

Theatre Of the Mind Enterprises, Inc. presents

DEATH IN DUNWICH



Approved by Chaosium, Inc.
By permission of Arkham House

A
CALL OF CTHULHU
ADVENTURE

Flournoy
'83

Theatre Of the Mind Enterprises, Inc.
presents

DEATH IN DUNWICH

Written by:

Ed Wimble

Illustrations by:

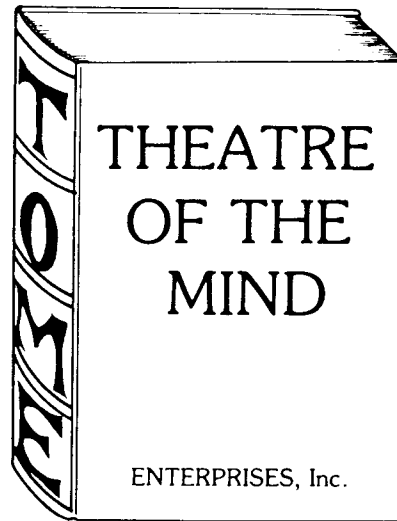
**L.F. Enterprises
Lawrence Flournoy
Elaine Shatto
Elizabeth Liss**

**Copyright © 1983, *Theatre Of the Mind Enterprises, Inc.*
All rights reserved.**

**Approved by Chaosium, Inc.
By Permission of Arkham House**

The Cast Of **TOME**, Inc.

John Diaper
Lawrence Flournoy
Bob Gallagher
Stephen Rawling and
Ed Wimble



Special Thanks to

Ed Erkes
Bonnie Meech
Clarence Mitchell

Special Consultant, Lynn Wolpert

Playtesters

Tom Bailey, Carl Beetz, Chip Bickley, Jean Bloss,
George Brickles, Ralph Cericola, Eric Crew, Mike
Culligan, John Diaper, Scott Drendall, Ed Erkes,
Howard Fessler, Larry Flournoy, Marshall Grabois,
Ned Grimes, Rita and Dennis Mc Carraher, Henry
Meil, Joe Moleri, Gary Pilkington, Stephen Rawling,
Randy Rice, Andy and Joe Secunda, Ed Silcox, Scott
Slingsby, Rex Van De Boe, Gary Wolfe

CONTENTS

Introduction	5
Scene 1	6
Play Begins	8
Springfield, Mass.	9
Police Report (Permission to photocopy)	10
Coroner's Report (Permission to photocopy)	11
Boston, Mass.	11
Dunwich, Mass.	13
The Wayward Traveller's Inn	13
Appendices	19
1. Artists	19
2. Plunkett's effects	21
3. Research into books at Whately ruin	21
4. Newspaper and Magazine articles	22
5. The Graveson's Farmstead	27
The Bad Guys	27
Keeper's Background	30
Advice to Keepers	32

PROMETHEUS

Cover your spacious heaven, Zeus,
With cloudy mists;
And, like the boy who lops
The head off thistles
And likewise oaks and mountain-peaks;
Yet you must leave
My earth still standing;
My cottage too, which you did not build,
Leave me my hearth,
Whose kindly glow
By you is envied.

I am aware of no one poorer
Under the sun, than you Gods!
You nourish painfully,
With sacrifices
And the breath of prayers.
Your majesty;
You would even starve,
If children and beggars
Were not trusting fools. While yet a child,
And ignorant of life,
I turned my wandering gaze
Up toward the sun, as if beyond him,
There were an ear to hear my wailing,
A heart, like mine
To feel compassion for distress.

Who helped me
Against the Titan's insolence?
Who rescued me from certain death,
From slavery?

Did you not do all this yourself,
My sacred glowing heart?
And glowed, young and good,
Deceived with grateful thanks
To yonder slumbering one?

I honor you! And why?
Have you ever lightened the sorrows
Of the overburdened?
Have you ever dried the tears
Of the anguish stricken?
Was I not fashioned to be a man
By omnipotent time,
And by eternal fate,
Masters of you and me? Did you ever fancy
That I should learn to hate life,
And flee to wastelands,
Because not all
My blossoming dreams grew ripe?

Here I sit, forming mortals
After my image;
A race resembling me,
To suffer, to weep,
To enjoy, to be glad,
And you to scorn,
As I!

Goethe

DEATH IN DUNWICH

INTRODUCTION

The material presented in this volume is designed specifically for use with "Call of Cthulhu", Chaosium, Inc.'s fantasy role playing game of the macabre, based on the works of H.P. Lovecraft, by permission of Arkham House.

Although loosely based on historical facts, the primary purpose of the information presented here is dramatic, and to the author's knowledge, none of the major characters mentioned ever existed.

This volume is designed to allow the Keeper of Arcane Knowledge (Keeper) to stage an adventure set in the 1920's, in and around Dunwich, Mass. The material is presented in a stage setting scene, which explains to the Players what mystery their Characters will be trying to unfold, and then moves to a series of broader descriptive pieces for each of the major towns the Player Characters are liable to visit. As the Keeper, you are strongly urged to read through the material thoroughly before trying to present it. A brief description of the events leading up to the murder of Dale Plunkett is included in the Advice to Keepers section, and this should be sufficient to allow you to make any decisions on Player questions that are not covered here.

THE TWO HANDED ENGINE

Since mankind took that fateful bite of the apple, and thereby gained reason, he has been able to distinguish good from evil. Originally, he attributed this polarity to forces outside himself, acting upon him, causing him to behave in certain ways. During the Renaissance and later in the age we now call the Enlightenment, this dogma began to lose credence. By the end of the Nineteenth Century, Western thought had totally and finally rejected the concept of a thing apart: There is no such thing as Evil, there are only evil people.

THE LEFT HAND

Western society has not completely crossed the threshold, however. Though poets, philosophers, and scientists have blazed ahead, the dark millenia of the past still lurks in the psyche of the people. A few still hunger for the extra-corporeal influences that will make them powerful, and thereby tender their wills to forces they no longer understand.

As a force, Evil is no longer nourished with sacrifices and the breath of prayers. Its temples have starved to death. But there remains to the Twentieth Century a scattering of icons, talismans and scraps of knowledge, the debris of a lost religion carefully preserved by those who wish to be evil, but can now only act evil. Rasputin was one of these. And his brotherhood was the Left Hand.

It is rumored, in hushed tones, that the mad monk held a mighty talisman for a time: The Talisman of Set which controls the Four Horsemen of the Apocalypse, and can unleash bloody war upon an idle whim: A whim that came to fruition that fateful day in Sarajevo with the death of an Arch-Duke.

THE RIGHT HAND

There is a museum in Vienna that seems to be open to the public. Within its walls are the treasures of the Hapsburg dynasty, collected here for safe-keeping as the symbols of monarchy in England are gathered within the Tower of London. Although there are no visible guards, the building is immune to theft. And during the Great War it was guarded even more assiduously, for here rests the one theurgical device capable of restoring the balance the talisman upset: The Spear of Longinus. It is the symbol of the Right Hand.

Mundane power means little to members of this brotherhood. They often travel the world in the guise of beggars and tramps. A benevolent illuminati dedicated to overseeing the evolution of mankind and his transcendence of good and evil. "*Death in Dunwich*" is a mere footnote in the ancient struggle between these two brotherhoods. It began almost without notice.....

In 1919, a scattering of the brothers and sisters of the Right Hand gathered to pay homage at the grave of Leonardo da Vinci, an archetype of their creed. In confidence, and to their horror, they learned from the caretaker that the grave had been desecrated several months before. The officials had hushed the whole thing up for fear of ruining the tourist trade.

Saddened and discouraged, the brotherhood agreed to meet next at the secret shrine of Heraclitus.

"The Lord, whose oracle is at Delphi, neither speaks nor conceals yet gives a sign." Heraclitus.

In the years that passed, it became distressingly obvious that there was more behind the violation of famous graves than the nihilism of the age could account for. This, coupled with the discovery of new and unknown masterpieces, sparked the Right Hand into action. To carry their banner in this crusade, they elected Dale Plunkett.

As a free-agent and purveyor of art treasures, Plunkett held positions as a buyer for the Constance Gallery in Paris and as a Continental representative for Lloyds of London. It was he who discovered the fantastically forged da Vinci while loitering around the auction houses of Antwerp.

The painting was unsigned, and the auction house made no claims for its validity. But its authenticity seemed in little doubt, so cunningly had it been rendered, and the price it commanded reflected this fact. It was not until he inspected it very closely that Plunkett detected a flaw in the tempera mixture. The picture had been painted within the last decade or two.

Tracing the picture's history of ownership, he found it had come from the famous Rothenfelder collection in the United States. And in his researches he came across another name, one he recognized as an old enemy: Dunkelherz. Upon learning that their paths were again to cross, he looked at the gold pocket watch he carried with its inscription "Morte a la Main Gauche" (Death to the Left Hand). Battle would be joined again.

Forewarned, he armed himself appropriately: A bullet for the man, garlic for the blood, and a diamond for the soul.

Plunkett lured Rothenfelder to Dunwich by masquerading as a blackmailer. An hour before his appointment, he left the Wayward Traveller's Inn to have a meal at Wheatley's. He was never seen again.

INTERLUDE

Early in his life, Joseph Daniel Rothenfelder fell under the influence of the Left Hand. He has since become the wealthiest man in the world. One of the few

passions in his otherwise frugal life has been the collection of precious works of art. He has amassed quite a gallery. His library contains many rare manuscripts of prose, poetry and music. Eventually, however, Rothenfelder realized that although man's creative genius is infinite, the evidence of such genius is finite. There would come a day when all of the available masterpieces of the world would have been in his possession at one time or another. More important, he realized that most of these works would have been owned at some time by someone else, a thought he found galling in the extreme. As the richest man in the world, the man who could purchase everything he desired, he thirsted ineluctably to possess the unacquirable.

While having lunch with an agent of the brotherhood, Rothenfelder voiced that very desire. "What," he mused aloud, "could the great masters have accomplished if their lives had not been cut short? Given more time, Michaelangelo would have painted a grander mural, Mozart would have written a sweeter opera!"

His luncheon partner, Dunkelherz, humored Rothenfelder until the conversation passed on to other topics, but the discussion stayed in his mind over the next few months. A book he had purloined from the University of Bern contained, among its other ravings, a means by which a being might be resurrected, no matter how long since dead and gone to dust. This certainly would be better than the usual pale avatar summoned for a fleeting moment by the more normal thaumaturgical methods. He studied his volume, and again approached Rothenfelder, complete with exegesis.

Scene I

April 17, 1922

Narrative:

You are standing in the living room of a once grand but now crumbling house in Boston. In your pocket is the telegram which summoned you here:

HAVE NEED OF YOUR SERVICES. COMPENSATION WILL BE GENEROUS. THERE MAY BE DANGER. MEET ME AT 321 KENISCO KNOLLS, 12:00 NOON, TOMORROW. KEEP IT CONFIDENTIAL. Signed M. FELDSPAR.

There is no furniture except for a large gilded mirror above the tiled fireplace. The place needs a coat of paint, and the yard is covered with last Autumn's leaves. The rain spattering against the window pane calls the chill inside the building to your attention. Despite the cold, no attempt has been made to make a fire in the fireplace.



Some of the others present you already know. Others you may have heard about. But since your arrival, there has been a long awkward silence. Just as you begin to suspect that it's all an elaborate practical joke, the door on the far side of the room opens to admit an elderly man in a tan suit. He smiles politely at you all, and ushers you into the next room saying: "He will see you now. But I must ask you to remain on this side of the partition."

The room next door is as barren as the one you just left except for the cloth-covered partition that separates one corner of the room from the rest. When everyone is inside, the elderly man speaks to the partition: "They are all here."

"Good!" A strong, masculine voice booms forth. "You may go."

The door closes behind you.

After a moment, the voice continues.

"I have brought you all together and I will be paying your bills. **and** it suits me to remain anonymous!" There is an undeniable sense of authority and conviction in the voice.

"Approximately eight weeks ago," he continues, "a Mr. Dale Plunkett was found murdered outside Dunwich, Mass. In all that time the police have found out exactly nothing.

"According to articles in the popular press, Mr. Plunkett was an expert art appraiser, and an art dealer of some repute. He was a resident of Paris, and I believe he had come to New York on business.

"How he came to be in Massachusetts and what he was doing here are questions that have never been answered to my satisfaction. And for my own reasons, I intend to find out the answers.

"That is where you come in. I want you to investigate this incident for me. I expect positive results in one week. I will pay each one of you \$75 a day plus expenses, with an advance now and the rest later. But I had better get results for my money!"

There is a pause, and just as you feel the interview is over, he speaks again.

"Feldspar will pay you your money, and he will also show you a little incentive on the way out. Remember, gentlemen, you have one week. That's all. One week."

After another pause, the door behind you opens, and the elderly man, whom you assume to be Feldspar, holds it open for your exit.

KEEPER'S INFORMATION

There is no one behind the partition. The speaker is Feldspar playing tricks with mild hypnosis and voice throwing techniques. Feldspar will only give the Players their cash advance (\$50 in an envelope) if they specifically ask for it. He will be similarly reluctant to reveal the "incentive" to the Players. When specifically asked, however, he will unroll a painting with great ceremony and show it to the Players.

The painting is of an old man dressed in very old-fashioned clothing. It is done in oils, and appears to be very ancient. A successful Knowledge roll will reveal that it probably dates back to the Renaissance, and is probably very valuable. A successful Art History roll will reveal that it is a self-portrait of Leonardo Da Vinci, and that it is priceless. A critical Art History roll will also reveal that it is an unknown painting, and probably the most important artistic find of all time.

Feldspar will not let anyone touch it or examine it too closely. In fact, he will bundle it up very hastily and prepare to leave. He will answer no questions, claiming total ignorance of his employer and the case in hand. He will insist that all the Players leave before him, and then he will exit via a secret door.

NOTE: Feldspar will react very angrily to being manhandled.

PLAY BEGINS

There are two immediate sources of information about the death of Mr. Dale Plunkett: the newspapers and the police.

NEWSPAPERS:

The stories are very sensational in local papers (which can be found in the Boston library), but they do not add much to what the Players already know.

Mr. Dale Plunkett, a citizen of France and a well respected art dealer, was brutally murdered sometime late in the evening of February 17, 1922. His body was discovered by Mr. Arnold Pigeon, the milkman, who was making his rounds at approximately 4:00 am. (There was no apparent motive or witnesses, and the papers show a quick decline in interest.)

Detective Inspector D. Ferkin of the State Motor Patrol was in charge of the investigation.

POLICE:

The State Motor Patrol was the police force with jurisdiction over the case. Detective Inspector D. Ferkin was the officer in charge. The Players will have to travel to Springfield, Mass. (the State capital) to see Ferkin or to have access to the records.

ART GALLERIES:

A visit to any art gallery and a talk with its curator will reveal the information about Da Vinci in App. 1. The curator will adamantly deny the existence of the painting the Players may describe to him. There are rumors of a fourth Da Vinci, but not a self-portrait.

SPRINGFIELD, MASS.

When the Players have exhausted their initial leads, they will wind up in Springfield where the Mass. State Patrol headquarters is located. D. Ferkin is located here as is the coroner (M. Spurious) and the state courthouse where Plunkett's belongings are kept. Plunkett's unclaimed body is also in Springfield, buried in a common grave. The Players may also interview the undertaker who interred him.

From the Mass. State Patrol (Fast Talk or use connections to get in) the Players will receive the police report and the coroner's report. (Photocopy these and hand them to the Players.)

D. Ferkin (roll Luck to see if he is in) will add this:

The body was discovered by the milkman (A. Pigeon) on a run from his farm to Dunwich at 4:00 am on the 18th. Pigeon rushed on to Dunwich and alerted the constables Bart and Dan Wooten (brothers), and then accompanied them back to the body. Pigeon claims not to have disturbed the body. (He was able to tell at a glance that it was frozen.) The constables verified Pigeon's account in that there was only one set of tracks in the immediate vicinity.

In response to Player's questions concerning the means by which Plunkett met his end, Ferkin will say he died from multiple contusions and internal bleeding. He will hint that the coroner's report is a lot of blarney, but will not elaborate. "Go see him yourself."

If the Players point out the discrepancy between police reports one and two concerning Plunkett's motel key (being in his hand, but at the same time claimed by Hertig as being returned) they will have made their investigations more difficult. Ferkin missed it himself. Now it will be a race between who gets to Dunwich first, Ferkin or the Players. Ferkin will not give the Players any hint of his intentions, nor will he acknowledge the key discrepancy. He will lead them to believe it was a slip up by one of his assistants. He will again encourage the Players to speak to the coroner. He will even give them a note of introduction.

After they have left, however, he will requisition a car from the motor pool and rush to Dunwich. Once there, he will take the key from Mrs. Hertig. Recognizing it as a Railroad Station locker key, he will drive to Boston Railroad Station and examine the contents of the locker. Soon after, he will trace the culprits to the Graveson estate where he will meet the same end as Plunkett.

His body will be dumped in the river after all incriminating evidence has been removed. (With one slip-up: Two of the bullets in Ferkin's .32 revolver have been doctored.) This is effectively the end of the trail for the Players. Ferkin will have had all the clues with him. There is a good chance, however, that they will be promptly arrested by the police as accomplices in Ferkin's death and will be held for questioning until they can prove their innocence.

Ferkin's assistant, Patrolman Carlton Beetz, can be approached by the Players. He will only say that he wrote things down as they were dictated to him. He doesn't know keys from keys. "Ferkin's in charge. Ask him." Other than that he will verify any direct question about the incident as written in the report. Photographs from the scene only show a snow covered body.

The only other person in Springfield the Players can seriously hope to get information from is the Coroner. Players must have an introduction from Ferkin to get in to see the coroner.

Milburn Spurious is the coroner. He is tall and cadaverously thin and pale. He constantly wrings his hands and makes obscure classical witticisms about death and dying. He will let the Players read the summary report if they have not already.

If questioned about the teeth, he will become very animated in describing them:

"They were the largest human teeth I have ever seen. But oddly misshapen and deformed for the normal human mouth. The jaws, I should say, must be huge. Probably capable of biting through a stout stick with no problem.

"Let me tell you, if you ever meet this chap, you will have no trouble recognizing him. His head and neck must be heavily muscled and very large."

Before the Players leave he will discreetly show them a hair follicle he didn't include in his report for fear of ridicule. It is about 2 inches long. Spurious is unsure if it is hair or fur. "I found it clenched between his teeth like a piece of dental floss." He knows nothing of its origin.

**POLICE REPORT
MASSACHUSETTS STATE PATROL**

SPRINGFIELD, MASS.

DETECTIVE BUREAU: FEB. 19, 1922.

OFFICER FILING REPORT: DETECTIVE INSPECTOR DAVID FERKIN

At 6:10 am on February 18, 1922, this officer received a call from the Uniformed Division that a body had been discovered by the Dunwich, Mass. Constabulary earlier that morning. Foul play was suspected and a tentative identification of the victim indicated that he was not a U.S. citizen. For this reason, the Dunwich Constabulary considered their resources inadequate, and notified the Uniformed Division.

Police photographer Carlton Beetz accompanied this officer to location of the body, where we arrived at 8:20, am. On hand were Patrolmen Stark and Riskin of the Uniform Division, Bart Wooten and Dan Wooten of the Dunwich Constabulary, and Doctor James Faraday MD of Dunwich.

The victim was lying in a fetal position in a gutter 72 feet from the junction of River Road and Mill Run Lane, 2.6 miles south east of Dunwich. The body was 321 feet from the south bank of the Miskatonic River and 87 feet north west from the ruin of an old mill. Two sets of foot-prints led up to the body and away from it in the snow. One set belonged to Constable Bart Wooten, as he attested, and the other set belonged to the milkman Albert Pigeon, the discoverer of the body. Body was frozen solid according to Dr. Faraday. Body clothed in over-coat (tan), three-piece suit (grey), shirt (white, dress), tie (blue), socks (black), right shoe (black). Left shoe and hat both missing.

Personal effects:

- 1) Gold signet ring inscribed "DRP" on left ring finger.
- 2) Gold watch on chain in breast pocket. Inscription reads: "Morte a la Main Gauche"
- 3) Bill fold in jacket pocket (\$64.00 / 32 English Pounds / 130 Swiss Francs).
- 4) Diamond / gold tie clasp on tie.
- 5) French passport. Entered New York Feb. 12, 1922.
- 6) \$3.26 in change (American)
- 7) Key in left hand (removed by coroner).

POLICE REPORT, SUPPLEMENTARY:

Key: Wayward Traveller's Inn, Dunwich, Mass.

Landlady: Mrs. Doris Hertig, widow.

According to Mrs. Hertig, Plunkett took room Feb. 16, 1922 at 4:12 pm. Paid in advance for one night. Dressed as found except for slouch-brim Fedora hat and both shoes. Luggage consisted of leather suitcase and a newspaper. At approx. 7:00 pm, victim left key at desk and inquired about restaurants. Hertig referred victim to "Wheatley's Restaurant". Victim left and was never seen again by Hertig.

Next day (Feb. 17) Hertig checked room. Bed undisturbed.

Next day (Feb. 18) Hertig removed victim's luggage to office. This officer accompanied by Patrolman Beetz and Constable B. Wooten searched room but found nothing.

Contents of suitcase:

- 1) Round trip train ticket: New York to Boston.
- 2) Receipt for hired car from Boston.
- 3) Boston Globe, morning edition, Feb 16.
- 4) \$150, cash.
- 5) One hundred English Pounds.
- 6) New York Times, evening edition, Feb. 14. Pages 23 and 24 missing.
- 7) Page 25 New York Times, Feb. 10.
- 8) A .32 caliber cartridge.
- 9) Piece of paper with "222-NY/Boston" written on it.
- 10) Various articles of clothing belonging to the victim.

No one answering the victim's description was seen at Wheatley's Restaurant on the evening of Feb. 17. No neighbours saw victim.

7:00 pm Returned to Springfield.

REPORT FILED BY:

BADGE NUMBER: 179

David Ferkin

CORONER'S INQUEST

Summary of official report filed: Feb. 18 and 19, 1922.

(Ref. CI 7655380 and CI 3376645)

**State Coroner's Office,
Springfield, Mass.**

Examiner of Record: M. Spurious

Victim was dead at least five hours prior to discovery, as evidenced by the totally frozen state of the body. Time of death can only be fixed by circumstantial evidence due to fresh nature of body. Contusions at wrists and ankles suggest rope burns. Victim shows much evidence of severe torture administered by an expert hand. There is further evidence to suggest that after a period of extensive scientific torture, the victim was then savagely pounded into a pulp. Several ribs are broken, and the left lung is pierced. Body is covered with teeth marks. Four distinct patterns revealed. Three are definitely human. The largest set, however, are grossly abnormal. Although undeniably not that of any known animal, they are too large and powerful to be human, even though this is what they resemble most.

Victim had not eaten for many hours prior to death. His fingernails were encrusted by filthy, blood-matted coarse fibers of some kind. Other than the fact that they are natural, there is little that can be deduced from them. They most closely resemble the horse-hair stuffing of a chair.

Cause of Death:

Definitely the result of foul play. Victim died of one or more of the following:

Loss of Blood,
Strangulation,
Suffocation,
Drowning (in own blood),
Constriction,
Beating or
Crushing.

Positive identification is difficult because of severely damaged nature of face. Finger prints and dental patterns have been sent to the State Department.

Signed: _____

Milburn Spurious

SUPPLEMENT: March 2, 1922.

Victim positively identified as Dale Robert Plunkett, French National.

Initialed: _____

MS

BOSTON, MASS.

Automobile rental agencies.

- 1) There are three of them in Boston. The one that rented Plunkett his car was Banks Autos, run by Paul Banks.
- 2) The car was a 1920 Pierce Arrow touring car.
- 3) Car never returned. They know Plunkett is dead.
- 4) Plunkett paid cash. \$100 deposit and \$10 a day for two days.
- 5) He's having problems with the insurance company about it. They say it isn't worth \$500.

French Consulate.

Fast Talk or Speak French to learn each fact:

- 1) No one from France has claimed the body.
- 2) Plunkett has no known next of kin.
- 3) They do not know what he was doing in the U.S.
- 4) They provided the dental patterns and finger-prints which were used to identify Plunkett. They came from army records.
- 5) They trust implicitly in the local authorities' ability to deal with the situation.
- 6) They have done all they can do.
- 7) They are very busy all the time.



Dunwich, Mass.

1. Filling Station
2. Wayward Traveller's Inn
3. Dunwich Dry Goods
4. Wheatley's Tavern
5. Dunwich Municipal Building
6. Second Saviour's Church
7. Pilgrim Street
8. The Arkham Road
9. The Innsmouth Road
10. River Road (to Boston)
11. The Springfield Road
12. Dunwich Bridge
13. The Butcher Shop
14. The Grocer
15. Dr. Faraday's

THE WAYWARD TRAVELLER'S INN

(No phone)

Caretaker: Dorothy Hertig - 63 years old.

The Inn is one of the larger buildings in Dunwich. It has three stories and a basement. The third story is used for storage. It is a shuttered wood-frame building in good condition but in need of paint. There are six guest rooms on the first floor and six on the second. Mrs. Hertig resides in a room whose only visible entrance is a door in the rear of the office. As one enters from the vestibule one sees directly ahead a hallway leading to the dining room. To the right there is a lounge, to the left the office, separated from the entrance by a large mahogany counter. Just as one enters the dining room there is a hallway to the right. The first floor guest rooms, three to a side, are located here. At the end of this hallway is a stairway leading around and up to the second and third floors. To the rear of the dining area is the kitchen. Also in the kitchen is a door to the basement, a door to Hertig's apartment and a door to the parking area.

The widow, Hertig, is unassuming and very up front about everything she says and does. She keeps her massive bulk bound by a kitchen apron. She is tidy. She is punctual. Her husband died 3 years ago in the influenza epidemic of 1919. He was the only person she had ever gotten close to, though she is known and liked by everyone in town. He was from Dunwich, she from New Hampshire, and her accent, therefore, will be slightly different. She will first have you register in the guest book. Next she will explain the rules of the house.

1. Smoking is only allowed in the lounge area.
2. She will prepare a meal for the Players only if they give her at least 3 hours notice; if breakfast, the night before.

3. There is a fine restaurant in town which serves dinner every night (Wheatley's) if they prefer to eat out.

4. There is a public phone located down the street in the municipal building. The operator is also located there but he closes at 8:00 pm and opens at 5:00 am. No calls go in or out between those times. There is a telegraph located in the general store in case of emergency.

5. She can answer any general questions concerning the town.

If the murder of Plunkett is brought up she will gloss over the subject. (As far as she is concerned it has wrecked her business). Unless the players state that they are investigating the murder she will act as if they are curious and morbid tourists. If the players state they are particularly interested in the murder she will repeat the information in police report #2. That is all she knows. She will add that the police made one hell of a mess in room #3, where Plunkett had been. They thoroughly searched it, and she afterwards.

If the discrepancy in the police report concerning the hotel key is brought up she will be puzzled. She always uses her pass-key and never has reason to try the guests' keys. No one has stayed in the room since Plunkett, nor in the motel for that matter. She will grudgingly use the key on room #3 if the players insist. When the key does not work she will be genuinely surprised. She will then put on her glasses and try her pass key which will open the door. Upon comparing the key with the other room keys she will discover that it is definitely out of suit. If the players ask if they may have the key she will shrug her shoulders and say "a key that don't work is no good to me."

The Key:

1. it is smaller than the other keys,
2. it has the number 222 molded onto it. The others have no number on them.
3. It does have the room number written on the tag, as do all the other guest room keys. (The tags are of paper.)
4. Hertig has no idea what it was for.
5. She will say that Plunkett must have replaced it. Why, is anyone's guess.

SPECIAL NOTE: If the players alerted Detective Inspector Ferkin concerning the key discrepancy and did not immediately leave for Dunwich after their interview with him, he will have beat them to it. Hertig will then, if the discrepancy is brought up, tell of the impatient police officer (whom she recognized) who discovered the key himself, much as it was described in the previous paragraph. "He took it with him and seemed in a great hurry." She doesn't know where he went.

I The Dunwich Municipal Building

Located on the west side of town this two-story building contains the Constabulary, the Mayor's office, the County Clerk and Deeds office, the Dunwich Public Library, the phone exchange, the Dunwich Gazette and a town hall. It is by far the largest building in Dunwich.

1. The Mayor's Office

Located on the second floor this room consists of a door, desk, two chairs, window and during emergencies or official occasions, the Mayor. The Mayor Efram Parker, age 52 is an insufferable bore. He can usually be found in Wheatly's during the evening or at home on his farm during the day. He knows all General knowledge concerning Dunwich and was in office when Rothenfelder came to town.

2. Town Hall

This room occupies the entire second floor except for the corner where the mayor's office is located.

3. The Library: 1st floor

Librarian: Colly Curwen age 61

There are only about 1,000 volumes in this room and a successful glance (Roll Library use) will reveal to players that the reading material of Dunwich ranges from the maudlin to the mundane. Unless players are interested in a boring time, they will spend very little of it here. Colly knows all general knowledge concerning Dunwich and was one of the most violent participants in the Wheatly burning, but like all Dunwichians she will not admit to having been there. She can quote from the most God-awful literature available and rains these profundities down upon anyone who happens to converse with her. The content of the Library reflects here interests. Aside from the most common magazines of the time the only current periodical to be found is the Dunwich Gazette.

4. The Phone Exchange: 1st floor

Next to the recorder of Deeds office. One room and one operators desk. If players count they will learn that there are 86 hooked up lines. Hours 5 am to 8 pm. After 8 pm and before 5 am no calls enter or leave Dunwich. Mcquire Hasten spends most of his time here. He may sometimes be found across the hall in his office.

5. Recorder of Deeds

Clerk: Mcquire Hasten 62

Deeds - Clerk may remember (Roll Luck) or even be willing to help search out deeds to buildings purchased by the Rothenfelder trust. "Met the Gent myself, I did." (when everyone saw him). (Roll Fast talk)

Further Information: General: 2 buildings purchased

A. Weatleys 6-7-1917. Restored Colonial tavern. Open for business. "Good food." Blue print available.

B. Gravesons farmstead 6-1-17. Colonial farm. Working order-closed to public. "J.D. spends a night or two a year there. Gets away from the bustle of New York, you know." He has a blueprint of Gravesons which does not include the Gazebo in the orchard. Players may copy map (Roll Mapmaking) but must not take original out of Deeds office. (If poor mapmaking roll made just show map to players and allow them to copy from memory. *Do not show Gazebo.*)

The Constables

Bart, age 26 and Dan Wooten, age 30 - special information they may have for the players. One of them is always in.

This testimony will corroborate both the report filed by D. Ferkin and the milkman concerning the discovery of Mr. Plunkett.

1. Bart was at home. Dan was on duty in the municipal building.

2. 4:20 am Mr. Pigeon arrived and informed Dan that he had found a body at the said location.

3. On their way to the scene they picked up Bart.

4. The three of them arrived beside Plunkett's body at approximately 5:20 am, or one hour and twenty minutes after the body's discovery by Mr. Pigeon. It was, according to Mr. Pigeon, exactly as he had found it. There was only one set of tracks leading to and from the body and Pigeon acknowledged that they were his.

5. The body was searched for identification and a billfold and passport were found establishing the victim's name and nationality.

6. It was decided that, since the victim was a foreigner, the Mass. State Patrol should be immediately notified. Bart secured the area while Dan took Mr. Pigeon back to Dunwich. He then contacted the Uniform Division, picked up Doc Faraday to sign a Certificate of death, and returned to the murder scene.

7. 6:45 Patrolmen Riskin and Stark arrived.

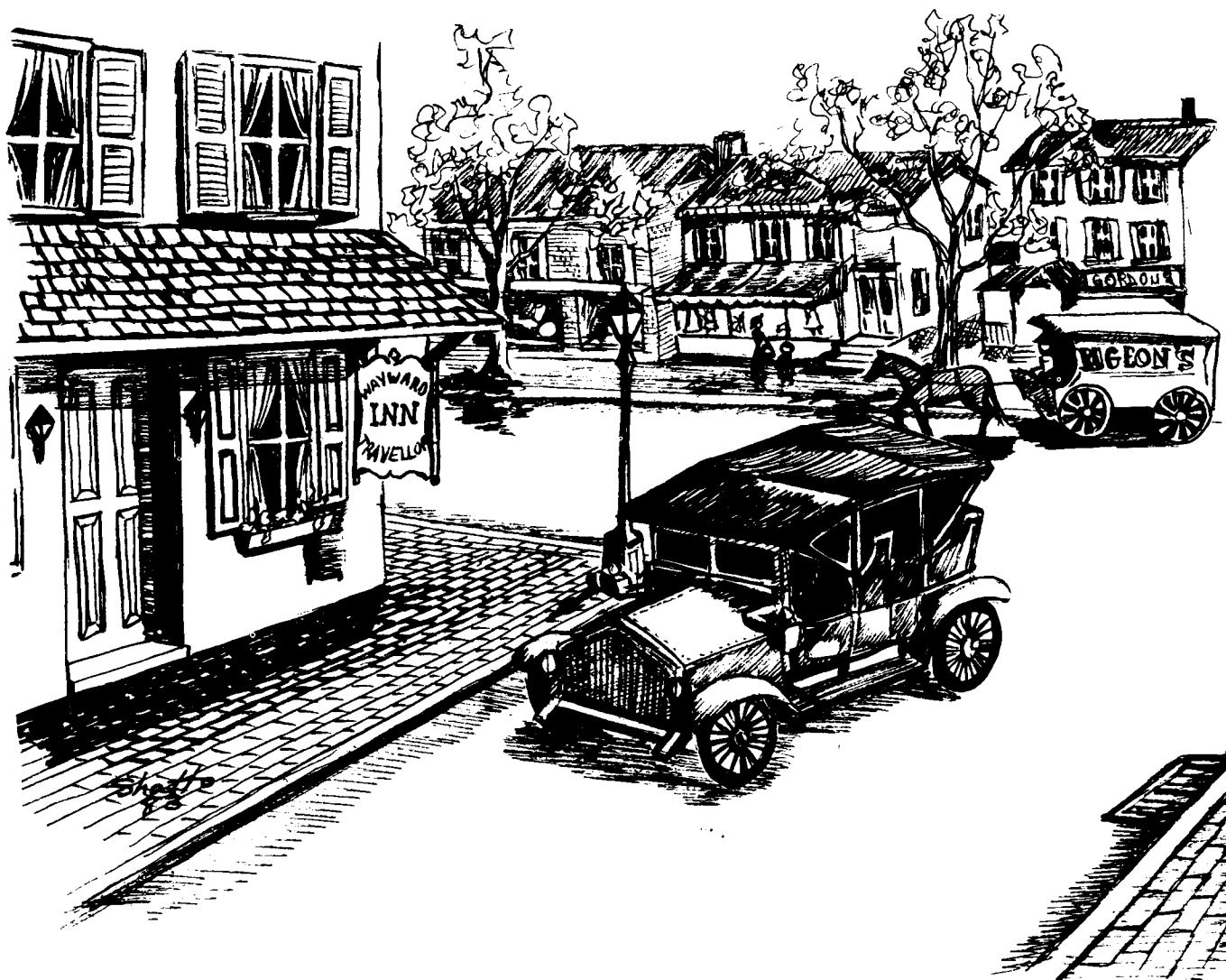
8. 7:20 Detective Inspector Ferkin and his assistant Beetz arrived.

9. 8:00 Certificate of death signed by Doc Faraday and witnessed by detective inspector Ferkin. Cause of death: Foul Play

10. The rest of the day was spent interviewing residents within a mile radius. This was done by Patrolman Riskin accompanied by Constable Wooten.

11. Around 3:00 pm Detective Inspector Ferkin and his assistant went into Dunwich to continue the investigation. They were accompanied by Constable Bart Wooden. Doctor Faraday was returned to town at this time.

12. 7:00 pm all parties returned to murder site. Body was prepared for transportation and loaded into the rear of the state patrol vehicle.



13. 7:45 pm body sent to Springfield, Mass for coroner's inquest. All parties involved returned to usual duty.

The Wooten brothers will also add that they were completely bored by the methods employed by the State Detective Bureau. It was all "measure this to that and that to this; wait till we get back; repeat your story please, would say that the ruin is 85 to a hundred paces away . . . Better pace it off . . etc., etc." Ferkin's assistant photographed everything except what Wooten thought they should have, namely themselves.

Bart and Dan have given the murder considerable thought and are convinced that Plunckett was in on a cognac smuggling operation. He was, they believe, bumped off because he was encroaching on already established territory. They have not seen the official report and if the investigators mention that they themselves have, the two constables will be mostly concerned with how they were presented in it.

The Dunwich Gazette

Located in the basement of municipal building, the newspaper has one press, and is published weekly or

thereabouts. Publisher, printer, reporter and purveyor of news extraordinaire - Bill Morrow.

Bill is a grizzled old-timer about 68 or 70 years old. His eyes are clear and his mind sharp. His features are hawkish. He is best described by the four articles which always accompany him: his ink-stained apron, a battered visor cap, a cigar which he chews but seldom lights, and his note book.

Bill knows everything about this town, or so he believes. He considers no event insignificant, and no event is, once he has finished reporting on it, and embellishing it a little.

He can pull an article concerning any event which occurred in the environs of Dunwich from his files. These files occupy a great deal of valuable space in his workshop. The shop is a clutter of loose type, paper, ink stands and filing racks. He sweeps it up the day after each edition is printed. He will be on the offensive whenever players come into contact with him, badgering them about their personal lives, their war record, their occupations, why they are in Dunwich and what they think of this fair town. Whatever

players say to Bill will most likely turn up in this next printing, but they are lucky in that he has just released the one for April 17.

Bill is discreet. Anything players say to him that he does consider news-worthy will not part from his lips until the following Monday. He believes gossip, in general, ruins sales for the Dunwich Gazette.

Just like everyone else in town, Bill was not at the Whately burning. He does have an article on it, though. There is also an article covering the death of Plunkett and the day Rothenfelder came to town .

If Ferkin beats the players to locker 222 in New York and Boston, Bill will be the first to inform the players. He will do this in person (not the following Monday when he prints it). Ferkin's body was found in the Miskatonic River; eight miles downstream from Dunwich. He will also be able to tell them:

1. He heard it through the press grapevine.
2. Ferkin's automobile was found 7 miles downstream. It looks as if he was in an accident and his body dislodged itself from the car after hitting the river.
3. His whereabouts the previous two days are a mystery.
4. He was found on the (day) (Keeper assigns a date here that should be players interview +2 days).
5. The Massachusetts State Patrol are seeking (number of players) who were last seen with Ferkin before his disappearance.

Of course, Bill will not go too far out of his way in order to warn the players. He is looking for a story and wants first crack at it. His mobility is limited as are his funds. He will not, for example, go to Boston in search of them. He will, however, go as far as Old Whately ruin if he can logically find out that the players are there.

II Wheatleys Tavern

Proprietor - Bill Mullen, 36, Married

1. Each time players take a meal here (Roll spot hidden) they will pass an unobtrusive bronze plaque.

Wheatley's Tavern Est. 1722
Restored 6/6/18
By Rothenfelder Foundation

2. All employees dress in Colonial costume.
3. Plank wood floors. Rustic Furnishings.
4. Good hearty meals.
5. Open only for dinner weeknights 3-9 pm
6. Saturdays Open from 11 am - 9 pm
7. Sundays Open from 11 am - 9 pm
8. No Booze! (Remember the 18th amendment.)
9. 2 1/2 story structure. First floor - Restaurant, Basement - Storage, 2nd floor - Proprietor's residence, 3rd floor - storage.

Bill Mullen and his wife are not from Dunwich. They are from Lowell Mass. His father runs a restaurant there. They know all the people in town but really nothing about them other than where they live and livelihood. No general history. He got his job because he applied for it. Saw an ad. in the Lowell Times."

III The Filling Station

Owners: Henriette, age 66, and Gus Weil, age 64

Tenant: Arthur Weil, age 21, Gus's nephew.

Keeper's Note: Arthur is the only person in all of Dunwich who will, if asked, relate what he knows of the Whately burning.

The filling station is a two story affair, much longer than it is wide. Gus and Henriette live in the rear while Arthur lives in a studio on the second floor. The front of the building is a combination candy and tobacco shop. There is one gas pump. Gus and "the boys" usually occupy a bench either inside or outside the building depending on the weather. Strawn throughout the store are Arthur's paintings. They are for sale and generally overpriced. Gus and his wife are acquainted with all general history concerning Dunwich. Gus was present at the Whately burning but of course will deny it. Arthur is never home during the daylight hours. He is usually stalking the wilderness that he loves to paint or napping beside the Miskatonic, even if it rains. (A Spot Hidden roll will reveal one painting out of the ordinary. It is of a pile of rubble. Gus and Henny will refuse to talk about it. It is the Whately ruin.)

If players wish to speak to the only artist in town and use a clever ruse (roll fast talk) Gus will point out the general direction Arthur took that morning. He will add:

1. Arthur leaves every morning at sun up.
 2. He is usually home at sun down.
 3. He has been known to stay out all night too.
 4. He won't be hard to recognize. He'll be the one with the easel and paints.
 5. Everyone likes him though he's "a bit off" like most artists.
- (A successful spot hidden roll will locate his trail. A subsequent successful tracking roll which will locate Arthur. There is a 50/50 chance he will be napping.

Arthur Weil

Arthur is shy and unassuming as long as no one gives him reason to be suspicious. If he feels that anything he may say or do will eventually harm his uncle or aunt he will say nothing. If players gain his trust (Keeper's discretion) Arthur will relate the following:

1. He knows practically no one in Dunwich but they all seem to know him.
2. He was out to the Rothenfelder place once, fishing,

but was warned off by the caretaker and his dog. He's never been back.

3. He likes Dunwich but will soon go to Cape Cod for the tourist season and sell his paintings.

4. If players ask about the Whately burning he will tell the following, based on his uncle's nightmares and bits and pieces his aunt told him in explanation of the nightmares.

"My Uncle's a good man and my Aunt's a good woman - I hope you guys understand this - I don't know about this town. The people - older folks - don't look you in the eye. Most folks around here keep to themselves - I thought their secretiveness was just part of the local character - but there's a dark secret. They act as if some incriminating question is always on the tip of the tongue of some newcomer like myself. I've been here two years now but soon I'm going on to Cape Cod. I don't like secrets.

"I only have an inkling of what went on at Whately's. My Uncle's a good man - sensitive man - and what he can't talk about he dreams about - and I hear it up in my studio. In the morning I ask my Aunt what it was all about but she don't say. "Just you never mind." Sometimes there is no sleep in the house and then I get half answers - but only half. "The Whately burnin." She lets me know that I'm to let it drop.

"As I figure it this Whately was an evil man, (he'd been robbing bodies from that church near his place). No one was sure what was goin on. Finally one of these missing dead people turned up in the river. And what else was odd was that he didn't look like he'd been dead long, (some of the old timers recognized him). What do you say to that?

"I checked out the church down there and you can still see the fallen mounds from where the bodies had been taken. They are eroding level now but their keeper (caretaker) has been gone these forty years. (Graves usually fall in when the box goes but these are deeper, like no one was buried there.)

"During a church picnic one of the parishioners came across another body in a field not far off (from the First Saviors Church). Folks gathered about and recognized it as Rachel Curwen. She was in her grave clothes but her eyes were open and her mouth was wide - in some animal like grin. All of a sudden she jumped up and ran off to the Whately place. Little kids ran around screaming, women and men fainted - next thing you know the parish, in one mind, was torching Whately's. I believe the old man tried to get out but the folks shoved him back in.

"There is not much of the place left now. The church kind of died too. They built the new one on Pilgrim street but didn't move their dead (I don't know why). I can still hear my Uncle cryin out at night . . ." Don't let

him escape - burn devil, burn - my God its Rachel, etc." It must have been awful. I don't know what was left of Whately or Rachel Curwen. All this I got in bits and pieces these two years. I don't like secrets. Specially that kind . . ."

IV GROCERY STORE

Grocer: Bradley Fergott - 58 years old

1. Saw Rothenfelder once. When everyone saw him.
2. Sells his "man" his groceries.
3. Buys a lot of fresh fruit.
4. Stops by every two weeks or so.
5. He never talks to anyone about anything
6. Presents him a list and he fills it.
7. Drives a pick-up wagon.
8. Sometimes brings his dog (a big dog).
9. Last time he was around was two weeks ago.
10. Pays in cash. Usual order. Might stop by soon again.

V BUTCHER

Butcher: Tom Drewd - 52 years old.

1. Saw Rothenfelder once. When everyone saw him.
2. Sells his "man" his meat (he is the only butcher in town.)
3. He knows when Rothenfelder is around. Can tell by the expensive cuts his "man" buys.
4. Pays in cash.
5. The "man" never talks to anyone about anything
6. The man gives him a list of what he wants.
7. Sometimes he brings his dog (a big dog).
8. Drives a pick-up truck.
9. Rothenfelder's "man" was in last Saturday to buy expensive cuts of meat.
10. Can give Players any general knowledge of Dunwich.

VI UNDERTAKER

Undertaker: David Hobson - 63 years old.

1. He buried Plunkett
2. He did a good job.
3. He did a good job believing Plunkett was a man of means and therefore someone would either claim the body or reimburse him for his efforts and expense beyond what the state will give him. (He will ask players pointedly for money.)
4. Plunkett's cash and valuables will eventually revert to the state if no one claims them.
5. He has no idea how long #3 will take. He gambled.

VII HARDWARE STORE (Dunwich Dry Goods)

Owner: Ralf Emerton - 69 years old.

1. Saw Rothenfelder once. When everybody else saw him.

2. His man occasionally comes by for a tool or clothing.
3. He never talks to anybody about anything, just picks up the item, lays it on the counter and pays cash.
4. He drives a pick-up wagon.
5. Sometimes he brings his dog. Always stays in the truck.
6. He last saw him two weeks ago. Bought some overalls.
7. Doesn't know when Rothenfelder is around. But sometimes the butcher does.
8. Can answer any questions concerning Dunwich and its general history

Most canned goods, dry goods, tools, etc. can be purchased here. There is also a rack of used fire arms for sale. There are only three small-caliber handguns available. Two .22 cal. revolvers and a .32 cal. revolver. No one has any need for anything larger. Farmers usually use them for snakes. There are all gauges of shotguns available. There are rifles, but nothing larger than a 30.6. A Knowledge roll plus half the Characters weapon skill is needed to determine if a weapon is reliable. There is a 50% chance that a weapon is unreliable. If a weapon is unreliable, there is a 10% chance it will explode in the character's face each time the trigger is pulled. (Roll 1D10. On a roll of 0,1,2, the weapon explodes doing 1D6 (for rifle or shotgun) or 1D3 for hand gun). All ammunition purchased here are reloads, therefore there is a further 5% chance that each round fired is a dud. There is also a telegraph station in the rear of the store. As described by Mr. Hertig, players may receive or send telegrams at the usual times.

VIII THE MURDER SITE

Nothing can be gained from going here. Mill Run Lane dead-ends at River Road coming from the south. About 300 yards to the east on River Road is the ruin of an old mill. About 100 yards to the north is the Mistakonic River. The area in between the river and River Road is marshy and difficult to traverse. Across the Miskatonic are a few farms about 1/2 to 3 miles distant. One's view is always interrupted by hills and woodlands. To the south, Mill Run Road begins a winding crawl into these wooded river hills.

Keepers Note: Graveson's is the nearest farmstead on the north bank of the Miskatonic River. Whately's ruin is located only 1/4 mile away from the murder site, in the hills on Mill Run Road.

General Information that can be learned from any Townsperson

1. There are mostly old folks living here now. The young ones have all gone off to work in the cities. A few of them work for their parents if they have an aspiring trade. Some of them return in summer to help on the farms.

2. There is only one person who knows anything about art in town. His name is Arthur Weil and he lives on the second floor of the filling station. The townspeople think he is a little odd but down deep they are proud to have him.

3. Everyone saw Rothenfelder once, the same day everyone else saw him.

4. Most of the old folks were in on the Whately burning but none of them will admit to it. (This is impossible for the players to find out.)

5. All of the townspeople are familiar with the story of the Whately burning and may talk about it, albeit, in the guise of hearsay. Dunwich has real community spirit, and no one will jeopardize another's integrity.

6. Rothenfelder's place is East of town on the Arkham Road. He doesn't like visitors and no one in town violates his privacy. They're proud to have him as a neighbor. They've all been past there from time to time and used to go to watch the restoration while it was in progress. There was nothing unusual about it.

7. Everyone knows who Rothenfelder's man is, and that he sometimes comes to town with his dog. He never says anything to anyone but does tip his hat to the ladies or wave good morning to the men.

8. Everyone knows everyone else in Dunwich, where they live, their occupations, who their children are, etc. Some people don't like others but they'll never admit it to a stranger.

IX THE WHATELY RUIN

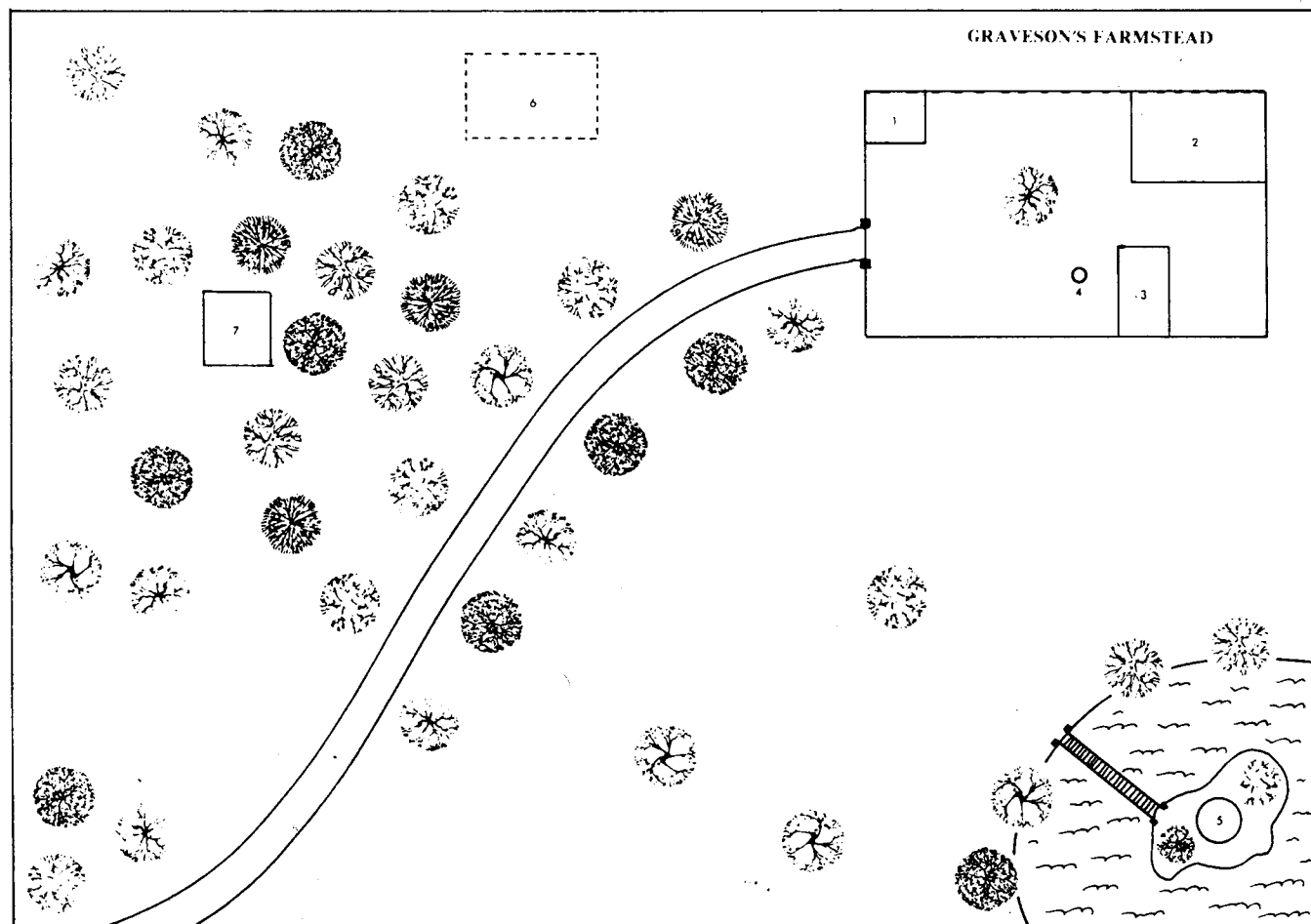
The place is just a pile of rubble located in a small clearing. A burned beam occasionally protrudes from among the ivy. From the rear of the house, one can still see just beyond the rim of trees and across a field, to an old church about 1/4 mile away.

If players thoroughly investigate the Whately ruin and surrounding grounds they will find evidence of what looks like an eroded trench leading away from the house and into the woods. If they follow this into the woods several yards, it will end in a declining embankment. If the embankment is investigated the players will find the end of what appears to be a French drain (small sewer line used for dispersing waste water into the ground). If a player digs along this line toward the house they will find (1D6 hours) the skeletal remains of a man. The hair and beard are intact. This is Ambrose Whately. A few feet closer to the ruin is a leather sack, rotted to the point of obscurity.

Protruding from the sack are the worm eaten remains of large books, totally wrecked by the damp earth. Also in the bag will be a silver tube (cylinder) made of unknown metal, and a bag containing rotting



Flournoy
'83



Dunwich, Mass.

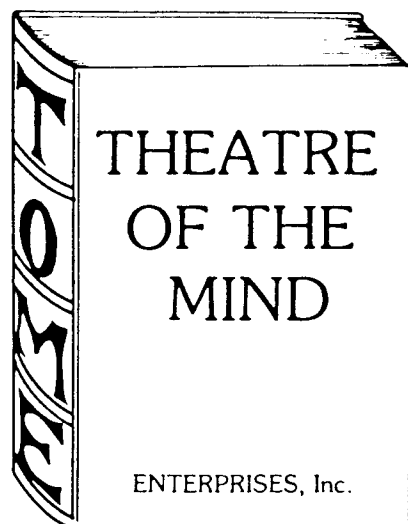
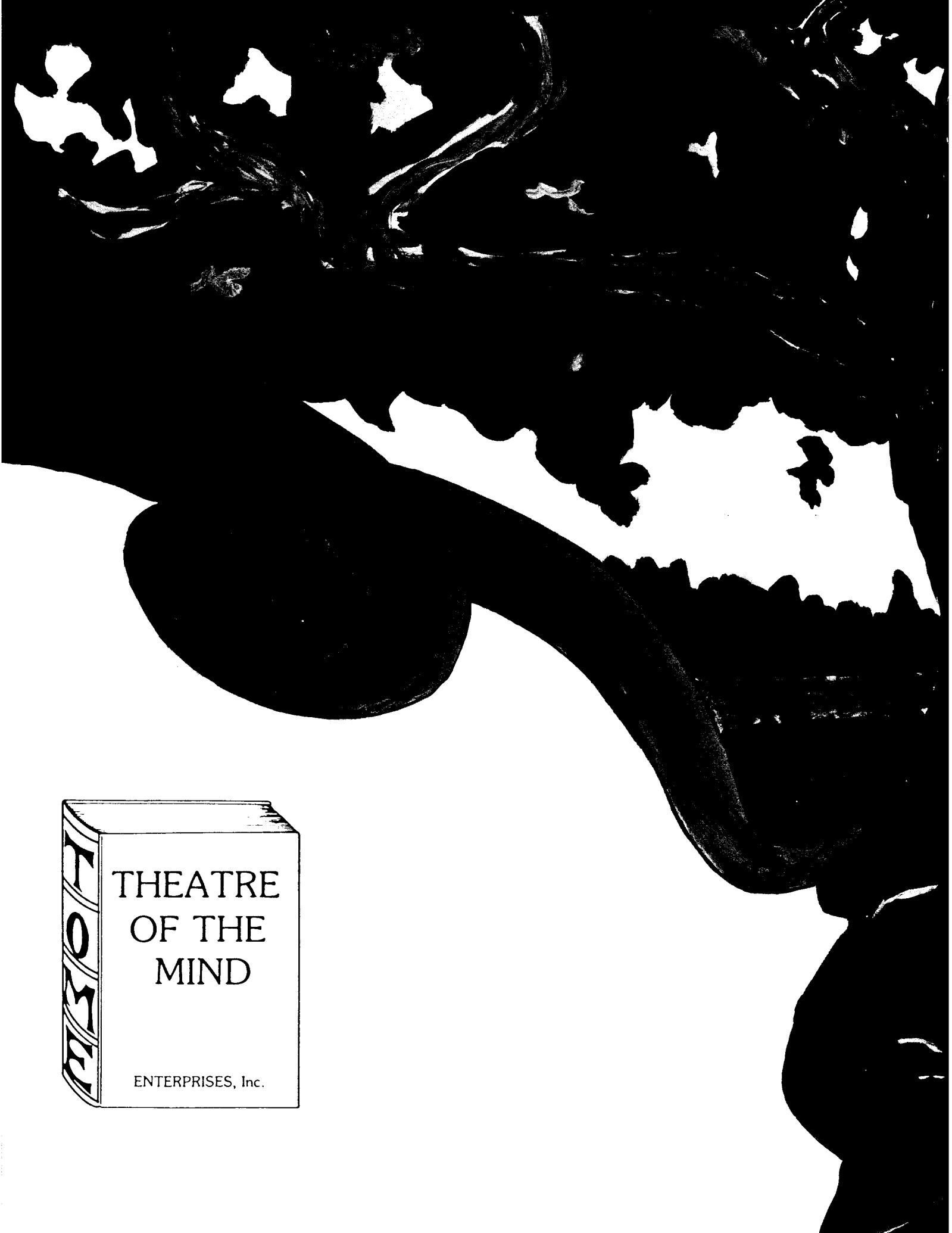
1. Filling Station
2. Wayward Traveller's Inn
3. Dunwich Dry Goods
4. Wheatley's Tavern
5. Dunwich Municipal Building
6. Second Saviour's Church
7. Pilgrim Street
8. The Arkham Road
9. The Innsmouth Road
10. River Road (to Boston)
11. The Springfield Road
12. Dunwich Bridge
13. The Butcher Shop
14. The Grocer
15. Dr. Faraday's

Graveson's Farmstead

1. House
2. Barn
3. Stable
4. Well
5. Gazebo (Island)
6. Family Plot
7. Gazebo (Orchard)

KEEPER'S SCREEN

DEATH IN DUNWICH



THEATRE
OF THE
MIND

ENTERPRISES, Inc.

vegetable matter and teeth. Around the neck of the dead man is a necklace of teeth with inscriptions carved into the enamel. Around the bone of the left forefinger is a ring with more inscriptions impressed upon it. The players will be unable to recognize any significance or meaning from these items unless they spend some time at Miskatonic U. All this stuff is caked in mud and will require care to remove it. (See App. 3)

Appendices

App. 1:

The following information can be learned from Library Research or the curator of any art museum.

•Leonardo Da Vinci

Born: Vinci - a small village in Tuscany, 1452
Died: Cloux - France, 1519

Only known to have done three paintings in his lifetime.

1. "The Adoration of the Magi" (1481) - unfinished
2. "The Last Supper" (1497) tempera wall painting (FRESCO)
3. "The Mona Lisa" (1503) oil on canvas

Sculptor, painter, engineer, scientist, inventor, musician:

In 1497 he began the compilation of his famous notebook which eventually contained drawings of military machines, rock formations, plants and animals, buildings and anatomy. He had the unusual distinction of being a legend in his own time. His engineering projects were considered as important as his other professional attributes. He spent most of his life in Milan and Florence but visited Rome, Mantua and Venice. The last 2 years of his life were spent in France. He maintained a stormy relationship for twenty six years with a boy/man whom he called Salai, and was once denounced for sodomy. Salai, at the time, was a synonym for Satan.

A unique feature of the "Last Supper" is that it was done in tempera, a painting medium which is capable of being diluted with water. Traditionally tempera was bound in an oil and water emulsion with egg-yolk as the emulsifying medium. True tempera is generally painted on an absorbent gesso ground with a panel as support. In the time of Da Vinci, tempera was extremely labor intensive.

Keeper's Note: There is very little else known about the man called Salai.

Da Vinci will not be found with the other artists on the farm. He managed to outwit Dunkleherz and was destroyed.

•Raphael (Raffaello Sanzio)

Born: Urbino, 1483
Died: Rome, 1520

Umbrian painter and architect. He and Michelangelo were considered the greatest masters of the Renaissance. Raphael's early years show the influence of his master, Perugino. He first came to note in Florence where he lived from 1504 to 1508. In 1509 he was employed by Pope Julius II to decorate his apartment in the Vatican. With the accession of Leo X in 1513, the demand put upon Raphael's talents became exorbitant.

Famous works include:

- "The School of Athens" (1509-11) Fresco
- "Transfiguration" (1517-1520) Probably Fresco

•Caravaggio, Michelangelo Merisi da

Born: 1573 (near Milan)
Died: 1610 Port Ercole, Tuscany

He went to Rome (Circa 1592) and after several impoverished years evolved a remarkable style of religious art. Quite distinct from previous norms, he used unidealized models (causing considerable scandal), experimented with the rendering of violent expression and utilizing strong, unnatural raking light. He fled Rome in 1606 after killing a tennis opponent and worked feverishly in Naples, Malta, and Sicily all the while evading the Roman police. (He was known as a brawler and often picked quarrels at sword point.) From 1600 until fleeing Rome he appears in police bulletins every few months. In 1608 he was captured and imprisoned on Malta, but managed to escape. Eventually he was pardoned for the murder (C.1610) but died of malaria while on the road to Rome.

Famous works:

- "The calling of St. Matthew" C. 1599
- "The Supper at Emmaus" C. 1600

•Rubens, Sir Peter Paul

Born: 1577 (Westphalia)
Died: Antwerp 1640

Flemish painter and diplomat. Although the son of a Calvinist he was himself a lifelong Catholic. He is viewed as the greatest master of the North European Baroque. He arrived in Antwerp in 1587 and entered the guild in 1598. He was in Italy (1600-08) and

managed to visit every major city as far south as Rome. His large studio in Antwerp and numerous assistants allowed him to become the most prolific and versatile painter of his age. Because of his linguistic talents he became a special agent in peace negotiations between the Netherlands, Spain, England and France. He executed commissions in all of these courts. In his time he was considered as much a diplomat as a painter. He was entrusted with state secrets and was knighted by both Charles I of England and Phillip IV of Spain.

Famous works:

"Descent from the Cross" 1611-1614

"The Garden of Love" 1638

•Bernini, Gianlorenzo

Born: Naples 1598

Died: Rome 1680

Sculptor/Architect

Bernini was among the main practitioners of the Baroque style in Rome. An astonishing technician, he enlarged the traditional role of sculpture, joining it with architecture and increasing its coloristic potential. He learned his trade from his father, Pietro Bernini, after they moved to Rome in 1605. They primarily worked in Rome under official commissions. With the election of Innocent X (1644), Bernini's reputation momentarily declined and he worked under private commissions. He returned to

favor in 1655. He went to France at the request of Louis XIV to provide plans for the Louvre, but they were never used. He primarily worked in marble.

Major works:

"Apollo & Daphne" (1622-25) life size

"Louis XIV" (1655) life size

•Boccaccio, Giovanni

Born: 1313 Paris

Died: 1375 Certaldo

Italian writer, he was an illegitimate son of a Florentine merchant. Despite his father's efforts to have him become a merchant, his keen interest in writing and poetry frustrated his father's desire. He arrived in Naples in 1324 and gave himself to the gay and licentious life at the court of King Robert. He produced his first efforts there including *Il Filorolo* and *Filostrato* (C. 1338). His masterpiece was undoubtedly the *Decameron* (C. 1348-53), a collection of 100 stories. Some of this stories (*La Teseide*, *De Casibus virorum illustrium*) were adopted by Chaucer (*Knight's tale*, *Monk's Tale*). A biography of Dante was started late in his life but was left unfinished. He died of poor health in Certaldo.

His work is remarkable in its serenity and disinterested vision of human action, a style widely imitated by subsequent Italian writers.



•Vivaldi, Antonio

Born: C. 1675 Venice

Died: 1741 Vienna

Italian violinist and composer. Vivaldi became one of the most celebrated virtuoso of his day. A man of fiery red hair, his early training for the priesthood led to his nickname "the Red Priest." He spent most of his life traveling in Italy and other countries as a virtuoso and opera composer. Vivaldi composed 38 operas and many cantatas and motets. He was a virtuoso of the violin, and it was due to his influence that the violin became the dominant instrument of the ensemble. Bach studied Vivaldi concertos closely and adopted the form of the concerto as Vivaldi had developed it.

•Goethe, Johann Wolfgang Von

Born: 1749 Frankfurt - am - Main

Died: 1832 Weimar

German writer and poet, arguably Germany's greatest. Critical essays on art and literature, short stories, fairy tales and scientific articles compose many volumes of his work. But above all, it is the depth of feeling, the variety in form and content, and the illuminating nature of his observations that set him apart. They have been rarely matched, and never exceeded. Much of his work was done in Weimar from 1775 to 1786 and again from 1789 to his death in 1832. Goethe was leader in the literary revolt against Gottsched and the theorists of the enlightenment. Originality of genius, and the findings of inspiration in nature (human and otherwise) governed works along with his conviction that poetry must come from the heart.

Famous works:

"Wilhelm Meister"

"Faust"

"Die Leiden des jungen Werthers"

"Dichtung and Wahrheit"

Keeper's Note: When discovered by the players, these artists will be found involved in behaviour suited to their individual talents.

App. 2

Boston Train Station

Contents of Locker #222

1. Page 23 & 24 New York Times
2. 1 Key
3. 1 .32. Caliber Bullet

Grand Center Station NYC

Contents of Locker #222

1. Article New York Times 9/18/18
2. Article The Genever 1/12/19
3. Article the Genever 1/18/22
4. Article El Toro 2/5/21
5. Article Erwache! 10/2/19
6. Article Alah Istanbul 10/25/21
7. Article New York times 1/1/20
8. Article Italia 3/4/31
9. Article La Roma 1/1/22
10. Article La Mond 1/25/20
11. Receipt for Western Union telegram dated a.m. 2/14/22
12. Telegram dated a.m. 2/15/22
13. 1 .32. Calibre bullet

Telegram dated 2/15/22 a.m.

Contents:

Agreed - Dunwich - Wayward travellers.

Bullets.

(Roll Spot Hidden)

The .32 Caliber Bullets if examined will show;

1. they are soft tipped (lead)
2. there is a wax seal over the tip
3. if tip removed there is an oily substance inside. If analyzed the substance is oil of garlic. (smell)
4. Immersed in the oil of Garlic is a piece of glass.
5. If glass examined it will be discovered that it is 1/8 carat diamond chip
6. See Gunsmith.

App. 3.

RESEARCH INTO BOOKS FOUND AT WHATELY RUIN

Miskatonic University

A Doctor Fineous T. Snoot (San. 12) is the resident oddball and expert in Paranormal studies. There is a 50% chance of his being in the proper disposition to help the players. If he is so inclined he will be unable to positively identify any significance the objects may have but he will make the following suppositions:

1. From the rotted fragments of the books the lettering appears to be the work, or resembles the work, of Wolfram Von Eschenbach: (A troubadour of the 14th century) His best known work was a treatise on Parsifal and the Holy Grail. Snoot knows very little else about Eschenbach.

2. He has no idea what the tube is for. A metallurgist in the science department may be consulted but he will also be baffled.

3. The rotting vegetable matter is also a mystery to Snoot. A chemist may be consulted but it will take him 24 hours to ascertain that these are the remains of 3 herbs. 1. Tanna leaves, 2. Serpent's kiss, 3. Mandrake. No one knows what they are for.

4. The teeth are also of unknown significance but the inscriptions carved into them he has seen before. There are twelve teeth, each carved with a singular rune. If the players return the same time tomorrow he may have a transliteration for them. (Each rune stands for one of the twelve Dragon warriors created by the god Tiamot to aid her in her war with Bel-Marduk. Snoot gleaned this information from the one copy of the Necronomicon located in the Miskatonic Library).

5. The inscription on the ring also baffles him but the following day he will be able to tell them that:

- a.  This symbol stands for death
- b.  This symbol stands for power
- c.  This symbol stands for life
- d.  This symbol stands for the void, or nothingness.

He learned this from the same book. They make up the fire wheel which symbolizes the sun eternally chasing the moon or the ancient struggle between light and darkness, good and evil.



Dr. Snoot will insist that the player's tell him where they acquired these tokens, or he will refuse to divulge any information. When the players reveal that they got them near Dunwich Snoot will act surprised then show them a map of the United States bisected by a series of lines running North to South. One line passes through Massachusetts and runs a few miles East of Dunwich. He is not sure who gave him the map nor of its significance.

If the players attempt to verify Ambrose Whately's attendance of Miskatonic University they must spend 3 hours going through the matriculation records located in the Administration Building. They eventually find an Ambrose Whately. There is also mention of a paper presented in that year by Whately which was not well received.

The paper may be found in the Library (roll Library use) after a 3 hour search. It is entitled "The Essence of Angles" and presents the following theories, but is otherwise incoherent. 3 Hours are required to learn that:

- 1. Energy and will power are related.
- 2. Genius is an extension of will power
- 3. A new Geometry is needed which will lead to conduits capable of conducting this energy.
- 4. Something held Newton back from telling us the whole story about universal gravitation and terrestrial mechanics.

App. 4.

Article

6/6/16, New York Times

Availability

- 1. Archive, New York Times, N.Y.C.
- 2. Archive, any Library in U.S.A. except Dunwich. Roll averaged luck of player's investigating to determine if this issue is present.

Summary:

Business Report

Rothenfelder Foundation establishes trust fund for the Restoration and Preservation of National Heritage Sites.

6 Regional areas and headquarters mentioned.

- 1. South West - Tombstone, AZ
- 2. West - Los Altos Majeres, CA
- 3. Eastern Seaboard - Petersburg, VA
- 4. New England - Plymouth, MA
- 5. Central - Ft. Apache, KS
- 6. South - New Orleans, LA

"Certain worthy structures scattered about these regions will be purchased and reconstructed (restored) to their original visages. It's not known how much will be budgeted to do this."

Boston or New York Public Library or Rothenfelder office - N.Y.C.

Roll Library Use.

Title "The Rothenfelder Public Works" Pub. 1921 (New England)

This pamphlet summarized the goals, means, and methods of the Rothenfelder Reclamation Project. It also lists projects underway or completed.

NEW ENGLAND DISTRICT:

Mass. Plymouth - eighteen houses, 1 church and a wharf in and around Plymouth Mass.

Mass. Salen - 6 houses, 1 church and a courthouse

Mass. Boston - 12 houses, 1 Inn

Conn. New Bedford - 2 houses

Conn. Mystic Seaport - Wharf area, 2 ships, 1 Inn

Mass. Innsmouth - 1 house

R.I. Portsmouth - 3 houses

Maine Portland - village on coastal Island

Mass. Dunwich - 1 Inn, 1 farm

Mass. Concord - 3 houses

N.H. Wimpleton - 1 farmhouse

These project have not necessarily been approved. The properties listed were purchased. The Rothenfelder trust will provide monies for the individual reclamations it deems advisable.

Article:

9/18/18 New York Times

Availability

1. Locker #222, Grand Central Station N.Y.C.
2. Any Library in U.S.A. except the one in Dunwich
3. Offices of the N.Y. Times

Summary: Business World

Headline: J.D. Rothenfelder In Berlin for Economic Conference. "How many millions will it take?"

Headline: German Bankers Hold Holiday

Headline: Industrialists Discuss Inflationary Measures

Headline: New Tractor Factories Proposed.

Articles:

1/12/19 The Genever
(Daily Newspaper)

Availability

1. Locker 222 Grand Central Station N.Y.C.
2. Swiss Consulate N.Y.C.
3. New York's main Public Library
4. Copy may be acquired from publisher for \$3.00 + 1D100 + 14 days.

In French and German (translation required)

Summary: Pg. 6

Representative for Rothenfelder Enterprises, R. Dunkelherz, met with Leaders of Switzerland's four major Banks to discuss subsidies for German Bankers in regard to war reparations. Very little optimism was shared at this meeting of giants.

Article:

1-18-22 The Genever
(Daily Newspaper)

Availability

1. Locker #222 Grand Central Station N.Y.C.
2. Swiss Consulate N.Y.C.
3. New York's "Main Public Library"
4. Copy may be acquired from Publisher at the cost of \$3.00 + 1d100 + 14 days.

In German and French (translation required)

Summary of Contents

The University of Bern disclosed today the mysterious theft of certain "old and rare" manuscripts. The Books may have been missing for several years due to their extremely esoteric contents and infrequent usage. Clever forgeries were placed in their stead adding to the already difficult process of dating the theft. An

expert, a Mr. Dale Plunkett, discovered that the books had been purloined when checking their authenticity prior to a loan/exchange between the University of Bern and the Queen's Gallery, London. Mr. Plunkett was unavailable for comment.

Article:

10/2/19 Erwache!
(Daily Political Paper)

Availability

1. Locker #222, Grand Central Station, N.Y.C.
2. If sources in Germany are contacted they will deny this paper exists

In German (translation required)

Summary of Contents

Judeo-Bolshevik commandos are despoiling German Cultural Landmarks. Example: the Grave of Johann Wolfgang von Goethe Desecrated. Officials are too terrorized to act. The destruction of Landmarks fits into the Bolshevik plan to reduce Germany to a Land of peasants and slaves without a cultural or historical past. "Only this paper has the courage to tell the truth." The official bureaus deny that this destruction is going on. "Their insidious work goes on while only a few know the truth, Awake!"

Article:

2/5/21 El Toro
(Weekly supplement to the Mexico City Escribidor)

Availability

1. Locker #222 Grand Central Station N.Y.C.
2. Directly from publisher if \$2.00 sent

In Spanish (translation required)

Summary of Contents

The world of music waits with bated breath over the alleged discovery of a new Vivaldi concerto. Experts are busy judging its authenticity. The story begins when Rene Phillip Maldonado opened a secret compartment in a Louis XIV writing desk. He had purchased the antique from a W. Sternburg, in Switzerland, and it had only recently arrived. The renowned William Q. Henry of the Ruscaloosa School of Music was immediately dispatched. His expected pronouncement of authenticity will no doubt be debated throughout the world. Researchers are already tracing the history of ownership of the writing desk to see if it ever was owned by the master.

Article:

10/25/21 Alah Istanbul
(Weekly Magazine)

Availability

1. Locker #222, Grand Central Station, N.Y.C.
2. Turkish Consulate (Roll Luck of all players inquiring if successful, magazine had not yet been thrown out)

In Turkish (translation required)

Summary of Contents

Recent discovery of lost Boccaccio prose work decried as fake! Experts aghast. The World of Arts and Letters up in arms. Authorities divided as to "Octamoron's" authenticity. "Its either priceless or not worth the paper it's printed on."

Article:

1/1/20 New York Times
(Newspaper)

Availability

1. Locker #222 Grand Central Station, N.Y.C.
2. Any Library, except the one in Dunwich, located in the U.S.A.
3. The Dunwich Gazette's Archive.

In English

Summary of Contents: Front Page Headline**Attempt on J.D. Rothenfelder's Life**

The richest man in the world narrowly escaped death this morning. He was assaulted by a crazed Russian Immigrant - Identity as yet unknown while leaving his limousine in Times Square. Fortunately the attempt was foiled by a brave assistant named R. Dunkelherz. Unfortunately the assailant died before his identity could be ascertained. The police were puzzled by the bizarre method or weapon with which the criminal attempted J.D.'s demise. He was wielding a large jewel-encrusted Icon of the Russian Orthodox church which was believed to have disappeared during that country's misfortune a few years ago. New York and the nation breathed a sigh of relief. Police are working on a connection between the assailant and anarchist groups which are known to be operating among the workers in the Dock-side areas.

Article:

3/4/21 Italia
(Weekly magazine)

Availability

1. Italian American Restaurants in Boston or New York City
2. Locker #222 Grand Central Station, N.Y.C.
3. Italian Consulate in New York City
4. If a wire is sent to the publisher in Rome a copy can be acquired for \$3.00 in 100 days, but no less than 14.

In Italian (translation required)

Summary of Contents Pg. 3

Fascists cry out for a crackdown on Anarchists. They are alleged to have been the perpetrators of the desecration of public buildings and cultural landmarks. An example is given concerning the theft of the remains of Giovanni Boccaccio, 1313-1375. Report is emphatically denied by official Government Sources.

Article:

1/1/22 La Roma
(Newspaper)

Availability

1. Locker #222 Grand Central Station, N.Y.C.
2. Italian Consulate (one of the staff has kept a file of papers at his home)
3. If wire is sent to publisher a copy may be acquired at the cost of \$2.50 and requires 100 + 14 days for arrival in U.S.

In Italian (translation required)

Summary of Contents: Front Page

Amid the rites of the New Year, Romans were shocked to learn the morbid news that one of Rome's most treasured sights (and a major tourist attraction) was ruined. The tomb of Raphael (1483-1520) was vandalized. Officials have refused further comment. Reporter speculates that there was little of value to be stolen; the grave had once before been broken into during the last century.

Article:

1/25/20 La Monde
(French Weekly Mag.)

Availability

1. Locker #222 Grand Central Station N.Y.C.
2. French Consulate in either Boston or NY. Players' averaged Luck must be successfully rolled or periodical was thrown away.

3. Any French restaurant in NYC but under the same restriction as 2 above.
4. Directly from publisher. \$2.45 + 1D100 + 14 days for delivery

In French (translation required)

Summary

Antwerp police disclosed last week that the grave of Sir Paul Rubens, diplomat and artist of the 16 and 17 centuries, was found disturbed by the caretaker of the Johannis Cemetery. (Article is actually a footnote to a larger piece concerning the opening of a new exhibit at the Constance Gallery, Paris, of the works by Rubens' assistants-Van Dyck, Snijders and Velvet Brueghel.)

Article:

Pg. 23 and 24 New York Times - Feb. 14, 1922

Pg. 23

Society section: Only one article on page - all else advertisements.

Availability

1. Locker #222 Scully Square - Boston, Mass.
2. Any library, except Dunwich, in the U.S.A.
3. Offices of the New York Times, NYC

Headline: Gala Night

Summary

Black ties and Ballroom gowns. Star Attraction J.D. Rothenfelder. He is just returned from a successful business and pleasure trip abroad.

Availability

P. 24 Same as above (reverse of page.)

Headline: Expectation Concerning J.D. Rothenfelder's New Art Fund.

Summary:

What will he use to upset the world of art on Feb. 21? "We have all grown accustomed, maybe a little spoiled, to his ability to locate lost art treasures." Last year he shocked the world by auctioning the until-then unknown "Jonah inside the Whale" by Carravaggio. "Does his vast wealth attract these treasures of the super-esoterica? We can only hold our breath and wait."

Article:

2/10/22 New York Times, page 25

Availability

1. Police evidence room, Springfield, Mass.
2. Archives, New York Times.
3. Any library except the one in Dunwich.

Summary:

If the players look at the copy in the police evidence room, they will see one ad circled in ink. It is a list of auction dates. The one for Feb 21 is starred. If questions are asked about the auction, nothing happened, although Rothenfelder failed to make his expected appearance.

Article:

5/3/1882 The Dunwich Gazette

Availability

1. The archive of the Dunwich Gazette

Obituaries:

Ambrose Whately

B. 1800? D. 4/30/82

Ambrose Whately died last Monday afternoon during a fire which destroyed his house and earthly goods. Few of the residents of Dunwich knew this man who chose a solitary path through life's garden. It is known he came from the east, possibly Boston, for the few words he is known to have shared with his neighbors were sprinkled with the salt of a sailor's lingo. He was rumored to have at one time attended Miskatonic University, but there is no proof of this. He was not known to have held communion with any of the parishes in the county, and his relationship with his maker must, therefore, have been as private as the life he led among men. It is not known at this time who he is survived by. Efforts are being made to locate his next of kin. A memorial service will be held at the First Savior's Church after regular services this Sunday.

Article:

5/3/1882 The Dunwich Gazette

Availability

1. The archive of the Dunwich Gazette

Keepers Note: Every town has a dark side. Very few are bleached the color of the bones belonging to the skeletons in their closets. Dunwich is such a town. This article attempts to avoid implicating anyone in particular and therefore implicates all the townspeople in general.

Summary

Fire South East of Dunwich, Man Dies

The farmhouse of Ambrose Whately burned to the ground on April 30. Most of the residents of Dunwich were picnicking at the First Savior's Church when news spread that flames could be seen above the tree tops in the direction of Whately's. Try as they could, the building was a conflagration before sufficient hands could be brought against the fire. Several of the menfolk suffered severe burns, but despite their heroic efforts Ambrose Whately was consumed by the flames along with his building. Some of the livestock escaped without injury. It is generally believed that the fire began in the chimney while Whately took his afternoon nap and quickly spread without his knowledge. The building and its contents were declared a total loss.

Article:

4/6/17 The Dunwich Gazette

Availability

1. The archive of the Dunwich Gazette.

Summary of Contents

Banner Headline: Joseph Daniel Rothenfelder Pays Visit to Dunwich

He was greeted by the mayor at the steps of the municipal building. Given the "key" to the town. Samples local apple wine. He is looking for appropriate buildings for his reclamation projects. He wants to preserve America's architecture for future generations. Tours Local Ruins, "the more dilapidated the better" Largest crowd turned out since the civil war. Accompanied by his driver and vice president in charge of reclamation projects. Inquired about the fishing in the Miskatonic River. Says he'll never retire.

Article:

1/12/23 The Times and New York Times
(London Daily)

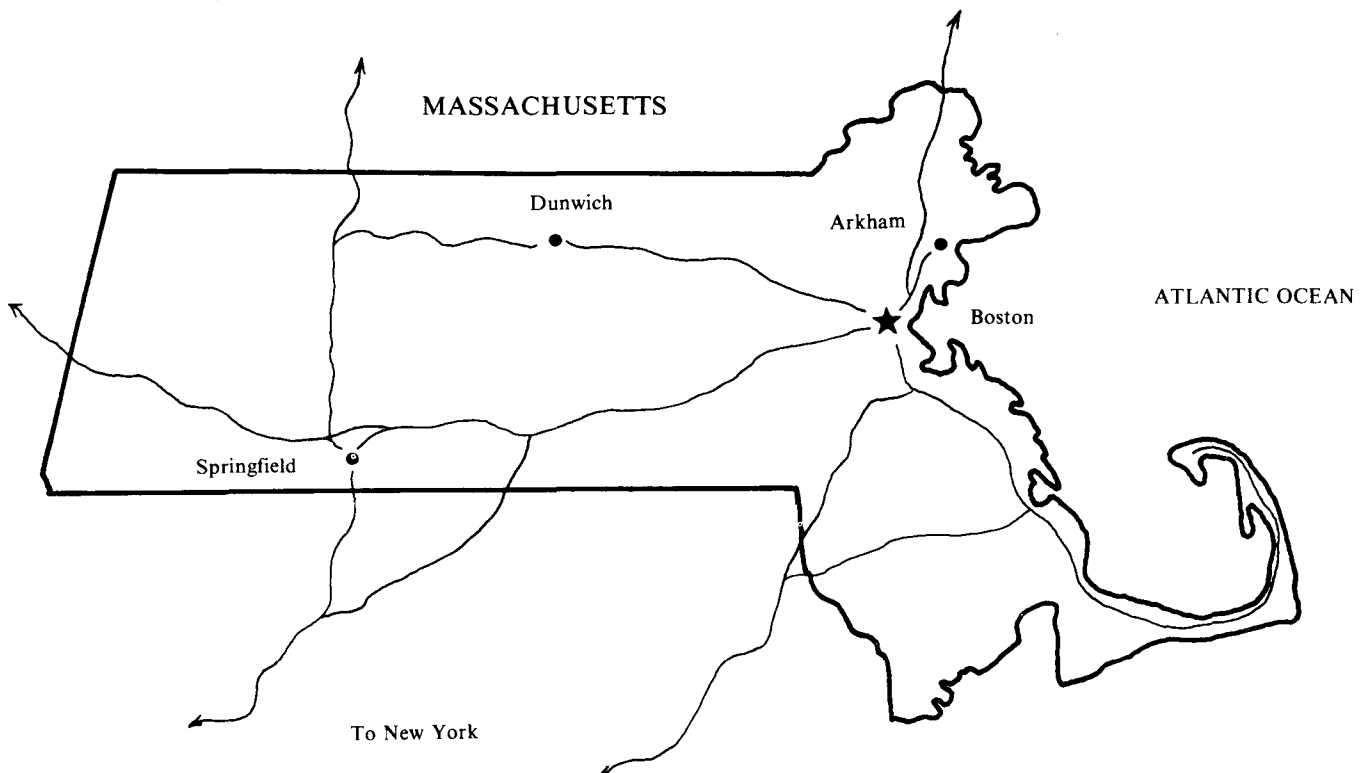
The following article will be printed if the investigators fail in their investigations.

Summary:

Headline: Lloyd George visits U.S. Arrives on Battle Cruiser Prince of Wales. Met at the Dock by President Harding and J. D. Rothenfelder.

(Later in same article.)

He was presented the recently discovered and priceless Bernini Statuette, Innocent the Tenth; in token of the mutual friendship our two nations share. Rothenfelder is quoted as saying "Since the struggles of my youth I have tried to attain the unattainable." And, "Two countries like ours have achieved a friendship worthy of the Grand Collector, history."



App. 5

THE GRAVESON'S FARMSTEAD

The wall surrounding the house, stables and barn is roughly 3 ft. high except where it abuts the buildings and the gate. The gate peaks at nine feet and is anchored by two stone columns 8 1/2 feet high.

The stone barn: There is only one access ramp. All service doors are in the interior of the compound. The barn contains the usual farm implements and a Limosene or two depending on whether or not Dunkelherz or Rothenfelder are home.

The stables: There are no horses here now. Their delicate natures were overcome by the presence of Dunkelherz and his cronies. A section of the stable has been converted into a bunkhouse style apartment for Ulfort.

The house: There is nothing unusual about the house. It is a typical 2 1/2 story early colonial. One room is important if the players examine its contents. The study contains the books purloined from the Library of the University of Bern. (The Keeper picks the appropriate tomes) They are displayed on knee-high tables open to random passages and protected from dust by glass covers.

Gazebo on Island: Nothing unusual here but in the lake the players may discover Plunkett's rented Pierce Arrow about 2 ft. beneath the murky surface and adjacent to the foot bridge.

Family Plot: The area around Graveson's is prone to flooding during spring months (due to ice jams down river) Because of this the early residents chose to bury their dead above ground in crypts. These crypts are about 3 ft. high and are made from New Hampshire marble. (3 of them are open in the night hours).

Gazebo in Orchard: Kurtzlich resides here (See The Bad Guys). In the center of the floor is an unconcealed trap door leading to a circular stairwell. At the base of the stairwell is another door, padlocked. Through this door are the corresponding cells of the reincarnated artists. This area is completely dark. The silence is only occasionally broken by the tapping of Bernini's hammer and chisel while he prepares the statue of Innocent the tenth. If Dunkelherz is destroyed the artists will eventually crumble back into dust. The players may accelerate this process any way they deem fit. It must be remembered that these creatures have been enchanted and will not notice any but the most severe distractions. A gap created in their person such as a wooden stake or other such object will cause this enchantment to cease and their moldering visages will collapse into the clothing around them. (The keeper should play up the grotesqueries of this scene. Just viewing the artists is worth a point of SAN; touching them is worth another point.)

The trap door is the only way in or out of the horrifying gallery.

The Bad Guys

"Hoof": Derek's Dog

Str: 17 Con: 9, Size: 16, Pow: 12, Dex: 18

Armor 1Pt. fur. move quietly: 99% Listen: 95%

Weapon: Lunge 80% (See Attack note below.)

Snap/Bite 40% (1D8). (Minimum of 4 pts. if following lunge.)

If Hoof is successful with lunge, victim is knocked to the ground. Hoof will remain with victim with his jaws in a grip around an appendage. If victim continues to resist in any manner at this point, Hoof will sever the appendage for all intents and purposes. He has a 95% chance to do this. The resulting wound will be fatal if the victim does anything but attempt and receive first aid within the next D3 + 6 minutes. If first aid roll is successful the victim may not engage in any further combat for remainder of the adventure and must be treated by a doctor.

Hoof hates Kurtzlich and everything else about Graveson's except Derek. He will attack anything when Dunkelherz visits. He will not exceed his training, however, and when darkness comes he remains in the compound unless ordered by Derek to leave. He is only let off his chain when Rothenfelder, Dunkelherz, the zombies, and Kurtzlich are secure.

Derek Ulfort

Str: 14 Con: 12 Size: 12, dex: 16, Cha: 7

Int: 9, SAN: 30 Pow: 9 Age 47

Weapons:

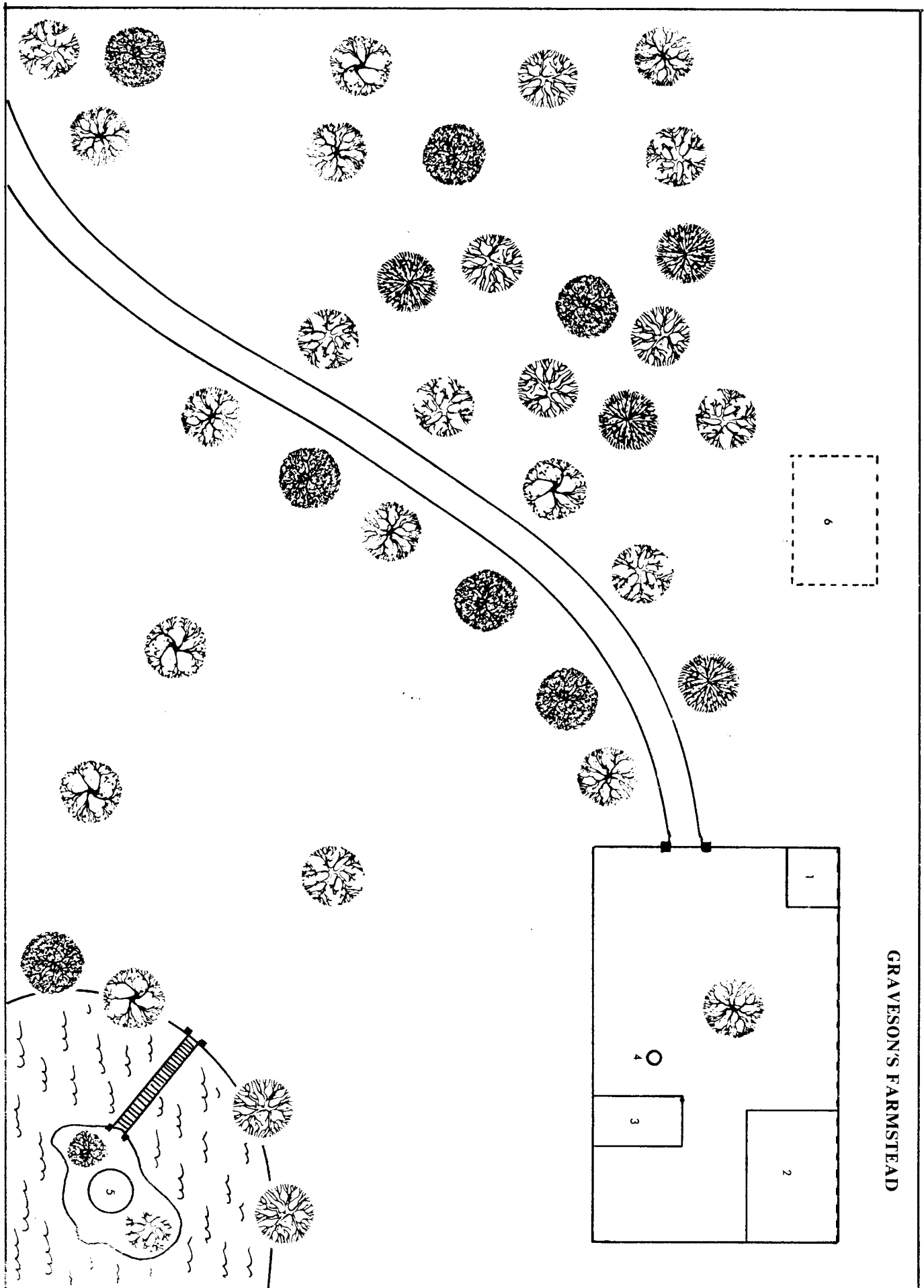
Wood Axe 60% 1D8 + 2

Punch 60% 1D3 (Str. bonus)

Kick 35% 1D6 (Str. bonus)

Derek lost his tongue when he was training a dog in Germany 20 years ago. He understands English as well as most immigrants but he rarely has the opportunity or desire to communicate anything. He is greatly attached to "Hoof;" (a name he can pronounce) and the two are inseparable.

1. If visitors (players) attempt to gain access to the grounds he will only motion with his hands that they should move on.
2. If players persist he will vocalize grunts to accent his gesticulations (at this time players may recognize his impediment).
3. If the players push him further he will allow Hoof an extra length of chain.
4. If the players continue he will allow Hoof to go free. A melee usually follows.



Derek came to the attention of Rothenfelder several years before when a dog trainer was required for the creation of a K-9 corps in the strike-prone, Pennsylvania anthracite fields. Up until that time he had worked for the Buffalo city Corrections Bureau in that same capacity. Derek owes allegiance to only one man, and that is Rothenfelder. He will have nothing to do with Dunkelherz or his Gorilla. He refuses to go anywhere near the Gazebo or the Graveson family plot. When Rothenfelder is away, Derek takes his orders from Dunkelherz, but only in so far as the usual maintenance of Graveson's is concerned. He, like all good caretakers, considers Graveson's his own property, and is puzzled and outraged at its new purpose.

Joseph Daniel Rothenfelder

Str: 6, Con: 11, Size: 8, Dex: 6 Cha: 8, SAN: 30, Int: 15, Pow: 10, Edu: 12, Age 83

Rothenfelder has all basic percentages with weapons, except his 20 gauge pump shotgun.

20 gauge pump shotgun: 60% 2D6 (6 shells in gun, 2 shots/rd.)

Drive automobile - 90%

Rothenfelder is not inherently evil, he just has some bad friends. He half-suspects they made him what he is and therefore goes along with their suggestions; they haven't been wrong yet. He will observe any melee which occurs in daylight from as near his automobile as possible. If there is any doubt concerning its outcome he will drive away to New York and a safe house in the Catskills near Lake George. If the melee occurs at night he will recognize the precise second a diamonded bullet strikes Dunkelherz. This will be his cue for escape. He keeps the shotgun by him at the slightest sign of trouble. If cornered he will fight, (remember close range doubles chance to hit).

Rothenfelder arrived from New York on Monday morning. No one saw him except the household. He is quite anxious that at least one piece of art be ready for the auction on April 29th.

Rothenfelder amassed his fortune during the American Civil War with the increased demand for coal and other raw materials. Aided by the brotherhood, he benefited from opportunities were made available to him usually at the expense of others. The first World War vastly increased his wealth. He now has everything.

Kurtzlich: Gorilla

Str: 28, Con: 17, Size: 19, Int: 4, Pow: 11, Dex: 23
Armor 2 pt. skin shotguns do half damage.

Weapons:

Hands: 45% 1D6 (batting 1D3)

Bite: 45% 1D6 + D6

Crush: Automatic 1D6

Grapple - first hand must grapple with 45%. Second hand grapples at 75%. grapple not complete unless both hands succeed. If grapple succeeds and victim injures or attempts to injure Kurtzlich there is a 50/50 chance per round that he will bite or crush. In order to break off a grapple with Kurtzlich a player must succeed in a str. vs. str. test. Kurtzlich if crush is rolled, will squeeze victim for 1D6 minutes after movement ceases or until distracted. One point real damage required to distract. Gorillas also have a tendency to initially act defensively. They are not stalkers. If they feel threatened they will first bat at their intruder (usually back-handed) and if successful cause 1D3 damage. Do not add a strength bonus to any damage caused by attack.

Not much was known about gorillas in 1922. The first one had just recently been captured and since their discovery in the 1850's they had been thought part of the Chimpanzee family. As part of a venture capital scheme, R. Dunkelherz was convinced that this strange new animal held an unknown occult potential, but his efforts to bring this to the fore went unrewarded. In the meantime he had grown attached to the beast and kept him around as a curiosity. Players will probably not know what it is guarding the Gazebo and an obtuse description of Kurtzlich is recommended. He is afraid of everything except Dunkelherz. He cringes with terror each time the zombies pass on their rounds, though he probably could rip them to shreds. He is kept on a chain that is anchored to a bolt towards the center of the Gazebo. During his evening visit Dunkelherz shortens this chain so that he remains in the interior of the Gazebo. He is a light sleeper because of the prowling zombies. Any players who approach the Gazebo after dark will alert Kurtzlich that something is near. He will only begin a defensive behavior display if someone actually tries to enter the Gazebo. Players may be tipped off that someone or something is in the Gazebo by his intermittent adjustment of this chain. This occurs every D100 minutes, the sound travels the breadth of the orchard. During the day he can maneuver the full length of the chain which extends to the surrounding apple trees. If stumbled upon, Kurtzlich will be contemplating the budding leaves and wearing Plunkett's slouched fedora.

Graveson's Farmstead

1. House
2. Barn
3. Stable
4. Well
5. Gazebo (Island)
6. Family Plot

Zombies (Night Prowler)

These were originally members of the Graveson family. They are now fiends of darkness. Every evening Dunkelherz broadcasts a spell which animates the zombies in their crypts. By darkfall the lids of the sarcophagi have slid open revealing their obnoxious inhabitants. From then, until cocks crow, their shadowy forms meander the grounds in search of warm blooded prey. They will not enter the compound or the Gazebo in the orchard. They will not come within the sight of the property line, and stay away from the river, they will operate as long as:

1. It is between nightfall and dawn.
2. Dunkelherz has not been hit by a diamonded object sufficient to cause their dismissal
3. Dunkelherz sends them back.
4. They have not been hacked to pieces.

All weapons do 1/2 damage except bullets which do 1 pt. maximum unless diamonded in which case they deactivate the zombie. All weapons are x 2 their chance to hit. Shotguns incapacitate any zombie hit but do not destroy. Treat their damage as if a knockdown blow. Zombies crawl thereafter.

Once any player dies at the hand of a zombie, the zombie which struck the blow will begin to maul the character. If the other two zombies are within their DEX. in ft., they will join in. Zombies are always within 10 yards of each other. Zombies will continue to maul until they have been hit for one real pt. of damage. They are then considered distracted and will continue mauling until cock's crow. If Dunkelherz has been damaged enough by non-diamonded bullets that his locomotion is destroyed, or if he runs out of POW, zombies will stand guard over him until cock's crow.

Zombie #1

Str: 15, CON: 13, POW: 1, Size: 11 DEX: 10
2 pt. Skin. Move Quietly - 95%
Weapon:
Maul 35%
Club 50% 1D8

Zombie #2

Str: 15, CON: 12, Pow: 1, Size: 12, Dex: 10,
1 pt. Skin. Move Quietly - 90%.
Weapon:
Maul 35%
Sabre 50% 1D8 + 1

Zombie #3

Str: 12, CON: 10, POW: 1, Size: 15, DEX: 7,
1 pt Skin. Move Quietly - 95%.
Weapon:
Maul 35%
Scythe 50% 1D8 + 2

Any player who attempts psionics while on the ground of Graveson's from dark fall to cock's crow will, so to speak, tune in to the zombies. They will immediately empathize with the absence of mind and hunger for raw flesh the zombies consist of. This will last until the player/character has bitten either himself or another player character severely enough to draw blood. The zombies will immediately go to where the mind link originated. Anyone who tunes in to Dunkelherz (if zombies are destroyed or it is daytime) will suffer possession after they fail a POW duel. (The first party to roll his POW or less). This possession is complete until player is dead. If player succeeds POW test he will have successfully broken contact.

Keepers Background

Plunckett arrived in the U.S. on February 12, 1922. His first act was to try to make contact with an M. Feldspar who would be his "history" if he, Plunckett, failed in his endeavor. Feldspar was not available and the contact was not made. Plunckett made sure, however, that Feldspar would receive the Da Vinci. Plunckett next set about luring Dunkelherz into the open. A meeting was arranged in Dunwich. Before going to Dunwich, Plunckett, still without being able to make contact with Feldspar, began to lay out a trail that would aid any who might follow him in the event that he, Plunckett, failed to return. (Plunckett believed this to be a real possibility).

The initial play of Death in Dunwich will involve the player/character's discovering this trail once they reach the Wayward Traveller's Inn. Playtesting has shown that they will spend:

- 1.) Approximately one to two days in Boston.
- 2.) One half day in Springfield.
- 3.) Two days or less in Dunwich (in which time they will engage in all manner of interviews and explorations until they finally pick up on the key).
- 4.) One hour in Boston (locker 222)
- 5.) One hour plus travel time in New York (locker 222). At this time the evil lurking at Graveson's should become more apparent.
- 6.) Return to Boston (they will be able to get the articles translated at any university or consulate here or in New York, or at Miskatonic if any of them are from Arkham.
- 7.) Return to Dunwich for the showdown.
- 8.) Back to Boston for their appointment with Feldspar.



It is very probable that the players will discover a great deal about Rothenfelder without going through the sequence described above. If, however, they do not have the articles from the New York locker, they will have very little justification in blowing the place all to hell. The constables in Dunwich can be very unfriendly if the players insist on badgering their most illustrious resident. Dunwich does not exist under a dark cloud of paranoia in this scenario. The people are very real, if a little odd, (the old folks have a bad memory concerning Whately, but as far as that goes, he deserved it). Whately's is primarily designed as a blind but examination of it can be fruitful in the usual Cthulhu ways (knowledge about one more Dark Servant of the Mythos). The map which Snoot shows the players will reveal that both Whatelys and Graveson's are located directly north and south of the Miskatonic River and are intersected by the same ley lines. A town like Dunwich will never be at peace with itself; evil or unnatural phenomena will sporadically return to it throughout it's history. Of course, Snoot does not know this, nor should the players be made aware of this.

I would like to point out that the anomaly of the left and right hand Brotherhoods does not have a great deal to do with the play of the scenario from a character's viewpoint. What is going on at Graveson's must be stopped independently of who is doing what to whom. If the players succeed in eradicating the evil in as "clean" a manner as possible, Feldspar will make the appointment as scheduled. If, however, the players fail to put the artists to rest, or fail to destroy Dunkelherz, and just burn the estate to the ground after butchering its more humane residents, Feldspar will not wish to be associated with them. He will consider their advance sufficient payment for a sloppy job. He will certainly not initiate them into the knowledge of his Brotherhood, nor leave them any wiser concerning it's operations.

There are three cardinal rules governing the play of this scenario:

1. Never go anywhere alone
2. Deal with the powers of Darkness in daylight.
3. Always save the last bullet for yourself.

Plunkett is suspected of having broken all three of these, although there is some doubt as to the third because his revolver was never found.

ADVICE TO KEEPERS

This scenario should be run as follows: the Introduction should be intriguing, the Middle Game should be frustrating, and the End Game should be an orgy of violence.

To better facilitate the role playing in this scenario, it is suggested that the Keeper transfer the appropriate information in the appendices onto a series of index cards, or (permission is granted by Tome. Inc. for personal use only) to photocopy this information. We recommend he cut the copies in such a way that the players only receive the information which they are intended to receive. Strict attention must be paid to where the characters are in relationship to one another. When one character gains a certain piece of information and the Keeper gives the player the corresponding card, a player whose character is in the immediate vicinity may also have access to the card. If a character is not in this immediate vicinity, access to the information must be denied.

Extra paper should be provided by the Keeper if the players wish to make notes during the investigation. Handing this paper around at the beginning is a good way of suggesting to the players that they should keep an accurate record of their endeavor.

The Keeper must be thoroughly acquainted with all the material in this volume if he wishes it to be a success.

Certain blinds have been included that are designed to lead the players off the proper track. These blinds should be treated by the Keeper as legitimately as the true case. The Keeper must exercise judicious intervention if the players insist on following these blind alleys too far beyond the pale of tolerance. One suggestion is that the Keeper remind the players of their stated goals. This will reveal something of the utility of their actions. The players will eventually entertain any number of solutions pertaining to the death of Dale Plunkett, and the Keeper, on the other hand, must be extremely careful that a look or tell-tale smile endorses anyone of them.

If the players seem to have reached an impasse the Keeper may ask a player for an Idea Roll, and if successful, provide that player with a clue. The Keeper may also step into the action himself and review what the players have done so far to date, organizing it in such a manner that a clue may emerge.

Lastly, the Keeper should at all times let the players believe that it was they who queried important aspects of this case. The Keeper must make the players work for any information they get, but he must also realize that this mystery was invented to be solved.

Dramatis Personae

One of the gratifying aspects of role playing games is the creating and development of a player's character. If players wish to use characters which they themselves created for this or previous adventures, we recommend that attention be paid to certain skills. There should be at least one character with a knowledge of Art History. (The keeper may include this knowledge under the general heading of History without bothering to create a special sub-class). There should be one character with police connections; whether he is a policeman himself or a private investigator. One character should also have adequate First-aid abilities; and another should have connections with the press.

The following characters have been provided for use as player or non-player characters.

Dr. Joshua Tweed

Age 39. Occupation: Art Historian, Residence: Boston, Mass.
Str. 8, Con. 12, Size 7, Dex 11, Cha 14, SAN 60, Int. 13, Pow 12
Edu. 20. Special skill - Art Historian, 85% (can determine if a painting is genuine and can assess its value).

Vic McLaughlin

Age 37. Occupation: Private Eye, Residence: Boston, Mass.
Str. 14, Con. 13, Size 16, Dex 15, Cha 7, SAN 80, Int. 7, Pow 12
Edu. 8. Special skill - Ex-boxer. 85% chance he knows someone in a given police department. 80% with a punch. (Plus strength bonus.)

Molly Malarky

Age 26. Occupation: Reporter, Residence: Boston, Mass.
Str. 8, Con. 14, Size 7, Dex 14, Cha 16, SAN 45, Int. 12, Pow 9
Edu. 14. Special skills: Fast talk 85%, Library use 75%

Beatrice Biddick

Age 32. Occupation: Nurse, Residence: Boston, Mass.
Str. 10, Con. 12, Size 9, Dex 12, Cha 13, SAN 75, Int. 11, Pow 15
Edu. 12. Special skills: First aid 85%, Psychoanalyse 35%, Psychology 35%. The keeper or players should flesh out any other skills these characters have.

A Final Note to the Keeper

This scenario follows a specific time line. It is essential that the Keeper pay strict attention to the day of the week, how much time a specific task requires, and how the player characters budget their finances. We recommend the Keeper utilize the "Source Book of the 1920's" found in the game "Call of Cthulhu," in reference to travel time and item costs. A map of Eastern Massachusetts has been provided in this volume with the distances between the more likely points of travel marked. This map should be copied for player use. (The information present was common knowledge in 1922.)

A Note to Players

Death in Dunwich, like all good Cthulhu scenarios, is a mystery. Remember that a day's pay usually comes after a day's work and nothing, except maybe your own death, comes cheaply. Use your individual talents, call in favors owed to you, and never forget: a hasty, ill-thought-out plan is usually rewarded in kind. Always be discreet; the powers that be are not always as they seem. Your mind is a much greater weapon than any you could purchase, and your conscience a better guide than anyone's advice.



*P
U
R
S
U
I
T* *T
O*

*K
A
D
A
T
H*

Furking in the wings
at
Theatre Of the Mind Enterprises, Inc

Roland Des Dunkleherz

Str: 14, Con: 15, Size: 13, Dex: 14, Cha: 12, Pow: 14
Edu: 25 SAN: 0

Skill - Night vision

Spells:

1. Awaken zombie (1pt POW per zombie)
2. Resurrection
3. Shriving (1 pt. power per 1 pt. damage)
4. Prolong Life (1 yr. for 4 years)
5. Voorish sign

Weapon: Hypnotism - whenever there is sufficient light for a player to see Dunkelherz's eyes there is a 90% chance of their being hypnotized (subtract 10% if a character has in INT of less than 9). This also requires the exchange of at least three (3) sentences between Dunkelherz and whoever he makes the attempt upon.

Example: One of the party circles around the house to the family plot with a high powered rifle. While the rest of the party approaches the house and encounters Ulfort at the gate. He draws a bead on Hoof while the party argues with Ulfort. Suddenly, beside him is a very nice fellow with a pleasing smile. "What are you doing?" he politely asks. The player looks up "well, ah, I, I am, who are you!" he sputters out. "My name is Roland. I don't think there is any hunting permitted on these grounds." If he succeeds the gentleman with the high powered rifle will be prone to any post-hypnotic suggestion which does not ostensibly require his own destruction. Also, at this point, the opposition (Dunkelherz) will become completely aware of the party's intentions.

Dunkelherz also has the ability to hypnotize a group of people. The same procedure is followed but the results only last 1D6 rds. per character. In the case of individual hypnosis, the effect lasts until Dunkelherz's suggestion is carried through or the character undergoes treatment from a hypnotist. (The closest one is in Arkham).

When Dunkelherz makes the Voorish sign, Str. Dex. Cha. and Pow. go up 6 pts. Also at this time he becomes twice as hard to hit with any type of weapon other than a diamonded object. Non-diamonded weapons will also do half damage.

Players, as long as their characters are living, need not concern themselves with Dunkelherz's resurrection spell. This is how he brought back the artists.

At dusk each evening Rex awakens the zombies. They return to their lair on their own at cock's crow. The Keeper need not concern himself with Dunkelherz's "prolong life" ability.

If an attack upon Graveson's occurs during darkness, Dunkelherz will sneak to the tree-line and observe the proceedings. If it appears the zombies and Ulfort will

be beaten, he will commence incapacitation of the players via shriving. This spell is described in the "Call of Cthulhu" rulebook. Treat it as a chemical weapon attack. (Anywhere air comes in contact with the recipient, that area will be blistered or burned according to the amount of POW put into the spell. Since it is an attack directly upon the CON of the individual, ignore the CON points. 4 pts. of shriving is sufficient to blind anyone on the receiving end. Its effects upon the breathing of a character at that point are as devastating as a severe asthma attack.

To summarize Dunkelherz's abilities:

When dealing with the powers of darkness - it's best to do it in the daytime.

Any time a diamonded object strikes Dunkelherz and causes at least 3 points of damage, and impales (punctures) the skin, he loses all power over zombies, Rothenfelder and the benefits of the Voorish sign. The diamonded object must actually be in Rothenfelder for this to happen. Dunkelherz will:

1. Break off all combat.
2. Run to a secluded as possible site.
3. Attempt to amputate the offended appendage, or if in the chest, drive it through him with some blunt object, (if no axe or saw is at hand he will gnaw off arm or leg).
4. Ignore any pursuit.

For Dunkelherz to be destroyed the players must do 3 times his CON in damage, or, put a diamonded bullet into his brain. Weapons still do half damage unless diamonded. When either of these two have been achieved, Dunkelherz will give off his death howl. Any character who sees and hears this happen must make a sanity roll and succeed or lose 1D10 SAN points.

Roland is literally the "Dark Heart" of Graveson's, and Rothenfelder's clandestine network. He was recommended to Rothenfelder by his former chief of security eleven years ago. At that time the only thing known about him was that he had been in Russia, and that his ancestors were Volga Germans. Rothenfelder still knows little more than this aside from what he has been able to observe. As far as he is concerned, Dunkelherz is a man without a past. He now has Rothenfelder convinced that the techniques he is perfecting beneath the Gazebo will provide him with a kind of fountain of youth, rooted in the will power of creative genius. Dunkelherz, although amused by this contrivance, is up to much more however. The fortune to be made on purloined artists is small compared to the assault and resulting confusion these works will have in the world of art. The genius of artists and their creations have been the precursors of golden ages in the past, likewise heralded the downfall of future generations. When aesthetics has been destroyed, true Nihilism will be all that is left. The works of art have been until recently intermittently released to the public; the deluge is in the making.

GRENADIER MODELS presents...

CALL OF CTHULHU

Metal Figure Sets

Awesomely detailed and authentic recreations of 1920's characters and creatures of the Cthulhu mythos.

6501 ADVENTURERS _____ **\$9.95**

12 Daring adventurers willing to meet the challenge of Cthulhu.

6502 CREATURES _____ **\$9.95**

10 Nightmarish servants of Cthulhu

For a free catalogue of all the GRENADIER MODELS products, write to:

GRENADIER MODELS
PO BOX 305
SPRINGFIELD, PA. 19064

Call of Cthulhu © copyright by Chaosium, Inc.
By Permission of Arkham House
Figures © 1983 Grenadier Models

Theatre Of the Mind Enterprises, Inc.
Expands Role-Playing to a New Level with ...

THE ARKHAM EVIL

A CALL OF CTHULHU ADVENTURE

Nightmarish Mysteries
More than 60 hours of Role Playing
Three Interlocking Campaigns

- "The Throat of the Beast"
- "The Wanderer"
- "And the Dogs Shall Know You"

FULLY ILLUSTRATED
THE STAGE IS SET ...
THE CURTAIN RISES ...

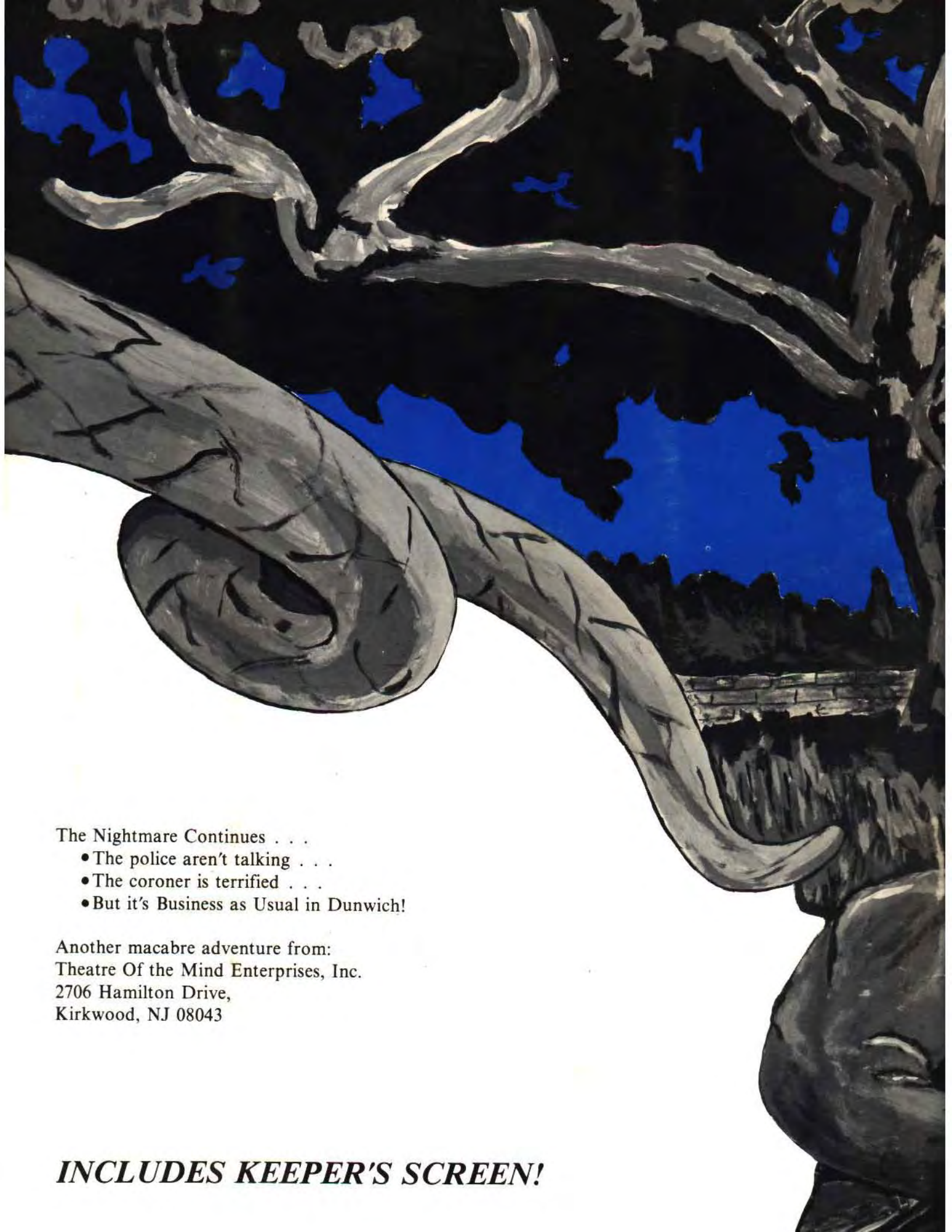
\$8.00 at Better Game and Hobby Stores,
or send check or money order to:

Theatre of the Mind Enterprises, Inc.
2706 Hamilton Drive, Dept. S
Kirkwood, NJ 08043

(New Jersey Residents add 6% Sales Tax)

By Permission of Arkham House
Approved by Chaosium, Inc.





The Nightmare Continues . . .

- The police aren't talking . . .
- The coroner is terrified . . .
- But it's Business as Usual in Dunwich!

Another macabre adventure from:
Theatre Of the Mind Enterprises, Inc.
2706 Hamilton Drive,
Kirkwood, NJ 08043

INCLUDES KEEPER'S SCREEN!