



## Introduction

In 1924, the University of Chicago established the Oriental Institute in Luxor, Egypt. Better known as Chicago House, the institute performed architectural and epigraphic surveys of Medinet Habu, the mortuary temple of Ramesses III. Under the auspices of the Egyptian Antiquities Service, the epigraphic team and a small army of laborers set about unearthing the temple that had sat undisturbed for over 3,000 years.

Late summer, 1926: The team uncovers inscribed reliefs depicting Ramesses' defeat of "the Sea Peoples." Further excavation yields even greater finds of pottery, hieroglyphics, and more inscriptions. On August 18th, working late into the night, Professor Aaron Bollacher succeeds in translating the inscriptions that he believed would establish the Oriental Institute's preeminence in the field of archaeology:

*"the unruly Great Green, whom no one had ever known how to combat, came boldly from the midst of the sea, and none could stand against them."*

By Bollacher's discovery, the staff redoubles their efforts, pouring over inscriptions and ordering round-the-clock excavations. Bollacher calls in old friends and old favors, assembling a team of experts to be flown in from across the pond.

The mysteries of ancient Luxor are stirring.

## Keeper Information

One thousand years before the birth of Christ, Ramesses the III ruled the New Kingdom. During the pharaoh's reign, Egypt was beset by many foes, but chief among them were the Sea Peoples, a tribal nation of atavistic, post-Atlantean sub-humans. Allied with the deep ones, the Sea People held terrible, grand fetes, and wicked sacrifices in honor (and imitation) of the Old One known as Aat-noth, the star-spawn of Cthulhu.

Against such foes, even the mighty armies of Ramesses were helpless. They lined the Nile with archers, raining arrows down upon their foes; their navies used barbed grappling hooks to haul the deep ones, keening, from the waters, but all to no avail.

Unable to meet the Sea People in battle, Ramesses sought another, darker solution. Calling upon mighty Dagon, Ramesses struck a horrible bargain, marching thousands of souls into the Nile in a desperate gambit to preserve his beloved Egypt. Dagon answered in kind, providing the key spells necessary to summon and bind the servitors of the Mythos.

Ramesses was terrible in his wrath, slaughtering the

Sea Peoples until no trace of their existence remained. The Nile ran red with the blood of his foes and crocodiles glutted themselves on the bodies of the slain. Scribes recorded the pharaoh's deeds as such:

*"... those who reached my boundary, their seed is not. Those who came forward together upon the sea, the full flame was in front of them at the river mouths, and a stockade of lances surrounded them on the shore. Their hearts and their souls are finished unto all Eternity."*

Ramesses bound the army of deep ones in the New Crypt beneath Luxor, so that he might call upon them again in a time of need. And in a final act of hubris, Ramesses marched a thousand times a thousand slaves into the Nile, and bound the star-spawn of Cthulhu.

Ramesses' final act of vainglory was his downfall. Across the ancient world, the agents of the Mythos cried out in dismay. Mighty Hekla in distant Iceland vomited forth ash and debris into the atmosphere. For two full decades nary a ray of sunlight reached the earth, arresting tree growth, and causing crops world wide to fail. Unable to feed his armies, and beset by assassins on all sides, the once mighty Ramesses the III slid into ignominy. His beloved Egypt, for which the pharaoh has sacrificed so much, fell into chaos and ruin, forcing the dying Ramesses to defend his mortuary temple against his own people.

Ramesses the III, and his bound servitors, lay dormant for nearly three thousand years. It wasn't until the discoveries by Professor Bollacher and his assistant, Jamison that the sinister legacy of Ramesses threatened to come to light.

Ramesses the III had bound the army of deep ones beneath Medinet Habu, sealing their immortal bodies in sarcophagi packed with salt, declaring, "Until the Nile run again, the Sea Demons shall sleep."

Investigating the crypts beneath Medinet Habu, Bollacher and Jamison discovered a keystone inscribed with scores of eldritch runes. Removing the stone, the pair set into motion a series of events that threaten to bring an end to the modern era, ushering in a Dark Age of Cthulhu.

Meanwhile, the professor suffered horribly for his curiosity. Haunted by dreams of the horrors beneath Luxor and the realization of his wife's infidelity, Bollacher's mind snapped. The professor, driven to avenge himself on his wife, ran rampant through Chicago House, slaughtering at will, and offering up the blood of the slain to dark, unknowable forces. His ferocious passions call forth a storm, flooding Luxor, and driving more of the Nile into the New Crypt, speeding the release of the deep ones.

By the time the investigators arrive, it is already too





late. Professor Aaron Bollacher and his entire team are already dead. The sole survivors, an intern and the Professor's wife, have disappeared, vanishing into the dark alleys of Luxor. Can the investigators stop the deep ones from freeing their dread master? Or will the star-spawn rise again to have its revenge on the descendents of hated Ramesses?

### Investigation Summary

A free-form investigation, the player characters can take any number of paths (indeed, even doubling back on their trail) in their quest to solve the Chicago House murders. The adventure is organized into scenes, so that a keeper can flip easily from one to the next as needed.

**Player Beginning, page 5:** In which the investigators fly into Luxor and are confronted by corrupt police officers.

**Scene 1a, Chicago House, page 6:** In which the investigators discover the fate of the Chicago House Expedition team, only to be chased off by Luxor police.

**Scene 1b, Chicago House – Police Cordan, page 13:** In which the investigators return to Chicago House for a more thorough investigation.

**Scene 2, Ali Baba's, page 13:** In which the investigators track down Rose Bollacher, deal with a trio of thugs, and begin to apprehend the depth of the real mystery before them.

**Scene 3, Ramesses Temple Complex, page 18:** In which the investigators find the work camp of the Old Persian and the devotees of the star-spawn, meet Carlisle and Jack Saul, and discover a lead to the New Crypt – the resting place of the entombed deep ones.

**Scene 4, Crypt of the Deep Ones, page 21:** The investigators' first brush with the servitor races of Cthulhu, buried deep beneath Luxor. A mystery is answered, but more questions are left unrevealed.

**Scene 5, Alexis' Bolthole, page 26:** In which the investigators uncover the plots of the theosophist, are stalked by a lesser shoggoth, and flee for their lives into the dark streets of Luxor.

**Scene 6, The Prison of the Star-Spawn, page 31:** In which the investigators journey into the Valley of Idol, uncover the prison of the star-spawn, and face down a horror from beyond the stars.

**Investigations in Luxor:** The adventure is focused heavily on investigation. While dangers – physical, spiritual, and mental – lurk around every corner, cunning or

crafty investigators can negotiate Luxor's environs without ever resorting to combat.

Each clue offers two or more leads that move the investigation forward. Which path the story takes is up to the investigators. The adventure is designed to offer investigators redundant options, decreasing the odds that they ever exhaust all their leads. Each encounter offers a number of skill solutions to the investigators, but keepers are always the first and last arbiters of the scene, and should encourage player creativity and cunning.

If ever the unthinkable should happen, and the investigators find themselves completely stumped, the keeper should allow the investigators to struggle for a brief while (sometimes inspiration is born of desperation). But, as in all games, the keeper should take action before the game becomes too trying or boring. If desperate measures are called for, the keeper should run the following encounter, kick starting the investigators back into action.

Read or paraphrase the following:

*The police auto rolls to a stop before you, and six men leap out, calling for you to halt. Billy clubs drawn, they quickly surround you, demanding to see identification.*

The police, bought off by Carlisle and the theosophists, have been on the lookout for foreigners matching the description of the investigators. The characters have been ratted out by one of the locals, likely a beggar or street vendor.

The police attempt to capture the investigators, strip them of any weapons and identification, then cinch hoods around their heads and force them into the police car. The police drive to the investigators to Alexis' Bolthole (Scene 5) to be questioned by Carlisle. The theosophist gleans what information she can from the investigators, makes her case against them, then leaves to finish her own line of inquiry. The investigators, for their part, need to escape the bolthole to regain their freedom. See Scene 5 for more information.

### Six Policemen

| STR | CON | SIZ | DEX | POW | HP |
|-----|-----|-----|-----|-----|----|
| 12  | 13  | 14  | 11  | 09  | 13 |

**Damage Bonus:** +1D4

**Weapons:** PO8 Luger 40%, damage 1D10  
Billy club 40%, damage 1D10 + db  
Grabble 40%, damage special

**Dreams of Luxor:** The Old Ones speak to us in our dreams. In Luxor, where the curtain between one world and

