

Dateline: Lovecraft EXTRA!s are supplemental PDFs which provide resources to help Game Moderators use the **Dateline: Lovecraft** period newspaper product as a centerpiece to their roleplaying games of investigative horror. To make best use of this material, you will need to own a copy of the **Dateline: Lovecraft, Issue #1 product**, also published by Cthulhu Reborn and available for a modest fee from online retail outlets. All profits from the sale of **Dateline: Lovecraft** are reinvested to fund the writing, illustration, editing, and layout of further free supplements like this PDF.



EXTRA! EXTRA!

DATELINE: LOVECRAFT

Help Wanted

by Jo Kreil

CREDITS
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INTRODUCTION

"*Help Wanted*" is a short investigative scenario of Cthulhu Mythos horror, set entirely in H.P. Lovecraft's fictional town of Arkham. It nominally takes place in the days shortly following the publication of the *Dateline: Lovecraft Issue #1* newspaper prop (i.e., in mid-October, 1928). This timing is established by the presence of an "want ad" in the October 15 issue of the newspaper, which serves an important clue. If the Game Moderator were willing to separate the relevant clipping from the newspaper and give it an alternative publication date, it would

be trivially easy to shift the scenario to any time in the 1920s or even early 1930s.

The scenario hinges upon a strange series of "help wanted" ads that have been appearing in the *Arkham Advertiser* over a period of a few months. Each advertisement has a very similar, and very odd, style but asks for assistance with a different—but equally specialized—skill. The advertisement runs sporadically for weeks on end, then disappears, only to be replaced with another variant version a few days later. Anyone whose curiosity is piqued by these cryptic "want ads" will find themselves swept up in a most unusual mystery—perhaps one of the weirdest cases of their investigative careers.



LINKS TO DATELINE: LOVECRAFT

So far, three variants of the strange advertisement have appeared in the *Arkham Advertiser*. The most recent appears in the [Dateline: Lovecraft Issue #1](#) newspaper prop. The two earlier advertisements are provided as handouts on page 11. If the Game Moderator wishes to extend the investigation or link the scenario more firmly to events in an ongoing campaign, he or she may easily slot in further examples of the quirky advertisement. Game Moderators choosing to create additional high-quality newspaper props for their players may benefit from owning a copy of [Mutable Deceptions](#), a Jazz-Age newspaper toolkit also produced by Cthulhu Reborn.

The box nearby describes the sections of the *Dateline: Lovecraft, Issue #1* newspaper prop that are referenced in this scenario. These clippings form player handouts for the scenario (and should be printed or clipped ready to provide to players).

GAME MODERATOR'S INTRODUCTION

The mysterious and unusual help wanted advertisements first showed up in the *Arkham Advertiser* about three months ago. Unknown to anyone at the newspaper — and indeed to anyone at all — the advertisements are a dangerous trap. Anyone who responds to one of the ads, vanishes. So far three people are missing, though none of these disappearances have been reported to police.

The first version of the advertisement (see Handout #1 on page 11) was published months ago and asked for the services of an “expert locksmith.” This was answered by John Grimshaw, an ex-con with a talent for picking locks. Out on parole, Grimshaw had no real friends in Arkham except for a few criminal colleagues. The only

Primary Clipping IDs:

- **DL1-10-E-1-War Brewing** (An article about a disused house on Lich Street and its supposedly sorcerous former owner, Edward Luthor)
- **DL1-12-E-1-Male** [bottom-most classified advertisement] (The most recent in a strangely-written series of want ads, this one seeking an expert in older dialects of Arabic)

Peripherally-Related Clipping ID:

- **DL1-2-C-3-Detectives** (A display advertisement for the Pete Small Detective Agency, which massively overexaggerates the scale and experience of this one-man operation)

person who knows he is missing is his parole officer who assumed that John has skipped town. A private eye was hired to locate Mr. Grimshaw. The private eye, Peter Small, followed the trail of evidence left behind by Grimshaw, eventually linking him to a mysterious man going by the name “Edward Luthor.” Unfortunately — and unbeknownst to police — Peter Small was killed a day ago by Edward Luthor.

The second version of the advertisement (see Handout #2 on page 11) was published about a month ago and sought the services of “an expert chemist.” This was answered by William Hunt, a lonely scientist whose life did not extend beyond his job and his cats. Hunt answered the ad looking to make some extra bucks for Christmas time. The only people that know, and care, that he has gone missing are his former employers (Arkham Chemical Supplies) who wonder why the quiet man suddenly stopped coming to work.

The third version of the advertisement (which appears in the *Dateline: Lovecraft Issue #1* newspaper as the bottom-most part of

column **DL1-12-E-1-Male**) seeks an expert in older dialects of Arabic. It has been run daily in the *Advertiser* for the past week or two. In recent days, this advertisement was answered by Professor George Stoutwell, a retired professor from Miskatonic University. His area of expertise was ancient languages with a focus on Arabic and Aramaic. Since his retirement, he has been doing odd translation jobs but rarely sees his old university friends. A client, or the investigators themselves, may realize he is missing thereby kicking off the scenario (see “Involving the Investigators” below).

The truth behind these events will depend ultimately upon which of the three optional “Mythos Motivations” the Game Moderator chooses to employ when running the scenario. These are summarised below, but spelled out in more detail on page 14, along with additional clues that are specific to each option. The basic shape of the backstory remains the same no matter what option is being used:

- Each “help wanted” advertisement remains in the *Advertiser* until someone answers it.
- The individual responsible keeps their distance, hiding their name and intent.
- Once someone answers that fits the description, the advertisement — and the person who answers it — abruptly vanishes.

THREE MYTHOS MOTIVATIONS

The true nature and motivation of the horrors behind the Arkham disappearances will depend on which option the Game Moderator has chosen (see “Three Motives Most Foul” on page 14).

- **Option A — Consume The Mind:** In this version, the advertisements have been placed by one “Edward Luthor,” an uncommonly old and wily ghoul who

has ambitions to become a powerful sorcerer. Occupying the dark warrens underneath the crumbling house formerly owned by the historical sorcerer of the same name, the ghoul has found the trove of occult treasures hidden by the old magician. Unfortunately, the cache is protected by a range of wards and bypassing those requires skills the ghoul does not possess. Thankfully it *does* know a magic ritual that allows it to literally consume the mind of someone to acquire their skills and knowledge.

- **Option B — Arkham’s 11:** In this version, an organized group of criminals has its sights set on the contents of old Edward Luthor’s occult trove. This group were not prepared for the hefty locks and ancient seals that Luthor placed upon his treasure — and they definitely didn’t possess the skills to bypass the protection spell written in Arabic. But thanks to some carefully-placed advertisements on the *Advertiser*’s “want” page the right experts could be found, employed, and then silently murdered.
- **Option C — Nyogtha, Dweller in Darkness:** In this version, the individual who has been placing the advertisements is indeed a person called Edward Luthor — a distant relative of the original sorcerer who came back to visit the old man’s notorious home. Unfortunately, one of the dark things that the magus managed to call up during his dark practices was a manifestation of the Great Old One Nyogtha. This being still haunts the house, and has whispered evil words to the new occupant instructing him on exactly how it can be freed from its bondage.



INVOLVING THE INVESTIGATORS

There are several ways to get investigators involved in this mystery. The first is through general curiosity on their part. In the course of the campaign, whenever you give the players a newspaper-based handout, ask for an additional **Spot Hidden** roll. If the investigators pass the roll then give them one of the help wanted ads along with the handout. Tell them that along with the campaign handout, the additional ad catches their eye. Alternatively, their perusal of the *Dateline: Lovecraft* newspaper might cause the players themselves to spot the odd advertisement.

An additional option to hook the characters can be used if one or more investigators works for the *Arkham Advertiser* or another organization closely affiliated (see the Inkhounds of the Miskatonic Valley campaign frame in the *Dateline: Lovecraft* Guidebook PDF). Perhaps their boss wishes to know the source of the mysterious help wanted ads, so asks the investigator to look into the source. Or, perhaps someone comes to the newspaper offices to inquire about one of the missing persons, trying desperately to find out the vanished individual's whereabouts.

Another option is to have one or more of the investigators contacted by a distraught Professor Armitage of MU's famous Orne Library, with a tale about a strange outburst among the stacks which seems to have some connection to the unnatural (see the box "Hooking the Investigators" nearby for more information on this lead).

A final option is for the Game Moderator to arrange for one or more of the investigators to have a personal connection to one of the three missing persons. The most likely entry point for them is Professor Stoutwell, who may have been called in to translate something for the investigators as part of a previous investigation. Or it is possible that an investigator worked with Professor Stoutwell at either Miskatonic

University or on a previous translation job. An investigator might have also worked with William Hunt or potentially even have done an underworld job with John Grimshaw. Someone with connections to Arkham's Police Department might also be sent on the trail of the missing Grimshaw, trying to find out where the ex-con disappeared to. Any of the three could have been NPCs in another scenario altogether, perhaps disappearing right in the middle of that other investigation prompting the investigators to track down their missing allies as an unresolved loose end.

Hooking The Investigators

It is possible that a simple mystery may not be enough to attract the investigators' attention. If the Game Moderator wishes to add a stronger Cthulhu Mythos connection, the following situation can be used. It could also be used as an additional scene to highlight the strange and sinister nature of the "help wanted" advertisements.

A few days ago, one of Miskatonic University's library staff caught a patron trying to steal one of the library's valuable tomes. The figure was dressed in a heavy coat, wide-brimmed hat and scarf which raised the librarian's suspicions. This was further increased when the figure asked to spend time reading a particular book. This book, a Mythos tome of the Game Moderator's choosing, was one that should not leave the library by any means as per the direct order of Professor Henry Armitage. Watching the figure, the librarian's suspicions were rewarded when they caught the individual pocketing the book. Quickly the librarian was on the figure, armed only with a letter opener. In a panic, the figure dropped the book and fled. The only evidence left behind is one of the "help wanted" advertisements shown in the handouts or in the *Dateline: Lovecraft* newspaper prop. Game Moderators should choose one of the advertisements as the clue left at the scene of the attempted crime.

BEGINNING THE INVESTIGATION

Regardless of where and how the investigators are being brought into the mystery of the missing men, they are likely to soon become aware of the existence of the weird “want ads.” If they have been brought into the investigation by seeing the published advertisements, this will be simple. On the other hand, if they are on the trail of one of the missing persons then they need to quickly learn that prior to vanishing, the man in question answered a classified advertisement in the newspaper. The descriptions of the missing persons’ houses (see “Homes of the Missing Persons” on page 10) provide such clues.

Once alerted to the “want ads” — and particularly if several weird events all seem linked to similar advertisements — the investigators may decide the most obvious place to get answers is the offices of the *Advertiser*.

Alternatively, if the investigators are working with the Arkham Police Department they will also be given the name of Peter Small. Mr. Small is a private eye who the police sent to track down Jonathan Grimshaw and might have learned information about his whereabouts. (While it is unusual for the police to hire a private investigator, if queried then the officer will explain that not only does Peter Small perform consulting work for the police, he is also a former officer himself.) Pete Small is not hard to find — he has a small office in Southside, and advertises in the newspaper (see **DL1-2-C-3-Detectives** for an example).

At the Offices of the Arkham Advertiser

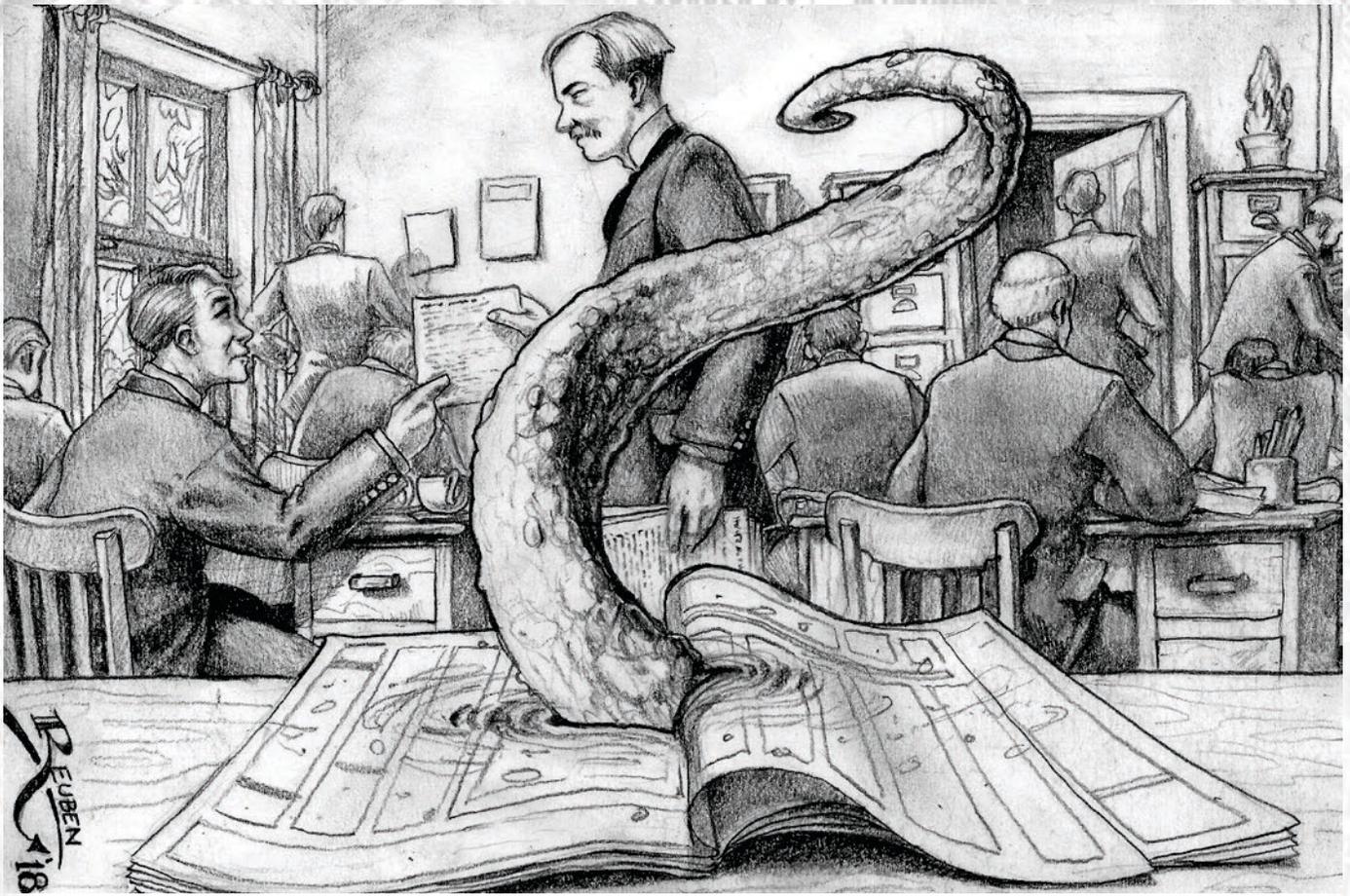
If the investigators seek information about the peculiar “help wanted” advertisements, the offices of the *Arkham Advertiser* are a logical starting point. The newspaper’s offices in Northside are always busy, but the investigators can eventually get a chance to speak with the Chief Editor of

Option: The Trail of Violence

In an effort to increase tension, the Game Moderator may wish to use this option. At each stage of the investigation, the investigators may become dismayed to learn that virtually everyone they talk to winds up dead shortly afterwards. A bank clerk might end up in the river, or a newspaper worker might be found dead with his or her throat cut. Investigators may either find out after the fact, through the newspaper or other contacts, or perhaps the attacks happen soon after they leave the location. The method of death will depend on what Mythos Option is being used.

- **Option A — Consume the Mind:** The victims are all attacked and killed by ghouls. Each of the bodies look as though they were attacked by random animals, their bodies covered in claw and bite marks. Several of the bodies may also have their brains missing.
- **Option B — Arkham’s 11:** The victims are captured and tortured by the gang in an effort to determine what the investigators know. Each victim is found later with signs of torture, either dead by gunshot or a broken neck.
- **Option C — Nyogtha, Dweller in Darkness:** Each victim is found with a gaping hole in his or her chest, sometimes still smoking. Burn marks surround the entrance, their heart has burst within the victim’s chest. The victims all were targets of Edward Luthor III’s Clutch of Nyogtha spell.

the *Advertiser*, Harvey Gedney, if they are patient enough. Alternatively, they could skip talking to the editor altogether and head right down to the advertising desk, to speak with the clerk that takes down advertisements by phone or post.



Gedney will make time to speak with the investigators if he feels it is a matter of importance, otherwise he will put off seeing them as long as possible. He is, after all, a busy man. The editor can't tell the investigators much about the strange "help wanted" advertisements. What he can say is the newspaper have received and published three of them so far. If the investigators were not aware of this, he will pass along copies of all three. He will also tell them that typically they run one for a few issues as long as payment comes in. After a while, they stop until a new one comes in. He isn't sure whether these particular advertisements were mailed in, telephoned, or if someone came into the office to place it in person. Most people just mail in payment along with the advertisement they wish to run. The *Advertiser* does the rest. For anything more, the investigators will need to speak with the clerk who collects the advertisements.

As described in the "Inkhounds of the Miskatonic Valley" campaign frame in the *Dateline: Lovecraft* guidebook, the *Advertiser* employs a small team of people to manage

the advertisements placed in the paper by businesses and private Arkhamites. The Advertising Manager is a spectacle-wearing middle-aged clerk called Arthur Young. He will be most willing to talk to fellow employees of the *Advertiser*, policemen, and anyone sent down to his desk by the editor. Anybody else may need to make a **Charm** or **Fast Talk** roll to get useful information out of him. What Young will be willing to tell anyone is that the "help wanted" ads in question are coming in by mail, along with payments.

If one or more investigators meets the above criteria, or succeeds at the appropriate rolls, he will tell them a little more. The advertisements come by mail along with payment via check. He can show them the original versions of the advertisements and checks, filed meticulously—they have all been written on a typewriter. Looking at the originals will reveal two things:

- the spelling is horrendous in the first two but by the third it seems fine, and
- the typewriter used to type both ads and checks is very old, possibly an antique.

Looking at the spelling used in the originals, a **Language (English)** or **History** roll will identify that the first few make use of Old English words and phrasing rather than modern usage. The most recent advertisement text is in a modern style of English, suggesting either a different author or an improved grasp of the English language. If the investigators point out that the printed version of the advertisements have correct spelling while the typescript originals do not, Arthur patiently explains that an editor fixes such things before the ad is converted to final newspaper copy. This happens all the time.

If the investigators are interested in the checks sent in as payment for the mystery “want ads,” Arthur will happily pull them from the file. Each of the checks is drawn off the Arkham First Bank from the account of one “Edward Luthor.”

Investigators may inquire whether the *Advertiser* has a return address for the individual placing the advertisements. Arthur says that he does not, because neither the envelopes or the checks have postal return addresses on them. However, he points out, there is the post office box address named in the text of the advertisement itself. Perhaps that is where the mail is coming from?

There is one final piece of information that Arthur knows, although he is loath to tell anyone who doesn't work directly for the *Arkham Advertiser* or the Arkham Police. Just being sent down by the editor is not enough. A **Hard Fast Talk** or **Persuade** roll is necessary for him to impart this information to anyone not meeting the above criteria. If the investigators have the right background or successful rolls, the Advertising Manager will tell them about a man who came in about two days ago asking about a missing con named Jonathan Grimshaw. This fellow also seemed interested in the unusual “want ads,” although wouldn't say why. If prompted, Arthur can produce the man's business card. It reads: Peter Small; Private Eye. An address is given for Mr. Small's Southside office at 510 S. French Hill St.

Arkham First Bank

Investigators may decide to try their luck at the Arkham First Bank after learning that the checks paying for the want ads were drawn from there. Asking around at the Bank's only branch (at 150 E. Hyde St, not far from Independence Square) is difficult due to the staff's natural reticence about releasing details about customers. Indeed, the Arkham First Bank prides itself on good old-fashioned values like tight-lipped discretion. Investigators who make a scene or who ask too many odd or dubious questions may find themselves being forcibly ejected from the premises by bank security, or perhaps being called to the bank president's office to explain their impudent behavior. A badge may prove useful here to identify an investigator as an agent of the law. Failing that, **Credit Rating** checks will also be useful to present themselves as trustworthy individuals.

Success in either an **Extreme Charm** or **Persuade** roll will allow an investigator to learn some basic information about the account from which the checks were drawn, and its owner. If successful, the teller may give the investigator the address on file for the account. The address listed is a home on Lich Street, up on French Hill. Investigators who are familiar

An Old Proverb Says--

“The best of philosophers gets wet in the rain,” says an old Chinese proverb. This bit of wisdom applies to the making of your will. Your best and most trustworthy friend can no more predict his future ability to serve as trustee than you can yourself. The safe modern way is to appoint this permanently responsible institution. Consult us today.

Capital Stock \$300,000, Surplus \$300,000
Undivided Profits \$300,000
Established 1852
Seventy-six Years of Community Service



with Arkham will know that this is a rather old neighborhood, once grand but now somewhat rundown. A further **Hard Fast Talk** or **Charm** roll will extract some general information about the individual who owns the account, Mr. Edward Luthor. The teller remembers that the man always wears a heavy coat, hat and scarf when he comes in to access the account. But, for some reason, the teller cannot remember what the gentleman looks like. Asking around other bank staff reveals that they are similarly unable to describe his features. If pressed, the individual looks troubled, worried or confused for a few seconds before shrugging and stating that they honestly don't remember. It is like there is a gap in their memories. Investigators who have experience with, or know, magics designed to cloud someone's memory might recognize their effects at work here.

Arkham Post Office

The investigators will likely want to check out Post Office Box 14 mentioned in the "want ads." Not much information can be found without either a badge, **Persuade** or **Fast Talk** skill checks. The employee working behind the Post Office counter can tell investigators that once a week, an individual comes in to check the contents of the box. They never say anything to anybody, just arrive to check the box. The clerk can't even say what the individual looks like as he or she is always wearing a heavy coat, hat, and scarf. If asked about who is paying for the box, the clerk can tell them that it is in the name of one "Edward Luthor." As with staff at the bank, if the investigator presses for details beyond the above, the person they are asking looks confused and troubled before shrugging and telling them that they just don't remember.

If investigators attempt to stake out the box and wait for someone to show up, they can do so but they will ultimately be disappointed. No one will show up to check Box 14. The goal of each advertisement has now been completed and the mysterious Edward Luthor currently has no further use for the postal box. Of course, devious

Game Moderators are welcome to include several red herrings for the investigators as locals go about their daily routines at the Post Office.

Offices of Pete Small — Private Eye

Private Detective Pete Small may come to the investigators' attention for several reasons: he is the individual hired by the Arkham Police Department to track down missing parolee Jonathan Grimshaw. He has also been seen asking sly questions around the offices of the Advertiser. Either avenue of investigation will easily yield up the address of the "Pete Small Detective Agency," as will simple scanning through the *Dateline: Lovecraft* newspaper prop (see clipping **DL1-2-C-3-Detectives**).

Despite the effusive claims made in the newspaper advertisement, Pete Small's detective business is a small one-man affair with rented offices in a crumbling red-brick building in Lower Southside (at 510 S. French Hill Street). Regardless of when the investigators arrive, no one will respond to them knocking on the door. The door is locked but **Locksmith** or **STR** rolls will allow investigators to break into Small's office. What greets them is a gruesome murder scene.

The office is a mess with drawers having been pulled out and emptied onto the floor. Furniture has been torn to shreds as well. Peter Small's corpse is sitting in a chair behind the desk, the top of his head has been removed, as well as his brain and his heart. A giant gaping hole is in his chest, blood covering everything (Sanity Loss 1D2/1D8).

If the Game Moderator is using Mythos Option A or C, the body seems otherwise quite uninjured: **Medicine** or a **Hard First Aid** roll notice no signs of injury. In particular there are no defensive wounds on the corpse, suggesting that Pete Small did not fight off his assailant. This would suggest that he was sedated somehow (or subdued with a Cloud Memory spell) prior to the gruesome attack. If using Mythos Option B, however, the body is clearly bruised and beaten (see page 16).



The Game Moderator should call for three **Spot Hidden** rolls if investigators decide to search the office. If a player is specific in their search (e.g., “I’m searching under the desk”), then they can easily find the clue without a roll.

1. In the wastepaper basket is a wadded-up ball of paper. Unrolling it finds the name “Edward Luthor: Miskatonic Library” scribbled on it.
2. In Small’s pocket is a tiny notebook. Paging through it finds a name, John Grimshaw, along with his home address. Next to his name is scribbled “May have skipped town for job. Responded to ad.”
3. The last clue is under the desk, where it fell. It seems to be a page torn from a book. The page contains a sketch of an old house. The image is captioned “Home of Edward Luthor on Lich Street.” Long-time Arkham residents and locals can

easily recognize that Lich Street is a street in Arkham’s French Hill neighborhood. A **History** roll identifies the drawing as likely being from the late 18th century or early 19th century. If an investigator is an Arkham local *and* succeeds in an **Occult** roll, they feel they may have seen the house from the artwork sometime on their own wanderings around town. If that same investigator succeeds in a **Hard Occult** roll, he or she remembers that according to legend, the house was supposed to be the home of a wizard. With an Extreme success on the Occult roll, the investigator remembers that the wizard’s name was Edward Luthor. Investigators who have thoroughly read through the *Dateline: Lovecraft* newspaper prop (i.e., the day’s *Arkham Advertiser*) can make a **Hard INT** roll to recall that the Luthor house was mentioned in an article, clipping **DL1-10-E-1-War Brewing**.

Option: Being Shadowed

It is possible that the Game Moderator may want to introduce Pete Small as an NPC earlier in the adventure, modifying the timeline such that he is alive at the beginning of play (but marked for death). The best way to do this is have Pete Small shadow the investigators during the first part of their investigation. **Spot Hidden** or **Listen** rolls may notice him on their tail at any time. If the investigators lay a clever trap, they may even be able to corner Pete Small and question him. The private eye will tell them that the Arkham Police Department hired him to find a missing con by the name of John Grimshaw. He will also tell them that he has noticed a few unusual things in the course of the investigation.

If the investigators seem trustworthy, or they are obviously on the same side, Pete Small will set a time for the group to come see him at his agency's "Southside branch office." When the investigators arrive, they find Pete Small dead as described nearby. Should the Game Moderator want to make things more interesting — particularly if using Mythos Motivations B or C — then the investigators might also discover that the cops have been summoned to Small's gruesome office. They may find themselves looking rather guilty, with Small's incriminating blood on their hands rifling through the dead man's belongings when the police patrol arrives.

Homes of the Missing Persons

Investigators who know about one (or more) of the three missing victims may decide to search through their homes for further clues.

John Grimshaw lived in a small flop house in the poorer areas of French Hill where he rented a small room. The landlady is not sure where he vanished to, but is getting ready to clean out Grimshaw's room and sell his possessions. If the investigators are willing to pay Grimshaw's back rent (\$100), she will happily let them into the room to look through it. Otherwise, **Intimidation** of the landlady or keeping her busy while another investigator picks the lock, will get them into the room. It is unremarkable, consisting of a dresser with a bed and a night table. On the night table is a copy of the *Arkham Advertiser* dated a few months ago, with Handout #1 circled in red pen. Next to it, the address of the house on Lich Street is written in pencil. Looking under the bed also finds a bag of tools which look brand new. Success with a **Law**, **Mechanical Repair** or **Locksmith** or **Hard EDU** roll will identify these as safecracking tools. From the brand-new nature of them, it looks like Grimshaw was planning to take up his old criminal trade again.

William Hunt lived in a small house in East-town, a cheap section of Arkham north of the river. Breaking and entering is easy here as most of the people keep to themselves. Unless the investigators make a lot of noise or act suspiciously, they should be safe. Hunt has three cats who rub against the investigators' legs, obviously in need of food and attention. Investigators who decide to feed or take care of the cats should receive a 1D2 Sanity point reward for their bit of kindness. Hunt's house is only a few rooms and takes almost no time to search. However, investigators who feed the cats or otherwise make a **Spot Hidden** roll may find a valuable clue in the kitchen. Affixed to the icebox is a newspaper clipping, Handout #2.

Professor Stoutwell lived in a brownstone in Uptown, a nice neighborhood of Arkham. His house is only a couple of streets back from the Miskatonic campus. Breaking in here is a bit trickier during the day as many of the folks around here are older, thus home more often. Any attempt at breaking and entering (whether **Locksmith** or **STR** checks) in broad daylight also needs either a successful **Stealth** or **Luck** roll to avoid a nosey neighbor calling the police. If the investigators wait till night-time, they are likely to find things easier. Stoutwell's house is rather lovely and everything seems to be in place. A **Spot Hidden** roll in Stoutwell's well-stocked

Handout #1

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se to sufferers;
will bring it.
Shelters. Box
Arbor, Mich.

SERVICE—
and efficient;
for all radio
Dial 2991. The
ter, 205 1/4 W.
thorized Brem-
dealer, licensed
Philco electric
ls in store.

R—carpets and
ade into hand-
versible, fluff
en clothing also
conomy Rug

passengers to ride to
Florida in 7-passenger
car. Phone Misk-9051
between 6 & 7 p. m.

WANTED—An expert
locksmith, able to open an
antique and stubborn
lock. Nimble fingers and
mechanical expertise a
must. Must have an open
mind and be able to deal
with locks containing
multiple tumblers. Apply
for position at post office,
box 14, with contact
information. Good pay.

TWO CHOPPERS—Wanted
for cutting lumber in
Ross's Corners. Apply

now—or let us give
price to wire that h
Shaw's Electrical V
460 Marsh (opp. Ma

KELLOGG—Electric I
in Beautiful Cor
reduced from \$312.4
\$199.00; only \$2
down payment. R
Center, 197 W. Main st

MIRRORS—Resilver
new mirrors mad
order. Plate glass f
makes of cars, \$
\$3.00, \$3.50. Mir
called for and deliv
Mirror and dipl
framing. Reflect
best. Tel 9084. Arl

Handout #2

sh (opp. Market).

—Electric Radio
utiful Console
from \$312.00 to
; only \$20.00
ayment. Radio
7 W. Main street.

S—Resilvered,
irrors made to
Plate glass for all
of cars, \$2.50,
\$3.50. Mirrors
or and delivered.
and diploma
l. Reflect your
l 9084. Arkham
Works, 655
y street, E-Town.

will help. Call Mr.
Ambleside at Miskatonic
Hotel, Wednesday evening
or Thursday appointments.

WANTED—An expert
chemist, must be skilled
in acids. Professionals, no
hobbyists. Must be
familiar with unusual
metals, skills with
geology or metallurgy a
boon. Apply for position
at post office, box 14,
with contact information.
Good pay.

FIRST CLASS—Tool-
makers. Others need not
apply. B. F. Jones
Hardware, 244 E. Main.

nature. Payme
samples of genuine
Specimens from field
of Pierce farm esp
sought. Prof. R. A
School of Natural S
M.U., West & Ch

RE

BUY THIS A

and orderly library will notice that two books are missing from the languages and translation section. Also, in the library, Stoutwell has a desk. All the drawers are locked but a **Locksmith** or **STR** roll will gain entry. The drawers contain papers from different translation jobs that Stoutwell has taken on. However, one thing that will catch the investigators' eye is a small stack of papers held together by a paperclip. The front is a typewritten letter from Edward Luthor (see Handout #3). Clipped to it is a page written in Arabic, a test of Stoutwell's translation abilities. A **Language (Arabic)** roll identifies it as a translation of a poem by William Shakespeare. Also included is a check that Stoutwell forgot to cash. It is drawn from the same account used to pay for the *Arkham Advertiser* advertisements. Also in the bundle is a clipping from the *Dateline: Lovecraft newspaper* prop — the bottom section of DL1-12-E-1-Male, another "help wanted" ad.

RESEARCHING EDWARD LUTHOR

The investigators' inquiries will eventually lead them to the mysterious Edward Luthor. The investigators will have seen the man's name in several places making him perhaps the strongest lead that they have so far. Investigators may either decide to look through public records or head to the library to see if the mysterious Mr. Luthor is mentioned anywhere.

As noted above, there is passing reference to Luthor as a historical Arkham figure in an article from the *Dateline: Lovecraft* newspaper prop. If an investigator has read that issue of the Advertiser front-to-back, he or she may remember that stray mention with a **Hard INT** roll.

An **Extreme Occult** roll by any Arkham-local investigator will recall Luthor's name

Handout #3

Professor Stoutwell,

Thank ye for thy interest in my ad. I have included a little test to see if ye match my needs. A check is included for thy time. We will speak soon at my house.

Your obedient servant,

Edward Luthor

being connected to witchcraft in early Arkham. If the investigators check the name in the local library, a **Library Use** roll finds several mentions of an Edward Luthor in books on witchcraft and the occult. According to local legend, this 18th century self-styled wizard hid a great treasure in the basement of his house, protecting it with magical spells and wards. One volume refers to it as “Luthor’s Vault.” Edward Luthor was allegedly found trying to “summon a demon,” claiming it was to protect what was his. The townsfolk of 18th Century Arkham dragged Edward Luthor through the streets, hung him and beat his dying body with sticks until he finally died. The book asserts that no-one has since gone looking for the treasure due to a universal fear of the old house and what Luthor did there. While looking through the books, if an investigator makes a **Luck** roll, he or she is holding the exact same book that Peter Small consulted. This is obvious because a page has been torn out — this is the source of sketch of the Lich Street house found in Small’s office (see page 8). The book in question is called “*Haunted Locations of Arkham*,” and the picture formed part of a chapter on witches and warlocks.

If investigators go through Town Hall and public records, they will have a bit more difficult time finding information. A **Hard Library Use** roll will locate a deed dating from the 18th century for a property on Lich Street owned by an Edward Luthor. If investigators look through further records, a second **Library Use** roll also finds a death certificate for Edward Luthor. The cause of death is simply listed as “hanging.”

The Creepy Old House on Lich Street

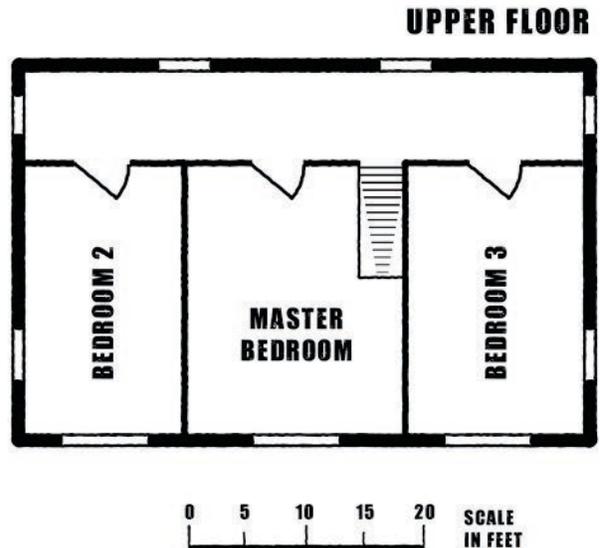
Eventually the investigators will want to pay a visit to the old house on Lich Street, where Luthor is said to have practiced his dark magic back in the 18th Century. The house is set back from other homes on the block, located on a parcel of land overgrown with grass and weeds which have slowly been swallowing the sidewalk leading onto the porch.

If an investigator thinks to talk to neighborhood children, they will all tell them the same thing: the house is haunted and none of the neighborhood kids dare go near it. They haven’t even dared throwing rocks at the windows. One boy claims he saw a figure at the window once, a person with a puffy white face. The kid ran home afraid that the thing would chase them. With a successful **Luck** roll, another of the children the investigators speak with says that once they did see a man head to the house. It was an older man, dressed in a tweed suit. Looked like a teacher. If the investigators know Professor Stoutwell, the kid’s description seems to match the professor. The child claims they waited outside for a bit but that the old man never came back out again.

Talking to the adults of the neighborhood discloses a different outlook on Lich Street’s own “haunted house.” The adults see the house as an eyesore, if not an out-and-out threat to their children. Numerous boys and girls have been injured playing near the house, or even in the yard which has become choked by weeds and grass. One adult even claims they saw someone’s child receive a nasty animal bite or claw mark on their ankle. The kid told stories of monsters, but the grown-ups are sure it was just a wild animal nesting under the porch (investigators who try and follow this up will likely hit a dead-end unless the Game Moderator wishes to tie it into one of the Motivations).

Local residents have even started a petition to have the old house demolished as a safety issue, a move that has been vigorously opposed by the Arkham Historical Society (as described in clipping **DL1-10-E-1-War Brewing**). If the investigators visit the Agatha Goodkins mentioned in the article, they find her to be a fussy busybody who lives on her own. She spends all day peering out her window and calling the police for any suspected wrongdoing that she sees. However, if the investigators look like the official or respectable sort (badges, or a **Credit Rating** roll work best) then they may gain some valuable clues that the neighborhood scandalmonger has observed. If Mythos

THE CREEPY OLD HOUSE ON LICH STREET



Motivation B or C are being used, she will tell the investigators how she has seen a well-dressed looking man enter the house at various times or a trio of men who she claims she doesn't like the look of. If Mythos Motivation A is being used instead, she will claim that at night she can sometimes see someone prowling through the house. "Probably a hobo or homeless street loafer squatting in there.", she will sniff distastefully at the investigators.

The Porch

The porch of the Lich Street house is old, and the wood is rotten. Any investigator over **SIZ 50** should make a **DEX** check. Those that fail put a foot right through the wood and stumble over. If they critically fail, they also suffer 1D2 Hit Points of damage as they fall. The porch has two windows which look inside the house, but both are covered by heavy wooden boards and dirt. If an investigator manages to remove the wooden planks, they can try peering inside, but the dirt still makes it almost impossible to see anything.

The door opens with no resistance, leading into the living room. It is rather loud though, making a creaking sound. The floorboards also creak as the investigators walk in. Any

investigator trying to enter in a **Stealthy** way should receive a penalty die to their skill roll.

The Living Room

This room is large, containing two chairs and a couch all covered with dirty white cloths. Dust and cobwebs cover everything. If investigators make a **Track** or **Spot Hidden** roll, they notice several lines of footprints in the dust. They are hard to follow but it seems as if traffic came both ways and likely moved throughout the house.

The living room has a staircase leading upstairs, a door on the left and right walls plus another one next to the staircase. The door to the left leads to the dining room, the one on the right leads into the library/study and the door across from the entrance leads into the kitchen.

The Dining Room

The dining room has a nasty surprise waiting for the investigators. There are only two doors into the room, one connected to the living room and another door which leads into the kitchen.

In the center of the room is an old table, covered in a dirty and tattered tablecloth. Lying on the table, its head cut open to expose an empty cavity where the brain would be, is the

corpse of John Grimshaw (Sanity loss 1/1D6). Blood covers everything, though it has long since dried. Searching through his pockets finds confirmation of his identity. On the floor, where it dropped as he was killed, is a small lockpick kit.

The Kitchen

The kitchen has two doors on the same wall, one to the dining room and the other to the living room. There is also a hopelessly-jammed back door in the opposite wall, leading out to the overgrown backyard. The entire kitchen is covered in mold and dust. An old icebox lays in one corner and a small door on the left wall leads into a spider-infested pantry. Whoever opens the icebox makes a grisly discovery, the head of a man is staring up at them with an expression of terror on its face. Like the other bodies that have been found, the top of the head has been removed along with the brain (Sanity loss 1/1D6). If the investigators have reason to recognize him, this is all that remains of William Hunt.

The Library

This room is an old library, with two entire walls covered with books as well as an empty fireplace. A few comfy chairs and a ruined piano are the only other things of interest. The bookshelves are filled to capacity with books on history, the occult and one minor Mythos tome (*"Magic and the Black Arts,"* English, 12 weeks to read, +1 Cthulhu Mythos to skim, +4 Cthulhu Mythos if read, Mythos Rating 15. Spells include: Call/Dismiss Nyogtha, Clutch of Nyogtha and Elder Sign).

The library contains a secret passage that leads down to the house's hidden basement. If an investigator explores the room, have them make a **Track** roll. If successful, they will notice footprints leading up to the fireplace then stopping. If the investigator inspects the fireplace, they can feel a breeze coming from somewhere behind it. Closely inspecting the bookshelf next to the fireplace will discover the latch. Any investigator who casually looks through the books may also find it with a **Spot Hidden** roll. One of the books is on a counterweight such that if the book is removed,

the secret door in the fireplace swings open. Once the secret door opens, the back of the fireplace opens and reveals an old stone staircase leading down into the darkness.

Upstairs Bedrooms

A few smaller bedrooms are located upstairs. There is not much of interest here other than some old dust-covered beds and furniture.

Master Bedroom

The biggest of the bedrooms, the master bedroom hides yet another shock for the investigators. The bed in this room is a four-poster with a heavy curtain surrounding the bed. If the investigator slides the curtain aside, they can see the covers have been pulled up to hide a large body like shape. Pulling it aside reveals the remains of Professor Stoutwell. Like the other bodies, the top of his head is gone as well as his brain (Sanity loss 1/1D6).

The Secret Basement

A stone staircase leads down into the earth from the secret passage in the library. It is dark with no light source, so investigators should bring torches or flashlights to see. The stonework looks rather old, with some of it starting to crumble. At the bottom of the staircase is a wooden door. The door opens into a large room. Exactly what is to be found in this room depends on which of the three Mythos options the Game Moderator has decided to use (see the descriptions below).

THREE MOTIVES MOST FOUL

Three alternative Mythos-related explanations are offered for the curious events surrounding the "want ads." Game Moderators can decide which they will employ based on their group's preferred play style and ongoing campaign. Each will have some effect on the clues to be found during early parts of the adventure — as well as how the grand finale will play out.

Option A: Consume The Mind

If using this option, the demon that Edward Luthor tried to summon so long ago was actually a ghoul — but an uncommonly wily and ambitious member of its race. This creature is still alive; in fact it has long lived deep beneath the house on Lich Street. The creature has dug several warrens underneath the house which it uses to travel about. It usually goes out into the Arkham streets heavily concealed and relies on the Cloud Memory spell to keep itself safe. The old ghoul has adopted the identity of “Edward Luthor” in financial matters.

The ambitious ghoul has dreams of becoming a powerful sorcerer, so it can be in control for once, as opposed to being summoned or bound by a human. “Luthor” has not only mastered the Cloud Memory spell, it has also learned Consume Memory (see the box on page 19). This gruesome skill allows it to eat the brain of a victim and learn memories or skills the victim once knew.

The creature is attempting to get at Luthor’s treasure — a small cache of Mythos tomes — which it hopes to use to learn further magic. The ghoul has found the tomes, which were being held in a massive safe in the hidden basement. The first two victims had their minds consumed in order to provide “Luthor” the knowledge it needed to open the safe. However, one of the most tantalizing-looking book inside the vault was one written in Arabic, a language which the ghoul does not know. Thus, poor Professor Stoutwell had his head chopped open as well. Of course, that nosey private eye had to be dealt with also.

When the investigators arrive in the secret basement, they will find an abandoned trench coat, scarf, gloves and hat in one corner of the room. Also, they will see that tunnels have been dug through the dirt by something with claws. In one corner of the basement is a wooden table, along with an empty barrel. Both of them have several candles on them as well as a box of matches. Three ancient books sit on the table, Edward Luthor’s former Mythos tomes. The



Game Moderator should pick three books which fit his or her campaign, at least one should be written in Arabic. There is a 75% chance the ghoul “Luthor” is in the basement studying, otherwise it is somewhere prowling the tunnels. If the investigators try to leave with the books, the ghoul will certainly pursue them.

Additional Clues for Option A: Two clues should be added by the Game Moderator if this Mythos Motivation is used:

- When the investigators inspect any of the dead bodies, a **First Aid** or **Medicine** roll will identify claw and teeth marks on the victims, almost as if a wild dog attacked them. A **Natural World** or **Science (Zoology)** roll will allow the investigator to realize that although the teeth marks look canine in origin, the jaw line looks almost human (Sanity loss 0/1D2).
- When the investigators make a successful **Track** roll in the house, they notice that some of the footprints look cloven. Whatever they are tracking, is clearly not human.

Additional Encounters for Option A: It is likely that the investigators will at some point draw the attention of the ghoul “Luthor,” perhaps thanks to some careless exploring the house on Lich Street which leaves some hint as to their identities. If this happens, the ghoul will cast the Contact Ghoul spell and arrange to have 1D4 of his kin take care of the investigators. When or how this happens is up to the Game Moderator. It could be a night-time ambush, or perhaps a ghoul sneaking into an investigator’s house. Alternatively, perhaps “Luthor” just instructs the other ghouls to stand guard and attack anyone who comes back into the house.

Option B: Arkham's 11

If using this option, the adversaries faced by the investigators have a much more human motivation — greed. The 18th Century Edward Luthor did indeed have a treasure hoard. His treasure was valuable indeed, a collection of magical artifacts, Mythos tomes and gold coins. A group of thieves who specialize in stealing occult items stumbled upon this treasure trove, however they have been unable to get at it due to the fact that Luthor sealed away his hoard inside a magically-protected subterranean vault. Though one or two of the gang's members know a few minor spells, they are not sorcerers by a long shot.

Unable to break a mechanical lock on the vault, the criminals hired Grimshaw to do the job. Once complete, they then killed him. (This has proven a somewhat short-sighted act, since Luthor's layers of protection have proven to include another subsequent lock which they must now crack themselves.) After the outer vault door, the next obstacle was a seal that needed acid to remove. The chemist came in handy for this task; after which they killed him too. Last was a protection spell that seemed to be written in Arabic. As the group of thieves had no knowledge of Arabic, they needed a translator. That was Stoutwell. He was also killed. Once they found the private eye was on to them, Small was also murdered. The bank account was opened under the name of Edward Luthor as a convenient cut-out and smokescreen to hide their involvement.

When the investigators enter the secret basement room, they find a room with three cots along with tinned supplies and food to last about a week. There are also a bag of burglar tools here including a bloody hacksaw. Beyond the main chamber is a large archway. Behind that is a giant steel door which leads to the vault of Edward Luthor. There is a 75% chance the trio of crooks are here, working on the inner-most lock. Otherwise, they are out getting supplies. If they find the investigators here, they will try to kill them.

The final lock on the vault is a top-of-the-line apparatus that has been built into the inner-most vault door. An **Extreme Locksmith** roll can open this. The Game Moderator should stock the vault with appropriate items for his or her campaign.

Additional Clues for Option B:

- Forensic evidence shows that each victim discovered during the investigation was stabbed with a knife. The detective Pete Small is a bit different, though, as he looks like he was beaten to death (in fact the gang just punched and kicked him until he stopped moving).
- Each of the victims' heads was opened by a hacksaw. The reason for the lack of brains was due to a run in the trio had with a group of zombies on a previous job in Florida. As a result, they have started removing the brains and hearts of anyone they kill, as a kind of precaution. The last thing they need is another angry sorcerer who can raise the dead.
- The old-style English wording on the newspaper ads is merely an attempt to throw off anyone looking for them. The bad spelling on the typed versions of the ads was, however, just down to their illiteracy. Both details are, in reality, just another red herring for the investigators.

Additional Encounters for Option B: All three of the criminals are paranoid and keep an eye out for lawmen. If they find out that the investigators are on to them, they will be proactive in eliminating them. Their most common tactic will be to have one of the trio tail the investigators. Dennis Hampton, the muscle, may even be sent to try and scare the investigators off the trail. If they think the jig is up though, all three of them will try to quickly clear the vault and get out of town.

The Criminal Trio

The trio of criminals presented here can be used in a Game Moderator's campaign as a continuing enemy if so desired. The three each have their own specialties, bringing a variety of skills to their crimes. Their main focus is on the occult, focusing their thefts on things such as books, artifacts and other occult treasures. So far, they have had only minor encounters with the Mythos such as the zombies mentioned nearby. As they continue their crimes, they may eventually come even closer to the Mythos.

Charles Montgomery: The group's locksmith and scout. Charles is usually used when breaking and entry is necessary in their jobs. He has not been pleased that an outside man has had to be called in for breaking the lock on the

vault. Secretly, he was afraid that Grimshaw might replace him. Now he is cursing that he has been left the difficult job of cracking the last lock himself.

Dennis Hampton: The group's muscle. A big bruiser of a man, Dennis's job is to take care of any physical obstacles in their way. He has broken many legs and killed many people in an effort to get whatever the group is after.

Lucas Ford: The group's scholar, Lucas is the one who usually researches whatever item the group is after. He has also learned a tiny bit of magic. He is hoping that Luthor's vault may have some additional items from which he can glean further magic.

Option C: Nyogtha, The Dweller In Darkness

If using this option, the 18th Century sorcerer Edward Luthor tried to summon something far worse than a biblical demon. He had found one of the many entrances into the earth that lead down to the Great Old One known as Nyogtha. However, Luthor was unable to control the deity and thus was forced to seal up the entrance. To protect it, he made a three-layer plug for the Magickal Seal. The very first was held by a strong lock, the second by a sheet of metal and the third layer was protected with an Elder Sign. His next plan was to seal up the entire basement room, but he didn't get the chance before the angry neighborhood mob dragged him into the streets and lynched him.

Many years later, a distant descendant of Edward Luthor has come back to the old house. Edward Luthor III has not moved into the ancestral house but he did visit it a few times. His intent was to renovate the house and establish a boarding home for working-class French Hill residents. While inside the house, he heard a whispering from behind the fireplace. Finding the secret passage, he descended into

the hidden basement room. Once there, a voice whispered from deep beneath the earth and promised him great wealth if he would only remove the seal. At first, he was hesitant, but the voice continued, whispering to him from drains and sewer coverings, even in his dreams. The breaking point for him was waking up one morning to find a few silver nuggets left at his doorstep, coated in a strange black goo. Now his will has been worn down and he works to free Nyogtha who is slowly becoming his god.

Unable to break any of the seals himself, Nyogtha instructed the young man to find the necessary people and take their knowledge. Thus, Edward Luthor III learned a few spells from his new master. Of course, that nosey private eye had to stick his nose in Luthor's business, so he had to die too. Eating his brain was just another step in the acolyte's dark descent into madness and the Mythos.

When the investigators discover the basement room, Edward is only one round away from breaking the final seal. Once he achieves this, there is 1D3 rounds before Nyogtha manifests. Nyogtha's appearance is heralded by a rushing, bubbling sound from beneath the Earth. It then explodes out from the

hole, tendrils going everywhere as it seeks to destroy the investigators. Meanwhile, Edward Luthor III will attempt to kill them with his own (weak) magic or (even weaker) fists. The investigators can either fight Nyogtha off, or attempt casting the dismissal spell if they know it. If successful, Nyogtha will make a terrible sound and grab Luthor with its black tentacles. It will then drag the screaming man through the much smaller hole, smashing him against the floor until he is dead, or the investigators drag him away. Either way, the Great Old One will disappear beneath the earth. However, to seal the entrance permanently the investigators will either need to destroy the entire basement or cast an Elder Sign over the vault's entrance.

Additional Clue for Option C: If the investigators find and inspect Small's body, they notice that the heart was not removed by any sort of weapon or tool. In fact, Edward Luthor III removed the heart using the Clutch of Nyogtha spell after disabling the private eye with Cloud Memory.

Additional Encounters for Option C: If the investigators draw the attention of Edward Luthor III, he will at first consult with his god. Nyogtha will explain to Edward what must be done, instructing him on the proper incantations. Not wanting to get directly involved with the investigators, Edward will attempt to cast Contact Ghoul and call up 1D4 ghouls to act as mindless servitors. Bribing them with the chance to feast on the remains, he will have the ghouls attack the investigators (similar to the situation in Option A, above). If this fails, Nyogtha will force Luthor to take the more direct approach. He will do his best to follow the investigators. When they are in a crowded place (such as the bank or in a park), he will find a seat near an entrance and start casting Clutch of Nyogtha under his breath. Whether it works or fails, he will flee the scene. Investigators who spot him may have a chance to follow him back to the house on Lich Street.

REWARDS AND PENALTIES

If the investigators manage to thwart the immediate plans of the party responsible for the mysterious disappearances, they gain a reward of +1D4 Sanity points. If their solution more permanently solves the problems created by the presence of Edward Luthor's vault of occult treasures, they will earn an additional +1D6 Sanity points.

If their actions caused significant damage to the house on Lich street, it may subsequently require demolition. While this will earn them a rousing cheer from French Hill residents, the tirade from the Arkham Historical Society (which will happily name them as the guilty parties) will splash across the pages of the *Advertiser* for weeks. This will cause a loss of -1D3 points of Credit Rating.

Depending on what, if anything, the investigators retrieved from the secret basement under Luthor's house they may have earned themselves some rare and perhaps valuable occult treasures. If they manage to keep this haul a secret, they can simply profit from the unique tomes and artefacts now in their possession. On the other hand, if news of their exciting find reaches the ears of the crack reporters from the *Advertiser*, the investigators may soon find themselves the subject of some exaggerated and pulpy stories about "Arkham's own Howard Carters." While the notoriety from this short-lived fame is good for a boost of +2D3 in Credit Rating, there will be a range of interested occultists who read about their exploits and want to ... acquire ... some of the pieces. By any means.

STATISTICS

Game statistics for *Call of Cthulhu 7th Edition* are shown below.

Option A

The following statistics will be useful when running Mythos Option A (Consume The Mind).

The Ghoul "Luthor", Would-be Sorcerer

STR 90 CON 40 SIZ 75 DEX 80 INT 70
POW 60 Hit Points: 11
Damage Bonus: +1D6 Build:2 Move: 9 Magic Points: 13

ATTACKS

Attacks per round: 3

Fighting attacks: The ghoul prefers to bite and claw when it is not using magic.

Bite and hold (mnvr): If the ghoul's bite hits, it hangs on with both claws and starts worrying the bitten. Its victim automatically receives 1D4 damage each round until dislodged with an opposed STR roll.

Fighting 40% (20/8), damage 1D6 + Damage Bonus
Dodge 40% (20/8)

Armor: Firearms and projectiles do half damage; round down.

Skills: Climb 85%, Stealth 70%, Jump 75%, Listen 70%, Spot Hidden 50%.

Spells: Cloud Memory, Consume Memory (see box nearby), Contact Ghoul.

Sanity Loss: 0/1D6 to see a ghoul.

Option B

The following statistics will be useful when running Mythos Option B (Arkham's 11).

Charles Montgomery, Break-In Man

STR 45 CON 65 SIZ 60 DEX 45 INT 50
APP 30 POW 60 EDU 55 SAN 50 Hit Points: 12
Damage Bonus: none Build:0 Move: 7 Magic Points: 12

Brawl 55% (27/11), damage 1D3 + Damage Bonus
.32 Revolver 40% (20/8), damage 1D8
Dodge 22% (11/4)

Skills: Cthulhu Mythos 1%, Listen 55%, Locksmith 45%, Occult 40%, Spot Hidden 55%, Stealth 60%.

New Spell: Consume Memory

Cost: 10 magic points; 5 POW to make permanent; 1D20 Sanity points

Casting Time: 1 Day

A rather gruesome spell, the caster may take the brain of a victim and eat it thus gaining the victim's skills and memories. If the caster only spends the 10 magic points, the effects of this spell are temporary and fade after 48 hours. However, if the caster also sacrifices 5 POW, they can make the effects of the spell permanent. This spell is typically known by ghouls though a few human sorcerers may also know it.

Dennis Hampton, The Muscle

STR 65 CON 70 SIZ 60 DEX 30 INT 30
APP 55 POW 40 EDU 40 SAN 25 Hit Points: 13
Damage Bonus: +1D4 Build:1 Move: 8 Magic Points: 8

Brawl 65% (32/13), damage 1D3 + Damage Bonus
Dodge 15% (7/3)

Skills: Climb 60%, Cthulhu Mythos 1%, Intimidation 60%, Listen 60%, Occult 30%.

Spells: none

Lucas Ford, Criminal Scholar

STR 30 CON 50 SIZ 45 DEX 55 INT 65
APP 40 POW 70 EDU 80 SAN 30 Hit Points: 9
Damage Bonus: -1 Build:-1 Move: 8 Magic Points: 14

Brawl 30% (15/6), damage 1D3 + Damage Bonus
.38 Revolver 30% (15/6), damage 1D8
Dodge 27% (13/5)

Skills: Charm 55%, Cthulhu Mythos 5%, History 40%, Language (Latin) 40%, Library Use 60%, Occult 70%, Spot Hidden 45%, Stealth 60%.

Spells: Cloud Memory, Voorish Sign.

Option C

The following statistics will be useful when running Mythos Option C (Nyogtha, The Dweller in Darkness).

Edward Luthor III, New Cultist

STR 45 CON 55 SIZ 60 DEX 60 INT 65
APP 50 POW 50 EDU 70 SAN 0 Hit Points: 11
Damage Bonus: +1D4 Build:1 Move: 8 Magic Points: 10

Brawl 50% (25/10), damage 1D3 + Damage Bonus
Knife 50% (25/10), damage 1D4 + Damage Bonus
Dodge 30% (15/6)

Skills: Cthulhu Mythos 5%, Credit Rating 60%, Occult 30%.

Spells: Call/Dismiss Nyogtha, Cloud Memory, Clutch of Nyogtha, Consume Memory (see box on page 19). Plus others as granted by Nyogtha to carry out its dark wishes.

Nyogtha, the One Who Dwells in Darkness

STR 425 CON 200 SIZ 400 DEX 100 INT 100
POW 140 Hit Points: 60
Damage Bonus: none Build:10 Move: 10 Magic Points: 28

ATTACKS

Attacks per round: 1

Fighting attacks: As Nyogtha hits a target with its tentacles, it explodes outwards at nearby targets. Each target within 10 yards takes 1D10 damage.

Fighting 100% (50/20), damage 1D10 to everyone within 10 yards

Armor: ignores the first 10 points of damage received per round. At 0 hit points, Nyogtha retreats below ground by any means it can.

Spells: All Call and Contact spells plus Create Gate.

Sanity Loss: 1D6/1D20 to see Nyogtha.

Like what you've read, but don't yet own the core *Dateline: Lovecraft Issue #1* newspaper set? [Head over to RPGNow or DrivethruRPG and buy yourself a copy.](#) The PDF set includes a lavish broadsheet newspaper prop — an entire issue of the fictional Arkham Advertiser, dated October, 1928 — as well as a 56 page sourcebook with handy reference material, ideas for using newspapers in your roleplaying scenarios, and a full scenario. All profits from the sale of the newspaper go to the production of more free add-on content, like this PDF, commissioned from professional and new writers and artists.