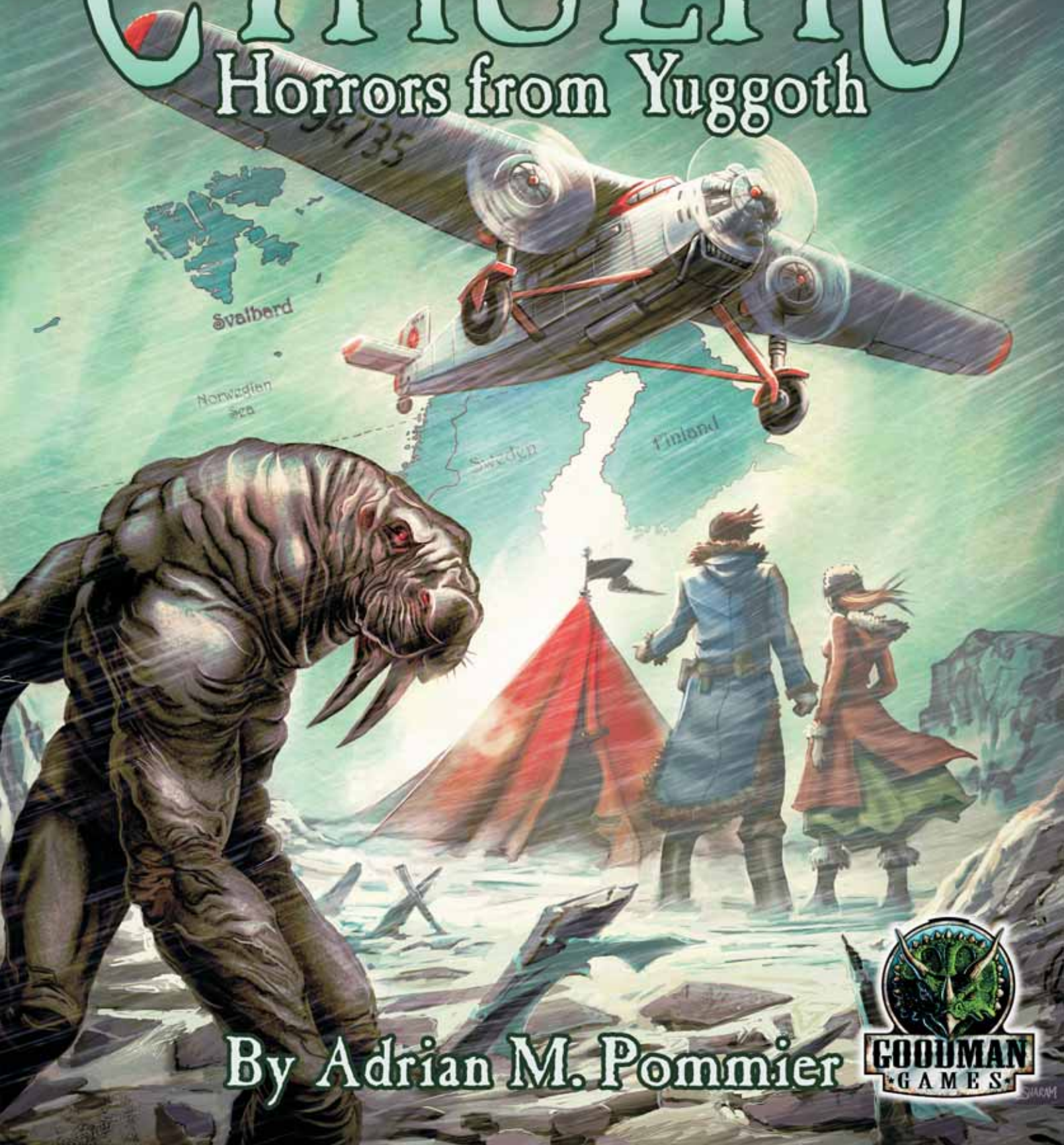


Vol.
IV

AGE of CTHULHU

Horrors from Yuggoth



By Adrian M. Pommier





AGE of CTHULHU

Horrors from Yuggoth

Volume IV

A 1920's
Call of Cthulhu®
Adventure

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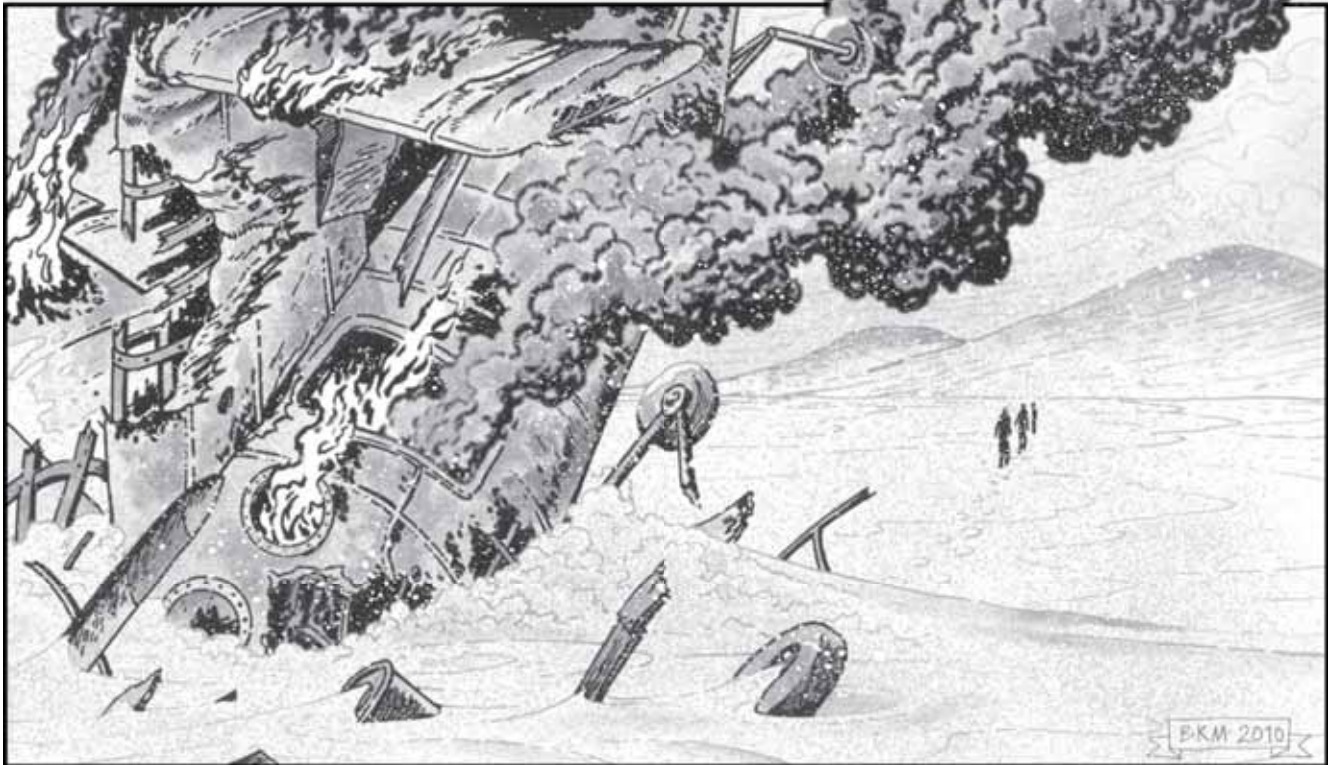
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Introduction

The following are historical facts.

Spring, 1926: Norwegian explorer Roald Amundsen and Italian aeronautical engineer/pilot Colonel Umberto Nobile cross the North Pole in the airship *Norge*. Shortly after this flight, they have a falling-out.

Spring-Summer, 1928: Nobile, now promoted to the rank of General and at the helm of the airship *Italia* returns to the North Pole with the backing of Mussolini's fascist regime, nominally to attempt another cross-polar flight. And, the *Italia* is downed, but Nobile and several of his crew remain alive on an ice sheet for several weeks. Roald Amundsen, setting aside their dispute, departs for Svalbard, Norway in a bid to rescue the survivors, but is never seen again and presumed lost.

A Swedish airplane pilot rescues Nobile (over his protestations). The General's detractors in Italy publicly decry him a coward, enraging Nobile.

At the time of this investigation, there are still five men trapped on the ice, and the largest international rescue effort to date is underway in the Svalbard archipelago, including a Russian icebreaker, the *Krasin*.

This investigation weaves threads of international intrigue and cosmic horror into the fabric of this moment in history.

Keeper Information

The mi-go of Yuggoth have been coming to Earth since before recorded time to collect information, conduct bizarre experiments, plunder natural resources, and pursue goals too alien to describe. In 1608, one such expedition landed on the ocean floor about 23 miles north of the islands that would later be Svalbard, Norway. In need of a labor force, the sentient fungi abducted English sailors of the *Mary Margaret* and the *Elizabeth* in 1611 and Dutch sailors in 1634 in Smeerenburg. Using the unfortunate men as raw material, the mi-go used arcane surgery and genetic splicing to create a walrus-like subrace suitably adapted to the climate.



Derived entirely from male stock, the walrus-men are grown from template tissue in tanks aboard a submerged mi-go research vessel.

Amundsen and Nobile, passing overhead in their first flight, observed the sub-human walrus-men and caught a glimpse of the research vessel as it surfaced. The falling-out that the two explorers had after their flight was over what to do with this information.

Nobile presented the information to Benito Mussolini, who financed the *Italia* expedition in order to make contact with the aliens and acquire their technology. By this time however, the secretive mi-go had erected a large-scale, long-range mist projector. When the *Italia* approached, the fungi from Yuggoth hosed it down with frost, downing the airship.

Roald Amundsen, when he heard of Nobile's plight, realized what his former colleague had done and rushed to his aid aboard a flying boat, but this was also downed by the mi-go. He survived the crash long enough for his brain to be collected by the aliens.

After Gen. Nobile was rescued, he was vilified in the Italian press for abandoning his men and rejected by Mussolini for failing. Betrayed, the aeronautical engineer confided the truth of what he found on the ice to several friends, one of whom was an agent for Soviet Russia. As this spy transmitted back to his superiors in Moscow, it was intercepted by the MI-8 Cipher Bureau based out of the American embassy in Oslo, Norway.

The Russians dispatched the icebreaker *Krasin*, nominally to rescue the survivors but also to contact the aliens. The American State Department, playing catch-up, has hastily assembled their own faux rescue operation under Raymond Cort, an ex-military "special services" attaché. Short on manpower, Cort has enlisted the investigators to aid the rescue at Svalbard.

Investigation Summary

As much a mission as an investigation, the player characters are asked to rescue the men of the *Italia* and return to civilization. How they accomplish this goal is ultimately up to them. 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 board their rescue plane.

Scene 1a, A Bus Ride, page 6: Wherein the party meets each other and has a chance to learn some local history.

Scene 1b, The Tin Goose, page 6: Wherein the investigators meet Raymond Cort and their pilot before taking off.

Scene 1c, Going Down, page 7: In which the investigators are attacked by the mi-go large-scale mist projector and must land their plane. Or die trying.

Scene 2a, Into The White, page 11: In which the investigators make their way across the pack ice.

Scene 2b, A Bad Lead, page 11: In which cracking ice endangers the party, possibly barring progress.

Scene 3, Wreck Of The *Italia*, page 12: In which the investigators find the smashed airship and clues that there is more at stake than Cort lets on, including alien artifacts and the bodies of Russian sailors.

Scene 4, Amundsen's Plane, page 14: Wherein the investigators find the wreckage of Roald Amundsen's plane, the remains of his pilot, and his brainless corpse.

Scene 5, Utterly Lost, page 16: Wherein the investigators run afoul of the walrus-men, but gain a clue.

Scene 6, The Village Under The Ice, page 18: In which the investigators locate the "village" of the walrus-men, possibly rescuing some Russian sailors.

Scene 7, Alien Research Vessel, page 26: In which the investigators brave the bizarre mi-go ship to save the crew of the *Italia* and thwart the mi-go's retaliation.

