

ACT II – ETHIOPIA

ETHIOPIA MOOD

HOPEFUL BEATS

- “*Afternoon, sir.*” English! You could kiss the smiling Italian who gives you a cheerful half-wave as he continues down the street the other way.
- A smiling African girl in a checkered European-style dress skips up to you and offers a basket of striking flowers for you to peruse, perhaps to make a purchase.
- Just when you need it, a spot of shade. Thank heavens.
- The lack of sensible streets leaves you momentarily confused, but a passing tribesman notices your disorientation and nods his head, indicating the building it must have been clear you were looking for. He grins in response to your grateful smile.
- Simple food and fresh water have never tasted so good to you as they do today.

SINISTER BEATS

- A one-armed amputee with a horrible scar where his left eye should be glares at you as you walk past his alms bowl. He lets loose a vehement string of invective in some native tongue that you can’t identify, much less understand.
- Out of nowhere, wood cracks! You jump, your eyes darting to the sudden destruction. Looking more closely, there’s a deformed bullet embedded there. It could have come from anywhere, could be collateral damage from a firefight a mile away. You can’t leave this war zone soon enough.
- A thick pall of flies rises off a jackal’s body, lying ignored on the ground.
- Your hands full, you use your shoulder to wipe a drop of sweat off the side of your face. In turning your head, you see a mangy wild dog watching you — staring right at you — from a hundred feet off.
- You grab your canteen to take another swig of water and realize that it’s empty again. You glance nervously over at the larger waterskins that serve as everyone’s reserve. How long until those run out, too?

ETHIOPIAN NPC NAMES

Male: Abai, Afework, Bekele, Dawit, Fasilidas, Haeran, Hakiem, Iskander, Lebna, Mamo, Melaku, Miruts, Ogbai, Semer, Sisay, Tamirat, Tessema, Yonas, Zere Kelile

Female: Abeba, Debre, Desta, Genat, Hagos, Jahzara, Kavla, Lebna, Lishan, Louam, Mengesha, Negasi, Qwara, Retta, Seble, Selassie, Teru, Totit, Zala, Zeina,

Last: Ejigu, Asfaw, Berhe, Boghossian, Desta, Maffi, Kosrof, Mariam, Bekele, Skibba, Selassie, Wolde, Worku, Zemiro, Amoudi, Agonfar, Dama, Worku, Yifru, Fikre

ETHIOPIAN FASHION (pg. 186)

- **Men:** Pants with knee-length shirts. Shawls around shoulders and head.
- **Women:** Dresses ornamented with woven threads. Shawls around shoulders and head.

REFERENCE – THE HEAT

HEAT TRACK

- 0 Not suffering heat. (Mechanically at least.)
- 1 Can only make spends after first resting for 10 minutes (to gather their thoughts and spirits).
- 2 Difficulty of contests at +1 (including hit thresholds).
- 3 Difficulty of tests at +1.
- 4 Can only make 1 spend per day and must make it in the morning after a good night's sleep, before the day's temperatures begin to rise.
- 5 Cannot make any spends.
- 6 Can only refresh 1 Health per day. If Heat track would advance, it remains at 6 but character suffers 1 damage.

TREATING HEAT

- **First Aid/Medicine** in favorable conditions to prevent advancement or reduce position on the heat track.
- **First Aid/Medicine** (difficulty 3 + heat track) in extreme heat conditions to prevent advancement or reduce position on the heat track.
- **First Aid 1/Medicine 1** in controlled conditions to bring an investigator back to 0.

DESCRIPTIONS: pg. 197

REFERENCE – INTERPRETERS

Italian, Arabic, Afar

Any Investigator without an interpreter who cannot speak local languages must make 1-point spends with any Interpersonal ability that would otherwise function without a spend.

ACQUIRING INTERPRETER: Bargain or Streetwise

- Without Assess Honesty, interpreter may do something inconvenient or dangerous (abandon them, steal from them, warn cultists, etc.).

REFERENCE – DESERT NAVIGATION

LOCAL GUIDE: Can take them to any of the major locations.

NAVIGATION:

- **Outdoorsman 1:** Can reach the Red Sea shore (aiming for anything more precise is extremely unlikely to succeed).
- **Outdoorsman 2:** Get to any point of their choosing.
- **Resources:** Can only benefit from one resource if they don't have Outdoorsman skill.
 - **Map:** Counts as a 1 point Outdoorsman spend.
 - **Compass:** Counts as a 1 point Outdoorsman spend.
- **Complete Failure:**
 - They die.
 - Tribe of Afar find them. (Possibly the cultists.)
 - Swap to secondary investigators who come to Kolluli and find the recuperating first-generation investigators – grossly scarred in both physical and psychological terms.

TRAVEL TIMES: Cross-country travel times are Outdoorsman mitigation tests (-1 day/result).

- **Desert Travel:** +1 Heat track per day.
- **Camels:** ½ travel time.
- **Horses:** ½ travel time, but suffer penalty equal to horses' Heat track.
- **Motor Vehicles:** 1/3 travel time, requires road or daily Mechanical Repair check.

REFERENCE – 1924 DIG AT DALLOL

- **Early 1923:** Bartolo Acuna reinterprets passages in a rare copy of the *Revelations of Glaaki* and learns the location of the Mouth's ancient site in Dallol.
- **Late 1923:** Correspondence between Acuna and George Ayers results in Ayers, who believes that Y'Golonac might be the Liar From Beyond, joining Acuna's plans for a dig.
- **June 1924:** Expedition arrives in Africa.
- **July 1924:** Expedition finds the protective bas-relief which sealed the ritual chambers. This bas relief is sealed with a stone dagger, which Ayers removed and shipped to Echavarría. (The 1924 investigators stole the dagger and eventually buried it in Savannah.)
- **August 1924:** Guardians begin full-scale effort to disrupt, delay, and destroy the dig.
- **December 1925:** Acuna and Ayers reach the inner ritual chambers of the calcified Mouth.
- **February 1926:** Guardians enact a ritual that causes the Dallol volcano to erupt. The dig site was destroyed. Ironically, both Ayers and Acuna were in Mersa Fatma negotiating with CMC because of the Guardians' disruptions of their shipments. Acuna abandoned the project and returned to Spain.
- **March 1926:** Ayers returns to the eruption site. He builds a cairn for the dead and desperately seeks penance. The Guardians kidnap him, but the individual Guardians involved take pity on him and deprogram him. They teach him rituals that allow him to keep the Minor Mouth that has manifested on his body in check.
- **November 1926:** Ayers disappears into the desert to live out the rest of his life in the wind-scoured remotes of Ethiopia.

REFERENCE – ABYSSINIA CRISIS

- **September 1923:** Ethiopia joins League of Nations.
- **August 1928:** Italo-Ethiopian Treaty of Friendship signed, guaranteeing 20 years of friendship between the nations.
- **1930:** Italy builds a fort at Walwal, an oasis in Ogaden in the boundary zone between Ethiopia and Italian Somaliland and well beyond the border established by the 1928 treaty.
- **September 29th, 1934:** Italy and Abyssinia release a joint statement renouncing aggression between each other.
- **November 22nd, 1934:** 1,000 Ethiopian militia and three *fitaurari* (military-political commanders) arrived near Walwal and formally asked the Somali-Italian garrison to withdraw.
- **November 23rd, 1934:** British commission from British Somaliland arrives at Walwal. They are confronted by a newly arrived Italian force. British commission withdraws to avoid an international incident, but Ethiopian commissioners remain.
- **December 5th – 7th, 1934:** Skirmish between Ethiopian and Somali-Italian forces at Walwal. (Italy claims Ethiopians attacked Somalis with rifle and machine-gun fire. Ethiopians claim Italians attacked them, supported by two tanks and three aircraft.) 107 Ethiopians and 50 Italians and Somalians are killed.
- **December 6th, 1934:** Emperor Haile Selassie of Ethiopia demands apology.
- **December 8th, 1934:** Italy demands apology. On December 11th demands financial and strategic compensation.
- **January 3rd, 1935:** Ethiopia appeals to United Nations.
- **January 7th, 1935:** The Franco-Italian Agreement gives large parts of French Somaliland to Italy, essentially giving Italy a free hand in dealing with Ethiopia. (France was hoping to gain support from Italy against German aggression.)
- **February 10th, 1935:** Mussolini mobilizes two divisions.
- **February 23rd, 1935:** Mussolini sends large numbers of troops to Eritrea and Italian Somaliland.
- **March 8th, 1935:** Italy and Ethiopia enter arbitration.
- **March 13th, 1935:** Italy and Ethiopia agree on a neutral zone in the Ogaden. But Italy continues military build-up.
- **March 17th, 1935:** Ethiopia again appeals to the League of Nations.
- **March 22nd, 1935:** Italy yields to international pressure and agrees to League-moderated arbitration. But Italy also continues the military build-up.
- **May 11th, 1935:** Ethiopia protests the mobilization again.
- **May 20th – 21st, 1935:** League of Nations holds a special session to discuss the crisis. Nothing is accomplished.
- **June 19th, 1935:** Ethiopia requests neutral observers.
- **June 23rd – 25th, 1935:** United Kingdom tries to quell the crisis, sending Under-Secretary of State for Foreign Affairs Anthony Eden to broke a peace agreement. The attempt is unsuccessful and it becomes clear Mussolini is intent on conquest.
- **July 25th, 1935:** Britain imposes an embargo on both Italy and Ethiopia in response to Italy declaring that it would view arm sales to Ethiopia as an act of unfriendliness.
- **August 1935:** Further diplomacy around the League of Nations is ineffective, eventually resulting in nothing but an “exoneration” of both Italy and Ethiopia in the Walwal Incident on September 4th.
- **September 1935:** Ethiopia begins to mobilize its large but poorly equipped army. On September 27th, Britain authorizes the imposition of sanctions on Italy if it attacks Ethiopia.
- **October 3rd, 1935:** Italian armed forces invade Ethiopia without a declaration of war.
- **October 7th, 1935:** League of Nations declares Italy the aggressor and begins belabored process of imposing very limited sanctions.
- **November 1935:** Italy begins using chemical weapons.
- **March 1936:** Hitler marches troops into the Rhineland. European support for Ethiopia evaporates as France seeks Italian alliance against Germany.
- **May 2nd, 1936:** Emperor Haile Selassie is forced into exile.
- **May 5th, 1936:** Italians capture Ethiopian capital of Addis Ababa. Leagues of Nation sanctions are dropped. Ethiopia is merged into the other Italian colonies to become Italian East Africa (*Africa Orientale Italiana*, AOI).
- **May 1936 – 1941:** Continued guerilla actions in Ethiopia during World War II.
- **May 5th, 1941:** Emperor Haile Selassie enters Addis Ababa in triumph.

PROACTIVE NODES

PROACTIVE 1: THE GUARDIANS (Scene 7)

- Lazare is watching Acuna.
- Jerome will hear of open inquiries into the 1924 dig.
- Maathai and Muhoho will test them in Kolluli.

REVELATION LIST – NODES

(Guardians can be used to get back on the track of reaching the dig)

NODE 1: MASSAUA

- LOS ANGELES: George Ayers' itinerary.
- *MEXICO CITY: Unsent correspondence from Brooks to Trammel.*

NODE 2: MERSA FATMA

- Research in Massaua (quickest route to Dallol).
- Interviewing Acuna.

NODE 3: COMPAGNIA MINERARIA COLONIALE

- Research in Mersa Fatma.
- Interviewing Acuna.

NODE 4: TRAVEL FROM MERSA FATMA TO DALLOL

NODE 5: KOLLULI

- Along the route from Mersa Fatma to Dallol (see Node 4).

NODE 6: DALLOL VILLAGE

NODE 7: VOLCANO AND DIG SITE

NODE 8: TO THE DREAM-SCOURGED HALLS

- Questioning the Guardians
- *Carved stone at the edge of the crater (Node 7).*

REVELATION LIST – NPCs

BARTOLO ACUNA

- Research in Massaua into the 1924 Expedition or Acuna specifically.
- Interviewing Sinuhe Djau.
- Interviewing the Guardians.

RENZO SEGNI / SINUHE DJAU

- *See Node 3: Compagnia Mineraria Coloniale.*

GUARDIANS

- *See Proactive 1: The Guardians.*

GEORGE AYERS (IS IN THE DESERT)

- *See Node 8: To the Dream-Scourged Halls.*

RESEARCH ABOUT ETHIOPIA

1924 DIG / BARTOLO ACUNA

- **Archaeology / Library Use:** A new dig was started in Ethiopia in 1924, spearheaded by a Spanish archaeologist named Bartolo Acuna. The governing body of the investigation was the Universidad Complutense de Madrid.
 - Going to the university will turn up a variety of status reports from Acuna, but no original research. *Prop: Acuna's Letter to the University* is a sample of that. The university might also be able to tell them that Acuna is back in Eritrea.

RESEARCH IN ETHIOPIA

LOCAL AREA / LOCATION OF DALLOL

- **Simple Search**
 - **Massaua** is the regional hub of commerce, the major port in the area. It's the Italian staging ground for a conflict between Italy and Ethiopia that's generally taking place to the west and to the south, in the Ethiopian interior.
 - **Mersa Fatma** is a small port farther down the coast from Massaua. Like Massaua, it's in Italian Eritrea rather than Ethiopia proper. It's the next logical stepping-stone to Dallol, the site of the 1924 dig. Dhows travel regularly between Massaua and Mersa Fatma.
 - The **Compagnia Mineraria Coloniale** (CMC) is an Italian company that mined potash (salt) from the Dallol area through the 1920s. They built and own a rail line that runs from Mersa Fatma to a railhead called Iron Point, which is near Dallol.
 - **Dallol village** is a very small outpost of civilization — if it could even be called such — over the Eritrean border, in Ethiopia proper.

PROACTIVE 1: THE GUARDIANS

(Scene 7)

BACKGROUND

- **4th Century BC:** Area was home to a secretive mystery cult that venerated the Liar From Beyond. Cult was destroyed and the Major Mouth that was its focus was calcified by the devotions of the king's wise men.
- **1st Century AD:** Came into possession of an esoteric ritual capable of opening a rift in the earth. The Guardians chose not to use the ritual for fear that it would draw the wrath of the Liar.
- **June 1924:** Bartolo Acuna and George Ayers organize an expedition to Dallol.
- **August 1924:** Guardians begin full-scale effort to disrupt, delay, and destroy the dig.
- **December 1925:** Acuna and Ayers reach the ritual chambers of the calcified Mouth.
- **February 1926:** Guardians enact the ritual and cause the Dallol volcano to erupt.

Of the three Afar tribes amongst which the Guardians are active, two have been conscripted to fight against the Italian army (and recently massacred if the war has broken out). The third is stretched thin and in denial about how profoundly the Liar could affect a cult in just a few years.

GUARDIANS

- Jerome: Active in Mersa Fatma.
- Lazare: Jerome's apprentice, currently watching Bartolo Acuna.
- Maathai and Muhoho: Villagers in Kolluli.

GUARDIAN ENCOUNTERS

- A local man (Jerome) keeps showing up in Mersa Fatma where they're gathering information.
- Some of their travel papers go missing. Jerome has stolen them to get a sense of where they're really from and what they're up to.
- One of the Guardians approaches and tries to convince an Investigator that outsiders who travel to Dallol invariably die.
- One of the Guardians searches the Investigators books/notes while they're out, looking for indications about their purposes and loyalties.
- At Kolluli, a doctor or other medical professional among the Investigators is brought to a local woman. The Guardians observe the investigator's actions closely; this is a test of compassion and skill.

NODE 1: MASSAUA

(Scene 1-2)

ARRIVAL: CARLO SALVATORE, ENTRY INSPECTOR

- **Roleplaying Notes:** Smiles broadly while keeping his lips shut. Compulsively folds and unfolds papers. Spits frequently.
 - Speaks Italian, Arabic, and English. (The latter two not very well.)
- **Reassurance / Bureaucracy:** To allay Carlos' concerns about smuggling and sabotage.
- **Reassurance 1 / Bureaucracy 1 or Languages (Italian):** Acquire official travel papers from Carlo that allow them unimpeded travel. (Carlo will vouch personally for investigators with these papers, since to do any less would call into question his original issuing of the papers – and that just wouldn't do.)

ACCOMMODATIONS / PROVISIONS / NATIVE GUIDES

- Require **Bargain** and excessive funding due to war efforts. (Unless they have Italian travel papers, in which case they can easily supply from the army's quartermaster.)
- Native Guides are not readily available in Massaua: They'd much rather work for the high wages available from military personnel.

RESEARCH: 1924 EXPEDITION (GEORGE AYERS / BARTOLO ACUNA)

- **Simple Search:** A new dig was started in Ethiopia in 1924, spearheaded by a Spanish archaeologist named Bartolo Acuna and assisted by an American named George Ayers. The governing body of the investigation was the Universidad Complutense de Madrid.
- **Oral History 2:** Speaking to a local trader in antiquities, he reports that a Spaniard and academic named Bartolo Acuna has recently passed through Massaua and was most recently seen at the Hotel Internazionale, the main hotel for foreigners in the city. Acuna hasn't been back to Ethiopia since '26.

NODE 2: MERSA FATMA

(Scene 5)

RESEARCH: LOCAL AREA / MERSA FATMA

- **Oral History:**
 - The Compagnia Mineraria Coloniale (CMC) was at the nucleus of a dramatic population growth in Mersa Fatma in the 1910s. This Italian company primarily mined potash from inland sites such as Dallol. Mersa Fatma was the port by which these resources left the area.
 - In 1929, the discovery of significant potash resources elsewhere made this African mining unprofitable. The CMC withdrew, leaving behind only a small staff to look after its assets in the event that the company ever decided to resume local operations. The local population declined swiftly with this cessation of operations.
 - **Oral History 2:** The discovery of potash resources elsewhere is only part of the story. Relationships between the CMC and the local Afar tribes deteriorated in the mid-1920s, which also increased the cost of local mining efforts.

RESEARCH: DALLOL / 1924 DIG

- **Oral History:**
 - The Eritrean and Ethiopian desert in the area inland from Mersa Fatma is scrub desert lowland, hotter than hot. Foreigners — even Africans who aren't from the local area — would be foolish or suicidal to travel alone in this wilderness.
 - Dallol village lies roughly 53 miles inland from Mersa Fatma, across the desert. No more than two dozen souls live there.
 - A volcano erupted at Dallol mountain (which is near to, but not directly beneath, the village) in 1926 and destroyed a foreign archaeological dig site that was active at the time.
 - **Geology:** The entire Afar region is subject to violent tectonic activity.

RESEARCH: GETTING TO DALLOL

- **Oral History:** *Prop – Sketch of Route to Dallol*
 - There isn't a road, per se, that goes to Dallol village. The camel track that does persist is frequently obscured by shifting sand and overgrown with scrub.
 - A 50-mile rail line runs from the CMC warehouse to a railhead terminal at Iron Point, which is near Dallol village. It was used to haul potash, back in they day. It is an unusual gauge and hasn't seen use in years. The locomotive and cars are probably still in storage somewhere in the CMC complex, though.
 - The rail line runs near a small village, Kolluli, close to Iron Point. That would be a good place to hire a guide who could bring the Investigators from Iron Point to Dallol.
 - From Iron Point, it's another 6 miles overland to Dallol village and, from there, a short walk to the volcano. The track that covers this route, too, is frequently obscured.

NODE 3: COMPAGNIA MINERARIA COLIONALE

(Scene 6)

RESEARCH: CMC

- **Oral History:** Of the six local men who compose the current CMC skeleton crew, Renzo Segni is the Italian company man in charge, Sinuhe Djau is Segni's Egyptian assistant, and the rest are native Africans from the local area. Segni has three local wives and many children by them. Most locals do not approve of these arrangements, but Segni is very wealthy by local standards, and it pays to overlook his foibles.

CMC COMPLEX:

- **EXECUTIVE OFFICES / ADMINISTRATIVE BUILDING:** Once used by the *Direttore Generale delle Operazioni in Africa Centrale*, many of these offices have been converted into living quarters for Renzo Segni, his three wives, and their many children. (Sharp contrast to the abandoned offices and hallways which fill most of the massive complex.)
- **WAREHOUSES:** There are more warehouses (7) than employees (6).
 - **Warehouse 5 (Magazzino Cinque):** Stores the locomotives that used to run along the rail line to Iron Point.

CMC EMPLOYEES

- **Renzo Segni:** Custodian, see character sheet.
- **Sinuhe Djau:** Renzo's assistant, see character sheet.
- **Local Labor:** Bilali, Hawayat, Nadiope, Zenami
 - **Oral History / Credit Rating (3+):** Their duties include inspecting property, fixing deteriorating buildings and equipment, running off squatters, and driving away animals. They know that Sinuhe travels to Massaua once a month to collect payroll and operating funds from Banco d'Italia.
 - Biali and Nadiope worked for CMC in 1929, but were not administrative and know little of use about the Dallol dig.
 - Refer questioners to Sinuhe and happily provide introductions if asked. (It's clear that they respect him.)
- **Segni's Family:** Three wives, many children.
 - **Oral History:** Current state of the complex's operations, including the mothballed locomotives. Know nothing about the 1924 dig or CMC's decision to shut down operations in 1929.
 - *GM Note: Word will reach Segni that his family has been questioned and this will likely raise his ire.*

NODE 4: TRAVEL FROM MERSA FATMA TO DALLOL

(Scene 8, 10)

TO IRON POINT

RAIL LINE: 50 miles from Mersa Fatma to Iron Point. 1 day.

- Deep drifts of sand have covered the tracks and must be removed. (Increase heat track for diggers, see pg. 204).

CAMEL: Following the rail line. 2 days.

- Hellish heat beats down on them directly. Increase heat track per day.

EVENTS:

- Bandits (see pg. 205)
 - Lorry on the Tracks
 - Outrunning
- Passing Kolluli (see *Node 5*).

IRON POINT / KOLLULI TO DALLOL

TRAVEL TIME: 8 days (mitigation test, minimum 2 days)

- As they draw near, add *Dallol Photos* to diorama.

EVENTS:

- Bitten (see pg. 208)
- Watched (see pg. 208)

NODE 5: KOLLULI

(Scene 9)

ARRIVAL

- Children run out to greet the train / take their camels.
- Locals are interested in what the PCs are doing (assuming they're CMC employees or work for another mining company).

RESEARCH: DALLOL

- **Oral History / Reassurance:** The tribe that now lives in Dallol was once broadly nomadic, as most tribes of Afar are. Although some members of most tribes settle down in villages or cities from time to time, individuals often cycle back and forth from the nomadic group to the stationary place, on and off over their lifetimes. However, the rooted Dallolites appear to have slowly, over the last few years, become something like an anchor for their nomadic brethren, until the whole extended tribe now lives in Dallol and no longer travels with the seasons. The Kollulites see this behavior as entirely deviant — both morally and logistically suspect.
 - The tribe that has come to inhabit Dallol village is the one from which most of the workers on the 1924 dig came. (Although there were also other dig workers who came from other tribes who do not exhibit any strange behavior today. In fact, one or two live here, in Kolluli.)
 - For decades prior to coming to rest in Dallol, many members of the Dallol tribe mined and carried salt from the salt fields to the coast to barter and trade. Many other tribes carry on this trade, even today. Kolluli is a minor hub for this trade, but none of the Dallol tribesmen appear to engage in it any longer. And, in any case, the Kollulites have made it clear that the Dallolites are no longer welcome in Kolluli.
- **Reassurance:** The Dallolites hurt themselves. On the rare occasions when they've been seen outside Dallol in recent years, many are bandaged, most have copious scarring, and some have even had open wounds on their bodies. A few Kollulites report having seen Dallolites cutting and even biting themselves.
 - This behavior is perverse and it scares them. They fear that from talking about it too much, or too openly, that the same ill fortune will come to Kolluli.
- **Reassurance:** Afar who have traveled close to Dallol village in recent years sometimes have extremely disturbing dreams in the night.
 - **Reassurance 1:** One man of the tribe confides, in private and on the condition that this information not be shared with others, that on one such trip he had repeated nightmares in which he chewed off his own limbs. On one night, he awoke to discover that he had bitten his own arm hard enough to make it bleed. He can show Investigators the pinkish scars his teeth left in his deep brown skin.

NODE 6: DALLOL VILLAGE

(Scene 11)

MOTIF OF THE MAW

A recurring motif among the Afar cultists: “The Rift of the Maw opens only on the night of a New Moon beneath a clear sky.”

- **GIRL JABBING AT HER ARM:** *A girl is jabbing at her arm sharply, a glint of light reveals some edge of glass in her hand. Blood trickles down her arm and from between the fingers that grip the shard. An older relative, perhaps her mother, comes up behind her and takes the glass out of the girl’s hand. Any relief you might have experienced is interrupted when the elder stabs the glass into her own leg. She leans back the taut surface of her tent. She rubs absently at the blood on her arm and then dabbles it onto the ground.*
 - **Looking at the Girl’s Sketch:** It appears to be a depiction of the phases of the moon, but in the position where the new moon should be there is a picture of a gaping, befanged mouth.
- **WHIMPERING BOY:** Missing an arm. Curled up with a mangy dog. Murmuring something in Afar under his breath over and over and over again. If startled, he will not remember speaking anything.
 - **Translation:** “Banished be the moon. Open wide my Rift. Stars gaze upon my might.”
- **TSHOMBE’S HOUSE:** The interior salt-block walls of Tshombe’s house are covered in a strange script and myriad tribal symbols in a haphazard, multi-layered scrawl.
 - *Prop: Scrawls on the Walls of Tshombe’s House*
 - The script is Ge’ez. The syllable alphabet is widely used, but the language itself is only used today by the Ethiopian Orthodox Church. No one in the village actually speaks it.
 - During their conversation with Tshombe, they might spot someone grab one of the many charcoal sticks lying around, dip it in the blood on their palm, and then begin writing a fresh layer of inscriptions.
 - **Translation:** “Beneath the cloudless/unclouded sky, the valley/rift/cloak of the whisper shall open on the night of no moon.”
- **TSHOMBE’S MOUTH:** Will whisper in Afar after she is dead. If addressed, it will speak in perfect English: “The Rift of the Maw awaits you in the darkest night.”

TSHOMBE

APPEARANCE: In her 30s, neither old nor young compared to the other women in the village. Unlike the other native women who are bare-breasted, she wears a shawl wrapped around her torso. This is doubly odd in that only the outlines of one breast can be seen beneath it.

ROLEPLAYING NOTES:

- Speaks only Afar. Translated by Habte.
- Assumes the PCs were led here by the Agony of the Wind.

CLUES:

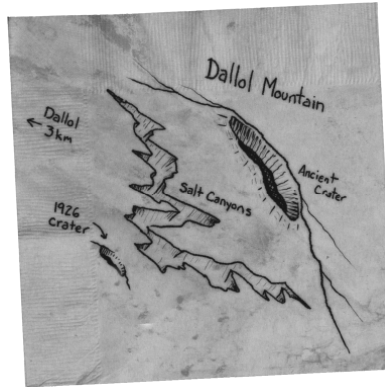
- *The Wind is pleased that you have come to us.*
- **Liar Relics:** If any are carried by the PCs and known to the Liar (i.e., not protected by the stone dagger), Tshombe will have been told of them and demand to see them. (Will quid pro quo by answering the PCs' questions if necessary.)
- **1924 Dig:** Uninterested (disgusted) by discussing things that transpired "before we heard the wind-whispers". (Irrelevant and meaningless past.)
 - If pressed, remembers that the dig happened and that some of the villagers worked there. But will angrily dismiss the line of questioning again.
- **Eruption:** Suggests this cataclysmic event allowed the Agony to speak to them. (Although it took them many years to *listen* and *hear* its whispers and even longer to understand them.)
- **Agony on the Wind:**
 - Tribe first heard the voice some years ago.
 - Revealed itself slowly to them through dreams and signs.
 - Their veneration has been rewarded by the increase of their number in Dallol. Relatives from other tribes and even strangers have come to join them here.
 - "As you must *know*, as you, too, have heard its voice" the Agony is the voice whose counsel opens the way to the purest of experience.
- **The Village:** None remain in the village who do not venerate the Agony.
 - The others either fled, were driven out, or killed.

HABTE ENDS THE INTERVIEW:

- Reaches out his good hand, groping blindly. Tshombe places it under her shawl.
- Strange and disturbing movements of the fabric, accompanied by a faint hiss and a wet tearing.
- Habte's face is wracked with an ecstatic pain. A moment later, rivulets of blood drip down Tshombe's belly beneath what the shawl covers.
- Habte writhes on his stump, tears of pain and joy leaving dusty tracks on his cheeks.
 - **5-point Mythos Stability test**
- This continues for a minute before Habte withdraws his bloody hand and holds it triumphantly in the air.
- Villagers speak and shout triumphant words in Afar.
- A strong villager picks up Habte and carries him into the inner chamber of the building.
- Tshombe holds out her hands, offering the same experience to them (**-2 damage, 6-point Mythos Stability test, 4-point Mythos Stability test for observing it**).

NODE 7: VOLCANO AND DIG SITE

(Scene 12)



VOLCANO

- **Geology:** See pg. 214.

CAIRN

- **Simple Search:** A small cairn for the dead built just outside the walls of the 1926 crater.
 - A capstone has a crude carving in it. *Prop: Cairn Carving*
 - **Occult / Anthropology:** Oloth-Waaq is a dream god that was worshiped by the obscure Carrom tribes that once lived in the area near Adua.
 - **Occult 1 / Anthropology 1 / Library Use:** The “Dream-Scourged Halls” refers specifically to a geological formation in the deserts near Adua (east of Makalle); vast, fluted canyons that were carved out by harsh desert winds and were viewed with superstitious dread by a variety of local cultures.
 - If desecrated, contains the remains (partial in most cases) of five people.
 - **Anthropology / Forensics:** Confirms that these are the remains of native Afar. George Ayers’ remains are not present.
- *GM Background:* Ayers built this cairn when he returned to the site. The Guardians found him here.

SEARCHING THE SITE

- **Evidence Collection (3 man-days, digging tools, heat +1):**
 - The dig was at ground zero for the eruption. Fragments of the scientists’ mundane tools (shovels, picks, stakes, etc.) can be recovered up to a mile away, blown through the air by the steam of the explosion.
 - **Forensics:** Body fragments of some of the ill-fated workers can be found in the immediate area of the crater. (There are no signs of death other than being at ground zero of a volcanic explosion.)
 - **Archaeology / History:** Fragments of the ancient structure can be found. Passage of time had their way with these fragments even before the explosion, but they are consistent with construction at other ancient African sites.
 - **Biology:** What seem to be fossilized teeth can be found in the crater and its immediate surrounding area. Do not correspond to any known animal in the region (either modern or earlier eras). They all share similarities with each other, suggesting they came from the same type of creature.

NODE 8: TO THE DREAM-SCOURGED HALLS

TRAVEL TO THE “DREAM-SCOURGED HALLS”

- **TRAVEL TIME – FROM DALLOL:** 12 days (mitigation test, 4 day minimum)
- **TRAVEL TIME – FROM MAKALLE:** 6 days (mitigation test, 2 day minimum)
 - This assumes they head north out of the Danakil Desert and circle around to Makalle along a route that’s less painful. Assume an extra 15 days from Dallol, with a day in Mersa Fatma or Massaua or some similar port of civilization to recuperate.

POSSIBLE EVENTS WHILE TRAVELING

- Finding oases. (On a poor role they think they can head back to cooler, higher grounds... but then discover those water holes have all dried up and their forced back into the hotter low lands. Extra increase in their Heat track.)
- A pack animal dies.
- Dallolite cultists might pursue and attack them.

DREAM-SCOURGED HALLS OF OLOTH-WAAQ

- A geological formation of vast, fluted caverns that were carved out by the harsh desert winds. (Viewed with superstitious dread by a variety of local cultures.)
 - Oloth-Waaq is a dream god that was worshiped by the obscure Carrom tribes that once lived in the area near Adua.
- **ENTERING THE CANYONS:** A rush out of the direct, beating heat of the sun.
- **AYERS APPEARS:** Ayers stands above them, silhouetted against the blue desert sky.

DALLOLITE ASSAULT

- If the Liar learns of Ayers’ location (because it’s watching the PCs or otherwise), it might send a large force of the Dallol cultists to siege the Dream-Scourged Halls.

BARTOLO ACUNA

(Scene 3-4)

RESEARCH

- **Oral History 2:** Speaking to a local trader in antiquities, he reports that a Spaniard and academic named Bartolo Acuna has recently passed through Massaua and was most recently seen at the Hotel Internazionale, the main hotel for foreigners in the city. Acuna hasn't been back to Ethiopia since '26.

HOTEL INTERNAZIONALE

- Largest hotel in the city, catering almost exclusively to Europeans and extremely wealthy locals.
- **Streetwise (Staff Members):** Acuna was extremely pleased to have secured the cultural ministry's contract to transport archaeological spoils of war out of the country. Told everyone he could about this triumph. Checked out of the hotel a few weeks ago, traveling with a large column of infantrymen leaving Massaua.
 - **Oral History:** Ascertain that the column was heading southwest towards Mendefera.

TRAVEL TO MENDEFERA

- Easy: Hitch a ride with a quartermaster's van.
- Hard: Three days walking or riding camels (motorized vehicles having been nationalized).
- Very Hard: Ambushed by guerillas en route. (See pg. 192.)

APPEARANCE: Greasy, slightly balding black hair tumbled around a rotund, cheerfully red face. Dressed in khakis with a loose, white (slightly begrimed) shirt and silk scarf.

ROLEPLAYING NOTES:

- Drinks to excess.
- Insufferable halitosis.
- Slips into Spanish without realizing it while drunk and must be reminded to return to whatever language was being spoken before.

BACKGROUND:

- Archaeologist from the Universidad Complutense de Madrid.
- Organized the 1924 Dallol dig.
- Returned to Spain after the 1926 Dallol eruption, but the long run-up to the Spanish Civil War drove him back to Africa.
- He's continued studying ancient African archaeological sites with whatever funding he can scrape together.
- He recently got himself hired by the Italian cultural ministry to oversee the transport of looted Ethiopian cultural artifacts back to Rome. He is particularly hopeful that they'll be able to obtain the Obelisk of Axum.
 - *GM Note: If Axum has fallen (i.e. it's later than October 6th, 1935) Acuna may already have possession of the Obelisk and be in the process of preparing it for shipping.*

CLUES:

- **George Ayers:** Acuna cast a wide net in his search for funding. Ayers contacted him in late 1923 and was instrumental in securing money. Ayers' friend (Echavarria) paid nearly the entire expedition's expense.
 - *Last Seen:* After the eruption, Ayers insisted that he had to go back and see the site for himself. He went back up the railway; that was the last Acuna saw him. (Anything could have happened to him: Angry laborers. Bad supplies. Lava flows. It's the hottest place on the planet. "Maybe it's a miracle we'd survived as long as we had.")
- **Revelations of Glaaki:** *"I had become interested in an ancient text that had been acquired by the Universidad Complutense, where I worked, the Revelations of Glaaki. It had been translated before, but I did new work on the fragments concerning an ancient deity concerned with orgiastic ritual. Those passages, properly interpreted, suggested an ancient focus of worship at what I believed was Dallol. Naturally, I was vindicated when we arrived and we unearthed the temple exactly where I expected we'd find it."*
 - **Occult 1 / Cthulhu Mythos 1 (with copy of Revelations):** Corroborates Acuna's interpretation of the passages in question and identifies the "ancient diety" as the Prisoner of Glaaki.
- **Dallol Dig (1924-1926):** See *Reference – 1924 Dig at Dallol*.
 - *"We arrived in country in June of that year, organized our supplies, hired guides and porters. We were on site at Dallol by... well, July or August. It only took us a few months to find the outer walls buried under the earth, but in the end, they ere right where the Revelations said they'd be."*
 - *"The reliefs on the doors that sealed the inner complex were different from other works from the same period. They were protective, it seemed to me. Most intriguing was that the doors were sealed with a lynchpin that looked like a stone dagger. Ayers arrived around that time, and he was very interested in them. He insisted that we send the dagger back to Echavarria in Los Angeles. We did, of course. I still have a picture of it."*
 - *"It was about that time — just at the cusp of our success — that everything slowed to a crawl. Our laborers began to have misgivings, the CMC suddenly became unreliable in relaying our supplies, bandits destroyed critical equipment. Each delay begat more. We would spend weeks, sometimes months, at a complete standstill. "It was 1926 by the time we finally managed to get inside the inner complex. From then, just a few short days to the sanctum at the center of it."*
 - *"There was... well, there was... "There was a mouth there. A statue of one, I mean, carved in detail like you've never seen, made of some rock we hadn't seen before, probably quarried in the brine fields before Christ, boiled off now, fallen beneath the crust."*
 - *"A giant, screaming mouth, all tongues and a dozen kinds of teeth and lips that were... well, obscene."*
- **Location of the Dig:**
 - *Prop: Sketch of Dallol Site*
 - *Prop: Sketch of the Route to Dallol*
- **Eruption at Dallol:** After discovering the Mouth, their troubles seemed to redouble themselves. Ayers and Acuna were in Mersa Fatma arguing with CMC representatives trying to get them to deliver the supplies they had promised when the eruption happened.

- **Obelisk of Axum:** The city of Axum is filled with stelae. The Obelisk of Axum is the oldest of these, estimated to be 1,700 years old. It was toppled onto its side and shattered into five parts during the 16th century – either during a war with Imam Ahmad Gragn (the Conqueror) or due to an earthquake.
 - *Prop: Sketch of the Obelisk of Axum*
 - Mussolini wants it as a war trophy: A symbol of the glories achieved by his Fascist regime.
 - Acuna’s interest is different: He believes that one or both of the “false” doors at the base of the Obelisk actually conceal a real entrance to a chamber hidden within the Obelisk. (This is based on his study of the *Revelations of Glaaki*.)
 - The other stelae in Axum were used to mark underground burial chambers. They were modeled on the Obelisk of Axum, but the Obelisk’s purpose was different: Acuna believes that it was built as an “earthly pillar” to serve as a foundation for the “wall” behind which the fabled “Prisoner of Glaaki” was imprisoned.
 - The hidden chamber within the Obelisk is the “Chamber of Silence” – or, more literally, “the room in which the mouth is shut” – an earthly model of the Prisoner’s unearthly cell.
 - *GM Note: If any of this is true, there is no apparent way to gain access to the “hidden chamber” within the Obelisk.*
- **Spell to Open the Sky:**
 - *Prop: Akuna’s Sketches*
 - *GM Background:* The writing taken from the dig site is Ge’ez. The syllable alphabet is widely used, but the language itself is only used today by the Ethiopian Orthodox Church.
 - **Occult 1 / Cthulhu Mythos 1:** To identify the second page of Akuna’s sketches as *A Spell to Open the Sky*. (*Prop: A Spell to Open the Sky*)

BARTOLO ACUNA: Anthropology 4, Archaeology 5, Art History 2, Athletics 3, Firearms 3, Health 9, Preparedness 3, Scuffling 4

Weapons: -2 (fists), +0 (automatic pistol)

RENZO SEGNI

(Scene 6)

APPEARANCE: Wears native clothing. His thick, black hair is drenched in oil.

ROLEPLAYING NOTES:

- Refers to CMC as “we” even when relating events he wasn’t present for.
- Fans himself to stay cool.
- Smokes Italian cigarettes.

BACKGROUND:

- CMC employee since he was 15 years old in 1915. Assigned to Mersa Fatma at the beginning of his career.
- After CMC’s withdrawal in 1929, Segni has gone native. He is the absolute ruler of his company domain and the de facto boss of any person or location in Mersa Fatma.
- Has three local wives and many children.

CLUES:

- **Flattery:** In addition to changing global conditions, deteriorating relations with the local Afar helped push the CMC out of the area in 1929.
 - Believes this arose due to the meddling of a group of influential wives among the families living in Kolluli.
 - The CMC never directly hired those families, but interrelationships between the area’s tribes allowed “those women” to exert influence on their relatives: Shirking duties, interrupting them for extended periods, stealing supplies, spreading malcontent to others.
- **Flattery:** The CMC’s relationship with the 1924 dig team was uneven, blowing hot and cold.
 - Bartolo Acuna was unbalanced and George Ayers was a drug addict.
 - Dig staff was supposed to have an ongoing arrangement with the company to move their incoming supplies from Massaua to Mersa Fatma to Dallol, but their instructions were sporadic and sometimes contradictory.
 - One day Acuna would send word that deliveries of some supply were to be stopped. A few weeks later, he would be in Segni’s office ranting and raving about the outrageousness that they hadn’t received the supplies he’d canceled.
- **Flattery:** Sinuhe Djau mentioned that he saw Bartolo Acuna in Massaua when he last went there to collect payroll.
- **General:** Knows everything there is know about the CMC’s assets in the area. Can authorize the use of CMC equipment (such as the locomotives).

RENZO SEGNI: Bureaucracy 3, Health 10, Scuffling 3

Alertness Modifier: +1

Weapons: -2 (fists)

SINUHE DJAU

(Scene 6)

APPEARANCE: Wears Western clothing rather than local dress.

ROLEPLAYING NOTES: Fingers a necklace with a cross pendant that he wears on top of his clothing. Chews on his moustache.

BACKGROUND:

- CMC employee since he was 12 years old in 1915.
- Practicing Christian who attends mass each morning at the small church in town.
- Disapproves of Segni's polygamous lifestyle, but keeps his judgments private (for both practical and spiritual reasons – he likes his job and he isn't perfect either).

CLUES:

- **Reassurance:** When he last traveled to Massaua to collect payroll from the Banco d'Italia there weeks ago, he ran into Bartolo Acuna. Acuna bragged about his accomplishments post-Dallol and mentioned the "critical government operation" he was about to undertake. Acuna was staying at the Hotel Internazionale.
- **Interrogation / Permission from Segni:**
 - CMC was pushed out of the area in 1929 because of deteriorating conditions with the Afar tribesmen. (Sinuhe assigns equal blame: He knows the local tribesmen had become unhappy with CMC and there was an active conspiracy among them to resist CMC, but CMC was also exploitive of their labor force.)
 - CMC's relationship with the 1924 Dig Team was unbalanced: Renzo often talked about the European leaders of the dig using drugs. Acuna and Ayers were here in Mersa Fatma when the volcano in Dallol erupted.
 - Knows everything there is to know about CMC's assets in the area. Knows Segni is the one who can authorize the use of the equipment (like the locomotives).
- **Theology 1:** Gain all of the above information and also convince Sinuhe not to report the conversation to Segni.

SINUHE DJAU: Athletics 3, Bureaucracy 2, Health 11, Preparedness 6, Scuffling 2

Alertness Modifier: +1

Weapon: -2 (fists)

GUARDIANS

JEROME

APPEARANCE: Forty years old, but with a polished and youthful look. Keen eyes.

- *Prop: Photo of Jerome (Nomadic)* – If they encounter him outside of Mersa Fatma.

ROLEPLAYING NOTES:

- Stands with impossibly good posture.
- From time to time, looks past those he's speaking with, towards the horizon.
- Ends conversations abruptly when he considers a decision made, moving to immediate action.

BACKGROUND:

- Works as a laborer in Mersa Fatma, working ships up and down the coast.
- Was a witness (but not participant) in the Dallol ritual a decade ago.

LAZARE

APPEARANCE: Young and wiry, with gorgeous curls of sun-bleached hair framing his dark and questioning eyes.

- *Prop: Photo of Lazare*

ROLEPLAYING NOTES:

- Fast, quick movements in the body. A stillness in the face.
- Smart-mouthed, but only when speaking in Afar.
- Speaks halting Italian.

BACKGROUND:

- Father was conscripted to fight the Italian army in the north. (May have been recently killed if war has broken out.)
- Carries the curve *jile* knife his father gave him when he left for the war.
- Apprenticed to Jerome as a disciple of the guardians.

MAATHAI

APPEARANCE: Broad and plump with glistening cheeks.

ROLEPLAYING NOTES:

- Smile broadly, genuinely welcoming and motherly.
- Ask open-ended questions, seeking more knowledge than she gives.
- Offer food and drink.

BACKGROUND:

- Wife to the previous tribal leader in Kolluli (who was killed in a hunting accident).
- Still well respected in the community.

MUHOHO

APPEARANCE: Leathery skin hung on scrawny bones. Toughened by the wind. Gray, short-cropped hair.

ROLEPLAYING NOTES:

- Taciturn and withdrawn.
- Terse sentences with a sense of judgment behind them.
- Asks unexpected questions about the Investigators' pasts.

BACKGROUND:

- Her husband was laborer in the Dallol dig. He was killed in an "accident" at the dig site (that he probably created).
- Participated in the Dallol volcanic ritual.

CLUES FROM GUARDIANS

- **Reassurance:** History of the Guardians.
- **Reassurance:** They destroyed the Dallol dig, using an ancient ritual to cause the volcano to erupt.
- **Oral History (Dallol):** Villagers in Dallol have become strange in recent years: They no longer travel their nomadic routes and rarely leave their village. The other tribes in the area have begun to shun them and consider them ill-omened.
- **Reassurance 1 / Flattery 1:** To have them share their lorebooks. The lore of the guardians was divided between the three tribes: One had the ritual for triggering the volcano. Another had the Rituals of Self-Denial (which could be used to neutralize the “small jaws” that afflict those who draw near an “eating pit”). This tribe has *A Spell to Open the Sky*.
 - *Prop: A Spell to Open the Sky*
 - **Recreating the Rituals:** See pg. 203.
- **Interrogation:** The story of what happened when they found Ayers.
- **Interrogation 1:** Ayers’ current location. (Although if they know “Dream-Scourged Halls of Oloth-Waaq”, the Guardians will just tell them where that is.)

STATS

JEROME: Athletics 8, Conceal 4, Disguise 6, Driving 4, Firearms 5, First Aid 4, Health 12, Mechanical Repair 4, Health 12, Preparedness 8, Scuffling 7, Shadowing 4, Weapons 4

Weapons: -2 (fists), +0 (bolt-action rifle), +1 (saber)

LAZARE: Conceal 4, Disguise 4, Filch 6, Fleeing 8, Health 8, Preparedness 6, Scuffling 4, Sense Trouble 8, Shadowing 6, Stealth 6

Weapons: -2 (fists), -1 (knife)

MAATHAI / MUHOHO: Athletics 4, First Aid 8, Health 9, Preparedness 9, Weapons 2

Weapons: -1 (improvised tools)

GEORGE AYERS

(Scene 13-14)

APPEARANCE: Deeply weathered skin. Profoundly lean, although not unhealthy. Unkempt hair and beard. Manifests an obvious and calcified mouth across his stomach.

- *Prop: Photo of George Ayers*
- **3-point Mythos Stability Test** (calcified Mouth)

ROLEPLAYING NOTES:

- Uses an extreme economy of speech when communicating. (Slow to speak when first encountered; hasn't spoken in years.)
- Moves with deliberation, never rushing to move or distracted from his focus.
- Rarely blinks.
- Fully disabused of his former veneration of the Old One.

BACKGROUND:

- Joined the faculty of UCLA in 1911. (Remembers Dr. Hamish MacDunn, the head of the department, as a facile and ignorant man.)
- Met Ramon Echavarria in 1919. Begins attending Echavarria's rituals later that year.
- Became friends with Edgar Job in 1921. Introduced Job to Echavarria in 1922. Encouraged him to apply for the mathematics graduate program in 1923.
- Realized "Echavarria's grand betrayal" in 1922: That they were not truly worshipping Gol-Goroth. Began intense research into the Liar From Beyond. Echavarria discovered what he was doing, praised him, and invited him into the "Inner Circle" (Ramon Echavarria, Samson Trammel, and George Ayers).
- Met Olivia Clarendon in 1923 when she was researching a film role. He introduced her to Ramon Echavarria.
- Contacted Acuna in late 1923. Arranged for Echavarria to fund the expedition to Dallol. Left L.A. in June 1924; arrived in Ethiopia in July 1924.
- In 1926, the volcano erupted. He returned to the site, buried the Afar, was confronted by the guardians, learned the Rites of Self-Denial, and came here to live out the rest of his life as an ascetic hermit.

SPECIAL – THE MOUTH: Long periods of questioning or emotional subjects weaken Ayers' grip on the Mouth. Manifests as severe stomach pains. He will return to meditation in order to quiet it.

GEORGE AYERS: Archaeology 5, First Aid 9, Health 12, Rituals of Self-Denial 3

Alertness Modifier: +1

Weapon: -2 (firsts)

CLUES:

- **1924 CULT:** See background.
 - **Inner Circle:** Ramon Echavarria, Samson Trammel, and George Ayers
 - **“Indian Woman”:** Towards there was an “Indian woman”. Echavarria seemed quite smitten with her and intimated, just before Ayers left L.A., that he might induct her into the Inner Circle. (He can confirm the name Savitree Sirikhan if reminded of it.)
 - **Other Notables:** Remembers Olivia Clarendon, Richard Spend, etc.
- **1924 RITUAL:** Knew nothing about it. Echavarria had not mentioned it to him by the time he left L.A.
 - **Reassurance 1:** Wonders now if Echavarria was actually trying to save him; if he he some sort of premonition that something was going to go wrong. (*GM Background: Echavarria was actually glad Ayers was leaving; Ayers might have seen the true purpose of the ritual if he had remained.*)
- **DALLOL DIG:** See Bartolo Acuna. He tells much the same story.
 - **Manifestation of the Mouth:** Shortly after they breached the inner chamber.
- **IDENTITY OF THE LIAR:**
 - **Not Gol-Goroth:** Echavarria told him that Gol-Goroth was a lie. The name he gave the Inner Circle was “The Liar From Beyond” and “Thing With a Thousand Mouths”.
 - **Prisoner of Glaaki:** Based on what he saw within the inner chamber at Dallol, combined with Acuna’s research, Ayers considers it a virtual certainty that the Liar From Beyond is the Prisoner of Glaaki.
 - The Maw of the Mouth was worshipped in Axum along the Red Sea coast during the 5th century BC. There was a resurgence of these cults during the Zagwe Dynasty in the area around Lalibela in the 12th century.
- **EDGAR JOB:** See background.
 - **Echavarria’s Interest:** Echavarria took a particular interest in Job in early 1924, particularly the mathematical work he’d been doing at UCLA.
 - **Emotional Connection:** Job is the only connection from his old life that will provoke any kind of emotional reaction from Ayers (a sad nostalgia and concern about Job’s continuing struggles with his psychological demons).
 - **Reassurance 1:** Job and Ayers were lovers in 1923, but Ayers broke it off in early 1924 as he focused more attention on getting ready for the Dallol expedition.
- **CALCIFYING THE MOUTH:** The Mouth desires excess and consumption. It lusts for emotional extremes. These things are a beacon – a lighthouse calling out to whatever Maw the Mouths are connected to. Shut off that light – deny the Maw its sustenance – and the connection is lost; the Mouth withers and dies.
 - Ayers is living proof that extreme ascetism can neutralize a Minor Mouth.
 - **Occult 1 / Reassurance 1:** The problem is that, like an eye that has been shut in darkness, the dimmest “light” will be blinding. So the longer you hold the Mouth at bay, the less emotional response is required to “revive” it.
 - **Occult 2:** A Major Mouth could theoretically be neutralized if one (or, probably, more) individuals purified themselves according to Ayers’ example and then fed themselves to it. This would, obviously, be fatal to the martyrs. (Most likely this is how the Major Mouth in Dallol was destroyed thousands of years ago.)

TEACHING THE RITUALS OF SELF-DENIAL

- **FIRST LESSON:** Ayers will instruct them on the things they must give up.
 - Consumption of only the barest quantities of food and water.
 - Long periods of meditation on the barest facts of your own existence.
 - A suppression of extreme emotion and avoidance of any situation provoking extreme emotion.
 - *He forgets to mention:* Absolute sexual abstinence (he's denied all thought of sexual relations for so long that he's momentarily surprised to be reminded such a thing exists in the world).
- **LENGTH OF INSTRUCTION:**
- **AYERS' SACRIFICE (OPTIONAL):** Teaching the ritual is disruptive to Ayers' own emotional balance. His Mouth begins to achieve color past its chalkiness, begins to moisten, starts to move, and so forth.
 - Ayers may attempt to abandon the instruction.
 - Alternatively, he may sacrifice himself to his own Mouth in order to ensure that Investigators learn from him how to combat the Mouths that he now knows still exist around the world. (5-point Mythos Stability test to watch his slow consumption over the course of learning the rituals)

STAT SHEET FOR ETHIOPIA

ETHIOPIAN GUERRILLAS: Athletics 7, Firearms 6, Weapons 4

Weapon: +1 (saber), +0 (bolt-action rifle)

BANDITS: Athletics 9, Firearms 5, Health 9, Riding 6, Weapons 5

Weapon: +1 (saber), +0 (bolt-action rifle)

BARTOLO ACUNA: Anthropology 4, Archaeology 5, Art History 2, Athletics 3, Firearms 3, Health 9, Preparedness 3, Scuffling 4

Weapons: -2 (fists), +0 (automatic pistol)

GEORGE AYERS: Archaeology 5, First Aid 9, Health 12

Alertness Modifier: +1

Weapon: -2 (fists)

CMC EMPLOYEES

RENZO SEGNI: Bureaucracy 3, Health 10, Scuffling 3

Alertness Modifier: +1

Weapons: -2 (fists)

SINUHE DJAU: Athletics 3, Bureaucracy 2, Health 11, Preparedness 6, Scuffling 2

Alertness Modifier: +1

Weapon: -2 (fists)

CMC WORKERS: Athletics 5, Health 10, Scuffling 4, Weapons 3

Weapons: -2 (fists), -1 (improvised tools)

GUARDIANS

JEROME: Athletics 8, Conceal 4, Disguise 6, Driving 4, Firearms 5, First Aid 4, Health 12, Mechanical Repair 4, Health 12, Preparedness 8, Scuffling 7, Shadowing 4, Weapons 4

Weapons: -2 (fists), +0 (bolt-action rifle), +1 (saber)

LAZARE: Conceal 4, Disguise 4, Filch 6, Fleeing 8, Health 8, Preparedness 6, Scuffling 4, Sense Trouble 8, Shadowing 6, Stealth 6

Weapons: -2 (fists), -1 (knife)

MAATHAI / MUHOHO: Athletics 4, First Aid 8, Health 9, Preparedness 9, Weapons 2

Weapons: -1 (improvised tools)

DALLOL CULTISTS

VILLAGER (COMBATANT): Athletics 8, Firearms 3, Health 8, Weapons 3

Weapons: -1 (knife), +0 (bolt-action rifle)

VILLAGER (NONCOMBATANT): Fleeing 2, Health 6, Weapons 1

Weapons: -1 (improvised tool / implement)