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EXTRA! EXTRA!

DATELINE: LOVECRAFT

Spoiled Milk

CREDITS

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INTRODUCTION

"*Spoiled Milk*" is a short investigative scenario of Cthulhu Mythos horror, which begins in H.P. Lovecraft's fictional town of Arkham and concludes on a blighted farmstead in a rural region not far from that town. It is nominally set in October, 1928, by virtue of the dates of newspaper clipping in the *Dateline: Lovecraft* newspaper prop. However, the scenario has few ties to specific events in Arkham's chronology so could readily be moved to another 1920s (or earlier) period with minimal work.

The scenario revolves around a recent, and very concerning, spate of illnesses in Arkham attributed to spoiled or tainted milk. An unusual number of people have reported feeling sick, and several have been hospitalized, after having consumed milk from one of the three local Arkham dairy companies. At the same time, there is a sudden rise in the rate of stillbirths (though nobody has yet connected that to tainted milk). Arkham's population is justifiably concerned and seek assurances from the dairy companies, most of whom have tried to reassure their customers through calming advertisements in the *Arkham Advertiser* and *Arkham Gazette*.



No specific dairy has yet been publicly named as the supplier of spoiled produce, and no individual farmer fingered as the source. Tensions around town are starting to rise, and instances of verbal abuse against milkmen are on the rise. Despite the growing outrage, still the cases of tainted milk seem to randomly be turning up across all corners of Arkham. Is someone deliberately trying to put spoiled milk into the houses of Arkham residents? What sinister motives could such an individual possibly have?

LINKS TO DATELINE: LOVECRAFT

The *Arkham Advertiser* issue of 15 October (the newspaper prop in *Dateline: Lovecraft #1*) includes several mentions of the recent consternation in Arkham over claims that the town's milk supplies have been tainted, leading to a public health crisis.

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

As described above, cases of strange illness have recently started to spread throughout the town of Arkham. The people affected by this mystery illness report cases of high fevers and vivid dreams. Some have found tumors or boils growing on their bodies. The authorities have so far traced the origin of the strange outbreak to milk delivered in the past month. Each of the households that have had sick citizens received their milk from the same dairy. An official investigation has begun, although the authorities had hoped to avoid panic by keeping it on the quiet.

Primary Clipping IDs:

- **DL1-2-E-1-Tainted** (A short news article describing a rise in the number of Arkham residents hospitalized due to spoiled milk. This article cites Mrs. Mary Retting as one of the victims. This clipping constitutes *Handout #1* for this scenario)
- **DL1-10-A-2-III Words** (A short news article describing growing tensions between Arkham residents and milkmen, created by recent cases of spoiled milk. The article names three local dairies as being affected: the Arkham Dairy, the Happy Cow Dairy, and the Sanitary Dairy Co.)
- **DL1-10-C-2-Infant** (A short news article describing an unexpected rise in stillborn babies in Arkham. This clipping constitutes *Handout #2* for this scenario)

Peripherally-Related Clipping ID:

- **DL1-8-F-5-Happy Cow** (A display advertisement for the Happy Cow Dairy)
- **DL1-12-B-1-Announcements** (A classified advertisement placed by the Sanitary Dairy Co. stating that their milk is "unrivaled in purity and quality")
- **DL1-12-GH-6-Dairy** (A display advertisement for the Arkham Dairy which highlights how their milk is "reliable, sanitary and possessed of sufficient percentage of life giving elements" and sourced from "tubercular tested herds")

The plans for a measured investigation have, however, been derailed. A reporter from the *Arkham Advertiser*, Clark Dent, received a tip-off from an 'inside source' and based on the information wrote a prominent article published on 15 October (clipping **DL1-2-E-1-Tainted**, also *Handout #1* for this scenario). As a result, the entire town of Arkham is in an uproar and milk sales from local farmers have plummeted. This has only complicated the official investigation further as the dairy in question (Happy Cow) works with different producers, and tracing the tainted milk back to the correct farm is now even more difficult as farmers have closed rank fearful of the cost to their business.

The police and other Town Hall authorities would like to silence Dent, to ensure he does not further spread panic. However, unexpectedly, the journalist also seems to have gone missing. In truth, Dent decided to independently probe further into the story, and a few days ago eventually determined the identity of the farm producing the spoiled milk. It is a small and unremarkable farm 1½ miles south-west of Arkham; naturally, the reporter chose to pay the place a visit. What he was not to know is that, while once a typical rural property, the farm — and the farmer who runs it — has come into contact with forces of the Cthulhu Mythos. This has twisted both landscape and farmer into dark versions of their former selves.

The Truth Behind the Matter

The farmer at the center of these events is Grant Brown. He owns a small herd of cattle outside of Arkham along with a small field of crops. He doesn't make a lot of money on the crops, but his milk sells well and accounts for the largest portion of his income. Of course, this means if something happened to his cattle, he would be financially destroyed. That is why he has hidden the fact that the tainted milk is coming from his farm. Besides, he has been drinking the milk himself all along — and he feels just fine.

The State of Food Safety in the 1920s

While we take the safety and reliability of dairy produce as a given, such was not always true in the early 20th Century. Many of the food-related health and safety initiatives we take for granted were not yet uniformly applied, and it was not uncommon for batches of tainted food to make it into general circulation and ultimately cause many people to become seriously ill. When such things happened, it was often the case that the best way to warn the population was via articles or public notices published in the newspaper.

Unfortunately, in cases of tainted food, it was typically the case that the farmer involved stood to lose a lot of money if word got out that they were responsible. Thus, it was often better for them to keep the matter as quiet as possible. Complicating matters further, tracing tainted milk supplies back to their source was not easy — often dairy companies would collect individual milk pails from many different regional farmers and return them to a depot close to the city to combine into vats from which bottling occurred. This helped mask the true origins of tainted milk and made it easier for a farmer whose herd was somehow afflicted to continue selling his product hoping that nobody would notice.

Of course, Brown's nightly dreams have been becoming somewhat bizarre, but his farm has never been doing so well. His crops are flourishing better than ever and growing so big. Why, some are plants that he has never even seen before! The soil has never been richer, and his little produce stand by the side of the Beverly road is raking in the additional cash. At the same time, each night the dreams whisper

more secrets to him. They say that if he follows their instructions his farm will prosper even more wonderfully. He would be foolish to let this stop, and has no intention of doing so.

But then that nosy reporter Clark Dent went and wrote that article in *The Advertiser* ... and even worse tracked down Brown's farm. The good farmer was friendly enough to his guest, inviting him inside. He even served the reporter tea, although while the young man wasn't looking he also slipped in a little rat poison. It didn't take the nosy human rat too long to stop twitching. When he was dead, Farmer Brown dragged Mr. Dent's body out into a field and buried it. No one would find it there. The voices told him not to worry. They even told him that everything is proceeding according to plan. Though what that plan is, he isn't sure. To be honest, he is so far past worrying right now. All he needs to worry about is keeping his farm growing. At any cost.

THREE MYTHOS MOTIVATIONS

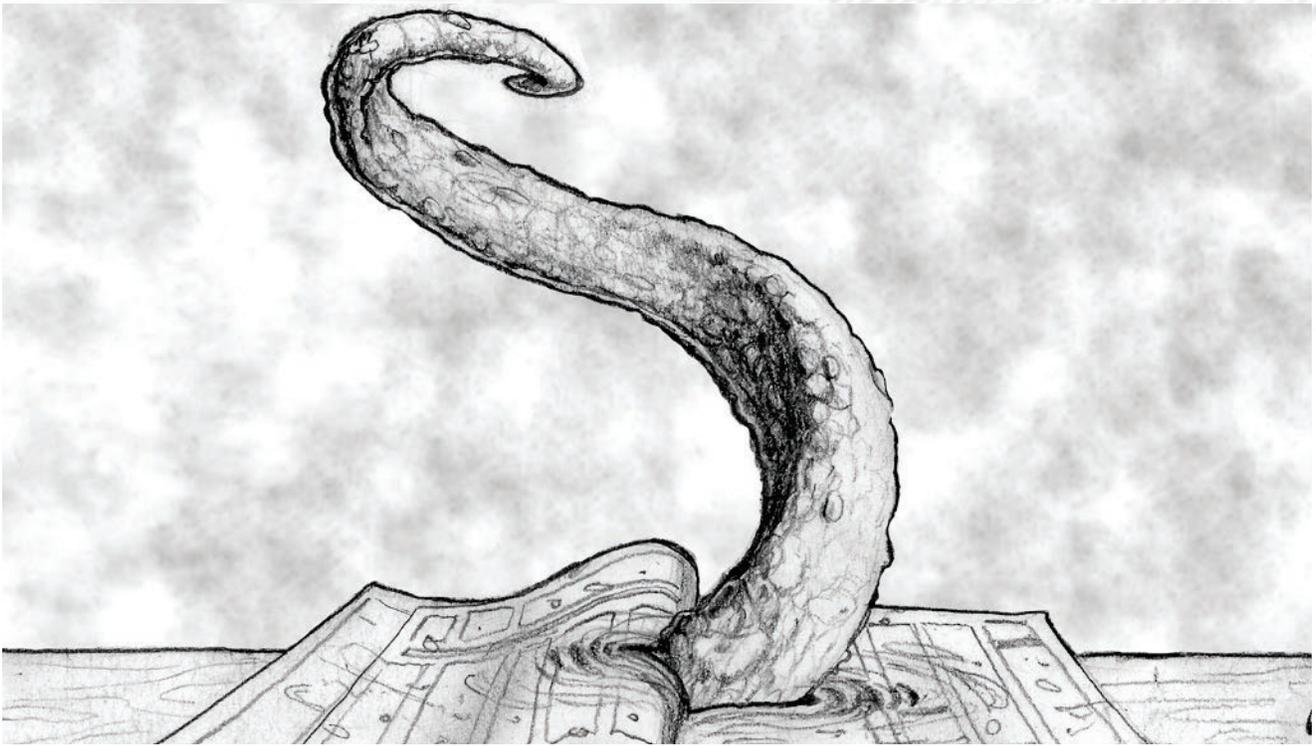
The true nature and motivation of the horrors behind the situation at the Brown Farm will depend on which option the Game Moderator has chosen (see "Three Mythos Motives Most Foul" on page 15).

- **Option A — Colour Out Of Space:** In this version, the source of the blight affecting Brown and his farm is a Colour Out Of Space that arrived a month ago when a meteor fell to earth on Brown's land. Perhaps there is something about Arkham that particularly attracts these alien visitors? Although the influence of the alien Colour has only had a brief time to corrupt Brown's farm, it has done an impressive job. Its taint has affected Brown's herd, and by association their milk.

- **Option B — The Shunned Farm:** In this version, the source of the unnatural influence upon Brown and his land is an ancient horror — one of Cthulhu's Star Spawn — that has lain there mostly dead and buried in an unmarked plot for countless millennia. Several weeks ago, while digging a hole in his field Brown struck the sleeping creature's bloated flesh ... and ever since, the buried horror has mentally extended its influence over the entire district..
- **Option C — Invasion From Mars:** In this version, the source of the corruption of Brown's farm arrived on a recent meteor, but was not a Colour. Rather it was a Great Old One, Vulthoom, that has lived for aeons on Mars. Whether by design or misfortune, the red iron rock surrounding the weird plant-like god separated from the Red Planet and made its way across space to spectacularly crash on Brown's land. Though buried, Vulthoom's mind and powers extend outwards from the crater, and have warped everything including the farmer himself.

INVOLVING THE INVESTIGATORS

There are a few different ways that investigators may be brought into the inquiry about the tainted milk supply. The first is that the investigators could be hired on by a community of concerned citizens who believe that there is more to the tainted milk situation than what they are being told by the police and Town Hall. They are, of course, willing to pay not only expenses but also a stipend as well. The investigators might even be among the concerned parties; after all they most likely live in Arkham and they or their loved ones might even have drunk the tainted milk (0/1 SAN loss if a particular investigator decides to dwell on this disturbing fact).



Alternatively, investigators could be hired by the editor of the *Arkham Advertiser* to look into their missing reporter, Clark Dent. Indeed, if they are already on the *Advertiser* payroll (e.g., if the scenario is played as part of the “Inkhounds of the Miskatonic Valley” campaign frame), their bosses may approach them to fulfil such a task. If they are outsiders hired on by Harvey Gedney, the *Advertiser*’s editor, their brief will be to track down the missing Dent and either retrieve him or gather whatever notes he has collected about the ‘tainted milk’ story (which is provoking quite a response from readers). If the investigators are existing *Advertiser* employees they might already know Clark Dent, either counting him as a colleague or a rival. They might have personal reasons for finding the missing man ... or perhaps they just want to be the ones to complete his final story.

A third possibility is that the investigators are approached by a group of local farmers who want the true source of the tainted milk determined once and for all, to clear the good reputation of their own operations.

A final option is for the investigators to be brought in by the Arkham Police or by the Mayor’s office in Town Hall. Their investigation is floundering – especially now that most resources are diverted to reassuring the steady stream of people who are arriving daily and demanding

action. Whatever assistance the investigators can offer will definitely help the important task of tracing the tainted milk back to its source and putting a stop to it.

INITIAL INVESTIGATIONS

There are several avenues for investigators to follow when they begin this investigation. Several of these leads may be easier for the investigators to look into than others, depending on how they were brought into the scenario.

Victims of Spoiled Milk

The investigators may choose to look into the different people who have been affected by the ‘spoiled milk’ outbreak. The *Arkham Advertiser* article (clipping **DL1-2-E-1-Tainted**, also **Handout #1**) provides one such name – Mrs. Mary Retting. It is also possible for investigators to get the names of other victims by questioning authorities. Another avenue is simply speaking with the local Milkman, Edward Common. If questioned, Common is obviously very jumpy as not only is his job on the line, but so is his safety due to some people blaming him personally for the bad milk.

The victim mentioned in the article, Mary Retting, was admitted to St. Mary’s Hospital

Option: Hitting Close to Home

If any investigator has a pet or even a vulnerable or dependent family member, the Game Moderator can use this option to bring home the dangers that are slowly spreading through Arkham under the guise of spoiled milk. Make sure to check beforehand that the player is okay with having their pet (or loved one) being subjected to such a gruesome fate.

If using this option, the investigator arrives home one day to find that their pet (or child, or dotty maternal aunt) has consumed some milk from the Happy Cow Dairy. Perhaps the pet broke into the fridge or was given milk by the next-door neighbor. Or maybe this takes place before the investigator has had a chance to read the tainted milk article.

At first the pet seems fine but then starts stumbling and having trouble walking. Next the sickness starts as they begin vomiting. A day or two later, the animal disappears completely. If the investigator searches, the only thing they can find are smears of blood and fur along the outside of the house. **Spot Hidden** rolls eventually can locate the remains of the poor animal behind some garbage cans. The creature seems to be in a rapid state of decay, falling in on itself (SAN Loss 1/1D3).

If an investigator does not own a pet, it is possible that Mrs. Mary Retting does. When the investigators arrive at her house, they find signs of a pet living there (such as a food dish). Searching will find the remains of the poor former pet.

suffering from severe pains. She can be easily visited in hospital though she is not eager to talk of her issues with strangers unless they convince her they are either working for the town of Arkham or some other government entity. Mrs. Retting, widowed, is very respectful of authority but not so for random strangers who are taking the law into their own hands. She thinks that too big of a fuss is being made and is not willing to help further than explaining the original medical issues for which she was admitted.

“It was sometime after breakfast,” Mrs. Retting will relate, “and I’d gotten the milk as always. I hadn’t been feeling very well for the past few days, and hadn’t been sleeping very well either come to think of it ... though I’m not sure why. I didn’t think much of it until I started vomiting up blood. I don’t remember much after that, except waking up here in hospital. They say that a neighbor found me passed out on the floor. Now the doctors are telling me I have multiple tumors growing inside me. They aren’t sure whether surgery will help ... or even how long I have left. But, well, I’m still just hoping for the best.”

If asked outright, Mrs. Retting will say that “no, I don’t know from which company I got my milk; I can’t recall. And no, you can’t go sorting through my bills and mail to find out!” Investigators able to succeed in a **Charm** roll may break the old lady’s resolve, as can the involvement of an authority figure like a doctor or a uniformed policeman. Simple **Persuade** or **Fast Talk** won’t cut it.

Naturally, investigators who are not-completely-law-abiding have other avenues for getting information about Mrs. Retting’s condition or accessing her home. If questioning hospital staff, a deceptive tale coupled with a successful **Fast Talk** will easily convince someone to share the chatter around the ward. That suggests the consensus among doctors and nurses is that there is really nothing that can be done for poor Mrs. Retting — indeed, most favor sending her home. Staff members are overtaxed by the recent influx of infant illnesses (see clipping **DL1-10-C-2-Infant**) and having one less patient to attend to would free up resources that are strained.

If investigators are able to gain access to Mrs. Retting's bills (whether by Charm or breaking-and-entering), they can quickly find that her milk deliveries came from the Happy Cow Dairy which is located just south of town.

Snooping Around The Hospital

Medical-based investigators may try and get their hands on Mrs. Retting's medical records or those of the other patients believed affected by spoiled milk. A **Medicine** or **Credit Rating** skill check may be required unless the investigator personally knows someone who works at the hospital and could help them. Looking through the records finds that in most cases, the victims fell ill and also displayed signs of tumors growing in their flesh or boils on the skin. A **Medicine** or **Science (Biology)** skill check also determines that several of the victims either show signs of fatigue or have reported unsettling dreams that have affected the quality of their sleep.

While the snooping investigators are still in the hospital, either visiting Mary Retting or looking through medical records, the old woman's infection suddenly and alarmingly proceeds to the next level. Mary starts screaming and thrashing in pain, causing several doctors and nurses to come running. Investigators in the hall can easily hear the commotion, although those in the records room down the hall may have to make a **Listen** check to hear the screaming. As the investigators and medical professionals look on, blood starts dripping from Mrs. Retting's nose and mouth (Sanity Loss 0/1).

Trying to hold her down requires a **STR** check due to the force of her shaking. Without warning, a vile smell fills the room. As the investigators watch, what looks like spoiled and rancid milk starts oozing out of Mary Retting's pores (Sanity Loss 1D2/1D8). With one horrible and terrible wail, Mary dies. The nurses shoo any non-medical investigator out of the room as they attend to Mary's remains. If the investigators follow up later, they find

that the official records state that she died due to some sort of internal tumor. Even odder, her body seems to be exhibiting some form of rapid decay (Sanity Loss 0/1).

The Arkham Advertiser Story

Investigators looking into the spoiled milk scare may decide they can learn more about it by questioning the reporter who wrote the *Arkham Advertiser*, particularly since that article alludes to a tip from "inside sources." The reporter in question is Clark Dent. Although any investigator can walk into the *Advertiser* offices, those who have journalism credentials or a prior connection with the paper will find it easier to find the information they seek. Indeed, those with a personal contact inside the newspaper may even be able to get the relevant information over the telephone.

Trying to reach Clark Dent is a dead-end, since he has been missing now for several days and *Advertiser* editor Harvey Gedney is worried for his safety. Dent told a few colleagues that he was engaged in following up a lead and might be out of the office for a day or two. That was almost a week ago and he has not been seen since.

If an investigator works for the *Arkham Advertiser* or the Arkham Police, editor Harvey Gedney is willing to pass on Clark Dent's home address and give them access to Dent's desk. If the investigators are merely concerned citizens, or working on behalf of concerned citizens, a **Fast Talk** or **Persuade** skill check may be required to even get permission to look through Dent's desk. It is also possible that investigators may get the above information from a fellow reporter, such as Roberta Henry, worried about a coworker going missing. A **Persuade** check is still required to have the reporter help the investigators get access.



The Newsmen's Desk

Dent's desk is a roll-top affair which is locked, requiring either a **Locksmith** check or a **STR** roll to force it open. Gedney also has a second key to the desk. Inside the investigators can find a few bills, all marked "paid." The first has the name Mrs. Mary Retting on it, which investigators may recognize from either the news article or from researches at the hospital (see above). This receipt seems to be a bill of sale for milk delivery from the Happy Cow Dairy.

A second bill on Dent's desk is made out to a Mr. and Mrs. Johnson. It is on a normal sheet of paper with no identifying marks other than a total and the customer name on it. Those with inside knowledge of the ongoing official investigation, such as police investigators, may remember (with an **INT** or **Law** roll) that the Johnsons were a couple who died a week or so ago, due to food poisoning. A post-mortem of their remains showed that the cause of death was due to milk which had been purchased from a food stand. The official investigation has not been able to determine where the couple bought their tainted milk. How Dent got this receipt is unknown but it likely wasn't through any legal means. If the investigators have no linkage to the law, they may do some research into the recent Johnson deaths. A **Library Use** roll will find a short obituary citing the means of death being due to acute food poisoning.

A third piece of useful evidence to be found on the reporter's desk is a small address book. Opening it shows a list of names, addresses and numbers. If asked, editor Gedney can readily point out most of the entries are contacts whom Dent consulted frequently for newsworthy information. The final name in the notebook is, however, a mystery: it simply says "Edward Grant, Happy Cow Dairy. MISK-9137." The telephone number, if called, proves to be connected to Mr. Grant's home although he is not currently answering. Tucked into the very back Dent's notebook is a folded piece of paper bearing the Happy Cow Dairy letterhead and containing a typewritten list of names and addresses of local farmers.

Other Newspaper Reports of Weirdness

Investigators may scour older copies of the *Arkham Advertiser* or *Arkham Gazette* looking for previous articles about spoiled milk or strange events tied to the Happy Cow Dairy. The Game Moderator can call for **Library Use** rolls to scan through any of the available newspaper morgues (or the Orne Library's newspaper collection), however there is scant information to be found.

However, while combing through old newspapers investigators may (with a **Luck** roll) stumble upon another intriguing article dated about a month ago. This short clipping (*Handout #3* on page 17) describes a recent cluster of meteors believed to come to earth somewhere in Arkham's neighboring districts. If the Game Moderator is running Mythos Option B ("The Shunned Farm") this article is a pure red herring; if running Option A ("Colour Out Of Space") or Option C ("Invasion From Mars") it is relevant to the origins of the Mythos threat.

If the Game Moderator wishes to provide additional motivation for players to look into the meteorite fall, perhaps they are approached by delegation of Miskatonic University scientists who wish to pay a group to retrieve the fallen space rock for scientific study.

OTHER ARKHAM CLUES

After making initial inquiries, the investigators have a few additional leads they can pursue in Arkham.

Reports of Deformed Births

Investigators may become intrigued by references in the newspaper to reports of deformed births around Arkham (clipping **DL1-10-C-2-Infant**, also *Handout #2* to this scenario). While this may not be an initial avenue



Science (Biology) roll will make an even more startling discovery: the newborns in question died not only because of malformed organs but because they were born with tissue which seem to match no known human organ! Making this gruesome and startling discovery will require the investigator to make a 0/1D2 Sanity check.

If the investigator makes an **Extreme Medicine** or **Extreme Science (Biology)** roll, they find out the above information but also by looking at the charts, the source of this mutation is likely something the mother was exposed to. In a small number of the cases, though, the afflicted babies seem to have been born healthy but subsequently mutated not long after birth. This suggests the most likely source of the mutagen was the mother's breast milk. The fact that the mother may have unknowingly poisoned their own child is cause for another Sanity check of 1/1D4.

Clark Dent's Home

of investigation, it is possible that a doctor at the hospital may mention in passing the increase in deformed child births and deaths recently.

Looking into the phenomenon will likely involve a trip to either the Hall of Records (downtown at Arkham Town Hall) or St. Mary's Hospital. Both carry details of the deaths of recent newborns. A **Library Use** or **Medicine** roll can search through either sets of records to find mention of the recent cases. The Town Hall records don't contain much information other than noting a surge in newborn deaths around the time of the tainted milk scare. Hospital records reveal a lot more useful information, though an additional **Medicine** or **Science (Biology)** roll will be required to fully understand it. The best explanation is that recent newborn deaths were due to malformed organs; in some instances the suspected cause is due to the mother having been exposed to some outside contaminant or chemical.

Investigators poring over the medical files who can also make a **Hard Medicine** or **Hard**

The investigators may have managed to get Mr. Dent's address from Harvey Gedney, editor of the *Advertiser*. Alternatively, they may have tracked down his address in a local directory. Mr. Dent's house is on a nice, quiet Uptown street where everyone pretends to mind their own business while sticking their nose out of their curtains.

The house itself is small consisting of a bathroom, bedroom, kitchen and a living room. Not much looks out of place, although two things may be of interest:

- In the kitchen is a sickly-sweet smell. It is coming from the sink. Looking in the sink notices that it is full of spoiled milk which Dent poured down the drain. It looks as if it has been there for a few days as a powerful smell is coming from it. An **INT** roll notices that despite it having been several days since Dent has gone missing, no flies have been attracted to it.
- In the garbage is the empty milk bottle, labeled with the Happy Cow logo.

Got Milk?

It is possible that the investigators may get a hold of a sample of the tainted milk by either outright stealing it from Mary Retting's house or perhaps obtaining it through Edward Grant at the Happy Cow Dairy. If the Game Moderator wishes, Clark Dent may have a clearly marked bottle of the tainted milk in his house also, obtained in the course of his investigation. It is also possible the investigator might randomly get a delivery of the tainted milk. Luck rolls may be called for to see who got a tainted delivery from the dairy. Or perhaps the investigators will raid Farmer Brown's fridge while scouring the farmhouse around for clues. Either way, reckless investigators may decide it is a great idea to drink some tainted milk to see what happens.

It is not a great idea.

Drinking the tainted milk requires an immediate CON check. If the CON check is failed, the investigator will experience stomach pains along with vomiting due to the tainted milk. The pain is so great that the investigator should receive a penalty die to any physical skill checks for the next hour or two. If the investigator succeeds in the CON check, they are able to keep the milk down but are exposed to the strange dreams outlined below. Repeated drinking of the milk could cause serious damage, reflected as a loss of 1D8 CON. The damage remains until they stop ingesting the milk, Medicine rolls can also heal 1D6 points of CON damage.

Investigators who drink the tainted milk will have vivid terrible dreams. One dream is included here, and additional tailored dreams are included in later sections – one extra dream for each of the options described in “Three Mythos Motives Most Foul” starting on page 15. Naturally, the Game Moderator is encouraged to create additional dreams as needed.

The First Dream

You feel sick. Your stomach is rumbling and gurgling. Sharp pains are building inside you, almost as if life was growing inside you. You head for the bathroom, stumbling and weaving. At one point you stumble, grabbing anything you can use to break your fall. You rush to the bathroom, just making it in time as you are sick. Blood and rancid milk comes gushing from your mouth and you finish spitting it out. Chunks of food are coming up, but it is then that you notice it isn't food. It is parts of a person. Half eaten chunks of human flesh are coming back. You wake up screaming, your stomach doing somersaults.
Sanity Loss 1/1D6

Next to the telephone, set up in the living room, is a small pad of paper. On the pad is a rural address written in pencil and circled. This is a set of directions to an isolated location, some 1½ miles south-west of Arkham on the Beverly road. It is the location of Farmer Brown's farm although the note has no name, just a set of directions to find the place. This slip of paper was given to Dent by his informant at the Dairy, Edward Grant, who believed this was the source of the tainted milk. Dent followed these directions, meeting his doom at Brown's farm.

The Happy Cow Dairy

All signs point the investigators towards the Happy Cow Dairy. In particular, the missing reporter Dent seemed to have an inside contact at the Dairy, and also received a note providing directions to one of the farmers whose produce is collected by Happy Cow.

Happy Cow have premises a quarter-mile south of the Arkham town limits, on the main road which joins Arkham to Kingsport. The Dairy is busy as it serves a good section of

Arkham. Inspecting the facility, investigators will find that it looks like a modern, clean, and well-run operation. Happy Cow work with dozens of different farms, mostly to the south and west of Arkham, which is part of the reason why there is so much chaos in regard to tracking the source of the tainted milk.

If investigators particularly seek to locate Edward Grant, they have very little difficulty in doing so. The secretary in the front lobby can send someone to get him. Grant is a balding middle-aged man who seems very nervous, with good reason. He knows that Dent has gone missing and feels he might somehow be blamed. Grant is also worried since he could be fired if it became known that he had leaked company information to a reporter. A **Psychology** roll can easily detect Grant's discomfort as he keeps glancing back at the doors to the production area or towards the secretary if they talk out in the open. A **Persuade** roll is needed to assure him that they are willing to help and that his secret will be kept. Alternatively, a **Law** or **Intimidation** roll will also work as he is terrified of being arrested: an investigator with

a badge should be given a bonus die as well due to this fear. Otherwise, a cash bribe will also persuade him to loosen his lips.

Grant will tell the investigators that the last he heard of Dent was when he passed on the name of one of the dairy's farmers. Dent had been tracking down the source of the tainted milk and Grant had passed on a list of the farms they worked with to help in the investigation. Next thing he knew, there was a news article that Dent was missing.

If the investigators have the law behind them, or decide to try breaking and entering, the Happy Cow Dairy records can be searched through. Kept in a lock filing cabinet is a list of all the farms from which the dairy collects milk (and eggs in many cases). This is identical to the list found in Dent's desk. An **Accounting** roll is required to sort through all the names and deliveries from the farms. If the investigators have the names of the last few victims (which can be obtained from the local newspaper, town records, or the police), they can determine that deliveries from Farmer Brown seem to correlate with the tainted milk that was sent to customers.

Option: Panic on the Streets of Arkham!

If the Game Moderator wishes to introduce a short action scene into the middle of the investigation phase of the scenario, he or she can use this optional scene. It propels the investigators into the midst of the mass panic that has begun to spread through the streets of Arkham. This encounter can also serve to introduce a new NPC which the investigators may find helpful later in the scenario.

The scene begins when the investigators arrive on an Arkham street block (anywhere in the town boundaries). The investigators notice a milk truck is parked alongside the road. A group of about 15 angry Arkhamites are surrounding the milk truck, shouting and rocking the vehicle. Inside milkman Edward Common, looking absolutely terrified, is hunched down in the cab of the truck, trying to protect himself from the angry mob. Investigators can hear glass shattering and milk sloshing around as the product inside is being destroyed.

Investigators may decide to step in and help poor Edward. If they do not, then the crowd soon tips over the van and pulls him out of the truck. The milkman is then savagely beaten by the mob and later admitted to the hospital. Whether the investigators see Edward being beaten or read about it in the paper subsequently, failing to act is cause for a Sanity loss of 0/1D4.

If the investigators attempt to stand up to the mob, they will have to decide on the best way to deal with it. **Persuade** or **Intimidation** checks prove most effective, though the Game Moderator may want to assign penalty or bonus dice depending on how the investigators approach each one. Fighting is not the best option as the investigators are outnumbered and killing any of the mob is highly likely to get the character arrested for murder. If the investigators fail to calm the mob and get into a fight, ask each investigator to make either a **Fighting (Brawl)** or **Dodge** roll. If they succeed, they manage to fight their way through the mob only taking 1D2 hit points of damage. If they fail the skill check, they suffer 2D4 hit points of damage as the mob descends on them.

Brown's rural address can be found in the list of local dairies or from public records, although the Game Moderator may call for a successful Library Use roll to track down the location of Brown's Farm in this way.

AT THE FARM

Brown's Farm is located about 1½ miles southwest of Arkham, nestled in the rolling hills of Massachusetts. It is fairly isolated with the nearest neighbors being nearly a mile away. This isolation has helped to hide the strange things happening on the farm. Since the voices came to Grant Brown and the cows started producing tainted milk, the farmer has started to come a bit unhinged. Though he murdered Dent in cold blood, he is not concerned about anyone finding the buried and decaying body of the reporter — he is not thinking about it at all.

The investigators can likely sneak on to the farm without being spotted, depending on when they attempt it and whether they make successful **Stealth** rolls. Brown is so preoccupied with the voices and visions he has been having, not to mention that the dreams make it hard for him to sleep, that he has a penalty die on any **Listen** or **Spot Hidden** rolls making such stealth a little easier for the investigators (not that they have any way of knowing this).

The farm is surrounded by a tree line, providing several places for investigators to stake out Brown's land and keep an eye on him. Investigators can see that the farm includes a large field, the farm house, a corn silo and the barn. If they are spying on the farm with a telescope or binoculars, the Game Moderator should call for a **Hard Spot Hidden** check. If successful, the investigator notices a small mound of dirt in one of the distant fields. This is where Brown buried the reporter's body. Successful **Listen** rolls can also hear the sound of cows coming from inside the barns.

If the investigators stake out the farm early in the morning, they will see Brown go into the barn with several pails and close the barn

door. The investigators will get a brief glimpse inside, noticing stalls of sickly looking cows. Sometime early in the morning, a Happy Cow Dairy truck will arrive to collect the milk. The investigators see the driver talking to the farmer. If the investigators can see the driver's face they may make a **Psychology** roll; if successful, they see that the driver looks uncomfortable as though he does not much like talking to Brown. Throughout the rest of the day the investigators will see Brown going about several different mundane duties.

If the investigators approach Brown, they find he seems normal enough, though a **Psychology** roll finds something unnerving about the farmer. It's almost as if what they are seeing is a mask which could quickly fall away. If the investigators press him or mention the tainted milk, the mask of sanity will drop in a heartbeat, and Brown will become a ruthless killer, intent on nothing but slaying those that threaten his farm.

The Field

This tilled field is where Brown plants a variety of different crops. Everything is overgrown and the vegetables (potatoes, corn and tomatoes) are so large and colorful that they seem almost unnatural. Success with **Natural World** rolls easily determines that the crops here are too big to be wholly natural, though they seem healthy and ripe. A **Science (Botany)** check will notice the same but will also determine that several of these vegetables seem to be brand-new strains previously unknown to science. Despite the healthy seeming (if unusually sized) crop, the soil is cracked and unhealthily pale. If seen at night the soil faintly glows, although this is only noticeable if an investigator is standing in the field itself (Sanity Loss 0/1).

If an investigator wishes to inspect the soil, the Game Moderator may call for a **Science (Geology)** roll. Success determines that the soil seems to contain unknown nutrients from an additive that the investigator cannot exactly place. If further tests are done in a lab, and the investigator makes an **INT** roll, he or she becomes



positive that unknown minerals appear in the sample. Eating any of these vegetables produces the same dreams described under the 'Got Milk?' box on page 10.

If the investigators walk along the field, a **Spot Hidden** roll notices something else in the long grass around the perimeter. If investigators walk over to check it out, they find the remains of several rats scattered throughout the tall grass. They are all dead, their bodies decayed to the point where they have collapsed in on their own putrescence selves (Sanity Loss 0/1 due to the advance state of decay not to mention the smell). Inspecting the corpses notices that they all have signs of having nibbled on some of the vegetables in the field.

A **Spot Hidden** roll while walking Brown's field will notice a small mound of dirt in the farthest corner. Something appears to have been buried here, probably quite recently. If the investigators dig it out, they will find the reporter Dent's decaying body (Sanity Loss 0/1D2). A

Medicine roll on his corpse will detect signs of poisoning though a **Science (Pharmacy)** along with a blood sample and autopsy will be needed to positively identify the poison as a common type of rat poison.

The Barn

This is where Farmer Brown keeps the cows that he milks. The barn has a loft accessed by a ladder where hay and feed are kept. The structure contains stalls for eight cows in all, four on each side of the building. Outside each stall is a three-legged stool and a crusty old milk pail.

The cows themselves all look rather sickly. A **Natural World** or **Science (Biology)** roll will reveal that the cows are wasting away as if something was eating them up inside. Investigating their food troughs reveals that Brown is feeding them animal feed mixed with with the remains of some vegetables from his fields. If the investigators try to taste any of

the cow's milk, they will suffer the same effects listed in the 'Got Milk?' box.

Next to the barn, along one of its long sides is a parked tractor, covered with a tarp. Behind the barn is a wood pile along with a wood axe. If Farmer Brown sees them coming, the axe is likely missing and in his hands.

The Corn Silo

The contents of the corn silo can only be inspected from a small hatch in the top. A ladder is built into the side and investigators can easily climb up it to look in. Opening the hatch, the investigator is hit full in the face with the smell of something rotting. Looking inside reveals that it is filled with rotting corn. Brown has, apparently, filled the silo but let it all go to waste and rot as his mind has grown more and more befuddled.

The Farmhouse

Farmer Brown lives in this small single-story house alone. Since Dent's visit, Brown has just slid further into insanity. His house is a tell-tale sign that something is not right with the farmer. If Brown finds the investigators snooping inside the house, he immediately assumes they are on to him and turns violent.

As well as the front door, there is a screen door around back in the kitchen. On the side of the house are a pair of doors which open into the root cellar.

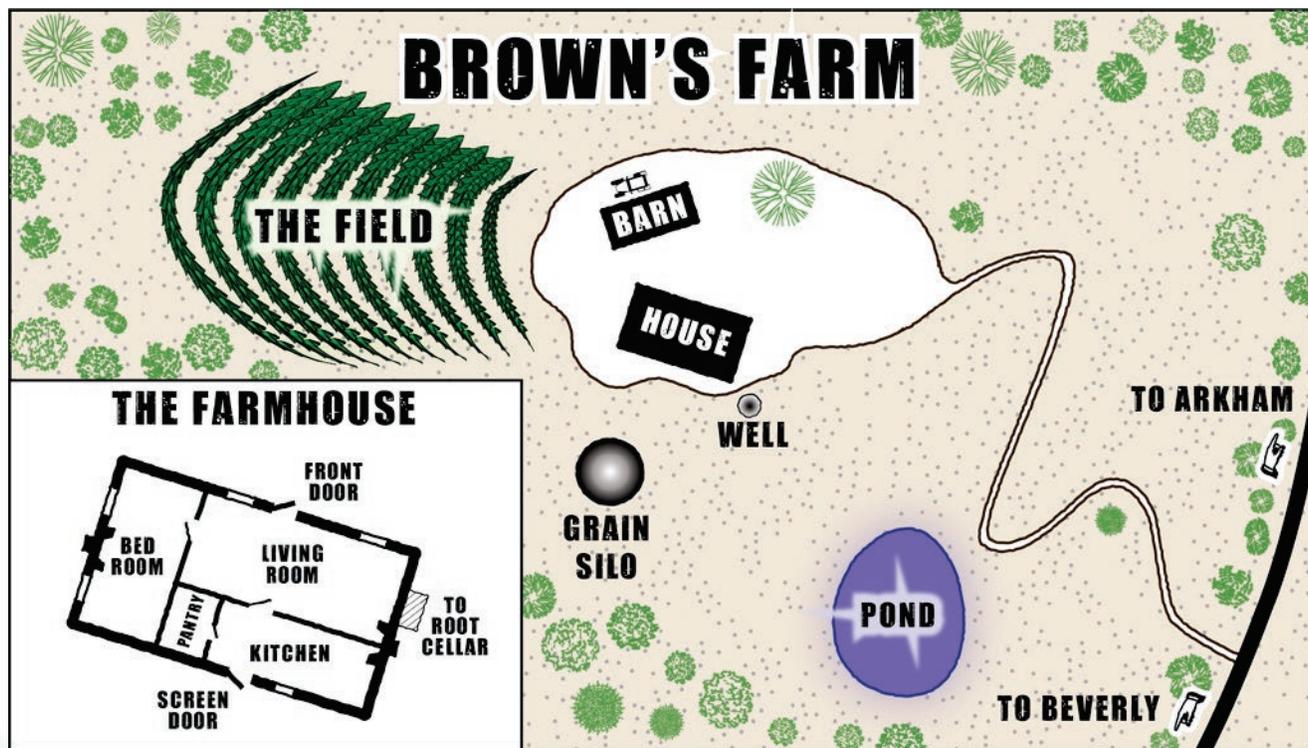
Living Room

The living room is a mess. Trash and clothing lie everywhere. Candles are placed all around the room and wax has dripped over everything, ruining the furniture. A scenic painting of a farm has been slashed to ribbons by a knife. On a rack, set into one of the walls is a hunting rifle. Its ammunition is kept in a small table next to the filthy couch.

In the center of the room, sitting on a coffee table, is a radio. Another candle, unlit but burned down to a nub, is sitting on top of the radio. Wax has almost covered the entire radio. An open doorway to the south leads into the kitchen while a closed door on the right wall leads into the bedroom.

Kitchen

The rot and decay coming from the kitchen can be smelled all the way from the living room. The kitchen has a small icebox, a door leading to a pantry, a small stove and a kitchen table. One of the chairs is flipped over. On the table are two cups of tea, both with mold floating in them.



Dried vomit with flecks of blood are also drying on the table. This is where Dent was killed, and the insane Farmer Brown has left the scene pretty much as it was. He has forgotten about it. There was just too much to do around the farm. Next to the tea cups is a sugar bowl, filled not with sugar but with white powdery rat poison. If an investigator tries to eat some, a **Luck** roll should be called for to see if the investigator notices that it is not sugar. Failure means a small amount of poison is ingested. If a **CON** roll is successfully made, the investigator vomits up the poison and take no damage. With a failure, they take 1D10 damage from the ingested poison.

Dried, rotten food and flies are everywhere. The sink is full of dirty dishes. On top of the stove is a meal prepared by Brown which was never put away. It has long since gone cold and is starting to dry out. Opening the icebox finds several bottles of milk. The milk is tainted and drinking it leads to the effects detailed under ‘Got Milk?’ on page 10.

If an investigator opens the pantry, they find it full of canned food and several bags of potatoes. A screen door leads out into the backyard, not far from the barn.

Bedroom

The bedroom is in just as bad of a state as the rest of the house. Additionally, a rancid and rotting smell comes from this room. The sheets are pulled up, covering a large lump in the bed itself. Blood stains the sheets here, seeping out from whatever is under the blankets. Pulling them back reveals the half-eaten body of a dog (Sanity Loss 0/1D2). Unfortunately, Brown’s dog is another victim of the farmer’s insanity.

Root Cellar

If the Game Moderator is running Mythos Option C (“Invasion From Mars”), the farmhouse’s root cellar is an important scenario location — see the description of the Mythos Option on page 18.

If running other Mythos Options, the root cellar is unremarkable. It is very cold and full of

various vegetables that have been stored down here along with many jugs of homemade cider that Brown bought from a local brewer several months ago before losing his mind.

The Well

Next to the farmhouse is an old stone well. It is here that Farmer Brown gets his water.

If the Game Moderator is running Mythos Option A (“Colour Out Of Space”), the well is a significant scenario location. See page 16 for more.

Otherwise, there is not much of interest here.

Farmer Brown’s Tactics

Farmer Brown will immediately attack if he thinks that somehow himself or the farm is being threatened. He is quite insane, and it is possible that the investigators may provoke him into attacking them through perfectly innocent actions.

If possible, Brown will grab the hunting rifle down from the wall to shoot at the investigators. There is also a pile of chopped wood behind the barn where he keeps an axe. If he can’t get to the rifle, he will grab the axe and attempt to bury it in the investigators’ bodies. While he is insane, he is not stupid and will not be beyond disabling the investigators’ car by either destroying the engine or slashing the tires.

Another possible tactic Farmer Brown might use is to fire up his tractor and to attempt to run down the investigators (**Operate Heavy Machinery** rolls are appropriate here). Luckily for the investigators, the sound of the tractor starting up can be heard anywhere on the farm.

THREE MYTHOS MOTIVES MOST FOUL

Three alternative Mythos-related explanations are offered for the curious events surrounding Arkham’s spoiled milk scandal. 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 also adds some additional clues to the investigation.

Option A: Colour Out Of Space

If using this option, the origins of all the corruption and spoiled milk from Brown's farm lie in a meteor which crashed to earth on his land about a month ago. Inside the meteor was a Colour Out of Space. The creature is fairly young and has crept into the well which Farmer Brown uses to water himself, his livestock and his crops. The radiation of the Colour Out of Space has seeped into the earth itself, making the land blighted.

When using this option, the following additional clues should be introduced as appropriate by the Game Moderator:

- **Brown's Field:** When inspecting Brown's field, investigators will not fail to notice the small but prominent impact crater caused by the meteor crashing to earth. The farmer tried to examine the impact site when the meteor first came down but the rock at the heart of the crater was far too hot to move. The meteor is of course quite cool now, and if inspected by the investigators can easily be seen to be hollow inside. A successful **Science (Geology)** rolls fails to identify the strange unearthly metals that make up the meteoric rock.
- **The Well:** The Colour Out Of Space is hiding in the farm's well. Investigators inspecting the well will clearly see that the grass surrounding it on all sides is dead, despite the grass everywhere else on the farm seeming lush and healthy. If the investigators taste the water from the well, they find it has a strange metallic taste to it. Drinking large amounts of it may cause similar results as described in the 'Got Milk?' box on page 10.
- **Brown's Farm at Night:** When night falls, the entire vicinity of Brown's

farm glows with a strange radiance made up of alien, unknown colors. The strange light covers everything but seems particularly strong and vivid across both the cows and field itself. If investigators see Farmer Brown at

Dreaming in Colour

As described in "Got Milk" on page 10 any investigators who decide to consume some of the tainted milk will suffer a series of terrifying dreams. Here is an additional example for the Game Moderator to use, themed to the specific Mythos threat appearing in Option A.

The Colour Dream

You are walking in a massive field under the open night sky which is filled with stars. Looking around you can see all the crops are withered and dying, barely hanging on to blacken stalks. Suddenly, you look behind you and can see cracks breaking open in the soil behind you, quickly starting to turn into fissures. Unhealthy looking light is pouring out from the fissures as the cracks are quickly spreading towards you. You turn and run as behind you, you can see the cracks spreading and bits of earth crumbling down into this alien light. All of a sudden, there is a loud crashing sound as the earth around you caves in except for the island of rock and dirt that you are standing on. The alien light is pouring out now all around you, it seems almost intelligent and you are not sure why or how but sense a malevolence behind it. Without warning, the ground beneath your feet gives away and you fall into the light. With a scream you wake up in bed, drenched in sweat. Your eyes ache and you can see floaters dancing around as if you had temporarily been blinded by some bright light. Sanity Loss 0/1D4.

night, they will note that he, too, is wreathed in strange colors which dance around him (1/1D8 Sanity points to see this unnatural occurrence).

- Newspaper Reports of the Falling Star: See “Other Newspaper Reports of Weirdness” on page 8.

Defeating the Colour will be difficult and investigators will need to be intelligent in formulating a plan. The alien thing spends all its time during daylight hours at the bottom of the well (and any investigators climbing down the well are sure to encounter it). At night-time it emerges to feed.

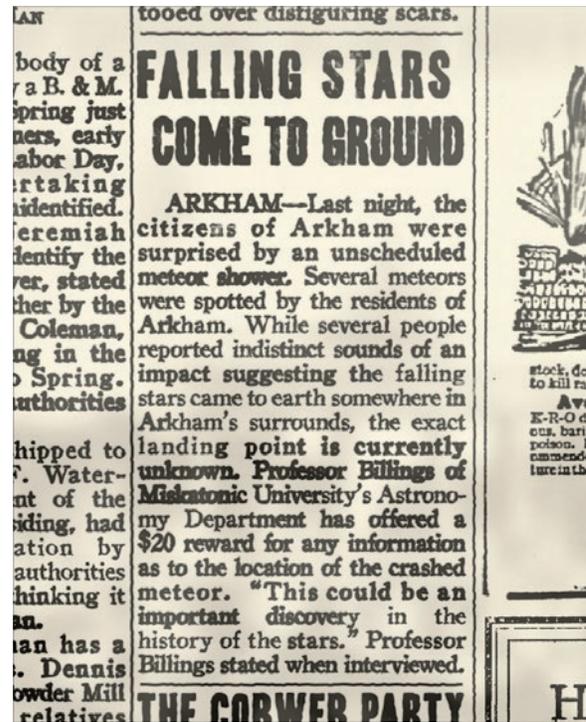
Option B: The Shunned Farm

If using this option, events which led up to the corruption of Brown and his farm and the tainting of Arkham’s milk supply all began with an innocent discovery. A few weeks ago, while digging a deep hole in his field, Brown discovered something odd. A strange, pale, and bloated patch of flesh under the soil. His horror deepened when he realized that the buried fleshy thing was merely the elbow of some vast and bloated creature. Although Brown had no way of knowing it, he had discovered a mostly-dead member of Cthulhu’s race of Star Spawn. Clearly it had long been buried, perhaps for millennia or aeons.

Wonder was soon replaced by terror when the farmer began to hear the buried thing talking to him inside his head. This encounter with the Mythos pushed Brown over the edge. He is not sure why the buried creature wants him to continue producing milk, nor does he really care. He only knows that the monstrosity is building its strength up for some reason, perhaps attempting to form a new sort of body. So far, the only sign that the creature is getting stronger is its recent ability to sometimes manifest itself as a sort of yellow stinking cloud of decay.

Investigators who search Brown’s field can easily find the digging site where Brown has excavated portions of the vast creatures. The

Handout #3



pale, slowly decaying flesh that has been exposed by this digging suggests that the creature is truly massive (Sanity Loss 1/1D6). If the investigators decide to try and dig up more of the creature, Brown will hear or see them and attack. If they manage to finish digging up the entire creature, a task that will take more time and tools than they likely have, they will find the vast decaying form of a Cthulhu Mythos horror. Due to millions of years of decomposition it is hard to clearly identify what race it once was, but it was obviously not something of this earth. Attempting **Science (Biology)** to make sense of the impossible discovery is useless. A **Cthulhu Mythos** roll, however, will identify several features that indicate the corpse may have been a Star Spawn.

When using this option, the following additional clues should be introduced as appropriate by the Game Moderator:

- **The Yellow Mist:** At night, a yellow mist form of the decaying sleeper rises from its corpse seeking out prey. It is an insubstantial thing (see the game statistics on page 20). As it drains POW, it appears that victims of its attacks are literally melting.

The only way to fight off the thing, besides magic, is to destroy the alien corpse. This could be done with lime or acid. Burying it in concrete may also help though it is possible in a few decades, the entity's corpse may decay more and free itself from the concrete prison.

Shunned Dream

As described in "Got Milk" on page 10 any investigators who decide to consume some of the tainted milk will suffer a series of terrifying dreams. Here is an additional example for the Game Moderator to use, themed to the specific Mythos threat appearing in Option B.

A Dream of the Shunned Farm

You find yourself laying on the ground, looking up at the sky. The sky overhead looks almost alien to you, constellations are not where they should be. You try to move but you cannot. Somehow though, you know you are in a hole. You can't even see your body, though you are sure something doesn't feel right. You feel bigger, massive even. Suddenly, dirt starts falling on you. Unable to close your eyes or mouth, you can feel the dirt enter both. You want to scream but you cannot. In fact, you can't make a single sound. Dirt keeps falling on you though you can't see where it comes from. All you know is you are slowly being buried alive! The dirt keeps adding up, piling on top of you. The night sky is soon gone, and you are covered in darkness. Buried alive. You wake up and for a brief second your entire body is paralyzed. You can't move! With a sharp pain, you regain control of your body and finally sit up screaming, drenched in a cold sweat. Sanity Loss 0/1D4.

Option C: Invasion From Mars

If using this option, the Mythos menace ravaging Brown's farm arrived — as with Option A — courtesy of a meteor-fall, but it was no mere Colour From Space that hid within the falling star. Rather it was the corporeal body of the Great Old One, Vulthoom, who has long spread corruption across the face of the planet Mars.

When the meteor fell a few weeks ago, Farmer Brown ran out into his field to examine the small crater that had appeared there. He saw at its heart a strange glowing-red mass of iron. The farmer waited for it to cool down, finding that the next day vines had started to poke out of it. Then the voice started inside his head, a sweet and soothing voice that lured him in. Listening to its instructions, Brown retrieved the meteoric iron mass and stored it in the root cellar of his farmhouse. Over the next few days, the iron mass started to hatch. Vines began to emerge with strange flowers. By the time the investigators arrive, the vines and odd-colored flowers have grown to cover every wall of the root cellar and have begun to fill the entire space (Sanity Loss 0/1).

At the center is a large flower bole, opening as the investigators approach. This is Vulthoom, the great deceiver, one of the Great Old Ones. Investigators will hear the horror's mellifluous voice within their minds, explaining the true source of the tainted milk as well as the motivation behind it. In short, the spoiled milk represents an attempt to weaken Earth for a Martian invasion!

Vulthoom's perfume will fill the cellar as he attempts to stop any investigators who do not willingly become his slaves (as Brown has done). The investigators are unlikely to comply; however they should quickly come to realize the potential peril that faces Arkham and the rest of the world. If left unchecked, Vulthoom will continue to grow and grow. More and more tainted milk will devastate the people of Arkham. Vulthoom's next step will be to open

a massive gate and bring Its army of followers here from Mars. The investigators face a literal War of the Worlds!

If using this option, the main additional clues are found at the scene in the Root Cellar (described above). The following additional items can be added by the Game Moderator as he or she sees fit:

- **A Million To One:** The news article describing the recent meteor fall (see “Other Newspaper Reports of Weirdness” on page 8). In the case of the latter, some research with the Astronomy Department at Miskatonic University (or similar) may discover that it’s believed that this particular meteor is highly unusual. According to observations it appears to be a mass of rock that has broken free from the surface of the planet Mars and somehow become caught by Earth’s gravity. An investigator who succeeds in a **Science (Astronomy)** roll can also come to that bizarre conclusion by themselves.
- **Meteoric Iron:** If the investigators manage to inspect the original meteoric rock that lies at the heart of the vines and flowers in the Root Cellar, a **Science (Geology)** roll will determine that it contains an unusually high concentration of iron.

REWARDS AND PENALTIES

For saving Arkham from the tainted milk, investigators gain a reward of 2D6 Sanity points. If their part in saving Arkham from its milk crisis becomes public knowledge, investigators also receive an increase of 1D10 percentiles to their Credit Rating skills.

If the investigators’ intervention leads to the innocent milkmen Edward Common being spared mob justice, they should receive a further 1D6 Sanity points.

STATISTICS

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

Grant Brown, Insane Farmer

STR 60 CON 55 SIZ 50 DEX 35 INT 40
APP 35 POW 30 EDU 55 SAN 0 Hit Points: 11
Damage Bonus: none Build: 0 Move: 8 Magic Points: 6

Brawl 25% (12/5), damage 1D3 + Damage Bonus
Wood Axe 30% (15/6), damage 1D8+2 + Damage Bonus
.30-06 Bolt-Act. Rifle 40% (20/8), damage 2D6+4
Dodge 17% (8/3)

Skills: Drive Auto 30%, Intimidate 45%, Mechanical Repair 45%, Natural World 70%, Operate Heavy Machinery 60%, Track 25%.

Chances of anything Dreaming from Mars?

As described in “Got Milk” on page 10 any investigators who decide to consume some of the tainted milk will suffer a series of terrifying dreams. Here is an additional example for the Game Moderator to use, themed to the specific Mythos threat appearing in Option C.

You are hurtling through space; stars and planets are whirling by you. It is cold, so very cold and you wish to find warmth. Up close you see a planet hurtling closer and closer to you. The blue and green planet is almost within your reach. A deep part of your mind is telling you this is the Earth, but you feel so disconnected from it and everything around you. The next thing you know is that

the planet is looming larger and a warmth is spreading along your form. The stars are gone but now clouds surround you, a brown patch of earth is coming up to greet you. There is a loud explosion and you can feel the warm dirt surrounding you, hiding you. Buried deep beneath the earth. You wake up screaming, the explosion still ringing in your ears from the dream. Sanity Loss 0/1D3.

Spells: None, however if the Game Moderator feels that their players will be able to quickly take Farmer Brown down then it is suggested to give him a Flesh Ward spell. This can manifest in one of two ways: either he becomes almost a horror movie slasher, able to shrug off blows that would kill most people, or the voices in his head are telling him when to duck or avoid an attack. In the second case, there is no actual spell casting, the source of the blight is just helping him to survive.

Option A

The following additional statistics will be useful when running Mythos Option A (“Colour Out Of Space”).

Colour Out Of Space, Alien Invader

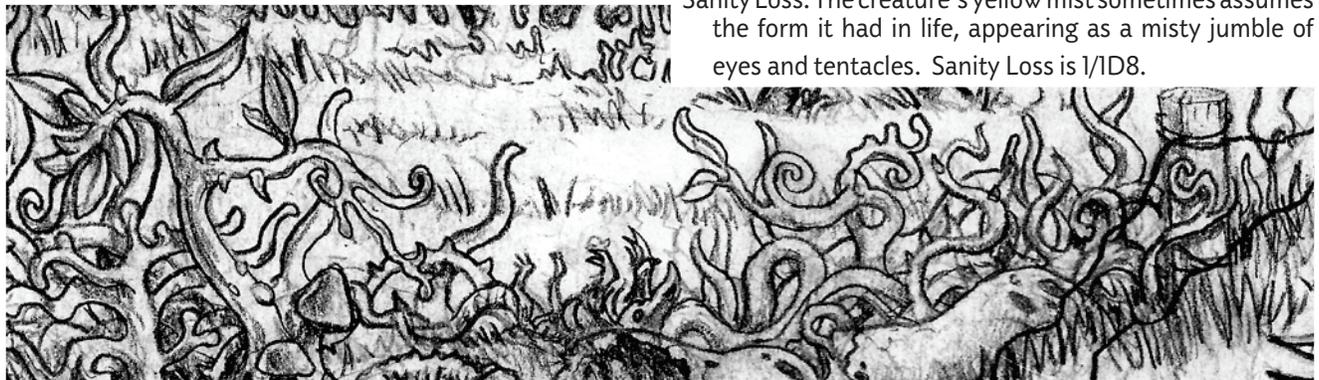
STR 25 CON — SIZ 25 DEX 100 INT 55
POW 25 Hit Points: N/A Magic Points: 5
Damage Bonus: N/A Move: 12 pouring / 20 flying

ATTACKS

Attacks per round: 1

Colours do not attack like earthly creatures nor can they be easily harmed. Spot Hidden checks are required to see the Colour coming at night due it almost blending into the aura of colors that are glowing all around them.

Characteristic Drain: When feeding, the Colour’s victim must make an opposed POW roll against the Colour’s current POW. If the Colour wins, it drains a permanent 1D10 points from each of the victim’s STR, CON, POW, DEX, and APP characteristics. It also deals 1D6 hit point damage to the victim. Each point of POW drained from a victim increases the Colour’s power by the same amount.



Mental Attack: Each day the investigators spend on the farm, everyone must make an opposed INT roll against the Colour’s INT. Failure means they lose 1D6 Magic Points and 1D6 Sanity Points. Due to this, Farmer Brown finds it incredibly difficult to leave his farm. He must make a successful POW check to do so.

Disintegrate: The Colour can disintegrate holes through almost any sort of material.

Solidify: If the Colour wishes to manipulate objects, it may temporarily solidify a portion of itself.

Dodge 47% (23/9)

Armor: None — invulnerable to physical attack. The Colour can be hurt by magic or imprisoned with strong magnetic fields.

Sanity Loss: 0/1D4 to see the Colour; 1/1D8 to see the decay of its victims.

Option B

The following additional statistics will be useful when running Mythos Option B (“The Shunned Farm”).

The Yellow Mist, Ghost of the Decaying Creature

STR — CON — SIZ — DEX — INT 105
POW 85 Hit Points: N/A Magic Points: 19
Damage Bonus: N/A Move: N/A

Special Attack: The Yellow Mist attempts to drain its victims of their POW. An opposed POW roll is made. If the target fails, he or she permanently loses 2D10 POW. If the target wins, the Yellow Mist loses 2D10 POW. This POW is not regained by resting, only through magical means.

Sanity Loss: The creature’s yellow mist sometimes assumes the form it had in life, appearing as a misty jumble of eyes and tentacles. Sanity Loss is 1/1D8.

Option C

The following additional statistics will be useful when running Mythos Option C (“Invasion From Mars”).

Vulthoom, Great Old One of Mars

“Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermillion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly-hued, and formed with exquisite beauty and symmetry.”

– Clark Ashton Smith, “Vulthoom”.

STR 150	CON 375	SIZ 425	DEX 05	INT 175
POW 175	Hit Points: 80			
Damage Bonus: N/A	Move: 0	Magic Points: 35		

ATTACKS

Attacks per round: 1D4

Fighting attacks: Vulthoom attacks with its tendril like vines though its favorite tactic is to use its drug-like perfume to bewitch and entrance its targets.

Fighting 65% (32/13), damage 3D6
Dodge 3% (1/-)

Hypnotic Perfume: Vulthoom’s voice is sweet and tempting, dripping with honey. It can also release a sweet-smelling perfume, in a radius of 100 yards, that can entrance the weak willed. If an investigator inhales the perfume, they must make an opposed POW roll versus Vulthoom’s POW of 175. If they fail, they are bombarded by hallucinations. Vulthoom’s favorite hallucination is to surround human targets with a beautiful, alien, Eden-like garden. The victim may feel drugged, overcome with pleasure. If they fail a second POW check against Vulthoom, they are enslaved to Vulthoom’s will. The enslavement lasts for D100 + 20 minutes, however a successful Psychoanalysis roll will snap them out of it. Investigators who wear a gas mask or other protective gear may be rewarded a bonus die on the POW check or in some cases even be immune. Of course, Vulthoom may try and rip the gas mask away.

Armor: None. Vulthoom takes minimal damage from weapons. Additionally, it regenerates 3D10 hit points per round.

Spells: Any, although Vulthoom seems to have particular mastery over Gates and any spells dealing with seduction or plants.

Sanity Loss: 1/1D10 to see Vulthoom.

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