

ACT II – BANGKOK

BANGKOK CITY MOOD

HOPEFUL BEATS

- Birdsong drifts out an open apartment window, a welcome distraction from gloomier thoughts.
- A European missionary walking down the street with a string of prayer beads in her hand spies you and smiles as she passes.
- A toothless street-corner vendor hands you a mango. “*No charge*,” he says in awful but nevertheless comprehensible English. He repeats it again when you look unsure: “*No charge*.”

SINISTER BEATS

- You see a pair of kids fighting in the dirt. They can’t be older than ten, but they’re beating the heck out of each other, bleeding from their noses, going at it with savage brutality. When they see you taking an interest, they run for it, disappearing down an alley.
- Across the street, a rooster spooked by a hustling pedestrian jumps off the sidewalk to be run over by a panel van that splatters its guts across the cobblestones.
- With no warning whatsoever, it starts to pour, quickly soaking you through with too-warm rainwater.

BANGKOK NPC NAMES

Male: Sarawut, Nattapong, Teerapat, Joe, Werawat, Prommin, William, Konlawat, Sutinan, Adisak, Watchara, Parin, Patiwat, Supakarn

Female: May, Fern, Ploy, Arisa, Ning, Nutch, Eve, Fah, Aungkana, Aum, Arissara, Chonticha, Thanyaluk, Sirada, Anchisa, Thanawan

Last: Boonliang, Jainukul, Praphasiriat, Suttikul, Thanasukolwit, Wongsawat, Santisakul, Rattanakosin, Pradchaphet, Watannapanit, Nantakarn, Mookjai, Kasemsarn, Saowaluk, Sintawichai, Montri, Willapana, Wattana, Charoenkul

PROACTIVE NODES

PROACTIVE 1: THAWI UDOM AND THUGS (Scene 8)

- Any action which makes the cultists aware of them.

REVELATION LIST – NODES

NODE 1: LOWMAN’S TOWNHOUSE (1370 Charoen Krung Rd.)

- LOS ANGELES: Address on correspondence sent to Trammel
- MEXICO CITY: Address that a crate of Luz records was sent to
- Research on Daniel Lowman

NODE 2: BANGKOK DEATH ARENA (PHIKHAT HWAN)

- LOS ANGELES: Interviewing Lee Dempson
- LOS ANGELES: Trammel’s Testament (references the fights)
- *MEXICO: Correspondence with Savitree* (references the fights)
- Interviewing Daniel Lowman
- Questioning Arun/Thep
- *Researching Nectar Trade in Bangkok*
- Researching the Phikhat Hwan (to learn location)

NODE 3: KO KRUK ISLAND

- Proactive: Captured by Bangkok thugs
- *Surveillance on / Interrogation of Thawi Udom*
- *Surveillance of Daniel Lowman*
- *MEXICO CITY: Correspondence with Brooks trying to dissuade him of Gol-Goroth nonsense (mentions Ko Kruk Island)*

NODE 4: SIRIKHAN ESTATE

- Exploring Ko Kruk Island
- Research on Savitree Sirikhan

NODE 5: SAVITREE HUNTS THE INVESTIGATORS

- Proactive: Captured by Bangkok thugs
- Proactive: Hunted by Savitree when they arrive at Ko Kruk Island

REVELATION LIST – NPCs

NPC: DANIEL LOWMAN

- Surveillance on Lowman's Townhouse
- LOS ANGELES: *Telegram from Bangkok*
- SAVANNAH: Bangkok thugs have their travel arrangements tracked back to Lowman
- ETHIOPIA (AXUM): *Telegram to Luc Fauche*

NPC: ARUN/THEP

- Surveillance on Lowman's Townhouse

NPC: PHAO BANTOW

- Surveillance on Daniel Lowman

NPC: THAWI UDOM

- Interviewing Daniel Lowman
- Investigating Bangkok Death Arena
- Proactive: Thawi attacks them

NPC: XUC PRAMOJ

- *Interviewing Thawi Udom*
- Exploring the Bangkok Death Arena

NPC: SAVITREE SIRIKHAN

- *MEXICO CITY: Correspondence with Brooks trying to dissuade him of Gol-Goroth nonsense*
- Interviewing Daniel Lowman
- Proactive: Being kidnapped and hunted by Savitree

NPC: GRANDMOTHER RAVEE

- Exploring Sirikhan Estate on Ko Kruk Island

REFERENCE – EMPORIUM OF BANGKOK ANTIQUITIES

Savitree has used most of her nectar-derived fortune to fund extensive occult research in an effort to identify the Liar From Beyond. From 1925-1929, this primarily took the form of tracking down and importing rare books of lore. In 1926, she started working with an occultist named Carsten Braunlich. Carsten was killed in 1927, but in 1929 she founded the Emporium of Bangkok Antiquities.

- 1926 Savitree hires Carsten Braunlich to secure the Oracles of Sebek. Shortly thereafter, she commissions Braunlich to form an archaeological team.
- 1926 **Isle of Pillars** (Poyang Lake, China): Following accounts from shipwrecked survivors of the Battle of Lake Poyang.
- 1927 **Black Stone**: Braunlich travels to Hungary and investigates the Black Stone. Takes precise measurements, but eventually concludes that the site is related to Gol-Goroth.
- 1927 **Tunguska Crater**: Braunlich's team accompanies Leonid Kulik's expedition. They discover an Elder Thing prison breached by the comet. Things go poorly for the expedition and Braunlich is killed.
- 1929 Frederick Jones is hired to found the Emporium of Bangkok Antiquities.
- 1929 **Hang Maden** (Cave of Black Specters, Vietnam)
- 1930 **Wind Cave** (South Dakota, USA): The frostworks of the cavern are actually a chillbane. Jones is killed.
- 1931 **Catacombs of the Pompeii Basilica**: Under the new leadership of Husain Soliman, they recover "dark star" orrery stelae looted from Egypt.
- 1932 **Mt. Kailash**: Nothing of interest is found.
- 1933 **Sunken City of Nan Madol** (Tomb of Twin Sorcerers – Olisihpa and Olosohpa)
- 1934 **Obelisk of Axum**: See 2.2.1 *The Obelisk of Axum*.
- 1934 **Severn Valley**: See 2.1.1 *Severn Valley*.
- 1935 **Great Sandy Desert of Australia**: Savitree is trying to arrange for Soliman and his team to join the expedition planned by Miskatonic University. She is currently in contact with William Dyer.

Other Sites of Interest

- Symbae (Great Zimbabwe)

RESEARCH IN BANGKOK

NECTAR TRADE

- It's extremely difficult to find anything out about the Nectar trade in Bangkok while asking around "blindly" (so to speak). The symptoms of usage from the Bangkok supply are very different (so asking around for "sex drugs" gets you nowhere except opium dens and the like) and all the nectar in town is sold through the deathmatches at the Labyinrth.
- **Streetwise 2:** The local name for nectar appears to be "Naphung" (which means "honey" in Thai). It can be purchased from the Fragrant Honey Shop in the Phra Nakhon district if you first say, "Is there anything which will get the heart-blood to soar?"
- **Streetwise 3:** As per 2-point spend, but they can also learn that "Naphung" is primarily consumed locally by fans of the Phikwat Hwan (the Sweet Deathmatch), which seems to be some sort of local arena competition.

PHIKHAT HWAN – SWEET DEATHMATCH

- **Streetwise:** The Phikhat Hwan is a brutal, savage spectacle the likes of which can't be seen anywhere else in the world. They're held in the "Labyrinth", which is located somewhere in the Phra Nakhon district.
- **Streetwise 1:** Go the Fragrant Honey Shop and say "I have come for the exhibition" to the doorman on the side of the building while offering a pair of banknotes of specific denominations.

PROACTIVE 1: THAWI UDOM & THUGS

GOAL: To render the Investigators helpless/unconscious and then take them to Ko Kruk Island.
(See *Node 5*.)

THAWI UDOM: Athletics 3, Health 8, Scuffling 3, Weapons 2

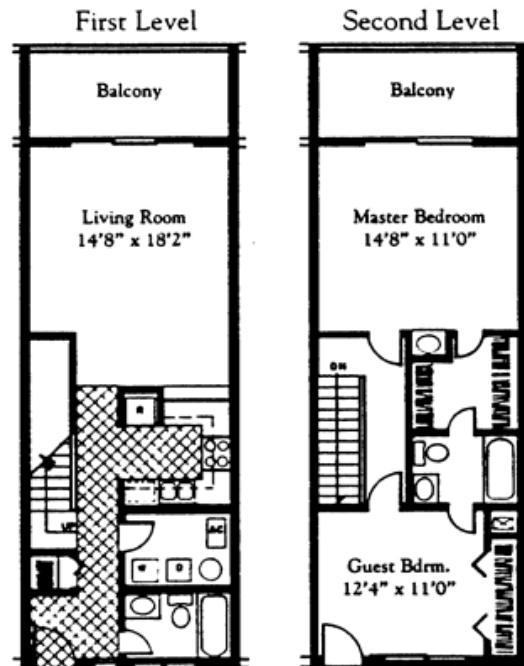
Weapons: -2 (fists), -1 (small improvised weapon), +0 (big improvised weapon, machete)

UDOM'S THUGS: Athletics 3, Health 9, Scuffling 5, Sense Trouble 4, Weapons 4

Weapons: -2 (fists), -1 (general purpose bludgeon), +0 (machete)

NODE 1: LOWMAN'S TOWNHOUSE

(Scene 2)



RESEARCH: 1370 CHAROEN KRUNG RD

- **Oral History / Streetwise:** Better part of a day to ask around through the warren-like streets of Bangkok; find the right part of the city; ask around again; grease a postal workers' palm; follow a wrong lead to an alley in a shifty neighborhood; and finally locate the townhouse.
- **Oral History / Streetwise (Neighborhood):** Daniel Lowman is a quiet American. Speaks fluent Siamese, but keeps mostly to himself.

SURVEILLANCE

- **Arun & Thep:** Approach the house via the alley. Pound on the door; shout for Lowman by name; look into windows to verify if he's home. Eventually leave when there's no answer. See *NPC: Arun & Thep*.
- **Lowman's Schedule:** Returns home at a dramatically appropriate time (afternoon or evening). See *NPC: Daniel Lowman*.

ENTRANCES: The alley behind the building is higher than the street in the front of the building.

- **Rear Door** (2nd level, leading to alley): Locksmith opens, but also chained. Athletics (difficulty 5) to break it open.
- **Front Door** (1st level): On lower balcony, Locksmith opens.
- **Upper Balcony:** Unlocked, but Athletics (difficulty 3) to reach it.
- **Windows:** Barred on the first level.

UPPER BALCONY: Lots of green, lush plants growing in a variety of carefully tended pots.

LIVING ROOM

- **Record Player:** *Prop: De la Luz Recording*, on the record player.

KITCHEN: Everything is fastidiously cleaned; everything tucked away and carefully organized in the various cabinets. A decorative wicker basket sitting on the counter.

- **Basket of Cash:** Beneath a black scrap of cloth there are tied bundles of local cash, mostly 100- and 1000-baht notes, but with plenty of notes of less denomination.
 - **Accounting:** \$5,000 U.S
 - *GM Background:* Most recent payment for Phao Bantow. If Lowman discovers it missing, he'll head for Ko Kruk Island and report to Savitree.

MASTER BEDROOM:

- Walk-in closet has Western clothing: Conservative sweaters, slacks, button-down shirts.
- **Nightstand:** Several handkerchiefs bearing the initials DL are encrusted with some sort of dried liquid in the drawer.
 - **Biology:** It's semen.
- **Nectar:** Locked, felt-lined wooden box under the bed. Contains several dozen vials of three different types:
 - *Local Vials:* Opaque vials marked with a local manufacturers' stamp in Thai script. (If the supplier is tracked down, they may be able to learn that he's shipping them to the Fragrant Honey Shop, see *Node 2: Bangkok Death Arena*.)
 - None of these vials are empty and they are quite dusty.
 - *Los Angeles Vials:* Simple, clear glass vials. About half of these vials are empty. Some are in the small box that they were shipped in.
 - *Prop: Los Angeles Shipping Label*
 - *Maltese Vials:* Squarish bottles made from a bluish-glass. Three of these vials are empty.
 - *Prop: Nectar Note from Savitree*

GUEST BEDROOM: Has been converted into an office. A small desk of teak is remarkable bare, its drawers mostly empty. A small clay oven on a metal stand.

- **Oven – Forensics / Evidence Collection:** The ashes within are consistent with the frequent burning of paper. (*GM Background:* Lowman routinely destroys his local records.)
- **Desk:**
 - **Accounting:** *Prop: Expedition Account Books*
 - *Prop: Telegram from Savannah*, attached to *Prop: Savitree's Instructions*
 - 50 rounds of .41 ammunition

NODE 2: BANGKOK DEATH ARENA (PHIKHAT HWAN)

(Scenes 6-7, 11)

FRAGRANT HONEY SHOP

“Legitimate” retailer of spices and specialty cooking ingredients in the Phra Nakhon district.

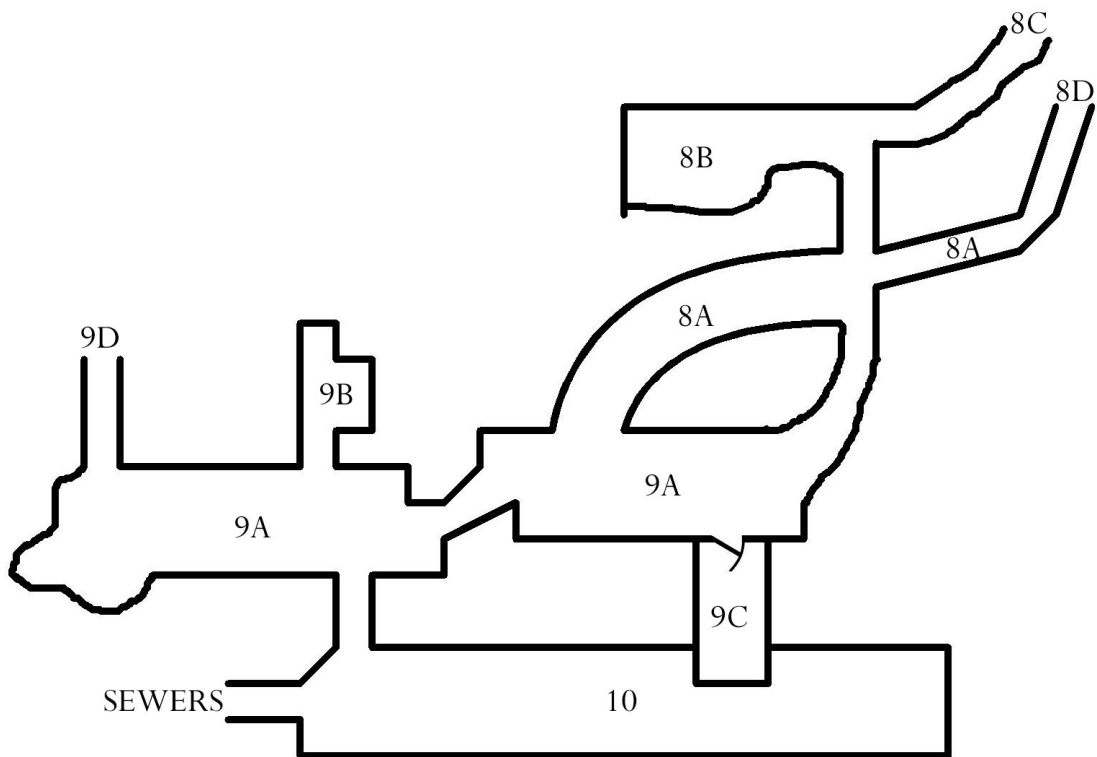
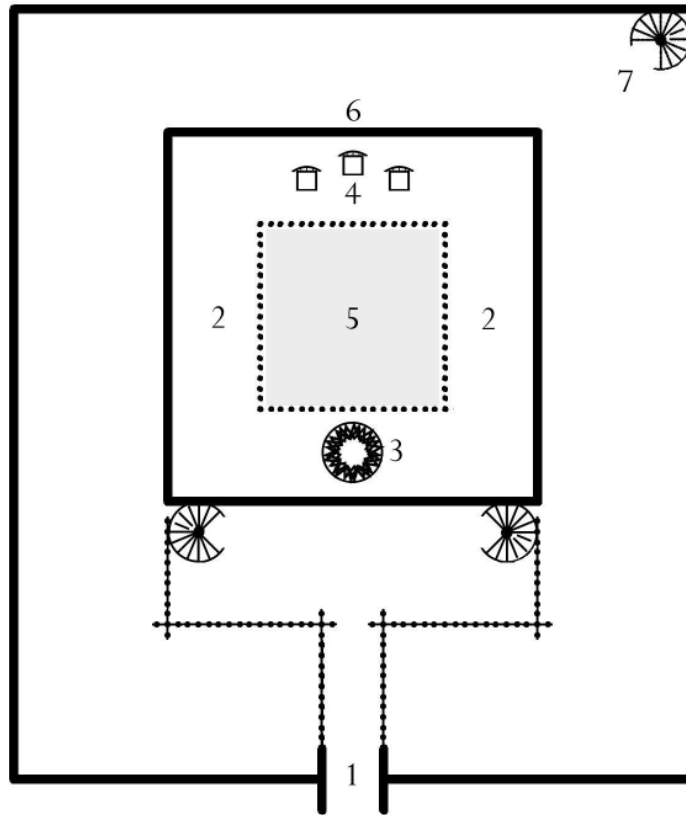
FIGHT NIGHTS: Fights happen every three days.

PASSPHRASES:

- *In the shop:* “Is there anything which will get the heart-blood to soar?”
 - Response will be, “We have many potions. What did you have in mind?”
 - Answering “Naphung” will then allow one to purchase Bangkok nectar.
 - **Credit Rating 1:** To buy up to 3 doses.
- *At the side door:* “I have come for the exhibition” while offering a pair of banknotes in specific denominations.
 - Allows audience members entrance to the fights.
 - Escorted by boy-runners through a series of twisting hallways, alleys, and passages that pass through several different buildings and covered courtyards before arriving at the Arena.
- *At the side door:* “I have come to join with the circle of excess.”
 - Used by those volunteering to fight.
 - Boy-runners take them through a different set of tunnels leading to the underground warren of rooms. They are told to wait in a small room and then locked inside, waiting their turn to enter the Arena.
- *At the side door or in the shop:* “We are here for the purposes set forth in times of old.”
 - Warning that the group is dangerous to the cult.
 - Boy-runners take them through a series of hallways, courtyards, and passages (up and down stairs even), but are actually just killing time before leading them into an ambush prepared by Thawi Udom (use *Proactive 1: Thawi Udom & Thugs*).

OBSERVING FIGHTS

- **Bureaucracy 1:** Thawi Udom is the operations manager of the fights.
- **Crowd Shouts:** “Consume him!” “Mouths be filled!” “Devour him!” “Grind his bones!”
 - **Anthropology / Theology:** The celebrants don’t appear to be directly worshipping the Mouths; what they’re seeing here is more an unconscious byproduct of the physical acts.
 - **Anthropology 1 / Theology 1:** There are those moving through the crowds (and selling the nectar) who are more formalized in their rites.



LABYRINTH

NAVIGATING LABYRINTH: Roll 1d10. Architecture or Outdoorsman spends grant +1 to the roll. For each roll, 1 in 6 chance of being spotted by cultists (likely leading to an ambush).

1-3	Dead End
4-6	Sewers
7	Arena Entrance
8	Staging Area
9	Living Quarters
10+	Hall of Minor Mouths

HALL OF MINOR MOUTHS: Draped with cloths. Sect of cultists have been “painting” the walls with nectar, causing 6 minor mouths to manifest.

- **Minor Mouths:** vicious tongue, searing bile, hide (+2 Stealth)

SEWERS: Roll 1d8. Architecture or Outdoorsman spends grant +1 to roll.

1-3	Entrance to city streets.
4-5	Different entrance into Labyrinth.
6-7	Living Quarters
8	Mouth

Architecture 1: To find an entrance to the Labyrinth (if exploring the sewers in roughly the right area; not necessary if they’ve entered the sewers *from* the Labyrinth).

ARENA

Built inside a huge, gutted warehouse.

1. ARENA ENTRANCE: Wrought-iron fences line a broad pathway that leads to two crude spiral staircases torquing up to the risers above.

2. RISERS: Broad, multi-tiered risers. No seats; just standing. Run length of either side of the arena (which is sunken pit in the middle).

3. BONFIRE: At one end of the arena. A huge bonfire has been built, casting most of the light in the warehouse (although it’s wholly inadequate).

4. NECTAR CHAIRS: Three rusted dentist chairs have been erected at the opposite end of the arena. Burly enforcers watch over skinny cultists: People are placed in chairs, leaned back, their noses held closed with filthy fingers, and Naphung (diluted with liquor, water, urine, turpentine, or kerosene) is poured down their throats in huge gulps.

5. ARENA FLOOR: Hard-packed dirt floor surrounding a sewer grate about a yard wide in the middle. (Holes of the grate are too wide, making it possible for feet to slip through.) Torches atop poles in the corners of the floor cast crazed shadows that mix with the dancing light of the bonfire.

6. FIGHTER ENTRANCE: Runs under the risers.

7. STAIRS: Rusty metal staircase that leads down into the Staging Area (see *Sewers*, below).

BELOW THE ARENA

8. STAGING AREA

- **8A. STAGING CELLS:** Lined with a dozen cells ranging from casket- to closet-sized.
 - **Doors:** Solid metal portals scavenged from buildings; sewer grates set into wall holes; portcullis-style gates.
 - **Locks:** Mostly simple bars; although a few have proper locks (Thawi has keys).
 - **Prisoners:** 1d4-1 (surviving from previous event or recently captured).
 - **Fight Nights:** Cells full (mostly from volunteers). Howls of rage and fury and bloodlust echo. 1d3 cultists monitoring the prisoners and shuffling them to and from the surface.
- **8B. PREP AREA:** Series of tables used to prepare nectar doses, sharpen and stack weapons, and carry out the other operational tasks necessary to keep the fights running. 1d6 cultists here.
- **8C. ENTRANCE FROM LABYRINTH:** Sewer tunnels breaks through into a basement with a flight of stone stairs heading up into the Labyrinth.
- **8D. STAIRS TO ARENA:** Lead to area 7.

9. LIVING QUARTERS

- **9A. CULTISTS' QUARTERS:** Series of foul, interconnected chambers. Passages connecting the chambers are usually flooded ankle-deep with city sewage.
 - Communal tools and implements like dishes, weapons, rotting baskets, etc. scattered across the floor and stored in shelf-like wall alcoves. Filthy items of clothing and bedding are strewn about the living areas to be claimed or worn by whomever claims them first.
 - Candles and lanterns; but when cultists are sleeping (often during the day) these will burn out and leave the chambers in darkness.
- **9B. XUC'S QUARTERS:**
 - Room is shockingly clean compared to the rest of this complex.
 - Carefully constructed shelves (of wood, stone, brick) are attached to the walls at various points around the room. Covered in a huge array of knick-knacks and random items. (Many of these are military in nature; spent rounds of ammo, campaign maps, etc.)
 - **Evidence Collection 1:** Box of demolition fuses has been carefully positioned in a way to make it appear innocuous but actually well-hidden from anything other than a careful search.
 - A cot with clean, well-sorted bedding. (*GM Background:* Xuc washes it with clean water every few days.)
 - **Simple Search (specifically cot) / Evidence Collection 1:** Metal box containing dynamite underneath a wooden floor panel under the bed.
 - **Explosives:** These have been properly stored / cared for.
- **9C. THAWI'S QUARTERS:**
 - Stained, military-issue cot.
 - Trunk containing a broad collection of firearms and ammunition.
 - A shelf containing personal clothing and various personal items.
- **9D. SEWER EXITS:** These passages lead into the city sewers.

10. THE MOUTH

- Long chamber with a slope of concrete at one end of it with a sluice channel leading from the grate in the arena down to the Major Mouth at its base.
 - Floor and walls near the grate, especially, are spattered with blood and other human fluids, dried and otherwise.
 - Chains hang from the ceiling in a half dozen places, their ends hooked to accept lanterns to illuminate the chamber.
 - Rakes, shovels, hooked poles, and push brooms hang on the walls at the upper end of the chamber.
 - Array of wooden buckets arrayed on the opposite side of the Mouth with a variety of scoops and other tools for collecting secreted nectar.
 - **Architecture 1:** There's a strange pattern in the way the cement was poured in the sloping at the lower end of the room. (*GM Background:* These are the places that Xuc Pramoj buried explosives.)
 - A small hole in the center of each area. (Allowing one of the fuses from Pramoj's quarters to be inserted.)
 - 15 minutes of digging to expose TNT.
 - **Explosives 1:** Recognize the holes as being used for fuses.
 - **Explosives 2:** To warn away from violent attacks on the cement (which could trigger the explosives).
- **Major Mouth:** Broadly circular, with generally triangular teeth set into both its lumpy gums and the soft flesh of its gullet. Vaguely shark-like in arrangement (although less regular). No lips; a short, stumpy tongue.
 - Ceiling above it spattered and stained by the chunky gouts of nectar which it periodically vomits up (most of it raining back down to be re-consumed).

MAJOR MOUTH: Health 102, Scuffling 24, Hit Threshold 3 (large), Alertness +1, Stealth Modifier -3

- **Weapons:** +8 (bite), +2 (bile; automatic bile attack against any victim bitten)
- **Armor:** -2 vs. any (stiff and leathery gums and throat)
- **Nectar Bile:** Anyone struck by bile must make Athletics test (difficulty 4) or swallow some of it (affected as per normal dose).
- **Stability Loss:** +2

FIGHTS

- **3-point Stability test** (witnessing); **4-point Stability test** (participating)
- **Weapons:** None, Swords, Knives, Axes, Mauls, Bottles, Cement Blocks
- **Events:** Gun thrown into the ring, person pushed into the ring, PC pushed into the ring, drugged members of the crowd shout Mouth-inspired imagery
- **Between Fights:** Sacrificial victim wheeled out and hacked apart, volunteer scarification, clean-up crew (hacks apart bodies, sweats blood and gore into the grate)

DEATHMATCH FIGHTERS: Intimidation 5, Scuffling 4, Weapons 4

NODE 3: KO KRUK ISLAND

(Scenes 12-16)

RESEARCH

- **Bureaucracy / Library Use:**
 - Ko Kruk Island has been owned by the Sirikhan clan for generations. Originally bestowed to them in a royal grant by Rama III in 1827.
 - The current hereditary owner of the island (its governor, legally speaking) is Kongdech Sirikhan.
 - Government records indicate that as many as two dozen Sirikhan brothers, sisters, cousins, and their offspring who list Ko Kruk as their place of residence.
 - *Prop: Sirikhan Family Tree*
 - **Bureaucracy 1 / Library Use 1:** *Prop: Ko Kruk Census Requests*
- **Oral History – Pattaya:**
 - Ko Kruk is a rocky private island covered with low tropical growth. About a half-mile long, 130 feet tall at its highest point. It has no villages or settlements.
 - It was once the private residence of the aristocratic Sirikhan clan, who were generally well-liked if somewhat reclusive. Over the last decade or so, however, the Sirikhan clan became increasingly insular and eventually cut off all regular contact with the mainland.
 - Villagers who have gone to the island uninvited over the past few years have disappeared, never returning.
 - The island is now shunned by locals with any sense in their heads. It's given a wide berth by boats traveling to the nearby, larger island of Ko Lan.
 - **Assess Honesty:** They're holding something back.
 - **Reassurance / Intimidation:** The body of a local fisherman who was thought to have landed on Ko Kruk was found on shore a little over a month ago. There was something... unspeakably wrong with the body.
 - **Reassurance 1 / Intimidation 1:** To convince someone to speak to them; although only privately and with no one else in the village knowing that they're speaking of it. (Possibly arranging a meeting for the middle of the night.) The left arm of the body was missing; in its place was a mouth which, despite the fisherman clearly being dead, was slowly gnawing and consuming the bloated, water-logged flesh. The body was immediately burned. The shoulder-mouth screamed in an inhuman language as it burned.
 - **Oral History 2:** Track down a boatman who has taken Daniel Lowman or Thawi Udom to the island. (Only a 1-point spend if they specifically look for such a boatman.) The only dock on the island lies below a compound of buildings that looks like a private residence for someone of great wealth. From the dock, the whole place looks deserted. They've been there a half dozen times, but never seen anybody.

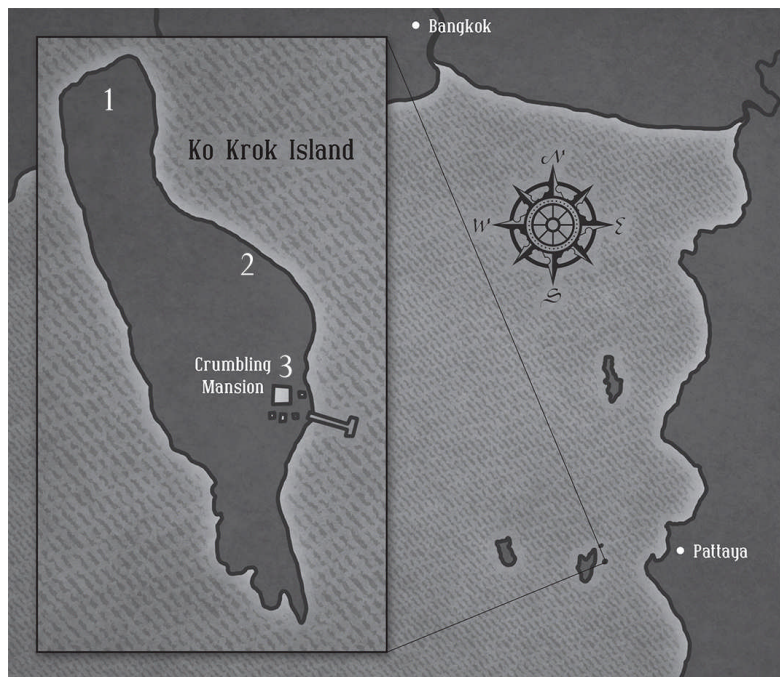
BANGKOK ISLAND MOOD

HOPEFUL BEATS

- The sun quite suddenly comes out from behind a cloud, sending shafts of light down through the tree cover.
- You spy a broad-leafed tropical plant that must have been handcrafted by a divine maker, so perfectly does it hold two cupped hands' worth of rainwater, fresh and pure.
- You emerge from the trees at the shoreline and see, out across the water, the mainland rising up. It may be far away and across the water, but there's still a civilization, and you're still part of it.

SINISTER BEATS

- The undergrowth claws at you as you pass. Even after emerging into a clearing, you can still feel its phantom fingers on your flesh.
- You catch a sudden and intense whiff of decomposition and try to tell yourself that it's not — it can't be — human flesh.
- There's a sinister hoot off in the jungle, disturbing both for its inhuman nature and the fact that you can't tell which direction it came from.



THE JUNGLE

- Thick and low monsoon jungle. Thick tangle of vines, creepers, brush, shrubs, and trees.
- No sun-blocking canopy.
- Ground is rough and uneven, with several substantial high points and ravines.
- Highest point on the island is 130 feet above sea level.
- **Outdoorsman:** To find a desired terrain feature.

LOCATIONS

1. The Pits: Eight irregularly spaced pits secured with iron grates. Positioned on a rocky hillside that rises above the jungle. A charred patch of rock where a bonfire either is or was burning. (See *Node 5*.)

2. Burned Boats: Three large boats have been beached and then burned.

- **Simple Search:** One of the ships is a ferry, another appears to be some sort of rowing barge, and the third is a pleasure yacht.
 - **History:** The barge is of a style used by noble families during royal processions.
- **Forensics:** The ships were destroyed at least several years ago.
 - *GM Background:* They were destroyed in 1930, following Savitree's massacre of her family.

3. Sirikhan Estate: See *Node 4*.

ESCAPING THE ISLAND

- **Swimming:** Five Athletics tests (difficulty 4, 5, 5, 6, 7). Turning back requires additional checks at descending difficulties.
- **Boats:** All boats on the island have been destroyed (specifically to prevent escape). Boats only come when Daniel Lowman or Thawi Udom are visiting.

NODE 4: SIRIKHAN ESTATE

(Scene 18-20)

OUTBUILDINGS

DOCKS: Pair of wooden docks in very poor repair.

- **Boathouse:** The boathouse is empty, the roof partially collapsed.
- **Staircases:** Leading up in two wide curves towards the Front Terrace of the mansion above.
- *GM Background:* Savitree sunk the smaller ships and burned the rest (see Area 2 of the Island) years ago.

GARDENS: The gardens cascade in a series of asymmetrical tiers and terraces down the long, sloping hill behind the mansion. Some paths curve around to provide overlooks of the ocean. They are heavily overgrown and clearly ill-kept.

- **Greenhouse:** About halfway down the gardens. Roughly half the glass panels have been broken over years of disuse. Plants inside have formed a thick blanket of dense foliage (several tall plants jut up through the top of the building).
- **Garden Shack:** Near the base of the hill.
 - **1-point Stability Test:** Place is a boneyard. Remains of a dozen or more people.
 - **Forensics:** Most of these bodies show signs of having been hacked apart by a blunt-bladed weapon, probably a machete.
 - *GM Background:* During the final massacre, Savitree wasn't able to feed the corpses to her mouth fast enough.
 - **Tools:** Pruning hooks, lumber saws, shovels, etc.
- **Well:** Stone-lined. Tucked behind the garden shack.
 - *GM Note:* Only source of fresh water on the island.

MANSION – FIRST FLOOR

GENERAL CONDITIONS:

- Damp, slowly molding furniture (sitting unused for months or years).
- Chairs overturned or broken.
- Artwork torn or fallen from their mountains.
- Shattered windows.
- Bloodstains.
- No working gas, electricity, or running water.

BACK PATIO: Most of the furniture here now provides places where the vines can climb toward the sun.

- A single chair, cleared of vines, has been set near the edge of the patio looking out over the island.
- *GM Background:* Ravee patiently keeps the single chair clear of foliage and can frequently be found there during the daytime, sitting still and facing towards the sun.

CONSERVATORY: Tall, curved walls of glass. Piano half-askew on three legs near the center of the floor.

- **Mouth in the Piano:** The piano begins playing a simple, halting tune.
 - **1-point Stability Test:** If they simply walk away.
 - **4-point Stability Test:** Opening the piano reveals Minor Mouth inside, a moist, lumpy protuberance from its fanged slit tonguing the piano wires.

GRAND BALLROOM:

- *Prop: Photo – The Grand Ballroom*

MORNING ROOM: Typical of the moldering quality of the mansion.

- *Prop: Photo – Morning Room*

KITCHEN & PANTRY: Well-stocked and in good condition compared to the rest of the house.

- *GM Background:* Savitree uses this room to prepare meals for herself and Ravee.

KONGDECH'S OFFICE: Windows smashed open. Drawers ripped open and papers strewn across the floor, where the damp has rendered them illegible.

MANSION – SECOND FLOOR

BEDROOMS: The bedrooms on this level belonged to various family members. They're in similar states of disrepair. A few incidents are listed that can be used to represent their exploration.

- *Prop: Photo – A Bedroom*
- A hand under a bed. It has been lopped off at the wrist, but there are ragged edges suggesting that something was chewing on it.
- Peeling wallpaper reveals a large splatter of blood on the plaster behind it. The blood is still moist to the touch (due to the humidity of the air).
- A moldering bedspread roils suddenly, as if some massive, pulsing form was struggling to rip its way out. (Flinging back the bedspread reveals a mass of large, black-furred rats that scatter.)

KONGDECH'S BEDROOM:

- **Entry:** A huge mound of books has been heaped haphazardly in the center of the room.
 - **Library Use:** The volumes are a mix of English and Siamese. The selection appears to be the sort of pleasant eclectica – selected more for beauty than for content – that you would typically find in the libraries of the rich.
 - *GM Background:* These are the books which originally occupied the Library. As Savitree needed room, she hauled these across the upper hall and dumped them in here.
- **Bedroom:** A skull rests on a blood-stained pillow at the head of the mildewed, king-sized bed.
- **Minor Mouth:** On the top of the skull. Perhaps a low keening draws their attention to it.
 - Athletics 6, Health 4, Scuffling 3
 - Hit Threshold: 4
 - Alertness Modifier: +0
 - Stealth Modifier: -2
 - Weapon: +0 (bite)
 - Stability Loss: +1
 - Shift: Move quickly and unexpectedly across the surfaces on which it's manifested.
- *GM Background:* This is Kongdech's skull. Savitree left his head here.

LIBRARY: The walls are lined with tall, mahogany shelves on which books have been arranged for utility rather than beauty. Thick drapes are pulled across the room, casting it into a purple gloom. A large, round table – with what appears to be a rotating top – crowds the middle of the circular off to the right, its surface covered in papers.

- **Doors:** Locked. (Key can be found in Savitree’s Bedroom.)
- **Fireplace (Evidence Collection 1):** *Prop: Scrap of Correspondence with Donovan*
 - *GM Background: Savitree routinely burns her correspondence with other cult leaders.*
- **Library Use** (1 month, divided by number of people working):
 - *Prop: Revelations of Glaaki (Matterhorn Press)*
 - 6 dedicated pool points in Cthulhu Mythos
 - 3 dedicated pool points in Occult
 - 2 dedicated pool points in Anthropology, Astronomy, Cryptography, Theology
 - 1 dedicated pool point in Archaeology, Architecture, History, Chemistry, Pharmacy
 - **Mobile Version** (condensed to the size of a footlocker given a day or so): 3 dedicated pool points in Cthulhu Mythos
 - **Unusual Research Results:**
 - Cross-referencing a copy of the *Unaussprechlichen Kulten* with Savitree’s notes regarding the Black Stone will reveal that von Junzt reports various tales of “curious sights that can be seen around the monolith on Midsummer’s Night” (see “The Black Stone” by Robert E. Howard).
 - If Y’Golonac has been identified, a Ritual to Dismiss Y’Golonac can be found in the *Revelations of Glaaki*.
 - If you have Volume 12 of the *Revelations of Glaaki* and you compare them to Savitree’s *Partially Reconstructed Copy of the 1924 Ritual*, you’ll discover that the 1924 ritual was designed to *imprison* Y’Golonac.
 - **Ongoing Emporium Expeditions:**
 - If the Emporium is still in Axum, include *Prop: Fauche’s Axum Telegram* with *Obelisk of Axum* notes.
 - If the Emporium has already left Axum, include *Prop: Husain’s Site Report* (from 2.1.1 *Obelisk of Axum*) and *Prop: Fauche’s Second Axum Telegram* with the *Obelisk of Axum* notes.
- **Table:**
 - **Savitree’s Journals:** Dozens of books containing cramped, handwritten notes recording the minutiae of Savitree’s research.
 - *Prop: Savitree’s Research*
 - 1 day of study per sheet (random sheets unless research is specifically targeted at particular topics)
 - *Prop: Report on the Brooks Expedition*

NURSERY: Four cribs for babies and two beds sized for young toddlers. One of the wire-framed cribs has been knocked over. A thick, acidic smell hangs in the air.

- **Doll:** In one of the cribs, a doll with eyes carved to resemble tiny mouths.

RAVEE'S BEDROOM:

- *Prop: Photo – Ravee's Bedroom*
- Furniture remains well arranged and in good repair.
- **Evidence Collection:** There's a bedpan under the bed.
- *GM Background:* Ravee dusts and cleans her suite by herself ("since the servants went away..."). She's used a bedpan since the water went out. (Savitree empties it in the woods with her own daily.)

SAVITREE'S BEDROOM:

- The furnishings have not been kept in good repair (worn wood, a crack in a wash basin), but the room is clearly still in use. The bedding is careworn from years of use.
- **Evidence Collection:** There's a bedpan under the bed. Under the wash basin there is a key (to the Library).
- *GM Background:* These were Savitree's rooms when she was a young child. Even after slaughtering the rest of the household, she's seen no reason to leave them. She empties the bedpan (along with Ravee's) daily in the jungle.

MANSION – BASEMENT

CHILDREN’S HALL:

- *Prop: Photo – Entrance to the Children’s Hall*

CHILDREN’S HALL – BATHS: The septic system has backed up, spewing sewage out of the bathrooms (filling the tubs, sinks, etc.).

CHILDREN’S HALL – BEDROOMS: The children’s hall is crammed with a number of small bedroom where the younger members of the clan were raised (usually by nurses who lived in the Servant’s Hall).

- *Prop: Photo – A Child’s Room*
- A child’s tricycle overturned in a pool of long-dried blood.
- A huge, crushed in section of plaster, as if something had been heavily thrown against it or smashed into it. (Close analysis will reveal dried blood.)
- The words “let me out, let me out, let me out, let me out” carved into the plaster of a wall.

CHILDREN’S HALL – PLAYROOM:

- *Prop: Photo – The Playroom*

SERVANT’S HALL: A twisted warren of small servant’s bedchambers, baths, and the like.

- The septic system has backed up, spewing sewage out of the bathrooms (and occasionally cascading down the stairs).

SERVANT’S HALL – COFFIN CHAMBER: In one of the large rooms, a number of shattered coffins have been haphazardly thrown. (They’ve been opened and the bodies are missing.)

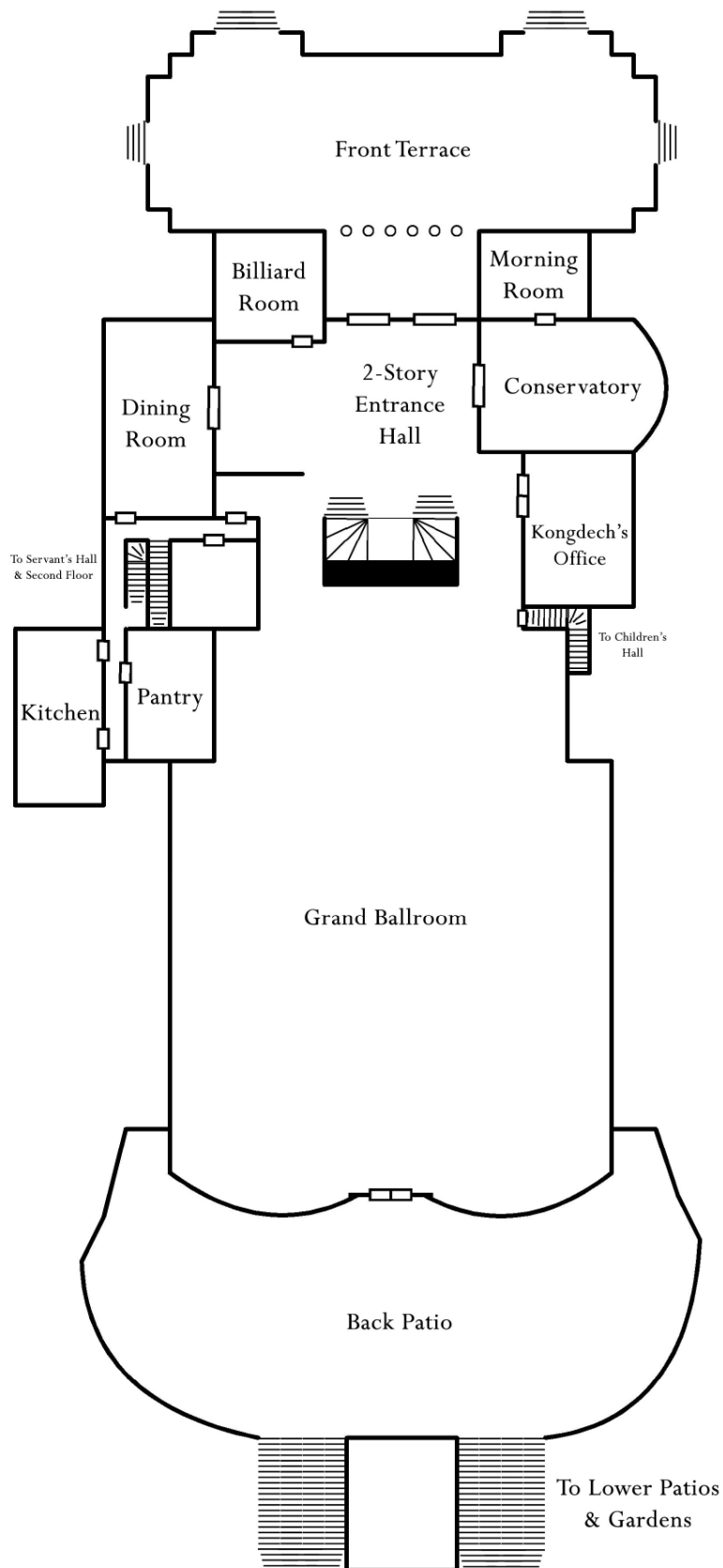
- *Prop: Photo – The Coffins*
- *GM Background:* Savitree dug up the family graveyard and fed the moldering corpses to her mouth in an effort to satiate its appetite. (She later turned to her deadly hunts.)

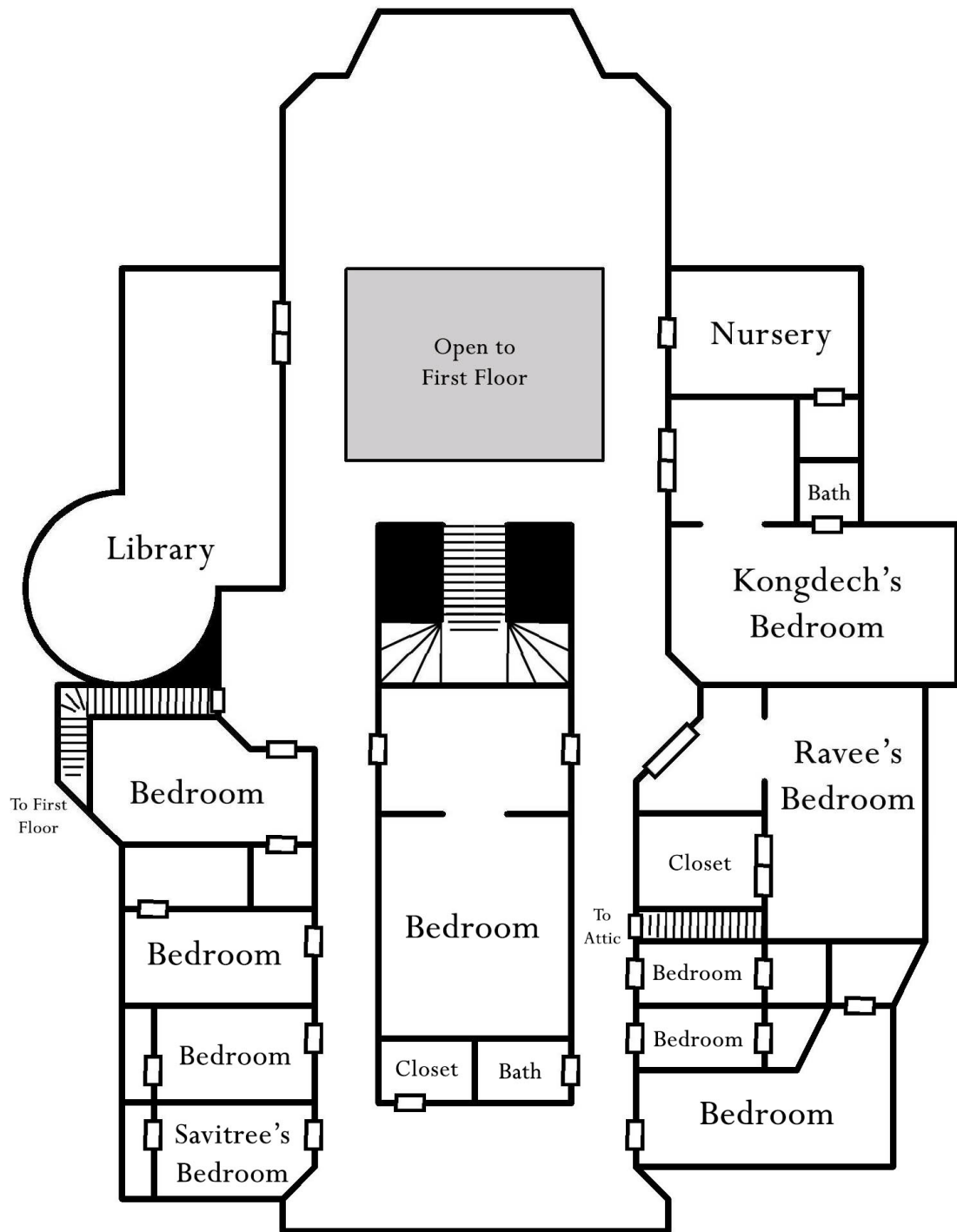
MANSION – ATTIC

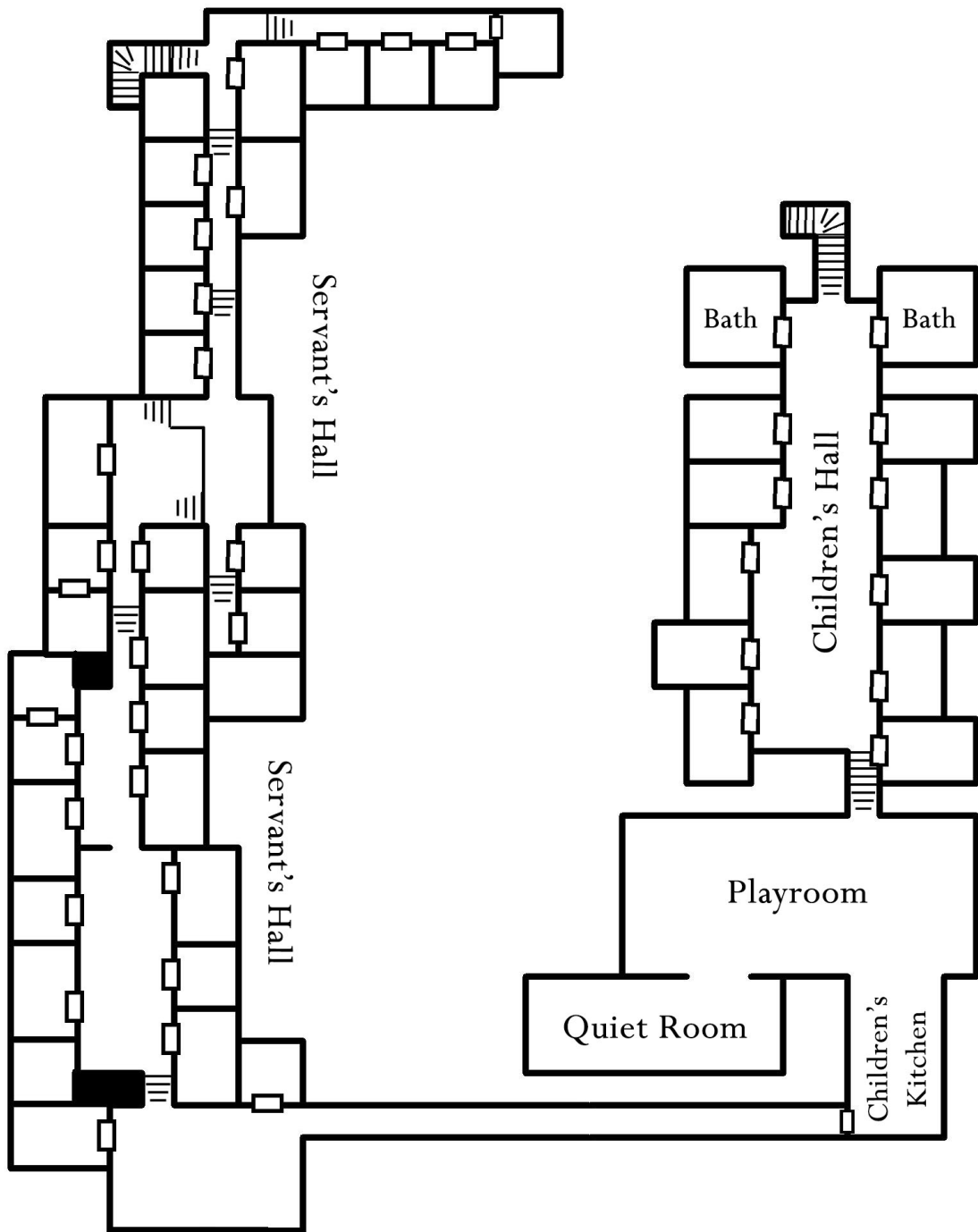
The attic is crammed with the dusty relics of the 19th century.

Evidence Collection: There’s a pair of hunting rifles up here that Savitree isn’t aware of.

- **Outdoorsman:** To identify the six shots of working ammo among two dozen bad.







NODE 5: SAVITREE HUNTS THE INVESTIGATORS

(Scene 14-16)

IN THE PITS

- **Pits:** Each PC is put in a separate pit. They are stripped naked.
 - 10-12 feet deep. Uneven walls a mixture of mud and sharp, broken rock.
 - Top of the pit is barred with a grate of thick iron bars, sealed with a metal bar.
 - The floor of the pit is a fetid, sucking mud.
 - Nothing of their surroundings can be seen from the bottom of the pit (and even those climbing won't be able to see much or confirm who's nearby).
 - Tropical insects of alarming size scurry near and across the PCs.
- **Awaking:** Separate players. Allow them to shout to each other as they wake up. About halfway through that process, somebody wakes up and sees that Savitree is watching them (a silhouette looking silently down into their pit). Then she leaves.
- **Escape Attempts:** Enough time for 2 attempts at substantive action before Savitree returns.
 - **Preparedness 3:** To have some small item (if they can provide explanation of how it escaped notice).
 - **Athletics** (difficulty 4): To climb the walls of the pit and reach the grate.
 - **Locksmith 3:** To pick the padlock.
 - **Digging:** Mechanical Repair (difficulty 8, difficulty 6 with tools) to dig out the edge of the grate enough to squeeze through.
- **1-point non-Mythos Stability test**

SAVITREE RETURNS – INFLECTING THE MOUTH

- **Wounding:** Savitree uses a spear to stab down into the pits of 1-2 PCs.
 - **Sense Trouble** (difficulty 4 + prior exposures to nectar): To realize that the tip of the spear has been soaked in nectar. (An inflicted wound is treated as a dose of Bangkok nectar.)
- **Waiting:**
 - Time for 2 actions. (Although Savitree is nearby, requiring Stealth check for substantive escape effort.)
 - Savitree begins building a large bonfire.
 - Time for 1 action. (Stealth tests required.)
 - Savitree lights the fire and then leaves briefly.
 - Time for 1 action. (No Stealth test required.)
- **Ritual:** Savitree returns with their personal belongings and begins throwing them in the fire. As she does so, the inflicted wounds begin pulling apart... becoming mouth-like and manifesting as a Minor Mouth.
 - **7-point Mythos Stability test** (4-point test for those not directly affected)
- **The Hunt Begins:** "Now the time comes for my Mouths to hunt you and for yours to hunt mine. In victory, the maw shall receive my flesh in place of your own! In defeat, your flesh will nourish my mouth. To decline the fight is to be slowly consumed by the orifice you manifest. The hunt begins!" (drops the key into a random pit)

THIRST

- **Thirst Track:** Use heat track. Start at thirst 1 when emerging from pits after 24 hours.
- **Outdoorsman 1:** To find potable water.
- **Unsafe Water:** 1 in 6 chance with Outdoorsman. 3 in 6 chance without Outdoorsman.
 - 1d6 x 4 hours after drinking it, Investigator suffers +0 damage and is **hurt**.
 - **Medicine / First Aid (+24 hours, return to positive Health):** To recuperate.

HUNT – EXPLORING THE ISLAND

- **Booby Trap:** Sense Trouble (difficulty 4) or suffer +0 damage.
 - Pit, sharpened stakes, etc.
- **Caterwauling Mouth:**
- **Mouth Lianas:**
- **Snakes:** Sense Trouble (difficulty 4) to avoid stepping on or near poisonous snake.
 - **First Aid** (difficulty 4) to avoid immediate effects, otherwise suffer 1 damage per hour until brought to medical facility and treated with Medicine.
- **Skeleton:** Regurgitated remains of a former victim. Flesh and gristle have been stripped from the bones; bones themselves have been scratched and splintered.
 - **First Aid:** Confirms that Savitree and her Mouths are responsible.
 - **1-point non-Mythos Stability test** (2-points for anyone with a Mouth)
- **Trail:** 4 in 6 chance that the trail is booby-trapped. Origin and destination of the trail can be determined randomly.
- **Uneven Ground:** Sense Trouble (difficulty 4) or suffer twisted ankle, etc. -1 damage, +1 difficulty on Athletics, Fleeing, Scuffling, and Weapons tests for 1d6 days.

RANDOM ISLAND FEATURE

- | | |
|------|---|
| 1 | Booby Trap |
| 2 | Caterwauling Mouth (triggering Savitree 4 in 6) |
| 3 | Mouth Lianas (occurs only once) |
| 4 | Snakes |
| 5 | Skeleton |
| 6 | Uneven Ground |
| 7-8 | Trail |
| 9-10 | Savitree Action |

RANDOM TRAIL DESTINATIONS

- | | |
|------|-----------------------------|
| 1-2 | Shore |
| 3 | Burned Boats |
| 4 | Pits |
| 5-6 | Estate |
| 7-8 | Water Source |
| 9-10 | Crossing 1d4-1 other trails |

HUNT – SAVITREE ACTIONS

- **Hidden Strike:** Throws spear from concealment.
- **Leaps From Tree** (attack)
- **Lure:** Steps into the open and confronts PC. Concealed pit between her and them.
- **Mimic's Call:** Mimics the voice of a PC calling for help.
- **Ravine Ambush:** As PC steps over narrow ravine choked with undergrowth, Savitree grabs them, throws them down the ravine while her Mouth takes a bite out of them.
- **Taunt:** Taunts them from positions of concealment. Alternates between English, Siamese, and the Tongue of Lies.
- **Unconscious Bait:** Leaves unconscious PC in an open clearing as bait for the others.

DANIEL LOWMAN

(Scene 3-4)

RESEARCH

- **Oral History:** An American by that name lives at 1370 Charoen Krung Road.
- **Streetwise:** Lowman is deeply connected with a gang that's active in the Phra Nakhon district. A street-corner thug named Siripong has been running his mouth off about him. (See *Siripong* in Lowman's schedule, below.)
 - **Streetwise 1:** The gang runs the Phikhat Hwan (Sweet Deathmatch). To gain access to the deathmatch, go to the side door of the Fragrant Honey Shop in Phra Nakhon and speak the code phrase, "I have come for the exhibition." while proffering two bank notes of a specific denomination.
- **Cop Talk:** Approaching anyone officially doesn't give any information on Lowman, but makes it clear that he's being protected by someone with a lot of pull.
 - **Cop Talk 1:** Lowman appears to be protected by a ward boss named Phao Bantow (see *NPC: Phao Bantow*).

SCHEDULE – FIRST DAY

- Leaves townhouse early carrying the basket from his kitchen.
- Goes to market and purchases an array of produce. (Pays with money from his own pocket.)
- Goes to a seedy part of town. Accosts street-corner thug. Can't be overheard from distance, but body language indicates Lowman is threatening him (pointing his finger in his face, speaking sharply).
 - **Siripong:** He's been telling his friends that it wouldn't be hard to set up a competing death match. Lowman tells him that anyone starting up a competing franchise will find themselves chopped limb from limb for the entertainment of the roaring crowd; "your remains will run down into the goddamn sewer".
 - *Intimidation:* Siripong is cowed by Lowman's threats and requires Intimidation to talk. He can tell them how to access the fights: "Go to the side door of the Fragrant Honey Shop in Phra Nakhon. Hold two bills, like this, you see?" [holds two bills of specific denomination] "Say, 'I have come for the exhibition.' Just like that. You didn't hear this from me."
- Goes to government administrative offices for the Phra Nakhon district. Gives basket to a man standing in the courtyard of the building.
 - **Plaek Watanna:** Takes the money directly to Phao Bantow's office.
 - *Oral History:* This is the right-hand man of Phao Bantow, who's the ward boss for this Phra Nakhon. See *NPC: Phao Bantow*.
- Returns home. Gets high on Nectar and falls asleep.

SCHEDULE – LONG-TERM

- Every day: Returns home in afternoon or evening, takes Nectar, and falls asleep. (Frequently listens to *De la Luz* recording.)
- Every other day: Buys groceries from the market.
- Every third day: Fight night. Lowman goes to roughly half of them; occasionally stays very late. (He's clearly jonesing by the time he gets home on these nights.)
- Exactly once per week: Lowman retrieves cash from Labyrinth or has Thawi Udom deliver it to his townhouse. The next day, Lowman delivers it to Plaek.
- Once every other week: Receives shipment of nectar (from Malta).
- Once a month: Travels to Ko Kruk Island. He's gone overnight on these trips.
- One-Off Events: Sends telegrams or parcels. Purchases supplies for cult. Meets with representative of the Anti-Investigators. Delivers threats to potential competitors.

APPEARANCE: Medium-height white American (taller than most of the Siamese nationals in Bangkok). Sandy brown hair has gone too long without a cut. Very pronounced glasses with large shell frames.

- *Prop: Photo of Daniel Lowman*

ROLEPLAYING NOTES:

- Speaks fluent English and Siamese.
- Constantly pushing his thick glasses back up the bridge of his nose.
- Stammers when angry or making threats.
- Swears in English (when speaking in Siamese); swears in Siamese (when speaking in English).
 - *Hia*: Monitor lizard; a vile insult (bastard).
 - *Khwai*: Water buffalo; not as bad an insult (slow and stupid).
 - *Samong Dong*: pickle brain
 - *Gin Kii*: eat shit
 - *Yet Kae*: fuck a crocodile

BACKGROUND:

- Peripheral junkie in the L.A. cult in 1924. Worked there as a customs inspector.
- Got invited to the parties, met Sirikhan, and became her lover. Was never part of the inner circle and didn't get involved in the Mythos-related mummery.
- Wasn't invited to the 1924 ritual. Fled with Sirikhan after the ritual went awry (although he's never been entirely clear about what went wrong).
- Lived at Ko Kruk Island upon arriving with Sirikhan in Bangkok. Helped Sirikhan create the Bangkok mouth and coordinates bureaucratic corruption to keep the fight club open.
- Referred to by many locals he does business with by the nickname "Waen" (meaning "Glasses").

CLUES: Intimidation / Interrogation will get the reticent Lowman talking. Bargain coupled with controlling his Nectar supply would also work well. Reassurance might be useful for pulling out supporting details, but Flattery is completely ineffective (he has no sense of self-worth).

- **The Boss:** Lowman will pretend that he doesn't know the identity of the "Shadow Lady" he works for.
 - The "Shadow Lady" masterminds the local "deathmatch arena" known as Phikhat Hwan (Sweet Deathmatch).
 - **Assess Honesty 1 / Interrogation 1 / Contrary Evidence:** He works for Savitree Sirikhan.
 - They used to be lovers, but Sirikhan called it off. (*GM Background*: This coincides with the appearance of the Minor Mouth on her.)
 - Savitree can be found at the Labyrinth. (See *Lowman's Gambit*, below.)
 - **Interrogation 1 / Assess Honesty 1:** Savitree can be found on Ko Kruk Island.

- **Other Cities:** Savitree is in contact with other Nectar-distribution operations around the world. He handles her correspondence with the outside world and she has sent letters, telegrams, and packages to dozens of city around the world.
 - **Interrogation 1 / Intimidation 1:** The other major cult operations (and Nectar-production centers) are located in Los Angeles (Samson Trammel), Malta (Montgomery Donovan), and Mexico City (Jonathan Brooks).
- **Phikhat Hwan (Death Arena):** The Phikhat Hwan is located in the Phra Nakhon district in a slum-warren of aging buildings that all connect to each other via backdoors, passages, roofed-over courtyards, and the like. People call this agglomeration the “Labyrinth”.
 - Phikhat Hwan is overseen by Thawi Udom. As far as Lowman is concerned, Udom works for him. Lowman considers him distasteful, frightening, and barbarous.
- **Nectar:** Nectar is sold at the Labyrinth, but Lowman doesn’t consider it a central feature of the operation. Most of the cult’s local income is from admission fees and betting.
 - **Interrogation (+Knowledge of Nectar):** Lowman will cop to being an addict. He’s keen to have them understand that he prefers the stuff from Malta or L.A., not the local stuff. (There’s a racist undertone here: The violent local stuff is only suitable for “animals”.)
- **Emporium of Bangkok Antiquities:** Savitree operates a small team of archaeological experts.
 - The majority of the cult’s local profits are poured into the EBA’s activities.
 - Lowman coordinates communication between Savitree and the EBA, but doesn’t really understand the work.
 - The current roster of EBA experts.
 - **Interrogation 1 / Intimidation 1:** To get their current location.
 - **Interrogation 2 / Intimidation 2:** To get their current location + list of previous locations.
- **Local Graft:** Lowman’s main job is pay off local police officers and government officials to make sure they don’t interfere with the Phikhat Hwan.
 - Primary contact for this is Phao Bantow (see *NPC: Phao Bantow*).
- **Liar From Beyond, etc.:** Lowman doesn’t believe in the religious mummary. Never did. He’s in it for the money, the Nectar, and Sirikhan.
 - NOTE: He has never seen a Mouth and has no idea how the Nectar is produced.

NOTES

- **PRECAUTIONS:** If he becomes aware that he’s being watched (or that his home has been broken into), he’ll become more cautious (spending on Shadowing checks) and have Thawi Udom dispatch a couple of bodyguards.
- **LOWMAN’S GAMBIT:** Takes them to the Labyrinth, but uses a variant of the true phrase (which tells the doorman to summon Thawi Udom because he’s in trouble.) Use *Proactive 1: Thawi Udom & Thugs*.

DANIEL “WAEN” LOWMAN: Firearms 2, Health 8, Scuffling 3, Sense Trouble 5, Stability 5
Weapons; -2 (fists), +0 (Remington double Derringer; +1 difficulty to find on Lowman’s person; point-blank range only)

ARUN / THEP

(Scene 2)

APPEARANCE: Seedy-looking. Working-class clothes.

ROLEPLAYING NOTES: Turn to each other and shake their heads frequently. Point their fingers in the faces of those they're trying to intimidate. Keep putting their hands in their pockets.

BACKGROUND: Work as muscle for the Phra Khanong Dockers' Union.

CLUES:

- **Interrogation:** Phra Khanong Dockers' Union believes they're entitled to a share of the graft Lowman is spreading around to keep the death matches operational.
 - They've been instructed to threaten violence unless the Union starts getting protection money.
 - They've previously tried working through Phao Bantow to get a slice of the money Lowman is paying him, but have been rebuffed.
- **Interrogation:** Lowman is associated with the death matches that are held at the Fragrant Honey Shop in Phra Nakhon district. The Phikhat Hwan: The Sweet Deathmatch. (They haven't personally attended and don't know the passphrases, etc.)
- **Shadowing:** They'll head back port facilities in the Phra Khanong district along the river and talk to their boss. (It turns out their boss actually funnels a lot of the graft into lobbying efforts to get a better port built in Bangkok. These efforts eventually pay off in 1938 when construction begins on the Khlong Toei Port, although the port won't be completed until after World War II.)

ARUN/THEP: Athletics 4, Health 9, Scuffling 4

Weapons: -2 (fists)

PHAO BANTOW

(Scene 5)

RESEARCH

- **Oral History:** Phao Bantow is the ward boss for the Phra Nakhon district. He's an influential man, not to be crossed.
- **Streetwise:** Same as Oral History, but also that Phao is known to be an extremely efficient conduit of graft. Takes in money from a variety of businesses (criminal and otherwise), skims enough to maintain his lifestyle, and spreads the rest around to an extensive network of politicians, police officers, businessmen, criminals, and so forth. He's well liked by pretty much everybody because he's extremely dependable (albeit completely corrupt).

APPEARANCE: Rotund of face. Porcelain white teeth. Perfectly pressed suit. Large, dry palms.

ROLEPLAYING NOTES: Insists on shaking hands. Smiles almost constantly. His primary concern is making sure that everybody is happy; everybody is friendly, yes?

BACKGROUND:

- Ward boss for the Phra Nakhon district.
- Plaek Watanna is his assistant. People paying off Phao Bantow give the money to Plaek for maximum deniability.

CLUES

- **Credit Rating 3:** It takes a huge payout (because Lowman is lucrative for him), but with enough cash in hand Bantow can tell them that:
 - Lowman's organization runs the Phikhat Hwan deathmatches. (He's not concerned because nobody that matters gets involved there unless they choose to be involved. It's just "good fun", right?)
 - The Phikhat Hwan operates in the "Labyrinth" which can be accessed at the Fragrant Honey Shop.
 - They sell a drug called Naphung (which is Thai for "honey") at the Labyrinth. (Which is fine. It is not like opium, yes? Not like a Western drug brought to the Orient to enslave and corrupt.)
 - Most of the money he gets from Lowman goes to paying off the local police to ignore the fights. (Most? Yes. We all have to get paid, right?)

NOTES

- **GOING OVER PHAO'S HEAD:** See pg. 154
- **GOING TO THE POLICE:** See pg. 155.

THAWI UDOM

(Scene 9)

APPEARANCE Massive Siamese built of muscle and menace. Body tattooed and scarred from top to toe; his nose broken so many times it's practically missing. His remaining teeth have been filed to sharp points. Shaven bald. Carries a massive machete at his belt; heavily bloodstained and notched from frequent use.

ROLEPLAYING NOTES:

- Speech like bone grating on bone.
- Always making fists and rubbing them.
- Makes whisper-growling sounds in his throat while listening to others.
- Cunning and perceptive; difficult to fool.

BACKGROUND:

- Is responsible for the Phikhat Hwan (Sweet Deathmatches), including the Labyrinth and milking the Major Mouth.
- Sirikhan recruited Thawi from among the early Phikhat Hwan fighters due to the single-minded devotion he demonstrated upon learning of the Thing With a Thousand Mouths.

CLUES: Interrogation most likely to be successful. Essentially immune to physical intimidation.

- **Savitree Sirikhan:** Works for Savitree Sirikhan. He reports to her regularly on Ko Kruk Island. (He's glad to tell Investigators that; happy that she'll destroy them.)
 - He takes unconscious prisoners to Ko Kruk Island for her to hunt about once every two weeks.
 - **Reassurance 1:** Savitree has two Minor Mouths on her body (and Lowman is not allowed to know about them).
- **Daniel Lowman:** Also works with Daniel Lowman, another underling of Sirikhan's. Lowman is responsible for keeping official heat off the cult's back. Thawi delivers cash to him to make payoffs with.
 - Lowman's Address: 1370 Charoen Krung Road
- **Money:** Some of the money goes to Lowman for payoffs, but most of it is laundered into Thai bank accounts controlled by Savitree.
 - Money comes from selling Naphung. But a lot of money also comes from taking possession of the funds and possessions of those killed in the fights.
- **Phikhat Hwan (Death Arena):** The Phikhat Hwan is located in the Phra Nakhon district in a slum-warren of aging buildings that all connect to each other via backdoors, passages, roofed-over courtyards, and the like. People call this agglomeration the "Labyrinth".
 - Will provide the passphrase "I have come to join with the circle of excess." to be used at the side door of the Fragrant Honey Shop in the Phra Nakhon district. (This phrase keys an ambush.)
- **Thing With a Thousand Mouths:** In the sewers beneath the Labyrinth is a giant, hideous mouth – the early manifestation of the Thing With a Thousand Mouths. It consumes those who die in the arena above and seretes Naphung.

- Never heard of “Liar from Beyond” or “Gol-Goroth” or any other Mythos entities.
- If he learned of the other cults, he would be unimpressed with their emphasis on orgiastic practices instead of violence.
- **Naphung:** He’s heard Lowman and Savitree refer to this as “Nectar”. The local stuff fuels a bloodlust that Thawi adores. It’s sold to the spectators and given freely (and abundantly) to the fighters.
- **Cultists:** He recruits new cultists from among the most enthusiastic spectators at the fights. They tend to the Mouth, harvest the Nectar, and manage the deathmatches.
- **Xuc Pramoj:** Strange man that was hired by Savitree around the same time Thawi was. He seems to have his own private – and strangely distant – relationship with the Mouth. His assistance has proven vital, however, because he has demonstrated the ability to remain calm and focused even in the presence of the Mouth and its Naphung.

NOTES

- Has keys for Staging Cells (see *Node 2*).

THAWI UDOM: Athletics 3, Health 8, Scuffling 3, Weapons 2

Weapons: -2 (fists), -1 (small improvised weapon), +0 (big improvised weapon, machete)

XUC PRAMOJ

(Scene 11)

APPEARANCE: Wears old Foreign Legion regalia; tattered but recognizable. Missing most of his teeth. Moves with a strange, stooping lope.

- *GM Background:* The uniform belonged to Xuc's grandfather.

ROLEPLAYING NOTES:

- Has a perpetual snuffle.
- Laughs with loud barks at strange and often inappropriate moments.
- Neither kind nor cruel; accepting of the cultists but not welcoming of them. Utterly disinterested in the cosmic ramifications of the Mouth.

BACKGROUND:

- Grandfather was a native Siamese member of the French Foreign Legion who fought in the Sino-French War in 1885.
- In his teens, served in a variety of mercenary military units, becoming a hardened veteran through military operations all over Southeast Asia. (He's seen horrible things, but all of them were terrestrial – people doing malicious and terrible things to other people.)
- He will not elaborate on how he ended in the sewers of Bangkok.
- He is insistent that he is *not* a member of the cult; he simply has work to do here.
- He has never ingested Naphung and always wears a mask to prevent accidental doses.

CLUES: Xuc is forthcoming, requiring no skill use in order to share information (unless he's injured or threatened, at which point it takes **Intimidation 1** to force him open again).

- **Mouth:**
 - It is dangerous. It consumes living cultists all the time through their own stupidity or bad luck.
 - It is unpredictable. It eats what's put into it without fail, but it vomits forth the Naphung to no logical pattern. During the droughts, Thawi is furious; during the surfeits, Thawi compliments everyone. But there's no regime or number of sacrifices that will force the Mouth to produce.
 - Recommends wearing a face mask and taking other precautions around the Mouth to avoid ingesting the Naphung: The cultists want it, but its effects are irresistible.
 - The mouth can regenerate from its own fluids. (Xuc has seen small, nascent mouths begin to form on dead flesh that's ripened too long in the Mouth chamber. Xuc is always careful to quickly shove these into the Mouth when he spots them.)
- **Destroying the Mouth:** Xuc has a plan for destroying the Mouth if it becomes necessary.
 - **Reassurance (that they won't do it):** Stuff a corpse (or living victim) with explosives on a timer and feed them to the Mouth. Then collapse the chamber with additional explosives so that the Mouth's viscera won't be spread across a large area.

- His only worry? It might not work. It might only make the stomach at the other end of the Mouth (because every mouth is attached to a stomach, yes?) angry.

NOTES

- “Xuc” means “feces” in Thai. (It’s a nickname the cultists call him by and to which he doesn’t seem to object.)

XUC PRAMOJ: Athletics 5, Explosives 13, Firearms 4, Health 6, Scuffling 4

Weapons: -2 (fists), +0 (revolver)

SAVITREE SIRIKHAN

(Scene 17)

APPEARANCE: Small Siamese woman possessed of great physical intensity. Large, luminous eyes.

- *Prop: Photo of Savitree Sirikhan*

ROLEPLAYING NOTES:

- Violent sadomasochist.
- Holds eyes unnaturally wide open.
- Bites on her tongue with an open mouth while listening to others speak.
- Runs her fingers over the sharp teeth of her manifested mouths.

BACKGROUND:

- Lived in Los Angeles in the early '20s.
- Was never a member of Echavarria's inner circle (although she came close).
- Fled L.A. with Daniel Lowman after the 1924 Ritual. Summoned the Liar's attention and created a Major Mouth.
- Lives on Ko Kruk Island. She has killed most of her family.
- Spends the huge amounts of money generated by the cult's murderous fights in funding Mythos-related research in an effort to identify the Liar From Beyond.
- 1925-1929: Savitree periodically left Bangkok to track down rare books of lore. Since 1930, she's had the Emporium of Bangkok Antiquities to do the legwork for her.

CLUES: Resists interrogation and revels in physical intimidation and pain. A specifically targeted attempt to confirm a known piece of information coupled with an Interrogation 2 spend will confirm it; otherwise, she's a cipher.

- Obsessed with identifying the true identity of the Thing With a Thousand Mouths. (Knows Gol-Goroth wasn't summoned in 1924; certain Trammel is deluded about it being a Mask of Nyarlathotep; suspects it might be Y'Golonac.)
- Worries about approaching or dealing with a Mythos entity without knowing its true identity and nature and name. (This is in direct response to seeing Echavarria's failure in 1924.)

NOTES

- In close combat, her two Mouths can attack if she rolls a natural 5 or 6.

SAVITREE SIRIKHAN: Athletics 15, Conceal 6, Firearms 2, First Aid 4, Health 15, Preparedness 6, Scuffling 12, Sense Trouble 12, Shadowing 6, Stealth 9, Weapons 10

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: -2 (fists and feet), -1 (sharp rock), +0 (improvised spear)

GRANDMOTHER RAVEE

(Scene 19)

APPEARANCE: A frail, old woman with milk-clouded eyes. Her clothing is stained and torn. Her body odor is intense.

- *Prop: Photo of Grandmother Ravee*

ROLEPLAYING NOTES:

- Looks slightly to the side of those speaking to her.
- Breathes with difficulty.
- Coughs frequently.
- If Savitree is around, she speaks as if many of her offspring were alive. (She knows they're not, but pretending senility makes it seem like she doesn't know what Savitree has done.)

BACKGROUND: When Savitree returned to Ko Kruk Island in 1924, Ravee was the oldest surviving member of the clan, already blind, and a widow (her husband was Arthit Sirikhan, son of Thaksin Sirikhan). Her son (Kongdech Sirikhan) was the patriarch of the clan and the governor of the island. Savitree is her granddaughter by way of her youngest son (Kulap).

- Ravee has lost track of time and has no idea what the current date is.

NOTES: Suspicious of anyone trying to speak with her. Will pretend to be non-responsive.

- **Assess Honesty:** Ravee is always paying very close attention to anyone who passes nearby.
- **Reassurance:** To convince her that it's safe to talk to her (and that it's not a trap designed by Savitree).
- **Bargain** (to get her off the island) / **Flattery** (of her impressive survival skills): To get her answering questions.

CLUES – HISTORY OF THE ISLAND:

- Savitree was a black sheep among the Sirikhan aristocrats. She always had perverse interests, which were largely ignored when she was a child.
- Savitree lived in California in the early '20s. No one was particularly sad to see her go. She returned to Siam in 1924 with an American named Daniel Lowman in tow.
- Relatively soon after Savitree's return, members of the staff and extended family started leaving the island. It was only later that Ravee realized that these were covers for Savitree's homicides. (Staff members "moved on to other jobs", cousins "went on long trips", uncles and aunts "decided to live on the mainland for awhile".)
- This continued for years. By 1930 the population of the island had dropped to one-third its original size. In the fall of 1930, people began realizing that something terrible was happening.
- That revelation triggered a bloodbath, with Savitree putting a rapid end to nearly all the rest of the clan.
- Ravee survived by feigning complete ignorance of what was happening around her.

CLUES – CURRENT EVENTS:

- Some unnatural animal or creature lives on the island with Ravee and Savitree. It hisses and spits, growls and cries out in a strange cant. It seems to follow Savitree around. Perhaps it's her pet?
- Savitree is obsessed with finding the answer to some esoteric questions. Ravee has heard her talking to herself (ranting and whispering) about “learning the truth”, “understanding the hidden identity”, and “finding the one who stands behind the mouths”.
- Savitree has accumulated an impressive library, which seems to be her main method of seeking the answers to her questions.
- There are two regular visitors to the island. One is Daniel Lowman; the other is a man Ravee does not know (Thawi Udom). There's another group of men who infrequently visit the island and speak to Savitree in a foreign tongue (Emporium of Bangkok Antiquities).
- Desperate people sometimes run through the estate, ranting at her for safety and about “mouths”. She ignores them for fear that Savitree will think she's learned the truth and kill her.
- Savitree often leaves the estate for prolonged periods, but Ravee doesn't know if that means she ever leaves the island or not.

NOTE: Restore 1 Sanity to investigators who save Ravee and have a corresponding Pillar of Sanity.

GRANDMOTHER RAVEE: Health 4

Weapons: none

STAT SHEET FOR BANGKOK

SAVITREE SIRIKHAN: Athletics 15, Conceal 6, Firearms 2, First Aid 4, Health 15, Preparedness 6, Scuffling 12, Sense Trouble 12, Shadowing 6, Stealth 9, Weapons 10

Alertness Modifier: +2

Stealth Modifier: +2

Weapon: -2 (fists and feet), -1 (sharp rock), +0 (improvised spear)

DANIEL “WAEN” LOWMAN: Firearms 2, Health 8, Scuffling 3, Sense Trouble 5, Stability 5

Weapons: -2 (fists), +0 (Remington double Derringer; +1 difficulty to find on Lowman’s person; point-blank range only)

THAWI UDOM: Athletics 3, Health 8, Scuffling 3, Weapons 2

Weapons: -2 (fists), -1 (small improvised weapon), +0 (big improvised weapon, machete)

UDOM’S THUGS: Athletics 3, Health 9, Scuffling 5, Sense Trouble 4, Weapons 4

Weapons: -2 (fists), -1 (general purpose bludgeon), +0 (machete)

DEATHMATCH FIGHTERS: Intimidation 5, Scuffling 4, Weapons 4

XUC PRAMOJ: Athletics 5, Explosives 13, Firearms 4, Health 6, Scuffling 4

Weapons: -2 (fists), +0 (revolver)

OTHERS

ARUN/THEP: Athletics 4, Health 9, Scuffling 4

Weapons: -2 (fists)

GRANDMOTHER RAVEE: Health 4

Weapons: none