

## **Call of Cthulhu - Archaeology Expedition**

The actual size and makeup of the team depends on its mission and circumstances. The university or other sponsor will provide all necessary gear (within a certain budget). Once onsite the keeper and various individuals will describe the number of days required to complete their assignments. Investigators will notate progress daily.

1) *Lead Archaeologist* – skills: archaeology (study of ancient artifacts), epigraphy, anthropology, history, legal, persuade, and spot hidden. Function: direct site activities, dole out responsibilities, supervise ongoing work, catalogue all artifacts found. He or she represents the University and may have to sign a contract with a local government and therefore must oversee the legality of the group's activities. Once per day of active work make an archeology roll (describe 5 objects per day). May need to make periodic legal rolls depending on diplomatic situation. Equipment: archaeology field kit: brushes, chisels, small hammers, small knives, magnifying glass \$46.78; project journal \$1.20. Junior archaeologists and undergrads may also be present in menial capacities. Pay: monthly wage plus \$100/month. Junior Archaeologists: monthly pay plus \$50/month. Undergrads: \$50/month.

2) *Anthropologist* – skills: anthropology (study of cultures), history, epigraphy, occult, library use. Function: derive an interpretation of the culture of the civilization being studied; study living descendants if opportunity presents itself. Once per day of active work make an anthropology roll. Equipment: journal \$1.20; reference books. Pay: monthly pay plus \$80.00/month.

3) *Linguist* – skills: ancient and modern local languages, epigraphy. Function: interpret instructions to local guides or laborers if necessary; analyze written ancient alphabets and glyphs. Once per day of active interpretation make a linguistics roll in the specific language used (sometimes for more than one language), or in epigraphic translation. Equipment: various dictionaries \$4.83 ea, journal \$1.20. Pay: monthly pay plus \$70.00/month.

5) *Surveyor* – skills: surveying, navigation. Function: locate the trail and site location on a map; accurately survey the layout of artifacts and ruins. Draw a plan view of site to scale; draw exterior and interior elevations of buildings. Once per day of active work make a surveying roll. Progress is four small buildings or one large structure per day. Someone is required to hold the other end of the transit or tape measure. Equipment: transit (including tripod and staff) \$50.00, 200' steel tape measures \$12.90, notebooks \$.20 ea, drawing board \$8.42, paper, pencils and pens \$3.95, leather plan carrying case \$4.28. Pay: monthly pay plus \$70/month.

6) *Photographer* – skills: photography. Function: take pictures of artifacts in situ; develop film onsite in a makeshift dark room. Once per day of active work make a photography roll. A good day's progress is about 20 good shots per day (developing takes one day). Equipment: professional camera \$38.00, tripod and flash kit \$6.17, leather carrying case (shoulder strap and/or backpack style) \$2.98, light meter \$4.50, good film \$.90/ea (6 exposures up to 8x12), field development kit \$8.95, leather photo carrying case \$3.25. Pay: monthly pay plus \$70/month.

7) *Sketch Artist* – skills: art. Function: draw buildings, inscriptions, stela, and other stone artwork. Use an image projector for more accurate work. Once per day of active work make an art roll. Progress in pencil drawing is one small building or stele (4 sides), or one panoramic view in one day (triple the time if painting). Equipment: sketch pads, wooden box containing sketching pencils, colored chalk, and charcoals \$3.42, leather sketch carrying case \$ 4.21, mirror light projector with portable stand \$10.37. Pay: monthly pay plus \$60/month.

8) *Guide* – skills: track, navigate, weapons, and melee. Function: take the group out to the site and back; take charge of laborers; advise groups as to native flora and fauna. Maintain security watch while group is working. Once per day of trailblazing make a tracking roll, may need to make astronomy or navigation

rolls to find a trail at night. Once per day of security watch make a Spot Hidden roll. Equipment: brass compass \$.92, astrolabe \$43.00, maps \$.75, binoculars \$6.00 (x3), \$8.00 (x4), \$10.00 (x5), \$13.00 (x6), pocket watch \$12.95 (can be used as a sundial), pedometer \$1.98, magnifying glass \$1.80, flares \$.27/ea. Pay: Monthly pay plus \$60.00/month.

9) *Journalist* – skills: journalism, English, typing (base skill 10%), sketching. Function: to record the journey and the dig in general terms, describe the experience of the expedition members. Once per day of writing make and English roll. Equipment: Remington portable typewriter \$40 (with case); notebook \$1.25, extra reams of paper in waterproof case \$.79/ea; extra ribbons \$1.39 ea.

10) *Cook* – skills: cooking, first aid. Function: prepare meals for group; oversee the packing of gear; usually also acts as a medic and Quartermaster. Once per day in camp make a cooking roll. Cooking takes about 1 hour for the fire to build up and preparations made for food, 1-2 hours of cooking, and 1 hour for washing up and putting food away; 3-4 hours per meal. Coffee and hot water for tea are always on the fire. Equipment: portable field stove \$5.85, kettles, pots, and pans kit \$8.48, heavy duty utensil kit: spatula, serving fork, large spoon, ladle \$2.95, iron spit \$2.10, hand axe \$1.59. Pay: monthly pay plus \$50/month.

11) *Bearers/Diggers* – skills: strong backs. Function: a pack of mongrels to haul gear and do major digging. Equipment: picks, shovels, rakes \$.79/ea, wheelbarrows \$4.15. Pay: head laborer: \$15/month. Laborers: \$12/month. Horses rent for \$20/month. Burros rent for \$5/month.

### **Camping Equipment**

7' x 7' tent with folding poles \$7.45	12' x 16' tent \$24.85
16' x 24' tent \$55.45	Sleeping cot \$2.95
Camp fold down bed \$5.95	Mattress \$4.00
Gum blanket/poncho \$2.55	Wool blanket \$2.35; rubber blanket \$1.79
Folding canvas stool \$1.00	Folding canvas chair \$1.50
Insulated water tank (5-gal) \$5.95	Hunting Knife \$2.65
Equipment belt \$1.15	Fishing rod \$8.98
Tackle box (stocked) \$16.00	Leather knapsack \$7.45
Wicker basket knapsack \$4.14	Canvas knapsack \$2.65
Telescope x10 mag; 5" closed; 30yd field \$3.45	Telescope x20 mag; 8" closed; 22yd field \$5.95
Imported prism field glasses x8 mag; 115yd field at 1000yards \$28.50	
Electric Torch (flashlight) 1-cell, \$1.35 2 hours; batteries \$.30/ea, bulbs \$.21/ea	
Electric Torch (flashlight) 2-cell, \$2.25 4 hours; batteries \$.30/ea, bulbs \$.21/ea	
Gas lanterns w built-in pump \$6.59, mantles \$.39 for 6, extra globes \$.63 ea	
Kerosene lanterns \$1.39, mantles \$.39 for 6, extra globes \$.63 ea	
Portable writing desk: desk, pens, ink, and various styles of paper \$12.95	
Mess kit (porcelain-coated tin cup, bowl, spoon, SS fork and knife) in a canvas case \$3.47	
Canteen with canvas case and shoulder strap or belt hook (1 qt) \$1.69; waterbag \$.89 (1 gallon)	

### **Outdoor clothing**

Wool breeches \$4.95	Wool coat \$7.89
Wool shirt \$3.65	Wool overcoat \$19.95
Khaki shirt \$2.13	Leather coat \$15.95
Khaki pants or shorts \$2.85	Hiking shoes \$5.95
Wool cap \$.95	Work shoes \$4.95
Wool snap-down-tight-go-fast-hat \$1.95	Wool socks, long \$1.95
Felt fedora \$8.95	Cotton socks \$.95
Worsted wool sweater \$9.48	Wool or cotton tie \$57