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# EXTRA! EXTRA! DATELINE: LOVECRAFT *Bottoms Up!*

by Rachael B. Randolph

## INTRODUCTION

*“Bottoms Up!”* is a short investigative scenario of Cthulhu Mythos horror, set in Arkham and the industrial town of Bolton, approximately four miles north (along the road to Ipswich). The scenario is nominally set in the weeks after the publication of the *Dateline: Lovecraft* newspaper — placing it in late October or early November 1928. However there are no particular ties between the scenario and the established chronology of Arkham, so the Game Moderator could (with a little effort) move the action to any other 1920s date.

The scenario revolves around the fiercely competitive soda-producing industry (or, in New England parlance, “tonic”-producing industry). In decades past, most of the bottles of flavored tonics to be sold in Arkham were made by the Bolton Brewing Company. Bolton once also made alcoholic beverages. The introduction of the Volstead Act neatly put paid to the production of “stronger” drinks, and now the increasing availability of cheap road transport is threatening Bolton Brewing’s share of the soda market too. Big name New England tonic brands like Polar, Cliquot Club,

### CREDITS

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Moxie (based in Maine) and even far-distant West Coast soda brands like Bub-L-Pep (based in California) can now ship their products in ways that make them cheaper to sell in Arkham than the smaller local brand.

Business has gotten tight for Bolton Brewing, forcing them to innovate or die. As a result, they have developed a number of new — quite unorthodox — flavors. The events of this scenario and the imminent launch of these new flavors are deeply entwined ... but perhaps not in a way that anyone might expect.

## LINKS TO DATELINE: LOVECRAFT

The *Arkham Advertiser* issue of 15 October (the newspaper prop in *Dateline: Lovecraft #1*) includes several mentions of recent events in Arkham and Bolton relating to this scenario.

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 Bolton Brewing Company is in trouble. The brewery is today co-owned by a brother and sister pair — Charles and Delia Walsh, who are descendants of the wealthy industrialist Hiram Walsh who founded the Brewery more than a century ago. The middle-aged Charles is the visible face of the company, running the factory with a ruthless efficiency. But behind the scenes it is Delia who runs Charles.

The imminent financial demise of the brewery has forced both Charles and Delia to carefully consider ways in which they might bolster sales of the Bolton Brewing tonics

### Primary Clipping IDs:

- **DL1-2-B-2-Bolton** (A news article describing the fierce competition between soda companies, both regional and national, which has forced the local Bolton Brewing Company to launch a range of unusual new flavors. This clipping constitutes **Handout #1** for this scenario).
- **DL1-1-B-3-Bolton** (A short news clipping describing the discovery of a second submerged car in the Miskatonic River at “Wilmington” — a hamlet on the outskirts of Bolton. Each car contained a dead body lashed to the steering wheel. This clipping constitutes **Handout #2** for this scenario).

### Peripherally-Related Clipping ID:

- **DL1-9-H-5-Firemen** (A short news article recounting a fire which occurred 20 years ago at the Bolton Brewing Company that killed one firefighter).

throughout the Miskatonic Valley. Arkham is by far the biggest market for their products, but they worry about flagging sales in Kingsport, Aylesbury, and Ipswich as well.

The strategy which Charles and Delia have adopted is to diversify their range. Every soda company makes cherry, cola and orange-flavored fizzy drinks. The Walshes believe the path to the brewery's survival is via the creation of new and exotic flavors.

## The Truth Behind the Matter

When it comes to finding ways to save the family business, Charles' imagination is quite limited — however, Delia's is certainly



## A Unique Prop Opportunity

If the Game Moderator enjoys adding physical props to his or her games, this scenario offers a unique opportunity. At several points in the adventure, investigators will find bottles of unusually-flavored soda — the new products that Bolton Brewing hopes to launch on an unsuspecting world. It is relatively easy for the Game Moderator to obtain flavors of less-widely-known sodas and cover their modern labels with glued-on vintage “Bolton Brewing” labels. Smaller glass-bottled sodas provide the most authentic-looking vintage brews, but other types can work too. Some example vintage Bolton labels are scattered through the scenario and collected at the end of the PDF for convenient printing.

These “prop sodas” can then be brought out by the GM the first time that the investigators find full bottles of soda. Glasses of the unconventionally-flavored drinks can be passed around to players, who can decide (on behalf of their investigators) whether to drink or not. This can be a fun, interactive and very memorable moment for the entire gaming group. Of course, the Game Moderator is then well within his or her rights to make everyone make their Luck Rolls to see how the sodas affected their investigators. It is, of course, too late at this point for players who drank the soda to claim that their investigator had abstained.

not. She has an impressive head for business, as well as a hidden aptitude for the occult. Being the “daughter” of the pair meant that her parents never expected her to have much business sense and Delia was often left to her own devices. A bright woman, she quickly grew bored of society gossip and lawn tennis. Instead the family’s vast library beckoned to her ... especially the musty old journals of her paternal great grandfather Hiram’s. She read these at first for the stories of wild old-time Bolton but she soon uncovered that Hiram had, long ago, dabbled with occult forces. From his written accounts she has learned much.

Delia has drawn deeply upon her knowledge of the supernatural in the formulation of a plan to save the brewery. The end result of this shadowy research is the range of new — previously unheard-of — soda flavors that Bolton Brewery has announced it will shortly release. These include “*Djingula Bean*” and “*Moon Tree Ale*” amongst others. The testing of the new soda formulas has been going on for some time behind locked doors in a secret “product development” section of the Bolton brewery plant. The flavors have been refined to the point where they are good, but Delia wanted to imbue them with something more.

Something that would keep customers coming back for more. Thus she drew upon her arcane knowledge to identify additional “secret ingredients” that would create special and addictive side-effects of imbibing the sodas. These effects are certainly NOT accidental. The addictive tonics will, Delia hopes, bolster sales and also place innocent people under her influence — for her true ambitions stretch far beyond mere sodas and financial security.

While the headstrong Delia has a definite plan for how these new products can enhance Bolton Brewing’s tonic sales, she has not necessarily anticipated all the consequences of unleashing supernaturally-charged drinks upon an unsuspecting public.

In pursuing her occult-fueled plan Delia has worked hard to avoid drawing attention to herself. She has had Charles do the “heavy” lifting while she watches from the sideline. Watches as the new sodas bring about changes in her brother, and in the other Bolton Brewing tasters as well. So far, she has been very pleased with the results. Charles, on the other hand is aghast, conflicted, and wracked with guilt. He does love the family business. He fears the soda company going out of business, but he fears Delia much, much more ...



## *What Delia Doesn't Know*

Charles Walsh — a weak man of many vices — has a secret of his own that even his sister does not know. Until two months ago he was conducting an illicit romance with a woman from Boston, Rose Cummings. Charles met Rose over three years ago at an industry Exposition in Boston, one of the few occasions he had been permitted to travel so far from Bolton. Rose was at the Exposition as the Massachusetts distributor representing Moxie, the Maine-based behemoth which is sold all through New England. This is a job title she still holds. After a whirlwind and secretive romance in Boston, the pair agreed to meet in a clandestine rendezvous in Arkham's Hotel Miskatonic every couple of months.

For months, the naïve Charles Walsh has been spilling information about the upcoming new line of tonics that he and Delia are developing. He is not so foolish as to have leaked any of the more outré aspects of the new products — that would have risked the wrath of his domineering sister — but even the simple details of the strange new flavors have piqued Rose's interest.

The relationship between Charles and Rose is now well-and-truly over: the hard-nosed Moxie distributor eventually came to fear that she was telling Charles a lot more than she should be about the inner workings of her own company. After an emotionally-charged argument three months ago — during which Rose accused Charles of only romancing her because it afforded him opportunities to spy on Moxie — the relationship was over. The two have not spoken since then, although the notion of espionage as a useful business tool has continued to grow in Rose's mind.

## *The Spies from Moxie*

Bolton Brewing is not the only soda manufacturer that is willing to go to extraordinary lengths to “win” the war for soda sales in the Miskatonic Valley. Rose

Cummings wants everyone in Arkham drinking Moxie drinks. The confidential information she learned from Charles Walsh has her worried — if the Bolton Brewery plan goes ahead, Moxie sales might drop alarmingly. Especially if the strange new flavors prove both popular and difficult to emulate. She is concerned enough that she has gone so far as to send two of her men from Boston to snoop around the Bolton Brewery. To effectively undertake a little industrial espionage. These two men, Henry Manus (white) and Jacob Thompson (African-American), arrived in Arkham two months ago. They let a pair of boarding rooms in the Greene Boarding House up on French Hill. From this base they had been making frequent trips to the Bolton Brewing factory, sometimes during the day, sometimes under cover of darkness.

Three weeks ago, while on a nocturnal spying run, Jacob Thompson was caught by the security guard at the brewery. The next morning his body was found at the bottom of the Miskatonic River, hands lashed to the steering wheel of the automobile he had driven up from Arkham.

Unperturbed by the unexplained events which took his partner, Henry Manus continued with his assignment writing notes and sending purloined samples of the new tonics back to the Moxie office in Boston. Then suddenly one day he too was caught and, like his colleague, was soon thereafter discovered dead in an automobile at the bottom of the river.

With both her agents now dead, Rose Cummings is fuming. She has come to Arkham to engage the services of someone who can pin these cruel — and frankly somewhat bizarre — crimes on the staff or management of the Bolton Brewing Company. Perhaps even on her former ‘lover’ Charles Walsh. She secretly hopes that she can unearth a scandal or some wrongdoing that will tarnish the Bolton brand forever, leading to their demise. And if her hired investigators can't find such dirt ... well, they can always invent some.



# THREE MYTHOS MOTIVATIONS

Three alternative Mythos-related explanations are offered for the curious events surrounding the Bolton Brewing Company and the dead Moxie men. Game Moderators can decide which they will employ based on their group's preferred play style and ongoing campaign. This choice will dictate how the grand finale to the scenario will play out and each option adds some additional clues to the investigation.

## *Option A: Sweet Dreams*

If using this option, the secret behind the brewery's curious new flavors is intimately tied to the Dreamlands. Delia is a woman of big dreams, and these have led her to realms that most humans never experience. Even while travelling through the Dreamlands, Delia dreams of her business and the tonics they produce. It was while travelling in these strange realms that she hit upon her great idea — creating a brewing house in the Dreamlands and transporting the otherworldly brews back to the waking world through a Dream Gate she has constructed from notes in Hyram's journal. In the Dreamlands brew house, Delia's employees use exotic ingredients and terrifying methods — some of which defy the physical laws of our own reality. Is it any surprise that the end results have some curious properties? While concentrating on her business, Delia has been more than a little lax in securing the Dream Gate, and as a result it is not just crates of brewed beverages that have passed through from the Dreamlands to the waking world. Other entities have also slipped through as well ...

## *Option B: Elixir of Life*

If using this option, Delia Walsh's newly invented soda recipes make use of some



rather unorthodox ingredients. To be exact, they contain additives derived from human adrenal gland secretions and other biological fluids. Scientists in the Far East (Japan) have conducted early research into this area, as have back-street chemists in England (see Arthur Machen's "Novel of the White Powder"). But Delia is experimenting with methods that go far beyond anything attempted by ordinary science. She has ordered Charles to augment the new tonic formulations with blood, sweat, and tears harvested from terrified captives. To avoid difficult questions, the Walshes have sourced their biological extracts from itinerant men and women, sadly quite common in Bolton. The two Moxie men spotted the Bolton Brewery vans rounding up homeless people and figured that this was a cunning way to gain entry to the factory. This plan worked, but their eventual discovery led to them becoming victims of the brutal process. The pair were processed in two separate experimental runs and disposed of at the bottom of the Miskatonic.

Delia's extraction process is both barbaric and grueling for the captives, and those who are tortured in this way do not typically survive for long. Yet, the extracts made from their suffering are highly potent. Adding a few drops to a bottle of soda causes those who drink the mix to become imbued with an almost indefinable



sense of “excitement.” This feeling can be quite exhilarating and even addictive — which Delia hopes will drive ongoing sales of the sodas in ways which their competitors cannot.

Charles Walsh, although he has acquiesced to his sister’s plans, doesn’t have the stomach for the cruelty of Delia’s schemes ... but equally is lacking the spine to defy her. He is too afraid that if he crosses her, he might one day end up on the wrong end of the torturer’s cruel apparatus. He is probably right.

## *Option C: The Old Drop*

If using this option, the knowledge to create the new Bolton Brewing Company recipes is not new information at all but old and trusted wisdom from non-human parties, namely the Ghouls of Bolton.

Delia Walsh is not the first in her family that has loved and lived for the family business. Hiram Walsh, who founded the brewery over a century ago, was just as passionate about his trade. He built the business from nothing into a thriving factory, supplying all the major towns in the region. But then he disappeared in 1832. There were rumors that he had fallen into a vat of his own beer or fled to Providence with a young mistress. Regardless, he was never seen again.

What almost no-one knows is that Hiram did not die but rather he became a Ghoul, living with a warren of the creatures. That group — and the Ghoul-That-Was-Hiram — still lives in natural riverside caves close to Wilmington’s Crossing, a hamlet on the far southern outskirts of Bolton. Delia became aware of her great, great, grandfather’s fate while reading his journal. When the brewery hit hard times, Delia sought the counsel of her Ghoulish ancestor who was only too happy to assist. He supplied her with certain unpleasant ichors, extracted from subterranean fungus. The Ghouls brew the disgusting black fluids to help in transforming those humans who wish to join them. Vague accounts of such transformative brews have seeped into folklore in the form of tales about mind-addling “fairy” food and drink. In highly-diluted doses, such

substances create a certain unusual sensation in drinkers — definitely an acquired taste, but one which Delia hopes will gain favor with drinkers of the company’s new sodas.

## **INVOLVING THE INVESTIGATORS**

There are a few different ways that investigators may be brought into the inquiry about the disappearance of the two Moxie men. The investigators could be directly hired on by Rose Cummings for a number of reasons:

- Rose might be interested in hiring some investigators with a journalism background so that this story doesn’t get hushed up by the local Boltonians and Arkhamites. She knows that Moxie is seen as an outsider company, an interloper in Arkham, but murder is still murder. The people deserve to know and then they can decide which brand of soda to buy. Besides if Charles is in jail, who will run his company?
- Alternatively, investigators could be called in by Rose because of their occult/academic knowledge. Not only was Rose Cummings given reports about the new sodas, but she was also sent some samples which she has sampled herself. These are having an effect on her ... and she needs an antidote. Or maybe she instead wants more of the addictive sodas, and possibly the “secret formula” so she can duplicate the brew.
- A third possibility is that the investigators are Arkham socialites or dilettantes that already know the Walshes from social encounters. The pair are, after all, the leaders of high society in that dreary little town and regularly come up to Arkham for soirees. What could be more fun than snooping around and exposing them as frauds or, well, who knows what?! At last, something to relieve the boredom!



# INTERVIEW WITH ROSE

The scenario begins when the investigators receive a letter from Rose Cummings with an invitation to meet with her in a luxury suite at the Hotel Miskatonic. The letter is professionally-worded and no-nonsense, but also vague about the details of what services she is seeking from the investigators. It promises generous rewards for a successful outcome. None of the investigators know Rose, or have even heard her name, so the summons has an air of mystery about it.

Suspicious investigators who try to look up details about their potential employer will find very little in Arkham — Rose is not listed in the town directory, nor the slim Arkham telephone directory. The section “Information About Rose Cummings” on page 10 describes what might be learned from library and newspaper searches.

Assuming the investigators decide to answer Rose’s request to meet at the Hotel Miskatonic, they will be directed by the hotel desk staff to her top-floor suite. When she answers their knock, Rose is smartly dressed — in a stylish fashion, but not flashy. Her black curls are fashionably bobbed but there is no mistaking that she is all business. She introduces herself as “an out-of-towner working for the Moxie company, makers of Arkham’s most popular tonic.”

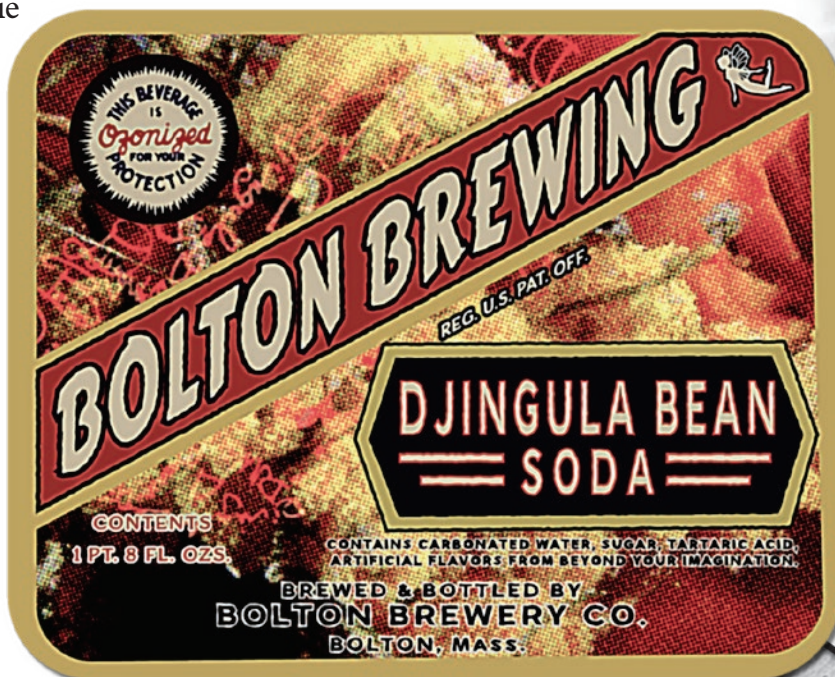
After some perfunctory small-talk, Rose comes quickly to the point: she wants to hire the investigators to look into the unexplained deaths of two of her Boston employees who were here in Arkham working on an assignment. Although the Arkham police seem to believe the deaths are likely mob-related, she has information that suggests they are something far more sinister. Most likely murder. Rose says that she has a good idea of who might have committed the crime, but needs additional information to understand why the men were murdered. More

importantly, she wants to find evidence that might stand up in a court of law.

She will then ask the investigators whether they want to take the case. If they say yes, she will get them to sign paperwork pledging their silence.

With these formalities out of the way, Rose provides the investigators with the details as she knows them: her two men were in Arkham to find out more about Moxie’s local competitor, the Bolton Brewing Company. In the course of conducting those investigations both men wound up dead — in a most unconventional way. She will give them **Handout #1** (clipping about Bolton Brewing’s new flavors) and **Handout #2** (clipping about the submerged cars).

After the investigators have read the articles, she will elaborate: the two men who were found drowned at the bottom of the Miskatonic were her personal “fix-it men” — Henry Manus and Jacob Thompson. Both were loyal Moxie employees who had performed similar “special assignments” for Rose in the past. Rose carefully avoids calling her men “spies” but it should be plain that their assignment was essentially industrial espionage — Moxie needs to know more about the Bolton Brewing Company, to learn about the new flavors of soda that the company is rolling out in a week.





The Game Moderator should read or paraphrase the following speech by Rose Cummings:

"As Massachusetts distributor at Moxie I have been hearing some strange stories about Bolton Brewing and how they are creating something new, something ... unusual. And, well, business is tight right now and to be frank I needed to make an omelet, if you take my meaning. So, I sent in my "fix-it" men to find out more about Bolton Brewing and what they are scheming. Don't look so shocked, it's how things work in the big leagues. Now those men are both dead and I only received the most cryptic notes from either one of them. I never expected that both of my fixers would show up dead in the river. Yeah, I know that is where the mob likes to dump bodies, but I'm not buying it as gang-related ... it's too convenient. What would the Arkham crime gangs care; unless maybe the owners of Bolton Brewing — the Walshes — paid them to make a hit.

"And another thing I don't understand is why my two men were tied to the steering wheels of autos that got dumped in the river with them. It seems like a lot of work, and for what?

"What I would really like is to have concrete evidence to take to the cops. It's one thing to rough up a guy or maybe even run him out of town, but killing two men? Over tonic? That ain't right ... Besides, it isn't just that they wound up dead. Those men died horribly. If you don't believe me, go down to the coroner's office and take a look at the body of Henry Manus yourselves. That man did not die an easy death. Jacob Thompson, my other guy, was killed a fortnight before and they say he looked just the same.

"Both of them were single men — after all I don't send family men into things like this ... I do have a heart. But there are two mothers back in Boston that deserve an answer about how their boys checked out of this life — and some satisfaction that those that took their boys' lives have been made to pay. That's where you come in."

Rose strongly believes that her men were killed by someone associated with Bolton Brewing — after all nobody else had any reason to care about them being in town. She can give them the address of the Greene Boarding House in French Hill where the two men were living, if the investigators think that would be helpful.

Rose says that she is only in Arkham for another day or two but will return to town as soon as she can to find out what the investigators have learned. She also gives them

her card and tells them to send a telegram to her office in Boston if they find any "smoking guns" or otherwise need to get in touch with her. Otherwise she will contact them when she is back at the Miskatonic Hotel.

During the interview, any investigator who makes a **Psychology** roll gets the distinct feeling that there is something more to Rose's interest in Bolton Brewing than she is letting on. However, no amount of questioning on the subject will yield more information.

## INVESTIGATIONS

There are several avenues investigators could follow as they begin this investigation. These include:

- Visiting the **Arkham Morgue**,
- Researching their new employer **Rose Cummings**,
- Undertaking some research about **Bolton Brewing**,
- Searching the boarding rooms leased by the dead **Moxie Spies**,
- A **Trip to Bolton** to gather information (at the police station, library, etc.)
- Physical inspection of the site where the cars were pulled from the river (near the hamlet of **Wilmington's Crossing**), and
- Staking out the **Bolton Brewing Company**.

Some of these leads may be easier for investigators to explore than others, depending on how they were brought into the scenario.

### *At The Morgue*

The investigators will likely want to visit the Arkham morgue (located in the basement of St. Mary's Hospital) to see the final remains of Manus, the last Moxie man to die. (His fellow spy, Thompson, died three weeks ago and has already been buried). Investigators can discuss the deaths of both men with Dr. Ephraim Sprague, the Essex County Medical Examiner, since he inspected both



bodies. If they don't wish to discuss the matter with Sprague in person, they can (with a **Library Use** roll) locate his written autopsy reports for both dead men. By either method, investigators can learn that Sprague's medical opinion is that when found both men had been in the river for less than 8 hours. He speculates that they were already dead when their bodies were submerged. The cause of death in both cases is heart attack. Each man's face, despite water damage was also set in an expression of sheer terror.

Sprague (or his paperwork) alludes in a non-specific way to several "unusual details" about the bodies. If pressed on the matter in person, the coroner will pause before saying "it's better you see yourself." He then takes the investigators to the Cold Room where they can look on Manus' body themselves. (Alternatively, investigators working using the written autopsy reports can deduce with an **INT** roll that Manus' corpse likely still lies in the morgue and can readily be inspected by sneaking into the Cold Room.)

The exact nature of the "odd details" will vary based on which Mythos Option the Game Moderator has selected:

- **If using Option A — Sweet Dreams**, the investigators will observe that Manus' body shows clear signs of scratching around his eyes. If present, Sprague will say "There was skin under his nails ... I think perhaps he had been trying to claw his own eyes out." The dead man's face is clearly twisted a grimace of fear and pain. He has oblong bruises all over his torso. All those looking on the body must make a Sanity roll or lose 0/1 Sanity Points. Although the investigators have no way of knowing it, the bruises were caused by the "tickling" attack of a Night-gaunt.
- **If using Option B — Elixir of Life**, those inspecting the body of Manus will easily see that despite the body having been submerged in the Miskatonic for hours (according to both the police and Medical Examiner's report), it is extremely desiccated. The corpse looks bloated and yet, at the same time hollow.

The dead man's tongue protrudes from a mouth with lips pulled back in a grimace of fear and pain. All those looking on the body must make a Sanity roll or lose 0/1 Sanity Points.

Sprague notes that both Manus' body (and Thompson's before him) were "like raisins that had been soaked in water." Medically-trained investigators can, with a **Medicine** roll, confirm this: there is visible evidence of swollen tongues, deflated eyeballs and the shrinkage of the brains. If present, Sprague will ask "Have you ever tried to rehydrate old leather? If I didn't know better, I would have said that these were mummies from the university museum's new Egyptian exhibit."

- **If using Option C — The Old Drop**, the examinations of both Manus and Thompson noted that in addition to both men being deceased prior to being submerged, both also had curious structural deformities of the face. In short, both men were "strange looking." This effect was more pronounced in Manus' corpse than in Thompson's. None of the people who had seen the two men around French Hill in recent weeks describe them as looking peculiar. The reports (and verbal accounts) by the Medical Examiner note that the men had faces with animalistic features ... with jaws elongated and canine teeth protruding. The faces of both corpses bore obvious signs of fear. Each had their hands and feet strangely twisted and swollen, as if part-man, part-beast. Investigators seeing these deformities on Manus must make a Sanity roll or lose 0/1 Sanity Points.

Investigators who quiz Sprague (or go through his paperwork with a fine-toothed comb) learn that it was the Bolton Police who retrieved the two dead men and brought them to the morgue. The Bolton P.D. are also the ones running the investigation; the detective in charge is a Detective Ciccione.



## Information about the Bolton Brewery Company

The basic details about the Bolton Brewery Company can be discovered in many different places around Arkham. They advertise extensively in both the *Arkham Advertiser* and the *Arkham Gazette*, so staff at either of those businesses know about the establishment. The brewery is also on several registers of local businesses maintained by Arkham's Town Hall, as the operation pays some taxes and tariffs in the town. A third method of research is quizzing Arkham's society set — the wealthy owners of the brewery frequently attend Arkham high society galas, since the grubby industrial town of Bolton has few of its own. If the investigators think of none of these options, the Game Moderator can reward any other plausible suggestions for sources of information.

The basic information that can be gleaned about Bolton Brewing includes:

- The brewery is a long-standing business, over one hundred years old. It runs a large factory in Bolton which is one of the biggest employers in town.
- The company is owned by Charles Walsh, who inherited it from his father several years ago.
- Before the commencement of the Volstead Act, Bolton Brewing also made “harder” drinks as well, and at its height was by far the region's most popular producers of beers and other brewed beverages. More recently, they have fallen on hard times — these days it is hard to find many places in Arkham that still serve their brewed soda drinks.
- Despite the decline in fortunes of the brewery, Charles and his dilettante sister can often be found swanning around

society events in Arkham conspicuously showing off their wealth. Some think their efforts are somewhat gauche — trying just that little bit too hard.

## Information about Rose Cummings

Based on some of the odd details from the initial interview with Rose, investigators might take an interest in looking into the background of their employer. This is more difficult, since Rose spends the majority of her time in Boston. Investigators searching the newspaper morgue at either of the Arkham newspapers (or the one in the Orne Library) can, with a **Library Use** roll, verify that Rose Cummings is indeed the current distributor of Moxie throughout Massachusetts. Several articles in recent years have praised her efforts at increasing the popularity of the sodas throughout the Miskatonic Valley. If the Library Use roll was a Hard success, the investigator also unearths an interesting photograph from the *Arkham Advertiser's* society pages in an issue dated February 1927. The picture is of a society ball held at the Hotel Miskatonic as part of the Winter Queen Festival and shows a crowd of people dancing — one of the couples mentioned





in the photo caption is “Mr. Charles Walsh and Miss Rose Cummings.” Looking at the picture, it is obvious that the woman in question is indeed the same one who met with them; the man on her arm stares at the camera with a guilty-looking expression on his face, as though he would prefer not to have been photographed.

Investigators who investigate Rose’s background by asking members of the Arkham society set might (with a **Luck** roll) stumble upon someone who remembers the Winter Queen Ball and provide the same information as that conveyed in the photograph.

Based on some of the information they unearth about Rose, investigators may wish to later confront her to ask whether she has a personal motivation for spying on Bolton Brewing. See “Confronting Rose” on page 23 for some ideas about how such a meeting might play out.

## *Rooms of the Moxie Men*

The two Moxie spies, Henry Manus and Jacob Thompson had been staying in rented rooms at the Greene Boarding House (454 Walnut Street on French Hill). Rose paid for their rent at this small establishment for three months. So far their belongings have been left be undisturbed. The landlady who runs the business, Constance Greene, is a shrewd and stern character who has seen a lot in her three decades operating a low-rent rooming house. Investigators will almost certainly need to deal with Constance, if only to discover which of the rooms had been leased to the two Moxie men. She also possesses a pass-key which will allow entry to both rooms. Constance, however, is no push-over — investigators will need to provide a good explanation as to why they need to know about the private affairs of two of her customers.

She knows Manus and Thompson are dead (and is shocked by the news, though it is hard to tell underneath her hardened exterior). But they are still paid-up, so she is honor-bound to protect their privacy. A well-placed **Charm** or **Persuade** roll can convince the landlady to allow the investigators into the two rooms. Even so,

she will still politely ask their names and what their business is, even as she grudgingly shows them inside.

If the investigators fail to impress Constance, they may find their only recourse is staging a break-in to the rooms, or convincing another tenant to help them gain access.

There is a little more to Constance Greene than meets the eye. After having detected the presence of the Moxie spies at the Bolton Brewing factory, the Walshes did some detective work of their own to learn more about the two men. Their investigations led them back to the Greene Boarding House but no further. Delia Walsh, half-suspecting that Manus and Thompson were employed by someone, approached Constance and paid her handsomely to pass on any information about visitors inquiring after the Moxie men or asking to see their rooms.

Constance, ever pragmatic and happy to receive income to bolster her shaky business, accepted Delia’s money and will inform her of anything she learns about the investigators. This includes everything they tell her, as well as anything she overhears while standing outside the rooms while the investigators perform their searches. And Constance Greene has very good hearing for someone her age (and is not above placing a glass against the wall to “overhear” things more clearly). The Game Moderator should keep careful note of the information that the landlady passes on to Delia, and adapt later encounters accordingly. See the nearby box for some ideas about how Delia might decide to use such information to violently dissuade the investigators from looking too closely at Bolton Brewing.

## *Inside Manus’ Room*

Inside Manus’ room, things look relatively normal. The room is tidy. However, there are a large number of empty bottles lying discarded around the room. These all bear the labels of Bolton Brewery’s as-yet-unreleased tonics. But, why yes! A **Spot Hidden** roll also locates a few full ones... If the investigators open one of these bottles and sample the soda see the box “Tasting the New Sodas” nearby.



# Tasting the New Bolton Sodas

At several points in this scenario, the investigators stumble across bottles of the as-yet-unreleased and highly addictive new Bolton Brewing Company soda products. While some may be wary of sampling these unorthodox-sounding flavors, investigators being what they are, somebody will inevitably drink one of the sodas. Those who sample the tonics must make a **Luck** Roll. Imbibers who succeed on the roll find that the drinks have a pleasant if unusual flavor, but nothing more. Exactly what happens to imbibers who fail the Luck roll depends on which of the Mythos Options the Game Moderator has chosen (see below).

Regardless of whether the investigator experiences unusual effects from drinking the soda, the GM should keep a tally of the number of bottles of soda the investigator consumes throughout the scenario — this will become important in the final showdown scene.

- If using **Option A — Sweet Dreams**, drinkers will find the beverage is enchantingly refreshing. They find it calms their mind and makes the light seem somehow golden. Aside from this mildly pleasant sensation, nothing obviously happens. However, that night, when they sleep, they will dream deeply of strange vistas ... This experience is intoxicating, and the dreams become clearer with each soda imbibed. Eventually (after perhaps 3 bottles consumed) the sleeping investigator will feel that he or she has the power to literally step into the dream — to explore this 'land of Dream'.

Simultaneously their inner eye sharpens but they feel distracted by the call of the Dream kingdoms. Not napping during the day should become a frequent challenge (perhaps requiring a **CON** roll). In game terms, all Spot Hidden rolls receive a bonus die, but the loss of focus affects all research type rolls, giving each a penalty die. This effect lasts 1D3 hours after waking. The desire to escape to this realm of dreams becomes more and more difficult to resist. Waking a player up from the Dreamlands requires the dreamer make a **CON** roll: for the individual's first two dream journeys, this is a standard roll, for the next two it is Hard, and thereafter it is Extreme.

- If using **Option B — Elixir of Life**, drinkers will feel a sudden rush of power exploding through their entire bodies. This is like a shot of adrenaline (because that's exactly what it is).

Imbibers find that they have enhanced energy and focus, but also that they begin to crave a sense of danger and excitement. This thirst can only be quelled by living dangerously or drinking more soda (or both). In game terms, an investigator under such influence gains a bonus die to all Spot Hidden rolls as well as to all physical skills (Climb, Swim, Drive Auto, etc.).

The effect is short-lived, however. For the first soda sampled, the bonuses wear off after only 1D6 rounds; for the second, the effect lasts for 1D10 rounds. For any subsequent drinks, the effects last 2D8 rounds. Immediately after the effects have worn off, the investigator receives a penalty die to the same rolls (Spot Hidden, physical skills) for an equal amount of time. This reflects the unpleasant experience of coming down from the high created by the tonic. The Game Moderator can also suggest that the investigator also suffers intense headaches to go along with the withdrawal.

- If using **Option C — The Old Drop**, drinkers will suddenly feel something ... new ... has developed inside them. These are previously unknown senses. Their taste, smell, hearing, and sight will all become sharper. So too will the imbiber's teeth. And there is a building sense of hunger for ... something ... (although this last effect is usually only perceptible after 5+ sodas have been drunk). In game terms, an investigator affected by the soda receives a bonus die when performing physical actions in dim light; conversely, they receive a penalty die when performing physical actions in bright light. The soda also provides a temporary bonus of +5 STR. These effects are initially quite transient — for the first drink they last 1D3 rounds. But with repeated exposure to the sodas the length of time increases (1 hour after 3 sodas, 3 hours after 5 sodas, etc.).

Longer term soda consumption also causes the drinker's facial features to gradually take on a more canine aspect as they slowly come to resemble a Ghoul. Although investigators may fear that continued exposure might fully convert them into Ghouls, such is not the case — for that to happen they need to also consume the food of Ghouls (as will be offered during the scenario's climax).



## Which Tonics Are Charged?

As part of their forthcoming sales drive, Bolton Brewing have developed several different unorthodox flavors, including Moon Tree Ale, Djingula Bean Soda, Njamura Pod Soda, and Xuin Flower Elixir. During the scenario, investigators may encounter any or all these strange brews.

The question arises as to how many of these different tonic flavors are dosed with supernatural ingredients. Is there just a single supernaturally-charged flavor? Or do all the new products bear the same otherworldly taint? This is a question that the Game Moderator can determine for himself or herself before the scenario begins. Keeping a handy written note will remind the GM of which instances of soda-tasting by investigators might lead to unnatural outcomes. Of course, the Game Moderator may well decide to ask the players to roll even if the sampled tonic is not dosed, with the results being ignored regardless of the die roll.

If the investigators do not make the connection themselves, an INT roll will remind them that none of the soda flavors found around Manus' (and Thompson's room below) have yet been released for sale. Logically, the two Moxie men most likely obtained them from the factory.

### Inside Thompson's Room

Thompson's room is not nearly as tidy as Manus'. In the bedroom a typewriter sits amidst the remnants of several half-filled soda bottles, empty food wrappers from Taranowski's Bakery, and the like. The soda bottles all bear the Bolton Brewing mark and have paper labels for the new unreleased flavors. If investigators drink any of the sodas, see the nearby box "Tasting the New Sodas".

Scattered among the widespread debris in Thompson's room, investigators can find two items of note (no rolls required as long as the players state they are searching the room):

- One empty Bolton Brewery soda bottle that, unlike all the others in the room, has not been randomly strewn about but carefully placed on the fireplace mantle; a cursory inspection shows it to be stuffed full of wrinkled paper. There is no way of retrieving the "message in a bottle" without breaking the glass. Investigators who do so discover the paper is a single rolled-up sheet containing barely-coherent ramblings typed by Thompson (see *Handout #3* below).
- On Thompson's desk there is a timetable showing the shift changes at the Bolton Brewing factory and a sketch map of the grounds. The map shows an area of the fence that has been circled in pen (this is a spot where Manus and Thompson have cut a hole in the fence, although there is nothing in the notes to indicate the significance of the circled spot).

I AM WRITING THIS UNDER CONSIDERABLE MENTAL STRAIN. I AM A CHANGED MAN. OR CHANGING.

THEY ARE DEAD OR PERHAPS WORSE THAN DEAD. AM I ALSO DEAD? CAN I BELIEVE THE TERRIBLE SCENES THAT FILL MY MIND?

I WISH NOW H AND ME HAD NEVER ATTEMPTED TO SEE THROUGH VEIL OF LIES & DECEPTION. TRUTH MUCH WORSE.

ALL IN MY MIND IS CONFUSION. SOME MOMENTS KNOW THAT IT WAS CHARLES PLOTS TO UNLEASH THOSE OUTSIDE ONES. UNLEASH ON A VAST SCALE. OTHER TIMES MEMORY TELLS ME IT WAS TONICS THAT BUILT WALSH. FORCES BEYOND.

TRIED TO WRITE REPORT FOR MOX BUT MIND TOO FAR GONE. STRUGGLE FOR CONCENTRATION. CAN STILL DRIVE. CAN STILL GET BOLTON. CAN STILL STOP THEM BEFORE ALL AMERICA MAYBE WHOLE WORLD TASTE BITTER POISON BRING OTHER.

THINK SHALL NOT RETURN. AS A MAN. TELL MOTHER I DID NOT SUFFER.

JACOB THOMPSON.



# A TRIP TO BOLTON

After making initial inquiries, the investigators have a few additional leads they can pursue. All of these require a trip to Bolton, a township some 4 miles from Arkham. Investigators can either make the journey using their own automobiles or take a bus (the Newburyport line; departures from 411 N. West street, Arkham, at 10 A.M. and 2 P.M.).

Bolton is a dreary industrial town of 15,539. There are many immigrants that work in the large Worsted Mill (the biggest in the region) as well as in the shoe/leather goods factory. Other recent-arrivals mill around in Bolton's few public parks, sometimes in large groups, hoping for work.

## *Bolton Police Department*

Investigators following up the stories about the two men found in the Miskatonic might inquire at the Bolton Police Station. With a Credit Rating or Persuade roll the investigators will eventually get to speak with Detective Rick Ciccione of the Bolton police, who can tell them the location where the two cars were found. It was just south of the Bolton town limits in a rural area about half-way between Arkham and Bolton. If they ask for more precise directions, he will tell them to go to the tiny town of Wilmington's Crossing — which most locals just call "Wilmington" these days — then ask for directions to the old Swain farm. The farm is located next to the Miskatonic River

## *Delia's Response: A Nocturnal Vision or Visit*

Thanks to information supplied by Mrs. Greene it is likely that Delia Walsh will — at some point in the scenario — learn about the investigators' interest in Bolton Brewing. Like a patient spider she will wait until she is certain that they represent a threat to her plans ... but when she has decided they need to be 'encouraged' to drop their investigation she will use powers at her disposal to arrange a night-time visitation wherever they are staying.

The exact timing of Delia's calculated response should be decided by the Game Moderator — it can occur any time after the investigators have spoken with Mrs. Greene but becomes more likely after they have started poking around the Bolton Brewery factory. The exact form of the response depends on which of the Mythos Option has been chosen:

**Option A — Sweet Dreams:** As the investigators settle in for the night and are drifting off to sleep, they are visited by some of the brewery workers from Leng! Delia has been using the goat-like Men of Leng as workers in her brewery located in the Dreamlands: several of them pay the investigators a visit (a number equal to the number of investigators; statistics at end of scenario). Sleeping investigators should make a **POW** roll to be alerted to their approach, with a difficulty of Hard if the investigator has previously imbibed the sodas. Such investigators who fail their roll witness — in their dreams — the dance macabre of the Men of Leng and are compelled to join in. They wake, more tired than when they went to bed and sore — a penalty dice should be added to any activities that require stamina (running, fighting, etc.). On the other hand, investigators who are awake when the Men from Leng arrive suffer their more conventional physical attacks.

**Option B — Elixir of Life:** Delia sends three 'juiced-up' factory workers to play a 'friendly' visit to the investigators to 'convince' them to abandon their scenario (statistics at end of scenario). They are under the powerful influence of the new tonics and have a weird and dangerous look in their eye. They will not succumb to any interpersonal rolls. However, any show of firearms will intimidate them. If any of the investigators is captured or cornered by the soda-crazed workers, they will be badly beaten, and given a warning: "leave ... while you still can".

**Option C — The Old Drop:** The investigators are having a quiet moment when a strange lady in mourning comes to their door to pay them a call. Dressed in a heavy black veil, "she" warns the investigators that the Bolton Brewing factory is really none of their concern and they should leave before "something" happens to them. Underneath the veil is the Ghoul-form of Great Grandfather Hiram. He is here to rebuff the investigators with words, but should things get nasty he will happily revert to fighting tooth and claw to teach them why they should abandon their inquiries. Statistics for the Ghoul-That-Was-Hiram appear at the end of the scenario.



at a bend. This information will be helpful if the investigators want to locate the spot or speak with the Swain family, the people who found both submerged cars. Ciccione can also tell investigators that the cars themselves were registered to Ballard's Auto Lot in Arkham, and each had sodden rental papers in the glovebox made out in the names of the dead men. The cars were unfamiliar to Bolton, suggesting they were hired recently and only driven to the industrial town a few times.

Ciccione truly believes that the two men were "rubbed out" by one of the Arkham crime gangs. The detective has no interest in getting involved in anything "organized". He is overworked and has a family that he wants to live to see grow up.

## The Wrecks

The investigators might inquire about the fate of the drowned cars — hoping to search them for clues. The cars were taken to a local scrapyard, since both were thoroughly destroyed. If investigators visit the yard, they can see the damage to the vehicles themselves, but beyond that the only clues to be found inside are a pile of empty soda bottles. All the bottles bear labels for new flavors from Bolton Brewery.

## A Trip to Bolton Library

Bolton has a small lending library, although investigators will have to become members (at a price of one dollar per year) in order to use it. The local librarian, Mrs. Rosalee Hayes, will be very helpful if a little 'clinky', following them as they search the stacks. A successful **Library Use** roll will reveal that the Walshes were early settlers in Bolton. The family seem to enjoy a position as THE who's who in town, although the industrial town has little time for socialites — that's for the big towns like Arkham and Ipswich.

The librarian is happy to pull out a box of news clippings from the local Bolton Republican newspaper concerning the Walsh family. From this, investigators can learn the following:

- Delia and Charles inherited the brewery when their parents died in a carriage accident ten years ago.
- The Bolton Brewing Company was founded in 1820 by Hiram Walsh, who is said to have created much gossip around town when he disappeared without a trace in 1832. The prevailing theory is that he fell into a vat of his own beer, although there is no record of his body ever being recovered.
- Several pictures can be found of the family through time. One particular picture should catch the eyes of the investigators. In it Rose Cummings hangs on the arm of Charles Walsh while Delia turns away from the camera. The picture is from 1927 at a sporting event (see "Confronting Rose" on page 23).
- A terrible fire ripped through the Bolton Brewing factory exactly twenty years ago this month. This is also referenced in a clipping in the *Dateline: Lovecraft* prop newspaper (**DL1-9-H-5-Firemen**). The historical fire has no direct relevance to the current schemes and is effectively a red-herring.

## Site of the Drowned Cars — Wilmington's Crossing

The investigators might come to Wilmington's Crossing guided by the (very vague) description in *Handout #2* of the location where the drowned cars were found. Alternatively, they may come here using more





precise directions provided by Officer Ciccione of the Bolton Police (see page 14). Tracking down the precise location with just the newspaper description is time-consuming but eventually brings the investigators to the tiny township; following the detective's directions is much faster.

The 'town' of Wilmington's Crossing is located near a bridge across the Miskatonic. It is really just a general store with a newly added automobile service station. Gus Rovik, the taciturn attendant/man behind the counter can point out the Swain farm or the river bend — with a purchase, or course.

The Swain family live in a farmhouse not far from the site of the "bandits' graveyard". They claim to have seen a number of strange people lurking in the woods near their farm over the past several years. The Swains were also the ones who discovered the two sunken automobiles in recent weeks.

Michael and Margaret Swain really don't want any trouble and really wish that the river near their farm was not so popular for "garbage disposal." As they speak, they will look at their children and give the investigators the eye ... hinting that it's not appropriate to discuss the acts of dangerous criminals in front of the young ones. Usually Michael and Margaret don't see or hear anything, and they like it that way.

While the investigators discuss the recent discoveries with the Swains they will notice (with a **Psychology** roll) that their twelve-year-old daughter Elizabeth looks more and agitated. If they give the young girl any attention, she will blurt out "I told you, daddy, that the city people were here about what I saw!" The two parents will quickly try to change the subject, but persistent investigators can convince them (with a **Persuade**, **Fast Talk**, or **Charm**) to allow Elizabeth to tell her somewhat unorthodox tale about the recent events at the river.

The events described by the imaginative young girl depend on which Mythos Option the Game Moderator has chosen:

- If using **Option A — Sweet Dreams**: Elizabeth swears that she saw a "dragon" drop a car into the river from

her bedroom window, which overlooks the bend in the Miskatonic. "A dragon dropped one a few weeks ago too. There have been a lot of dragons flying around at night ... I think it dropped the car because it thought that it was a cow when it picked it up and was hungry. I make sure our Silky is locked in the milking pen every night. I don't want the dragon to eat her!"

If asked to describe the dragons she talks about their huge bat like wings. She has been seeing the dragons only for the last couple of weeks, but she never sees them breathe fire. If investigators inspect the location where the cars were found, they find no tire tracks that lead into the river.

- If using **Option B — Elixir of Life**: Elizabeth thought that she heard two men talking after she saw the car splash into the river. One was complaining that they thought that it would have been more exciting, but it was just like "squeezing an old dishrag." They said that they would need to look for something more exciting to fill the rest of the evening. If investigators inspect the location described by Elizabeth, they find tire tracks come down from the road atop a nearby hill. Several men's footprints can also be found nearby. A **Spot Hidden** shows that the toes of shoes pushed into the soft earth as if the shoes' wearers were straining to push the car.
- If using **Option C — The Old Drop**: Elizabeth swears that it was the 'animal people' who drove the cars down from the top of the hill to the bank of the river. Then they got out and pushed the cars until they rolled in. She wonders if maybe they are runaways from the circus. The people looked misshapen just like the freaks she saw in the tent at the circus last June. The animal people did not speak English either, but meeped and gibbered to one another. If





investigators inspect the hill described by Elizabeth they find hoof prints in the soft earth as though the field were used for grazing livestock (although the Swains state that it hasn't been used for that purpose for several years).

## *Visiting the Bolton Brewing Factory*

The Bolton Brewing Company's factory is a squat, shabby, red brick building at the bottom of a large hill on the edge of town. It is easy to find, since it is one of the largest buildings in Bolton, and belches steam into the air from two enormous smokestacks throughout much of the day. Anybody in Bolton can give directions to the plant.

When the investigators arrive at the factory that find it to be surrounded by a tall chain-link fence with two sets of gates — one at the rear for deliveries and distribution and one on the front for workers. The worker's gate has a small watch house attached, where a watchman keeps guard around the clock. Anyone scoping out the area will also notice that while the factory itself sits at the base of the hill, a large and conspicuous mansion perches high above it on the crest of the hill. This is Walsh Manor, the ancestral home of the family that has owned the brewery for a century (for more on this stately home, see "Dinner With Delia" on page 26).

## **Getting Inside**

Investigators who wish to gain entry to the factory will first need to get past the fence. This is not an easy matter — the brewery takes security seriously. Attempting to simply bluff their way past the watchman is challenging unless the investigators can provide a plausible reason for gaining entry. Game Moderators should listen to the investigator's story: if it sounds convincing, the guard will buy it with a **Hard** roll against **Fast Talk** or **Persuade**; if the story sounds vague or hollow, an **Extreme** roll is necessary. See the nearby box "Spies Like Us" for some possible investigator strategies that might work.

An alternative approach to getting past the chain-link fence is to make use of a small hole which the Moxie spies cut in a section of fence far from the watch house. If investigators found the map and watchman timetable in Thompson's boarding, they can easily find the concealed breach in the perimeter fence. Approaching it without drawing any attention requires a **Stealth** roll. If an investigator attempts to crawl through the hole while there is someone in the watch house, the intruder will need to make a **Luck** roll to avoid somehow tipping off the watchman. Alternatively, if they time their break-in to coincide with the change-over of guards, there is no chance anyone will spot their activity (both watchmen are busy sharing a cigarette).



## Factory Interior

As shown in the nearby map, there are three entrances to the Bolton Brewery Factory:

- The front door, which leads to a lobby and a small suite of offices;
- Exterior doors leading to the Brewing and Bottling factory floor (some via the Loading Bays and Docks); and
- An outside stairway that climbs the building's west wall to the Secret Ingredients Room.

Although investigators may decide to search the company offices at the front of the building, there are no clues to be found there (Charles keeps all the possibly-damning papers and records in his person office which is elevated above the factory floor).

Investigators who climb the external stairs will find themselves confronted with a solid and stoutly-locked door; if they can overcome this obstacle, they will gain entry to the most jealously-guarded (and weird) section of the facility — see “The Secret Ingredients Room” on page 24.

Entering the bottling and brewing part of the facility — the literal factory floor — will place investigators into the heart of the operation that produces bottles of Bolton Brewing Company tonics. This includes all existing flavors as well as test-runs of the new, more outrageous, flavors. The brewing and bottling plant is crammed with antiquated-looking industrial equipment, huge vats, and scaffolds that stretch all the way to the high roof-line. The place has a strange aroma, a musty sweet aroma that is hard to place.

What investigators find in the factory floor area depends on whether they are visiting during the day or at night.

## The Factory Floor by Day

If visiting the plant during day-time hours (from sun-up to sun-down) the place will be noisy and filled by workers in heavy overcoats. This is all the protection they have from the many noxious chemicals and compressed gases that are stored around the factory. The most noticeable feature of the operation is the ever-present figure of the “big boss,” Charles Walsh. Walsh likes to spend his entire day strolling around the factory floor (or perching high above it on an upper-floor balcony) barking orders to his employees, exhorting them to work harder or faster (or both!). Charles is a curious-looking individual, red and sweaty and wearing an old-fashioned tweed waistcoat and pocket-watch. An observant onlooker might (with a **Psychology** roll) observe that his energy seems to stem from nervousness — he paces around, eating one cigar after another — never lighting them, just chewing them down to a stub before starting a new one.

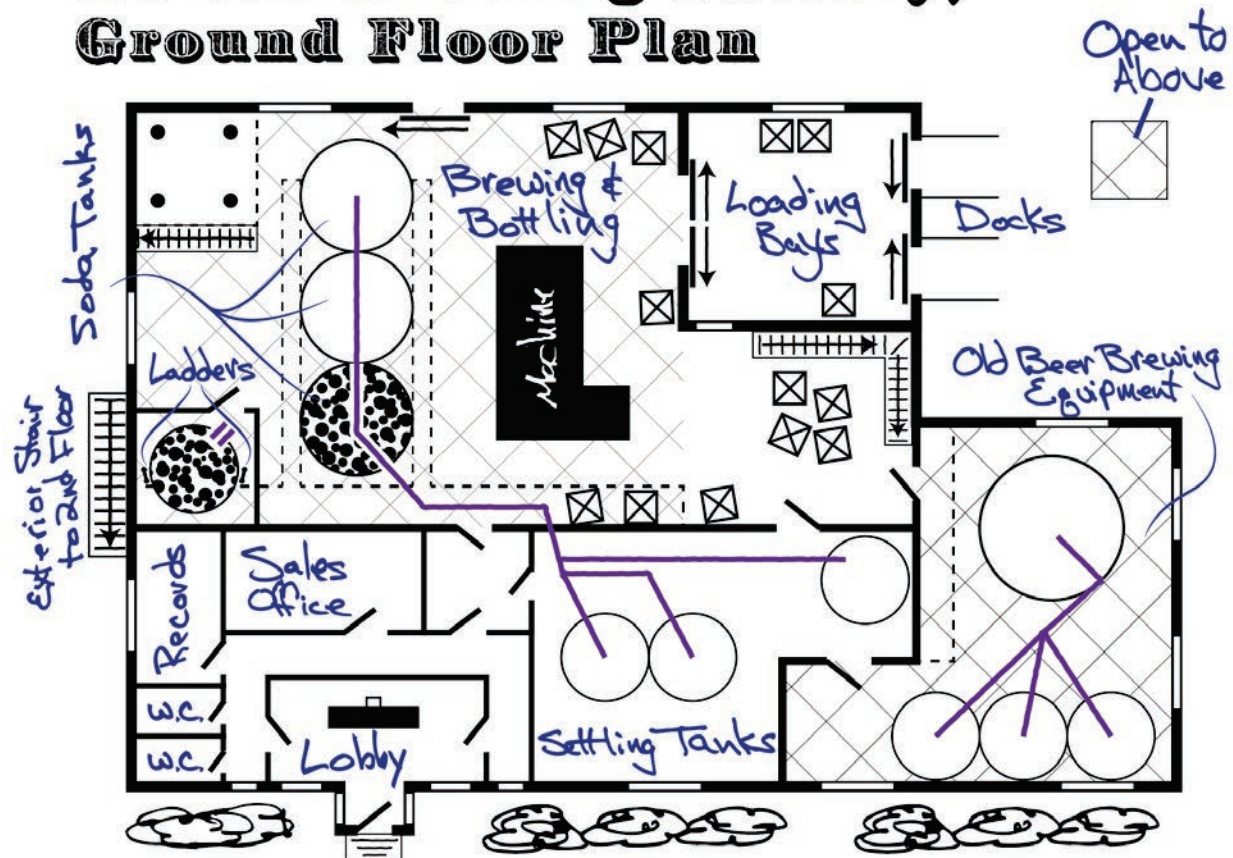
## The Factory Floor by Night

If investigators enter the brewing and bottling area at night the place is almost deserted, with most of the lights switched off. The tall catwalks and peculiar outlines of the equipment cast eerie shadows around the

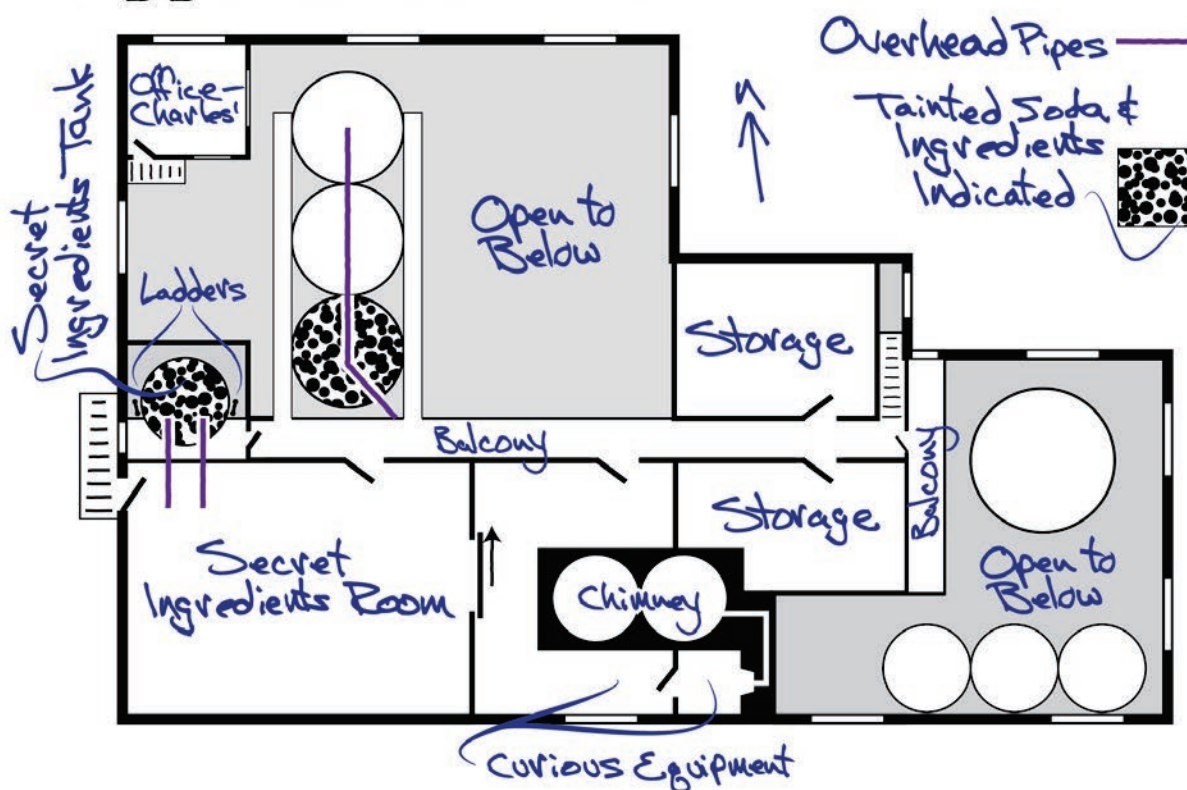




## Bolton Brewing Factory, Ground Floor Plan



## Bolton Brewing Factory, Upper Floor Plan





vast hall, making it a disquieting place. There is a 20% chance that the investigators arrive during one of Charles' nocturnal visits to the factory floor, in which case they may overhear him talking softly as though speaking to some unseen person. While this may seem suspicious it is actually nothing more than Charles arguing with his own conscience, now much conflicted due to Delia's ghastly plans.

### Searching the Factory Floor (Brewing & Bottling Area)

If the investigators manage to search the Bolton Brewery factory floor without detection, they learn that there is nothing untoward to be found there (aside from several dozen safety code violations). There are, however, two other adjacent areas they observe:

- There is a rickety metal staircase which leads up to an office which is against the upper wall of the building's north west corner. This is Charles Walsh's personal office (see below)
- An unimposing door can be seen in the south west corner of the brewing and bottling area which seems to lead to a storage area. From time to time supervisors on the main floor go to this door, unlock it, and fetch large carboys of liquid from a small room beyond. This is the area containing the Secret Ingredients Tank (see page 22).

### Charles' Office

The door to the elevated office is kept permanently locked, but a successful **Locksmith** or **Hard Mechanical Repair** roll can open it. Alternatively, it can be broken down (the door has a STR of 80). Whenever the investigators gain entry to the office, it will be unattended; it won't stay that way for long (see below).

Inside the office is a desk and a file cabinet. The desk contains mostly mundane office supplies, but one of its drawers is locked. This can be **Locksmithed** or forced open (STR 30). Concealed within is a packet of love letters, held together with twine. They are all addressed to

Charles Walsh from ... Rose Cummings, the investigators' current employer. The last letter in the series shows Rose severing their relationship in a somewhat brutal and business-like fashion.

Inside the file cabinet the investigators can find an accounting ledger. If they have a sample of Charles Walsh's handwriting it's easy to tell that all entries in this book were made by him. An **Accounting** roll shows that the Bolton Brewing Company's financial records were quite normal three years ago. However, as the entries progress to the present-day they become shakier and more cryptic. If the Accounting roll was a Hard success, the investigator will notice several large payments cryptically cite "Delia's Friend" as the recipient. As time goes on these become larger and more and more frequent; at some point the annotation changes to "Delia's FIEND." This is not a simple spelling error, as it is repeated across numerous payments.

### Discovered!

Just as the investigators are wrapping up their search of the office, the Game Moderator should call for a **group Listen** roll (a single roll against the best Listen of any of the group). Success will give them a few seconds warning that someone is ascending the external metal stairs leading up to the office space — also the only way out of the room.

A moment later, a man's voice — which they will recognize as Charles' if they have heard him speak previously — can be heard on the landing outside the office. He seems to be talking to someone, although only one side of the conversation can be heard. A **Hard Listen** roll reveals that Charles is actually arguing with himself. If anyone is brave enough to peer through the grimy window between the office and the landing (risking discovery on a failed **Stealth** roll), they can see clearly that this is the case — the florid-faced factory-owner alternates between mouthing words silently and then screaming things like "It's not enough! There will have to be more sacrifice! She must be made to understand! Our product must get to every household, not just in the Miskatonic Valley but throughout America!"



# Spies Like Us

Investigators might decide to take on the role of undercover spies to gain entry to the factory. This could take the form of infiltrating the operation as a worker or other hired staff, or alternatively they could pretend to be journalists seeking to interview Charles or Delia.

## Posing As Workers

For such a plan to succeed, the investigators will need to make a **Hard Disguise** or **Stealth** Roll to get past Charles Walsh who is highly distrustful of anyone who he hasn't seen working in the factory before. He will want to know who hired them, and what job they are here to perform. The interrogation will seem strangely intense, perhaps leaving the spies wondering if the factory owner isn't a little unbalanced. If any of their answers displease, anger, or just confuse Charles, he will launch into a rage (see below).

If the infiltrators have somehow concealed themselves to avoid the owner's paranoid attention during the day, they will need **Sneak** rolls to move unseen around the factory floor. Alternatively, if they are there at night while Walsh is arguing with his conscience, they will need to make an opposed roll pitting their **Stealth** against his **Spot Hidden**. Any failure will mean that they have been caught: Charles' narrow eyes will zero in on them; his face will become florid and he will begin to bellow with rage. If there are any workers nearby, several will rush to intervene afraid that their boss might grapple the strangers.

## Posing As Reporters

Investigators might reasonably attempt to gain entry by requesting an interview with Charles Walsh. He will be receptive to such offers since any printed article will serve as free advertising for the upcoming release of Bolton Brewery's new products. The investigators will be escorted by the watchman from the front gate, into the factory building and up onto the overhead balcony where the red-faced Charles is currently bellowing at his workers. He seems distracted but will answer any questions which will show the Brewery (and himself personally) in a positive light.

Charles will put on his best face for good press. He wants these new flavors to succeed. He wants to keep his family business open. His pride in his family operation should show even if his fraying sanity does also. "No, my sister Delia doesn't work at the factory, but she did come up with the names of the new tonic flavors." He laughs at "women's crazy ideas..." but his affection for his sister and maybe something else (like fear...) should show through if a **Psychology** Roll is made.

If anyone asks more about the new sodas, he will usher the investigators over to a pile of test-run cases on the factory floor and offer each of them a taste from a freshly-made bottle of "Njamura Pod" soda. If they drink see the box "Tasting the New Bolton Sodas" on page 12.

Interviewing investigators whose questions veer away from areas which will neatly serve to promote the Brewery and its produce will quickly anger Charles. One or two stray questions might just lead to an uncomfortably terse response, but anything further will trigger a full-blown rage attack (see below).

Under no circumstances will Charles allow the investigators to tour the upstairs room where the brewery's "special ingredients" are made. He can't let trade secrets get out, especially before the much-anticipated launch of the new sodas. Clever plans by the investigators to sneak off from the main group to search the plant or Walsh's office may succeed with a skill check or two — after all there are a lot of workers in the factory, making it easy for stray investigators to find cover in the crowd.

Any investigators who arrive seeking an interview with Delia Walsh (or ask Charles if they can also talk with his sister) will be disappointed. She is not available today, although the "reporters" can leave their names and make an appointment to return to speak with Delia on the following day (see "An Alternative: Tea With Delia" on page 26).

## Anger Management

If the investigators end up trading angry words with Charles, the situation is likely to escalate quickly and become tense. See "Caught Red-Handed" (page 26) for likely resolutions to this volatile situation.

The Game Moderator should let the investigators stew for a moment, worrying about how they will deal with the madman when he eventually ceases his prevaricating and moves to open the door. Just as he puts his hand on the doorknob, he is distracted by a soft female voice

from the bottom of the stairway. He turns away from the office door and descends from the landing. Investigators who are at the window can see the stylishly-dressed form of Delia Walsh calmly settling her brother down. She hands him something. Was it a bottle of soda ..?



If somehow the investigators still end up drawing undue attention to themselves, see “Caught Red-Handed” on page 26.

## The Secret Ingredient Tank

This storage room adjacent to the south west corner of the factory floor contains a two-story tank in which is kept supplies of whatever secret ingredient is being added to new Bolton Brewing sodas. Observant investigators inspecting the bottling and brewing area will eventually notice (with a **Spot Hidden**) that from time to time a supervisor uses a special key to access this area, returning with a carboy of additives for one of the brewing tanks.

On the lower level, entry into the tank room is impeded by a lock on the door; keys are held only by factory supervisors. Bold investigators may try to pick the pocket of one of them (**Sleight of Hand** roll) or distract him in some way and switch his keys (**Stealth** roll), or they may try their skill at lockpicking (**Hard Locksmith** roll). Alternatively, investigators may just decide to try battering down the door (STR 90).

Inside the lower tank room, investigators find stockpiles of “flavoring compounds” in glass decanters, as well as spigots in the side of the tank itself from which gallons of the foul substance can be drained. If any of the investigators are suffering the effects of the prototype sodas, they will feel a compulsion to drink these concentrated liquids. It is almost as if the bottles of flavoring essences are calling to them, begging to be consumed. The temptation to lift a few samples of the concentrated ingredient will be hard to resist (requiring a **Hard POW** roll).

On the sides of the tank there are a pair of ladders that allow access to the top half, and also to an adjacent upper-floor gantry walkway. Looking upwards investigators will also see that the very top of the tank is joined to two heavy overhead pipes which stretch southward (to the Secret Ingredients Room). This is how the tank is filled.

Alternatively, access to the upper level gantry abutting the tank, and the top of the tank itself, can also be achieved from the upper-floor balcony via a locked door at the western end. This door and lock have the same properties

and are just as difficult to open as the door on the ground floor.

Furthermore, any thorough search of the upper gantry also finds a notebook containing some “flavor development notes”. The contents of these notes depend on which Mythos Option is being used:

- **Option A — Sweet Dreams:** The notebook is written in a clearly feminine hand (Delia’s). It starts off blandly enough with potential recipes for strawberry cream tonic and the like. The margins of the notebook are often filled with doodles of strange beasts or fantastic buildings. They are enchanting and otherworldly. Under one doodle is written “build factory in Milone — can fly in casks.” If any of the investigators are Dreamers themselves then they will know (with a Dream Lore skill roll) that they have seen these things before ... but only in a dream.
- **Option B — Elixir of Life:** The notebooks are all written in the same feminine hand (Delia’s). They contain complex chemical formulae that are likely to baffle even those with a deep scientific background (a Hard success on a **Science (Chemistry)** roll suggests the notes relate somehow to endocrines found in the human body).

If the investigators take the book to experts at Miskatonic University the scientists will, if given a few days be able to reveal that these formulas are for combining adrenaline with various organic substances. The M.U. academic notes that at the purity noted in the notebook the concoction would be very potent, but one simply couldn’t produce that kind of synthetic adrenaline using current techniques. The expert has, however, read journal articles suggesting that Japanese scientists are more advanced in this field. A sample taken from the Secret Ingredient Room will be very potent indeed



## Confronting Rose Cummings

At some point in the scenario, the investigators will likely learn about the illicit (now-terminated) romantic liaison between Rose, their employer, and Charles Walsh. This might make them question Rose's honesty or her intentions in hiring the investigators to uncover dirt incriminating Charles in the deaths of the two Moxie men. After all, why did she withhold information about her previous association with the owner of Bolton Brewing? Investigators might decide they need to meet again with Rose to get to the bottom of this deception. There are two ways this scene might be slotted into the flow of the scenario.

### *Returning to the Miskatonic Hotel*

If investigators become suspicious about Rose very early in the scenario, they might be able to track her down at the Hotel Miskatonic before she departs for Boston. The Game Moderator can determine how soon Rose leaves after her initial meeting with the investigators, although it is unlikely to be more than a day or so.

### *Rose Comes to Visit the Investigators*

At some point during the investigation — either while they are in Arkham or Bolton — the investigators return to their accommodation to unexpectedly find Rose Cummings waiting in their room. She knows she asked that the investigators come find her when they had something, but she got impatient and decided she REALLY wants to get their report now. She is brusque in dealing with the investigators, ignoring any of their objections: "In business, timing is everything — if I want your report now, it's because I need it. So ... what have you learned about Manus and Thompson and what evidence do you have against Bolton Brewing? Do you have the secret tonic recipes for me?"

### *Thorny Questions for Rose*

Confronting Rose with additional details they have unearthed about her association with Charles Walsh does not place her in a good mood. Her normally business-like demeanor turns downright brusque as she reminds the investigators that she is paying them to find

out information about her dead employees, not dig up salacious gossip about her. She will be taken aback if confronted with accusations that she might be somehow involved with sabotaging the Bolton Brewing company because of a failed romance. "I ended that relationship months ago and it is none of your goddam' concern. It has nothing to do with Thompson and Manus."

"Focus on the tonics and what they do to people. I should know! Imagine what will happen once everyone in America is drinking the stuff!" she will say with strain and emotion dripping from her voice. Any investigator who attempts to understand Rose's mood can (with a **Psychology** roll) determine that she is frightened about something. In reality she is concerned about the changes the sodas have begun to have on her mind and body, but investigators may draw different conclusions.

If the investigators continue with their questions about Rose's personal life, it will become obvious that Rose is losing control of herself — something she cannot afford in business. If pressed, she will admit to her previous relationship with Charles. She hadn't known when they first met that he was *THAT* Charles Walsh. He was just a dashing guy who danced well and seemed to encourage her business aspirations. Rose will confess that Walsh seemed to be the first man to not be intimidated by her business acumen... she should have known. After a while she wondered why Charles asked her so many questions about what was going on at Moxie, and why some of what she told him seemed to end up in Bolton Brewery's plans to rebuild its business in the Miskatonic Valley. "He was spying on me — that's where I got the idea in the first place, don't you see?"

She doesn't know if Charles ever had any real feelings for her, but she will not be made a fool of again. She almost lost her job on his account and she certainly took a hit to her pride. She concedes that she may have sent in Thompson and Manus as part of some revenge, but this has gone beyond personal now. "I fear, though, that since I knew him Charles has become some kind of monster. I don't know what has been going on in his life since I left him. He doesn't go anywhere without Delia except to the factory. She seems to be his only confidante now."

and everyone in the M.U. Chemistry Department will be highly interested in where the investigators obtained such a scientifically-impossible chemical.

- **Option C — The Old Drop:** The notebooks are very old and full of crabbed antique handwriting, annotated in many places with more recent notes written in an obviously feminine hand

(Delia's). On the fly page it is stated that the volume belonged to one "Hyram of Bolton". There are many recipes for different beers and tonics at the beginning of the book — all of these are rather mundane. As the book progresses, however, it delves into research for more acquired tastes. "Hyram" describes in one entry how a particularly loathsome



client came with an odd request that he “dare not commit to the page”. At first he seems filled with disgust, but later the tone changes and Hyram even begins to extol “this route to a new world and tastes, though at first repellant to the sensibilities, yet now ... now the call is one most arduous to resist.”

## The Secret Ingredients Room

Located on the factory’s upper level, the Secret Ingredients Room is the heart of Delia’s scheme. This is where the secret additive is collected and pumped (via overhead pipes) into the Secret Ingredients Tank, from there to be manually added into individual brews on the factory floor.

Ever since Delia set her plan in motion, each of the doors to the Secret Ingredients Room has been kept closed and locked at all times. The locks are challenging (requiring a **Hard Locksmith** or **Extreme Mechanical Repair** roll to open). During normal working hours, the door leading to the upper-floor balcony is guarded by an ever-present supervisor. A select few Bolton Brewery workers are admitted by the supervisor, who knows by heart the roster of employees who are allocated to “test brew” duties.

The key to both the balcony door and the external staircase-entry is kept with the supervisor during work hours and handed back to Charles Walsh for safe-keeping at night. Clever investigators may invent methods of stealing it from one of these persons. Another possible method of gaining access during the day is to wait until the guard-supervisor takes a bathroom break and try to **Sneak** into the room without being noticed.

A final, if somewhat difficult, option is climbing to the top of the Secret Ingredient Tank and horizontally along the pair of overhead pipes which penetrate the wall to the Ingredients Room via small apertures. Such a daring feat can only be attempted by a small-framed investigator (SIZ under 45); the Game Moderator should call for two **Climb** rolls to traverse the whole distance safely.

## An Alternative: Tea With Delia

If investigators have posed as reporters and expressed an interest in speaking with Delia Walsh, they will be invited to share tea with her in the Drawing Room at Walsh Mansion. Delia will be extremely charming during this social encounter, but investigators who are especially perceptive (Psychology roll) will detect that she is not entirely what she seems. If the result was a Hard success, some hint of her ruthlessness and brooding power are detected.

This may provide the Game Moderator with an alternative way of dispensing clues that the investigators have not found at the factory. In particular, if investigations have stalled, consider moving evidence from the Secret Ingredient Room, Tank Room, or Charles’ Office to an office/library at the Walsh Mansion to give the investigators another method of finding it.

The scene which greets the investigators when they gain access to the Secret Ingredients Room depends on which Mythos Option the Game Moderator has chosen:

- If using **Option A — Sweet Dreams**, the investigators quickly notice that the inside of the room looks very little like a brewing operation. They find intricately carved decorative pillars supporting an archway in the middle of an otherwise empty space. Nearby there are stacks of wooden casks — the kind you might find being used for aging strong spirits or wine — each with a strange symbol painted on them.

The casks also have a metal loop on the top: an **INT** roll suggests the loop may be a handle of sorts. A mix of trusted Bolton Brewery workers and goat-like Men From Leng are busy emptying strange fluids from the casks into a vat. From this, the overhead pipes pump it out to the Secret Ingredients Tank.

The carved pillars are beautiful and out of place, but if any of the investigators are experienced travelers to the

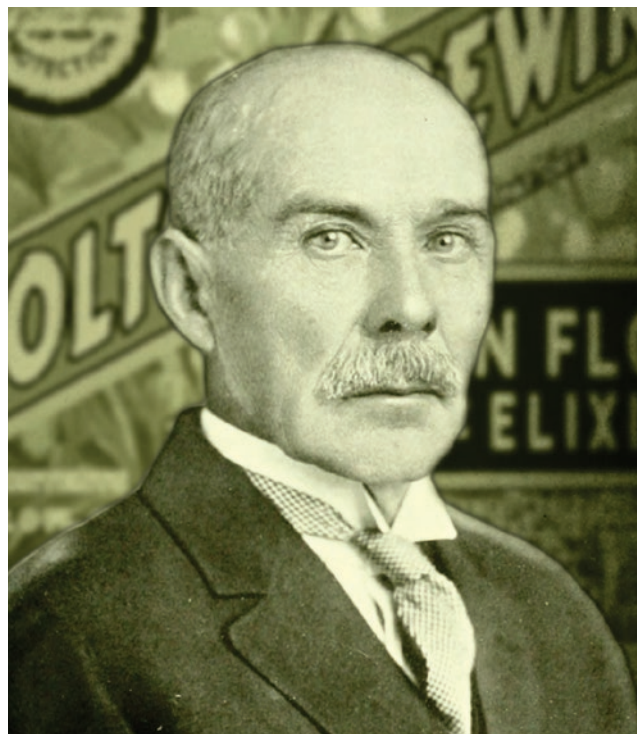


Dreamlands (or have been sampling the sodas) then they can attempt a **Hard INT** roll to remember them from something out of a dream journey ...

- If using **Option B — Elixir of Life**, the room looks more like a mad scientist's laboratory than a brewery. The area contains several chairs with some kind of attached helmet — a little like the kind of helmet one might see attached to a deep-sea diving suit. However, the masks have no porthole for seeing out; instead several wires feed into the back of the helmet from a device with many knobs and dials. There are rubber tubes snaking from the chair to still more lab equipment, and from there up to overhead pipes. To one side of the area are stacked many packing crates with labels written in a Far Eastern language—Japanese, if any investigator passes a **Hard INT** Roll or has skill in **Other Language (Japanese)**.

There is a tang to the air in this room. Any investigators who have been partaking of the sodas sense expectation and excitement. They find their mouths feeling dry and will need to make a **POW** Roll to avoid feeling an overwhelming need for either another of the new sodas, or some kind of perilous action to satiate the buzz of their jangling nerves.

- If using **Option C — The Old Drop**, crates litter the room, covered in dust and grime. Each crate contains small bottles of a strange black and oily liquid. Trusted Bolton Brewery workers are busy emptying the ichor from the tiny bottles into a vat from which the overhead pipes pump it out to the Secret Ingredients Tank. A **Hard Sleight of Hand** roll might allow an investigator to pocket some without being seen. Investigators watching the factory at night may spot strange



Charles Walsh

hunched figures — Ghouls — climbing up the external staircase delivering more crates before returning to a secluded hole in the earth elsewhere in the factory grounds.

A keen sense of smell developed by any of the soda-swilling investigators will detect an odor ... an earthy smell. Such affected investigators feel a call, but with an **Easy POW** Roll they can resist the urge. Otherwise, they feel the strange craving for meat, rare meat. It is a craving that they cannot seem to fulfill at any restaurant.

The Game Moderator might decide to tempt afflicted investigators, suggesting that their unquenchable hunger makes them decide to take to take a night-time stroll ... down into the Ghoulish tunnels hidden beneath the grassy factory grounds, or into one of Arkham's many graveyards. Do they meet some Ghouls who offer them a tasty treat? Eating such a morsel will set them on the path to a complete transformation into a Ghoulish. Have fun with this and enjoy working this change into your ongoing



campaign or future *Dateline: Lovecraft* games. Only if the investigator eats of true Ghoul food will they completely transform (although it is unlikely the investigator, or the player, will ever know for sure).

## Caught Red-Handed

Once the investigators have found a way to gain access to the areas of the Bolton Brewing factory directly involved in the Mythos schemes of Delia Walsh, it is time to kick the investigation into its concluding act. The best way to achieve this is to arrange some way for the investigators to be caught by Charles Walsh in the middle of an unauthorized search of one of the secret areas.

There are lots of ways in which Charles might have been alerted to their presence — did they break a door or force open a lock as part of an after-hours break-in? Charles might have stumbled upon that damage during his half-lucid meandering around the factory at night. Did the investigators bamboozle or persuade a factory supervisor to let them into a locked area? Or pick someone's pocket to obtain a key? In either case the affected employee might have ultimately decided to report the situation to Charles, who won't hesitate to follow the scent to give the perpetrators a damn good thrashing.

However and wherever Charles catches the investigator, his reaction is the same: his face turns instantly scarlet as he calls out to the "ne'er-do-wells" to give themselves up and face the rough end of his best cane. At the same time, Charles' demeanor turns violent as he begins tossing things and jabbering in a barely-coherent manner. It seems that there is no reasoning with the unstable factory owner, and a fight feels inevitable.

### *Mellow Voice of Reason*

Just then the smartly-dressed Delia arrives on the scene, puffing as though she has just run a considerable distance. She placates Charles, calming him down with just a few well-chosen words. Charles tells Delia all the things that the investigators have done to the detriment of

Bolton Brewery (e.g., damaged property, broken into the factory illegally, coaxed their way into restricted areas). She looks at him and says, "Tsk Tsk Charles, if you look at things with a bit of perspective, have these people really done anything to hurt you and me? Or to hurt our business? I say we should escort them off the premises and ask them to promise never to come back. They look like persons of integrity, so an oath on their personal honor is good enough for me. And if I'm wrong, well we can always ask to police to lock them up for trespass. What do you say, Charles?" The factory owner is cowed into silence and mutely agrees.

What happens next is up to the investigators, but they will most likely decide that Delia's offer is a much better proposition than facing the wrath of Charles or (more realistically) answering difficult questions from the Bolton Police. Assuming they agree to leave, Charles and Delia escort them out of the factory building and back to the perimeter watch house. When they arrive, Delia will turn them over into the custody of the watchman, saying "can you see these people are sent on their way; I need to get my brother back up to the Manor." Charles and Delia will then depart and the watchman will make sure they leave the fenced area, telling them to "scram." As they depart he says, "Miss Delia is too nice by far. Get out of here, but don't let me catch you again or I'll ask Mr. Charles instead ..."

## DINNER WITH DELIA

Delia is no fool. She almost certainly has had information about the investigators almost from the start of their investigation — thanks to her paid informant Constance Greene (see "Rooms of the Moxie Men" on page 11). Any encounter with the investigators at the factory (e.g., "saving" them from the wrath of Charles) shows her more than enough to confirm that these snooping individuals are not just a nuisance but a substantial threat. Early on she might believe the investigators can be scared off (see "Delia's Response" on page 14) but





eventually she decides they are a problem that must be dealt with in a more final way. She can go a long way by cultivating the common perception that her brother is an unstable maniac who is obviously the “bad guy” behind anything questionable that happens at Bolton Brewing. But this problem requires more direct intervention. Maybe she can use them as she did Thompson and Manus, but she isn’t going to take any chances.

Delia’s scheme for dealing with the meddling investigators is as smart and stylish as she is — she plans to summon them to Walsh Mansion and unleash some of her supernatural servitors on them. All after some civilized canapés, of course. Regardless of how secretive the investigators have been, Delia knows where they live or where they are currently staying. She arranges for a formal invitation to be sent, asking them to join her for dinner either tonight (if the invitation is made by telephone) or tomorrow night (if made by letter or telegram). The invitation will give directions to reach the steep roadway that climbs the hill to the mansion perched on its summit. When they arrive at the estate’s ornate wrought iron gate the investigators are met by a watchman (wearing the same uniform as those in the factory); their invitation will grant them access and directions up the hill.

The Walsh Mansion is situated at the top of the hill on the grounds of the brewery. The stately home itself is made of the same red

brick as the factory building but designed in an imposing Richardsonian Romanesque style. It is surrounded by a tall hedge that circles the home’s gardens and a few outbuildings. A well-worn path leads from a side door in the house through a stout gate and down the hill to the brewery. The gardens surrounding the mansion separate it from a small stand of woods and a small creek.

## *What The Butler Saw*

When the investigators arrive at the front door of Walsh Manor (or even if they go around the back and enter via another door) they will be met by Edwards, the Walshes’ butler who lets them inside. The interior of the house shows more than a little wear: the furniture is dated, and it has certainly not been modernized. It is, however, elegant and shows signs of being well cared for. The specifics of the décor can be tailored according to whichever Mythos Option the Game Moderator has selected — for example, featuring porcelain cats for the Dreamlands option, strange scientific journals for the Elixir option, or creepy family portraits for the Ghoul Ancestor option.

The butler shows guests into the conservatory, asking them to be seated while he fetches the mistress. While escorting them Edwards may let slip that tonight they will be dining with just Mistress Delia as “Mr. Charles has ... stepped out again.” The investigators



may try to question him about his employees. This will make him uncomfortable, forcing a vague look of unease to cross his face.

Diligent investigators who apply their social skills (**Persuade** or **Charm**) to the task of extracting gossip from Edwards may learn a little more about Charles and Delia. Edwards will confess to being nervous about Mr. Charles. "The master sometimes wanders the mansion at night arguing with himself. Also, there has been such a change in him since the company has been in trouble. Oh, servants always hear things ..." Other questions may elicit information about the mistress: "Miss Delia has also been on edge. Always locked in the library. Not that this is much of a change from her younger days. She was always a very studious and curious child. Cold and calculating, too." After these few indiscreet disclosures about his employers, Edwards remembers himself and goes to fetch Miss Delia.

## Dinner With A Mad Woman

When she eventually arrives, Delia is dressed modestly, even a little old-fashioned and she greets the investigators with seeming apprehension. A **Psychology** Roll tells the investigators that she is nervous about something.

If this meeting has been set up after a generally positive visit at the brewery (e.g., after having interviewed Charles), then she will be charming and non-committal about anything Mythos-related. She is simply supporting Charles's efforts to save the company for the family and for all of Bolton. She even offers samples of the new-flavored sodas as a refreshment, perhaps even one that they are still "perfecting". She will happily share a pleasant meal with the investigators before bidding them farewell with a reassuring smile.

On the other hand, if this visit comes towards the end of the scenario and investigators have already uncovered proof of weird or illegal things going on at the Brewery, Delia will be much more cagey and conniving. Once her guests have been

seated and the appetizers brought to the table, Delia tries one last bid to throw investigators off the scent by highlighting Charles' odd behavior. Read or paraphrase the following:

*"It's Charles, isn't it? You have been watching him. You think that he is into something. There have been others snooping about. I worry about him so. I have to look after him, you see? He has always been delicate, and the tonic has made him..."*

She closes her eyes and a closed fist goes to her heart. Investigators who succeed on a **Psychology** roll feel that she is truly concerned about something. A Hard Success on the Psychology roll will show that she is still hiding something, and an Extreme success shows that she is fearful ...

*"The factory has been in the family for generations and neither of us can conceive of life without it. Do you know what Charles did to the other men that he caught spying on the factory?"* She shakes her head sadly.

If the reactions from the investigators suggest to Delia that she has utterly deflected them from pursuing their investigations, she may decide that they have been effectively neutralized. In that case she will pull back, share a pleasant dinner with the investigators and bid them good night. In the more likely event that investigators still seem concerned about the situation at the brewery, she will press on:

*"Come! There is something you must see before you judge my brother too harshly."*

With this she leads the investigators out into the gardens.

## In The Garden

Delia has arranged something special for nosy investigators in the gardens behind Walsh Mansion; something that will silence them once and for all. The exact nature of this culminating encounter will depend on which Mythos Option



is being played, but the general flow of events will follow the same path regardless:

1. Delia leads the investigators to a place where Charles is waiting with a large number of Delia's associates (human or non-human);
2. She orders them to be either captured or killed;
3. (Optionally) Rose Cummings chooses this moment to arrive on the scene;
4. The callousness of Delia's command (and perhaps Rose's barbs) force Charles over the edge, causing him to finally snap and turn against his sister — fighting on the investigators' side.

The three specific scenarios are described below.

### Mythos Option A: Through The Dream Gate

If using this option, as soon as Delia leads the investigators into the garden they notice a remarkable archway with Neo-classical pillars carved with ornate designs. This is a Dream Gate, similar to the one in Secret Ingredients Room of the factory. This gate, however, glows with a faint metallic blue shimmer. Standing beside the white stone structure is Charles Walsh, apparently in a kind of trance.

Once the investigators have had a moment to take in the scene, Delia delivers her final revelation: "You see men like my brother are all well and good when it comes to bluster, but ... well ... they have no dreams, no vision. Oh, Charles has a soft heart ... I, on the other hand, do not. When you threatened my family business, and my plan to open the doors of dream to everyone across the world, you crossed a line. I really can't allow you to spoil MY dreams now, can I? Of course you could always join me."

With a click of her fingers, the Dream Gate opens and out fly a number of Night-gaunts equal to the number of investigators. All present must make a Sanity Roll or lose 1/1D6+6 Sanity Points.

## Soda Effects Table

During the scenario, investigators may have consumed samples of the strange new Bolton Brewery sodas. In the final climactic scene, the accumulated effects of these unnatural brews might influence their actions. In terms of game mechanics, investigators must make a roll to avoid the seductive influences of the tonics. The strength of the effect, and hence the difficulty of the roll, depends on the number of bottles of soda the investigator has drunk throughout the scenario:

- 1—2 Sodas: *Investigators must make an **Easy POW Roll** ( $POW * 2$ ) to resist the effects.*
- 3—5 Sodas: *Investigators must make a **Regular POW Roll** to resist the effects.*
- 6—7 Sodas: *Investigators must make a **Hard POW Roll** to resist the effects.*
- 8 or more: *Investigators must make an **Extreme POW Roll** to resist the effects.*

In the ensuing confusion, Delia will do her utmost to slip into the Gate and wait for anyone who chooses to follow her on the other side. Any investigator who has visited the Dreamlands since imbibing some of the new Bolton Brewery sodas must roll on the Soda Effects Table (see nearby box) to resist the temptation to abandon the fight and leap through the gate, to explore the land of their dreams.

The rest of the investigators will be left dealing with the 'dragons'. If any of the investigators are successfully grappled by the Night-gaunts for two rounds they will be whisked off to the Dreamlands.

After five rounds of combat, the situation changes again. If the Game Moderator wishes to use Rose Cummings in the final showdown, now is the moment she chooses to arrive on the scene. She has followed the investigators or otherwise learned of their plans to force a confrontation with the Walshes. She has decided that she can't miss the chance to see her ex-lover Charles taken down a peg or two. When Rose sees the otherworldly horrors, she pulls her Derringer and fires at them.



The arrival of Rose (or simply the carnage as the Night-gaunts battle with the investigators) is enough to push Charles Walsh over the edge. His shriek is deafening and so is his rage. For here are the monsters that have been plaguing his dreams, and here is the woman who reminds him of his own weaknesses. Charles' anger breaks Delia's spell over him and he joins the investigators in this fight against madness.

If the investigators (and allies) are able to incapacitate or kill half the Night-gaunts the rest will retreat back through the Dream Gate. It will then glow more brightly for a moment before dimming and ceasing to function altogether. Any investigators on the other side will have to find an alternative way back the waking world.

### Mythos Option B: Freshly Squeezed

If using this option, Delia leads the investigators to a small outbuilding not far from the main house. Numerous bundles of heavy over-head cables run from the mansion to this modest red-brick structure. As the investigators approach, a mass of figures emerges from behind the building. This is a crew of the entire (all-male) day shift from the Bolton Brewery factory floor. Each man is juiced up on the adrenaline-laden sodas and waiting for Delia's next instructions. In the middle of the leering zombie-like horde stands Charles Walsh, with a blank look in his eyes.

Delia takes a sideways step and delivers her final revelation: "You see there really is one thing that men are best at, and that is getting angry and breaking things. And I have the perfect way to make that very male trait work for me — a little something in our new products that all my workers just can't get enough of. And if it happens to make them prone to rage and easy for me to control ... well, that's not a bad thing, is it? Of course Charles could never see the potential in it, but he's just a man — and a man with a soft heart. I do not share either of those weaknesses."

She then makes a hand gesture to one of the burly workers who steps forward and says, "What have we here, Mistress Delia? Something

## A Showdown in the Factory

It may happen that players are too wary to take Delia up on her dinner invitation, fearing that it may be a trap. In that case, the finale as described here cannot take place as written ... but can be easily altered to become a climactic showdown that takes place in the Bolton Brewing Factory.

Investigators who still believe Charles to be the dark force behind all the weirdness may wish to corner him in the factory to put paid to his plans forever. They will be surprised when their encounter with the lone factory boss suddenly turns into a full-scale encounter as a dozen adversaries — and the sneering Delia Walsh — emerge from hidden alcoves around the factory to smite them. Delia will not miss the opportunity to make a short mocking speech before calling down wrath upon her "insignificant foes." Charles will be shocked by the brutality and turn on Delia.

needin' cleanin' up? Maybe these are new recruits for the chair?" She nods her assent. The aggressive mass of workers falls upon the investigators, attempting to restrain them and drag them inside the outbuilding which contains one of the torture/extraction devices. There are two brewers for each investigator, but they are unarmed. They are fueled by the new sodas, however, and know no fear. They will make reckless decisions and not dodge but always fight back. Any investigators who have also been drinking the Bolton sodas will have roll on the Soda Effects Table, nearby, in order to have a clear head during the fight (failure adds a Penalty Die to all actions).

Charles does not fight alongside the factory men but neither does he attempt to stop them — he seems paralyzed by fear or indecision. If the Game Moderator wishes to include Rose in the final scene she arrives after five rounds of combat. Investigators in the thick of the melee might not even notice her appearance (**Spot Hidden** roll) but her presence will definitely have an effect on Charles, who is instantly woken from his fugue. Rose will draw her





Derringer and take shots at whichever workers are attacking her employees (the investigators). She will not shoot at Charles, although it is clear that she holds him in contempt for his weakness.

If the investigators seem to be winning the fight, Delia will try to slip away by melting into the crowd. By this point Charles will likely have emerged from his stupor (woken either by Rose's presence or just the brutality of the fight). Chasing her, the investigators will see that Charles has gotten to her first. He is carrying something large in one hand. "Not again, Delia," he will scream. "We ain't doing that anymore!" With a bestial yell he brings the helmet from the adrenaline-extracting machine down on her head with a bone crunching smash. Staring at her body he begins to shake and produces a gun with which he will try to kill himself.

The confrontation can end in one of two ways. If the investigators manage to kill/incapacitate half of the factory workers, the rest will flee in fear. Alternatively, if the factory workers manage to grapple or overpower some of the investigators, the captives will be dragged into the outbuilding. Prisoners will find themselves strapped into the chair. Delia will gleefully begin to turn dials and knobs on the apparatus. Unseen, Charles will enter the building carrying a large rock from the garden. Even as Delia gloats over the captive investigators, her brother approaches behind her with a twisted look of terror on his face ... as he tries to bring the rock down on her skull.

## Mythos Option C: Ghouls Just Want To Have ...

If using this option, Delia leads the investigators into the gardens outside the house. The earthy smell is strong as she enters the family burial ground at the bottom of the garden. She easily pulls open the door to the ornate Walsh mausoleum. As she does so she sighs and says, "The one thing this modern age doesn't value is tradition. My family helped build Bolton, and for over a hundred years we have employed local workers to sustain the town. But none of that counts for anything in this day-and-age when the likes of Moxie and Bub-L-Pep can drive our family business into bankruptcy. But whatever those modern-day giants might have ... they don't have the secrets that my ancestor knew. When Hiram Walsh founded the brewery, he had a trick or two up his sleeve. And thanks to him, so now do I. Of course, not everyone has the stomach for the old ways — Charles was disappointingly squeamish. Oh, he has a soft heart and all ... but that's not how you win in business. Fortunately, Grandpa Hiram was able to teach me what it takes ... and soon everyone in America will be able to share Grandpa's blessing. But not you."

With a wave of her hand, the door to the mausoleum swings open and a pack of Ghouls jumps out intent on snatching up the investigators. Inside the small stone structure, two things are faintly visible in the moonlight. The first is a stone slab, atop which Charles Walsh is bound. The second is a yawning black hole in the earth from which emerge even more of the canine-featured beasts. The total number of Ghouls is equal to the number of investigators plus two. The sudden attack requires a SAN Roll (0/6). The assembled creatures gibber menacingly. Investigators will understandably wish to defend themselves, however those who have drunk the new Bolton Brewery sodas also feel a conflicting compulsion — the desire to descend into the hole from which the Ghouls have emerged. Any such investigators will need to make a roll on the Soda Effects table nearby to ignore this powerful call. Failure means the



individual cannot fight for the next 1D3 rounds during which time he or she makes every effort to descend into the pit. At the end of this time another Soda Effects roll must be made.

If the Game Moderator wishes to introduce Rose into the final conflict, she arrives after five rounds of combat have played out. She has followed the investigators in an effort to witness the final downfall of her much-hated ex-lover Charles, but now that she sees him bound up and surrounded by slaving Ghouls her resolve slips a little. While she hates the man, she also pities him — and if possible, she will help the investigators rescue him from within the mausoleum.

If the investigators seem to be taking the upper hand in the fight, Delia will prepare to make her escape down the tunnel to the Ghoul warren. She has a brief meeping conversation with a Ghoul dressed like a raggedly fashionably attired monster from a century ago (The-Ghoul-That-Was-Hyram) before attempting to disappear down the hole. Regardless of whether Charles has been freed by this point he will cry out in rage at his sister, “This is not my destiny, and this is no longer your brewery!”

Investigators who manage to free Charles will find that the shocking abandonment by his sister (and possibly the attempted rescue by his estranged lover) have switched his allegiances — he is now happy to fight alongside them. The Ghouls will fight fang and claw to give Delia time to escape, and to capture any investigators who have drunk deeply of the ichor contained in the new Bolton Brewery sodas. They can spot such investigators by smell, and any that are grappled by the Ghouls will be dragged down the tunnel to complete their transition to becoming Ghouls themselves.

There are two ways the fight might end: once the Ghoul forces have been reduced to two survivors, they retreat down the hole. Alternatively, once all investigators bearing the whiff of the Ghoul ichor (i.e., who have sampled 3+ sodas) are dead or captured, the Ghouls will also retreat. In either case the creatures will dig at the tunnel walls to cause a cave-in, closing off the tunnels that lead to their warren.

## THE REAL HORROR

Regardless of which Mythos Option is being played the Game Moderator has the option of running a final scene which shows that although they may have defeated Delia’s immediate plans, the noxious new sodas from the Bolton Brewery will still make their way out to the wider community. If the investigators have overwhelmingly disrupted or destroyed the operations of the brewery (e.g., blown up or burned down the factory) this is probably not an appropriate ending, but in all other cases it is available to Game Moderators who would like to add a “sting in the tail” of the scenario.

Such a scene plays out immediately after the final conflict, as investigators regroup and depart. As they head down the roadway or footpath from the mansion (or out of the factory), they see dozen of tonic-laden trucks leaving the factory. The new sodas are on their way across Lovecraft Country — perhaps across the entire Eastern U.S. Seaboard — to stores and businesses near and far. Delia Walsh may not be able to exert her will across fans of her new tonic flavors, but the effects of her machinations will be felt across a wide area.

This ending sets up the potential for follow-on adventures for the investigators. Do they try to track down all the shipments? Do they let them go and just read/overhear stories of men being beaten to death for a case of Moon Tree Ale? Do the investigators run into others tasked with finding the secret formulae for Djingula Bean soda?

## FALLOUT

It is possible that the investigators found a way to prevent Delia’s death or escape. By turning her over to authorities they can ensure she winds up being placed in Arkham Sanitarium (or some other asylum). Although beautiful and charming, she is clearly a raving sociopath.

If Charles is alive, he will be thankful to be out from under the influences of his sister, but he is a battered and broken man. After all,



Charles did the dirty work for Delia and the investigators will have to decide if he should be brought to justice too.

After all that has happened, Charles will decide that he doesn't have the stomach to continue running Bolton Brewing on his own. Perhaps he will sell the factory to Moxie, or perhaps he can persuade Rose to becoming his new business partner (or possibly rekindle their flame as well)?

Regardless of the outcome, the new Bolton Brewing Company soda flavors are quietly scrapped.

If any hint of illegal or peculiar occurrences at the brewery reach the Bolton P.D. (or even the Arkham Police) the authorities will shut down the factory for the foreseeable future. Quietly behind closed doors the cases of brewed beverages will be destroyed or decanted down drains. Naturally this may lead to the weird substances, perhaps even the concentrated supernatural essences, being released into the sewers of Bolton which drain eventually into the Miskatonic River ... somewhere not too far from the Swain farm at Wilmington's Crossing.

Rose Cummings as a representative of Moxie is satisfied that the release of the new Bolton Brewery flavors is cancelled. Still, she is herself suffering from the effects of the tonics and may find mundane life not to her taste anymore. Perhaps she would be willing to hire the investigators again to acquire some of the undestroyed cases from the brewery? Or perhaps she might become a globe-trotting adventurer ... or a future investigator in your campaign?

## REWARDS AND PENALTIES

If Delia is brought to justice, the investigators each gain +1D8 Sanity Points.

If Charles is alive at the end of the scenario, and the investigators realize his (relative) innocence, they each gain +1D4 Sanity Points.

Investigators suffering soda withdrawal suffer 1D3–1 Sanity Loss each month for a

number of months equal to the bottles of sodas imbibed during the scenario.

If Delia escaped, each investigator suffers 1D6 Sanity Loss. After all, who knows where she will go or what she will do next, but she is sure to be on the lookout for the investigators.

If Charles died helping the investigators, each loses 1D2 Sanity Points.

If the tonics are distributed widely around the East Coast (and beyond), each investigator loses 1D10 Sanity Points as they learn of the endless string of weird outbreaks that follow in their wake.

## STATISTICS

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

### Rose Cummings, Moxie Distributor, aged 37

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STR 45	CON 60	SIZ 55	DEX 45	INT 90
APP 65	POW 65	EDU 60	SAN 65	Hit Points: 11
Damage Bonus: none Build:0 Move: 7 Magic Points: 13				

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Brawl	25% (12/5), damage 1D3 + Damage Bonus
Derringer	50% (25/10), damage 1D6 (1 bullet only; 2 rounds to reload)
Dodge	22% (11/4)

Skills: Charm 80%, Credit Rating 70%, Intimidate 50%, Psychology 70%.

### Delia Walsh, Co-Owner of Bolton Brewery and Sorceress, aged 36

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STR 60	CON 55	SIZ 55	DEX 70	INT 80
APP 60	POW 60	EDU 80	SAN 40	Hit Points: 11
Damage Bonus: none Build:0 Move: 9 Magic Points: 12				

---

Brawl	25% (12/5), damage 1D3 + Damage Bonus
Dodge	35% (17/7)

Skills: Charm 80%, Credit Rating 80%, Dreaming 60%, Speak Ghoul 60%, Spot Hidden 75%, Persuade 70%, Psychology 45%.

Spells: Enthral Victim (*CoC 7e Rules*, page 258 or *Grand Grimoire of Cthulhu Mythos Magic*, page 113), Gate of Dreams (see nearby box), Eyes of a Stranger (*Grand Grimoire of Cthulhu Mythos Magic*, page 116).



## Charles Walsh, Co-Owner of Bolton Brewery and Weak Bully, aged 42

STR 55 CON 35 SIZ 75 DEX 50 INT 70  
 APP 55 POW 50 EDU 70 SAN 35 Hit Points: 11  
 Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 10

Brawl 50% (25/10), damage 1D3 + Damage Bonus  
 12g Shotgun 70% (35/14), damage 4D6/2D6/1D6  
 Dodge 30% (15/6)

Skills: Brew 90%, Credit Rating 80%, Intimidate 75%,  
 Spot Hidden 70%.

## The-Ghoul-That-Was-Hyram (formerly Hiram Walsh), aged 130+

STR 55 CON 70 SIZ 70 DEX 65 INT 60  
 POW 50 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 10

### ATTACKS

Attacks per round: 3

Claws 45% (22/9), damage 1D6 + Damage Bonus —  
 wounds caused by Ghouls may become diseased if not treated

**Bite and hold (mnv):** When a Ghoul bites down it hangs on and  
 gnaws, doing 1D4 damage per round. An **opposed STR** roll  
 is needed to break the Ghouls hold.

Dodge 40% (20/8)

**Spells:** Creeping Loss (Hiram's modified version, see nearby  
 box), Knot Flesh (*Grand Grimoire of Cthulhu Mythos  
 Magic*, page 134).

## Ten Ghouls

Ten examples of Ghouls are shown below. The Game  
 Moderator should reuse these statistics as needed for the  
 Ghouls that erupt into the brewery.

	STR	CON	SIZ	DEX	INT	POW	HP	Build	DB
One	70	45	60	55	75	60	13	1	+1D4
Two	60	75	60	66	70	60	12	1	+1D4
Three	105	65	75	80	85	65	13	2	+1D6
Four	85	65	75	50	50	75	15	1	+1D4
Five	75	60	75	55	55	80	16	1	+1D4
Six	60	55	55	70	65	75	15	1	+1D4
Seven	115	65	65	75	80	75	15	2	+1D6
Eight	75	70	70	80	70	60	12	1	+1D4
Nine	90	70	50	75	90	60	12	1	+1D4
Ten	80	60	80	45	75	65	13	1	+1D4

Move: 9

## Modified Spells

### Creeping Loss (Hiram's Modified Version)

**Cost:** 4 magic points, 2 Sanity Points  
**Casting Time:** 30 minutes

This spell works in a similar way to the  
 normal Creeping Loss spell described in the  
*Grand Grimoire of Cthulhu Mythos Magic*  
 (page 89). However, Hiram's special sauce  
 tastes something like roasted fruit but with  
 a sickly sweetness and can be mixed with  
 liquids. When imbibed at full strength, the  
 sauce caused the ingester to experience  
 horrible cannibalistic dreams in which they  
 gleefully consume human entrails. Upon  
 waking the dreamer must make a Sanity  
 roll (1/1D3). Hiram has perfected a more  
 diluted variant that lessen the dreams and  
 the Ghoul-like tendencies with the added  
 bonus of tasting delicious when carbonated.

### Gate of Dreams

**Cost:** 10 magic points  
**Casting Time:** 10 hours

This spell allows the caster to create  
 a Gate between the Waking World and  
 the Dreamlands. It works in a similar way  
 to the traditional Gate spells described  
 in the *Call of Cthulhu 7th Edition Rules*  
 (pages 256–258); items and beings can  
 use the Gate to pass between the two  
 worlds and return.

### ATTACKS

Attacks per round: 3

Claws 45% (22/9), damage 1D6 + Damage Bonus —  
 wounds caused by Ghouls may become diseased if not treated

**Bite and hold (mnv):** When a Ghoul bites down it hangs on and  
 gnaws, doing 1D4 damage per round. An **opposed STR** roll  
 is needed to break the Ghouls hold.

Dodge 40% (20/8)

**Armor:** Firearms and projectiles do half damage

**Spells:** Ghouls have a 15% chance of knowing 1D10 spells.

**Sanity Loss:** 0/1D6 Sanity points to see Ghoul.



## Ten Night-gaunts

Ten examples of Night-gaunts are shown below. The Game Moderator should reuse these statistics as needed for Night-gaunts that enter the brewery through the Dream Gate.

	STR	CON	SIZ	DEX	INT	POW	HP	Build	DB
One	50	50	60	40	25	60	10	0	—
Two	70	30	65	55	10	50	10	1	+1D4
Three	60	65	70	90	15	80	12	1	+1D4
Four	55	60	75	65	25	40	11	1	+1D4
Five	70	50	75	75	30	85	12	1	+1D4
Six	55	75	65	50	25	55	13	0	—
Seven	90	55	85	75	15	60	14	2	+1D6
Eight	35	45	60	65	10	65	8	0	—
Nine	50	65	85	50	15	70	11	1	+1D4
Ten	75	60	95	65	15	45	13	2	+1D6

Move: 6/12 Flying

### ATTACKS

Attacks per round: 1

Fighting 45% (22/9),

Seize (mnv) victim is held fast for Tickle or further attacks

Tickle 35% (17/7), immobilized 1D6 + 1 per round — victim must already be seized

Dodge 35% (17/7)

Armor: 2 points skin

Spells: None

Sanity Loss: 1/2D6 Sanity points to see Night-gaunt



## Ten Bolton Factory Workers

Ten examples of factory workers are shown below. The Game Moderator should reuse these statistics as needed for the factory workers.

	STR	CON	SIZ	DEX	INT	POW	HP	Build	DB
One	60	45	75	60	75	65	16	1	+1D4
Two	75	35	70	75	85	50	10	1	+1D4
Three	80	50	65	50	45	50	15	1	+1D4
Four	70	30	90	55	60	35	12	1	+1D4
Five	70	45	50	50	65	55	9	1	+1D4
Six	60	45	60	60	50	75	10	0	—
Seven	90	80	65	75	75	55	14	1	+1D4
Eight	85	85	50	60	50	55	13	1	+1D4
Nine	70	60	35	75	80	75	9	0	—
Ten	65	55	35	50	55	45	8	0	—

Move: 8

Brawl 40% (20/8), damage 1D3 + Damage Bonus  
Dodge 35% (17/7)

## Six Men From Leng

Six examples of Men From Leng are shown below. The Game Moderator should reuse these statistics as needed.

	STR	CON	SIZ	DEX	INT	POW	HP	Build	DB
One	60	50	75	40	45	55	12	1	+1D4
Two	55	35	50	55	80	65	8	0	—
Three	15	45	65	55	45	60	11	-1	-1
Four	50	50	45	60	50	45	9	0	—
Five	55	45	55	70	35	50	10	0	—
Six	65	65	65	55	70	50	13	1	+1D4

Move: 8

Attacks per round: 1

Whip 20% (10/4), damage 1D3 + Damage Bonus, or Grapple  
Knife 25% (12/5), damage 1D4 + Damage Bonus  
Club 20% (10/4), damage 1D4 + Damage Bonus  
Dodge 25% (12/5)

Skills: Climb 40%, Jump 35%.

Spells: None.

Sanity Loss: If a Man From Leng is seen with its deformities covered or hidden there is no Sanity Loss; seeing one unclothed costs 0/1D5 Sanity Points (half a D10 roll, rounded up).

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