

stop at a seller of metal goods and Gruenwald picks up a hunting knife with an antelope horn handle. He buys it. Banks talks animatedly with the merchant, trying out his Mongolian and asking about the process for making the items, taking furious notes all the while.

They can be wrapped and stored at the lamasery for transport at a later time for an additional 1pt **bargaining** or other suitable interpersonal spend.

### ***Drive to The Flaming Cliffs (1 week)***

Survival Cost (d)

From Dalanzadgad the expedition turns mostly west and slightly north and enters true desert. The light green shoots fade out to be replaced with bare, sandy rock and hard packed dirt. At sunrise and sunset the colors of the soil stand out and make a beautiful sight. But the way is much more difficult and slower. Still Mongolians are a hardy people and while fewer than before, the occasional group is spotted in the distance and at night nearby groups come and investigate the group bringing fermented milk and other treats.

### **The Deer Stones**

On the 4<sup>th</sup> day, the expedition will pass a collection of upright granite stones clearly carved and placed. They are in a vague circle and the carvings are faded into almost nothingness. An **Archaeology** or **Anthropology** spend will identify them as Deer Stones, found all over northern Mongolia and Southern Siberia. Its quite far south for them, but this could be a good find. Another spend will be able to make out curvilinear patterns on the stones, making for quite different iconography from typical Deer Stones found farther North.

### **The Gazelle Hunt**

The following day, RCA calls for a hunt to break up the monotony and to provide a bit of entertainment, he decides to make it a competition. His horse, Kublai Khan against a driver of a car. A hunt for gazelle or antelope on the Mongolian plains near sunset.

Each participant makes a **Driving** or **Riding** check followed by a **Firearms** test to shoot a gazelle. The highest driving/riding check gets a bonus to thier **Firearms** test as they get into a better position for the shot. The highest **Firearms** test result wins the contest.

RCA will spot a dark form of a Mongolian will appear on a ridge in the middle distance, clearly watching you as you approach the antelope. RCA will ride off to have a word with the watcher, leaving the Investigators to collect the antelope. Something is wrong with the antelope, the body is lying on the ground wrong, it looks as if it broke every bone in its body when you shot it. Proding the body will result in it falling apart in putrescence. (4pt **Stability** Test)

(END SESSION)

## ***Reaching the Campsite***

There are no more visits by Mongolians.

The expedition will get to the base camp without any more incidents. Once there, they will have a party to celebrate the true kick off of the expedition.

- Investigators may gain 1 Stability free.
- The camp has a total of 40 Survival Pool

Each month in Camp will cost a minimum of 1d+2 Survival, the expedition is planning on staying there from April 1st until August 1st, when they will head back to Peking via Dalanzadgad and Urga, planning on arriving in Kalgan on August 15<sup>th</sup> or so, when the camel train will arrive. Samples and gear will be loaded onto a train bound for Peking and then onto Tianjin for loading onto a freighter bound for San Francisco.

### **April Event: Rain storm/flash flood**

Shortly after arriving in the camp, there will be a massive downpour of rain, that will cause a flash flood. Investigators may make spends and take action to prevent damage to the supplies and camp. Each failed action costs the expedition 1d-3 survival.

Other events:

- Andrews will be overjoyed at the event because new layers will have been revealed by the flooding and they will have an opportunity to easily explore fresh bone beds.
- Gruenwald will argue with Andrews over first authorship rights over a finding that they make together on an early trip.
- Banks and Krause will go on several trips to nearby monasteries.
- Williams will stay in camp and keep things organized and running.
- Davis will be expected to accompany Andrews on all trips.
- At the end of April, Andrews will find the Sleepers while wandering aimlessly while Davis is making photos of a find. He will tell Davis to leave him a camera and take the handled findings back to camp, while he follows up with another lead from horseback. He will keep several mongolian laborers and camels. He will return with the bones of the sleepers, right at the end of April (Walpurgisnacht).

### **May Event: Sandstorm**

June Event: Refugees

July Event: N/A

By this time the expedition will have either dealt with the sleepers or the expedition is over. In either case the story has closed on the investigators.

### ***The unfortunate findings of Dr. Gruenwald.***

Dr Gruenwald will conduct a number of investigations far to the south of the Flaming Cliffs, which are mostly to the North and East of the Base Camp. He will head into the Gurvan Sayhan mountains near the southern border of Mongolia, usually with only one or two mongolians and chinese interpreter.

- There he will find a valley and traces of animal bones that are indicative of quite recent

habitation by animals that are found in more lush climes.

- Finch will accompany him to verify the findings.
- He will find a cave filled with many bones and the dried remains of a plant climbing all over the walls of the back of the cave. One of the mongolians will touch it and be held fast by the vines and sucked dry. The plant will spring to life and will mesmerize Gruenwald. He will feed the other mongolian and the interpreter to the plant. But they wont be killed outright, but drained slowly to nourish the plant over time.
  - He will return with a flower.
  - An NPC is found cut up (using Gruenwald's knife) and placed in a crate, the crate is leaking blood.
  - And try to lure Andrews to the cave. The flower has a perfume that saps the will.

### ***What Banks and Krause Find***

They will do a side trip to talk to mongolians and find ancient settlements. They will find an ancient village site on a terrace above a dry river bed below some high hills. About a mile away is a Monastery. Krause will spend the time investigating the village, while Banks spends his time talking with nomadic mongols and monks in the monastery.

- Banks will report that there are only very old and very young monks at the monastery.
- Krause will report that she has found what she thinks is a burial site at the village. It's a house that appears to be filled with bones.

### **Side Treks**

The living in the valleys, the dead on the heights.

### ***Fossils are Discovered***

Andrews will return from a side trek with something and put it in a tent for work, and not let people in to see it.

Kill a camel

Run off with some camels and supplies

Fight between Gruenwald and Andrews

### ***The Killings Begin***

Burn Fuel

A car is driven off with the remaining fuel by two NPCs

### ***Escaping the Gobi***

Visit by White Russian

Video: [https://www.youtube.com/watch?v=\\_PoKa7U5Ys8](https://www.youtube.com/watch?v=_PoKa7U5Ys8)  
and : <https://youtu.be/3WdR0NCpq8c>

**Andrews at Oakwood Cemetary in Beloit**