

# *HOLLOW EARTH EXPEDITION EXTREME ENCOUNTERS*

## *THE NECRONOMICON*

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**Extreme Encounters are encounters you can drop into any existing game. They are meant to be fun and challenging. Enjoy!**



The Necronomicon is a fabled book mentioned in the writings of H.P. Lovecraft. It is said to be written by the mad Arab, Abdul Alhazred. It contains the history and how to summon the Old Ones. Lovecraft wrote a fictional history of the Necronomicon, and this is what this article will focus on as if the fictional history was true.

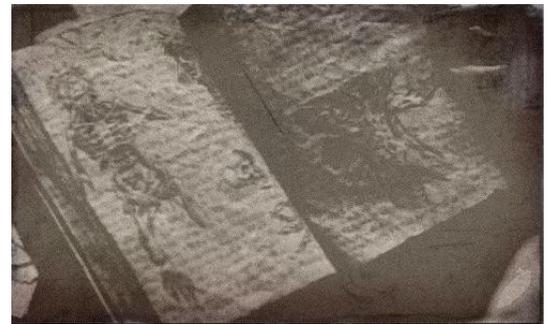
### ***THE HISTORY OF THE NECRONOMICON***

The Necronomicon was written by an Arab named Abdul Alhazred. He called the book Al Azif. It was not named the Necronomicon until it was translated into Greek in 950 and given the name Necronomicon. Alhazred lived in Sanaa in Yemen. He visited the ruins of Babylon, the Subterranean Secrets of Mephis, and the Empty Quarter of Arabia where he discovered the Nameless City. One can only speculate why he chose these sites to visit. Possibly to gain the knowledge of the Old Ones. He then lived in Damascus, where he wrote Al Azif. He died of a sudden and mysterious death in 738.

In later years the text made its rounds through the philosophers of the age. In 950 the book was translated into Greek and given the name the Necronomicon. It was later burnt in 1050. Later it was translated from Greek to Latin. Both versions were banned by Pope Gregory IX in 1232. Later editions were printed in Germany and Spain in Latin and

a Greek version in Italy. John Dee the famous magician is said to have possibly translated it into English, but never published it. Only fractions of the English copy survived. The original copy of Al Azif is said to have disappeared around 1050. The same time the Greek version was banned. Mysterious copies appeared in a Salam mans library in 1692, and another in San Francisco. Both mysteriously were destroyed in fires.

### ***THE NECRONOMICON IN YOUR GAME***



The Necronomicon is said to contain the history of the Old Ones, and has the ability to summon them. The context of the Old Ones is not very clear to who exactly the Old Ones are. However, what is clear, summoning the Old Ones is a bad thing. The true scope and powers of the Old Ones I leave to the thoughts of the Game Masters. Another interesting note is that throughout history the text was copied into several different languages but it never worked for those attempting to summon the Old Ones. This could be due to the fact that only the original text written in Arabic works. In the history it says that Al Azif disappears around the same time the Greek version was banned and burnt. It is possible that the true text is held by possibly the Vatican or it could have been placed in a hidden location. The true location is left to the Game Master as well. This book could be sought after by any number of organizations, and or people seeking its power. This alone not the power of the book its self could fuel adventure after adventure.