numerous in Rabat, although it does have members dotting the country, particularly in those villages along the Sahara. Keepers should freely expand upon the adventure in Chapter Six, increasing the menace of this cult.

Average Cthugha Cult Member

STR 13 CON 14 SIZ 11 INT 10 POW 10
DEX 10 APP 8 EDU 5 SAN 0 HP 13

Damage Bonus: none.

Weapons: Dagger 45%, damage 1D4 +2 +db,
Sword 50%, damage 1D8 +db.

Skills: Conceal 33%, Cthulhu Mythos 4%, Dodge 37%, Fast Talk 35%, Hide 62%, Listen 45%, Occult 23%, Sneak 57%, Speak Other Language: French 18%, Spot Hidden 40%.

CULT OF SHUB-NIGGARUTH

Throughout the Rif and the rich lands of the Atlas Mountains are cults who worship Shub-Niggarruth. These cults tend to favor the rural lands, those dominated by gaidis where there is less of a French presence. But with the arrival of the colonists, the cultists are becoming more active, attempting to drive off the foreign plantation owners and farmers. While there is no love lost between any of the cultists and the other religions of the nation, the followers of Shub-Niggarruth view the presence of the French and other foreign nations as a greater threat. The cult has existed for years in secrecy, and will likely continue, unless the nation falls into the hands of the invading Europeans.

Average Shub-Niggarruth Cult Member

STR 15 CON 13 SIZ 14 INT 8 POW 10
DEX 10 APP 7 EDU 4 SAN 0 HP 14

Damage Bonus: +1D4.

Weapons: Club 40%, damage 1D6 +db,
Dagger 35%, damage 1D4 + 2 +db,
Garrote 25%, damage Strangle.

Skills: Bargain 35%, Climb 40%, Conceal 35%, Cthulhu Mythos 4%, Dodge 40%, Hide 55%, Jump 30%, Listen 42%, Occult 20%, Sneak 60%, Speak Other Language: French 5%, Spot Hidden 45%, Track 50%.

ADVENTURING IN MOROCCO

CAVERNS BENEATH OUDAÏA KASBAH

Investigators who possess the *Tablets of Ur-Nansha* are likely to learn that they are written in cuneiform. This makes studying them very difficult. However, a successful **Idea** roll allows an investigator to conclude that the ghoul Inek can likely read cuneiform—providing the investigator knows of Inek.

Of course, venturing into the caverns beneath Oudaïa Kasbah is always risky, as the ghouls living there are often tempted by visitors. It is possible for the investigators to strike a bargain with Inek, either by offering him much needed food, or threatening to reveal the subterranean group if he does not help. The latter approach makes working with Inek very difficult, as he is likely to attack and kill the investigators if he is sure their deaths will not result in his discovery.

Learning cuneiform takes six months' study, after which point the studious investigator can make a roll of 1D6 to earn base percentiles in the language. Each additional six months' study uses the normal rules found in the *Call of Cthulhu* rulebook for improving skills.

Unless the ghouls are well fed, or sufficiently fear the investigators, each trip increases the likelihood of them attacking. How and when this occurs, or if it does occur, is left to the keeper.

DREAMLANDS PORTAL

Although Inek does not speak of it unless pressed, one of the tunnels in the cavern leads directly to the Dreamlands. This passage allows the investigators to physically enter the Dreamlands (see Chaosium's *Dreamlands* for details).

How investigators learn about this can be from a newspaper article about a missing American (see Morocco Papers #1 and #2).

Investigators looking into this, learn that the boy spent much time in Oudaïa Kasbah. If questioned, Inek admits only to seeing the boy in the caverns sometimes. Naturally, Inek is very protective of the portal, and will do his best to prevent the investigators from discovering it. A successful **Psychology** roll indicates that Inek is hiding something when questioned about the caverns.

Enfant américain manquant dans Rabat!

Aujourd'hui, les parents de James Penn l'ont rapporté manquant à la police la préfecture locale. Selon des autorités, le vieux garçon 16-year a fait une promenade la nuit précédente et n'est jamais retourné. Son père, industriel américain riche Jonathan Penn offre à des \$10.000 la récompense pour son retour. M.

Penn a été fait à un rapport, le?I négociera avec des rebelles ou des kidnappeurs. Mais je ne cesserai pas la recherche de lui jusqu'à ce qu'il soit trouvé? Penn en a continué pour offrir des menaces contre qui blesseraient le sien soudain.

Actuellement, il y a une recherche de citywide de jeune James Penn. Bien que les sources à l'intérieur de la préfecture signalent qu'elles considèrent l'enfant d'être bien caché dans le Rif ou le haut atlas.

—Dateline Rabat

Morocco Papers #1

American Child Missing in Rabat!

Today, the parents of James Penn reported him missing to the local police prefecture. According to authorities, the 16-year old boy went for a walk the previous night and never returned. His father, wealthy American industrialist Jonathan Penn is offering a \$10,000 reward for his return. Mr. Penn made a statement, "I will bar-

gain with rebels or kidnappers. But I will not stop looking for him until he is found." Penn went on to offer threats against any who would hurt his son.

Presently, there is a city-wide search for young James Penn. Although police sources report that they believe the child to be well hidden in the Rif or High Atlas.

—Dateline Rabat

Morocco Papers #2

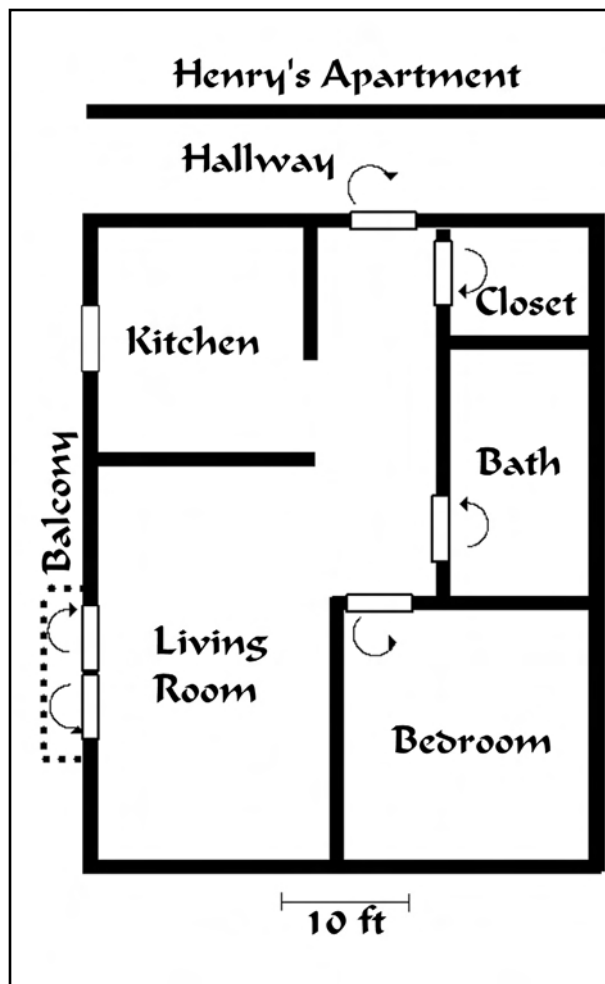
ONI INVESTIGATES GUNRUNNING IN MOROCCO

One of Henry Emerson's duties is to learn about the gunrunning from America. He certainly suspects Rick Conner as the man responsible for the sale of weapons to the rebels, but has no hard proof. Investigators who are present when Henry is nearby Rick, can make a **Psychology** roll to notice that Henry is paying much attention to Rick and those people he speaks with. If asked about his curiosity in Rick, Henry does his best to change the subject, brushing aside the question with: "Everyone in Casablanca and Rabat knows of Rick Conner. I just wonder what the appeal is."

HENRY'S APARTMENT

Henry lives in the L'étoile de la Ville Nouvelle, one of Rabat's wealthier apartments. Should investigators become curious enough to explore his apartment when he's not home, they are likely to find several items of interest.

Located in the bedroom, beneath a false bottom in the top dresser drawer, is a recent message from ONI Operations. The keeper is free to include other notes if desired. To find this hidden bottom, the investigators must make a successful **Spot Hidden** roll when



Morocco Papers #3

ONI OVERSEAS: OPERATION MOROCCO

Recently, a cargo of weapons was discovered in a New York City port. This crate containing 100 U.S. manufacture rifles was destined for Casablanca, Morocco. It is believed that these weapons are to be delivered to one of the Qaids rebelling against the Protectorate governments. Intercept the ship and discover the recipient of this cargo.

Freight 44091-A
Cargo Freighter: The Cleveland

ONI Officer of N. African
Operations
Frank Howell.

Morocco Papers #4

prowling through the top drawer.

Additionally, a **Spot Hidden** roll reveals that the dresser appears to be moved often—there are scratches on the floor tiles. Looking behind the dresser, investigators discover a 1911A .45 pistol and a box of ammunition.

TRAILING HENRY

If the investigators decide to trail Henry, they notice he spends much time at the Cabaret Casablanca. Naturally, if the investigators do not have influential contacts, they must find a way into the nightclub.

UNANTICIPATED ENCOUNTER: THE ROAD TO AGADIR

Although this Unanticipated Encounter can occur at any location, it is set on the rugged road to Agadir. Because of the poor roads in this section of the country, it is most likely that the investigators will be riding horses, or perhaps camels. While making the journey, which is several days from most larger cities, the investigators encounter a group of bandits.



At first, it is unlikely the investigators will be suspicious of the bandits. The keeper should portray the bandits as possible members of a local Berber tribe. However, they do call to the investigators, as though trying to attract their attention. This, in reality, is nothing more than a ploy to slow their prey. Unless the investigators speak Berber, they will not be able to understand what is being called to them. A successful **Psychology** roll allows an investigator to discern that the approaching riders appear aggressive in their behavior, and seem a bit false in their friendliness. The investigator is under the opinion that there is some sort of ruse at play. A failure in the skill roll means the investigator believes the approaching riders are either friendly or are in need of help.

A successful **Spot Hidden** roll at one-half normal ability reveals that some of the riders are carrying rifles. Should an investigator have binoculars, the **Spot Hidden** roll is made at normal ability. Once the rifles are seen, an **Idea** roll suggests that the riders might be bandits.

If the investigators are completely fooled by the apparently friendliness of the approaching riders, at some point it becomes obvious that the riders are indeed bandits. Maybe it is their sudden charge, the

brandishing or the firing of their weapons. Regardless of the cause, the investigators can stay and shoot it out, or flee. As the bandits are practiced in their trade, and are considerable in number, an successful **Idea** roll allows an investigator to conclude that taking flight is the best option. The keeper is free to alter the number of bandits as to best match the investigators.

THE BANDITS' HORSES

All of the bandits have average horses, which are capable of long bouts of running.

THE CHASE

The bandits give chase to investigators who decide to flee. Unless the investigators get out of sight, or should two bandits die, the bandits do not give up the chase. The keeper can either make rolls on the Resistance Table for the average **CON** of the investigators' horses (or camels) against the average **CON** of the bandits' horses. If the investigators win this roll, they are free; if the bandits win, they have caught up with the investigators. Optionally, the keeper can use the alternate Mount Chases rules in this chapter with the *Call of Cthulhu* rulebook vehicle chase rules.

Bandits

	STR	CON	SIZ	INT	POW	DEX	HP	db
#1	12	12	13	15	11	13	13	+1D4
#2	14	12	13	11	13	16	13	+1D4
#3	11	13	12	9	8	14	13	none
#4	12	15	13	11	12	12	14	+1D4
#5	13	12	12	10	13	11	12	+1D4
#6	12	11	12	10	15	13	12	none
#7	15	13	13	9	12	12	13	+1D4

Weapons: Fist/Punch 52%, damage 1D3+db,
Dagger 30%, damage 1D4+2+db,
Rifle 60%, damage 2D6+4

Skills: Navigate (Mountains) 76%, Other Languages: French 34%, Ride 84%.

*All bandits are riding Average Saddle Horses.

OPTIONAL RULES: MOUNT CHASES

MOUNTED MANEUVERS

For a failed maneuver, roll on the Trouble Table for Mounts. Note that camels do not jump, pivot or perform high speed turns.

Turn: Superior mounts can turn at less than their maximum Speed with a successful **Ride** roll. A failure reduces the Speed by 1. All other mounts must reduce Speed by 1 to turn.

Pivoting Turn: Causing a mount to turn about reduces its Speed by 1. This maneuver is made at the -20 percentile modifier. A failed **Ride** roll results in a roll on the Trouble Table for Mounts.

High Speed Turns: Only superior mounts can turn while moving at their maximum Speed. However, a **Ride** roll is still required with a -10 percentile modifier. Failure for a superior mount results in the Speed being reduced by 1. Failures on all other mounts result in the Speed reducing to 1, and a roll on the Trouble Table for Mounts.

Jump: Mounts can jump obstacles up to one-half their height. Jumping an obstacle requires a successful **Ride** roll at -20 percentiles. Failure requires a roll on the Trouble Table for Mounts. Superior Arabian mounts can jump obstacles one-half their height with a -10 percentile modifier. They can also jump obstacles equal to their height, but with a -25 percentiles modifier. Failure requires a roll on the Trouble for Mounts Table.

Moving Mount/Dismount: A rider can perform this action, which allows him to either jump into the saddle of a mount moving at Speed 1, or to jump from a mount moving at Speed 1. Doing so requires a successful **Ride** roll at -10 percentiles. Failure results in falling from the mount, suffering 1D3 damage. Similarly, a rider can bounce free from the saddle to the ground and hop

back into the saddle at any Speed. The modifier for performing this interesting, but potentially useless action is -10 percentiles at Speed 1, -20 percentiles at Speed 2, -30 percentiles at Speed 3. A failure causes the rider to fall from the mount, suffering 1D3 damage for each Speed level.

Jump from a Mount to another Mount: This daring deed can be performed at a -30 percentiles to the **Ride** skill, and also requires a successful **Jump** roll. Failure in either skill presents the chance of the rider falling from the mount. A **Luck** roll can be made to see if the rider stays in place. A failure sends the rider tumbling to the ground, suffering 1D3 damage for each Speed level. If the rider manages to remain mounted, but fails the **Ride** skill roll, then a roll on the Trouble Table for Mounts is required, with a +2 to the result.

Trample: This form of attack requires that the horse be trained to trample. A successful **Ride** roll at a -20 percentile modifier causes the horse to trample a target. Use the horse's Trample skill to determine success and damage. A failure in the **Ride** roll requires a roll on the Trouble Table for Mounts at a +2 to the result.

PROLONGED RUNNING

Once a mount runs for a number of rounds equal to its CON, then it must make a CON X10 roll to continue at its present Speed. The following round the roll is reduced to CON X9. This continues until either a failure, or the mount comes to a stop.

If a mount fails a CON roll, its Speed is reduced by 1. Each round that it fails, its Speed is further reduced by 1 until it comes to a complete halt. If the mount suffers a critical failure, 96-00, then it dies, falling to the ground, throwing the rider into the air. The rider suffers 1D3 damage for each Speed level. This damage can be reduced by one-half with a successful **Jump** roll.

OPTIONAL RULES: MOUNT CHASES

TROUBLE TABLE FOR MOUNTS

Refer to this chart whenever a maneuver with a mount is failed, or the mount suffers damage. Whenever a result greater than 10 occurs, roll twice on the following table.

D10	result
1	Thrown shoe: Speed 1 until shoe is replaced. If the mount does not have shoes, then the result is a troubled ankle. Speed 1 until the ankle is healed.
2	Saddle strap snaps: The rider must make a Ride roll at one-half normal ability to remain mounted. This roll is made until the mount is stopped, or the rider disposes of the saddle and rides bareback. Riders not using a saddle earn a -10 percentile modifier for their Ride skill roll.
3	Mount stumbles: Throws the rider to the ground, unless a successful DEX X2 roll is made. If the rider falls from the mount, a Jump roll allows him to reduce the damage from falling the by one-half. The rider receives 1D3 damage per Speed level. The mount is either dead or crippled.
4-6	Mount turns sharply: This abrupt turn reduces the rider's Ride skill by 10 percentiles for the next round.
7	Mount resists: The mount still obeys, but reluctantly. This reduces the character's Ride skill by -5 percentiles in the next round.
8	Mount resists strongly: The mount still obeys, but reluctantly. This reduces the rides Ride skill by 10 percentiles in the next round.
9	Mount loses footing: This causes the rider to make a DEX X4 roll to stay on the mount. A rider who falls, suffers 1D3 damage for each Speed level. A successful Jump roll reduces this damage by one-half.
10	Mount trips: The mount trips on obstacle or slips from the road, falling to the ground. The rider is thrown from the mount, suffering 1D3 damage for each Speed level. A successful Jump roll reduces this damage by one-half. The mount is crippled and cannot walk or run.

OPTIONAL RULES: MOUNT CHASES

QUALITY OF MOUNT CHART

	max speed	hit pts	hand- ling	rider	accel/ decel
Poor Saddle Horse	2	12	-5	2	1X
Average Saddle Horse	2	15	+10	2	2X
Quality Saddle Horse	2	18	+20	2*	2X
Superior Saddle Horse	3	20	+25	2*	2X
Superior Arabian Horse	3	14	+30	1	2X
Superior Mustang	3	16	+30	1	2X
Dromedary Camel	2	23	-10	2*	1X

Mounts with 2 riders suffer a -10 to handling, and have an accel/decel of 1X, and have their Speed reduced by -1.

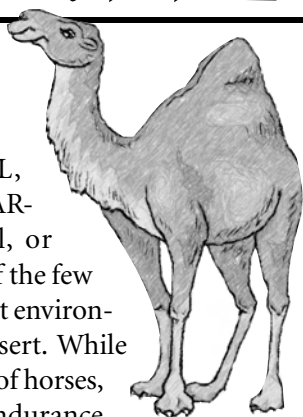
See the Bestiary for stats on Arabian and Mustang horses, and camels.



APPENDIX

BESTIARY

DROMEDARY CAMEL, CAMELUS DROMEDARIES. The dromedary camel, or single humped camel is one of the few animals capable of living in hot environments such as the Sahara desert. While they lack the speed and agility of horses, they compensate for it with endurance and strength. Being an animal that is difficult to train, superior riding and pack camels are rare. (The stats for this beast are based upon those provided in Chaosium's *The Cairo Guidebook*.)



char	rolls	averages
STR	3D6+15	25
CON	3D6+10	23
SIZ	4D6+10	25
POW	2D6+8	14
DEX	3D6	10-11
Move 10		HP 24

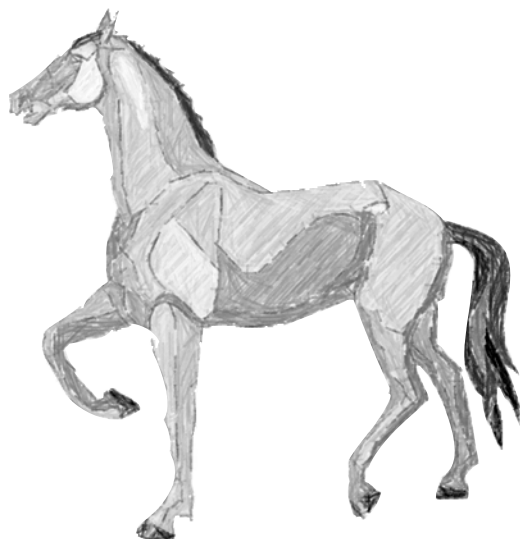
Damage Bonus: +2D6.

Weapons: Bite 50%, damage 1D6,
Spit 45%, no damage, just messy.

Armor: 3-point hide.

Skills: Detect Storm 50%, Find Water 60%.

Habitat: Most African deserts and surrounding environs.



HORSE, ARABIAN, EQUUS CABALLUS. The Arabian horse is a beautiful animal. Its eyes are prominent, wide and expressive. Compared to most horses, the Arabian is small, seldom greater than fifteen hands, and usually around 1,000 pounds in weight. Arabians vary in color from bay and gray to chestnut. Black Arabians are extremely rare and prized. They are capable of prolonged running at their galloping speed, as they are raised for long distance galloping.

char	rolls	averages
STR	3D6+12	21
CON	2D6+8	12
SIZ	4D6+3	19-20
POW	3D6	10
DEX	3D6+4	14
Move 14		HP 14

Weapons: Bite 5%, damage 1D8,
Kick 5%, damage 1D8+db,
Rear/Plunge 5%, damage 2D8+db,
Trample* 25%, damage 2D6+db.

*horse must be trained for this attack.

Armor: 1 point of muscle.

Skills: Dodge 50%, Hide 25%.

Habitat: Deserts, and horse farms.

MUSTANG, EQUUS CABALLUS. This breed is one of the "wild" breeds of horse. It is small in size when compared to thoroughbreds, ranging thirteen to fifteen hands. Being a feral horse, the Mustang colors vary from sorrel to bay to tan to black. Its narrow head and rich mane make it very appealing. While many mustangs do not have the endurance of larger horses, they are quick and agile.

char	rolls	averages
STR	3D6+12	21
CON	2D6+10	15
SIZ	4D6+4	20
POW	3D6	10
DEX	3D6+2	12
Move 14		HP 16

Weapons: Bite 5%, damage 1D8,

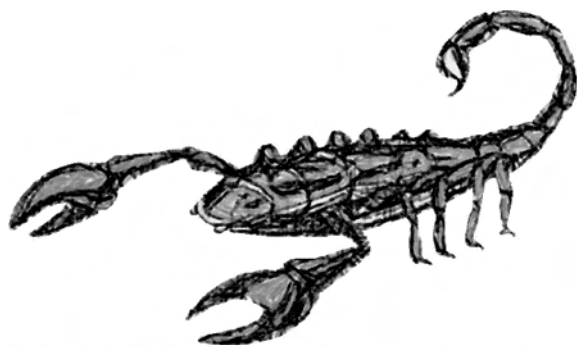
Kick 10%, damage 1D8+db,
Rear/Plunge 10%, damage 2D8+db,
Trample* 25%, damage 2D6+db.

*horse must be trained for this attack.

Armor: 1 point of muscle.

Skills: Dodge 60%, Hide 35%.

Habitat: Grasslands and horse farms.



SCORPION, NORTH AFRICAN, BUTHUS
QUINQUESTRIATUS OR BUTHUS AUS-
TRALIS.

The scorpion is of the order Scorpiones, in the class of

Arachnida. Although scorpions come in various sizes, they are relatively common in their physical appearance. The scorpion possesses two pedipali, or pincers that resemble claws as found on a lobster. However, the most lethal part of this creature is its segmented tail. These insidious creatures typically dine on insects, but are often capable of existing without food for up to one year.

char	rolls	averages
STR	-	1
CON	1D2	1
SIZ	-	1
POW	1D3	2
DEX	1D3+1	2

Move 3 **HP** 1

Weapons: Tail Sting 35%, *poison.

*North African Scorpion Poison: Typically the sting of this class of scorpion is lethal, with death resulting within an hour or less. The poison POT of the quinquestratus is 15, while the australis is 20.

Skills: Dodge 30%, Hide 58%, Hide in Shoes 90%, Sneak 74%.

Habitat: Hot deserts or tropical environments.



ARABIC WORDS AND PHRASES

Bad	Gha'yer-saleh
Big	Kabir
Entrance	Doukhool
Exit	Khourooj
Good	Ja'yed
Goodbye	Ila Al-likaa
No	La
Open	Maftouh
Small	Saghir
Thank you	Shukran
Yes	Muwafiq
Call the police!	Khabir Ash-shurta
Where is the hospital?	Aynaal-mustashfa
Help!	An-najda
Do you speak English?	Haltatakalam al-engliziah?
How much does this cost?	Kamath-thaman?
Do you have a vacant room?	Hal eindakum ghourfa?
Have you got a table?	Hal eindakum tawila?

FRENCH WORDS AND PHRASES

Bad	Mauvais
Big	Grand
Entrance	l'entr�e
Exit	la sortie
Good	Bon
Goodbye	Au Revoir
No	Non
Open	Ouvert
Small	Petit
Thank you	Merci
Yes	Oui
Call the police!	Appelez les pompiers!
Where is the hospital?	O� est l'h�pital le proche?
Help!	Au secours!
Do you speak English?	Parlez-vous anglais?
How much does this cost?	C'est combine s'il vous plait?
Do you have a vacant room?	Est-ce que vous avez une chambre?
Have you got a table?	Avez-vous une table libre?

SCENARIO HANDOUTS

Fire Claims lives in Morocco

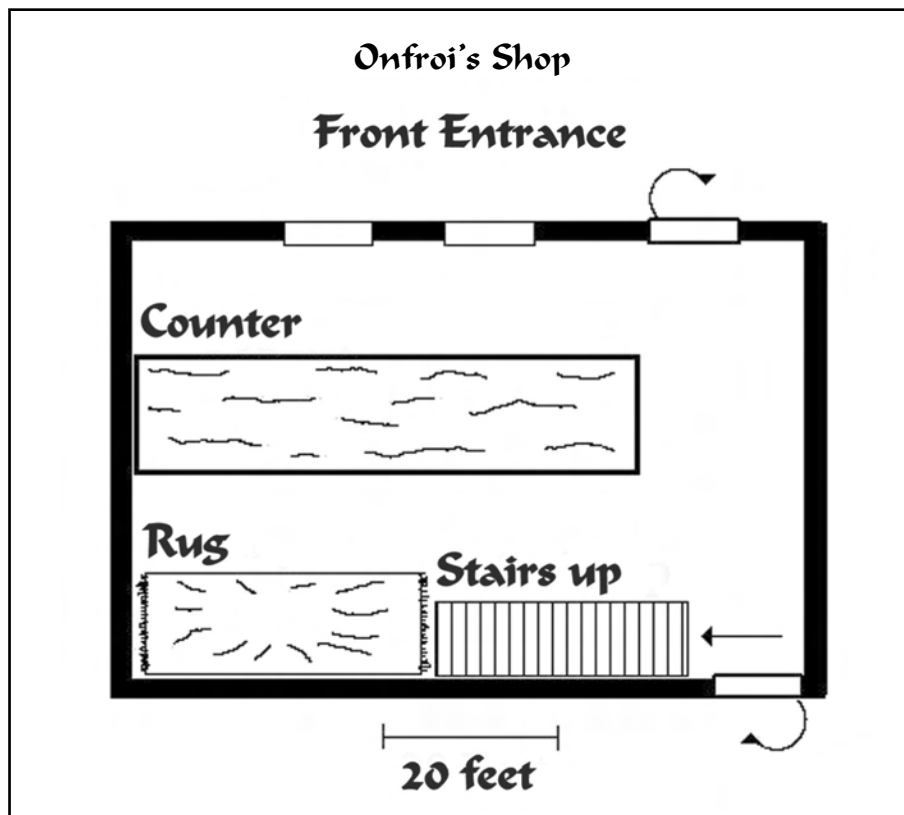
During a holiday visit in Morocco, three citizens of Great Britain died in a fiery automobile accident. The three had been touring the Moroccan countryside for some three weeks, when they departed Rabat for the mountain city of Chefchaouen. Along the way, something occurred that caused the automobile to depart from the rugged Moroccan road. According to French

officials, the automobile collided with a tree, and as a result exploded, killing all of the occupants.

When asked by the British Emissary in Morocco, the Resident-General refused to have the matter be investigated by government officials, claiming, "it was not a rebel attack." For the present, Moroccan police authorities are handling the investigation.

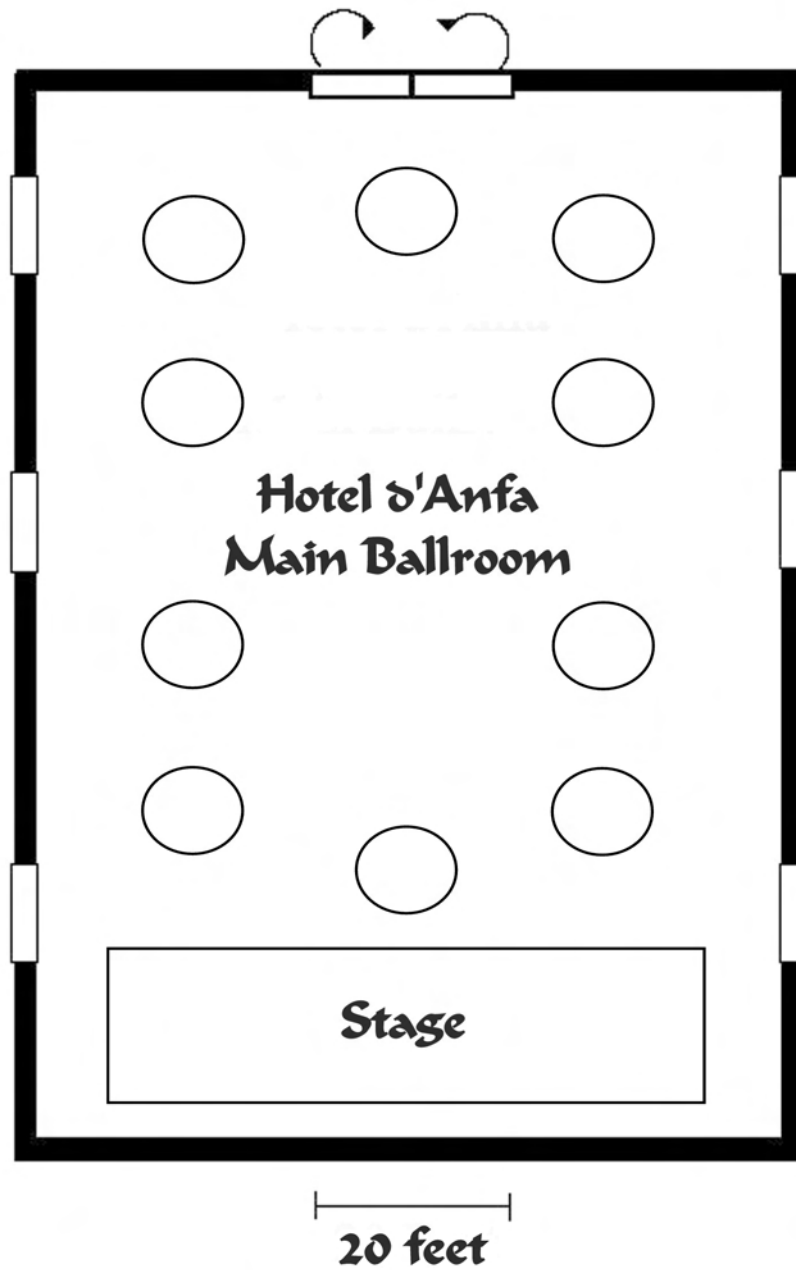
—Dateline Morocco

Ur-Nansha Papers #1

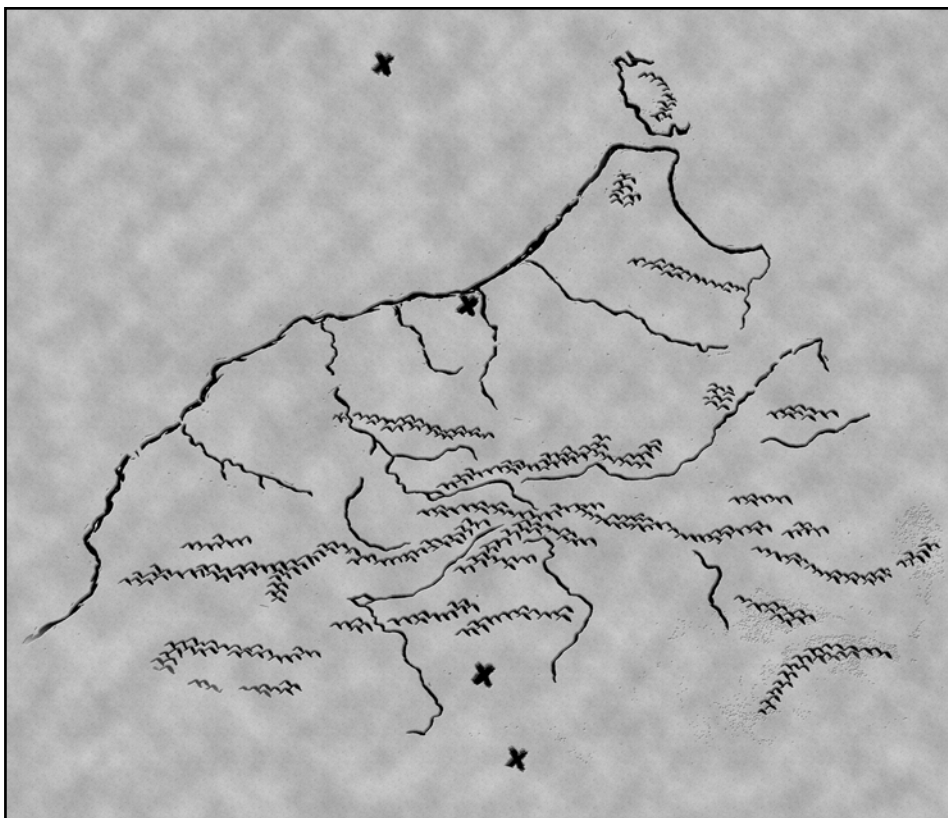


Ur-Nansha Papers #2

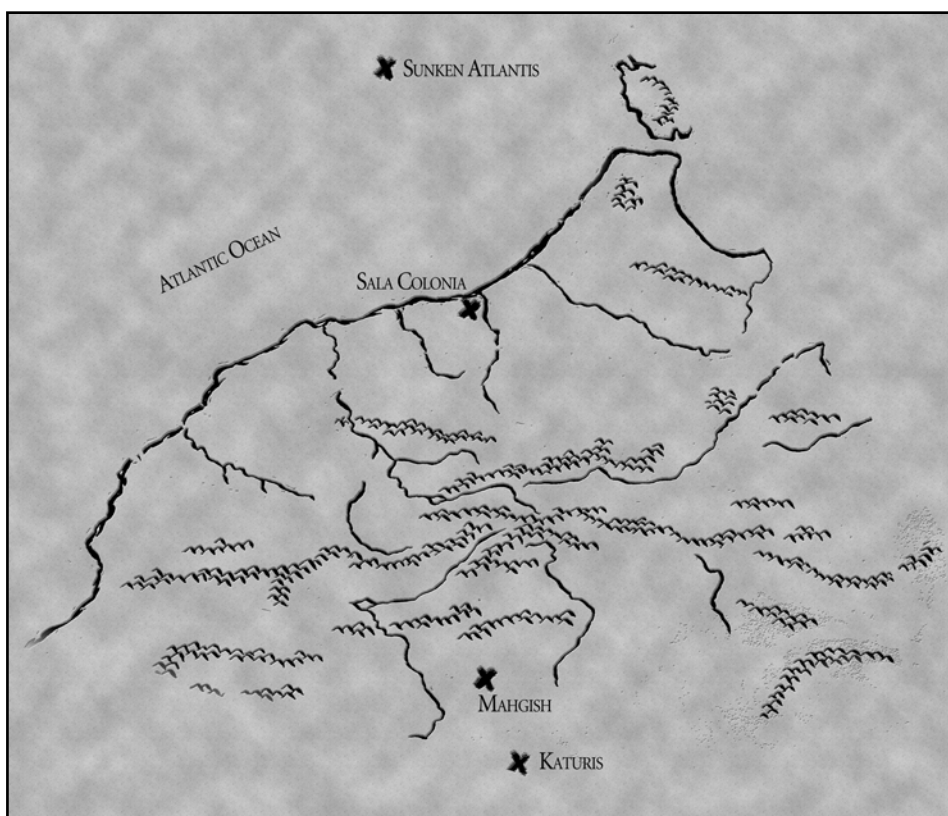




Ur-Nansha Papers #3



Sand Papers #2



Sand Papers #2 (Keeper's Version)

For many years travelers have spoken of a strange village near Zagora. It is remote, and filled with a people who speak in an ancient tongue. They are known to nomads as the "Masters of the Desert," and the "Spirit of the Desert." There has been little success in locating this village, and for the most part, it is believed to be mere legend, or to have been lost long ago.

Sand Papers #3

Lost Expedition français!

Parole de la perte presque complète une expédition archéologique qui a quitté Agadir a été signalé au Résident général cette semaine. Bien que protectorat gouvernement n'a pas fait de déclaration officielle, les rumeurs abondent. Il

est dit un seul survivant reste. Le survivant a été dont le nom n'a pas dit avoir trouvé le chemin de Zagora. Une source privée dans le gouvernement dit que le survivant ne parlaient que charabia pour les cinq premiers jours. Le mot "Katuris" tout ce qu'il a été répété. —1919

Sand Papers #4

French Expedition Lost!

Word of the near complete loss an archeological expedition that departed from Agadir was reported to the Resident-General this week. While there Protectorate government has made no official statement, rumors

abound. It is said only one survivor remains. The unnamed survivor was said to have found his way to Zagora. A private source in the government says that the survivor only spoke gibberish for the first five days. The word "Katuris" was all he repeated. —1919

Sand Papers #5

Sand Papers #6

Sand Papers #7



Enfant américain manquant dans Rabat!

Aujourd'hui, les parents de James Penn l'ont rapporté manquant à la police la préfecture locale. Selon des autorités, le vieux garçon 16-year a fait une promenade la nuit précédente et n'est jamais retourné. Son père, industriel américain riche Jonathan Penn offre à des \$10.000 la récompense pour son retour. M.

Penn a été fait à un rapport, le?I négociera avec des rebelles ou des kidnappeurs. Mais je ne cesserai pas la recherche de lui jusqu'à ce qu'il soit trouvé? Penn en a continué pour offrir des menaces contre qui blesseraient le sien soudain.

Actuellement, il y a une recherche de citywide de jeune James Penn. Bien que les sources à l'intérieur de la préfecture signalent qu'elles considèrent l'enfant d'être bien caché dans le Rif ou le haut atlas.

—Dateline Rabat

Morocco Papers #1

American Child Missing in Rabat!

Today, the parents of James Penn reported him missing to the local police prefecture. According to authorities, the 16-year old boy went for a walk the previous night and never returned. His father, wealthy American industrialist Jonathan Penn is offering a \$10,000 reward for his return. Mr. Penn made a statement, "I will bar-

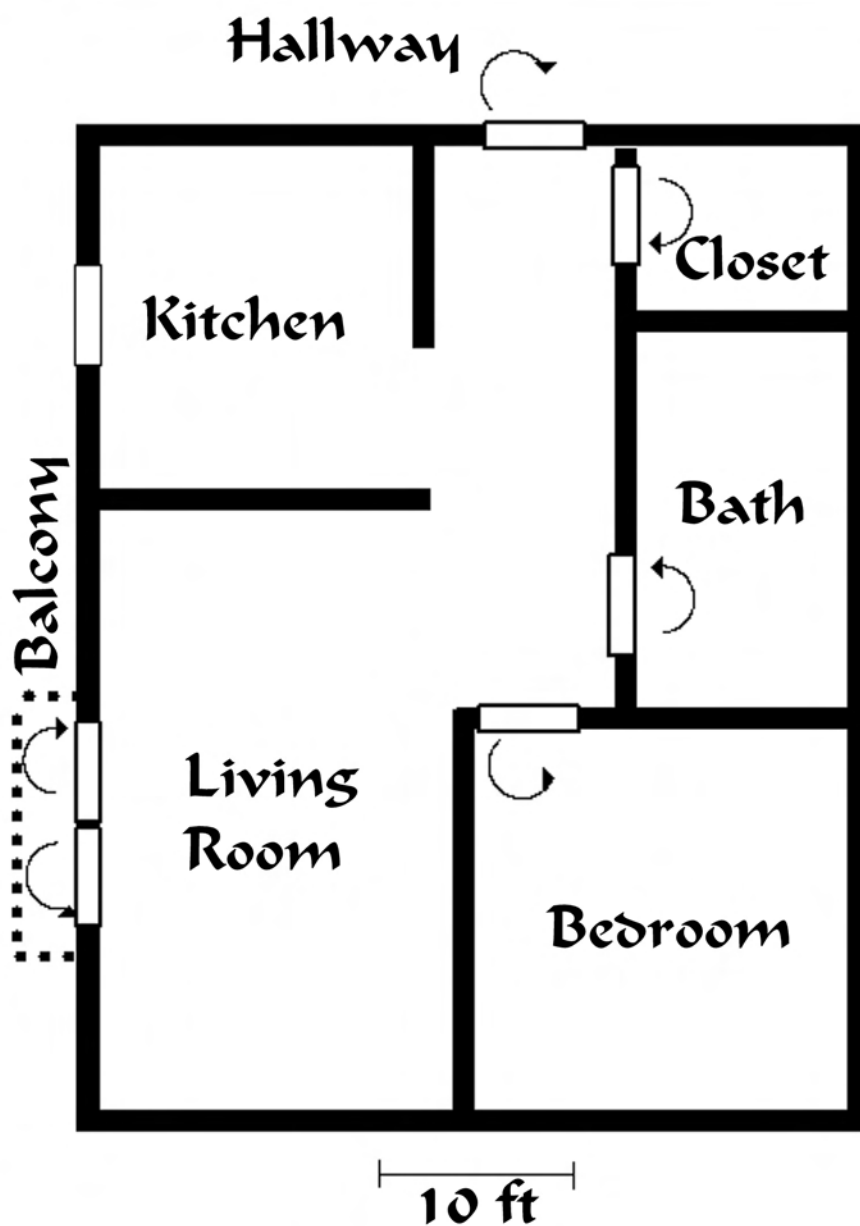
gain with rebels or kidnappeurs. But I will not stop looking for him until he is found." Penn went on to offer threats against any who would hurt his son.

Presently, there is a city-wide search for young James Penn. Although police sources report that they believe the child to be well hidden in the Rif or High Atlas.

—Dateline Rabat

Morocco Papers #2

Henry's Apartment



Morocco Papers #3

ONI OVERSEAS:
OPERATION MOROCCO

Recently, a cargo of weapons was discovered in a New York City port. This crate containing 100 U.S. manufacture rifles was destined for Casablanca, Morocco. It is believed that these weapons are to be delivered to one of the Qaids rebelling against the Protectorate governments. Intercept the ship and discover the recipient of this cargo.

Freight 44091-A
Cargo Freighter: The Cleveland

ONI Officer of N. African
Operations
Frank Howell.

Morocco Papers #4

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SECRETS OF MOROCCO



WELCOME TO THE *SECRETS OF MOROCCO*! This book provide players with a civil, geographical, cultural, political, and a Mythos tour of Morocco during the 1920s and 1930s. Morocco will seem like another world, with its cultural differences and its customs being foreign to many Westerners of the 1920s.

The country is vast, and not every city can be covered in depth. This supplement detail the political capital, Rabat, the economic capital, Casablanca, as well as Marrakech, one of Morocco's grandest cities. It provides broad outlines and maps for several other cities.

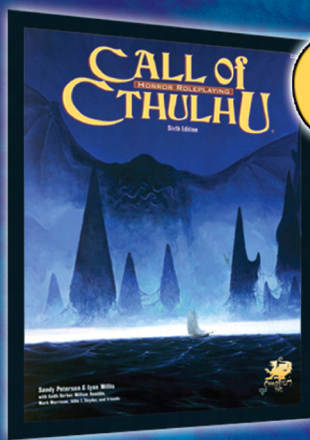
Morocco is a country of many languages and cultures. Some of the earliest settlements date back to the 12th century B.C. The earliest of these, a port city named Lixus, appears to have been settled by both Berbers and Phoenicians. In the 1920s and 1930s, the Spanish and French control the whole of the nation, while the majority of its native inhabitants find their overlords alien. Investigators of the 1920s are quite likely to experience culture shock, unless they have traveled in such areas previously. The keeper should take advantage of this whenever possible. Exposing investigators to the sights, smells, sounds, and practices of human cities can be as adventurous as the exploration of unknown cities.

The best way to use this book is as a reference for scenarios or campaigns set in North Africa. *Secrets of Morocco* covers several sites, including Rabat, Casablanca, Marrakech, the Rif and Atlas mountains regions, and the Sahara.



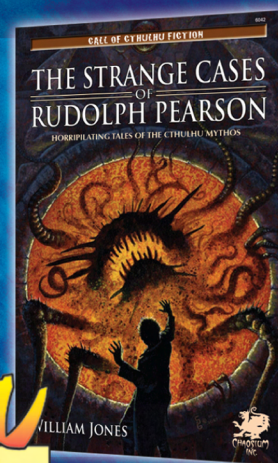
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