

# 7th Edition Call of Cthulhu Conversion

## Notes: Arkham Gazette #2

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### 1. Shadows of Polynesia

p. 8

Adze

Base Skill 25%, Damage 1d6+DB

War Club

Base skill 25%, Damage 1d8+DB

Evil Eye Fetish

Replace “POW versus POW roll” with “opposed POW roll”

### 3. Innsmouth’s Burial Grounds

p. 13

Replace “Moving around within requires a DEX x 4 roll” with “requires a HARD DEX roll”

p. 14

Replace “investigators might remain undiscovered; Hide, Sneak, and possibly Conceal rolls” with “Stealth rolls”

### 6. Edward Morse

p. 25

**Edward Sylvester Morse (June 18, 1838 – December 20, 1925)**

**Self-taught Naturalist, Malacologist, and Orientalist**

#### Age 52 (in 1890)

|         |          |         |
|---------|----------|---------|
| STR: 70 | INT: 85  | CON: 70 |
| DEX: 65 | APP: 70  | SIZ: 65 |
| POW: 75 | EDU: 100 | HP: 13  |

#### Age 82 (in 1920)

|         |          |         |
|---------|----------|---------|
| STR: 55 | INT: 85  | CON: 45 |
| DEX: 60 | APP: 60  | SIZ: 55 |
| POW: 75 | EDU: 110 | HP: 10  |

Skills:

Accounting 35%, Anthropology 65%, Archaeology 65%, Art/Craft (Illustration) 85%, Art History (Japanese) 80%, Autodidacticism† 85%, Persuade 25%, Credit Rating 45%, Defy Authority 40%, History 50%, History (Japanese) 75%, Library Use 55%, Museum Management 65%, Natural World 90%, Other Language (Japanese) 35%, Science (Biology) 85%, Spot Hidden 45%

## **10. The Hymnal of the Esoteric Order of Dagon**

p. 32 Replace “an EDUx1 roll can identify the language” with “an EXTREME EDU roll”

p. 34 Replace “A halved Occult roll offers one additional meaning” with “A HARD Occult roll”

Replace “If viewed by anyone with a Mathematics skill above base” with “a Science (Mathematics) skill”

## **11. The Ponape Scripture**

p. 35 Replace various “*Biology*” rolls with “*Science (Biology)*”

p. 37 Replace “an Occult or halved Archaeology or Anthropology roll” with “a HARD Archaeology or Anthropology roll”

p. 41 Replace “A ¼ Luck roll may be attempted every three months” with “An EXTREME LUCK roll”

## **13. Innsmouth Curios**

p. 48 Replace “rolling under their POWx5 will have dreams” with “rolling under their POW”

Replace “Those who roll under their POWx1 will” with “Those who roll an extreme POW success will”

p. 49 Replace “an experienced sculptor (Art of 20% or higher)” with “(Art: Sculpture) 20%”

Replace “an expert (Chemistry or Geology skill of 60% or higher)” with “(Science (Chemistry) or Science (Geology) skill”

p. 50 Replace “A Natural History or ½ Biology roll” with “a HARD Biology roll”

## **14. Innsmouth Gold**

p. 56 Replace “at least one Sneak roll a piece and a Conceal roll” with “one HARD Stealth roll”

Replace “Sneak rolls at a minimum” with “Stealth rolls”

- p. 57 Replace “The Keeper may call for Fast Talk, Sneak, Hide, or Luck” with “Fast Talk, Stealth, or Luck”

STR of door is 60; STR of cabinet lock is 45.

Replace second sentence of **Expertise** with “Some academic skills may be of help here (Science (Chemistry), Science(Geology), and Natural World are all possibilities) but penalize Fast Talk or other social skill rolls for anyone who fails to research their supposed industry.”

- p. 59 Replace “spectrographic analysis (requiring a Chemistry roll” with “a Science (Chemistry) roll”

Replace “again with a Chemistry roll” with “a Science (Chemistry) roll”

- p. 60 Replace “or cause a Resistance Roll roll, if worn” with “or cause a penalty die in rolls, if worn”

## 17. Drawn from the Water

- p. 90 Replace “a ½ Law roll” with “a HARD Law roll”  
Replace “a Sneak roll” with “a Stealth roll”

STR of lock is 30

- p. 92 Replace “a Biology roll” with “a Science (Biology) roll”

- p. 97 Replace “a ½ Luck roll” with “a HARD Luck roll”

- p. 98 Replace “a ½ Persuade roll” with “a HARD Persuade roll”

Replace “a Natural History or Biology roll” with “a Natural World or Science (Biology) roll”

- p. 102 Replace “a Biology roll” with “a Science (Biology) roll”

- p. 107 The Yugg’s INT is 60

- p. 108 Replace “a Chemistry roll” with “a Science (Chemistry) roll”

- p. 109

### **Michael Walton, 27 – Deranged painter, thrall of the Yugg**

STR: 55 INT: 80 CON: 50 DEX: 60

AP: [65/50] SIZ: 45 POW: 45 EDU: 80

HP: 9 Sanity: [45/12/0]

Attacks: Fighting (Brawl) 50%, 1d3

Fighting (Handgun) - .38 Revolver 30%, 1d8

Skills: Art (Painting) 58%, Library Use 46%, Pilot (Boat) 26%, Rant 99%, Ride (Bicycle) 84%

**Jonas Birch, 25 – Scheming hybrid and priest of Dagon**

STR: 55 INT: 70 CON: 65 DEX: 75

AP: 45 SIZ: 55 POW: 75 EDU: 65

HP: 12 Sanity: 0

Attacks:

Fighting (Brawl): 55%, 1d3

Fighting (Handgun) - .22 Automatic 32%, 1d6+1

Spells: Attract Fish, Breath of the Deep, Command Shark, Contact Deep Ones, Contact Father Dagon, Dread Curse of Azathoth, Lobster Charm

Skills: Cthulhu Mythos 17%, Drive Auto 32%, Fast Talk 53%, Library Use 61%, Stealth 56%, Spot Hidden 39%

**The Yugg –**

**Transplanted Aquatic Horror**

STR 130 CON 75 SIZ 155

INT 60 POW 80 DEX 30

HP: 23

Move: 2 / 6 swimming

Attacks: Bite: 40%, damage is 3d6+2d4 STR Drain

Armor: 3-point rubbery hide

Spells: Alter Weather\*, Breath of the Deep, Dominate, Raise Night Fog, Wave of Oblivion†

Sanity Loss: 0/1d6 points of Sanity

\* The Yugg's version of this spell is more potent, costing 1 magic point per level of change, with a 10 miles area of effect.

† The Yugg lacks the magic points to cast this spell, but could do so with the help of others.