

# The Arkham Gazette

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Issue 0: Call of Cthulhu 7<sup>th</sup> Edition conversion  
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7th Edition Conversion notes prepared by **DAN KRAMER**  
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The spell Stop Heart was created by **KEITH HERBER** (and revised by **MIKE MASON**).  
This version of the spell is drawn from Chaosium's forthcoming *Grand Grimoire of Cthulhu Mythos Spells* and used with permission.



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Why yes, I am using Cristoforo, an expanded version of the Columbus font developed by Thomas Phinney.

**[www.thomasphinney.com](http://www.thomasphinney.com)**

## **SUBMISSION GUIDELINES**

The Arkham Gazette is a publication of Sentinel Hill Press and welcomes submissions. The focus of the Gazette is Lovecraft Country and submissions should have a strong connection to that fictive region and the real-world history and locations that informs it. It is recommended that writers be familiar with Lovecraft Country as it has been established in works like Arkham Unveiled. While consistency is the hobgoblin of small minds, we like those little 1 HD monsters; submissions that expand and improve Lovecraft Country rather than rewriting or reinventing it are more likely to be published. For more information see:

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## Keeper's Options

There might be some truth to the rumors. The Amos and Goodrich families clearly suffered much in their time on earth. Perhaps one or more spirits linger. Use the statistics for Ghosts (7e Keeper Rulebook p.333) or Lumens (MM p. 59).

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## CURTIS SLOAN, Man in Brown

**STR:** 55/95† **CON:** 60‡ **SIZ:** 50 **INT:** 70 **POW:** 30  
**DEX:** 70 **APP:** 45 **EDU:** 65 **SAN:** 30\*\* **HP:** 11\*  
**Damage Bonus:** 0/+1d4† **Build:** 0/1† **Move:** 9/12†

Fighting (Brawl) 50% (25/5) damage 1d3 + damage bonus†  
Pocket knife 60% (30/12), 1d2+1 (1d2+1d4+1†)  
Dodge 35% (17/7)

**SKILLS:** Chemistry 80%, Climb 75%, Demolitions 55%,  
Electrical Repair 95%, Jump 80%,  
Mechanical Repair 95%, Persuade 10%,  
Quote Encyclopedia Entry Verbatim 100%,  
Spot Hidden 70%, Stare Unblinkingly 99%, Stealth 90%

† Sloan can, in an emergency, call on a reservoir of superhuman strength for 3d10 combat rounds.

‡ Sloan is resistant to poisons and toxins. Should he ever fail a CON check, Sloan will suffer the normal effect of the substance for 1d4 rounds and may die as a result. Once that period passes, his inhuman metabolism adapts and he recovers at one hit point per hour until at full health.

\* Sloan also recovers from physical damage at a far faster rate than normal, regaining 1 hit point every two hours until at full health. This makes him voraciously hungry. Regeneration occurs even after death unless he suffers his CON x 2 in total damage.

\*\* Sloan's mind has been repeatedly removed, examined, and tinkered with by the Mi-Go. His current Sanity only reflects how much strain his psyche can sustain before he reverts to an emotionless automaton. Should he suffer a shock, including exposure to the Mythos or discovering evidence of his inhuman nature, Sloan will lose all pretense of human identity for the duration of his temporary insanity, focusing instead of immediate self-preservation, be that by fleeing, hiding, or fighting. Once the insanity passes "Sloan" will reassert himself with no memory of recent events and a fully restored 'Sanity'. Indefinite or greater Insanity causes Sloan to immediately return to his alien masters in the Vermont hills; if that is not possible he will commit suicide by whatever means are available.

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### The Misqat “Script” Campaign and Scenario Options

Petroglyphic sites might appear in a Lovecraft Country game in a variety of ways:

- **Scenario hook.** Investigators with some appropriate skill (Example: *Anthropology*, *Archaeology*, *Geology*) or with academic connections might be hired to examine, study, or inventory a petroglyphic site or sites.

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### Edmund Delabare

<http://vlp.mpiwg-berlin.mpg.de/people/data?id=per631>  
[http://www.brown.edu/Administration/News\\_Bureau/Databases/Encyclopedia/search.php?serial=D0090](http://www.brown.edu/Administration/News_Bureau/Databases/Encyclopedia/search.php?serial=D0090)

**STR:** 45    **CON:** 50    **SIZ:** 55    **INT:** 80    **POW:** 60  
**DEX:** 45    **APP:** 50    **EDU:** 100    **SAN:** 60    **HP:** 11  
**Damage Bonus:** 0    **Build:** 0    **Move:** 5

Fighting (Brawl) 25% (12/5) damage 1d3 + damage bonus  
Dodge 22% (11/4)

**LANGUAGES:** English 99%, German 71%, French 44%, Latin 22%,  
Nunatsiavummiutut (Labradoran Inuit) 4%

**SKILLS:** Archaeology 17%, Chemistry 24%, Credit Rating 46%,  
Geology 35%, History 31%, History (Massachusetts) 57%,  
Mechanical Repair 29%, Medicine 22%, Natural World 39%,  
Navigate 29%, Psychoanalysis 19%, Psychology 86%

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### Options

#### Afflicted by Spores

*This is a more dangerous option and works best nearer to Dunwich; if that is unlikely, Pickett might instead simply be intoxicated by tainted homemade moonshine. See page 37 of this issue for more information on the effect of the spores.*

Poor farmer Pickett and his dogs while out hunting recently passed near one of the many small caves in the vicinity of Dunwich and have become exposed to the hallucinogenic fungus that emanates from beneath the earth there. Both man and beast are not wholly lucid and will, after a moment, begin to have vivid and terrible visions of the investigators turning into horrible monsters. Unless the investigators can succeed on a *Fast Talk* roll (add a Bonus Die if a *Medicine* or *Psychology* roll is made, indicating that the investigator realizes that Pickett is seeing things and is likely delusional) Pickett will scream in terror and raise his rifle at the investigators. Even a failed roll causes him to hesitate for a round (allow for *Dodge* rolls as requested), otherwise if no attempt to calm him is made he will fire. If Pickett is attacked the dogs will defend him.

Assuming he is calmed or subdued, Pickett will require sedation until the effect of the spores has passed; the same is true for his dogs. He has been wandering aimlessly for the better part of a day (or longer if the Keeper desires) and is dehydrated.

Should he be rescued from the effects of the spores, Pickett is grateful but can offer little in the way of a reward.

He can recall his general location when he was exposed, if the Keeper desires, revealing whatever entrance to the Underworld is wished.

## STATISTICS

**JEROME PICKETT**, 61, agitated farmer and poor shot

**STR:** 65    **CON:** 60    **SIZ:** 55    **INT:** 60    **POW:** 55  
**DEX:** 65    **APP:** 50    **EDU:** 45    **SAN:** 55/44\*†    **HP:** 23  
**Damage Bonus:** 0    **Build:** 0    **Move:** 6

Fighting (Brawl) 53% (26/10) damage 1d3 + damage bonus  
Rifle 24% (12/4) / 59%† (29/11), damage 2d6+1  
Dodge 32% (16/6)

**SKILLS:** Spot Hidden 38/59†% (19/7)/(29/11),  
Stealth 31/59†% (15/6)/(29/11),  
Track 41/73†% (20/8)/(36/14)

\* If poisoned by spores.

† In the case that he is a serial murderer.

**DWIGHT AND POPLAR**, 4, loyal hounds

**STR:** 50    **CON:** 60    **SIZ:** 25    **INT:** 20    **POW:** 35  
**DEX:** 80    **HP:** 9  
**Damage Bonus:** -1    **Build:** -1    **Move:** 9

Fighting (Bite) 30% (15/6) damage 1d6 + damage bonus  
Dodge 25% (12/5)

**SKILLS:** Bark 90% (45/18), Listen 65% (32/13),  
Spot Hidden 44% (22/8), Track 53% (26/10)

**THE BOBCAT**, wily predator

**STR:** 55    **CON:** 70    **SIZ:** 20    **INT:** 15    **POW:** 30  
**DEX:** 100    **HP:** 9  
**Damage Bonus:** -1    **Build:** -1    **Move:** 9

Fighting (Bite) 20% (10/4) damage 1d4 + damage bonus  
Claw x2 40% (20/8), 1d3 + damage bonus  
Maneuver: Rip 80% (40/16), 2d3 + damage bonus (Only if  
both claw attacks succeed)  
Dodge 25% (12/5)

**SKILLS:** Climb 90% (45/18), Hide 80% (40/16),  
Stealth 90% (45/18)

**JACOB DUNSTABLE**, 13, terrified prey

**STR:** 40    **CON:** 50    **SIZ:** 30    **INT:** 55    **POW:** 60  
**DEX:** 70    **APP:** 55    **EDU:** 25    **SAN:** 51    **HP:** 8  
**Damage Bonus:** -1    **Build:** -1    **Move:** 9

Fighting (Brawl) 50% (25/10) damage 1d3 + damage bonus  
Makeshift Club (Brawl), 1d4 + damage bonus  
Dodge 25% (12/5)

**SKILLS:** Climb 79% (39/15), Hide 25% (12/5),  
Listen 44% (22/8), Jump 53% (26/10), Run! 60% (30/12),  
Spot Hidden 31% (15/6)

## Visiting 'Ghost Corner'

The specifics of the spot haunted by the Phantom are left to the Keeper. Consider the description of the Aylesbury Pike beginning of page 8 of this issue as a reference point. Should the Keeper wish the scenario to be set near Arkham, the most likely spot would be between the edge of Billington's Woods and before the turn-off for Bolton at Pierce's Corner; for Aylesbury it would be past Dean's Corners and before the Marsh Country Store — other options are possible.

The spot should be generally remote — no houses or other buildings in site — with plenty of trees close-in to the road to add an aura of slight menace. The bend in the road is not too substantial, but enough to be of note on the generally straight-running Pike. Should the Phantom be causing accidents here, there might be spotted a makeshift memorial to a lost driver or their passengers. Whichever investigator fails a *Luck* roll by the greatest amount will spot some fragment from a wreck — a silver of glass, a wrenched fragment of metal — in the grass alongside the highway.

During daylight hours nothing supernatural will be witnessed, even if the spot is somewhat unwelcoming (anyone succeeding in an Extreme POW roll will feel an inexplicable sense of unease here). As for those visiting by night, they should, eventually, be rewarded with a sighting of the Phantom.

## Option 1: The Ghost

This is the traditional option; traditional does not suggest it is any less frightening than the other two possibilities — consider M.R. James as your model when running the scenario and you should be in good stead.

The Phantom is the ghost of Celia Dwight, late of Arkham, 17 years of age at the time of her death. She was killed many years ago when she was struck by a passing carriage or team of horses. How she came to be on walking alongside the Pike is left to the Keeper: If it was simply an accident — an unfortunate girl in the wrong place at the wrong time — then the Phantom is simply a ghostly echo of a life, long-snuffed-out, reenacting her final moments without plan or intent. This sort of ghost should still cost 1d4 points of Sanity, but she is of no actual threat to anyone.

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## Typical Accounts of the Phantom

A *Psychology* roll can confirm that the witness believes they are telling the truth. Hypnosis might reveal additional information that might help identify the source of the haunting, if the Keeper desires. Hearing a direct account of an encounter with the Phantom, the first time at least, might cost 0/1 point of Sanity — the Keeper should endeavor

that their telling of the story is eerie enough to justify such a cost to listeners. Every eyewitness, to a person, has been at least momentarily shaken by that event, even if they publicly deny any supernatural cause. Investigators should have no cause to doubt that these witness encountered something they cannot explain.

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## Option 2: The Witch

While Keziah Mason and her minions within the Arkham Witch Cult (about which, see issue #3 of *The Arkham Gazette*) generally has imposed peace among the members, feuds do occur and, so long as they are settled quickly and definitively, members are allowed free reign in how they interact.

In the case of Mistress Celia Dwight, she unfortunately became the victim of the ire of several members of the coven who decided that she must be removed permanently.

Dwight, despite being a competent sorceress, was forced from Arkham and was soon after waylaid and killed by her enemies in the Cult. Her body was buried, face down with a spike through its heart, in an unmarked grave unfortunately close to the future course of the Aylesbury Pike.

She had two desires — to continue her supernatural existence and to be freed from her binding to her gravesite.

For the first item, Dwight has been inducing fatal accidents along this stretch of the Pike for many years, now, snatching some fragment of the life-force of the dead and dying to fuel her own spirit. Investigators should cover undeniable evidence that this short section of the road has seen far more than its fair share of deadly crashes. Dwight might even convince gullible investigators, a face-faced ghost of a young woman wordlessly leading them to where she lays buried, that she was the victim of a tragic accident (as with option 1) hoping they will disinter her remains and remove the iron rods that bind her spirit. A satisfying second scenario might easily be developed once the investigators realize their terrible error, having unleashed the angry specter upon the world.

Celia Dwight should be developed as a wraith (as per page 333 of the *Call of Cthulhu 7e* rules) with the ability to manifest and even possess those within some limited radius of her grave. She has retained much of her intelligence and, assuming she is able to obtain a suitable body, would make a terrible antagonist for many future sessions. Some limitations might be imposed on her abilities — darkness certainly, perhaps limiting her ability to possess a body for more than a moment to one of her descendants or sometime similar. Work out the rules of her binding in advance so that your investigators can work them out through research and (possibly) trial and error.

Research in this case might turn up leads in Mythos works like *Thaumaturgical Prodigies in the New English Canaan* or perhaps trial testimony from Keziah Mason or her companions making clear Dwight's occult connections. Likewise, allow some warning *Occult* roll once her iron-spike riddled body is found before some hapless investigator removes them.

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### Option 3: The Pnakotic Fragment

In this version of the Phantom, the investigators should be able to encounter Celia, determine she is flesh and blood, and witness (perhaps more than once) her vanishing. After encountering her they may then identify her as a missing Miskatonic University co-ed (from at least a cycle of undergrads previous, if not longer), eventually learning she was part of a clique of magical dabblers who disappeared several years previous (perhaps one now-lunatic escapee from the ritual might be found at a nearby asylum), eventually leading back to the now ruined farmhouse and mis-inscribed stone. There might be other weird time-loops nearer to the stone, as well as, potentially, Mythos horrors drawn to the area. With the proper research, the Mythos texts formerly consulted by these hapless magicians might be located and the proper formula needed to break Miss Dwight and perhaps a few of her companions out of their temporal prison might be employed, or it might be dynamite, the results of which should prove unpleasant.

In the case of our woman out of time, the Sanity cost or encountering her will be nothing until she inexplicably vanishes, at which point those witness this impossible event must lose 1/1d4 points; additional points might be lost when the nature of her plight is realized.

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### Involving Investigators

Depending on the nature of your game, any or all of the following ‘hooks’ can be used to lead investigators to Chapochaug Mountain.

- **Ghostly Legends:** Tales of spirits haunting the tunnel have circulated since its construction. Investigators involved with groups interested in the occult, folklore, or local history all may decide to see the tunnel for themselves.

Investigators asking at the bus depot in Arkham will discover that a man matching Baumgartner’s description purchased a ticket to Aylesbury about a week ago. The driver, once located, can confirm that he left the now missing student (whom he recalls seeing pass through).

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### The Tunnel’s History

The history of the tunnel, as described above, may be uncovered with a *Library Use* roll. Handout #1 presents a good general history that investigators may find at most libraries in the region.

### Ghost Stories

Stories of hauntings in and around the Chapochaug tunnel have their origins in the earliest days of its existence. The workers complained of unusual lights in the tunnel itself or floating above the uninhabited mountain above. These stories increased with the myriad of worker deaths as the tunnel progressed. The skeptically inclined dismissed these stories as arising from the noxious gasses in the tunnel or the imagining of the illiterate local workers. The numerous accidents in the tunnel provided a fertile wellspring for retellings of, and elaborations upon, these ghost stories, particularly the disastrous wreck of 1891. After the closure of the tunnel these stories became a more local phenomenon though the tunnel’s bad reputation remained in the public conscience. Locally, the tunnel’s reputation has transformed it into a popular destination for the curious and thrill-seeking.

Investigators seeking information on hauntings or strange lights find a few references in published works—a *Library Use* roll will find Handout #2; a second successful roll (or anyone with an *Occult* skill of 40% or higher) can find a copy of Handout #3. If investigators have access to a copy of *Thaumaturgical Prodigies in the New England Canaan*, they can also find a passing reference to Chapochaug Mountain, given as Handout #4.

## Maintenance Rooms

On each side of the tunnel are narrow (5') side passages leading to a small chamber. These rooms were originally intended to store equipment needed to repair and maintain the tunnel. There are rows of shelves built into the walls in poor repair. Ollie Knudson (see page 35) has been using the southern room to bed down for the night these past few weeks. During the day he packs up his things for his tramp around the area, stowing a few bulkier things beneath an old crate. A *Spot Hidden* roll will notice the dust of the room has been disturbed and find Knudson's bedroll, pans, a rusty wood-saw and some firewood, canned beans, and a half bottle of rotgut packed under a bundle of brittle canvas.

The north room is in a far poorer state than the south.

A substantial crack over an inch wide runs across the floor from one side to the other. A faint sweet, putrid scent emanates from the crack. Should the Keeper employ the Dunwich Fungus option, this is the source of the spores permeating the tunnel. See page 37 for more information about the effect of the spores.

As with the south room, a variety of gear was once stored here. Both rooms have been thoroughly stripped of useful items by Hutchinson and any number of trespassers.

## Eastern Ventilation Shaft

Like the others ventilations shafts, a nimbus of light surrounds the area beneath the shaft. Unlike the others, a pungent ammonia smell fills the air here, a Listen roll will catch the unmistakable squeaks and chirps of the tunnel's residents. A colony of bats has taken roost along the ceiling here and into the shaft above. During daylight loud noises or an attempt to climb the shaft will disturb the swarm. Investigators caught by the bats must roll under their Sanity to remain calm; those failing lose 0/1d2 points, panic, and attempt to flee for 2d6 rounds dropping anything they carry. In the darkness, fleeing investigators must make a successful *Dodge* or *Jump* roll to avoid falling and injuring themselves for 1d3 points of damage. The bats themselves are harmless to anything larger than an insect.

## The 'Altar'

A curious sight greets anyone passing this point in the tunnel. The skull of a buck has been mounted atop a long branch and propped against the wall. Across the wall the phrase "*en touto nika*" has been scratched in charcoal.

A *Greek* roll or an Extreme Know (EDU) roll will recognize it as saying "In this sign, conquer", the motto of Constantine the Great.

Before the skull are stacked several crates topped in extinguished candles.

This display was created by several students from the high school in Aylesbury who enjoy terrorizing underclassmen and forcing them to bow before their ad-hoc altar. Hutchinson enjoys the joke and, since the students provide him with the occasional bottle of whiskey, he allows them their little fun.

## The Watchman

The Boston and Maine railroad has employed guards to keep watch over the tunnel and to keep away trespassers.

For nearly two decades that task has fallen to Erastus Hutchinson, a cantankerous and slothful man hailing from the vicinity of Dunwich.

## Hutchinson in Play

Investigators visiting the tunnel may be observed by Hutchinson though he is far from all seeing; a failed Luck roll made by the investigator with lowest POW means that they have been spotted by Hutchinson. Being a lazy sort he ignores most visitors if they seem harmless. If he sees firearms openly carried he will watch from a distance to determine the bearer's intentions. He will hike to the nearest farmhouse with a telephone to call the Aylesbury County sheriff if he suspects serious criminal activity.

If he does not feel threatened he may attempt to intercept the trespassers and demand they leave the property immediately. He may also attempt to frighten the trespassers first; if they are in the tunnel he will carry his lantern aloft and approach. Should the trespassers be children, he might ululate as he approaches, attempting to approximate the sort of sound he imagines a ghost makes.

Investigators roused by Hutchinson have a good chance to bargain with him, especially if they are willing to bribe him or offer him liquor. *Persuade* rolls gain a Bonus Die if liquor is offered, automatic if a bribe given. *Fast Talk* rolls are generally less useful since Hutchinson knows that nearly no one ever has a legitimate purpose to visit the tunnel as the company has not sent an inspector in nearly a decade, the state in even longer.



## The Unusual

Generally these electrical displays can only be seen in near or total darkness. Investigators carrying any sort of light will only notice the lights with a successful *Spot Hidden* roll. When seen, the lights appear to be yellow-white or orange white, dancing along the quartz vein, sometimes leaving individual crystals that remain lighted for a few seconds after. From a distance it may appear as if a light is dancing along a wall or the ceiling.

The Sanity cost to witness a piezoelectric display is 0/1 points unless a *Physics, Chemistry*, or an Extreme Know (EDU) roll is successful, which allows the investigator to understand what they have just observed. The rock formation within the tunnel would be of interest to geologists and other academics due to the unusual impurities within the quartz producing such a vivid display.

## Haunting

One spirit, the ghost of Patrick Donegal who caused the fatal crash of 1891, is more dangerous. Deranged and full of shame, he may attempt to possess trespassers through an opposed POW roll (versus Donegal's POW of 55), allowing Donegal's spirit to drive his victim to violence against anyone nearby and then themselves. The possession lasts until the investigator is rendered unconscious or 1d4 hours later; those attacked feel an overwhelming sense of misery and suffer 0/1d2 points of Sanity loss. Anyone causing harm to others suffers 1d4 points per person injured (2d6 if they kill anyone) once they regain control of themselves. If the spirit attempts to cause his victim to hurt themselves, they may make another test of POW against Donegal to break free of his will. Donegal may also manifest poltergeist-like activity, throwing small objects (of which the tunnel abounds) around for 1d2 points of damage; for 0/-1 points of Sanity.

## A Beast for the Tunnel

Some Keepers may be dissatisfied with the most dangerous opponent in a scenario being a spooked watchman, an unsavory drifter, or even a ghost. In case a Mythos entity is absolutely needed, we offer the following:

Three weeks ago a Spawn of Abhoth oozed through a crevice connecting the Chapochoaug Tunnel and the caverns beneath Dunwich. It was a long journey and the awful, slime-coated thing is very hungry.

The creature is about three feet long, a blue-black, irregularly chitin-plated flat ovoid. Between the plates exudes slime and whip-like tendrils of sickly pale yellow, extending up to eight feet, which the thing uses to move itself and also to gather food.

It can attack with these tendrils at anything within reach up to 10 tendrils per round divided between opponents as desired. Attacking tendrils tear off small bits of flesh and draw it back into the creature for digestion.

The creature's 'blood' contains large quantities of ammonia and, if injured, a noxious cloud forms.

The cloud is about 10' in diameter. Failure to resist with a CON roll causes nausea and temporary blindness lasting 3d10 minutes.

### **SPAWN OF ABHOTH**, the Oozing Nightmare

**STR:** 75    **CON:** 110    **SIZ:** 30    **INT:** 20    **POW:** 35

**DEX:** 105    **HP:** 14

**Damage Bonus:** 0    **Build:** 0    **Move:** 9

**Armor:** 5 points of chitin and plastic flesh

Fighting (Tendril x10) 50% (20/10) damage 1d2 + damage bonus

Dodge 25% (12/5)

**SKILLS:** Scent Prey 100%, Stealth 85%,

**SANITY LOSS:** 1d2/1d6+1 points of Sanity to see.

## The Remnants of Kranoria

Chapochoaug Mountain, like much of the region around Dunwich, is bisected by ancient Hyperborean power conduits, appearing much like veins of crystal in the rock. Additionally, there are cracks and voids within the mountain that connect to the accursed caverns beneath Dunwich, releasing a small amount of the baleful spores of Abthoth into the air of the tunnel.

The crystal power conduits cause strange lighting effects within the tunnel, causing some of the curious lights witnessed within the tunnel. Investigators within the tunnel have a 10% cumulative chance every ten minutes of darkness or near darkness within the tunnels of witnessing flashing of light flickering along the walls.

With a successful *Geology* roll a likely vein of rock can be located; a *Spot Hidden* roll will allow the observer to catch sight of the unnatural energies within.

Additionally, the tunnel is exposed to a low dose of Abthoth's spores due to a series of microscopic cracks linking it to the caves beneath Dunwich. The spores have caused hallucinations in some of those exposed, resulting in most of the tunnel's fatal accidents. Today, the most significant source of these spores comes from a case of aged batteries stored in one of the maintenance rooms.

The acidic batteries, intended for lanterns, have soaked their wooden storage box creating an ideal medium for spore growth. If examined, the batteries are covered in a mass of tiny white shelf fungus of very unusual quality; a Hard *Biology* or *Natural World* roll demonstrates the fungus is unknown to modern science.

Resisting the spores in the tunnel is easy (no roll), though when Abthoth stirs a CON roll is needed. If in the store room, a Hard CON roll is called for.

Within the store room the CON roll is Normal with a Penalty Die.

## Sanity Rewards and Penalties

Locate the missing couple: 1d2 points

Locate the missing researcher: 1d2 points

Put the spirit of Patrick Donegal to rest: 1d4+1 points

Drive off/Kill the Spawn of Abthoth: 1d6+1 points

Kill an innocent (Hutchinson/a possessed victim/  
an annoying child/etc.): 1d4 points

## About the Spores

Investigators encountering Abthoth's spores should make a CON roll. Exposure results in dizziness and slight disorientation; failure of the CON check causes frightening hallucinations costing 1/1d6 points of Sanity. Should a victim be driven insane, they will act in a violent, often self-destructive manner. Victims removed from exposure to the spores recover after 5d6 minutes; half that with a successful *Medicine* roll.

Masks reduce the potency of the spores — a simple wet rag negates the need for a CON roll, as does a gas-mask or respirator. (Summarized from *Return to Dunwich*)

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## Statistics

### ERASTUS HUTCHINSON,

61, slothful watchman and prankster

**STR:** 50    **CON:** 60    **SIZ:** 70    **INT:** 45    **POW:** 50  
**DEX:** 45    **APP:** 45    **EDU:** 40    **SAN:** 42    **HP:** 13  
**Damage Bonus:** 0    **Build:** 0    **Move:** 4

Fighting (Brawl) 55% (27/11) damage 1d3 + damage bonus  
Break-action shotgun 39% (19/7), 4d6/2d6/1d6 or  
2d6/1d6/1d3 if using bird shot  
Dodge 25% (12/5)

**SKILLS:** Conceal 41% (20/8), Mechanical Repair 36% (18/7),  
Spot Hidden 32% (16/6), Stealth 51% (25/10)

### OLIVER "OLLIE" KNUDSON, 24, unsavory vagrant

**STR:** 70    **CON:** 75    **SIZ:** 60    **INT:** 50    **POW:** 55  
**DEX:** 60    **APP:** 65    **EDU:** 45    **SAN:** 53\*    **HP:** 14  
**Damage Bonus:** +1d4    **Build:** 1    **Move:** 8

Fighting (Brawl) 60% (30/15) damage 1d3 + damage bonus  
Small club 40% (20/8), 1d6  
Dodge 25% (12/5)

**SKILLS:** Steal Pies 55% (27/11), Stealth 41% (20/8)

\* Knudson afflicted by Abthoth's spores or possessed by a malevolent spirit will have a reduced Sanity.

### PHILIP BOYLE, 21, youthful romantic

**STR:** 60    **CON:** 75 (37/15)    **SIZ:** 60    **INT:** 65    **POW:** 65  
**DEX:** 40    **APP:** 55    **EDU:** 60    **SAN:** 65    **HP:** 14  
**Damage Bonus:** 0    **Build:** 0    **Move:** 8

Fighting (Brawl) 50% (25/12) damage 1d3 + damage bonus  
Dodge 25% (12/5)  
Skills: Drive Auto 43% (21/8), Mechanical Repair 19% (9/3),  
Romantic Ukulele 21% (10/4)

### ALTHEA DANIELS, 19, slightly more youthful romantic

**STR:** 45    **CON:** 45    **SIZ:** 65    **INT:** 70    **POW:** 75  
**DEX:** 55    **APP:** 60    **EDU:** 60    **SAN:** 75    **HP:** 11  
**Damage Bonus:** 0    **Build:** 0    **Move:** 7

Fighting (Brawl) 50% (25/12) damage 1d3 + damage bonus  
Hat pin 33% (16/6), 1d2  
Dodge 25% (12/5)

**SKILLS:** Art (Poetry) 32% (16/6), Politely Wait 39% (19/7),  
Yawn 94% (47/18)

### ALBERT BAUMGARTNER, 23, Absent-minded teaching assistant and mycologist

**STR:** 70    **CON:** 45    **SIZ:** 75    **INT:** 85    **POW:** 55  
**DEX:** 50    **APP:** 45    **EDU:** 110    **SAN:** 55    **HP:** 12  
**Damage Bonus:** +1d4    **Build:** 1    **Move:** 7

Fighting (Brawl) 50% (25/12) damage 1d3 + damage bonus  
Dodge 25% (12/5)

**LANGUAGES:** German 99% (49/19), English 51% (25/10)

**SKILLS:** Biology 63% (31/12), Prattle On Excitedly 59% (29/11)