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EXTRA! EXTRA!

DATELINE: LOVECRAFT

Smoke Green

by Noah Lloyd

CREDITS
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INTRODUCTION

"Smoke Green" is a short investigative scenario of Cthulhu Mythos horror, set entirely in H.P. Lovecraft's fictional town of Arkham. It takes place during the Mayoral race between Mayor Peabody and hopeful Harvey Wainscott — this means it occurs sometime in October or November of 1928 to fit with established Arkham chronology. The upcoming election is a significant plot point for this scenario, hence it would be difficult (though not impossible) to run it in a different month or year.

The scenario revolves around the newest tobacco company on the east coast, "Reinhart Cigarettes." This brand has become suddenly extremely popular in many cities including Arkham, where it has recently opened its very substantial brand-new factory headquarters. Reinhart advertises heavily in the Arkham Advertiser and other newspapers. Their tagline ("To Achieve Greatness One Must Smoke Green!") is fitting, as the cigarettes produce a faint but distinctive, bilious green smoke. It is also appropriate because many of the loyal Reinhart smokers believe that their choice of cigarette brings them good fortune.



Despite a thriving demand for their product, all is not well for Reinhart Tobacco. When company president Reinhart Laine is found dead in his luxury high-rise office, the Investigators are charged with discreetly looking into the matter. Who could have wanted the wealthy tycoon dead? Were his political affiliations in the bitter race for Arkham's next Mayor somehow a factor in his death? Or is the closely held secret to Reinhart Cigarettes' distinctive green-smoking tobacco something that a rival company might be willing to kill to find out?

LINKS TO DATELINE: LOVECRAFT

The *Arkham Advertiser* issue of 15 October (the newspaper prop in *Dateline: Lovecraft #1*) includes several mentions of the new Reinhart Tobacco Plant, one commenting on a visit by mayoral candidate (and president of Miskatonic University) Dr. Harvey Wainscott, another citing an engineering student's award acceptance, and a final one noting a visit by a group of touring captains of industry.

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 Reinhart Tobacco Company is owned by a man named Reinhart Laine — a man so vain he named the company after his *first* name. Laine is also deeply tied up with agents of the Cthulhu Mythos, an association that has made his company wildly successful.

Reinhart Tobacco has also invested heavily in Dr. Harvey Wainscott's mayoral race; if elected, Wainscott has promised the company expanded riverfront real estate.

Primary Clipping IDs:

- **DL1-5-ABC-3-Reinhart** (A display advertisement for Reinhart Cigarettes, including the brand's signature slogan: "To Achieve Greatness One Must Smoke Green").
- **DL1-10-D-2-Rolling** (A short news article describing a visit to the Reinhart Tobacco Rolling Plant by M.U. Professor and Mayoral hopeful Harvey Wainscott).

Peripherally-Related Clipping ID:

- **DL1-3-B-1-Industry** (A business news article about a high-powered delegation of industrialists who recently visited Arkham; the new Reinhart plant was one of their stops).
- **DL1-10-B-4-Engineering** (A short article about an awards ceremony held by the M.U. Engineering Society; one of the winners had the surname Greene and a joker in the audience drew parallels between his success and the Reinhart slogan "Smoke Green").

After Laine is found murdered, the Investigators are asked by sitting Mayor Joseph Peabody to look into the affair for primarily political reasons.

Background

Reinhart Laine is a man of the future. Son of a prominent New York real estate tycoon, Laine came to Arkham for cheap factory property and with the idea for a new business: the Reinhart Tobacco Company. The new venture boosted Arkham's economy, but opinions in town are mixed: some find the company a sign of economic progress (and the cigarettes delicious), while others consider the factory, sitting there towering over the Miskatonic, as nothing more

than an eyesore and a testament to human vanity. While the factory continues pushing out its product, the cigarettes' notoriety for making people "successful" has made it harder and harder to find them stocked on shelves. Rumors in Arkham abound about the company's "secret ingredient," with possibilities ranging from "fish bladder" to cannabis.

The secret to the success of Reinhart Cigarettes is partially tied to the Cthulhu Mythos (see below), but it is also partly due to Laine's forward-looking beliefs in the power of psychology to sell items (what we would now call "marketing"). Indeed, Laine keeps abreast of Freud's publications and believes that the unconscious mind will be the site of a revolution in the manipulation of the buying public. Several months ago, Laine hired a small team of scientists (three Miskatonic University faculty) to develop a publicity campaign and new tobacco formula that would appeal to unconscious desires.

Secrets to Success

One of the academics hired by Laine — Charles Coffey, from the Department of Chemistry — ultimately became suspicious about Laine and the Reinhart tobacco formula. In particular, he came to believe that there was something more to the cigarettes' allure than just the clever advertising and flavorsome formula he was helping to produce. Somehow the cigarettes seemed to produce success among those who smoked them; smokers were better liked, seemed healthier, and often received pay increases of thirty percent (or more) after a few months of smoking.

Coffey began his own investigation, discovering only part of the horrific Mythos truth behind the company (see below). His digging also unearthed some other dirty secrets about Reinhart Tobacco, including the fact that for undisclosed reasons the company had seemingly been responsible for killing one of its own employees — a homeless woman named Matilde Jamison who worked nights on the factory line. While Jamison was a familiar face



to a handful of people, she had few friends. To Coffey's mind it seemed as though the homeless woman, like a handful of other lowly paid laborers, was hired on at Reinhart precisely because no one would notice if they suddenly went missing. The precise motivations for Matilde's killing depend on which of the three Mythos options the Keeper has selected (see below).

While failing to understand the reasons behind the murder, Coffey was able to clearly link it to the highest levels in the company. For Coffey, this was the final straw.

Breaking into Laine's luxurious fifth-floor office one evening, the scientist confronted Laine. Whether he intended to kill the tycoon may never be known, but the encounter ended with Laine's lifeless corpse on the floor and Coffey fleeing into the night grasping a bloodied knife and a handful of confidential company files. He was a man unhinged.

Like Ripples On A Pond

As dawn breaks on the 17th of October, rumors begin to spread across Arkham that Reinhart Laine has been found murdered in his office. Some of the rumors go further, suggesting that somehow there was something ... not quite right about Laine's corpse. That it didn't seem quite human. These stories are quickly joined by others: suggestions that Reinhart Tobacco had been augmenting their cigarettes with an additive that "reshapes" the smoker's body into something ... else. According to some tales, Reinhart himself was the architect of this adulteration; some others point the finger at the tycoon's close associate Peter Oberly, campaign manager for mayoral candidate Harvey Wainscott.

Despite the many stories, no one has a clear understanding on exactly why Laine was killed (the motivation will depend on which option the Keeper selects; see below).

The death of such a wealthy man in Arkham's small business community also grabs the attention of both mayoral candidates — Wainscott and his political rival Joseph Peabody. For Wainscott, the death of Laine represents the loss of an important supporter — Reinhart Tobacco has planted a stake in Wainscott's campaign, and is seen as one of the reasons that the M.U. president has achieved popularity with many around town. Laine was a vocal critic of long-standing Mayor Peabody, often drawing attention to Peabody's poor track record in addressing issues of corruption in the police and boosting Arkham's flagging infrastructure. The tycoon also backed Wainscott's allegations that Peabody is corrupt, receiving large payments from shady Arkham "businessman" Daniel O'Bannion in return for turning a blind eye to certain activities.

Needless to say, Laine's sudden death has people questioning whether the Mayor's hands are somehow involved. In fact, they are not. However, Mayor Peabody has been quick to seize upon opportunity to profit by the murder politically. In an effort to gain a foothold over his rival, the Mayor hires the Investigators, asking that they ascertain the cause of Laine's death and to find out just what's going on over at the Reinhart factory. What he really wants is evidence that extinguishes any implication of his own involvement by

pointing the finger firmly at someone else. If the true perpetrator also happens to be somehow linked to Harvey Wainscott — or even just to Miskatonic University — Peabody will leverage that connection to its fullest. He hopes that such machinations will grant himself a sizable advantage in the Mayoral vote now only weeks away.

The Secret Ingredient

The truth behind the secret ingredient in Reinhart Tobacco and its relationships with the Cthulhu Mythos depends ultimately upon which of the three optional "Mythos Motivations" the Game Moderator chooses to employ. These are summarized below, but spelled out in more detail on page 20. Also provided are additional clues that are specific to each option, starting on page 18.

THREE MYTHOS MOTIVATIONS

The true nature and motivation of the horrors behind the death of Reinhart Laine will depend on which option the Game Moderator has chosen.

- **Option A — The Hill of Our Rebirth:** In this version, Reinhart Laine was secretly a cultist to Shub-Niggurath, attending sacrificial rites in the woods around Arkham with Peter Oberly. The green-smoking Reinhart Cigarettes slowly reconfigure the human body into a more fertile breeding ground for Shub-Niggurath's Black Goat of a Thousand Young. They contain an undisclosed ingredient — ground-up, blackened seeds of an unearthly nature. These seeds are grown in Laine's and Oberly's bodies and vomited from membranous sacs that hang between the ribcage and the epidermis. As a byproduct of smoking Reinhart Cigarettes, Arkhamites are increasingly becoming susceptible to transformation into Shub-Niggurath's Dark Young servants.

Option: Lucky Cigarettes

During the course of the scenario, the Investigators will run across NPCs who have smoked Reinhart Cigarettes; they may also decide to smoke some themselves. For the purposes of this scenario, Reinhart Cigarettes are considered Mythos artifacts. For NPCs, this can be handled through the Game Moderator's narration: certain NPCs can be described as smoking cigarettes whose smoke is a faint green color, and those same NPCs seem unusually attractive, trustworthy, and pleasant.

For Investigators, smoking Reinhart tobacco offers both a more tangible benefit and also a long-term danger. If an Investigator has smoked any in the past 24 hours, the cigarettes grant a small boost to any rolls which revolve around charisma, charm, or the appearance of wealth and influence (e.g., providing a Bonus die to all rolls against **APP**, **Charm**, **Credit Rating**, **Luck**, or **Persuade**).

These benefits come with consequences, however. Each time an Investigator makes a roll which benefits from the tobacco's influence, the Game Moderator should add one to a tally kept of the number of bonuses the character has received. This tally is irrespective of whether the roll was successful or not. The Investigator suffers no immediate ill-effects, however the next time their sanity is shaken (e.g., by witnessing a horrific creature or incident) they will suffer

additional losses proportional to the tally they have accrued. Each point accumulated equates to an automatic additional 1 point of SAN lost. Once applied, this additional cost resets. These losses manifest narratively as hallucinations and an increased susceptibility to horrific revelations.

*Example: During play, Sam has smoked several Reinhart cigarettes and has also made four rolls which have benefited from bonus dice (two **Charm** rolls, a **Luck** Roll, and a **Persuade** — some of which succeeded, some of which failed). Nothing bad happens to Sam immediately. Later, Sam encounters an alien horror and must make a SAN check or lose $0/1D4$ SAN. Because of the tally of bonuses accrued due to the cigarettes, the actual SAN loss Sam faces is $4/1D4+4$. After the check, Sam's tally is reset to zero, but if further benefits are accrued later the next SAN roll will also include additional automatic points lost.*

In addition to this effect on SAN, the Reinhart Cigarettes also dull Investigators' will to resist forces of the Cthulhu Mythos. Any Investigator who has smoked a Reinhart Cigarette (ever) receives a Penalty die on all opposed **POW** rolls with Mythos entities for the duration of the scenario. Whether or not this applies to Investigators who have breathed "secondhand smoke" can be decided by the Game Moderator based on specific situations.

- **Option B — Business Partners from Yuggoth:** In this version, Peter Oberly — Harvey Wainscott's "right hand man" — is an agent of the Mi-go. Laine became acquainted with Oberly through dealings with Wainscott, and soon became the target of Oberly's attentions. The Mi-go agent recognized Laine as a man easily controlled through his greed and narcissism, and by such means soon convinced the tycoon to cut a "business" deal with the Fungi From Yuggoth. In return for access to Laine's wealth and

connections, the Mi-go supplied a special additive that make Reinhart Cigarettes both more addictive and psychologically pleasing. This additive came in the form of a complete, living Mi-go specimen, which Laine keeps hidden beneath the factory. From time to time pieces of physical material are harvested from this captive beast, ground up and added to the tobacco blend. In order to keep this process secret, Laine instructed that a "disposable" individual be hired — that employee was the homeless Matilde Jamison.

- **Option C — Smoker’s Paradise:** In this version, Reinhart Cigarettes are a vital ingredient in an audacious plan by the Insects From Shaggai (the Shan) to possess the bodies of a large host of human beings. The Shan have already infested three important Arkhamites — Miskatonic academic Dr. Carla Roberson, Peter Oberly (Wainscott’s “right hand man”), and Reinhart Laine himself. These individuals are unwitting hosts for the Shan’s machinations. The Shan have provided an alien formula that is mixed into the Reinhart tobacco blend, giving the cigarettes their distinctive green smoke but also making those who smoke them more suitable for long-term Shan habitation. Through their manipulation of Oberly, they have already set up Wainscott as the likely victor in the Mayoral race (although Laine’s death has thrown a wrench in that). Their hope is that once they have influence over both Miskatonic University and Town Hall, they can use Arkham as a staging point for the distribution of the Reinhart tobacco formula world-wide.

criminal backgrounds know that these are more than rumors. Most Arkhamites would also be well aware that the Mayor is believed to be trailing in the polls and desperate for a boost.

When the Investigators arrive at City Hall, a functionary conducts them to Peabody’s office. City Hall is slightly decrepit, with peeling paint and out-of-style furniture. Discerning Investigators (**Appraise** roll), however, notice Peabody’s heavy (and new) oak desk, a pair of real silver pens in a stand, and his expensively cut wool suit.

Despite pretensions to class, Peabody is overtly sleazy, leering at everyone he speaks with. After welcoming the Investigators and inviting them to sit in rickety chairs, Peabody explains the situation as he sees it:

- Reinhart Laine, financial benefactor to Peabody’s political rival, was murdered last night in his private office at the new tobacco rolling plant in Easttown;
- On one hand, this is a boon to Peabody’s campaign, while on the other, Peabody wants assurances that the murder won’t point back at him;
- Peabody has heard enough to believe that the Investigators are capable and discreet individuals who can quietly look into the circumstances of Laine’s murder and find rock-solid evidence which ties the crime to someone far removed from the Peabody campaign;
- If there is evidence that somehow links the crime to the Wainscott campaign — or even just to Miskatonic University, Wainscott’s employer — that may be especially helpful;
- Peabody’s willing to pay, either in cash or political favors; the more they find the more generous their reward;
- Peabody can provide the Investigators with “press” passes that will get them into the crime scene, but the police may still withhold information (unless the Investigators are themselves police);

INVOLVING THE INVESTIGATORS

The Investigators become involved in the mystery of Reinhart Laine’s sudden death when they are approached by associates of current Arkham Mayor, Joseph Peabody. Investigators might know Peabody several ways, whether through a family member, through their own criminal dealings, or Peabody may simply have heard about them through rumors of their exploits. Regardless of how they are contacted, each Investigator is asked to visit the Mayor’s office in Town Hall to discuss an “important but discreet” matter.

Anyone familiar with contemporary Arkham has heard allegations about Peabody’s association with the O’Bannion gang, and investigators with

- While stopping short of telling the Investigators to destroy any evidence they find that seems to point to the Peabody campaign, he will hint that anyone who shows initiative in “making problems go away” will be rewarded appropriately.

And the end of the meeting, the Investigators should have a clear idea of what the Mayor wants them to do, but an ambiguous picture of Peabody’s motivations. At this point they have no way of knowing whether Laine’s murder really was tied to one of the two political campaigns (perhaps even ordered by Peabody himself!) or whether the entire assignment is an opportunistic “fishing” exercise designed to capitalize upon a tragic incident unrelated to the town’s politics. Although the latter is closest to the truth, the Game Moderator is encouraged to keep the players guessing about different NPC motivations for as long as is feasible — just to reinforce the smoke-and-mirror nature of Arkham town politics.

INITIAL INVESTIGATIONS

The Investigators are likely to begin their clue hunting at the Reinhart Tobacco Plant; subsequent visits to Miskatonic University, Arkham P.D., the Arkham morgue, and the home of scientist-on-the-run Charles Coffey will yield further information.

If the Investigators decide to track down other NPCs at their homes, the Game Moderator can improvise some modest dwellings for each as needed. Such NPCs will most likely live in simple apartments or small, one-story houses.

The Reinhart Tobacco Rolling Factory

Investigators can readily arrive at the Easttown Headquarters of the Reinhart Tobacco Company in time to see the crime scene and inspect the goings-on in Laine’s factory.

The Reinhart Cigarette Factory, located at 680 Water Street (on the corner of Noyes and

Water in Easttown), sits between the Miskatonic River to the south and abuts the B&M rail line to the north. The building reclaimed some of the derelict northern riverside frontage, partly as a town effort to “re-legitimize” the poor and predominantly African-American Easttown. The factory’s construction displaced a half-dozen black families, none of whom can now secure work there (**Know or History**).

The building has five floors, each slightly narrower than the last to create a pyramidal profile. The Investigators should already be aware that Laine died in his personal office, which is located on the top-most floor.

The entire building is ostentatious, and the third highest in Arkham, casting a shadow across Easttown and the Miskatonic. The factory’s grand main entrance, on Water Street, features a large door surrounded by brass, art deco lotus leaves, and two black stone panthers that flank a short stairway.

The Loading Dock

Behind a grand stairwell, a warehouse holds pallets of cigarettes ready for shipment across the eastern seaboard. The building’s first floor has no rear (north-facing) wall, allowing for the easy loading of trains that pass directly behind. Should the Investigators wish to break in at some point, this supplies their easiest means of access to the building.



If any Investigators specifically spend time snooping around the ground floor loading area, the Game Moderator should simply tell them that aside from a locked door labelled “101 — Supply Closet” their scan of the floor reveals nothing. Investigators who express particular interest in the Supply Closet and who are perceptive (**Spot Hidden** roll) or knowledgeable about locks (**Locksmith**), might wonder why a simple storage closet is fitted with a lock that is both brand new and remarkably sturdy.

[GM’s Note: this “closet” becomes important later in the scenario, and Investigators will return here as part of the conclusion. For now, it should remain either an unimportant detail or something glossed over entirely when describing the building.]

The Factory Floor

The second floor comprises the four giant rolling machines where employees spend ten-hour days packing tobacco into and running the machines, two-ton motors with a thick elastic belt. Each machine produces close to 500 cigarettes every minute. Two lector stations rise ten feet above the floor, where hired readers shout out the news from issues of the *Arkham Advertiser*, *New York Times*, and *Washington Herald* throughout the day. During the workday this floor is eerily quiet, with only the two voices of the lectors at a distance and the spinning hum of the machines as the cigarettes are rolled and stacked. All told, about fifty employees are on the floor during the day, all white, working-class male laborers. Most wear corduroy pants with suspenders and white, short-sleeve shirts stained by sweat and engine grease.

Eagle-eyed Investigators (**Spot Hidden** roll) note the floor managers on the third-floor walkway above the rolling floor. This walkway encircles the second floor’s perimeter at a height and is where the managers look down on their employees. Walking through the rolling floor, those paying close attention (**Spot Hidden** or **Science (Biology)** roll) take note of the stained green fingers of the employees.

Investigators may wish to question the workers on the factory floor, however most of

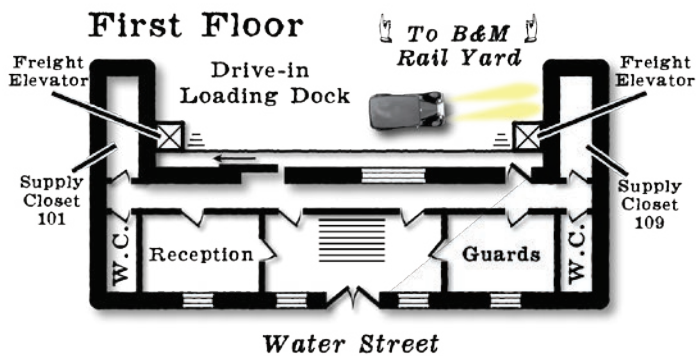
them know nothing of direct importance. Only a few workers have ever met Reinhart Laine in person — for most, he is a kind of benevolent god-like “captain of industry” who provides important work and income but doesn’t rub shoulders with the common men. Most workers are positive in their comments about Laine but not effusively so. The workers have been told that their employer died overnight, although police have not told them anything more. Gossip about the circumstances of the tycoon’s death is running at fever-pitch across the factory floor. The only firm fact that can be learned, however, is that a sheet-covered stretcher carrying the deceased Laine was walked through the building by police sometime in the mid-morning.

If workers on the factory floor are asked about important visitors to the factory, everyone can recall the recent delegation of “out of town big-wigs” (**DL1-3-B-1-Industry**) as well as the more recent visit by Professor Harvey Wainscott (**DL1-10-D-2-Rolling**). The latter was particularly memorable for the workers, as Wainscott spent some time glad-handing and taking photos with factory laborers. Everyone remembers Wainscott as being friendly and complimentary about their “hard-working Easttown vim.”

Managers and Office Workers

As noted above, the third floor is primarily given over to foremen and supervising managers who keep an eye on the activity on the factory floor. The individuals who occupy these jobs are uniformly gruff and surly and will avoid speaking with the Investigators as much as possible.

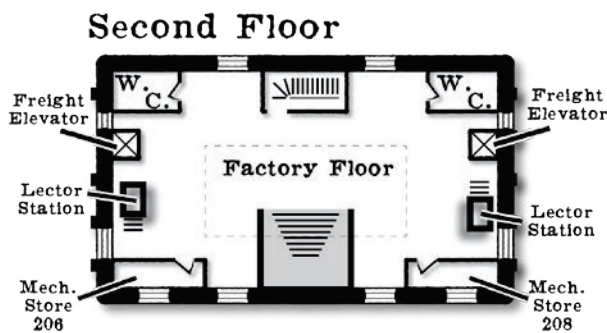
The fourth floor houses sundry offices for the desk workers of Reinhart Tobacco, and doesn’t hold anything of particular interest for the Investigators. If they do go exploring here, an especially perceptive Investigator (**Spot Hidden** roll) might unearth a typewritten list of all the “special advisors” whom Reinhart employs. This includes three scientists from Miskatonic University — Dr. Carla Roberson, Dr. Matthew Nagel, Dr. Charles Coffey. The list does not include any information about the nature of the advice each supplies.



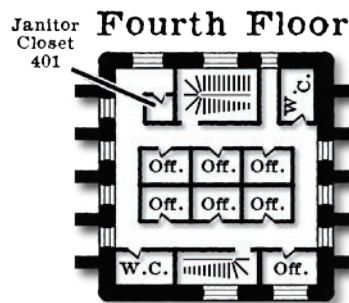
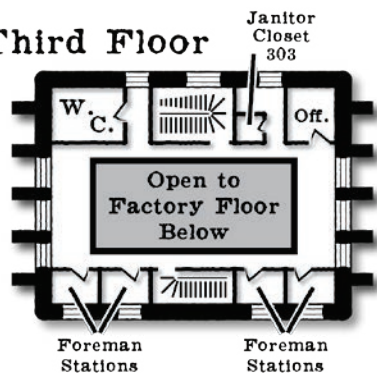
Water Street

Plan of the
**REINHART
 CIGARETTES**
 Tobacco Rolling Plant

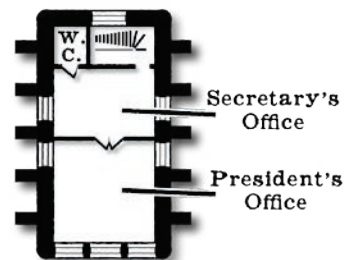
(680 E. Water St)



Third Floor



Fifth Floor



Fifth Floor

Mrs. Martha Caldwell, Laine's personal secretary — a spry, athletic woman in her early 40s who wears a crucifix — greets the Investigators on the small fifth floor of the building, outside Laine's office. She has obviously been weeping but is trying to put on a brave face and remain professional.

Although the police have already searched the crime scene and removed the body, a single guard from the Arkham P.D. remains stationed outside the doors of Laine's office.

If the Investigators introduce themselves as members of the press, Mrs. Caldwell says that she would love to let them in, but that the officer has taken her key. The officer keeps the

key hanging on a chain from the top pocket of his uniform, and the Investigators must either distract him or convince him that they are members of the press (**Fast Talk** with a Bonus die for their press badges). The key is a very distinctive brand-new brass type; if the Investigators get close enough, they may be able to read the simple label stamped onto it "RTP. 500" (denoting that it is the key to room 500 — the President's Office — in the Reinhart Tobacco Plant building).

If Investigators question Mrs. Caldwell she will be cooperative, particularly if she solidly believes that the Investigators are reporters from the newspaper. She will tell them that Reinhart Laine was one of the best men she ever met.

Investigators skilled in reading body language and other subtle cues (**Psychology** roll) can determine this is a bald-faced lie, but the secretary does not wish to speak ill of the dead. If the Investigators ask whether there is anybody who might have wished Laine dead, she can only think of “that damned Mayor Peabody.”

As an afterthought, the secretary will start another sentence but immediately cut herself short. She appears conflicted. If reassured or persuaded into continuing, she will add: “Well, I don’t like to pass on things that I overheard in this office. But, there was one employee whose name I heard Mr. Laine mention yesterday to Mr. Oberly, Dr. Wainscott’s secretary, in a strange context. He said ‘Jamison was putting us all at risk. Myself included! The woman frightened me!’” If Investigators quiz Mrs. Caldwell further on this matter, see the box “Investigating Matilde” on page 12.

Any mention of the Investigators’ relation to Peabody, Wainscott, or the mayoral campaign, causes Mrs. Caldwell to clam up. She will need to be **Persuaded** to continue the interview. Suggesting that the Investigators might find Laine’s killer before the police, or appealing to her Christian faith, improves interactions with her (grants a Bonus die).

Inside Laine’s Office

Reinhart Laine’s office looks out over the Miskatonic River through a wall of floor-to-ceiling windows. When the Investigators arrive, police tape still marks off the area around Laine’s desk, and the expensive wooden table is stained a darker red in several large splotches. By the time the Investigators arrive, the Arkham Police Department have already searched the office, removing anything they deemed significant to their investigation as well as the body of Reinhart Laine.

As the Investigators enter, read or summarize the following:

The first thing you note on entering Mr. Laine’s office is the smell: the iron of blood and hint of decay. The office holds

a commanding view over the river and the rest of Arkham to the south. From here, you can just make out the university clock tower, only slightly taller than the factory itself. The office is comfortably appointed with red leather furniture, as well as an expensive oak desk and bookshelves. An ornately engraved bar cart waits in one corner of the room, invitingly, and behind the desk stands a two-drawer filing cabinet. But — the eastern and western walls both seem to close in on you, a result of the room’s position at the top of the pyramid, and you disturb a few flies from the desk whenever you approach it.

Many of the items originally on top of Laine’s desk have either been disposed of or confiscated by the police: his blotter, desk calendar, and an expensive humidifier are all missing. Perceptive Investigators (**Spot Hidden** roll) will notice their clean spaces in the stains, and Mrs. Caldwell can recall, if asked, the police taking these items away. A stained proof copy of the advertisement from the *Arkham Advertiser* (clipping **DL1-5-ABC-3-Reinhart**) sits partially crumpled on the desk.

On the northern wall, where the Investigators enter, Laine kept two bookcases loaded with all kinds of texts, from history to mechanical engineering. A quick scan (and a **Library Use** roll) quickly picks up on a trend: he has several shelves entirely comprised of psychoanalytic treatises. Some of the titles include copies of Freud’s works, in German:

- *Die Traumdeutung (The Interpretation of Dreams)*;
- *Bruchstücke einer Hysterie-Analyse (Fragments of an Analysis of a Case of Hysteria)*;
- *Das Ich und das Es (The Ego and the Id)*;
- *Drei Abhandlungen zur Sexualtheorie (Three Essays on the Theory of Sexuality)*;

as well as Carl Jung’s *Wandlungen und Symbole der Libido (Psychology of the Unconscious)*.

Looking inside any of these books will discover marginal notes handwritten in German. Mrs. Caldwell can confirm that Laine was both fluent in German and fascinated by the new science of psychology. German-language skill and a couple of hours of careful study will permit an Investigator to ascertain the general thrust of Laine's interests. He was primarily interested in how to appeal to the unconscious mind, and how he could leverage commercial products to increase consumers' confidence in day-to-day life.

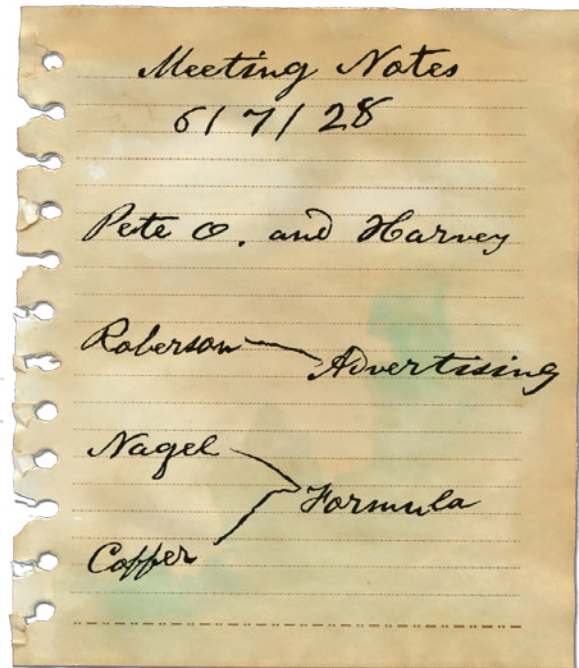
Laine's Desk

Investigators looking through Laine's desk can (with a **Spot Hidden** roll) unearth some old meeting notes. These feature a list of meeting attendees: "Pete O. and Harvey," as well as three others, "Roberson," "Nagel," and "Coffer." If the Investigators are familiar with Miskatonic University they will have heard of Dr. Roberson, a member of the psychology faculty and a leader in her field. The other two are recent hires, and unless the Investigators have direct involvement with the Department of Chemistry, the names of Coffer and Nagel are new to them. Mrs. Caldwell doesn't know anything about these meetings but reiterates that Laine's personal support of Harvey Wainscott's mayoral race was common knowledge. Next to Roberson's name, Reinhart has written "Advertising," and next to Nagel and Coffer, with a simple bracket connecting the names, "Formula." (Provide the Investigators **Handout #1: Meeting Notes** nearby.)

The filing cabinet behind Laine's desk seems to have had its lock broken, apparently recently and with considerable force. This is immediately obvious to anyone who opens the drawers. Looking through its contents, any Investigator experienced in indexing systems (**Library Use** roll) can quickly ascertain that two large sections of files are missing — those pertaining to the letter "A" and those for the letter "P."

Anyone walking behind the desk sees a large, circular symbol painted on the floor beneath, perhaps using human blood (confirmed with a

Handout #1



Science (Biology) roll). An Investigator skilled in the **Occult** may be able to recognize that this symbol is a simple protection against evil spirits.

Miskatonic University

There are two reasons the Investigators may wish to pay a visit to Miskatonic University: they may be interested in following up on the connection between Laine and the Wainscott campaign, or they may be curious about the M.U. academics who were somehow advisors to developing Reinhart's products.

Dr. Wainscott's "Campaign Office"

After learning about Laine's association with Professor Harvey Wainscott, the Investigators may pay a visit to the man himself, to make inquiries. Dr. Wainscott runs his mayoral campaign out of a mobile building erected on the grounds of his home, near the edge of the Miskatonic University campus. The house (provided by the university during a president's tenure) is nearly a mansion. The mobile building set up behind the house is sixty feet long and twenty feet wide, made of tin siding. A large, colorful hand-painted sign

Investigating Matilde

If Investigators learn of the existence of a factory employee that somehow did something to “frighten” Laine, they will likely attempt some additional snooping to discover more about that person. Unfortunately, all they have to go on is a name, Matilde Jamison.

Asking around the fourth-floor office staff or inquiring with Mrs. Caldwell will not elicit much concrete information. While several people seem to know Matilde’s name, none are willing to say anything about her. Investigators may come to believe this is part of some grand conspiracy of silence, but in fact the white-collar workers are simply unwilling to admit that Reinhart Tobacco employed a vagrant from off the street. Astute Investigators (**Psychology** roll) can glean that there is something distasteful about Matilde, but nothing more. If pressed, the only information that can be learned from the office is that “Matilde Jamison was somewhat of a pet project for Mr. Laine. That’s all I can tell you.”

Investigators who delve into the Reinhart Tobacco payroll (or who ask Mrs. Caldwell to do so on their behalf) will find that there is no mention of Matilde Jamison anywhere in the books. This will strike everyone as strange, since she is known to have been working the night shift for at least the past two weeks.

For more personal details about Matilde, the Investigators will need to ask around the factory floor. While several people recognize the name, it is hard to find anyone who claims to have known Matilde personally. The woman apparently was a drifter and only arrived in Arkham two weeks ago. She had been working at the factory since then. Lucky Investigators (successful **Group Luck** roll) may track down a worker who recalls that Jamison seemed to only ever work the night shift; the worker in question recalls seeing her a few times early in the morning mixing the cut tobacco with a long pole in its large bin.

Although nobody at the factory is aware of it, Matilde is now dead, having been killed a few nights ago. Her unidentified body was dumped at Eleazar’s Funeral Home by Peter Oberly. There is a very important clue concealed within her corpse (see page 17).

proclaims, “Vote for Harvey Wainscott — He’s the University’s Choice!”

Arriving, Investigators are met by Peter Oberly — Wainscott’s secretary and campaign manager — smoking greenly outside the building. He’s a mousey individual, in his late 20s, a graduate of Miskatonic’s Archaeology program. While he primarily serves as the interface with Dr. Wainscott, persuasive Investigators can coax Oberly into providing a useful secondhand account of Wainscott’s interactions with Laine: Wainscott met often with Laine and provided him with several university assets to act as “consultants.” If asked, Oberly says that he doesn’t know much about the tobacco formula, but did overhear Laine and Wainscott discussing it once, the professor saying that “Carla won’t be as helpful as Chuck or Matt.”

Oberly smokes Reinharts almost constantly. Sensitive Investigators may (with a **Psychology** roll) note that there is something off about the secretary — he might not be telling the whole truth, though to what end is hard to tell. If needed, Oberly’s game statistics can be found on page 26.

While Oberly notes that Dr. Wainscott is a busy man, flashing their press badges easily grants the Investigators access to the campaign building. Inside, Dr. Wainscott is on damage control. When asked about Laine, he says that the man was “a good, good friend, and a believer in our platform of anti-corruption and anti-criminality.” Insightful observation (**Psychology** roll) ascertains that Wainscott is honestly saddened by Laine’s death, but that he’s also hiding something. Pressing Wainscott, they can learn that he’s nervous about the trade of university personnel in exchange for Laine’s capital contributions. “But there’s nothing illegal about it!” Wainscott says, “The University was simply supplying a service for a local businessman, and his campaign donations were ... tangential.”

If asked for clarification, Wainscott will explain that Reinhart Laine had asked for expert academics from two of M.U.’s faculties — Psychology and Chemistry — to consult with his company to help develop the distinctive

Reinhart brand. This was a straight commercial arrangement between Reinhart Tobacco and the University, with Wainscott acting solely as a facilitator. With further persuasion (or threats of exposure) Wainscott can readily provide the names of his professors for the Investigators: Dr. Roberson from Psychology and Drs. Nagel and Coffey from Chemistry.

Note that Wainscott won't bring up the Reinhart tobacco formula unless the Investigators do. Wainscott is unnerved by the effects he's seen the tobacco take on those around him. For instance, his secretary and close friend Peter Oberly seems to have become more ... attractive, and Wainscott has started giving him regular pay increases, almost unwittingly.

Department of Psychology

Visiting Miskatonic University's Department of Psychology, Investigators can meet with Dr. Carla Roberson who worked with Laine and Wainscott on the marketing of Reinhart cigarettes. Dr. Roberson is also the faculty chair. Gaining an interview is not difficult, especially if Investigators specifically mention that it is in relation to Reinhart Laine. If needed, Dr. Roberson's game statistics can be found on page 26.

The Department sits in the second floor of an older building mid-campus. Dr. Roberson's office is well-appointed with wood-paneled walls and handsome office doors. She is the first woman to chair a department at the university. Her office is lined with volumes of psychological texts, especially those dealing with brain chemistry. Even a cursory inspection tells that she doesn't hold with the psychoanalytical movement. She could never understand Laine's fascination with "all that claptrap."

If asked, Dr. Roberson describes the work she undertook for Reinhart Laine as primarily concerned with helping Laine develop new marketing strategies for his company's product, "Like that ad in the paper" (she has a copy of **DL1-5-ABC-3-Reinhart** handy if the Investigators need reminding). She worked alone on this project, although she was frequently privy to meetings involving two other M.U. academics that Laine had also

engaged. These were Drs. Nagel and Coffey, from the Department of Chemistry. Why they were all invited to the same meetings, she does not know — she assumes that the chemists contributed in their own way to the development of Reinhart products. If the Investigators suggest that the other two assisted in developing a new tobacco formula, Roberson nods, "That makes sense."

If asked her personal opinion of the other two M.U. advisors, she will happily provide them. Matt Nagel, Roberson says, is the flirtatious sort, and not especially smart, while Coffey started out fine, but began making Roberson more and more nervous the longer their work went on. He began acting paranoid, carrying around sheaves of paper that he wouldn't let anyone else look at. Once, she remembers, Coffey offered her a cigar; when she declined, disgusted by the lewdness of the offer, he became almost violent and two security men at the Reinhart plant had to calm him down. She hasn't seen Coffey since.

If the Investigators show Roberson the autopsy photographs obtained from Coffey's apartment (see page 15), the psychologist is horrified by them.

Department of Chemistry

Drs. Nagel and Coffey both have offices here, about a quarter mile from the building housing Psychology. Inquiries can be made at the Departmental Secretary's office, where persistent Investigators can also obtain the home addresses of the two men (with a successful **Charm, Persuade** or **Credit Rating** roll).



Both academics have their offices on the same floor — while Nagel’s door is open, Coffer’s is firmly locked.

If Investigators wish to bypass the lock on Coffer’s office, they will either need to convince or bribe the departmental secretary (**Credit Rating** roll) or physically pick the lock (**Locksmith** roll). Inside is the usual professorial paraphernalia, if messier than most. The room is unoccupied and seems to have been so for several days. A search through Coffer’s books (**Library Use** or **Hard Spot Hidden**) finds a copy of *Charms for Everyday Life*, by James Frazier, 1919. On a dog-eared page, the Investigator finds an illustration of the same bloody sigil drawn on the floor beneath Laine’s desk.

Inside his own office further down the hall, Matthew Nagel is more than happy to speak with the Investigators, particularly if he believes they are members of the press. He is all gleaming smiles and slicked-back hair (he’s seen Wainscott’s rise to mayoral contender and sees himself, someday, doing the same). While cooperative, Dr. Nagel is effectively clueless and eager to turn the conversation from Laine’s murder to its effects on Wainscott’s election — he doesn’t really care who wins, more interested in observing the political machine than anything. Nagel’s game statistics can be found on page 27.

Pressed on his dealings with Laine, Nagel uncomfortably reveals that Wainscott instructed him and Coffer to work with the company to develop a proprietary tobacco formula. Nagel also refuses to tell them what makes the formula special. Persistent Investigators — particularly those who appeal to Nagel’s conscience regarding Reinhart’s death — may sway his resolve (earning a Bonus die to their interpersonal skill rolls to convince him). Success sees the chemist hawking over the formula, although any Investigators skilled in the science of Chemistry (and who make an appropriate skill roll) can readily tell that there is nothing remarkable about the blend described by Nagel.

Confronting Nagel about this, his discomfort becomes palpable. “I know, I know,” he says. “I don’t even know what makes the smoke green. They obviously did something to the tobacco beyond this.”

Nagel hasn’t seen Coffer for three days now; neither has anybody else at the University.

The Arkham Police

Investigators may be interested to learn about evidence discovered by the Arkham P.D. during their search of the crime scene — to do so they will need to attend the town’s police station at 302 E. Armitage St. Obtaining information about a current police investigation will be difficult (requiring a Hard interpersonal roll), but successful Investigators can gain access to the following pieces of physical evidence taken from Laine’s office:

- Laine’s desk blotter (paper notepad and desk protector) — blank.
- Laine’s calendar (the tearaway kind, so that previous months have been disposed of) — this shows a meeting with Peter Oberly listed for the night before his death, October 15.
- Laine’s humidor (cigar storage box) — this contains an equal number of cigars as there are Investigators, all bearing the Reinhart Tobacco logo on their band. (The tobacco in these cigars has the same effect as that in Reinhart cigarettes; if any Investigators light up, see the box on page 5 for potential benefits and ill-effects).

Aside from these items, there is no helpful information that the police can provide. They do not currently have a suspect for the murder. Investigators inquiring after Laine’s body will be told that, as per normal procedure, it has been taken to the morgue at the Miskatonic University School of Medicine where the Arkham Medical Examiner conducts his autopsies.

Investigators who inquire about whether the Arkham Police have a file on Matilde Jamison will be told that aside from a handful of citations for vagrancy, they have no information about her. Nor are they aware that she is a missing person.

The Morgue

Gaining access to Laine’s body is surprisingly easy, especially if Investigators flash a press pass

or drop the name of Mayor Peabody (or both). The kindly Dr. Ephraim Sprague, Arkham's Medical Examiner, answers any Investigator questions to the best of his ability. Because he has yet to examine the body, however, there is not much he can say.

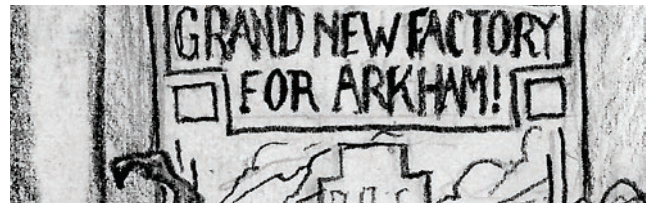
If the Investigators have already been to Coffey's apartment, they recognize that Laine's body shares some of the same exterior abnormalities that are visible in the autopsy photos found stolen by the chemist. There are hints of wholesale shifts in the internal arrangement of organs, shown by odd lumps and protrusions in the torso of the cadaver.

Investigators who pique the Medical Examiner's interest by highlighting external evidence of abnormalities may be invited to observe the autopsy, which Sprague will begin immediately (dropping any other work). Although this is not for the squeamish, observing Investigators may gain some additional information from this grisly spectacle — details will depend on which of the Mythos Options the keeper is running (see page 20). Regardless of which option is being used, observation of the abnormal state of Laine's internal anatomy is a shocking sight (worth 1/1D4 SAN). The dead tycoon's organs have somehow shifted, merged, and displaced. Dr. Sprague can only imagine that this was caused by some sort of cancer, but unlike anything he's ever heard or read about. "I've never seen a damned thing like it," Sprague says.

While at the Morgue, Investigators may inquire after Matilde Jamison. Such questions turn up nothing, as do any scans through the records of bodies lodged with the Medical School. Matilde's body was never taken here, but rather directly to Eleazar's Funeral Home.

Charles Coffey's Apartment

Investigators are likely to want to speak with Dr. Coffey when they realize that he has a history with Reinhart Tobacco and has also mysteriously gone missing around the time of Laine's murder. Tracking down Coffey's home address may prove a challenge, but persistent



Investigators can obtain it from either the M.U. Department of Chemistry or (in a pinch) by pulling strings at Town Hall.

Coffey's apartment building is a nondescript, three-story brick building by the river. He has holed up there since committing the murder. His apartment is on the third floor, and the Investigators pass children playing on the stairs on their way up. Coffey ignores the first few knocks at his door, but Investigators with good hearing (**Listen** roll) will easily hear the tell-tale sounds of someone moving around inside. Continuing to knock, or calling out to him, Coffey shouts at them to go away. Reassuring words (delivered via either a **Persuade** or **Charm** roll) will convince him to open the door as far as the chain lock. From there, the Investigators can either speak with the wild-eyed Chemist through the gap or attempt to force the door open (the latter being automatic for anyone with a STR of 60+ and a standard STR roll for anyone else). Breaking into the room will trigger an attempt to escape, with Coffey making a run via the fire escape. Investigators should easily be able to catch up with the man and restrain him (with a STR roll).

Investigators easily see that Coffey is in a bad way. His eyes are bloodshot and dark from lack of sleep, and his hair hasn't been combed in days. He sits barefoot, wearing a white undershirt and suit pants. The apartment is as disheveled as Coffey, with books thrown around, and multiple half-full mugs of black coffee strewn on various surfaces. A dinner of takeout chow mein left on a counter seems to be growing something unfriendly.

As the Investigators interview him (assuming they're noncombative), Coffey begins making another pot of coffee. Perceptive Investigators (with a **Spot Hidden**) will notice a butcher's block on the kitchen counter, with a rather large

chef's knife housed there — removing the knife, it is thickly coated with dried blood, and is the right size to be the murder weapon. Similarly, a closer scan of Coffey himself (another **Spot Hidden** roll) notes a difficult-to-see dark stain on the inside of his shirt. This is where Coffey has carved a symbol into the flesh of his chest; the same protective glyph that was found in Laine's office. Opening his shirt reveals the ugly mess of blood and scars.

Coffey at first protests that he didn't kill Laine, but even moderately insightful Investigators (with a **Psychology** roll) will quickly see through his lies. If confronted, he breaks down and confesses — see the box nearby for his tale. Afterwards he is quite agitated, and it will require skilled Investigators to calm Coffey (with a **Psychoanalysis** roll or **Hard Psychology** roll), else he remains in a fit of mumbling for the next several hours.

If brought back to his senses, Coffey can provide some additional helpful information:

- **About the tobacco formula:** “Whatever makes those cigarettes special, it wasn't what we did to them.”
- **About the night of Laine's murder:** just before the fateful encounter, Coffey observed Peter Oberly leaving from a secretive late-night meeting with the tycoon.

Clues in Coffey's Apartment

Coffey has done a poor job of hiding the confidential office files he stole from Laine's filing cabinet, stuffing them unceremoniously under his bed. Retrieving these, Investigators will note that there are two sets present: files relating to matters beginning with the letter “A” and files pertaining to topics starting with “P.” Both sets have a lot of irrelevant entries, but each has some key information. The “A” set includes several files about “Autopsies” while the “P” set contains files about “Profiles.”

- The “Profile” files contain psychological profiles for several dozen people, apparently participants in some kind of scientific study.

Coffey's Confession

Yes, I killed Coffey, but it was a monster! I swear that he wasn't a man any longer! Don't believe me, have you seen the body? When I cut it open it wasn't human — the organs, the other bits, they were all missing or in the wrong place or — or. You have to believe me! Have you seen the files? The files. They'll show you. Reinhart was spreading his poison across Arkham and people were changing. Look at the files. They'll show you. P. P is for “profile.” Dr. Roberson wrote those. But A. A is for autopsies. A is for autopsies. A is for...

- The files are innocuous enough, though not something one would expect to find in the company files for a tobacco manufacturer.
- Each profile is signed by Carla Roberson (and are in her own handwriting, should Investigators find a way to check).
- The “Autopsy” files are rather gruesome and contain unsigned reports about corpses showing shifts in physiology, including organs apparently “consuming” one another, lungs expanding, arteries rerouting, and the heart contorting in bizarre ways.
- The black-and-white photographs are damaging to sanity (SAN roll of 0/1D4).
- An expert assessment of the files (successful **Library Use** or **Medicine**) will note that the reports list each of the deaths as accidental, variously from automobile accidents, drowning, etc., but none from disease, old age, or other natural causes.
- One of the autopsy photos seems markedly different to all the others. It is dated from just two days ago and reports

to be the autopsy of a subject named “Matilde Jamison” (see page 12 for more information on investigating Matilde). Close inspection (and a **Spot Hidden** or **Appraise** roll) will reveal that the positioning of Jamison’s photo is slightly different from the others. The photograph also shows a small metal plate on the dissection table, obscured in the other photos, with small lettering that reads “Eleazar’s.”

Dealing With Coffer

After his rant, Coffer tries to convince the Investigators that he would be a valuable ally. This is a dubious proposition at best. Any Investigator groups taking Coffer along with them will continually encounter trouble as the deranged scientist shouts at passers-by and generally makes himself a nuisance. He will routinely snatch cigarettes out of people’s mouths (including those not made by Reinhart Tobacco), try to intimidate whomever he believes is involved in the conspiracy, and even run headlong into danger. Any of these can quickly blow the Investigators’ cover.

On the other hand, if the Investigators take Coffer to the police, he will rail and shout about the necessity of Laine’s death until the duty officers club him into silence. In this case, the scientist’s ultimate fate depends on which Mythos Option is being played — if either Mythos Option A or B is being run, Coffer’s long-term fate is to die in his jail cell. Investigators can read of his demise in a small article in the next day’s Arkham Advertiser. If Option C is being run, Coffer’s mind holds an important alien parasite which will save him from a death in custody, ready for a surprise reappearance at the scenario’s climactic scene (see page 25).



Eleazar’s Funeral Home

The Investigators should eventually end up on the trail of Matilde Jamison’s corpse. The autopsy photographs make it clear that the woman’s body was photographed next to a sign bearing the name “Eleazar’s”: any Investigators who live in Arkham will know instantly that this is the name of one of the town’s most well-known funeral homes. If the Investigators miss the clue in the autopsy pictures (or decide not to follow it), the Game Moderator should find some other way of directing the Investigators to track down Eleazar’s and the body of the dead drifter. This is important because Matilde’s body conceals a clue that is vital to the successful resolution of the scenario.

The proprietor of the funeral home is Jasper Eleazar. He will readily confirm that he has a deceased someone named “Matilde Jamison” in his care at present, though he does not have much paperwork about how the body came to his home. This is somewhat of a lie (as will be revealed by a **Psychology** roll): in fact, Eleazar’s business is not doing as well as he claims and the offer of a ludicrous amount of money to accept a corpse “no questions asked” was far too good to refuse. If confronted with his untruth he may (with a **Hard** social interaction roll) own up to some of this. However even if he does so there are many details he simply does not know — all he saw was a black van arriving in the middle of the night and a thin man (Peter Oberly) who took photos of the body prior to leaving.

If Investigators ask to see Matilde’s body, Eleazar will not object — for a fee (**Credit Rating** roll). She is currently due to be cremated tomorrow morning. Exactly what Investigators find when they inspect the dead woman’s body depends upon which Mythos Option is being played: see “Three Mythos Options and Conclusions” on page 20. In each case, the body has concealed upon it a small brass key stamped with the marking “RTP. 101.”

RETURNING TO THE FACTORY

Once the Investigators have unearthed the curious brass key hidden on Matilde Jamison's corpse, they may begin wondering what it opens. The Game Moderator should call for a general roll to capture the group's recollection of recent events (give each Investigator an **INT** roll). Success indicates that the Investigator remembers having seen a very similar-looking key hanging from the pocket of the police officer guarding the door to Laine's office in the Reinhart Tobacco Plant. That key was stamped "RTP. 500" suggesting it opened a door on the fifth floor — this similar key is marked "RTP. 101" perhaps opens a door on the first floor of the same building?

A very perceptive Investigator (one who made an Extreme success on his or her **INT** roll) might even recall seeing a nondescript door on the first floor with the label "101" and a very new-looking key lock. This is the "supply closet" on the loading-dock floor of the Reinhart Tobacco Plant.

By this stage, the Investigators should intuit (or determine through a **Know** roll) that they likely can't just walk back into the Reinhart Tobacco building. Realistically their best option might be to sneak in at night — something that is relatively easy to do since the bottom floor of the building is an open loading dock. Regardless, the Game Moderator should call for some rolls (a couple of **Stealth** checks) to measure the Investigators' skill at remaining unobserved, just to keep things tense.

Eventually, however, the Investigators should find their way to the door marked "101 — Supply Closet" to try the key. If the Keeper is running Mythos Option A the door will already be open; otherwise the brass key found on Matilde's corpse will conveniently open it. If, somehow, the Investigators have lost the key but still know of this door, it can also be opened by a skilled locksmith (a **Hard Locksmith** roll). What the Investigators find beyond depends on which Mythos Option is being run. See "Three Mythos Options and Conclusions" on page 20 to continue the action.

OPTION-DEPENDENT CLUES

During the investigative phase of the scenario, there are a few points where the clues that Investigators can discover will vary slightly depending on which of the three Mythos options is being run. These are summarized below.

In Laine's Office

If the Game Moderator is running **Option A — The Hill of Our Rebirth:**

- Perceptive Investigators (who succeed in a **Spot Hidden** roll), or those who are particularly thorough in searching the desk drawers will find a topographic map of Arkham's surrounds.
 - On this map, in red ballpoint ink, someone (Laine) has circled a tall hill outside Clark's Corners, and written the word "There."
- One of the books in Laine's personal diary — *Die Traumdeutung* (*The Interpretation of Dreams*) — contains several hand-written scrawls in German; one underlined annotation reads "I have dreamed of her and she has filled me, and together we shall fill the world."

If running **Option B — Business Partners from Yuggoth:**

- Working in cahoots with the Mi-go, Reinhart has, on more than occasion, been visited by both Peter Oberly and a Mi-go representative, which flies through one of the office's large open windows. Perceptive Investigators (who succeed in a **Spot Hidden** roll) will note that a window has been left open in the office.
- Examining this open window closely, Investigators will note flakes of scaly flesh are apparent on the windowsill, which seem to evaporate in sunlight; this is a mild shock (SAN check of 0/1).

If running **Option C — Smoker's Paradise:**

- The Shan have been using Laine as a host now for several months. Perceptive Investigators (who succeed in a **Spot Hidden** roll) will notice an oily, greasy spot on Laine's chairback, where his head would rest. The substance isn't blood or any hair product the Investigators recognize, but is actually residue from the Shan inhabiting Laine's skull.

At Coffey's Apartment and Miskatonic University

If the Game Moderator is running **Option A — The Hill of Our Rebirth** or **Option B — Business Partners from Yuggoth** there are no additional clues to be found at Coffey's apartment.

If running **Option C — Smoker's Paradise:**

- When the Investigators discover the "Psych Profiles," an Investigator with experience of the organization of clinical notes (and who succeeds in a **Library Use, Psychoanalysis, or Psychology** roll) will notice many of the profiles are of international participants.
- Furthermore, a large proportion of the file contents appears to be careful notes taken about the participants' personal vices and pleasures.
- Despite the fact that all the Psych Profiles are signed by Dr. Roberson and obviously in her handwriting, any Investigators who confront her about them will get a shock:
 - Not only does Dr. Roberson not recall ever writing these but appears very sincere — and a little shaken — by the revelation.
 - Investigators who have earned her trust (e.g., through successful **Charm** or **Persuasion** rolls, or through excellent roleplaying) may convince her to say more: she recalls several mornings when she's awoken fully-

dressed, with bags under her eyes and ink on her hands. Perhaps the notes were written while she slept?

At the Morgue

If the Game Moderator is running **Option A — The Hill of Our Rebirth:**

- Laine's body contains membranous sacs, hanging between the ribcage and epidermis, full of sickly orbs about an inch in diameter — these are eggs that he vomited into the basement of the Reinhart Tobacco Plant, and which were mixed into the cigarette blend.

If running **Option B — Business Partners from Yuggoth:**

- Laine's body has taken on a greenish pallor, and something fungal seems to be slowly filling the body's cavities.
- Medical Examiner Sprague says that he's worried they'll have to cremate the body, since the fungus doesn't seem to be slowing down.

If running **Option C — Smoker's Paradise:**

- Laine's lungs are filled with a viscous, unknown liquid.
- If the Investigators recall the stained chairback in Laine's office, they find no similar mark on the back of Laine's head.
- If they have his skull opened, however, they find that the brain has also filled with the same fluid as the lungs. "It has the same consistency," says Dr. Sprague, "as ... amniotic fluid." This last discovery is an additional shock to Investigators (worth another 0/1D3 SAN).

At Eleazar's Funeral Home

If the Game Moderator is running **Option A — The Hill of Our Rebirth:** Matilde Jamison's body is no longer human. A long-term Reinhart Cigarette smoker, the eggs that she ground and mixed into the cigarette blend nightly became more and more inviting. Trying one, she began

to become a Dark Young, and was killed by Laine halfway through the process.

- The right arm and right leg of Matilde’s corpse are both larger and elongated from what they once were, the skin broken open to reveal heavy musculature the color of midnight.
- The right side of the woman’s face seems to have cracked open, and a new limb has sprung from her cranial cavity. This is a significantly shocking sight (worth 1/1D6 SAN).
- Matilde’s body still wears its Reinhart Tobacco work clothes; in a breast pocket of the work shirt, Investigators can easily find a distinctive looking brass key stamped “RTP. 101.”

If running **Option B — Business Partners from Yuggoth**: Matilde Jamison’s role in the nefarious adulteration of Reinhart Tobacco with Mi-go flesh was simple — it was her job to carve pieces from the beast chained up in a secret room beneath the factory, mince it, and mix it into the tobacco mix. Unfortunately, she grew attached to the pathetic creature, eventually coming to pity it despite its alienness. She stopped taking orders, and as a result was killed at the command of Laine and Oberly. Prior to being hastily shipped off to Eleazar’s in the dead of night, her body was dissected and briefly examined.

- Matilde’s body reveals early signs of transmutation, but nothing like that which afflicted Laine (and secretly still blights Oberly). However, opening the pine box awaiting incineration at the Funeral Home is a shocking experience (worthy of 0/1D2 SAN).
- Examination of the box’s contents will quickly reveal that Jamison was placed in the box with her clothes stuffed at her feet. Looking through the pile of clothing, Investigators find a wad of tissue paper, which Jamison used to wrap around a fragment of wing she’d cut from the imprisoned Mi-go, intending

to take it public. By now the wing has dissolved, but it has left a sticky residue on the paper, and flakes of what looks like tobacco but smells like mushrooms.

- Close to the tissue paper, Investigators will easily spot a shiny brass key stamped “RTP. 101.”

If running **Option C — Smoker’s Paradise**: Matilde Jamison wasn’t killed by human hands but rather as the result of exposure to alien material that also warped her body. To cover up this horrible demise, Oberly arranged for her to be placed in a simple pine box and shipped off under cover of night to Eleazar’s.

- Inside the box, Matilde’s corpse has been re-dressed post autopsy in simple work clothes — Reinhart Tobacco Plant overalls. The overalls are stained with machine oil, but perceptive Investigators (with a **Spot Hidden** roll) may note other stains, also on her hands and forearms, of a darker, thicker nature.
- Investigators who look closer and apply their experience in Biology or Medicine can determine that the cause of Matilde’s death was asphyxiation — looking into the chest cavity, which the autopsy never closed, her lungs are filled with a black, viscous liquid, akin to a sludge.
- One of her hands, clutched tight in rigor mortis, holds a small, shiny brass key, stamped with “RTP. 101.”

THREE MYTHOS OPTIONS AND CONCLUSIONS

Three alternative Mythos-related explanations are offered for the curious events surrounding the death of Reinhart Laine. 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.

Option A: The Hill of Our Rebirth

If using this option, the Mythos menace hiding behind the scenes is the Great Old One Shub-Niggurath, who both Laine and Oberly worshipped. Their original plan was to make smokers of Reinhart cigarettes unknowingly consume small quantities of disgusting alien reproductive material that would slowly transform them into Dark Young. This plan is well advanced, although Laine's murder is an inconvenience. Nonetheless, Oberly is still working towards the ultimate goal of creating enough Dark Young to attract the attention of Shub-Niggurath herself at a ceremony to be held on a hilltop near Clark's Corners.

Return to the Tobacco Plant

Investigators returning to the Reinhart Tobacco Plant will have no difficulties in bypassing the supply closet door. Not only is the door completely unlocked at this time, but swings open on its hinges. Following stairs down into darkness, the Investigators find a workroom that's been recently cleaned out (by Oberly) and is now empty save for a large grinder in one corner and a few empty bins. Perceptive Investigators may (with a **Spot Hidden** roll) find a small, oily sphere about an inch in diameter, which they immediately recognize as like those discovered inside Laine's body.

Any Investigators who have smoked more than a few Reinhart cigarettes will feel a sudden compulsion to swallow this strange egg-like article (and will need to succeed in a **POW** roll to avoid doing so). Anybody who swallows the oily object will begin transforming into a Dark Young of Shub-Niggurath and losing themselves utterly within a minute.

On the Streets of Arkham

There are no additional clues to be found at the Reinhart factory, leaving Investigators with little choice but to continue their search elsewhere. Returning to the streets, they soon spot that things are amiss. Several Arkhamites — all of



them Reinhart smokers — wander listlessly about as though their feet have minds of their own. Any Investigator who's smoked two or more Reinharts will also feel the call (and should make a **Hard POW** roll or suffer the same loss of control).

Those affected meander out of town, most taking cars, some walking, but all headed westwards toward Clark's Corners. If an Investigator is affected, they know exactly where their body is pointing them: the hill marked on the map in Laine's office. This knowledge fills them with a sense of sublime radiance. Inquiring of others who are walking out of the town, all say that they are going to "the hill of our rebirth."

At the Hill of Our Rebirth

The hill outside Clark's Corners that first attracted Laine, and now attracts so many residents of Arkham, is reached in a 30-minute car ride. Visible from the road, the hill has a bald top, devoid of the thick woods that cover the rest of the countryside. From the road, it's an arduous 45-minute hike to the top, but one that several others are already taking. (If Investigators arrive at the hill early, delay this climactic final scene for now).

Investigators who are well-versed in nature or outdoor activities (and can make a **Spot Hidden** or **Natural World** roll) can spot tell-tale evidence that this hill has been the site of regular lightning strikes over the past few months.

Dressed in black robes, standing on a stone at the hill's zenith, Peter Oberly stretches out his arms to gathering thunder storms. (If Peter has

been killed or otherwise waylaid, choose another NPC that the Investigators have encountered, like Mrs. Caldwell or Matthew Nagel.) As the Investigators approach, thick crimson weeds sprout visibly from the ground around Peter's feet. This is a mild shock (worthy of 0/1D3 Sanity).

Peter screams into the sky: "You have filled me! Together we shall fill the world!" and, as the first drops of rain begin to fall, Peter begins vomiting up his egg sacs, black lung-shaped pouches that spill from his mouth, and which he has to bite off with his teeth to release onto the ground. This is significantly disturbing to watch (SAN loss of 1/1D6).

Next begins a process reminiscent of Catholic communion: the smokers form a line and begin receiving quail egg-sized seeds onto their tongues (any fervently Christian Investigators are shaken by this, automatically losing a point of SAN). After three rounds, the Arkhamites begin sloughing off their human skins and transforming into Dark Young, oozing with blood and human viscera. Statistics for Dark Young of Shub-Niggurath may be found on page 287 of the *7th Edition Call of Cthulhu* rules — those created from Arkham residents are average examples of their hideous species. Bits of flesh and viscera hang from the Dark Youngs' limbs like disgusting foliage.

Endgame

Of course, the Investigators aren't likely to let the process get this far. Allow any controlled Investigators another chance to regain their autonomy when they arrive at the hill (another **Hard POW** roll, with a Bonus die if other Investigators are helping them break the influence). Killing Peter Oberly pauses the ritual, but the other Arkhamites make this difficult. Any attack against Peter immediately causes several townsfolk (two per Investigator) to place themselves in harm's way, whether grappling with the Investigators or standing in front of their weapons. Additionally, once Peter is dead, the Arkhamites attempt to tear his corpse open to reach the remaining eggs — the Investigators must utterly destroy his body to prevent the ritual from completing.

If the ritual is allowed to complete — when ten or more individuals become Dark Young — Shub-Niggurath herself will rise from the Hill of Our Rebirth. Like the humans who have split in half, the hill cracks open, sides falling away, to reveal the Black Goat of a Thousand Young. This is a sanity-blasting thing to witness (SAN 1D10/1D100). What measures she takes after waking is up to the Game Moderator ...

Option B: Business Partners from Yuggoth

If using this option, the Mythos menace hiding behind the scenes is a group of Mi-go. This group had cut a "business" deal with Reinhart Laine, via their proxy and agent Peter Oberly. In return for using his immense wealth to help advance the schemes of the Fungi from Yuggoth, the alien creatures agreed to provide Laine with a secret additive that would make Reinhart cigarettes both addictive and psychologically pleasing to smoke. To the tycoon's surprise the additive came in the form of a twisted Mi-go — a purpose-bred member of their own race, which, while barely sentient, grew flesh that could be carved off and ground up to be mixed with tobacco leaves. What the aliens did not tell Laine was that in addition to the stated benefits, the alien additive also slowly changes the physical composition of whoever smokes the adulterated tobacco. Presumably this physical change is part of an experiment directed at Arkham from Yuggoth, though even the Mi-go faction doesn't know the ultimate goal behind its mission.

Return to the Tobacco Plant

Investigators returning to the Reinhart Tobacco Plant will find the door to the supply closet firmly locked, requiring them to have either the key or an alternate means of bypassing the sturdy lock. Beyond the door, stairs lead down into darkness. After about thirty feet the stairs terminate at a concrete slab. Extremely perceptive Investigators (those succeeding in an Extreme Spot Hidden; made Normal difficulty if they have thought to bring their own illumination) can find the switch on the unfinished wall that turns on the electric lights.



The Game Moderator should read or summarize the following:

Two ceiling lamps flare into life, revealing a room sixty feet by forty feet, with a large cage occupying its center. In the cage a strange, fleshy mass (obviously breathing) awaits. Beside one wall, a table holds butcher's knives and large wood files; in a corner of the room a putrescent mound of fungal-like material has been piled, with wooden milk-crates stacked beside — the same milk-crates used to fill the rolling machines with tobacco. Near the pile of cuttings, a large sausage grinder sits quiet. A small basement window sits thirty feet up in the joining of the ceiling, far too small for any adult to squeeze through.

When the Investigators approach the cage, the Mi-go huddled in its center unfurls itself, revealing torn wings, vestigial claws, and a

large, asymmetrical head. This is a disturbing thing to witness (worth 0/1D6 SAN). After their initial shock wears off, the Investigators can learn several things:

- The horrific creature seems generally docile.
- Investigators knowledgeable in biology or unnatural forces (**Spot Hidden**, **Cthulhu Mythos**, or **Hard Science (Biology)** roll) quickly ascertain that the creature has been serially brutalized, as there are dozens of long scars across its body, one of its wings cut off entirely, and the other maimed.
- Those well-versed in the lore of the **Cthulhu Mythos** (and can make a roll against that skill) also recognize that this creature is a Mi-go, albeit an unusual type of that species apparently unable to speak save in croaks and buzzing groans.

How the Investigators treat the captive Mi-go will have a bearing on how the adventure concludes. They may decide to kill it — they can do this by inflicting more than 5 Hit Points damage on the caged creature (remembering that piercing weapons and bullets do minimum damage). If slain, the Mi-go dissolves as its species are wont to do. On the other hand, if Investigators take pity on the disfigured thing and decide to release it, it rushes for the basement's far wall, climbs it, and impossibly squeezes its bulk through the tiny window. This is disturbing to watch (SAN 0/1D3).

Oberly Returns

Eventually the encounter with the caged Mi-go will resolve itself one way or another. After the Investigators have had an opportunity to decide how they wish to treat the Mi-go, Investigators with excellent hearing (and who succeed in a **Listen** roll) will begin to hear faint sounds drifting down from the loading dock above — sounds of an idling vehicle. These are soon joined by footsteps and hushed voices. If Investigators climb back up the stairs to ground level, they soon run into Peter Oberly accompanied by three toughs.

(In the loading dock, high overhead, Oberly's Mi-go master hovers close to the ceiling; this creature is smart enough to remain in the shadows so as not to spook the hired help, but Investigators who go back into the loading dock area may, with a **Hard Spot Hidden**, note its presence. Investigators who have released the captive Mi-go may mistakenly think this is the same creature, although anybody who is especially perceptive — achieves an Extreme success on their **Spot Hidden** roll — can tell that it is not.

Oberly makes his villainous overture; any attempt to talk him down fails, and he and his men attack. After Oberly, or two of the local toughs, are killed, Oberly's handler drifts down from the ceiling and enters the fray. Use the game stats for a typical Mi-go as found on page 301 of the *7th Edition Call of Cthulhu* rules. The handler carries a lightning gun, which it uses for self-protection (see page 272 of the *7th Edition Call of Cthulhu* rules).

Once the handler appears, if Investigators previously chose to release the Mi-go harvesting specimen, the battered creature now re-appears through the open railway doors and, in a show of alien gratitude, attacks the NPC opposition.

This fight should play out as a grand conclusion to the scenario. If the Investigators thoroughly defeat the Mi-go and Peter Oberly, the plan to inveigle samples of Mi-go flesh into cigarette products will be effectively dead. On the other hand, if Oberly and his goons chase the Investigators off into the night, he will continue this mad plan despite the loss of Laine (perhaps with Oberly taking a leave of absence from Wainscott's campaign to become an interim President for Reinhart Tobacco).

Option C: Smoker's Paradise

If using this option, the Mythos menace hiding behind the scenes are three members of the alien species known alternatively as the Insects from Shaggai and the Shan. This curious race are beings comprised of matter that is only partially physical, allowing them to move through solid objects and control the minds of intelligent individuals by living within their brains. The Shan are a desperate species who yearn for a new homeworld since their own was destroyed long ago. The three Insects from Shaggai involved in this scenario came to Arkham some months ago, taking up residence in three minds they viewed to have significant potential — one was that of tycoon Reinhart Laine (a very rich man), another was that of Peter Oberly (a political “wheeler-dealer”), and the last was that of Dr. Carla Roberson (an expert on the human mind).

Controlling these three, the Shan have hatched an audacious plan to vastly increase their powerbase by creating a population of humans who are especially adapted to being easy host bodies for Shan. The plan revolves around adulterating the tobacco in Reinhart-brand cigarettes with an alien drug that slowly modifies the physical composition of all who smoke them. While their plan is small-scale at present, they hope that by getting Wainscott elected into the office of Arkham Mayor, they

may be able to use Arkham as a convenient base to roll out their foul cigarettes to a world-wide audience ... perhaps in preparation for a large-scale arrival of Shan in need of physical bodies.

Return to the Tobacco Plant

Investigators returning to the Reinhart Tobacco Plant will require the brass key to storage room 101 (or a means of bypassing the sturdy new lock) to continue. Beyond the door, stairs lead down into a brilliantly lit basement: a laboratory filled with chemistry glassware, Bunsen burners, an oven, and in the center of the basement a circular vat fifteen-feet across, filled with the same bubbling black sludge that filled Jamison's lungs. Scattered haphazardly around the vat are two-liter glass jars, their insides coated with the dried material. Boxes of cigarettes have been stacked on a table, some opened and placed in various experimental environments (under a microscope; the tobacco in a petri dish; etc.).

Also in the expensive-looking laboratory is Dr. Carla Roberson. If the Investigators have entered the basement via subterfuge (e.g., using their **Stealth** skill), the psychologist does not immediately notice them as her back remains to the stairs while she conducts her experiments. In her present state (asleep but controlled by the Shan), she is incapable of being surprised and any sound causes her to calmly turn toward the Investigators. The Shan inside her tries to reason with the Investigators, happy to explain the situation: we come from a dying race, and this process will make our two species cohabitate more effectively and peaceably.

Diplomacy Fails

If someone threatens her, Roberson dives for cover behind the vat and draws a .38 revolver, for which she has six shots. She will fire two shots per round at whoever she thinks is most threatening. After the first gunshot is fired, Peter Oberly — who has recently arrived in the loading dock above — will quickly come to enter the fray. It takes Oberly one full round of combat to reach the stairs and descend into the basement. He will likely surprise the Investigators, as he will be attacking them from behind.

If either Roberson or Oberly is killed, Investigators will see the Shan inside their brains exit their dying bodies to directly attack the nearest Investigator. Use the game stats for a typical Insect from Shaggai as found on page 305 of the *7th Edition Call of Cthulhu* rules. If Roberson or Oberly die from a head wound, the Shan takes 1D4 damage as it exits its now-deceased host.

Investigators may attempt to appeal to reason to try to persuade Roberson and Oberly to surrender. Oberly is beyond saving, and if the Shan inside him is somehow convinced to leave his body, the process kills the human vessel, ripping parts of his skull away with it. This messy sight is rather disturbing (worthy of SAN 1/1D6). Roberson, however, can be saved: if the Investigators can incapacitate or grapple her, the Shan will flee her body and make for the nearest Investigator (who will need to make a **Dodge** roll to avoid).

Return of an Old Favorite

If either Oberly or Roberson sees the other die, the survivor will flee the basement, assuming that the laboratory has been compromised — they know that there is an automobile waiting in the loading dock above to whisk them to safety. If Investigators pursue their fleeing adversary up the stairs they will soon come face-to-face with this automobile ... which is driven by none other than Charles Coffey. He is also under the control of the Shan. Indeed, Coffey's body is currently being inhabited by the same Shan that previously was inside Reinhart Laine — and has been so possessed since the night of Laine's murder.

As the Investigators exit the Reinhart Tobacco building, chasing Oberly and Roberson or not, they catch a final glimpse of a cool, collected Coffey, wearing a dapper suit and sporting finely coiffed hair, before he speeds away into the night. For Investigators to thoroughly thwart the plans of the Insects from Shaggai they will need to destroy all three Shan — the one in Coffey, and the two that previously (and perhaps still) inhabit Oberly and Roberson. If all three are killed the tobacco adulteration scheme is over. If one or more of the Shan survives, however, there is always the



chance that the plot might be resurrected ... although with Laine now dead, they will need to carefully guide the choice of his replacement to ensure that the next President of Reinhart Tobacco has their interests in mind.

REWARDS AND PENALTIES

If the Investigators manage to apprehend Coffey and prove that he was the one who murdered Laine, they earn +1D4 Sanity Points.

If their actions permanently halt the plot to distribute adulterated tobacco products, they earn another +1D6 Sanity Points. If the actions of the Investigators soundly thwart the Cthulhu Mythos forces behind the nefarious events, this reward is increased to +1D8 ... however, should subsequent adventures reveal that the threat was not as thoroughly overcome as Investigators believed, some of this reward may be lost.

Assuming that Investigators choose to pass on any dirt they have discovered to Mayor Peabody, he will be delighted to learn of the connection between the murder and Miskatonic University. He will immediately begin speaking with reporters from the Arkham papers (including the *Arkham Advertiser*) about the lawlessness displayed by Wainscott and his bunch of college radicals. This is grubby politics, but the Investigators will be rewarded by the greasy Peabody, each earning +5 percentiles to their Credit Rating. If the Investigators breathe a word of the Mythos or the occult to him, however, Peabody laughs in their faces and drops payment to +2 percentiles.

STATISTICS

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

Peter Oberly, Wainscott Campaign Manager, aged 28

STR 80 CON 100 SIZ 60 DEX 80 INT 75
APP 80 POW 85 EDU 70 SAN *spec.* Hit Points: 16
Damage Bonus: +1D4 Build:1 Move: 9 Magic Points: 17

Brawl 50% (25/10), damage 1D3 + Damage Bonus
.45 Revolver 40% (20/8), damage 1D10+2 [*Options B & C*]
Dodge 40% (20/8)

Skills: Archaeology 60%, Credit Rating 50%, Natural World 55%, Spot Hidden 45%; also see below.

Languages: English 65%, German 45%

If the Game Moderator is running **Mythos Option A**, Oberly is also a high priest of Shub-Niggurath. In this case he has a SAN of 05 and a Cthulhu Mythos rating of 8%. For this Option he also knows two spells: Entrall Victim, Mental Suggestion.

If running **Mythos Option B**, Oberly is a Mi-go accomplice; in this case he has a SAN of 25 and a Cthulhu Mythos rating of 4%. He knows no spells.

If running **Mythos Option C**, Oberly is controlled by the Shan; in this case he has a SAN of 25 and a Cthulhu Mythos rating of 4%. He also has an Electrical Repair skill of 75% but knows no spells.

Dr. Carla Roberson, Ph.D., Chair of M.U. Department of Psychology, aged 41

STR 45 CON 65 SIZ 50 DEX 65 INT 70
APP 65 POW 60 EDU 75 SAN 43 Hit Points: 11
Damage Bonus: none Build:0 Move: 7 Magic Points: 12

Brawl 40% (20/8), damage 1D3 + Damage Bonus
.38 Revolver 40% (20/8), damage 1D10
Dodge 32% (16/6)

Skills: Credit Rating 50%, Medicine 40%, Psychology 65%, Science (Biology) 45%.

Languages: English 65%, German 40%

**Dr. Matthew Nagel, Ph.D.,
Chemistry Professor, aged 31**

STR 50 CON 60 SIZ 60 DEX 40 INT 65
APP 55 POW 30 EDU 65 SAN 30 Hit Points: 12
Damage Bonus: none Build:0 Move:7 Magic Points: 6

Brawl 25% (12/5), damage 1D3 + Damage Bonus
Dodge 20% (10/4)

Skills: Credit Rating 60%, Medicine 45%, Science
(Biology) 35%, Science (Chemistry) 65%.

Languages: English 65%, German 40%

**Dr. Charles Coffey, Ph.D., Chemistry
Researcher, murderer and madman,
aged 37**

STR 60 CON 40 SIZ 55 DEX 60 INT 65
APP 40 POW 45 EDU 70 SAN 11 Hit Points: 9
Damage Bonus: none Build:0 Move:7 Magic Points: 9

Brawl 30% (15/6), damage 1D3 + Damage Bonus
Dodge 30% (15/6)

Skills: Credit Rating 40%, Fast Talk 45%, First Aid 60%,
Medicine 80%, Science (Chemistry) 70%.

Languages: English 70%

**Random Arkhamite, Smoker of
Reinhart Cigarettes, age varies**

STR 50 CON 50 SIZ 50 DEX 50 INT 50
APP 50 POW 50 EDU 50 SAN 45 Hit Points: 10
Damage Bonus: none Build:0 Move:7 Magic Points: 10

Brawl 40% (20/8), damage 1D3 + Damage Bonus
Dodge 25% (12/5)

Skills: Credit Rating 50%, Natural World 30%, Track 25%.

Languages: English 50%.



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