



AGE of CTHULHU

The Silent Clowder

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Table of Contents

Background	1
The Investigation	1
Conclusion	8
Rewards	8
Handouts	9

Age of Cthulhu: One vs. One adventures are designed for the Keeper to interact with just a single player. Short ‘side quest’ scenarios that can be completed in one or two game sessions, One vs. One adventures are engineered to give the Keeper the freedom to define the details of the mystery and to set it in whatever location or time period that best suits his campaign. Thus they can be set during the 1890s of Cthulhu by Gaslight, the here and now of the twenty-first century, and of course, the default period for *Call of Cthulhu*, the Jazz Age of the 1920s. Whatever the period, all One vs. One adventures are compatible with *Call of Cthulhu*, *Seventh Edition*.

BACKGROUND

Ideally, this scenario is set near the investigator’s home; it can unfold in an apartment or home, or in the city or the countryside. This scenario is written with the assumption that it is set in the Jazz Age period of 1920s America, and that the investigator lives in a single-family home and that Wilhelm Porter lives next door in a single-family home. Of course, the Keeper can easily adjust it to fit the modern or gaslight eras.

A former Professor of Anthropology at a nearby university, Wilhelm Porter has led a lonely existence since the death of his wife seven years ago. More recently, he has been experimenting with traveling into The Dreamlands after he learned about it from some Tibetan artifacts. Within the past few days, Porter managed to open a portal to The Dreamlands, but this

was not without its consequences. Unfortunately for Porter, a cat from Saturn came through the portal, killed him, and has been slowly feeding upon his body.

Once the investigator’s home and neighborhood are established, the Keeper should describe how the investigator is walking home after work. Along the way, the investigator walks past the house of his neighbor, Wilhelm Porter, and sees a large number of cats sitting in Professor Porter’s yard, silently staring at the house. None of the lights are on in the house; Professor Porter does not own a car, so it is difficult to tell if he is home or not.

What You Know About Wilhelm Porter


The investigator is aware of his neighbor’s name, Wilhelm Porter, but they are certainly not friends. Professor Porter is gruff and rude, often complaining about the kids in the neighborhood or a tree in the investigator’s back yard overhanging his back yard, and so on. The investigator only knows that Porter is a retired professor of anthropology who specialized in Tibetan culture from the time he is when he was unfortunately trapped into a conversation with him.

Professor Porter looks to be some seventy odd years old. With a successful **Idea** roll, the investigator remembers that he is 73 years old. Wilhelm is a widower; he lost his wife, Ophelia, seven years ago. Wilhelm’s only son, James, is a career Navy man; Wilhelm is incredibly proud of his son. As far as the investigator can recall, James has only come to visit his father on two occasions, (once for his mother’s funeral, and once again for the holidays after she passed away). Wilhelm is considered the ‘odd duck’ of the neighborhood, and everyone tends to ignore him.

THE INVESTIGATION

The sight of a bunch of cats in Professor Porter’s yard silently looking at the house is curious and strange, but there is not necessarily anything obvious or dangerous about the situation. It is completely plausible that the investigator will not feel compelled to check on Professor Porter’s well-being. This scenario only truly begins once the investigator enters Professor Porter’s yard.

It is suggested that the Keeper start by stating that only ten cats are in Professor Porter’s yard the first time that the



investigator notices them. If this is not enough to pique the investigator's curiosity, then narrate with the player how the investigator spends the rest of this evening and then quickly move onto the morning. The next morning, the investigator observes fifteen cats in the yard. Each time the investigator returns to walk past Professor Porter's house, the Keeper should add more cats to the yard. Eventually, the investigator will be curious as to why there are so many cats silently observing Professor Porter's house.

Gender Neutrality & Vague Details

The gender pronoun of 'he' is used throughout this adventure to describe the Keeper and the player's investigator. Details of the neighborhood and museum this scenario takes place in are intentionally left vague so the Keeper can adapt this One vs. One adventure to meet the specific needs of his campaign.

Talking to Neighbors – The neighbors are accustomed to turning a blind eye to Professor Porter's house and yard. No one has any recollection of any recent activity at the house, but they admit to not paying any attention to '*Old Man*' Porter for quite some time. As far as the cats go, as long as they stay in his yard and aren't making any noise, they don't care.

If the investigator compels a neighbor—by way of social skills or payment—to help him check out Professor Porter's house, it is suggested that the Keeper just run the neighbor NPC off the cuff with the assumption that neighbor NPC fails any skill checks he is asked to perform on his own. If the neighbor NPC is assisting the investigator with any of the player's skill checks, then grant the player a **Bonus Die** for those checks.

Professor Porter's Yard – It is up to the Keeper to decide if Professor Porter's property has a fence around the yard or not, either way it should be fairly easy for the investigator to enter the yard. The cats allow the investigator to explore the yard without bothering him; they will not interfere or help him, nor do they run away. Remind the investigator that the cats are completely silent.

The investigator can discover the following clues without a skill roll:

- **The Mail** – Professor Porter's mailbox has two letters inside.
 - One is from his son, Lt. Cmdr. James Porter; the envelope has a return address of 'U.S.S. Maryland BB-46'. If the letter is opened, it is a personal letter that informs Wilhelm that James is leaving for maneuvers in the Pacific, but he plans to visit once he returns to the mainland.
 - The second is from the local university that Wilhelm retired from; the envelope gives the address of the university and states 'Dept. of Anthropology' on it. If the letter is opened, it is penned by Doctor Alvin Hague, and he is asking Wilhelm to please come to his department and collect his artifacts. After reading the letter, the investigator gets the sense that Doctor Hague has sent previous letters, and if Wilhelm does not respond within two weeks of receiving this letter that he will schedule an auction to sell the artifacts. This envelope was postmarked ten days ago. Give the player **Handout A**.
- **The Cats** – As the investigator walks through the yard, all of the cats silently watch and track him in unison. If the investigator attempts to open the front door or open a window, and the investigator does not possess the bronze sword, then the cats swarm him and try to dissuade him from entering the house. The cats seem friendly enough; they tolerate being picked up and will not attack anyone, but if the investigator attempts to carry a cat out of the yard, it swipes at him to be released.

Keeper's Note – If the investigator refuses to open Professor Porter's mail, then have a Western Union telegram delivery man walk up to Professor Porter's house at some point; he has a telegram from Doctor Alvin Hague. Since no one answers the delivery man's knocking on Professor Porter's door, then he starts seeking out a neighbor to please sign for the delivery of the telegram. The telegram is not in an envelope and is handed directly to the investigator if he signs for it. Alternatively, the telegram can be left on the welcome mat or in the mail box. The key clue in the mailbox is the letter from Doctor Hague; Lieutenant Commander Porter's letter just serves to let the player know that Wilhelm's son is impossible to reach during this scenario. If the telegram is used, give the player **Handout B**.



What Are The Cats Doing?

The earthly cats could sense when the cat from Saturn entered their realm. These cats from the Waking World are instinctively aware of the danger posed by the cat from Saturn, but are hesitant to attack until more cat reinforcements arrive. The cats also want to protect their human companions from harm and will do their best to prevent a human from entering the house unprepared. The cats can sense the power to possibly defeat the cat from Saturn in the bronze sword (described below). The cats are silent because the cat from Saturn is unaware that they are massing outside the house. If they make any noise they risk the Saturnian beast attacking them before they are ready.

Professor Porter's House (Exterior) – Contrary to others of his generation, Wilhelm is in the habit of locking his doors. The doors are locked, but his windows are not. Even though he locks his doors, the locks are of a very poor quality; the investigator gains a **Bonus Die** on the **Locksmith** skill when it is used to open the door. While the windows are not locked, they are not open and each window is obscured by curtains. The full details of the interior of the house are listed below.

- **Wilhelm's Bedroom Window** – Two of the windows look into Wilhelm's bedroom, but the investigator is not sure which ones those are. Unless the investigator opens the windows to pull aside the curtains to look in, the investigator is never completely sure if he has found the bedroom window or not. If the investigator finds the correct window and moves the curtain to see inside, then he sees Wilhelm asleep in bed under a large bundle of covers and blankets. Wilhelm does not respond to anyone calling out to him. The full details of Wilhelm's bedroom are listed below; for now, unless the investigator is in possession of the bronze sword, the cats swarm him and try to dissuade him from entering the house.

Timing Of Events

This scenario has no set timeline of events; it can flow at whatever speed the Keeper and player feels is best.

University – Department of Anthropology – The investigator has a variety of ways to find and gain access the Department of Anthropology building; maybe the investigator is a student, employee, or alumni of the university, or he has reviewed a pamphlet that describes the various campus buildings, or maybe he simply asks a student where he can find the building. As long as the investigator is visiting the building at a reasonable time, he will have no difficulty in finding Doctor Alvin Hague in his office. Once Doctor Hague realises that the investigator might be here to collect Wilhelm Porter's artifacts he makes time to speak to the investigator in the hopes of finally scratching this item off of his personal to-do list.

- **Doctor Alvin Hague** – For years, Alvin Hague was a colleague of Wilhelm Porter's in the Anthropology department; Doctor Hague was promoted to the department head after Wilhelm's retirement. Any successful use of any social skill (**Charm**, **Fast Talk**, **Intimidate**, or **Persuade**), gets Alvin to open up about Wilhelm, but he does not take too kindly to threats if the investigator chooses to intimidate him (any attempt at Intimidate should be made with a Penalty die). Alvin tells the investigator that Wilhelm was the kind of professor that the kids always hope they don't get. Alvin says, *"He was always full of facts, but empty of personality. His late wife, Ophelia, more than made up for Wilhelm's lack of interpersonal skills. When she passed away, the best part of Wilhelm went with her."* Alvin has been concerned about Wilhelm, but his gruff personality has pushed everyone away that attempted to reach out and help him.
- **Professor Wilhelm Porter's Artifacts** – Doctor Hague has a collection of Tibetan artifacts carefully packed into two boxes waiting for Porter to come and pick them up. The artifacts include clay pottery, several small bronze Buddha statuettes, a silk thangka, some jewelry (including a necklace with a symbolic droplet of light on it known as a 'tingle'), and a bronze sword. A successful **Archeology** skill roll informs the investigator that the bronze sword depicts the image of Salgye du Dalma on the hilt, (see **The Bronze Sword** below). **Keeper's Note** – There is no singing bowl in this collection.
- **Professor Wilhelm Porter's Book** – Doctor Hague has a couple of extra copies of Porter's book on Tibetan culture that he wrote titled, *Tibet – The*

Culture & Religion. If the investigator does not get the book from Doctor Hague, it is readily available in the university library with a **Library Use** roll. If the investigator requests the aid of a librarian, he gains a **Bonus Die** to find the book. The book is written in English and was published twenty years ago. The other statistics for the book are:

Wks.	SAN	CMI	CMF	MR	Full Read Skill Bonuses
16	1	+1	+2	1	Anthropology +1d3 +1 History (Tibetan) +1d2 Occult +1d2

- **Initial Read** – A successful initial read of *Tibet – The Culture & Religion* with an **English** skill roll informs the investigator about the Tibetan Buddhism practice of lucid dreaming. The investigator also learns that Tibetan dream warriors would enter their dreams with blessed swords to defend dreamers from attacks by nightmares. To enter into a lucid dream, the Tibetan dreamer performed a sleep ritual with a specially prepared singing bowl. The Tibetan practice of lucid dreaming is known as ‘dream yoga’.
- **Specific Research** – Another successful **English** skill roll is required to learn about Salgye du Dalma. In short, she is the guardian of sleep. Peace can be restored to a dreamer if a ‘tingle’ from Salgye du Dalma is given to the troubled sleeper, (see **Professor Wilhelm Porter’s Artifacts** above).
- **Full Read** – After sixteen weeks of careful study and another successful **English** skill roll, the investigator gains the skills noted above, in addition to any Mythos bonus.

Tibet And The Tcho-Tcho

What little Mythos knowledge there is in Professor Porter’s book is centered on rumors and artifacts that supposedly belong to a native subculture known as the Tcho-Tcho. Professor Porter’s book mentions it only as a curiosity and he does not investigate it in any depth.

Professor Porter’s House (Interior) – The house may have whatever layout and as many rooms as the Keeper desires, but only the Living Room and Bedroom are detailed below. Regardless of how large the house is, the inside feels cramped and closed-in because of all of the clutter that has accumulated over the years since Wilhelm’s wife, Ophelia, passed away.

Keeper’s Note – If the investigator attempts to enter the house without the bronze sword, the cats attempt to dissuade him by leaping at him and swatting at him while they squeeze to put themselves between him and the house. As always, the cats are completely silent so as not to alert the cat from Saturn of their presence. The cats are not an effective blockade against the investigator if he is determined to enter the house, so it is possible for the investigator to enter. However, if the investigator is armed with the bronze sword, the cats will feel emboldened to finally do battle with the cat from Saturn and will rush into battle with the investigator (see **The Cats Flood In** below).

The Investigator enters the house without the cats:

- **Living Room** – The front door of the house opens into this room. The room is cluttered with stacks of old newspapers, books, dishes, and boxes of books. One of the boxes is filled with extra copies of Professor Porter’s book, *Tibet – The Culture & Religion*. Wisps of white ‘fog’ occasionally curl across the floor. The fog only covers the floor to a depth of one inch, but thickens closer to Wilhelm’s bedroom.
- **Bedroom** – Wilhelm’s bedroom is a disarray of clothes piled on furniture and in the corners of the room. The large bed is a twisted mess of sheets and blankets; it is clear that someone is completely obscured under the covers while a brass bowl decorated with pictograms (a singing bowl) and a small wooden mallet, lay on the floor next to the bed. A cold thick fog of white mist curls and flows over the floor; the fog is four inches deep. There is no discernible source or reason for the fog to exist in this room. A successful **Natural World** skill roll confirms the investigator’s doubt that the fog is naturally manifesting, this results in a **Sanity (0/1 loss)** check.

The half-eaten remains of Wilhelm Porter are hidden under the covers. If the investigator pulls the covers aside he discovers Wilhelm’s body with one leg and most of his abdomen missing. The body is covered in a thick transparent

mucus; this mucus is the saliva from the Saturnian cat. The mucus is preserving the wounds so they do not rot or smell. Seeing Wilhelm's remains requires a **Sanity (1/1D3 loss)** check. A successful **Medicine** skill roll informs the investigator that Wilhelm's missing body parts were not bitten or surgically removed, but instead it looks as if they were torn off. It also informs the investigator that Wilhelm has been dead for approximately five weeks.

The Singing Bowl

The brass bowl and wooden mallet are enchanted to open a portal to The Dreamlands. The exterior of the bowl is decorated with Tibetan pictograms and script that describe the ritual to use the singing bowl to open a gate to The Dreamlands. To learn the spell, the user must have a successful **Other Language (Central Tibetan)** skill check after four weeks of study of the pictograms and script. If the investigator makes a successful language roll, he has learned the spell *The Singing Gate*. He also gains +2 **Cthulhu Mythos** and loses 1D3+1 **Sanity**.

To cast the spell, the user must mediate for one hour while stroking the bowl with the mallet. Once the user has reached inner peace through meditation, he spends 5 Magic Points and 1D3 **Sanity** to open the gate to The Dreamlands. The gate remains open for as long as the user continues stroking the bowl to make it sing.

If anyone attempts to remove Wilhelm's body, the cat from Saturn reveals itself to protect its food source. Being a native of The Dreamlands, the cat from Saturn is slightly 'out of phase' with the Waking World reality. The Saturnian cat was trapped in the Waking World after Wilhelm's attempt to open a portal to The Dreamlands with the singing bowl went awry.

CAT FROM SATURN

Iridescent feline

char.	averages	rolls
STR	70	(4D6 × 5)
CON	50	(3D6 × 5)
SIZ	70	(4D6 × 5)
DEX	85	(2D6+10 × 5)
INT	35	(2D6 × 5)
POW	70	(4D6 × 5)

HP: 12 **Average Damage Bonus:** +1D4

Average Build: 1 **Average Magic Points:** 14

Move: 8

ATTACKS

Attacks per round: 1

Fighting attacks: cats from Saturn are cruel and keen; they have been known to play/torture their prey to prolong their death and suffering. It is not enough to just kill to eat; the more they can make their prey suffer, the tastier the meal is later.

Fighting Bite: 40% (20/8), damage: 1D4 + damage bonus; Paw: 40% (20/8), damage 1d4 + damage bonus

Dodge: 45% (22/9)

Armor: None, but due to the creature's extra-terrene body, all impaling weapons do minimal damage. The unique nature of Earthly and Dreamlands cats allow for their claws to inflict harm on a cat from Saturn, despite its alien physiology.

Skills: Dream Lore 30% (15/6), Hide 50% (25/10), Jump 90% (45/18), Sneak 80% (40/16), Spot Hidden 70% (35/14)

Spells: each has a chance of knowing 1D3 spells equal to their INT value or less on 1D100

Sanity: 0/1D4 loss

Cats from Saturn have bodies that are abstract constructs formed of twisted filigrees of many bright hues. At one end is a baroque object vaguely identifiable as a head because of a pair of large scintillating orbs. The creature has four to six legs at any moment, depending on how many filaments unfold from the body, and a long whip-like tail. As soon as the cat from Saturn reveals itself to the investigator, give the player **Handout C**.



Cat From Saturn In The Waking World

A cat from Saturn is a 'big cat'; larger than a panther, but smaller than a tiger. It is an incredibly lethal foe. While on the Waking World earth, the creature's body is slightly out of phase, which allows it to silently observe its surroundings. With effort, the creature can expend 2 Magic Points to become tangible for up to thirty minutes. Also, whether tangible or intangible, while the creature is in the Waking World its body emits a cold white mist that resembles a fog. The mist is heavier than air, so it rolls and curls on the floor in a 30' diameter around the creature.

Whenever the cat from Saturn makes itself tangible, its body begins shining and flashing a kaleidoscope of bright lights. The first time the investigator confronts the flickering light of the cat from Saturn he needs to make a successful **POW** roll; with a failed roll, the investigator has been dazzled and has a **Penalty Die** on all skill rolls for 1d10+1 rounds until his vision adjusts.

If the investigator attempts to engage the cat from Saturn without the aid of the cats, it is likely that the investigator will die. The Keeper may instead opt for the Saturnian cat to 'play' with its new food. The creature could batter the investigator to soften him up, inflicting a minimal amount of damage. The cat from Saturn would want to preserve its current food source, so it may leap up and sit on top of Wilhelm's body to prevent its removal. Unless the cat from Saturn is being threatened by the investigator and the Earthly cats outside, the Saturnian creature intends to stalk the investigator to make him his next food source once it has completely consumed Wilhelm. The cat from Saturn's need to eat is different from Earthly creatures; it only needs to eat once every fourteen or fifteen days. In its present state, Wilhelm's body can satisfy the cat from Saturn for another three feedings (roughly six weeks).

It is possible for the investigator to defeat the cat from Saturn without combat. If the investigator can learn to read the Central Tibetan language, or through the use of translation dictionaries available in Professor Porter's home, it is possible for the investigator to learn how to cast *The Singing Gate* spell with the Tibetan singing bowl.

If a new gate to The Dreamlands can be opened, the atmospheric pressure changes between the two dimensions will suck the cat from Saturn back into The Dreamlands. However, the spell must be cast in the same general location of the creature for it to be transported through the gate. The

atmospheric pressures 'equalize' in a matter of seconds and have no discernable effects on humans, but the extra-terrene nature of the cat from Saturn's body makes it extremely susceptible to the pressure changes.

The Cats Flood In

If the investigator is armed with the bronze sword, either openly or hidden, the cats sense it and realize that the human is prepared to do battle with the beast from Saturn. The cats will not obstruct the investigator from entering the house while he is armed with the bronze sword; in fact, they mass together behind him waiting for the door or window to be opened. As soon as the investigator opens (presumably) the door, the cats flood forward to attack the cat from Saturn. The Earthly cats swarm in and rush directly for the bedroom. Once the Earthly cats enter the room the cat from Saturn manifests to do combat with its mortal enemy.

CLOWDER OF CATS

char.	averages	rolls
STR	50	(3D6 ×5)
CON	70	(4D6 ×5)
SIZ	30	(1D6+3 ×5)
POW	65	(2D6+6 ×5)
DEX	90	(5D6 ×5)

HP: 10 **Average Damage Bonus:** -1

Average Build: -1 **Move:** 9

ATTACKS

Attacks per round: 1

Fighting attacks: A clowder of cats attack by leaping onto their target to claw or bite them. If the cats make a successful claw attack, they may attempt a rip attack on the next round; if that rip attack fails, then a new claw attack must be made to set up for another attempt at a rip attack.

Fighting Bite: 30% (15/6), damage 1d4 + damage bonus; **Claw:** 40% (20/8), damage 1d3 + damage bonus; **Rip** 80% (40/16), damage 2d3 + damage bonus

Dodge: 55% (27/11)

Armor: None

Skills: Fall with Style 90%, Leap 85%

Habitat: High places or where humans live

Name	Skill	Damage	Range	Use	Era
Tibetan Bronze Sword (Enchanted for The Dreamlands)	Fighting (Sword)	1d8+1 + d amage bonus	Touch	1	Unique

The Bronze Sword – The bronze sword, as noted previously, has the image of Salgye du Dalma embossed on the hilt. When it was forged, this weapon was blessed to be an instrument against the horrors of The Dreamlands. This weapon is capable of injuring creatures native to The Dreamlands, including the cat from Saturn.

Battling the Cat from Saturn – The cat from Saturn's ingrained hate for the Earthly cats focuses its attention solely on them until either the cats are dead or the investigator's attacks have reduced the creature to at least half of its health. At which point, the Saturnian cat's sense of self-preservation redirects its attention to the investigator. If the cat from Saturn is being overwhelmed by Earthly cats and the investigator, then it is unlikely that the Saturnian cat will hold back when it attacks the investigator.

CONCLUSION

Once the investigator discovers that the cat from Saturn has killed Professor Porter, it is up to the investigator to determine how the scenario ends; will it be in direct conflict with the creature that could end with his own death or will he attempt to open a new portal to The Dreamlands to send the beast back to its home dimension?

REWARDS

Understanding the cats' warnings about entering the house	+1d3 Sanity
Exposing other people to the dangers of the cat from Saturn	-1d6 Sanity each
Using the singing bowl to return the Saturnian cat to The Dreamlands	+1D6 Sanity
Defeating the cat from Saturn in combat with the Earthly cats	+1D3 Sanity
Defeating the cat from Saturn in combat alone	+1D8 Sanity



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Player Handout A

Wilhelm,

Consider this your final notice, if you want to preserve these Tibetan artifacts you need to come pick them up ASAP. As I've informed you previously, they are boxed together neatly and are currently stored in my office. If you prefer that I mail them to you, please let me know where you'd like them sent. Unless circumstances have changed, I don't believe you have sufficient space at home to store them.

If you're unable or unwilling to collect these artifacts within the next two weeks, I will have no choice but to put them up for auction. A portion of the proceeds will go to the department, of course, for our time and troubles.

Please respond, Wilhelm. Regardless of what you're going through now, this is highly unprofessional of you.

Sincerely,
Alvin

Alvin Hague, PhD
Dept. of Anthropology

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CLASS OF SERVICE	WESTERN UNION	SIGNS
This is a full-rate Telegram or Cable gram unless its deferred character is indicated by a suitable sign above or preceding the address.	NEWCOMB CARLTON, PRESIDENT J. C. WILLEVER, FIRST VICE-PRESIDENT	DL = Day Letter NM = Night Message NL = Night Letter LCO = Deferred Cable NL T = Cable Night Letter WLT = Week-End Letter

The filing time as shown in the date line on full-rate telegrams and day letters, and the time of receipt at destination as shown on all messages, is STANDARD TIME.

Received at Main Office. 608-610 South Saltonstall St. Always Open

To: Wilhelm Porter

From: Alvin Hague, PhD - Dept. of Anthropology

Msg: Urgent -

Must collect Tibetan artifacts - STOP

Artifacts to be auctioned next week - STOP

Artifacts still held in my office - STOP

AH

