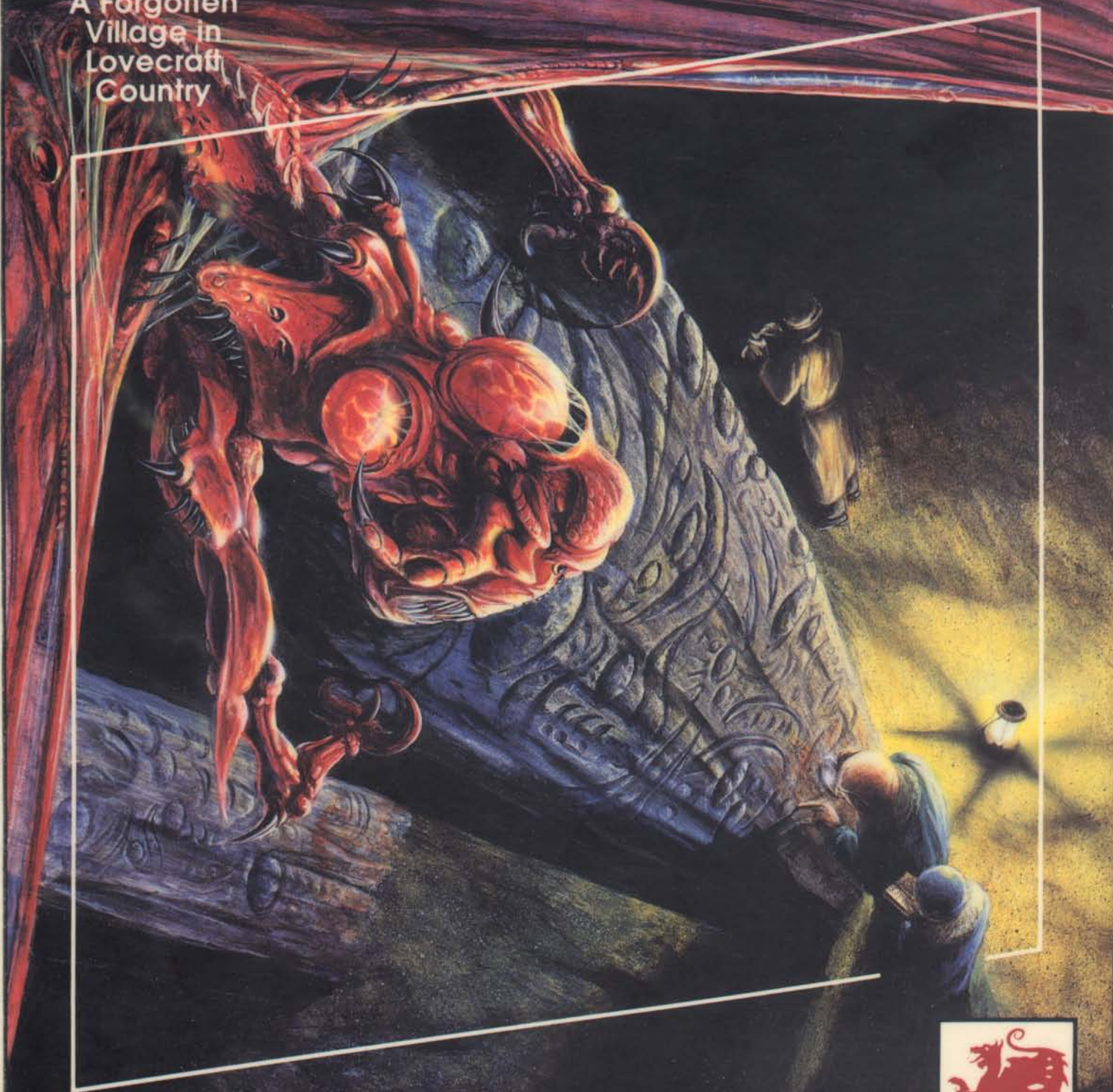


FOR
**Call of
Cthulhu**
1920s

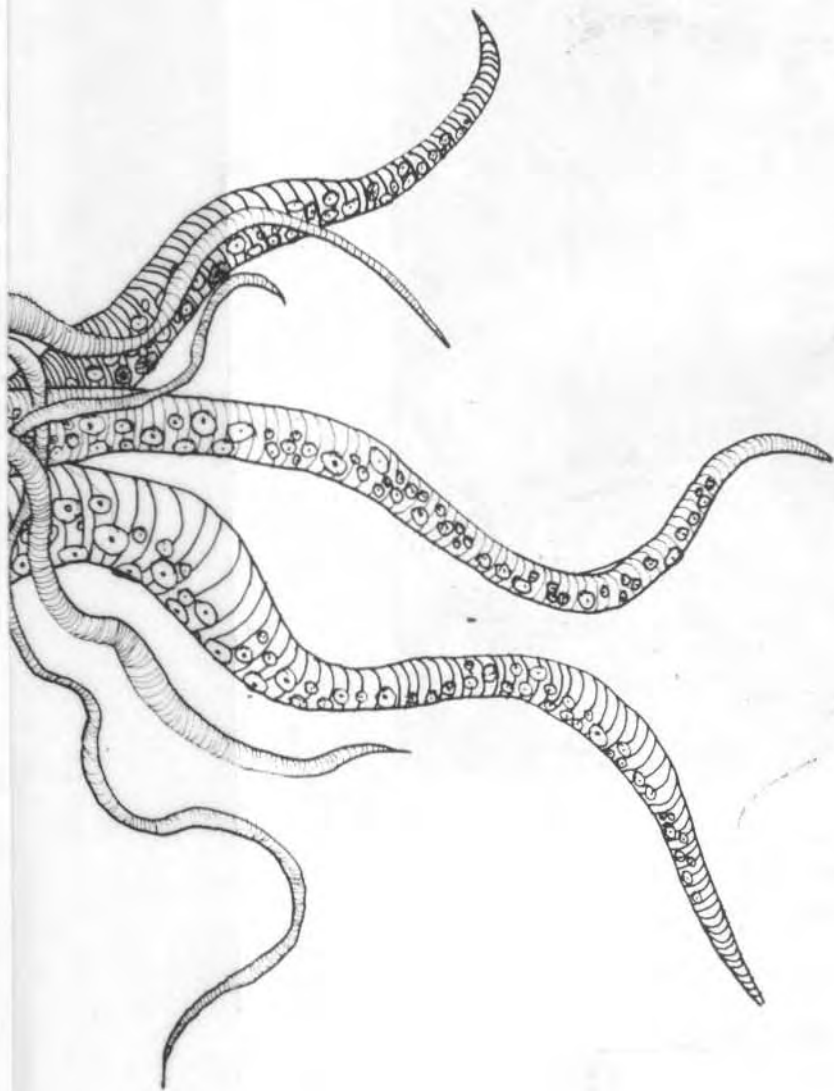
RETURN TO DUNWICH

A Forgotten
Village in
Lovecraft
Country



Keith Herber
with Gibbons, Snyder, Triplett





Return To Dunwich

Adventure and Background for a
Forgotten Village in **Lovecraft Country**



Howard Phillips Lovecraft
1890-1937

RETURN TO DUNWICH



Keith Herber

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For my Aunt Shirley.

Thanks for the support, the backing, and everything else. Over the years you've done more for me than you'll probably ever realize.

—Keith Herber

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Introduction

"Outsiders visit Dunwich as seldom as possible, and since a certain season of horror, all the sign boards pointing toward it have been taken down."

Return to Dunwich is the second book in the Lovecraft Country series intended for use with the *Call of Cthulhu* roleplaying game. Although designed to stand alone, *Return to Dunwich* can be used in conjunction with other books in the series such as *Arkham Unveiled*. Future releases will include *Kingsport*, *City in the Mists*, *Escape from Innsmouth*, and *Beyond the Mountains of Madness*.

This volume is based on Lovecraft's tale "The Dunwich Horror," but goes beyond the narrow region described in that story to outline and describe more than 100 square miles of farmland and wilderness territory surrounding the centuries old village. All of Lovecraft's characters are described, as well as numerous other residents. It is recommended that the keeper read or reread "The Dunwich Horror" before making use of this sourcebook. Players should also be encouraged to read the story. This book was written keeping in mind that many players will be familiar with the events of the story. It has been designed so that knowledge of the story will not detract from a player's enjoyment but in fact enhance his adventure.

The scenario included with this book, "Return to Dunwich" is a comprehensive adventure that picks up where "The Dunwich Horror" leaves off. Both keeper and investigators have an opportunity to get to know Dunwich and explore the larger area. The scenario begins in Arkham but most of the adventure takes place in the township itself. Also included is an appendix with a synopsis of events surrounding the Dunwich Horror and statistics for some of the more important characters. Keepers who wish to may use this information to devise their own scenario based on the story.

A large fold out map of Dunwich is included, to be used by players to find their

way around. Smaller maps detailing the village and nine different regions of the township are found within the book. These maps are designed so the keeper can add his own creations to Dunwich, including new people, farms, or points of interest simply by sketching them in.

Keepers should feel free to customize Dunwich to suit their own taste. Change or eliminate characters as you see fit. The many abandoned farms in the area are waiting to be occupied by a special character or things the keeper might wish to see in his version of Dunwich.

The following people deserve special thanks for help with this project: Jackie Blake, David Ray Condon, Kevin Ross, Lynn Willis, Tom Esposito, and Scott Aniolowski.



Return to Dunwich

Wherein curious Investigators unearth horrors better left buried, and thence discover dark secrets beneath the malaise of a loathsome village.

"Return to Dunwich" requires the keeper to seek information directly from the "The Village" and "Guidebook to Dunwich Environs" sections. Although initially engaged to uncover the roots of a single mystery, investigators are exposed to a whole host of clues, leads, and suspicious people. Some of these are uncovered by investigator actions, others introduced at the keeper's discretion.

Keeper Information

The keeper should become familiar with the source sections which follow before attempting to run this adventure, making advance decisions about such things as which characters will make an appearance, influencing the course of events, and which will not. Not all the secret stories of Dunwich can be developed at once.

The keeper can introduce non-player characters by chance encounters in Osborn's store (see "The Village") or other places. Those he does not wish to have appear simply refuse to answer their doors, or are found to have moved out of the township. Investigators may discover certain things by rumors or secrets they learn from non-player characters. Consult "Appendix:1 Secrets, Mysteries, Legends & Rumors," found at the end of this book.

The keeper controls the flow of information in other ways. During the course of the scenario, Dr. Armitage translates further portions of the dreadful diary of Wilbur Whateley. What portions Armitage chances or chooses to translate — hence which clues the investigators receive — is up to the keeper. He may choose to provide players with information that helps them or misleads them, as he sees fit. Investigators may request Dr. Armitage to search for a specific reference. In this case there is a chance equal to the translator's INT x 5 that the entry chosen for translation contains the hoped-for information.

In a similar manner, information may be gained from the translation of ancient Hyperborean writings found in and beneath Dunwich. Again, the decision as to which particular clue is uncovered will often be up to the keeper.

Many possible adventures lie before the investigators in addition to the one they have been hired to solve. Experiencing all, or even many, will require many sessions of play.

Arkham

The time setting is nominally 2-12 months after September, 1928 and the events of the Dunwich Horror. This allows the keeper to decide which season of the year his scenario begins: hot, muggy summer; freezing, snow-covered winter; or anything in between. The initial lead comes from Dr. Armitage. The librarian tells the investigators that a Dunwich man named Amos Whateley has successfully sued for the return of Wilbur Whateley's library and the University has been given one month in which to return the books. Armitage fears that Whateley intends to carry on the work of the depraved Wilbur and wants the investigators to find out more. He provides them with a number of leads and while they conduct field work. He remains in his office in the library, translating further entries from Wilbur's diary, hoping to aid their investigations.

Armitage's theories about the Dunwich Horror prove correct, but in unexpected ways. During the course of the investigation, characters have a chance to discover that the man in question, Amos Whateley, not only has no Cthulhu Mythos aspirations but is barely able to read and write. Amos' hope is the mundane one of locating the fabled Whateley gold. Amos hides a dark secret known to only a few. If the long-hidden murder of his wife is exposed, he collapses and is carted away, leaving Squire Whateley once again in charge of the disposition of the Wilbur Whateley library, which is quickly donated to Miskatonic University a second time. By the time Amos is exposed, the true nature of the Mythos plot should be

coming to light. Curtis Whateley, driven mad by what he saw through the telescope trained on Sentinel Hill, has unearthed the corpse of Wizard Whateley and hidden it in the old mill. Resurrected by an ancient Hyperborean artifact stolen from Squire Whateley's house, the corpse will soon rise and, scaling Sentinel Hill, chant the words that bring back the Son of Yog-Sothoth from its place of banishment. Secrets even darker and more sinister underlie the town of Dunwich, waiting to be explored by the curious and foolhardy.

The adventure begins in the office of Dr. Armitage on the top floor of the Miskatonic University Library. If the characters know or are known to Dr. Armitage, he contacts them directly, inviting them to meet with him. Otherwise, the keeper has to provide an intermediary to make the necessary connection. Possibly one or more of the investigators are past or present students, colleagues, or friends of one of Armitage's confidants. Dr. Morgan, Professor Wilmarth, or Professor Rice would be suitable. Other connections through the University are possible, or through the Masonic Lodge or Arkham's First Unitarian Church, both of which Armitage is a member.

Miskatonic U. Library

Dr. Armitage's offices are on the third floor of the Miskatonic Library, on the north side of the building near the elevator. Upon their arrival the investigators are shown directly into Armitage's office by his secretary, 25 year old former Miskatonic student, Stewart J. Harrison. Once in the office, Armitage tells the investigators to shut the door behind them.

An Aged Librarian

If the investigators know Armitage from earlier times, or have even seen recent photographs of him, they are surprised by how much he has aged in recent months. The events at the Library and in Dunwich, followed by long and trying investigations conducted by both state police and the University, have taken their toll.

The doctor is quite pale, his hands unsteady, and much of the sparkle formerly in his blue eyes gone. He is presently on a reduced schedule, most of the day-to-day work being handled by his assistant, Dr. Llanfer, whose office is just next door.



Dr. Armitage

Dr. Henry Armitage, University Librarian

STR 11 CON 8 SIZ 12 INT 18 POW 16
DEX 10 APP 13 EDU 24 SAN 55 HP 10

Spells: Banishment, Powder of Ibn Ghazi,

Skills: Cryptography 75%, Cthulhu Mythos 18%, Debate 75%, History 65%, Library Use 95%, Literature 75%, Occult 25%, Oratory 55%, Psychology 48%.

Languages: French 80%, German 70%, Greek 68%, Latin 75%.

Spells: Banish, Powder of Ibn Ghazi.

Exactly how much Armitage reveals to the investigators depends on how well they are known to him and how much he guesses them to know about the Cthulhu Mythos. If he feels sure he can confide in them he unhesitatingly allows them access to all the following books and manuscripts, including his personal report on the events that took place in Dunwich last September. Only certain portions of the Whateley diary — those parts Armitage deems most blasphemous and horrifying — will be withheld from investigator eyes.

If less sure of the investigators, Armitage is more cautious. If the characters display any Mythos knowledge, Armitage is intrigued but plays it cagey. He and Wilmarth have correlated their two experiences and the librarian fears human agents of the Mi-Go may be sent against him. In this case he supplies the investigators with the revised copy of his Dunwich report (see Armitage's "A Report on the Whateley Phenomenon and Later Events in the Township of Dunwich" for details), a copy of the 1917 federal draft board report on conditions in Dunwich (Dunwich Papers #1), and the newspaper story about Wilbur Whateley (Dunwich Papers #2). It is unlikely that he allows any of the group to peruse Mythos tomes unless an Oratory roll is made. Later in the adventure, if Armitage has grown to trust the investigators, he may allow them access to these restricted volumes.

Aside from scholarly clues, Armitage gives the investigators a list of possible contacts in Dunwich and in the nearby city of Aylesbury. He also provides them with a signed letter of introduction, of use with such individuals as Squire Sawyer Whateley. Armitage warns them that should they contact the State Police they would be best advised to not use his name. The police, still devastated and baffled by the loss of five officers, are less than satisfied with the librarian's explanation of events on those two fateful days.

The Research of Dr. Armitage

The following items are some of the results of Dr. Armitage's extensive research into the Dunwich mystery. How much he shows to investigators depends on how much the librarian trusts them and how much truth he thinks they can stand.

"A Report on the Whateley Phenomena and Later Events in the Township of Dunwich"
by Dr. Henry Armitage

There are two distinct versions of this report. The first is complete and accurate, written for Armitage's own files and meant to be seen only by him and a select few. The second version was written at the request of the University to explain the break-in and mysterious death at the library and the actions of Armitage, Rice, and Morgan while on a later visit to Dunwich. In either case the report refers to the events in the Lovecraft story "The Dunwich Horror." The secret report describes events experienced by Armitage exactly as they are related in the story. The second version of this report is vague and long-winded, explaining the disappearance of Wilbur Whateley's corpse as a "strange phenomenon" similar to several documented cases of human spontaneous combustion. (Anyone making an Occult or EDU x1 roll recognizes substantial differences between the slow disintegration of Wilbur Whateley and the few reported cases of human spontaneous combustion.) Armitage then attempts to explain away the later events in Dunwich as "mass hysteria," due in part to the unsavory lifestyles and breeding habits of members of the community. If anyone but the highly-respected Dr. Armitage had written this paper it would probably be called into question. For now, the University has decided to accept the librarian's explanations, although not without some cost to the doctor's reputation and credibility.

Secrets of The Miskatonic Library

Aside from the references listed above, the library also contains additional sources of information not yet discovered by Armitage.

If an investigator makes a Library Use roll while searching the Anthropology section he comes across a small book titled *Indian Tribes of Ancient Massachusetts*, written by Dr. Sherwood Babbott and printed in 1916 by Miskatonic University Press. (Dunwich Papers #2)

If an investigator makes a Library Use roll while searching the Geology section he discovers a published report on a geological survey of Dunwich Township conducted in 1919 by the Miskatonic University. The report is authored by Professor Thomas Edward Parkins, then and now a member of the University faculty.

The report is very technical and it will only be fully understood by a reader that makes a successful Geology roll. Failing this, the investigators might wish to interview Professor Parker. They find him friendly and helpful but lacking in any knowledge concerning the Mythos. He can affirm the stories that Dunwich is "... a rotting place. Terrible, incredibly slothful people. My wife did not have

Contacts in Aylesbury

The Aylesbury Transcript—
Editor Carver Daniels, reference
State Police Post—
ask for Capt. Miller
Whateley's Attorney—
Peter Markovitch

Armitage List #1

Contacts in Dunwich

Squire Whateley—
head of village
Joe Osborn—
owner of general store

The following people were witness to events involving myself, Dr. Morgan, and Professor Rice.

<i>Wesley Corey</i> (508)	<i>George Corey</i> (510)
<i>Will Hutchins</i> (434)	<i>Curtis Whateley</i> (502)
<i>Henry Wheeler</i> (513)	<i>Sam Hutchins</i> (433)
<i>Earl Sawyer</i> (504)	<i>Fred Farr</i> (303)

Places of Interest

The Frye Ruins (505)
Cold Spring Glen (Region 5)
The Bishop Ruins (506)
The Whateley Ruins (503)
Sentinel Hill (Region 5)

Armitage List #2

a particularly good time. The place is totally cheerless." But other than to make clear the contents of the report of the geological survey he can tell them nothing of interest.

The team primarily investigated the odd booming noises that frequently sound from beneath the hills. Most of the information will be of no use but one section theorizes that, based upon certain tests, a very large cavern

A Report by the Federal Draft Board (1917)

... numerous cases of close family members inbreeding may be blamed for the general decline in the health and strength of the population. Illiteracy is extremely high. A sense of decay seems to hang in the very air. Under the circumstances it is impossible to establish the parentage of some individuals with any degree of certainty. Incest is frequent.

... In several cases the individual in question was discovered to have been dead for several years. Apparently no official records of these deaths exist.

... In one case, a young boy named Wilbur Whateley, this nearly consistent pattern of degeneracy was extremely marked. A quick examination of this individual was made by our physician, Major Crombley, which left the doctor shaken by his findings. Apparently the internal organs of the Whateley child were so badly displaced that Major Crombley experienced great difficulty in even finding a heartbeat. When finally located, the pulse was so rapid and erratic that Dr. Crombley later expressed doubts that the boy would survive to adulthood. The examination was interrupted by the boy's grandfather, an aged rustic, who, along with the boy's albino mother, ran us off the property.

In conclusion, it is the opinion of this board that no attempt has been made on the part of Squire Sawyer Whateley or the rest of the local board to avoid its obligations to national service. In fact, they might nearly be accused of processing inductees of questionable fitness. After having personally witnessed the conditions in the township, I recommend that the local board be released from the obligation of its normal quota and be advised to henceforth process as many healthy draftees as possible under the circumstances that prevail.

system may exist deep beneath the township, stretching off in numerous directions.

A Little Know Book

Once the investigators discover and identify any of the many Hyperborean artifacts scattered about Dunwich they have a chance of recalling the existence of this book. Published in a self-financed limited edition, only 1100 copies were printed. Any investigator who makes an Occult or Cthulhu Mythos roll remembers this book. If he also makes a Luck roll of POW x1, he bought a copy. There is a copy in the Occult section of the Miskatonic Library and additional copies can be ordered from the publisher in Boston.

If the investigators fail to learn of this book, it is eventually brought to their attention by Dr. Armitage.

The Kranorian Annals, Fact or Fallacy? by Garson Casterwell

Too scholarly for the general public and too unsubstantiated for scholars, this book has received but little atten-

Indian Tribes of Ancient Massachusetts, excerpt

...among some of the more persistent tales told by the tribes native to north central Massachusetts is the story of the lost tribe called variously Chettawat or Quetowat. This tribe was supposed to have dwelt here long before any of the present-day Indians. According to the legend this ancient tribe was ruled by a group of black-robed priests who had been fathered by strange men who had come from across the great sea. These strange men had been led to this land through their dreams and said they had been told that this place was a paradise promised to them by their god.

This tribe began to worship this god, said to live beneath the hills and the descendants of the black-robed men led the people. The legend holds that when the first white men came to these shores the tribe was in great fear. They prayed to their god and he answered their prayers, opening a door on top of a hill revealing a golden paradise where the people would be safe from the newcomers. All the people of the tribe entered the paradise, the door closed behind them and they were never seen again. The legend says they still dwell in a great city beneath the ground, built for them by the god that lives in the hills.

tion from anyone. It concerns an ancient scroll discovered by the author in the back room of a Boston museum. This scroll is marked with strange hieroglyphics which the author attempted to translate. The scroll was supposedly carried out of the Massachusetts wilderness early in the 18th century and carried a museum tag indicating the artifact was found by a Nat Hutchins. According to the tag, Hutchins claimed to know where more of the scrolls were hidden. He vowed to return with additional artifacts but after returning to western Massachusetts was not seen or heard from again.

article dated 1917

Arkham Advertiser

...Our guide, Earl Sawyer, pointed out the way as our motor bounced along the two-track "road" that wound along the edge of a dark, forested vale called Cold Spring Glen. Once past the glen the road curved to the right and we suddenly felt as though we had been swallowed up by the strange domed hills looming on either side of us.

The Whateley house itself is a huge and decaying edifice, over two centuries old and built into the very side of the hill. We stood and waited while Mr. Sawyer knocked at the door and called out. After a moment the door opened inward and we stood face to face with Old Noah Whateley, a man people hereabouts call a wizard.

And much like a wizard he looked, what with his long, stark-white beard, and bearing in his gnarled hand a wooden staff covered with strange signs and numbers. At first we were refused an interview with the man's grandson but soon...

...aside from Wilbur's astonishing growth rate (although there is reason to believe that he is somewhat older than stated) he showed marked signs of high intelligence, despite a visage some would describe as less than promising.

The translation tells of a people who came to a new land from far across the sea, establishing the colony of Kranoria where they would be safe from some sort of religious persecution. The author speculates the people came from the fabled land of Hyperborea, a position that brought him little credit.

Garson Casterwell, Scholar and Author

Casterwell is 28 years old, a Harvard graduate and author of three books. His first two books were conservative, scholarly treatises on Classical history. His last book, *The*

Excerpts from Wilbur Whateley's Diary

Oct. 31, 1926

The meddlesome one is gone. I carried her to the top of the hill last night and there chanted until they came. Others, not seen before, came with them but I was prepared. Lavinia offered much resistance but was no match for the whole of us. She went miserably but it's now over. I disposed of the what was left in the usual manner.

November 2, 1925

Visited by the Squire and cousin Tristram today. They asked questions about the Streeter child and I told them I knew nothing. If only they could imagine what became of them I'm sure their poor minds would be blasted beyond recognition. Cousin Tristram looked in the old furnace but of course found nothing. They left soon after.

June 3, 1925

I found the way to the depths today and saw that one that dwells within the hills. Vast is he, but still asleep. I have been promised that he will awake when the time approaches. I have constructed a doorway that I may reach him easier in the future.

February 18, 1924

An accident yesterday while grandfather and I were making the gold. Fortunately none of us were hurt. I will be happy when the change comes and no longer will I have to do such things as this. Many in the village still lust after the secret of the gold but if they knew the truth of the future, gold would be like dust to them.

Kranorian Annals, attempting to prove the historical truth of Hyperborea, was less than successful. He presently lives in Boston where he teaches Latin and Greek at a private school.

If contacted Garson shows great interest in their findings and asks when he can meet with them, possibly to view relics the investigators may have found. Proving the past existence of Hyperborea is his passion. It requires little prompting to get him to join the party. He can teach an investigator how to read Hyperborean. If ever driven insane he could become very possessive about the Hyperborean discoveries.



Garson Casterwell

Garson Casterwell, Author

STR 13 CON 15 SIZ 12 INT 16 POW 13
DEX 13 APP 14 EDU 19 SAN 62 HP 14

Damage Bonus: +1D4

Skills: Anthropology 65%, Archaeology 65%, Cthulhu Mythos 3%, Drive Automobile 60%, Geology 25%, History 80%, Jump 55%, Library Use 85%, Linguist 65%, Occult 10%, Oratory 55%, Photography 55%, Ride 35%, Swim 40%.

Languages: English 97%, French 80%, Greek 85%, Hyperborean 55%, Latin 95%.

The City of Aylesbury

The town of Aylesbury was established in 1802 by Elihu Beckford of Arkham on the site of the former village of Broton. Beckford, backed by numerous investors, turned the village into a thriving and model mill town. Employing only younger women, the Aylesbury mills provided dormitories, food, clothing, and religious direction for the female work force. Employees were expected to work no more than a few years before marrying and settling down to raise families. This utopic vision of a factory town was the result of Beckford's visit to England and his exposure to the appalling conditions that factory workers there were forced to live and work under. Beckford later built and operated the Aylesbury Pike that connected Aylesbury with Beckford's home in Arkham.

After Beckford's death, Aylesbury's mills came under different hands. Gradually piece-work labor replaced the former paternalistic system and in the 1840s waves of immigrant Irish and French-Canadians flocked to Aylesbury attracted by the availability of jobs and steady pay. By the late 19th century, when much of the textile industry had moved to the southern states, the mills began

Unausprechlichen Kulten, excerpt

... though not all the druids fell to the Roman swords. Long told is the tale of the eleven black-robed men who set sail from the western shore of Hibernia in search of the place revealed to them in their dreams. They crossed the great ocean then unknown to man and after long days found the shore of a wild country. Sailing north beyond a great hook of land they found the shining river their dreams had spoken of. They followed it upstream to where the land grew dark with ancient trees and great hills. Here they discovered what they sought, the paradise of their dreams, far from their Roman persecutors. They brought the people of this land their wisdom and knowledge and taught them of the gods which were to be worshipped.

The Dunwich Papers #5

de Vermiis Mysteriis, excerpt

The priests and wizards of Hyperborea, persecuted by the ruling faction of the elk-goddess, sought escape from the land. Dreams came to some of them, promising refuge and peace in a land far to the west, inland from a great hook of land extended into the sea. Through a series of mystical portals the Hyperboreans found there way to this place and here built a great colony they called Krannoria where they could worship as they would. For many centuries Krannoria was a thing of beauty and grace but the stars changed and the colony fell to a great doom. It is said that in a single night the entire population of Krannoria disappeared.

The Dunwich Papers #6

reducing shifts, laying off workers, and closing doors. In the 1920s, conditions in Aylesbury, for some, approach what Elihu Beckford had once found so appalling.

Brief descriptions of some important Aylesbury locations follow.

The Office of The Aylesbury Transcript

The newspaper's morgue is open to the public during business hours, five days a week. The following stories might be found depending upon what the investigators are looking for fifty four year old Republican, Carver Daniels, serves as the paper's owner and editor. With successful Library Use rolls, the several articles are found. (The Dunwich Papers, #7, #8, and #9)

Aylesbury General Hospital, The Coroner's Office

The Aylesbury County Coroner, Dr. Allenby Chestwood, is on indefinite medical leave, his position filled by his assistant, Dr. Mercer Houghton. Houghton conducted the autopsies on the officers' remains. In addition to his county duties, Houghton also maintains a private practice.

The investigators might wish to examine the corner's report. If an M.D. is present, Houghton allows them to examine the file. Without an M.D. it takes an Oratory, Debate, or Fast Talk roll to convince Houghton to let them read it.

Dr. Houghton is an agreeable fellow and after the investigators have read the file, he proves willing to discuss the case a little. He harbors doubts about the true cause of death and might mention the circular-shaped burns found on the victim's remains. He has no idea what could have caused them. He also reveals that verified identification of one of the officers, Roger Axwater, could not be made. The other four were positively identified through dental records and/or fingerprints. Regardless, Houghton is convinced (mistakenly) that all five were indeed killed. "You would have had to seen the remains to fully understand..." If, after reading the file, the investigators press, the physician shows them several photos of the remains causing SAN losses of 1/ID3.

Incidentally, Houghton was the attending physician at the death of Noah (Wizard) Whateley in 1924.

Other Hospital Records

The investigators may wish to investigate the case of the kidnapped girl. Her file is on record and a licensed M.D.

from the Aylesbury Transcript,
Dec., 1924

Murder Suspect Found Guilty!

A long and confusing murder trial was brought to an end today when Judge Orrin Crockett sentenced Matthew Potter to life imprisonment for the cold-blooded murder of Abner Brown, both residents of Dunwich township. Potter stood silent as the sentence was read but members of his family hooted and jeered the honorable Judge Crockett, interrupting the proceedings. Temple Potter, the convicted man's son, had to be forcibly escorted from the courtroom before sentencing could be finished.

It will be remembered that Matthew Potter had been accused of murdering the elderly Brown while the latter was walking in the road near his home in Dunwich on last March 14th. Potter had apparently hidden behind some trees while awaiting his victim. As Brown passed by, Potter leapt upon him from behind, striking him repeatedly with a rock. Brown's body was found the following morning, lying in the road, left where he had been slain.

The irony of the story is that it appears that Brown was a victim of mistaken identity. Testimony from various witnesses seemed to establish that there had been a long-running feud between Potter and one Noah Whateley, also of the township of Dunwich, and since deceased. It is generally believed that Whateley had been Potter's intended victim. According to one witness, Potter had recently, while trespassing on Whateley's property, been shot at by the owner. Witnesses interviewed by this reporter claimed that Potter was searching for a treasure long rumored to be kept by this same Noah Whateley. Potter denied these allegations. The family of the deceased Noah Whateley declined to comment.

from the Aylesbury Transcript,
Feb. 7, 1928

Dunwich Man Arrested After Standoff With Police

Police yesterday took into custody Mr. Temple Potter after a brief standoff at the man's home in Dunwich Township. Potter was wanted in connection with the supposed abduction of Lindy Perkins, a twelve year old girl who lives near the Potter farm. Witnesses say that Potter, armed with a shotgun, held off four State Police officers for nearly an hour before he was finally persuaded to give himself up. Potter's two cousins were also in the house at the time but apparently took no part in the standoff. After questioning, the two were released. Temple Potter was taken into custody.

The Perkins girl, it may be remembered, disappeared six days ago, while walking to town on an errand. Both the Perkins and the Potter farms are located southeast of the village of Dunwich in the vicinity of Indian Hill. Massive search efforts were made but to no avail. Two days ago the girl was found wandering in a field, apparently not too worse for wear. However, when questioned, she was unresponsive and seemed unable to speak. She has since been released from the hospital and allowed to return home but has yet to utter a word.

It is theorized by police that Potter held the girl captive in his home until releasing her on the 24th. Police believe she had been freed only hours before she was discovered in the field. A witness is rumored to have seen the girl at the house during the period of her disappearance but his identity is being kept secret.

If questioned about the unnamed witness, Daniels refuses to divulge the man's identity (Captain Harris Johnson, 915). If bribery is attempted, Daniels is insulted and asks them to leave.

from the Aylesbury Transcript;
Sept. 15,17, & 21, 1928

Five State Police Officers Missing

It was learned today that five Massachusetts State Police officers who had been dispatched to Dunwich have failed to return. Additional officers were sent to investigate and although they found the abandoned car, no trace of the missing policemen was discovered. Listed as missing are officers Crawford Hoover, Tuttle Woodbine, Peter Starck, Bradford Gamble, and Roger Axwater.

Five Missing Officers Believed Dead

An unverified report today claims that the bodies of the five missing police officers have been recovered and delivered to the morgue at Aylesbury Hospital. There is no word on the cause of their deaths. The officers have been missing for two days.

Missing Police Officers Confirmed Dead!

It was announced today that the five missing state police officers are dead. Killed in the line of duty were officers Roger Axwater, Bradford Gamble, Crawford Hoover, Peter Starck, and Sergeant Tuttle Woodbine. As first reported in this paper, the officer's bodies were discovered four days ago in Dunwich and secretly returned to Aylesbury. The bodies were found at the bottom of Cold Spring Glen, located just west of Dunwich.

Assistant Coroner Dr. Houghton stated that the bodies were badly burned and has ruled that the cause of the officer's deaths was a massive stroke of lightning which apparently struck the bottom of the glen. Dr. Houghton declined to explain the delay in announcing the deaths of the officers.

will be able to gain access to it. Otherwise it will require a successful Debate, Oratory, or Fast Talk to lay hands on it.

The file shows that the girl was strong and healthy when found and showed no signs of suffering from exposure or severe hunger. She was, however, detached and unable to speak. The doctor speculates that this was either the result of a shock from the suspected kidnapping or possibly that she suffered some sort of natural stroke that caused her to wander off for a few days.

Aylesbury State Police Station

This is the police post from which the five lost officers were dispatched. Even now, an air of gloom and depression hangs over the station. To lose five officers all at once, in this place and time, is an unheard-of tragedy. If the investigators let it be known they are connected with the University they have difficulty here. None of the officers will submit to being interviewed ("Sorry, too busy,") and to even gain access to certain files requires Oratory, Fast Talk, or Law. As the adventure progresses, the attitude of the police may turn more favorably toward the investigators. Especially if they manage to find and return the surviving officer, Roger Axwater.

If the investigators gain the confidence of the police, individuals prove more cooperative. Any of the officers who discovered and/or helped move the remains tell generally the same story as found in the official files but it is obvious that most don't really accept the lightning stroke theory. The small amount of actual human remains is a question and these officers saw the strange sucker-shaped burns covering the remains of their fellow officers.

If the investigators can somehow obtain it, a file on Temple Potter shows a long record of arrests for disorderly conduct, vandalism, petty theft, etc. So far he has spent no more than short-time in the county jail but his latest arrest was in connection with the supposed kidnapping of Lindy Perkins, a local schoolgirl. Temple was later released when it was decided there was not enough evidence to hold him. If asked, none of the officers have anything good to say about Temple Potter and most believe him responsible for the girl's kidnapping.

If the investigators ask about stills in Dunwich, the officers simply smile. They know there are a number in operation but it's impossible to stop it and, quite frankly, the police feel it's more a job for the feds. Afterwards, outside the station, one of the officers approaches the investigators and suggest that if they want moonshine they should visit Jebel Wilson (518). The police have no specific information regarding Amos or any other Whateley.

Coroners report on the five police officers

In general the bodies of the officers appear to have been physically separated, the largest fragment weighing slightly less than 2 pounds, 2 ounces. While the combined weight of the five officers was something around 898 pounds, the total weight of the tissue and bone retrieved from the glen weighs slightly more than 200 pounds, indicating a loss of nearly 700 pounds. The tissue was thoroughly cleansed of blood, due to unusually heavy rains, accounting for some loss of total weight. Most of the fragments show evidence of burns and it can only be assumed that the deaths were caused by a lightning strike of massive proportion. Only this amount of power could so thoroughly dismember and actually melt five human beings.

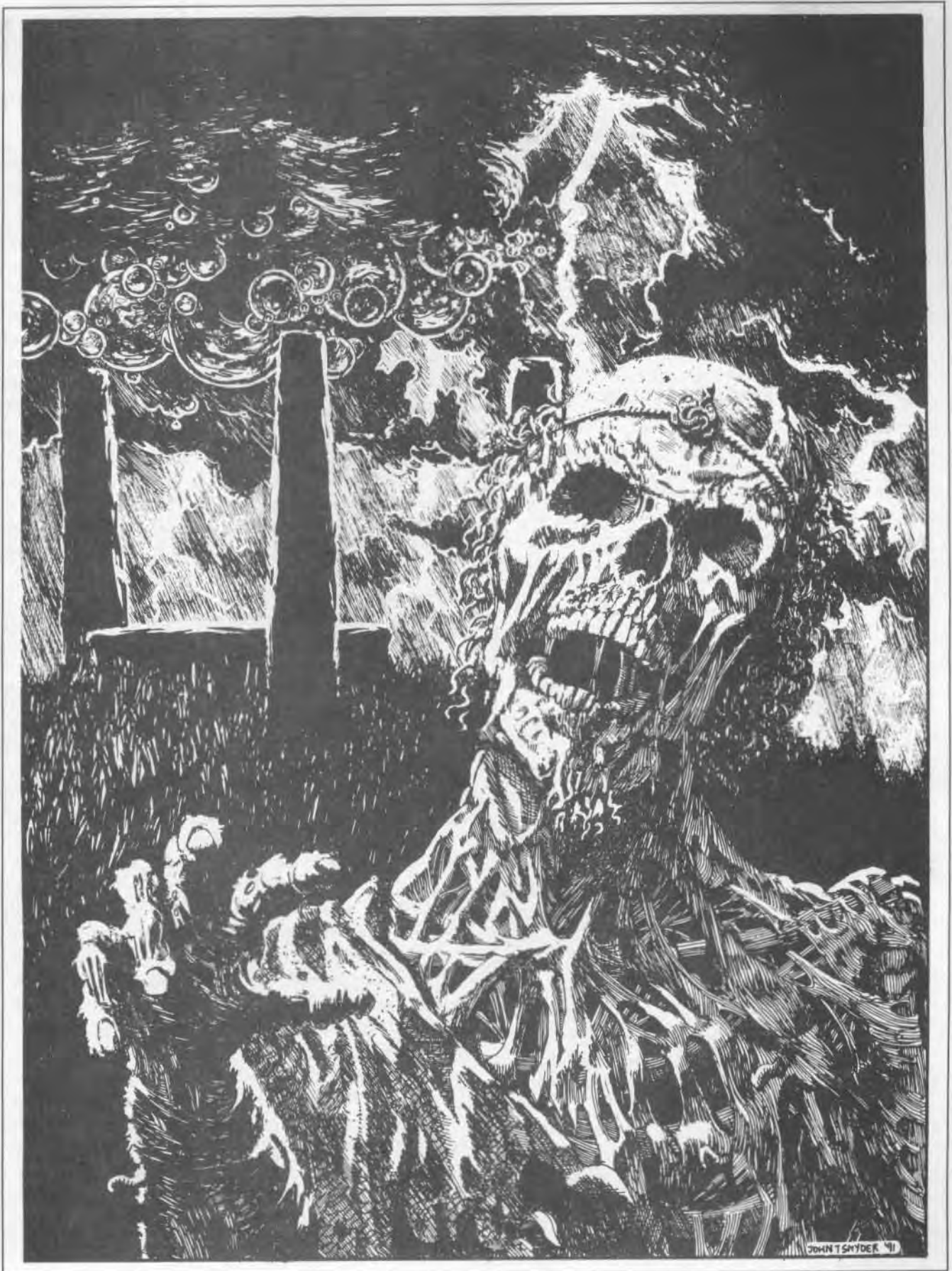
Dental fragments and a few surviving portions of fingerprints positively identify four of the officers. The fifth, Axwater, could not be absolutely identified but under the circumstances it is not to be wondered at. In some instances only a single tooth or partial fingerprint was used to identify an individual and it is not surprising that no identifiable fragment of one of the men could be found. The Office of the Coroner is convinced beyond a doubt that the remains of all five officers have been discovered.

The Dunwich Papers #10

Further Investigations

From here all roads lead to Dunwich. Investigators may begin this phase of the investigation by visiting the people and places on the list provided by Armitage. By the time the investigators get through the list they should have discovered any number of clues regarding the central mystery of the Whateleys and the possible return of the Son of Yog-Sothoth.

Quite likely the investigators have gotten involved in one or more secondary mysteries and perhaps tried to capture and return to civilization the missing police officer hiding in Cold Spring Glen. They should have gotten themselves involved in a couple of minor, perhaps humorous, scrapes, or accidentally committed some rural faux pas from which they narrowly escape. The keeper should by this time have made good, but prudent, use of the list of clues and rumors.



JOHN T. SMYDER '91

Police reports regarding the missing officers

... The five officers, dispatched to investigate a reported disturbance at the Elmer Frye farm in Dunwich, were last seen on the morning of Sept. 14, 1928.

... On the morning of September 15th several calls were made to Dunwich but the switchboard was constantly busy. Later, there was no answer. A car with four officers was then dispatched but experienced mechanical difficulties which forced it to return to the station, arriving back here after dark. Telephone contact was later made and it was learned that the five officers had not been seen since the afternoon of Sept. 14.

... On the morning of Sept. 16 investigating officers contacted one Elam Hutchins who led the officers to the Frye farm. The farmhouse was in ruins and the abandoned police vehicle found parked nearby. According to Hutchins, the officers had left the car to investigate a wide, cleared path leading down into a neighboring glen.

... At the bottom of the glen, near a spot the locals call Rocky Falls, what are now thought to be the remains of the five missing officers were discovered. The assistant Coroner, Dr. Houghton, was contacted and after making an initial examination ordered the remains brought back to Aylesbury.

... Official cause of death: Lightning stroke. Case closed.

The Dunwich Papers #11

Throughout the adventure Armitage continues to provide the investigators with new clues derived from his translations of Wilbur's diary. A few are produced as player aids but the keeper should feel free to invent his own, particularly when stymied investigators need a particular piece of vital information to put them back on track.

Virtually anything about Dunwich, its history, prehistory, the underground, or the Cthulhu Mythos might be found within the pages of Wilbur's diary. Certainly there is much more in this book than what is covered by the player aids.

Under no whatsoever will Dr. Armitage return to Dunwich. He will politely but insistently reject any offer to accompany the investigators into the vicinity of the township. His heart is bad and he knows he could not survive another shock like the one he suffered on his last visit.

The Climax and Beyond

As events progress Armitage should grow to trust the investigators, eventually confiding to them his deepest fear and a frightening secret. He confesses that the spell he used against the Son of Yog-Sothoth did not destroy the monster but only banished it, to where, the doctor does not know. His fear was originally that Amos Whateley intended to use the books to bring the creature back but, as events unfold, he finds his fears were justified but his theories incorrect. The investigators will eventually need to discover the true threat, the soon to occur resurrection of Wizard Whateley and the casting of the spell that brings back the Son of Yog-Sothoth. This event can only occur on a night "when the stars are right," a time of astral conjunctions, phases, and positions nearly impossible to calculate. Only the more sensitive of the Believers will feel the approach of the proper time. If and when they contact the investigators depends upon the relationships the characters have established. The actual timing of the event is up to the keeper. If the Son of Yog-Sothoth is released, stopping the rampaging monster will be difficult for any band of investigators. The keeper may wish that the investigators find and destroy the animated Whateley corpse before the calling can take place. Destroying the undead wizard is difficult enough and by then the investigators should have found at least a few other tantalizing clues to follow up on, in particular, an extended exploration of the underground and its secrets.

A second threat to Dunwich exists, more lingering, but potentially just as devastating. Far below the ground, beneath Abbot's Lookout, dwells a portion of the being known as Abthoth. This abomination has dwelt in his cavern for millions of years, extended into this world through one of the many dimensional gaps rife in the valley. This part of Abthoth sleeps but his dreams reach out and sometimes enter the dreams of humans and to them Abthoth calls. Three times in the history of the human race have the dreams of Abthoth brought to this valley people believing they had been led to a paradise and a haven. But always Abthoth has eventually awakened and, hungry, has feasted upon the population. The spores given off by Abthoth, over time, dull the human senses, keeping the food lured to this valley lulled into slothfulness and inactivity, keeping them here until such time the god should awake.

Abthoth, as twice before, will be awakened by a member of the community, someone who has spoken with Nyarlathotep and has learned the words that awake Abthoth. These individuals are told that they will become the leaders of their people and show them the way to paradise. When this person casts the spell, that part of Abthoth dwelling in our world awakes. The chemistry of the spores he continually gives off alters and in the new form

drugs the population for miles around into a stupor. Staggering to Indian Hill they begin a chant Abthoth teaches them that opens the great door, revealing the paradise that is Abthoth. Unable to help themselves, they stagger forward, disappearing into the depths until the valley is nearly empty of human life. Only those able to protect themselves from inhaling the spores will be spared. This event may not occur for years or even decades to come. If it does happen in the near future it will most likely be at the instigation of Virginia Adams (59) who even now

flirts with Nyarlathotep in secluded Druid's Grove (Region 1).

The next most likely candidate is one of the alcohol-preserved Bishops, resurrected by either Walter (40), John (42), or Harold Bishop (522). Duncan Abbot is another dark horse possibility. Nyarlathotep speaks to this eccentric through the man's beloved stone face, the image carved into the side of Abbot's Lookout. Other likely candidates exist and Abthoth will contact them when the time is right.



Lovecraft Country

Welcome to Dunwich

"...it is hard to prevent the impression of a faint, malign odour about the village street, as of the massed mould and decay of centuries."

It was in 1692, the year of the witch persecutions in Salem, that the dreams first came to those who called themselves Believers. A secretive cult of agrarian nature-worshippers who lived in the Salem area, Believers were among those first targeted by the Puritan magistrates. One night, led by the glass-maker and alchemist, Absalom Whateley, the Believers set out across the wilds of Massachusetts searching for the paradise they had seen in their dreams, a secluded valley far up the Miskatonic River, thirty miles from the next nearest settlement.

Here, distanced from their Puritan neighbors, the Believers were free to practice their religion. They re-erected the ancient stone monoliths they found atop certain of the Dunwich hills and began the open celebration of their pagan rites, gathering on these hill tops on certain nights of the year. For a few short years all was well but then dissension broke out among the cultists. Jacob Whateley, the younger son of Absalom, discovered certain things contained in a book owned by his father. After some experiments in the hills, Jacob broke with the Believers and soon after moved from the village and built the house near Sentinel Hill. Jacob attracted his own followers, including some members of the Bishop family, and together they began the practice of their own rites atop the hills.

Meanwhile, Jacob's elder brother, the more practical Jeremiah, began construction of the first mills along the North Fork Miskatonic, heralding an era of economic prosperity for the village. Over the years antagonism between these two branches of the Whateley family grew ever greater until it culminated in the 1806 tragedy that foretold the eventual closing the Whateley mills.

While the town's fortunes declined, the Whateleys of the hills continued their blasphemous experiments. In the early 20th century these experiments finally bore fruit in the form of the Whateley twins, Wilbur and his monstrous, invisible, brother.

Dunwich today is a forgotten community isolated from its neighbors both physically and culturally. Lacking any industry, the tax base has eroded, leading to depopulation, stagnation, and degeneracy. Although a few

individuals such as Squire Whateley and Marie Bishop show as bright spots, the township seems locked in a slow, downward spiral of decay.

Dunwich Township

Dunwich Township is an unincorporated section of Aylesbury County in north central Massachusetts. The village itself is a small collection of homes and mills located on a bend of the Miskatonic River near Round Mountain. The township, or town, covers nearly 60 square miles of territory. Town meetings are held once a year, on March 15, and other times as needs dictate. Elections are held every third year, residents voting for three selectmen, a school committee, a Constable, a Treasurer, a Clerk, and a Justice of the Peace. These positions pay token salaries and quite often an individual will hold two or more positions.

The present selectmen are Squire Sawyer Whateley (51), Zechariah Whateley (501), and Sam Hutchins (433). Marie Bishop, Dunwich's school mistress, serves as head of the School Committee as well as Town Clerk and Treasurer. Squire Sawyer Whateley holds a second office as Justice of the Peace, a position held previously by his father and grandfather. Tristram Whateley, the Squire's son, is the Town Constable and serves mostly to assess and collect property taxes.

The Constable and the Justice of the Peace are authorized to deal with criminal matters up to and including high misdemeanors. Felonies are supposed to be referred to the Massachusetts State Police and the county courts in Aylesbury. In practice however, matters are resolved within the township whenever possible. Dunwich prefers to keep its secrets to itself.

Climate

Weather in the Dunwich Valley runs from hot and muggy in the summer to cold and freezing in winter. Summer weather begins in late May and lasts well into September. In the peak of the season, daytime temperatures can reach as high as 90-95 degrees F, although evenings, even after



Osborn's General Store

the hottest of days, are cool, sometimes chilly, swept by breezes blowing down from the mountains to the west and north. Autumn and the first frosts arrive in late September, the leaves of the great hardwood forests turning to shades of red, orange, yellow, and gold, revealing Dunwich Valley in its most spectacular glory. The days are much cooler and night time temperatures often drop below the freezing mark. Winter sets in hard, the first snowfalls coming as early as late October and never later than the end of November. By mid-December snow stands deep on the ground, remaining there until at least the end of February. During this period the Miskatonic River freezes over solid. Usually by late March the winter snowfall has melted, leaving the ground wet and muddy, the roads treacherous and often impassable. Pleasant spring weather, punctuated by sudden and violent thunderstorms, prevails until June when the first of the warm, humid weather settles back in.

Flora and Fauna

Although most of the East's virgin forests were cut down by 1870, parts of the Dunwich Valley contain stands of ancient hardwoods that have never known the bite of the axe. Once earmarked for the now-closed Whateley mills, these forests have gone untouched. Although softwood stands of pine are found in the lower valleys, the mountains are blanketed by forests of towering oaks, elms, maples, and walnut trees. Screened by the canopy of

leaves, the forest floors are dark and damp, covered by a thick blanket of dead leaves. Only occasional shafts of sunlight find their way to the ground to nourish a fern or patch of bright green moss.

Sunny hillsides sport wild grape vines as well as numerous patches of blueberries, raspberries, and blackberries. Although tasty, investigators should be wary of harvesting these fruits. Many of these patches are claimed by local residents who will consider investigators' snacking as nothing less than thievery.

Near the bogs and swamps, pine trees are more prevalent and here the ground is covered with a spongy, age-old collection of fallen needles. The swamps themselves are filled with cattails, lily pads and, along the shores, pitcher plants and lady slippers.

Frogs and other amphibians abound in Dunwich swamps and numerous species of turtles bask on sunny logs. Many types of snakes also inhabit the area. Most species are harmless but the foul-tempered timber rattler is capable of inflicting a nasty bite. The copperhead, rarely seen in this part of the country, is also common in Dunwich. Timber rattlers grow to six feet long while copperheads rarely reach a size of more than four feet. Both species prefer upland forests, but can occasionally be in the valleys. All reptiles and amphibians hibernate over the winter, emerging in the spring.

In the summer, songbirds fill the forest while egrets, cranes, and heron stride through the swamps and along the riverbanks. Flocks of ducks settle into the small ponds

The Dunwich Chronology

1691 (December, Yule Time): Believers living in the area of Salem receive the first dreams warning them of imminent danger and promising a refuge located north and west of Salem.

1692 (May 1): Led by the alchemist and glass-maker, Absalom Whateley, the Believers flee the Salem area and settle in a pleasant valley along the Miskatonic River. Two libraries, one belonging to the Whateleys, and one to the Bishops, are carried out by the refugees. John Bishop suggests the name Dunwich, named after the town of Donwicked, in England, from which his family hailed.

1693: Dunwich Common is laid out.

1696: The first grist mill is constructed by Jeremiah Whateley, the eldest son of Absalom.

1703: Absalom Whateley, aided by his assistant, John Bishop, and his two sons, Jere-

miah and Jacob, successfully uses alchemy to create gold from baser materials. The process proves difficult and costly.

1704: Experimenting with his father's books, Jacob Whateley experiences his first magical success, summoning a byakhee to the top of Wizard's Hill.

1705: Jeremiah Whateley constructs Dunwich's first sawmill.

1706: John Bishop builds the old Bishop house, the ruins of which are found on the western outskirts of the village.

1709: The Whateley family opens Dunwich's first fulling mill, constructed with the aid of Lucas Frye.

1709 (Roodmas): The result of his further experimentations, Jacob Whateley undergoes a sudden change. He breaks with the Believers and his family. Several other members of the Believers also take leave of the cult and begin studies with Jacob.

1712: Under the direction of Absalom Whateley, a glasshouse is constructed. Jacob Whateley feels crowded by the sudden

influx of settlers moved here to work in the mills and leaves the village, building a house at the foot of Sentinel Hill. About this same time, Ebenezer Place settles in the West Region.

1713: George Sumpter shoots and kills a panther that has been raiding livestock.

1722: John Bishop builds house that later becomes meeting house.

1722: Absalom Whateley dies leaving the majority of his residue, including his library and the secret of manufacturing gold, to his oldest son, Jeremiah. The angered Jacob demands of his brother that he share the secret of making gold but Jeremiah, warned of Jacob by his father, refuses. He instead agrees to pay Jacob an annual stipend and allow him limited access to the library. Jeremiah finds the mills much more profitable and never attempts to manufacture gold and pays Jacob his share out of the mills' profits.

1742: Dunwich's present day cemetery is established replacing, the overcrowded burial ground on the Meeting House Hill.

to nest and hawks and eagles wheel high above the mountains, hunting prey. Quail, wild turkey, and ruffed grouse inhabit the woodlands, sticking close to the ground while pheasants prowl the dry, sunny fields. Many of these migrate south in the fall, not returning to the area until the following spring. Winters see mostly crows, chickadees, blue jays, and sparrows.

Small animals found in the area include squirrels, cottontail rabbits, weasels, porcupine and raccoon. Many are considered pests and most are hunted by the locals. Porcupines love to chew the siding off houses and the wiring out of cars while raccoons, with their manipulative hands, commonly raid campers' stores, even going so far as to unscrew the lids from glass jars. A small troop of raccoons can be incredibly destructive.

Bobcats and the larger lynx are only rarely seen, their numbers steadily dwindling ever since the coming of the white men. The area used to be a home to cougars, sometimes called mountain lions, but there has not been a confirmed sighting of one of these great cats since the early 18th century.

Wolves were once a problem for the early settlers but have long since disappeared. A more serious problem is the raiding packs of domestic dogs who have interbred with coyotes and turned feral. Running in packs, these dogs raid chicken coops and duck ponds causing much consternation among the farmers. The packs are occasionally heard at night, howling at the moon from the top of Wolf Mountain.

The Whippoorwills of Dunwich



These medium-sized, brown-colored songbirds thrive in the valley and a number of folk tales surround them.

One legend says that when a person is about to die the whippoorwills gather nearby, waiting to capture the dying person's soul. Gradually, their mournful calls synchronize with the breathing of the dying person. At the moment of death, when the soul escapes the body, the birds fly up with a raucous shriek and attempt to capture the fleeing soul. If the soul is caught, the birds wheel about and fly away. If the soul escapes, the whippoorwills linger in the area for hours, not leaving until almost dawn.

It is considered bad luck to kill a whippoorwill, even accidentally. An investigator who causes the death of one of these birds suffers from the effects as described under the spell Evil Eye, only permanently. A simple ceremony involving a night spent chanting alone in the woods is sufficient to remove the curse. Investigators can learn this ceremony from Mother Bishop (92), Anabelle Parker (819), or Lewis Martin (840).

One of the largest animals in the valley is the white-tail deer. The larger elk is long vanished from the scene as is the even larger moose. Black bears, the largest carnivores, are only rarely seen.

1743: Dunwich's first Congregation is formed by members of the mill workers' families. Sunday meetings are held in the house of Jebel Blair.

1745: Prescotts and Dunlocks arrive in the valley and settle west of the village. They find the Dunwich folk secretive and suspicious and rarely mix with them.

1746: John Bishop, patriarch of the Bishop family, despite his ceaseless search for a means of immortality, dies of natural causes. He leaves his property to elder son, Isaiah, and the secret of manufacturing gold to his other son, Gabriel. Gabriel is a follower of Jacob Whateley and soon after moves out of the village, building a house a mile and a half from the isolated farm of Jacob Whateley. Fund-raising completed, construction of the Congregational Church is begun.

1747: The Reverend Abijah Hoadley, newly come to the Congregational Church in Dunwich Village, preaches against the well-known rumblings in the surrounding hills, claiming them to be the work of the devil. Soon after delivering the sermon, the Reverend disappears, abducted from his house by

hooded men in full view of his wife and children. No trace of Hoadley is ever found and the family soon after returns to Boston. The dispirited congregation soon after disintegrates.

1748: A new, larger grist mill is constructed by the Whateley family.

1752: Using money borrowed from Jeremiah Whateley, Peter Osborn opens a General Store housed in the deserted Church building.

1752: Jacob Whateley's eldest granddaughter disappears under mysterious circumstances which are never fully explained. A chance meeting between the two estranged men leads to a loud argument in the street in front of Osborn's store. Jeremiah accuses his brother of complicity in the girl's disappearance and denies him any further access to the family library. Three weeks later Jeremiah is killed in a carriage accident while returning from his brother's farm. He was retrieving several books previously borrowed by Jacob when his team of horses inexplicably bolted and overturned the carriage.

Within weeks Jacob makes a deal with Jeremiah's widow to purchase the family library. He uses gold manufactured in the furnace built into the hill behind his house. The Widow Whateley is soon after ruled unfit to manage her own affairs and ownership of the mills is taken over by her sons. Whispered rumors of unnatural activities taking place at the Whateley farm begin to spread. Several members of both Jacob's family and the family of Gabriel Bishop are named. Members of the Believers find reason to avoid contact with any of the hill Whateleys or Bishops. Jacob entertains several visitors this year, including Sermon Bishop of Arkham who later disappears while on the return trip to home.

1753: Jacob Whateley dies, his family claims of natural causes.

1788: For lack of business, the Whateley glasshouse is closed.

1791: George Whateley constructs a new, single-blade sawmill on the North Fork Miskatonic.

Hunting in Massachusetts is regulated by law. A year-round open season exists on animals considered pests, including raccoons, opossums, crows, and others. A few animals, the lynx and bobcat as well as most of the large wading birds, are protected year round. Hunting is usually restricted to the autumn months and licenses required for such game animals as deer, bear, grouse, ducks, and turkey. Fishing licenses can be obtained year round and are required by anyone over the age of 14.

Most Dunwich residents view wild animals as either potential food or potential competition; hunting is carried on without regard to the law or season. Game laws allow for killing animals considered a threat to people or property. These clauses are subject to local enforcement and interpretation.

How to Find Dunwich

Dunwich lies in an isolated part of the Miskatonic Valley a few miles north of the Aylesbury Pike. From downtown Arkham it is slightly more than fifty miles to the village center, an auto trip that under the best of conditions takes three to four hours.

A bus route runs between Arkham and Aylesbury, boarding three times a week and making a stop at Dean's Corners just east of the Dunwich turnoff. From Dean's Corners it is eight difficult miles to the village.

A train runs from Boston to Aylesbury twice a day but again the traveler is faced with a long journey to the

village. The shortest route from Aylesbury to Dunwich is slightly more than twelve miles.

An airplane can be flown from Arkham to Dunwich in an hour or less but finding a suitable landing site is difficult; most of the ground in Dunwich Valley is uneven, sloping, and rocky. Only the occasional farmer's field provides a safe landing spot and investigators should be prepared to pay a stiff fee to the farmer whose crops have been damaged.

A dirt air strip can be found just west of the city of Aylesbury. A nominal fee of 25 cents is charged for take-offs and landings. The Aylesbury airstrip is fifteen miles from the village.

Exploring Dunwich

All land in Dunwich is either privately owned or held in common by the community. Within the village normal trespass laws apply. Farms allow for right-of-way. Unless specifically posted with the required "No Trespassing" signs, investigators may cross open farmland freely as long as the farmer's property is respected.

Roads are all open to the public. The Dunwich Road running through the village is maintained by the county and kept in reasonable shape. The remainder of the roads in the township are the responsibility of Dunwich and receive only a minimum of maintenance. Under the best of conditions, investigators driving automobiles find their vehicles steadily rattled to pieces by the uneven, wash-

1801: The old grist mill, long abandoned, burns almost to the ground.

1804: Bearded Ezra Whateley of the hills, carrying a wooden staff bearing strange designs, comes down from the hills to visit the village. Going directly to the house of his cousin George, situated on the Common, he loudly demands that George hand over to him a certain object of jewelry, a *ferroniére*, found by a farmer on Whateley property and now in George's possession. Ezra is refused and stalks off angrily back to the hills, threatening revenge.

1806: George Whateley completes construction of a new, double-wheeled, four-bladed sawmill which promises to bring economic prosperity to the people of Dunwich. Two days before the official opening of the mill four boys, exploring the intriguing place after dark, die in a tragic accident. Screams are heard but before anyone can reach them boys are dead. Inexplicably they are found laying under the blades, each one of them neatly sawn in half. They are not bound and there are no signs of a struggle. Someone says they saw Avern Whateley, the son of

Ezra, fleeing from the mill. Four days later, Avern is abducted by an angry mob and hanged from a tree on the Common. The tree is later burned to the ground. Several people are later charged with his murder and serve lengthy prison terms.

George Whateley consequently suffers a nervous breakdown. His family tries to keep the mills running but workers do not like to work in the new mill where the four boys died and within two years its doors are closed. Many families, moved by the tragedy, move out of the village and the collapse of Dunwich's economy begins.

1808: Tracer Bishop dies leaving his house to the community of Dunwich. The old meeting house on the hill is abandoned and town records and meetings moved to the newer house near the Common.

1836: Oliver Whateley, of the hill Whateleys, leaves Dunwich for America's West, there to meet his fate.

1842-1860: Believing the obscure promises of Nyarlathotep, the Black Man, several male

Bishops have their corpses buried in sealed alcohol-filled coffins.

1863: Young Sawyer Whateley joins the Union forces, later distinguishing himself in two separate battles.

1872: The rotting remains of the old John Bishop house are finally abandoned by his descendants.

1875: Caleb Hutchins attempts to blow up the stone circle atop Hutchins Mountain. His plans are interfered with by one of the hill Whateleys. Caleb is driven mad and has to be locked away by his family. The damaged stones are later repaired by the Believers.

1888: A great storm destroys the old John Bishop house and knocks the steeple off Osborn's General Store.

1890: The wife of Noah Whateley, mother of Lavinia, disappears under strange circumstances.

1898: A Massachusetts state surveyor dies of a heart attack while attempting to fasten an identification marker to a tree rumored to be haunted.

Village Directory

A residence listing for Dunwich and environs complete with references to further entries.

- Abbot, Duncan (609); worships stone face
- Adams, Jed & Susan (4); quilts
- Adams, Nicholas & Shelley (912); brother of Virginia
- Adams, Virginia (59); Believer, seductress
- Adams, Ward & Eileen (805); parents of Virginia
- Allen, Barney & Shirley (801); blighted crops
- Allen, Bradford (31); Civil War vet
- Allen, Edward & Betty (802); adoptive parents
- Allen, Jake and Penelope (517); tuberculosis victim
- Allen, James & Cynthia (25); lead poisoned
- Allen, John & Jane (804)
- Allen, Ned & Deborah (906); war vet, rifleman, horseman
- Allen, Widow (803)
- Ames, Allen & Harriet (65); board guests, thief son
- Anderson, Nellie (920); widow, victim of Potters
- Anderson, Widow (818)
- Babcock, Peter & Sarah (435); anti-Believers
- Baker, Peter & Linda (411); hex sign
- Baker, Sally (27); multiple personalities
- Baker, Thomas (53)
- Banks, Jimmy (440); head injury victim
- Barnes, Argus & Marvel (807); demented
- Barnes, Bob & May (806); Hyperborean skulls
- Barnes, Brian & Kay (412); harmonica player
- Barnes, Clint & Hannah (110); skin disease
- Barnes, Granny (308); victim of Curse of Yig
- Barnes, Jeremiah & Jillian (52); dying wife
- Barnett, Jeremiah & Carolyn (89); retarded and pregnant daughter
- Bartlett, Carl & Amanda (403); anti-Believers
- Bates, Morgan & Beulah (28); ram-shackle
- Bates, Sharon (45); widow
- Beams, Alvin & Anne (101); Whateley victims
- Beams, Jeremy & Catherine (102); relatives
- Benson, Peter & Abigail (95); anti-Believers
- Bentley, Jaspur (603); retired miner
- Bishop, Charity "Mother" (92); Believer, seer
- Bishop, Edward & Dorothy (23); pimp son; dog owners
- Bishop, Harold (522); college-educated
- Bishop, Israel (826); deathless cannibal
- Bishop, John (42); wife killer
- Bishop, Mamie & Earl Sawyer (504); confidant of Lavinia Whateley
- Bishop, Marie (44); Believer, school-teacher, Twp. Clerk
- Bishop, Silas & Anstiss (202); Believer
- Bishop, Walter (40); senile
- Black, Calvin & Rita (121); newcomers
- Blair, Family (815); orphans
- Blair, Jed (Osborn's, 29); war vet, lounge
- Blake, Herman & Nancy (821); bankrupt
- Blount, Arthur & William (20); incompetent brothers
- Bouter, Roger (19); missing leg
- Bradford, Will & Betty (429); fiddle player, country jamboree
- Brown, Arthur & Mildred (608); child died in accident
- Brown, Carey (526); husband murdered
- Brown, Sylvester & Jill (525); ice house
- Buford, Adam & Kay (708); successful farmer
- Cahill, Ben & Tulip (810); tree expert
- Cahill, Terrence (Osborn's & 62); checker player, lounge
- Callahan, Hiram (812); dead hermit
- Carrier, Bill & Constance (15); squalid
- Carrier, Douglas & Betty (81); blacksmith
- Chase, Alvin & Doris (606); poisoned family
- Condon, David Ray (826); murderer, cannibal
- Corey, George & Emily (509); Believers, dowser
- Corey, Wesley & Anne (508); witness to the Horror
- Conley, Abigail (88); Believer, witch-woman
- Crait, Peter (34); Indian hunter and tracker
- Cummings, Bill (Osborn's); bill collector
- Dunlock, Abraham (410); cockfights
- Dunlock, Caleb (408); monstrous grandson
- Dunlock, George (430); family patriarch
- Dunlock, Martin & Luna (409); anti-Believers
- Dunlock, Morton & Becky (415); unfaithful wife
- Dunn, Bill (404); whittle
- Dunstable, Mabel (203 & 204); degenerate clan leader
- Farmer, Jake & Ellie (12); strange twin daughters
- Farr, Fred & Lena (303); witness to Horror
- Farr, Rebecca (306); ex-Believer
- Franklin, Annie (835); widow
- Fritch, Al & Joan (831); dowser
- Frye, Gabriel & Honor (817); destitute
- Frye, Jebel (75); carpenter
- Frye, Jonathan (816); Hyperborean coffin
- Gardner, Beatrice & Sarah (57); telephone operators
- Garson, Art & Marilyn (112); attack dogs
- Gibson, Harold & Arthur (705); suspicious brothers
- Gibson, Merler (702); widower
- Gibson, Michael & Sybil (703); dutch elm disease
- Giles, Stu (Osborn's); retarded, lounge
- Grant, Harvey & Sheryl (109); farm for sale
- Harris, Abraham (711); man without family
- Harris, Bedford & Martha (36); sonless family
- Harris, Clifford & Pastel (18); Squire's housekeeper
- Harris, Ezekiel & Elizabeth (2); brother and sister
- Harris, Jerry & Violet (49); moving out
- Harris, Jesse (828); gnarled figure
- Harris, Josh & Felicity (83); Victrola
- Harsen, David & Fanny (6); insane wife
- Harsen, Peter & Virginia (307); son killed by snakes
- Harsen, Willy (509); war vet, wife murderer
- Hartwell, Jack & Babs (834); rifleman
- Hayes, Lyman (908); witness to gate in Indian Hill
- Hobbes, Barry & Margaret (106)
- Hobbes, Ellen (43); widow, boards guests, canary owner
- Hobrowski, Casimir & Helena (120); Hyperborean statue
- Holloway, Charlie (98); speechless
- Horn, Jason & Rebecca (96); senile old man
- Hunter, Bill & Betty (105); burned barn
- Hunter, Bob & Mary (107)
- Hunter, Dan (104); hunter, tracker
- Hutchins, Agnes (423); widow with mean son

Village Directory, continued

- Hutchins, Bill & Cassie (511); child killed by car
- Hutchins, Cyril (442); keeps uncle in cellar
- Hutchins, Elam & Nancy (201); Believer
- Hutchins, Harold & Janet (444); tracking dogs
- Hutchins, Jubal & Doris (425); underage bride
- Hutchins, Sam (433); selectman, family patriarch
- Hutchins, Will & Martha (434); witness to Horror, guitar player
- Jackson, Carter & Mary (72); anti-Believers
- James, Horace & Mabel (63); unhappy family
- Johnson, Bill (111); wife murdered
- Johnson, Carl (832); explosives expert
- Johnson, Frank & Winifred (830)
- Johnson, Capt. Harris (915); war vet, witness against T. Potter
- Johnson, Horace & Matilda (913)
- Johnson, James (73); burned-out house
- Johnson, Old Man (14); blind
- Johnson, Will & Dolores (903)
- Jones, Barry & Anstice (60); fisherman
- Jones, Ben (61); father of fisherman
- Jones, Delbert & Sandy (910); barn in house
- Jones, Sam (24); alcoholic
- Jones, Tucker (79); physician
- Judson, George & Ellie (117); murdered his brother
- Kelly, Jeanne & Sarah (71); board guests, bickering sisters
- Kline, Paul & Velma (905); swamp explorer
- Kramer, Ellie (77); Believer, fortune teller
- Mancelle, Jean & Maria (437); French Canadians, anti-Believers
- Martin, Everett & Martha (38); Believer, piano player
- Martin, Lewis (840); ex-Believer
- McClean, Roger (301); escaped con
- McKenzie, Widow (16); magazine collector
- McKinney, Ethel (706); blind, deaf
- Miller, Harry (Osborn's); traveling sales man
- Miller, Hiram (10); war vet, bugler
- Miller, John & Sarah (716); hunting dogs
- Miller, Tag (74); ear collector
- Monroe, John & Helen (115); bad seed son
- Montgomery, Will & Sybil (108); sleepwalking daughter
- Morgan, Widow (55); boards guests
- Morgan, William (66); alcoholic
- Osborn, Joe & Harriet (Osborn's & 33); store owner
- Osgood, Sharon (611); horribly crippled son
- Owen, Craig & Doris (710); beekeeper
- Parker, Abner & Annabelle (819); Indian legends
- Peller, James & Mildred (829); mechanic
- Perkins, Bhuile & Jane (907); daughter abducted by T. Potter
- Pickman, George Allen (921); outsider
- Pierce, Orville & Amy (401); newcomers
- Place, Annie (41); jams, jellies
- Place, Joshua & Irene (407); Believers, dowser
- Potter, Charlie & Ethel (514); good Potters
- Potter, Jubal & Jedediah (916); degenerate brothers
- Potter, Selma (515); widow
- Potter, Temple (917); degenerate psychopath
- Prescott, Calvin & Honor (439); polygamist
- Prescott, Daniel & Ellie (424); Whateley victims
- Prescott, Dorothy (417); widow
- Prescott, Elias & Mary (432); anti-Believers, Believer daughter
- Prescott, James & Beryl (419); wife-beater
- Prescott, Jim & Helen (431); anti-Believers
- Prescott, Jimmy (418); bachelor
- Prescott, Joe & Felicia (428); grossly obese
- Prescott, John & Ellen (436); mid-wife
- Prescott, Jonah & Mary (420); cave explorer
- Prescott, Markham & Janet (426); the witch-tree
- Prescott, Mary (438); widow
- Prescott, Virgil & Agnes (427); tracking dogs
- Pritchett, Cap (90); mailman
- Rawson, Sam & Jeanine (113); burned orchard
- Richards (718); Mack; hunter
- Rodney, Roscoe, Leonard, Willy, & Bob (909); brothers
- Sawyer, Earl & Mamie Bishop (504); witness to the Horror
- Simmons, Roberta (808); anti-Believer
- Skelton, Harvey (836); trap maker
- Smith, Allen & Marjorie (405); Believer
- Smith, Annie (94); widow
- Smith, Brian & Jennifer (719); Whateley victims
- Snyder, J. Thomas (86); hermit
- Standish, Abner & Hazel (837)
- Stone, Levi & Hannah (310); idol worshipper
- Streeter, Bob & Carey (69); Whateley victims
- Stubbs, Norman & Gretchen (521); poacher, wife-abuser
- Stubbs, Vernon & Alice (520); poacher
- Sumpter, Abel & June (421); war vet, banjo player
- Sumpter, Harold & Bert (32); cemetery keepers
- Talbot, Willie (Osborn's & 30); blind, lounge
- Taylor, Bob (22); missing arm
- Taylor, Billy (445); washtub bass
- Taylor, Joe & Frances (11); rabbits
- Taylor, Joe & Mabel (715); choir singer
- Taylor, Murdock (614); animal molester
- Tabler, Ruth (820); staring stranger
- Teeples, Simon & Emmy (422); fundamentalist preacher
- Thomas, Andrew & Lily (814); newcomers
- Tubbs, Basil (91); handyman
- Tubbs, Willy (48); bachelor, wood-chopper
- Watts, Old Lady (46); baked goods
- Webb, Bill & Marsha (704); captive children
- West, Walter & Sylvia (99)
- Whateley, Amos (119); lawsuit plaintiff, moonshiner, wife murderer
- Whateley, Curtis & Ruth (502); witness to the Horror
- Whateley, Lemuel & Julie (68); spy, potential murderer
- Whateley, Sally; prostitute
- Whateley, Seth (123); Amos' brother
- Whateley, Squire Sawyer (51); Selectman, Civil War vet
- Whateley, Tristram & Joanne (54); Constable
- Whateley, Zebulon (Osborn's & 507); Believer, lounge
- Whateley, Zechariah & Sarah (501); Selectman
- Wheaton, Honus & Ruth (451); fisherman, boats for rent
- Wheeler, Henry (513); widower, witness to the Horror
- White, Edna (413); gardener
- Whitlock, Mary (56); widow, daughter pregnant
- Whitney, Jason (612); bereaved brother, cannibal
- Wilson, Agatha (523); cat lover
- Wilson, Jebel & Nellie (518); moonshiner
- Wilson, Old Lady (3); widow
- Wilson, Zeke & Constance (519); infested orchard
- Wright, Bart & Josie (712); squatters

board surfaces and numerous vicious chuckholes. Flat tires are a common occurrence as well as occasional broken springs or axles. Autos overheat trying to climb the steep hills and have difficulty on treacherously narrow turns.

The unimproved roads are often impassable and the intrepid driver who attempts to explore these byways is sure to come to grief. A few Dunwich residents own cars and trucks, generally old and ill-maintained, but most rely on the horse. Horse-drawn wagons, carts, and buggies are the commonest forms of transportation in Dunwich.

In the winter almost all the roads are blocked by snow. Buggies are put away and sleighs are hauled out from summer storage. The county can be counted on to plow the Dunwich Road at least once a winter but the rest of the time the township is left to its own devices. Automobiles are useless in winter and are better left at home. In the spring the melting snow turns the roads to mud, trapping any automobile that dares to venture out. The roads eventually dry out but are again made muddy with the onset of the rainy season in April. Summers find the roads at their most accessible, but even then a sudden heavy thunderstorm can leave them useless for a day or two.

Exploring the valley on foot is slow and tiring, the hills and glens difficult to climb. Bicycles can get down roads blocked to automobiles but are nearly useless when traveling off the road. Even on a good road, the steep hills daunt all but the most athletic of investigators.

Get a Horse!

Investigators should soon realize that the fastest and most reliable way of getting around the valley is by horse. Horses are little slowed by mud or snow and can travel freely on or off the roads. Investigators will probably want to acquire riding horses but older characters might find horse-drawn buggies more to their liking. Most residents of the valley are willing to rent horses or equipment to investigators for reasonable fees. Deposits are usually not required though the renter will be expected to make good any losses or damage.

The valley has many animals available for rent. Most farmers, if they have no immediate use for a particular horse, are happy to rent to the investigators for a little bit of cash. Yankees bid high and bargain hard. The farmer will be surprised as well as pleased if investigators don't attempt to haggle the price. 20% of the farms have a horse and/or buggy available for rent.

Horse Sense

Horses are sensitive creatures and can smell a bear or other large carnivore long before humans know of its

presence. Horses are equally sensitive to paranormal creatures and events.

A horse won't go near Harsen's swamp, where a monster has long been rumored to lurk, nor within fifty yards of the strange stone circles crowning the Dunwich hills. Other areas, such as Cold Spring Glen and the Whateley ruins, cause similar reactions. If forced ahead, the frightened horse panics and bolts, regardless of a character's Ride rolls.

Asking prices for Horses

- Sway-Back Nag \$1-2
- Old, Serviceable Mount \$2-3
- Healthy Young Horse \$3-4
- Well-Bred Spirited Horse \$4-5
- Old Horse with 2-Seat Buggy \$4-5
- Draft Horse and Wagon \$5-6
- Strong Tandem with 4-Seat Carriage \$6-8

Rates include all tack and gear.

Note: Sleighs rent for rates similar to carriages.

Dunwich Telephones

Investigators used to a full-service 24-hour telephone system will be in for a surprise in Dunwich. The entire township is linked to the Aylesbury Bell Telephone system through a single switchboard operated out of the house of the Gardner sisters (57). All telephones are on party lines, some shared by as many as six or eight customers. Most calls must be passed though the village switchboard but calls between customers sharing a party line can be accomplished without operator assistance by using a coded system of rings. Official switchboard hours are from 8 AM to 8 PM but the sisters will connect important or emergency calls at any hour of the day or night.

Boarding Over

Lengthy investigations might suggest an investigator spend the night in the village and several residents make a practice of renting rooms. The price is usually less than \$1 and often includes breakfast. Most homes have only a single room to let forcing investigators to stay at several different locations. The following village residents usually have rooms available: Ellen Hobbes (43), Widow Morgan (55), Allen and Harriet Ames (65), Jeanne and Sarah Kelly (71), and Carter and Mary Jackson (72).

Secrets of Dunwich

*Wherein the shroud of mystery is withdrawn,
revealing sundry strange and hidden horrors
peculiar to Dunwich.*

The Whateley Gold

A long-standing mystery in the township concerns the fabled Whateley gold. In the early 18th century little was thought of the gold coins used for trade by the Whateleys. Later, as decades passed and the community's fortunes fell, the fact that some of the Bishops and Whateleys still used coins minted prior to the Revolution began to give rise to speculation. Stories of a secret treasure horde began to circulate. When counterfeiting dies were discovered in the house of a deceased Bishop, speculation changed from a possible buried treasure to a secret gold mine that the Whateleys had been tapping all these years.

The fable of the Whateley treasure has led a number of locals to spend the greater portions of their lives seeking it out. Dark caves have been explored, deep mine shafts excavated, and even murder committed in the quest for the Whateley gold. Unknown to anyone, the gold was manufactured by an alchemical process discovered by Absalom Whateley in the early 18th century. Costly, and difficult, the secret was passed down through generations of Bishops and Whateleys. The last to know the secret was Wilbur Whateley who continued to manufacture small amounts of gold until his death in 1928. Although evidence of the manufacture will be found, the secret is lost.

The Atmosphere of Decay

Much of the decay and degeneracy evidenced in Dunwich can be directly attributed to the presence of certain microscopic spores in the air. These alien spores originate from deep beneath the surface, entering the atmosphere through numerous narrow vents, the largest of which is found near The Devil's Hopyard (Region 5). Generations of exposure to these spores has led the people of Dunwich to suffer from ill health, insanity, birth defects, and many other congenital problems. An acute dose of spores can result in hallucinations and insanity. Only in a few places on the surface is the spore concentration high enough to pose this threat. In general, short time visitors to Dunwich are effected but little by these spores.

Various places around the township and in the underground are given spore POT ratings which are matched against the investigator's CON in a resistance struggle. The first warning sign of spore exposure is dizziness and a light-headed feeling but by then it is too late and the resistance check must be made. Failing the struggle results in frightening psychedelic hallucinations costing 1/1D6 points of SAN. Those driven insane by the hallucinations act in an irrational manner, often endangering themselves and others. Recovery time, once the victim has been led from the active spore area, is 5D6 minutes although the effects of insanity might last longer.

Investigators can partially protect themselves simply by tying a rag or bandanna across their nose and mouth. This effectively reduces the spore POT to half it's normal rating. Respirator masks are available at chemical supply houses and reduce the POT to 0 as long as the mask remains in place.

The alien spores find conditions on Earth inhospitable and they quickly encyst and go dormant. Only in certain parts of the underground, and in one place on the surface, do the spores find conditions favorable to growth. Germinated spores produce a gray, branching fungus that proves unidentifiable with Botany rolls. This fungus, besides producing a high number of active spores, poses a second potential danger. Introduction of the fungus into the blood stream, usually by way of an open wound, can lead to a deadly infection. A character failing a CON x1 roll is considered infected. Once in the bloodstream the fungus grows rapidly, spreading slender filaments through the victim's circulatory system, making fundamental changes to the character's physical makeup and converting human flesh into a fragile, rubbery material reminiscent of a mushroom. This conversion is swift; one hour after infection an entire limb is turned to fungus flesh and in six hours the victim totally converted. This horrible infection costs the inflicted investigator 1D6 SAN points per hour, every hour — no SAN roll allowed — until the character reaches 0 points. There is no way to reverse the infection and the only hope of saving the victim is by gross amputation of the infected limb.

The converted flesh is extremely fragile and even a small child can snap off a victim's still-living arm or leg. An insane victim not properly confined usually destroys himself within hours, a victim of his own panicked rampaging. Victims safely confined could conceivably live for centuries, immortality being one of the questionable benefits of a fungus infection. A mercy killing is possible but investigators find the victim does not die easily. Even if chopped to bits, the pieces continue to live, brainless limbs flopping and gasping heads mouthing soundless words for three or four days after dismemberment. Fire or acid destroys the victim's remains quickly as does stomping the portions into pulp.

If a character gets the fungus in an open wound and fails a CON x1 roll, he is infected. The keeper should ask the player to make this roll five to ten minutes of game time after he has been exposed to the infection. If the roll is failed the character feels the infected portion of his body going numb. A few minutes later the surrounding flesh changes color, becoming a bluish-grey through which dark red blood vessels can be seen.

A drink made from the harvested fungus is used by the Believers to heighten their awareness while the celebrating their hilltop rites. Zebulon Whateley (507), one of their members, knows the single spot in the valley where the fungus spores germinate (904) and knows how to process the harvested fungus into the psychedelic drink.

The spores germinate best in an atmosphere more acidic than ours. Once encysted and dormant, they can survive for thousands of years. In the late twentieth century, the acid rains plaguing the northeastern U.S.A. pose the distinct possibility of a sudden blooming of billions of encysted spores.

The Believers

This secretive cult traces its roots back to the ancient agrarian fertility religions commonly practiced in western Europe before the coming of the Romans. However, the years of exposure to the alien spores have brought a more cosmic outlook to the cult. No longer celebrating the regular solstices and equinoxes, their celebrations now take place at irregular intervals determined by individual believers via their dreams. These celebrations coincide with stellar and planetary events too subtle to predict by ordinary means.

Led to the valley by visions of a paradise awaiting them, the Believers found on top of the hills the remnants of an earlier society, rough monoliths that had been placed atop the hills in circular designs. Before long most of these old standing stones had been restored to their former positions and the hills cleared of the forest growth that had covered them. Many of these domed hills are still

owned by the same families responsible for first clearing them centuries ago.

Six to ten times a year the rites are practiced atop these hills, bonfires illuminating naked, cavorting Believers. Their gods are many although rumors speak of "a horned man" who sometimes attends the ceremonies. An investigator who witnesses these rites, or otherwise learns about the cult's practice and makes a successful Occult roll, recognizes a mix of druidic beliefs, medieval alchemical magic, American Indian lore, and a smattering of Greek mystery religions.

The actual pursuits of individual Believers take many different forms. Some present-day members actively study contemporary delvings into the theory of psychic phenomena including ESP and telekinesis. Others make use of older, more traditional magicks, while some pursue inner knowledge. Although united by a single belief in the power of the forces of nature, individual Believers are free to explore this power in whatever way they choose, forbidden only from breaking the few basic tenets of the cult.

Membership in the Believers is for life. Although little is actually required of members, silence regarding the cult's existence is the prime rule. Revealing the secret rites, the names of members, or anything else intended to damage the cult is punishable by death. This sentence has been executed but only a very few times in the last 250 years. A severe beating is usually sufficient to bring even the most troublesome member back into line. This same summary discipline extends to those outside the Believers, although ample warnings are usually given to those incautious few who would attempt to interfere with the cult.

Despite the pretence of secrecy, the existence and activities of the Believers are known to most residents, very few of whom do not at least accept their presence. Although the cult is generally viewed as something dark and mysterious, many a farmer has been thankful for the cult's aid when a crop has suddenly withered or a child been struck with a bad fever.

Those who fear and actively speak against the Believers are in the minority and truly outsiders to the community of Dunwich. Observant investigators, those able to make a successful Occult roll, are able to identify those families antagonistic to the Believers by the globes of colored glass, called witch-balls, hung in windows and doorways.

Active members, those Believers who regularly attend the hilltop rites, number nearly twenty. Some of these are noted in the text but others might be created as needed by the keeper. There are also those who, although initiated into the cult, no longer attend ceremonies. Attendance at the rites has never been compulsory.

Strong bonds of friendship exist among many cult members, a natural result of shared secrets, but antagonisms also exist. Petty dislikes and jealousies are not uncommon and the cult's anarchic structure leaves it wide open for leadership struggles. Although some disputes can be settled by group consensus, others cannot. Open demonstrations of hostility between members might constitute a breach of the oath of silence, endangering the cult, and occur only infrequently.

Active members display a variety of talents and magicks. Some tell fortunes, some make charms and potions, others are particularly good with crops or livestock. Marie Bishop studies ley lines and Mythos magic under the guidance of Mother Bishop while Irene Place prophesies from the entrails of sacrificed animals. Irene's husband, Joshua Place, is a highly respected dowser.

Active Members: Virginia Adams (59), Marie Bishop (44), Silas Bishop (202), George & Emily Corey (510) Wesley Corey (508), Elam Hutchins (201), Ellie Kramer

(77), Bertha Martin (38), Joshua & Irene Place (407), Honey Prescott (432), Marjorie Smith (405), and Zebulon Whateley (507).

Inactive Members: Mother Bishop (92), Israel Bishop (826), Walter Bishop (40) Abigail Conley (88), Rebecca Farr (306), Lewis Martin (840).

Investigator Reaction to the Believers

Although the cult activities are a well-kept secret, investigators spending any amount of time in Dunwich cannot fail to discover evidence of their existence. Aware of the Dunwich reputation, investigators probably fear the worst. Prying into the cult's secrets attracts the Believers' attention and investigators notice that many of the heretofore friendly residents now attempt to distance themselves from the characters. These residents have heard through the grapevine that the investigators are under suspicion. Investigators may receive subtle but direct warnings from such respectable figures as Squire Whateley.

New Spells

The following spells are known to some of the residents and other entities of Dunwich. It is possible that investigators will want to learn some of these magicks and it is up to the keeper to decide whether any of the Believers are willing to teach them or not. Even if an Investigator finds a teacher, insist on at least a week's time for the simplest of spells, longer for those more complicated. At the end of that time the Investigator must roll his INT x1 or less to have successfully learned the spell.

Death Spell

Causes the target to burst into flame. This spell costs 24 magic points and 3D10 SAN. The victim must be within 10 yards of the caster and the caster must overcome the target's magic points with his own on each round of concentration. After 1D6 rounds of concentration, the victim breaks out in large blisters and suffers 1D3 damage. On the second round the victim suffers an additional 1D6 points of damage. On the third round the victim bursts into flames, suffering 1D10 damage this round and every round thereafter. It is impossible to extinguish this fire since the unfortunate victim is burning from the inside out.

Evil Eye

Causes the target to suffer from bad luck. The spell costs 10 magic points and 1 SAN point to cast. The intended victim must be within sight of the caster. The victim will not necessarily see the Evil Eye being put on them but will feel an odd chill when it occurs. The effects of the spell last until midnight.

The victim suffers his POW reduced by half and consequent reduction of all Luck rolls. Weapons jam and misfire on any roll above 75%. The effects of this spell last until midnight or until removed by the caster or the caster is found and "blooded". Blooded is usually accomplished by striking the

wizard or witch hard enough to make them bleed. The death of the caster also removes the spell.

Warding

This spell costs 2 magic points and is used by witches to protect them against the effects of the Evil Eye. It involves a number of complicated hand gestures which must be made at the same time, or just prior to, the casting of the hostile spell. The effects of the Warding last for the remainder of the day, preventing the particular enemy from casting any more Evil Eyes until after the stroke of midnight.

Charm Animal

Causes the target animal to cease hostilities and turn friendly to the caster. It costs 1 magic point for every SIZ point the animal possesses and charms the animal for a period of 24 hours. The animal then trusts the caster and will not attack. No communication is possible and the animal cannot be used to run errands, engage in combat, etc. Numerous variations of this spell exist, one for each type of animal, deer, bear, owl, crow, etc.

Persistence brings more dire warnings in the form of dead birds found on the investigators' doorsteps in the morning, warning notes tied to the carcass's leg. The Believers, if pushed too far, may be forced to try and eliminate the investigators altogether, taking great pains to make any investigator deaths appear as though the result of some accident.

Should the investigators somehow succeed in destroying the cult by public exposure, they are still not safe. Few of the cult members will suffer more than a short jail term but all will swear death to the persons who violated their secrecy. Before things go too far, Marie Bishop will probably approach the investigators and try to talk some sense into them. If need be, she is even willing to demonstrate some of her mastery of Dunwich's ley lines in order to prove her point.

If the investigators have brought trouble upon the cult they might still be excused from retribution if it is believed they acted out of innocence and if they agree to attend an upcoming ceremony and submit to the initiation

rite. The ceremony involves the pricking of one's palm with a knife blade. The blood drawn from the wound is cast into the fire while a chant is called. This is a magical means of tagging the individual and will be used to track him down if he ever violate his oath of secrecy.

A Secret History of Dunwich Valley

Long before the advent of mankind, beings came to this place to make use of the natural magical energies found in the valley. The Mi-Go used these natural rifts between worlds to open a vast gate far below the surface and allow a great, alien being to partially enter this world.

This being later came to be known as Abthoth, Source of Uncleanness, but the Mi-Go sought only the spores this strange being produced. The gray, branching fungus produced by the spores was greatly desired by the Mi-Go who, after processing it, transported vast quantities of the fluid to the moon, using a natural gate found in their

Healing

This spell costs 12 magic points and is capable of healing 2D6 damage points of injury, disease, or even the effects of poison.

Food of Life

Used to unnaturally extend the life span of an individual. The spell costs 10 magic points to cast and reduces the individual's SAN by 1D8+1 points. A cannibalistic feast is part of the ritual. Successful use of the spell allows the individual to add a year of life for every 12 SIZ points of food he consumes.

Augur

Used by the individual to read portents of the future. It costs 10 magic points and 1SAN point to cast and must be accompanied by a material adjunct. This varies with individuals, Irene Place prefers the reading of animal entrails while Mother Bishop prefers to burn small pieces of animal flesh as though an offering.

The chance of successfully gaining a portent of the future is equal to the caster's POW x5. The portent is often vague, dream-like, or even in poetic form. The keeper should make these portents difficult to interpret.

Awake Abthoth

This spell awakes the sleeping god, Abthoth, to begin the great feast it waits and hungers for. The spell costs 12 magic points and 3D10 points of SAN.

Bind Enemy

Allows the caster to stifle or deflect actions intended to harm him. The spell costs a variable amount of magic points which are used to enchant a small effigy of the target. The number of points expended are then matched against the target's POW in a resistance struggle. If the target wins, the spell fails. If the caster wins, the target becomes unable to harm the caster for the next seven days either physically or by magical means. Casting this spell cost no SAN.

The effigy must contain something from the victim, a few hairs, a fingernail clipping, or a small personal item. The spell is broken if the caster attacks the bound enemy in any way or if the effigy is destroyed.

Blight Crop

Causes one acre of vegetation to slowly wither and die. The spell cost 12 magic points and 1D4 SAN points to cast. Blood-ing the witch who cast the spell stops its effect and allows the crop to recover. This spell can be reversed and used to enhance a crop.

Lame Animal

Causes one animal as large as a horse or cow to suffer from painful inflammation of tendons and ligaments. It costs 10 magic points and 1D4 SAN points. The spell can be reversed to cure an animal.

Call Horned Man

This spell is similar to other Call Deity spells and when successfully cast brings the Horned Man, a non-malignant form of Nyarlathotep. If the Horned Man appears at one of the Believer ceremonies, he will choose one of the members to

underground complex. This vast complex was eventually abandoned by the mysterious Mi-Go but the gate of Abthoth was never closed and the being still lurks below the surface.

Abthoth exists only partially in this world, most of his consciousness still contained in his elsewhere existence. Still, the dreaming Abthoth of Earth craves sustenance and his dreams reach out across the planet to find those who live in fear, those persecuted and hounded, who seek a better world somewhere far from their enemies. To these desperate people Abthoth offers the dream of a golden paradise, promised to those who would seek it out, those who would come to live in the pleasant valley shown to them in their dreams. The pilgrims come and settle, living their lives here, raising their children, believing they have found something of the paradise they sought. But eventually Abthoth awakes, and awake, it hungers. Calling the pilgrims to itself, Abthoth opens a great gate and the descendants of the original pilgrims march docilely into the god's maw.

The first victims of Abthoth's dreams were Hyperboreans, priests and followers of the various religions then being suppressed by the temples of Yhounoeh, the elk-goddess. Led by their prophetic dreams, using a complex system of gates, the pilgrims made their way to this unknown land far from their native Hyperborea and settled here. They raised a great pyramid and many lesser temples and dwelt here for many centuries, far from their persecutors. Then one night Abthoth awoke and morning found the city depopulated, all but a few having fallen to Abthoth, and become his food.

Thousands of years later druids fleeing the Roman persecution sailed across the vast sea to find the valley promised them in their dreams. They converted the Indians they found living here to their druidic beliefs and raised the stone circles atop the hills that covered the now ruined and buried temples of the Hyperboreans. For several hundred years this odd civilization flourished but again one fateful night, Abthoth was aroused and, hungry, led the population of the valley to its doom.

New Spells (cont.)

engage in a private "dance." This dance means different things to different people. Marie Bishop's dance with the Horned Man is distinctly different than Virginia Adams'. Zebulon Whateley's private experience with the deity is totally different from either of the two women. Being chosen to dance with the Horned Man grants 1 point of permanent POW to the individual. The Horned Man can only be seen by individuals who have drunk of the fungus-based liquor made by Zebulon Whateley.

Detect Enchantment

Allows the caster to detect the presence of various curses, Evil Eyes, or other spells that have been cast on humans, animals, or crops. It cost 6 magic points to cast. No SAN points are lost casting the spell.

Cause Blindness

Causes the target of the spell to suffer complete and permanent blindness, irreversible by any means. The spell costs 15 magic points and 2D6 SAN points to cast and requires a POW vs. POW struggle to be effective.

Freak Weather

This spell can cause a lightning bolt to strike in a certain area, a small hail storm to occur, a powerful, local-

ized wind to blow up from nowhere, or similar effect. It costs 10 magic points to cast. The caster has no direct control over the effect but can only cause it to manifest itself in a given location. The location must be within sight of the caster.

Dream Vision

This spell causes the caster, or chosen recipient, to experience a dream that holds portents of the future. It costs 6 magic points to cast. Depending upon the dream experienced, the recipient may or may not lose SAN points.

Implant Fear

This spell causes the target to be suddenly gripped by a soul-chilling fear. This sudden, unexpected feeling of dread costs the target 1D6 SAN points. Casting this spell costs 6 magic points and a loss of 1D2 SAN points.

Stop Heart

This spell causes the victim to suffer a sudden massive heart attack and 4D6 points of damage. It costs 14 magic points and 2D6 SAN points to cast and requires a POW vs. POW struggle.

Ungessed at by even the most astute of the Believers, the present residents of Dunwich have been led here for the same purpose. Even now, one of their number treats with Nyarlathotep, lured by promises of power and influence. It may not be long before Abhoth awakes again and depopulates the valley.

Dunwich Magic

No one, not even the most experienced of Believers has a full idea of the powers found in Dunwich Valley. Attuned to the movements of stars and planets, the magic is focused through rifts in the dimensions, rifts upon which the ancient Hyperboreans built their temples and the later druids their rounded mounds and stone circles.

Marie Bishop, returning from Radcliffe, for a time made an academic study of the stars, trying to correlate their positions with the times and locations of the rites. After several years she gave the project up and now studies the intuitive manner recommended by Mother Bishop.

Anyone initiated into the cult has a chance of predicting the time and place of the next rite, equal to the character's POW x1. This knowledge comes to the individual in

DANGEROUS HILLS

The domed, stone-crowned hills are said to attract lightning and are dangerous to be on when a thunderstorm strikes. Anyone struck by lightning must make a Luck roll. Success indicates 1D6 damage, minor burns, and 1D6 rounds of unconsciousness. Failure means 4D6 points of damage and, if the character survives, 1D6 minutes of unconsciousness and some sort of permanent or long-lasting damage. This could be such things as a lengthy coma, loss of all body hair, partial or complete deafness, partial or complete blindness, moderate to severe brain damage resulting in 1D6 lost INT points, partial paralysis or palsy costing 1D6 DEX points, or a CON reduced by 1D6 points.

the form of a dream, usually one or two days before the rite is to be held. A certain percentage of the Believers will share the dream and word of the upcoming ceremony will be spread amongst the cultists. Because of the unpredictable timing of these gatherings, the keeper is allowed to time them as he wishes, introducing them at the most telling or dramatic moments in the adventures.

Dunwich Village

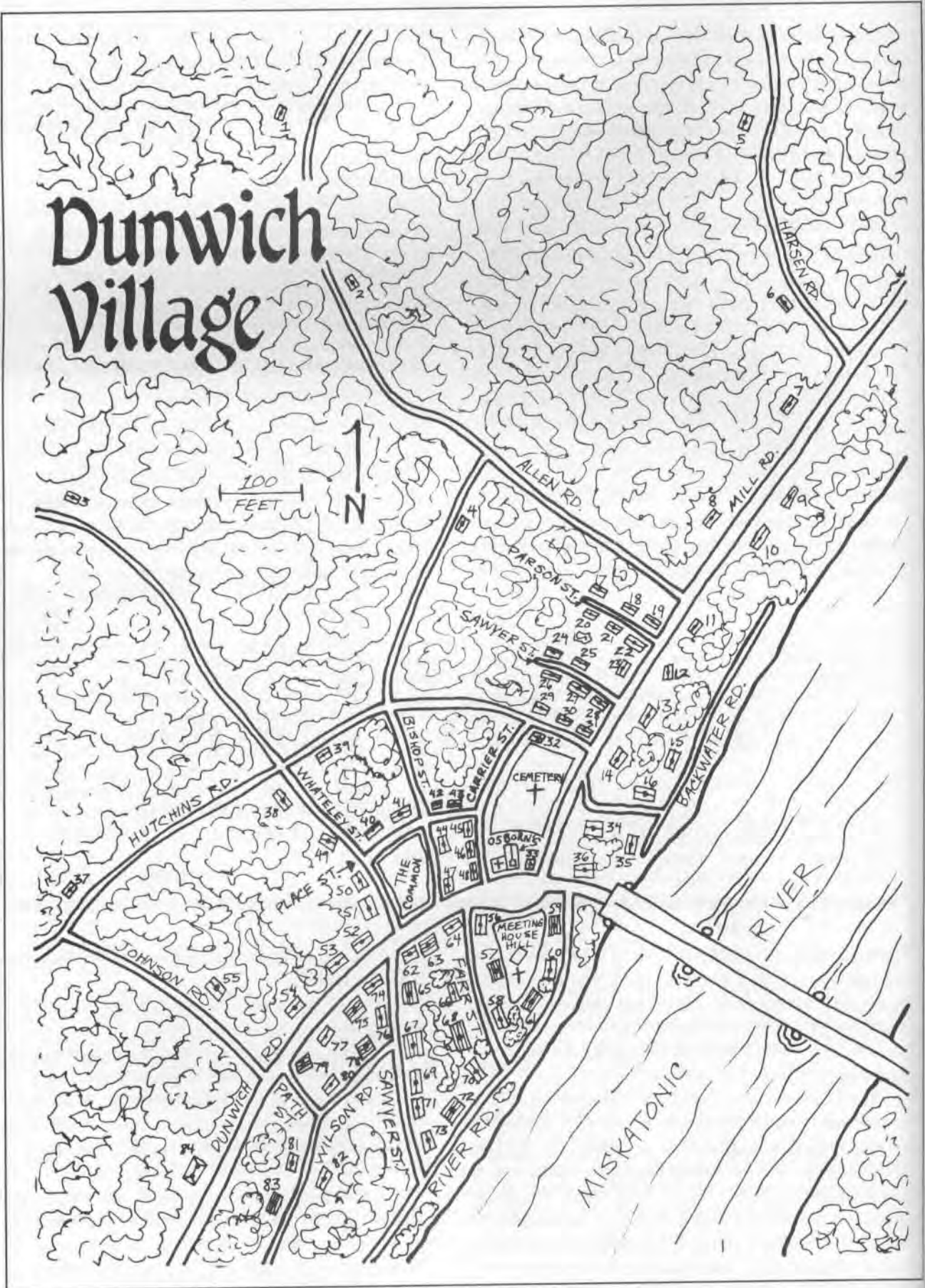
"...a cluster of rotting gambrel roofs bespeaking an earlier architectural period than that of the neighboring region."

Visitors to Dunwich are taken aback by the atmosphere of age and decay that hangs over the community. Many homes are abandoned and vacant, those still inhabited are in ill-repair, long unpainted, broken windows stuffed with rags. Noxious weeds grow in the yards, and along the streets dirty children play in the dust.

The bumpy main road from the covered bridge swings past Osborn's General Store beyond which can be seen the overgrown Dunwich Cemetery. On the left, standing atop a hill studded with ancient headstones, is the collapsing hulk of the old meeting house, abandoned years ago and left to rot. A little farther up the road the village Common lies on the right, overgrown with brush and untrimmed trees, surrounded by once-stately man-

sions still owned by current members of the Bishop and Whateley families.

Some of the oldest houses in Dunwich are those grouped around Old Meeting House Hill, the community's original center. Those homes farther west and south of Dunwich Road are a little larger, newer, forming what was once a middle-class neighborhood. West of Path Street is a deserted manufacturing center where leather and other materials were once worked. The abandoned glass house built by Absalom Whateley can still be seen. The homes north of Dunwich Road, particularly those grouped around the Common are the largest and finest houses found in the village. Built by earlier generations of Whateleys and Bishops, these imposing Georgian manors



are now blighted by neglect and age. North of here, and east of Mill Road, the residences are mostly old farms, few of them worked to any great extent. To the west, along Parson and Sawyer Streets and on the east end of Hutchins road, are a number of small, modest dwellings, originally constructed to house the workers once employed by the Whateley mills.

The western portion of the village is composed mostly of scattered small farms. Some of these places are actually worked, though most are disused, the fields lying fallow and overgrown. The mill section north of the village is deserted and empty. The few farms found along here were never fruitful and are all long-abandoned. The closed-down mills are rotting and crumbling, slowly collapsing into the river.

The main Dunwich road receives some attention from the county and is in fairly good shape. Most of the other roads in and around the village receive little maintenance.

Central Dunwich

Osborn's General Store, Dunwich Cemetery, Old Meeting House Hill, and the Common are all public places visible to travelers along Dunwich Road. They are identified on the map by name and are described first. All other locations are identified by number.

Osborn's General Store

Dunwich's only commercial establishment, the store housed in the old Congregational Church, is operated by Joe Osborn, 34 (33). The store has been in business since 1751, providing the citizens of Dunwich with their basic needs. A hand-operated gas pump stands outside, while to the west of the building, hidden by overgrown trees and shadows, is a small cemetery once used by the congregation of the short-lived church. About two dozen headstones can be found here, all dated between 1745 and 1747.

Inside the store, dusty shelves and racks display a



Joe Osborn

LOUNGERS

Local residents with nothing better to do are often found in the store occupying the half-dozen old chairs and crates Joe keeps for their comfort. This social circle shares, along with the warmth of conversation and a pot belly stove, a disagreeably dirty brass spittoon. A short list of common loungers follows.

- **Jed Blair, 62:** A veteran of the Spanish-American war, Jed walks with a slight limp, the result of a Spanish rifle bullet that hit him in the foot. He says the old wound pains him so bad that he's been unable to work for the past thirty years. Jed receives a small pension from the U.S. Government (29).
- **Zebulon Whateley, 66:** One of the semi-decayed Whateleys, Zebulon is considered by most people to be at least a little eccentric. He is a long-time member of the Believers and not very trusting of outsiders (507).
- **Willie Talbot, 30:** Talbot's appearance sometimes startles those first meeting him. Completely blind since the age of 12, Willie's eyeballs are dead milky spheres rimmed with red scar tissue, the result of lye accidentally splashed in his face as a youngster. Willie does not wear dark glasses and uses a heavy cane to find his way around the village. Despite his handicap, he plays a mean game of checkers (30).
- **Terrence Cahill, 55:** Regarded as the best checker player in the village, Terrence always has a hip flask filled with local moonshine and is always ready for a game. He likes to place small bets on his games, particularly with outsiders, and wins most of them. He does odd jobs now and then, but not often, and rarely with any real enthusiasm (62).
- **Stu Giles, 29:** As a youth Stu became lost in the woods one night and slept upon the old Indian mound east and north of the village (Region 3). Stu has never been the same. His family moved out of Dunwich when he was fifteen, leaving him here to fend for himself. He rarely speaks, and then only to those he trusts, slowly, deliberately forming his words. He subsists by doing odd jobs around the village, sweeping out Osborn's store, or working around Squire Whateley's place. He sleeps in the barns and sheds of generous villagers who also supply him food and worn-out, hand-me-down clothes. Stu may know a lot more than he lets on but investigators find it difficult to pry anything from him.

STRANGERS

Although not a common occurrence, Osborn's is the most likely place in Dunwich to bump into another outsider. The following people visit Dunwich regularly, if not frequently, and might be encountered in other parts of the township as well. Keepers should use strangers sparingly; people don't visit Dunwich often.

- **Harry Miller, 32:** Harry, a salesman for the Harris Brush Company, has recently taken over the Aylesbury sales territory from his predecessor. The community of Dunwich is good for about one visit a year, the locals buying enough merchandise to make the five days spent tramping around the roads worth while. Harry boards with Mrs. Hobbes (43), arising early in the morning to walk the dusty roads, stopping to make his pitch at every farm house he finds.

Harry is talkative and investigators might learn that Harry took over this route last year when the former salesman John Dykes, 37, mysteriously disappeared following a sales trip to Dunwich. State Police investigation revealed a troubled home life and a recently emptied bank account. With no evidence of foul play, police decided the man had simply run off to start a new life.

Although Dykes had indeed laid plans to leave the state, he was robbed and murdered by Temple Potter before he got out of town. The salesman's body is buried in a shallow grave in the swamp behind Temple Potter's house (917).

Fast Talk 80%, Oratory 65%.

- **Bill Cummings, 29:** Cummings works for Aylesbury Bell, the only utility servicing the township. Cummings is a bill collector, his job requires him to visit customers delinquent on their payments and either collect the money owed or remove the equipment from the premises.

The local economy being what it is, Cummings visits the township at least once a month, often spending the night in order to make all the calls necessary. He is provided with a company car, a model A Ford.

Several times in the past Cummings has run into problems with an angry householder and been forced to call on the aid of Squire Whateley in order to be allowed to enter the premises. Cummings is a sympathetic man but must follow company rules. Although a few of the more fair-minded residents understand his position, many despise him, casting hostile looks at him when he passes in the street.



Stu Giles

variety of canned goods, yard goods, farm tools, newspapers and magazines, jackknives, flashlights, rope, chain, fishing equipment, rounds of ammunition, a few faded dresses on hangers, and common household items. Wilbur Whateley, before his trip to Arkham, purchased a cheap valise from this store.

Osborn's also serves as the local Post Office, all mail to and from the township passing through the General Store and Joe Osborn's hands. Mail addressed to the villagers is held at the store to be picked up by the respective addressees. Mail intended for folks living farther out in the township is delivered by Cap Pritchett, the township mailman (90). Osborn's also serves as an agent of the Commonwealth, issuing both fishing and hunting licenses. Osborn's is open six days a week from 10 AM to 5 PM.

Joe Osborn is courteous to strangers and willingly offers directions to people and places around the township. He is, however, reluctant to discuss the events of the Dunwich Horror or other of Dunwich's darker secrets. Investigators proving association with the respected and much-admired Dr. Armitage gain Joe's confidence.

In addition to the usual loungers and occasional strangers listed below, almost every resident of the township visits Osborn's now and then. The keeper should arrange chance encounters as he sees fit. Other visitors to the township will need to be designed by the keeper. These could include Aylesbury County agents from the Agricultural, Welfare, or Health Departments, a trio of proper ladies from a church group in Arkham bringing tracts and the promise of salvation to Dunwich, a surveyor commissioned by the county or state to make a new map of the township, or even a Massachusetts State Police officer who has driven in from the post in Aylesbury to ask a few more questions about the policemen who lost their lives in Cold Spring Glen last year. Travelling salesman might be met as well. Magazines, kitchen tools, Bibles "with your name in real 24 kt gold on the cover," and patent medicines are all items commonly sold door to door. Almost all salesmen come on foot, carrying suitcases bulging with samples, brochures, and order forms.

Dunwich Cemetery

Established in 1742, this cemetery replaced the old burying ground on Meeting House Hill. This graveyard covers



The Old Meeting House

nearly a half acre of ground and contains the earthly remains of almost everyone who has lived and died in the village since the mid-18th century. The oldest tombstone is that of Hattie Bishop, dated June 15th, 1742.

The grounds of the cemetery slope steeply uphill to the north and west, the higher portion containing the majority of the older headstones. More recent graves dot the slopes while the lower portion, in the southeast corner near Mill Road where the ground is boggy, is reserved for the poorer folks. Many graves in this wet, undesirable area are marked with only a plain concrete block, set in the ground and painted with the name of the deceased.

The older portion of the grounds, at the top of the hill, now little used, is covered with a thick growth of brambles, saplings, and rampant shrubbery. Dozens of ancient headstones and crumbling tombs can be found among this daunting tangle, crumbling and forgotten. Near the edge of this growth, at the crest of the hill and overlooking the slope of the cemetery, are two stone mausoleums. One belongs to the Whateley family, the other owned by the Bishops. The mausoleums date back to the early 19th century and were used until 1881 and 1875, respectively.

The Bishop Family Curse

Most interestingly, the Bishop mausoleum contains several coffins made of metal, sealed with gaskets, and filled with alcohol. A number of male members of the Bishop family adopted this method of internment during the period between 1842 and 1860. The coffins are fitted with small round windows of crystal allowing the face of the corpse to be clearly viewed from the outside. If any of these coffins is opened, grave robbers will be first nearly overcome by the pungent, alcoholic fumes, then terrified when the preserved Bishop corpse suddenly sits bolt upright, screams and gurgles horribly, then attempts to climb out of the coffin before falling over dead. SAN loss is 1/1D6.

The Bishops buried in this manner have made a deal with Nyarlathotep. With their bodies preserved and their souls imprisoned within them, the interred Bishops are to await an unspecified "future time" when they would be resurrected to lead an eternal life. When the time came for the unnamed "god below the hills" to be awakened, their male descendants would come to their coffins and after casting a spell taught them by Nyarlathotep, allow the

interred men to exchange bodies with the descendants. The innocent descendants would be trapped but the resurrected Bishops free once more. They would then cast the spell to awake the god below the hills. Unsealing the coffins causes the Bishops to awake still trapped in the poisoned, alcohol-soaked corpses, leading to a quick and grisly death. Besides the two mausoleums, there are also a number of simple low tombs spotted around the cemetery. Rectangular in shape, they are constructed of brick and mortar and stand nearly three feet high. They are covered by thick slabs of slate or granite bearing the names of the deceased. There are also a few barrow-styled tombs, dug into steep hillsides and accessed by small, iron doors set with locks.

A brick shed stands on the western edge of the cemetery, a place where tools and equipment are kept, and where coffins are stored in winter while the ground is frozen too solid for digging. The graveyard is maintained by the Sumpter brothers, Bert and Harold (32), who are paid from the township treasury.

In the spring when the snow is melting, anyone visiting the graveyard cannot fail to notice the disconcerting gurgling and bubbling noises caused by melting snow running under the headstones found at the bottom of the hill. The lower portion of the cemetery turns swampy in the spring and occasionally fragments of a rotting coffin, or other things best left undescribed, are washed up to the surface. The Sumpter brothers quickly move to rebury these frightful protrusions.

At night the hilly, heavily wooded cemetery is a favorite gathering spot of the local youth, a place to congregate and drink moonshine pilfered from their fathers' stills.

Old Meeting House Hill

Built in 1712, this decaying structure stands atop a small, steep, hill. For many years the focal point of the community, it has stood long disused and the building appears on the verge of collapse. Although long empty, it is possible that diligent investigators might find some old scrap of paper that provides a clue to one of Dunwich's many mysteries. The meeting house was used until 1808 when the town meetings and records were transferred to the old Bishop house on Dunwich Road.

The slopes surrounding the old house is studded with ancient tombstones, tall thin slabs of slate still perfectly legible and short, thick markers of brown sandstone badly worn and difficult to read. The oldest legible tombstone is that of Henry Hutchins who died in 1693, aged 12. The last burial took place here in the spring of 1742, just before the new cemetery on Mill Road was opened.

The Common

Ragged, overgrown with weeds, untrimmed bushes, and ancient, twisted trees, the Dunwich Common is the victim of decades of neglect. Once surrounded by a wood rail fence, little of it is left to be seen save rotted posts and a few tumbled rails lost in the knee-high grass.

Laid out in 1693, the Common originally served as a jointly-held pasture where settlers could communally graze their livestock in a safe and central location. As the village grew, farmers began to move out of the central district and the Common became a place to train militia and to enjoy community events. Since the collapse of Dunwich's economy in the early 19th century, the Common has received little attention. A low spot near the center of the green has filled with water and stays wet all summer, providing a breeding ground for frogs and mosquitoes. Nearby on slightly higher ground stands the remains of a rotting gazebo, paint long-gone, the structure beyond the point of repair.

On the north end of the common can still be found the charred stump of a great oak tree. It was from this tree, in 1806, that Avern Whateley was hanged, the victim of a lynch mob. Not satisfied with this summary execution, the angry vigilantes returned a few days later to burn the giant tree to the ground.

Habitations

• 1 •

Abandoned

Long unoccupied, the roof of this house is caved-in, the barn out back completely collapsed.

• 2 •

Ezekiel & Elizabeth Harris, 29 & 26

This couple is brother and sister but gossip has long held that the two live as man and wife.

• 3 •

Widow Wilson, 88

A run-down, unworked farm. Old lady Wilson is deaf as a post.

• 4 •

Jed & Susan Adams, 66 & 63

Mrs. Adams is renowned for her beautiful hand-made quilts. She often hosts quilting bees at the house, inviting six or eight of her best friends for an evening of tea and gossip. A lovely quilt can be purchased by investigators for \$4-6, depending on the size and style.

• 5 •

Abandoned

Evidence in this house shows signs of recent occupation. Further investigation reveals the place is used by several of the village children as a "club house."

• 6 •

Abandoned

• 7 •

David & Fanny Harsen, 52 & 48

Mrs. Harsen, completely insane, is fond of wandering the roads and woods near the old mills. She startles investigators by suddenly appearing out of nowhere, screaming at them, babbling threats and warnings, then falling to the ground, cursing them while making obscene gestures. She remains in this state until either the investigators leave or her embarrassed, apologetic husband shows up to take her back home.

• 8 •

Burned Down

• 9 •

Abandoned

• 10 •

Hiram Miller, 69

Hiram is a veteran of the Spanish-American war. The bugler for his outfit, Hiram still has the horn. Once in a while the old vet likes to break it out, treating the villagers to a rousing reveille in the morning or, at night, the haunting strains of taps.

• 11 •

Joe & Frances Taylor, 49 & 44

Joe raises rabbits, keeping them out back in his fox and weasel-proofed barn. The best eating rabbits in the valley, Joe sells them skinned and dressed for 50 cents. He also sells at the Aylesbury Farmer's Market on Saturdays.

• 12 •

Jake & Ellie Farmer, 34 & 33

Jake and Ellie have two children, twin girls named Martha and Shirley. The two girls, 9 years old, are mute and possibly mentally retarded. The pair are never seen apart and, dressed identically, wander the village hand in hand, stopping to stare blankly at strangers or sometimes at nothing at all. They have been known to utter cryptic statements that some believe to hold portents of the future. These utterances are sometimes interpreted by Irene Place (407) or Mother Bishop (92).



Martha & Shirley Farmer The couple occupies this squalid farmhouse with eight badly-mannered offspring.

• 13 •

Abandoned

• 14 •

Old Man Johnson, 94

The old man is blind, and doesn't care much for talking with strangers.

• 15 •

Bill & Constance Carrier, 32 & 29

• 16 •

Widow McKenzie, 66

This house is stuffed with ancient issues of newspapers, magazines, and catalogues, dating all the way back to the turn of the century. Only narrow paths between the precariously piled stacks allow one to move around the place. Care must be taken. Toppling one of the heaps of magazines requires that anyone nearby make a successful Dodge roll or suffer 1D2 points of damage from whatever heavy object Mrs. McKenzie absent-mindedly left sitting atop the heap.

• 17 •

Abandoned

• 18 •

Clifford & Pastel Harris, 29 & 30

Pastel works for Squire Whateley, serving as his cook and housekeeper. She has three children aged 8-13 and a drinking husband who does not work.

• 19 •

Roger Bouter, 55

When younger, Roger lost his leg to a threshing machine. Unemployed he occupies this otherwise abandoned house, stumping about the bare wood floors on his peg leg.

• 20 •

Arthur & William Blount, 31 & 28

The Blount brothers work only during the planting and harvesting seasons, hiring out to local farmers to help with the crops. Their vacant eyes and drooping lips betray their low INTs (5 and 6). Their work is as sloppy as their personal grooming habits and few farmers hire them a second time.

• 21 •

Burned Out

Only the stone cellar of this house remains, now used by some of the neighbors as a rubbish dump.

• 22 •

Bob Taylor, 33

Bob is 33 years old and has only one arm, the other lost as a result of a shotgun accident.

• 23 •

Edward & Dorothy Bishop, 38 & 32

This couple has three children, aged 12-17. Their oldest, Robert, was recently ordered by Squire Whateley to enlist in the U.S. Army. Robert was caught running a small prostitution ring involving two or three of the local girls. The Squire offered the boy and his parents the choice of enlistment in the military service or being taken to Aylesbury and brought up on charges. In two weeks Robert leaves to sign up at the recruiting station located in downtown Aylesbury.

• 24 •

Sam Jones, 47

Sam lives alone. His wife, alternately abused and neglected, left him years ago. Sam is a bitter alcoholic with no use for anybody, particularly outsiders.

• 25 •

James & Cynthia Allen, 34 & 32

This couple has four children, all obviously suffering to some degree from mental retardation. With a successful Diagnose Disease or Idea roll of INT x1 an investigator notices the house's thick, peeling paint and the children's tendency to eat these flakes. The paint, heavily lead-based, is the obvious cause of the children's condition. Warned of the danger, the parents will take steps to correct the situation and although most of the effects are irreversible, the children will at least grow no worse.

• 26 •

Abandoned

• 27 •

Sally Baker, 31

This unfortunate woman is the victim of multiple personalities. Successful Psychology reveals her to be somewhat deranged and excessively paranoid. Psychoanalysis, or possibly hypnosis and/or drugs, allows her other personalities to emerge. Many of these personalities are past residents of Dunwich who might reveal secrets to the inquisitive investigators.

• 28 •

Morgan & Beulah Bates, 39 & 24

Morgan and Beulah live in a ramshackle house in terrible condition. The great central chimney has crumbled and a crudely installed tin stove pipe can be seen sticking out through a rude hole in the wall. This makeshift repair provides ventilation for the small iron stove now used for heat and cooking.

• 29 •

Jed Blair, 62

A dilapidated house inhabited by the slightly crippled Spanish-American War veteran and Osborn General Store lounge, Jed Blair.

• 30 •

Willie Talbot, 30

The house of "Blind Willie," one of the General Store's regular loungers.



Willie Talbot

• 31 •

Old Man Allen, 86

Aside from Squire Whateley, Bradford Allen is the only surviving Civil War veteran in the valley. Allen was a corporal who served under Squire Whateley at the Battle of the Pentock River.

He has only praise for the valiant and heroic part Sawyer Whateley played in that battle. Out of respect, Allen still refers to, and addresses the Squire as "Captain Whateley."

• 32 •

Harold & Bert Sumpter, 61 and 55

These bachelor brothers share the old family house, a dilapidated place, the inside shockingly unclean. The brothers are friendly however, and not unliked amongst the villagers. They are paid by the township to maintain the cemetery and to dig graves as needed. They also do odd jobs around town, hauling rubbish or sweeping chimneys. They are occasionally seen covered from head to toe with black, sticky soot.

• 33 •

Joe & Harriet Osborn, 34 and 35

Joe, along with his badly-crippled father, Eliot, is the owner of Osborn's General Store. He and his wife have three children, aged 8-13. Joe's father, Eliot, lives in an

upstairs bedroom. A victim of advanced arthritis, the old man rarely leaves his room and must be waited on hand and foot.

• 34 •

Peter Crait, 44

Peter is a bachelor and one of the best hunters in the village. Some say he has Indian blood in him.

STR 14 CON 16 SIZ 14 INT 11 POW 14
DEX 17 APP 10 EDU 9 SAN 45 HP 14

Damage Bonus: +1D4

Weapons: Knife 85%, 1D6; 30.06 Rifle 78%, 2D6+3; 12-gauge Shotgun 80%, 4D6.

Skills: Hide 99%, Indian Legends 55%, Listen 96%, Sneak 85%, Spot Hidden 90%, Track 95%.

• 35 •

Abandoned

This house was several years ago struck by lightning and the roof blasted away. Only the walls still stand and they look ready to fall.

• 36 •

Bedford & Martha Harris, 39 and 36

Bedford is the father of six daughters. The oldest girl is now nearly 24 and her father desperately seeks suitors.

• 37 •

Abandoned

• 38 •

Everett & Bertha Martin, 55 and 52

Mrs. Martin owns an old upright piano, one of the few this side of Aylesbury. She plays a little bit, a few popular tunes as well as some hymns she learned in church as a young girl. Bertha has been a member of the Believers for nearly thirty years.

Spells: Warding

• 39 •

Abandoned

• 40 •

Walter Bishop, 71

This aged widower is a past village selectman who also served for a good many years as Township Clerk. The father of Marie Bishop (44) and patriarch of the undecayed branches of the Bishop family, the Walter owns large portions of land throughout the township. Unfortunately, Walter has lately grown suddenly senile and often suffers from periods of acute amnesia. He is sometimes found wandering the streets of Dunwich at odd times of the day and night, and not always dressed. Several times

he has been found lingering in the area of the old Bishop mausoleum in the cemetery. He complains of having bad dreams about a man who talks to him and tells him secrets he can't remember when he wakes up. His estate is handled by his daughter, Marie Bishop, the principal heir.

Walter was formerly a member of the Believers. Several of the membership are keeping an eye on him to make sure he reveals none of their secrets. If he becomes a danger to them, he will have to be eliminated. Marie Bishop is resigned to accepting this possibility.

Spells: Augur, Call Horned Man, Dream Vision, Evil Eye, Warding.

• 41 •

Annie Place, 44

A widow for many years, Annie makes a habit of bringing home from the county fair at least one blue ribbon every year. Her pies, jams, and jellies are unsurpassed.

• 42 •

John Bishop, 42

A widower whose wife died three years ago, accidentally killed by John while he was cleaning his rifle. John is of a more decayed branch of the family and there is some question as to just how accidental the death was.

Weapon: 30.06 Rifle 78%, 2D6+3.

• 43 •

Widow Ellen Hobbes, 59

Mrs. Hobbes has a small bedroom on the second floor she is willing to let to as many as two boarders for 50 cents per night, per person. She is a friendly woman who dotes on her singing canary, Cheeps.

If her boarders are antagonizing the Believers, little Cheeps may become the cult's first victim. He will be found one morning, his little neck broken and his tiny corpse pinned to Mrs. Hobbes' or the investigators' door. The old woman will be appalled and grief-stricken. Fearing what the Believers may do next, she orders the boarders out of her home. Only if the evicted investigators make a successful Oratory roll on their way out the door will Mrs. Hobbes give them any explanation for her actions. Even then it will be only a cryptic statement, something that tells the investigators only a little more about the Believers than they already know.

• 44 •

Marie Bishop, 32

Marie is Dunwich's schoolmarm, teaching a mixed class of nearly two dozen children. A graduate of Radcliffe, Marie, unlike most who leave Dunwich, has returned to attempt to improve the conditions of life in the community. She is bright and assertive and, in her role as head of

the school committee, an active participant in all town meetings. It is mainly due to the efforts of Marie Bishop that Dunwich has in the last few years seen an increased supply of school-books and materials from the State Board of Education. Unlike many of the other residents, Marie thoroughly enjoys meeting and talking with outsiders. She is bright, witty, and appreciates the opportunity to engage in a lively, literate discussion.



Marie Bishop

Besides serving on the school committee, Marie also holds the post of Township Clerk, a position previously held by her father, Walter Bishop. The township records are kept in an upstairs room of the meeting house but investigators find them in a bad state. Marie has spent much time over the last few years trying to sort these records out but the task is difficult.

Despite Marie's seemingly modern ways she is a long-time and influential member of the Believers. First initiated into the cult at the age of 16, she has become the confidante and favored disciple of Mother Bishop (92). Marie has experimented with some of the magical effects found in the valley.

Marie Bishop is one of the best contacts the investigators can make, proving helpful in any number of ways. If the investigators discover the existence of the Believers and, through their own actions manage to get themselves in jeopardy with the cult, it is Marie who finds them and tries to explain to them what goes on in Dunwich. In an effort to prove the cult is not something evil she may even take them up on one of the hills one night and here demonstrate what she has learned about the magical energies found in the valley. With the proper timing and concentration, Marie can transport herself and others to another hill far across the township in the blink of an eye. She has not yet learned how to travel in the reverse direction.

STR 10 CON 14 SIZ 9 INT 17 POW 20
DEX 13 APP 13 EDU 16 SAN 85 HP 12

Spells: Augur, Bind Enemy, Call Horned Man, Dream Vision, Evil Eye, Warding.

Skills: Accounting 75%, Anthropology 15%, Archaeology 10%, Astronomy 55%, Cthulhu Mythos 2%, Drive Automobile 45%, History 35%, Law 25%, Library Use 80%, Occult 65%, Oratory 70%, Ride 65%.

• 45 •
Sharon Bates, 27

A widow with five children, all ill-fed and badly-clothed.

• 46 •
Old Lady Watts, 64

The smell of fresh bread or delicious pies wafts over the investigator who approaches this house. Mrs. Watts turns out fresh baked goods almost daily. She greets visitors in her apron, face and hands dusted with white flour. This house is a favorite stop for Cap Pritchett.

Mrs. Watts' home was recently burglarized and \$11 stolen from her cookie jar.

• 47 •
The New Meeting House

Built in 1722 by Gabriel Bishop, this house served as a Bishop residence for many years and was last occupied by Tracer Bishop. Upon Tracer's death in 1809, the house was willed to the community and has since been used for annual town meetings, the storage of town records, and as a one-room schoolhouse. The building is kept locked when not in use.

When the house was first taken over, a set of dies for the minting of coins was discovered in the cellar. This discovery ended the myth of the Whateley secret treasure horde and started the myth of the Whateley secret gold mine.

• 48 •
Willy Tubbs, 55

Willy is a long-time bachelor. A jolly sort, he earns a meager living chopping and hauling wood for some of the villagers.

• 49 •
Jerry and Violet Harris, 42 and 40

Faded "For Sale" signs dot this property. When investigators pass by or visit they find a family busily packing their belongings and loading them onto a rusted Ford truck. Jerry explains that he's had the place up for sale for nearly two years now and has found no takers. He has decided to just pull up stakes and head west, probably to settle in Illinois.

• 50 •
Burned Out

This once fine mansion, built by Cornelius Bishop in 1804, caught fire in 1901, causing the deaths of three people. It is hardly more than a charred ruin, the lot now overgrown with trees.

• 51 •
Squire Sawyer Whateley, 84

Built in 1747 with profits from the Whateley mills, this large Georgian mansion is the finest house in the valley

and home to Squire Sawyer Whateley (Squire is an honorific title usually applied to a judge or large land holder). The Squire serves as a village selectman as well as the



The Squire

Justice of the Peace. He was head of the local draft board when, in 1917, the Federal Government conducted an investigation into the township's inability to fulfill their quota of eligible young men.

The Squire has extensive property holdings throughout the valley including large tracts of farm land as well as the ruins of the old mills along the North Fork Miskatonic. His tenants are charged quite charitable rents but many

still fall behind in their payments. The Squire collects what he can and tries to forget about the rest.

Whateley is a decorated veteran of the Civil War. In 1863, lying about his age, young Sawyer joined the 4th Aylesbury Volunteer Regiment and was commissioned a lieutenant. Decorated for bravery after leading the charge at the Battle of the Pentock River, he was soon after promoted to Captain. Whateley was later wounded at the battle of Stanton's Hope where he took a rebel mini ball in the hip. He was shipped back home and the war came to an end while he was still convalescing. The Squire still suffers from the old wound — the bullet was never removed — and walks with a limp, partially supported by a thick, heavy cane. Despite his age, the Squire is still quite spry, even occasionally saddling up his old favorite horse, Jaybel, for a spirited ride.

The Squire knows a great many secrets about the community but is not one to talk much about private matters. He is familiar with the Believers cult and although he does not share their beliefs, he accepts their right to worship as they wish. The Squire also knows a lot more about the Dunwich Horror than he is ready to admit, preferring to keep as much a secret from the outside world as possible.

The Squire's house was robbed a few weeks ago. The culprit has yet to be identified and Whateley claims nothing of any real value was taken. This is untrue. Taken from the house was an ancient gold ferrenniere, a Hyperborean artifact of magical design long kept by this branch of the Whateley family (see "Return to Dunwich"). In fact, it was the dispute over this object between the different branches of the Whateley family that led to the death and terror that ultimately brought about the ruin of the

once prosperous Whateley mills and the collapse of the local economy.

STR 10 CON 11 SIZ 14 INT 14 POW 14
DEX 7 APP 11 EDU 12 SAN 54 HP 13

Damage Bonus: +1D4

Weapons: .38 Revolver 75%, 1D10; Saber 65%, 1D8+1.

Skills: Accounting 65%, Bargain 85%, Credit Rating 99%, Cthulhu Mythos 3%, Debate 75%, Fast Talk 5%, Law 65%, Library Use 55%, Occult 10%, Oratory 85%, Psychology 65%, Ride 80%.

A widower for over twenty years, the Squire hired 29 year old villager Pastel Harris as his cook and housekeeper (18). Red Crofts, 49, cares for the Squire's horses and handles most of the chores around the property. Red lives in a small room above the stables.

SQUIRE WHATELEY'S STABLE

The Squire owns two healthy riding horses as well as a matched carriage team capable of pulling his elegant four-seat Phaeton or the manor's utility wagon. He is willing to rent any of the horses or vehicles to investigators provided he feels they can be trusted. Investigator's bearing an introduction from Professor Armitage will experience little difficulty in obtaining what they need from the Squire.

Squire Whateley can also suggest where additional mounts might be obtained and may even offer to vouch for the investigators' credentials. If the Squire has no immediate need of Red, the man can be hired to drive one of the carriages for the investigators.

Red Croft, The Squire's Man

STR 14 CON 13 SIZ 11 INT 10 POW 10
DEX 13 APP 9 EDU 7 SAN 45 HP 12

Damage Bonus: +1D4

Weapons: Whip 75%, damage 1D6+ 1D4.

Skills: Climb 85%, Drive Carriage 65%, Jump 55%, Listen 55%, Mechanical Repair 60%, Ride 75%.

• 52 •

Jeremiah & Jillian Barnes, 71 and 68

Two gigantic oaks stand on this property, husband-and-wife trees. One of them is perfectly healthy the other nearly dead, its limbs rotted and broken. Jeremiah, despite his age, is strong and healthy. His wife, Jillian, is confined to a wheelchair, her limbs withered, her mind lost in senility.

• 53 •
Thomas Baker, 71

• 54 •
Tristram and Joanne Whateley, 58 and 41

Tristram is the son of Squire Whateley and holds the position of Township Constable. His main duty is that of tax assessor and collector. By law, the Township Constable is invested with limited police powers but in practice anything requiring serious police action is handled by the State Police post in nearby Aylesbury. Tristram stands to inherit the bulk of the Squire's estate.



Tristram Whateley

• 55 •
Widow Morgan, 45

Mrs. Morgan has a room for rent but allows only a single boarder in her house at any one time. Mrs. Morgan, not unattractive, is looking for a husband. Without being forward, she will make her intentions known to any seemingly eligible male investigator.

• 56 •
Mary Whitlock, 35

A widow with six children. Her eldest daughter, Ginnie, 15, is pregnant, the father an employee of Nichol's Carnival. Ginnie met her man at last year's Aylesbury County Fair.

• 57 •
Beatrice & Sarah Gardner, 45 and 42

These two spinster sisters serve as the local telephone operators, all calls in and out of the township passing through the switchboard installed in their house. The sisters work in shifts, faithfully dispatching their duties between the hours of 7 AM and 8 PM. Although after closing hours they are officially off-duty, the sisters are usually willing to make a late connection for a caller in need. They rightfully consider any after-hours switching as something done as a favor to the caller and thanking the sisters is only polite. Those who don't may find it difficult to place a call when needed or even have their calls cut off in mid-sentence.

The two sisters feel no compunction against listening in on other people's private conversations. Anything the investigators say over the phone will be common knowledge around the village by the following afternoon.

• 58 •
Abandoned

This vacant house is closed by rusty locks, the windows tightly boarded.

• 59 •
Virginia Adams, 36

A member of the Believers sect, Virginia enjoys her reputation as the village slut. A strong, good-looking woman, she is twice-widowed and has lately figured in any number of marital problems that have cropped up around the valley. The Squire has repeatedly warned her to curb her lustful appetites but she ignores him; there is little the Squire can do to stop Virginia, a willful and selfish woman.

Within the Believers there is an unspoken struggle for control being waged between Virginia and the equally strong-willed Marie Bishop. Virginia is spiteful and impulsive, always the first to call for drastic action against investigators who are threatening or interfering with the Believers.

Virginia has lately been meeting a stranger in the woods northwest of the village, a dark man rumored to be an Indian (Region 1). This individual is actually Nyarlathotep in one of his many forms, conjured into being by Virginia's magicks. Despite the warnings of Mother

Bishop, Virginia has continued to meet with the dark man hoping to learn something that can be used against Marie Bishop. Virginia flirts with the dark man, toying with the idea of committing herself to him, but has so far held back. She continues to meet with him, sometimes accompanied by her latest beau, J.B. Monroe (115).



The Gardner Sisters

Virginia possesses a potent "love charm" made for her years ago by Abigail Conley. Wearing this charm

allows her to cast a spell of Seduction on a chosen male victim. Casting the spell costs her 5 magic points. If the chosen victim loses a POW vs. POW struggle, he falls in love with Virginia, becoming a near-helpless slave subject to her demands. This enchantment lasts until Virginia

puts a stop to it or she uses the charm on another male. She may only keep one victim seduced at a time. This charm was made specifically for Virginia and will not work for anyone else.

STR 11 CON 13 SIZ 10 INT 14 POW 15
DEX 13 APP 15 EDU 8 SAN 55 HP 12

Spells: Augur, Blight Crop, Call Horned Man, Contact Nyarlathotep, Dream Vision, Evil Eye, Freak Weather, Warding.

Skills: Astronomy 20%, Botany 25%, Cthulhu Mythos 8%, Fast Talk 65%, Hide 80%, Occult 75%, Oratory 55%, Pick Pocket 45%, Psychology 65%, Sneak 75%.

• 60 •

Barry & Anstice Jones, 34 and 33

Barry spends most of his summers fishing in the river. What the family cannot eat, he sells to his neighbors.

• 61 •

Ben Jones, 71

Benjamin is retired, the father of Barry Jones.

• 62 •

Terrence Cahill, 55

A moonshine drinker and checker player, Terrence is a cheerful lay-about and a repository for Dunwich gossip and rumors. He is often encountered lounging around Osborn's store.

• 63 •

Horace & Mabel James, 73 and 44

Mabel, the daughter of Horace, is a sad-faced old maid, trapped caring for her alcoholic, semi-invalid father. Her life is one of perpetual disappointment and misery.

• 64 •

Abandoned

• 65 •

Allen & Harriet Ames, 36 and 35

The Ames have a room for rent, 40 cents a night, big enough for two investigators. The family's 13 year old son, Anthony, is a chronic thief who has at one time or another stolen from most his neighbors. Recently, he entered the home of Mrs. Watts (46) and stole \$11 from her cookie jar. Suspicion has begun to turn in the boy's direction but he has yet to be caught or accused. He carefully hides his stash in a deserted house on the other side of the village (80). Anthony is presently pondering the wisdom of burglarizing Osborn's store.

It is conceivable that investigators might find a use for the boy's skills. If they spend the night at this place they may learn of the boy's larcenous penchant first hand when something of value turns up missing in the morning.

Anthony Ames

Skills: Climb 95%, Hide 85%, Jump 85%, Lock Pick 75%, Pick Pocket 65%, Sneak 85%.

• 66 •

William Carrier Morgan, 55

A confirmed alcoholic, Morgan suffers from dementia and hallucinations. Terrified screams occasionally issue from his house but his neighbors, knowing the true cause of such disturbances, usually ignore them.

• 67 •

Abandoned

• 68 •

Lemuel & Julie Whateley, 28 and 27

Young Lemuel is big, strong, possessed of a surly disposition, and none too bright. He has long dreamed of possessing the Whateley gold although he has never actually done anything about it. He is presently in cahoots with Amos Whateley, the plaintiff in the case filed against Miskatonic University.

Lem attempts to keep tabs on the investigators, following them around the village, questioning those residents they talk to. He reports back to Amos Whateley everything he learns. Lem despises his cousin, Tristram Whateley. Upon the Squire's death, Tristram stands to inherit everything. Lemuel figures that if something were to happen to Tristram, he would be the logical heir. If things go wrong with the scheme to share the Whateley gold, he will attempt to murder Tristram and his wife, setting himself up as heir apparent to the Whateley fortune.



Lem Whateley

STR 16 CON 17 SIZ 17 INT 9 POW 9
DEX 9 APP 8 EDU 5 SAN 33 HP 17

Damage Bonus +1D6

Skills: Climb 45%, Dodge 55%, Hide 55%, Jump 45%, Listen 65%, Pick Pocket 45%, Ride 45%, Sneak 60%, Track 45%.

• 69 •

Bob & Carey Streeter, 34 and 32

This couple's 10 year old daughter, Becky, disappeared in October of 1925 while on an errand to Osborn's store. Her disappearance was never solved although Wilbur

Whateley was questioned by both Tristram Whateley and the Squire.

• 70 •

Abandoned

• 71 •

Jeanne & Sarah Kelly, 67 and 63

A pair of spinster sisters who have lived together all their lives. Sarah, the younger, and always the beauty, is confined to a wheelchair, helpless and waited upon by her older sister, Jeanne. Jeanne dispatches her responsibilities without grace, still angry over a boyfriend stolen away from her by her sister decades ago. Jeanne torments the invalid Sarah, refusing her requests for aid, neglecting her needs, etc.

Investigators find a room available for 50 cents but spend an uncomfortable evening in the company of the bickering sisters and a restless night listening to the late night trips to the privy accompanied by much shouting, complaining and loud banging of doors.

In the near future, Sarah dies after apparently accidentally falling down the stairs in her wheelchair. This incident may even occur on a night an investigator stays at the home.

• 72 •

Carter & Mary Jackson, 49 and 43

The Jacksons are terrified of the Believers and appalled by the terrible practices they suspect. Although the family knows that it puts them at risk, investigators pursued by angry cultists can find refuge with the Jacksons. They accept the investigators into their home and lead them in impotent prayers intended to protect them from the forces of darkness breathing down their necks. They are followers of the minister, Simon Teeple (422). The Jacksons have an extra room for rent, 35 cents a night. Investigators can stay for dinner and are invited to say grace.



Tucker Jones

• 73 •

James Johnson, 56

Part of the roof of this house is burned away, exposing the second floor to the elements. Johnson has sealed off the stairway and now occupies only the first floor.

• 74 •

Tag Miller, 61

A senile old gent who lives alone, the last of his family name. If an investigator makes friends with Tag, the old man offers to show him "his family collection." Kept in a cigar box, each wrapped in its own scrap of tissue, are at least twenty human ears, dried, mummified, some of them little more than wrinkled brown lumps. Tag says they are mementoes of deceased family members. The Miller tradition of keeping an ear of deceased loved ones dates back to the early 19th century.

Tag is weird, but harmless. If the investigator does not show obvious admiration for the collection, the old man's feelings are hurt; he doesn't show it to just anybody.

• 75 •

Jebel Frye, 55

Frye is the village carpenter and while quite skilled in his work, does little more than make occasional stop-gap repairs to houses and build the rude, cheap caskets used to bury Dunwich's dead.

• 76 •

Abandoned

This house has been flattened by the wind, blown over, the roof lying on the ground.

• 77 •

Ellie Kramer, 40

A widow with four children. A faded wood sign on her front door indicates she is a palm-reader, price, 25 cents. She interprets her readings to please the investigators, but informs the Believers of what she has really learned from examining the characters' futures.

Spells: Augur, Call Horned Man, Detect Enchantment, Dream Vision, Evil Eye, Warding.

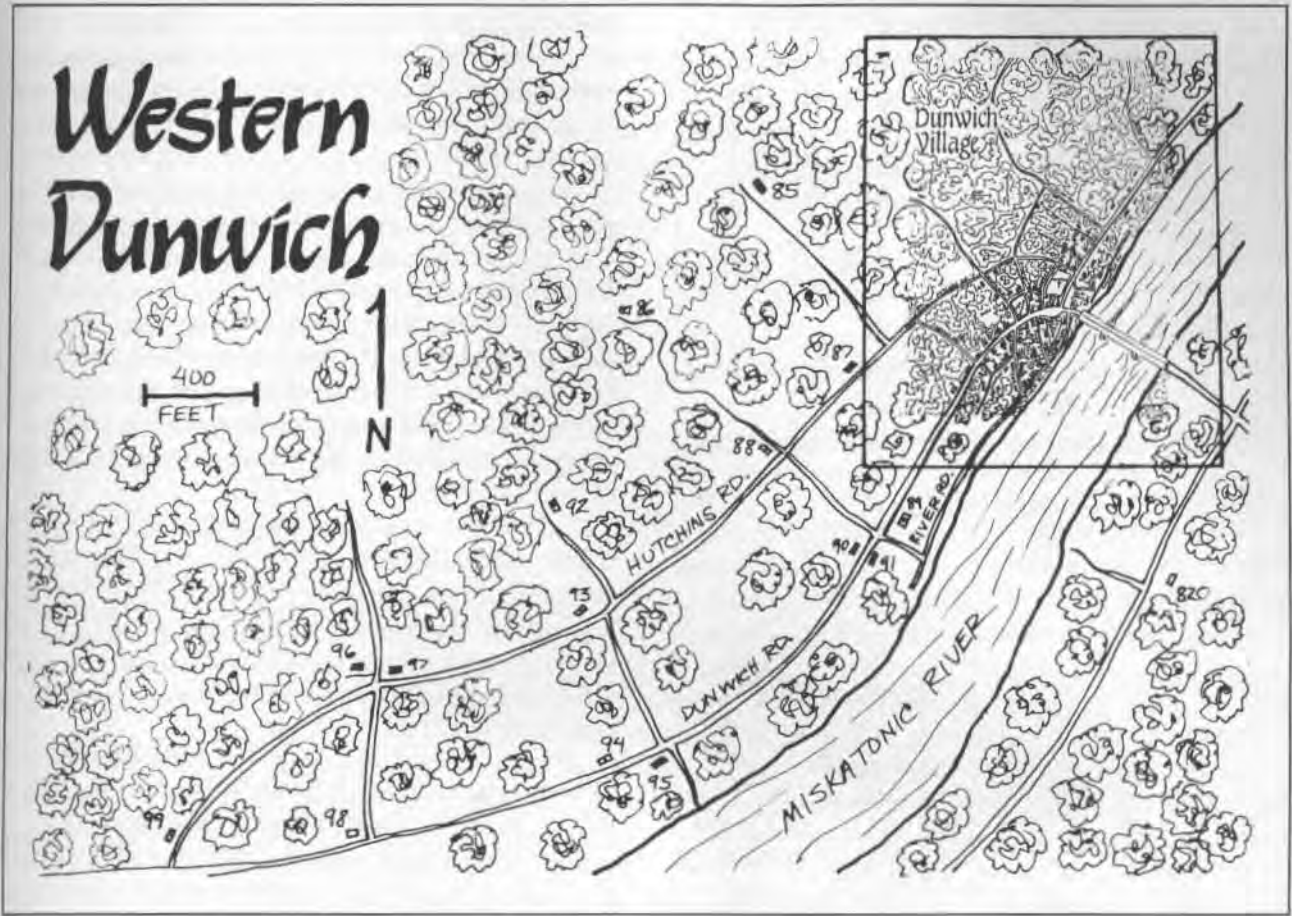
• 78 •

Abandoned

• 79 •

Tucker Jones, 62

This man serves as Dunwich's undertaker, veterinarian, and unofficial physician. Although he has not renewed his state license in years, he is still consulted by most of the townsfolk when they are sick or injured. He is careful, caring, and, unlike the doctors in Aylesbury, willing to accept vegetables or a chicken as payment for his services. He attends to almost every corpse interred in the village burial ground and signs the death certificates, although his signature has no legal standing. Tucker inherited his position from his father, Phillip, also a self-trained physician.



Tucker has journals dating to 1846, kept first by his father and then himself. They are the closest thing to medical records in Dunwich and contain information that may prove useful, such as the Bishops buried in alcohol-filled coffins, monstrous births, and other oddities.

Skills: Diagnose Disease 80%, First Aid 89%, Psychology 80%, Treat Disease 85%, Treat Poison 65%.



Douglas Carrier

• 80 •
Abandoned

This house appears deserted but a Spot Hidden roll made while examining the cellar door reveals traces of recent activity. Anthony Ames, the sneak thief (65), uses the cellar to hide his booty. Presently found here is a box containing the \$11 stolen from the home of Mrs. Watts as well as other things belonging to various residents.

• 81 •
Douglas & Betty Carrier, 51 and 48

Douglas is Dunwich's blacksmith, shoeing horses, making rims for wagon wheels, and fabricating metal parts. He has become somewhat skilled in the repair of automobiles and engines. Both Douglas and Betty are Believers.

Douglas owns a wagon and a single strong horse. If he doesn't need them to go out shoeing horses, Carrier will rent them to investigators for \$5 per day.

Skills: Electrical Repair 35%, Mechanical Repair 75%.
Spells: Warding, Call Horned Man, Detect Enchantment.

• 82 •
The Old Glass House

This dilapidated building,, dates from 1712. Originally built by Absalom Whateley, the glass factory was in operation until 1788. The barren field behind the building is littered with cinders and sparkling shards of glass slag. This property is now owned by Squire Whateley.

• 83 •
Josh & Felicity Harris, 38 and 31

Scratchy music can sometimes be heard coming from this house. The couple owns a hand-cranked Victrola and a small collection of wax records.

• 84 •

The Bishop Ruins

These remains are of the oldest known house in the village. It was built before 1700 by John Bishop using some of the first lumber cut by the new sawmill. All that's left of the structure is the stone cellar and massive central chimney.

• 85 •

Abandoned Farm

Known as "the old Whitney place," this house has been empty since the hanging suicide of its last owner ten years ago. Rumors that the place is haunted have slowly spread through the village. The story is completely spurious, the product of over-imaginative children.

• 86 •

J. Thomas Snyder, 66

"No Trespassing" signs are posted all over this house and property. Should any investigator approach the property without permission, the old farmer steps out the front door and lets loose with a blast from his rock salt-charged 12-gauge. The first shot goes over the investigator's head, the second is aimed considerably lower. Rock salt damage is normal shotgun damage at any range up to 5 yards. Beyond this range the salt causes only 1D3 points of very painful damage. Snyder does not intend to kill anyone, he just wants to be left alone.

Weapon: 12-gauge Shotgun 65%.



J. Thomas Snyder

• 87 •

Abandoned

• 88 •

Abigail Conley, 72

This toothless old hag is often referred to by the local children as "the witch-woman." Her stooped, bent body and cracked, wrinkled face only serve to enhance the image. Abigail is a member of the Believers but for a long time has been inactive, ostracized by the rest of the cult. Two years ago she was accused of using her powers to intimidate and harass a local family, causing cows' milk to turn sour and crops to be blighted (432). Fearing that her actions would bring about problems for the cult, she

was censured by the group then later threatened by some of the members, including Mother Bishop. Although curbing her activities, she has since refused to attend any of the cult's ceremonies. She is an angry and bitter woman still nursing a grudge against her former fellows.

Abigail views investigators as a potential means of getting back at the Believers. She attempts to appear to them as a harmless old woman who fears the actions of the strange cultists inhabiting Dunwich. She accuses the Believers of all kinds of heinous crimes and tries to tie them into the events surrounding the Dunwich Horror. She says that Mother Bishop is the group's leader and that the old woman leads the others in the sacrifice of children on top of the hills where they celebrate. Abigail is willing to name names.

Over the past couple years, the old woman's mind has slipped and she has developed a curious phobia: an irrational fear of the colored glass witch-balls hung by some residents over doors and in windows. Supposed to protect the premises from the trespass of witches, they are completely ineffective, but Abigail finds herself unable to go near the objects.

If Abigail stirs up trouble for the Believers they quickly move to eliminate her. Found dead in her home, her demise will be ruled as due to natural causes although she will actually have been a victim of a subtle poison concocted by Irene Place (407).

STR 8 CON 10 SIZ 10 INT 13 POW 16
DEX 8 APP 7 EDU 10 SAN 30 HP 10

Spells: Augur, Blind Enemy, Blight Crop, Call Horned Man, Evil Eye, Implant Fear, Lame Animal, Warding.

Skills: Astronomy 25%, Cthulhu Mythos 4%, Fast Talk 75%, Occult 60%, Pharmacy 35%, Sneak 80%.

• 89 •

Jeremiah & Carolyn Barnett, 47 and 42

This couple has two grown sons and a daughter named Becky, 14, this last child severely retarded. Becky is often seen around the village and is presently in the midst of her third pregnancy. Rumors variously attribute fatherhood to one of several local boys, although sometime's the girl's father's name is whispered. As in the previous two instances, Becky will not carry to full term. No one knows what becomes of her offspring.

• 90 •

Cap Pritchett, 46

Cap works for the Federal Government, a postman serving the far-flung residents of Dunwich Valley. Five days a week he loads his horse-drawn wagon with mail from Osborn's store then delivers it to the outlying farms. Rural mail delivery in this area is once per week and Cap has

divided the township into five different routes, each of them all he can handle within the space of a normal day, considering how often he has to stop and chat, perhaps having a quick cup of coffee, and maybe a piece of apple pie to go with it.

Cap is a friendly, helpful sort, proud of his status as a government employee and loyal to his duties. Due to the nature of his job he knows quite a bit of what goes on in the township; letters sometimes fall open. Cap's innate respect for other people's privacy is more than offset by his love of gossip. Some things he sees and hears give him cause for concern and he may be a good source of investigator information. Cap never goes anywhere outside the village without his trusty .38 revolver.

STR 12 CON 14 SIZ 12 INT 11 POW 13
DEX 11 APP 12 EDU 8 SAN 62 HP 13

Weapons: .38 Revolver 45%, 1D10.

Skills: Accounting 35%, Drive Carriage 75%, Fast Talk 35%, History 45%, Occult 8%, Oratory 70%, Ride 55%, Spot Hidden 65%.

• 91 •

Basil Tubbs, 66

Tubbs fancies himself the village handyman. He seems to know how to fix just about anything — or at least that's the way he talks. Anyway, he'll give it a good try.

Skills: Mechanical Repair 55%.

• 92 •

Mother (Charity) Bishop, 120+

This small musty farmhouse is inhabited by a woman believed to be the oldest living inhabitant of the valley. Rumored to be something over 120 years old, Mother Bishop lives here by herself, rarely venturing out further than the front porch where she likes to spend warm summer days sitting in the sun. It is said that no one knows more about Dunwich, its history and its people, than old Mother Bishop.

The woman is nearly blind from cataracts but can see shadowy movement. Her senses of smell and hearing are sharpened to an abnormal degree. The house is in good repair despite the owner's infirmity and it may be learned later that this is due to the efforts of townsfolk who donate time and effort to the upkeep of the place. Whether this is done out of respect for the old woman, or out of



Mother Bishop

MOTHER BISHOP'S LIBRARY



Many old documents and volumes on the occult are present here including a *Mythos* tome, *Liber Ivonis*, and several private diaries kept by John Bishop between the years 1689 and 1746. These diaries hold many secrets, particularly regarding the Believers, as well as information about the actions of Jacob Whateley and his several followers.

fear of her, is never clear. Investigators who seek her aid will be advised to bring Mother Bishop a small present of some sort. Without it, the old woman will refuse to talk about anything more important than the weather. A new shawl or some fresh fish is thought to be a very generous present.

Mother Bishop is the senior member of the Believers and although too old to attend the hilltop ceremonies, is still their most-respected member. Few decisions are made without first consulting Mother Bishop for an opinion. She is an astute judge of investigator motives and will lead or mislead them as she sees fit. Investigators who have learned of the Believers and are genuinely friendly to them, receive the most aid from the old lady. Those who hate or fear the Believers will be constantly misled by what she tells them. She never lets on that she knows the investigators' motives but always plays the part of a senile, gullible old woman.

Within the dark confines of the house is found the moldering library of John Bishop, handed down through generations of the family. Mother Bishop only allows investigators access to this collection if she is convinced of their sincerity, and even then there will probably be limitations.

Marie Bishop is a frequent visitor to the house and spends many an hour perusing the ancient library. Mother Bishop implicitly trusts Marie. The school mistress can possibly provide investigators an introduction to the mysterious old Mother Bishop.

Mother Bishop is one of the few Believers who has ever met and spoken with the black man form of Nyarlathotep. Although she does not regard this entity as evil, she recognizes the danger involved when dealing with such a force. Since first taking active leadership of the group in 1833, she has consistently discouraged any dealings with the mysterious dark man of the woods.

"He is not an evil god. He is a god of knowledge willing to teach you anything you want to know. He

would teach a good person nought but good things but he would teach an evil person evil things. And what man can say he has no evil in his soul? He is worse than an evil god. He is a god who does not care."

Some Believers in the past have called upon this god, Jacob Whateley was certainly one of them. Almost all have come to a bad end. But Nyarlathotep has not been contacted since the time of Mother Bishop's active leadership. She has always discouraged it as too dangerous.

She knows that Virginia Adams (59) is communicating with this entity, meeting him somewhere outside the village. Mother Bishop has warned the woman of the possible consequences of her actions but feels it will do little to discourage the impulsive Virginia.

STR 7 CON 7 SIZ 9 INT 17 POW 28
DEX 6 APP 9 EDU 12 SAN 62 HP 8

Damage Bonus -1D4

Spells: Augur, Blind Enemy, Blight Crop, Call Horned Man, Cause Blindness, Charm Animal, Contact Nyarlathotep, Dream Vision, Evil Eye, Freak Weather, Healing, Implant Fear, Shrivelling, Stop Heart, Voorish Sign, Warding

Skills: Astronomy 45%, Bargain 85%, Cthulhu Mythos 18%, Dunwich Secrets 75%, Occult 75%, Oratory 70%, Pharmacy 45%, Psychology 80%.

• 93 •

Abandoned

• 94 •

Widow Annie Smith, 39

This woman's husband died ten years ago, the result of a hunting accident. Since that time she has valiantly tried to raise her seven children as best she can. When investigators arrive, three of her youngest are in the front yard, industriously smashing captive frogs with a dripping length of two-by-four.

• 95 •

Peter & Abigail Benson, 35 and 35

Peter, Abigail, and their three children are all baptized Christians. Moving into the valley two years ago they were shocked to discover the existence of a strange and secretive religious sect known as the Believers. The outside of their home is decorated with numerous religious items intended to keep away the satan-inspired worshippers they discovered dwelling here. A half dozen glass witch-balls of various colors hang in windows and doors. The Bensons are wary of strangers but coming from somewhere other than Dunwich is in the investigators' favor.

Peter has actually seen some of the Believers celebrating their unholy rites atop Johnson Mountain, danc-

ing naked among the circle of stones in the light of a huge bonfire.

• 96 •

Jason & Rebecca Horn, 42 and 38

Rebecca's grandfather, 92 year old Samuel Patterson, lives with the family. The old man is acutely senile and spends most of the warm days sitting on the front porch in a rocker. If approached by strangers, old Sam becomes terrified and screams as though being murdered. If the investigators continue to approach, Sam tries to get out of his rocker, falls, and breaks his hip. His screams of terror and pain bring the rest of the family on the run from nearby fields and barn. They hold no ill will toward the investigators — the old man does these kind of things all the time — but if Sam is injured they are still quite upset.

• 97 •

Abandoned

• 98 •

Charlie Holloway, 73

This old man never speaks, to anybody. His hair is stark-white, according to rumor the result of something he saw years ago atop Wizard's Hill. Only Psychoanalysis can pry him from his shell.

• 99 •

Walter & Sylvia West, 65 and 62

The Mill Area

This narrow gorge, near totally unsuitable for farming or habitation, stands abandoned, the mills dark and empty, their water wheels broken and silent, the air filled with the constant roar of the crashing falls of the North Fork Miskatonic River.

The mill area was originally developed in 1696 when Jeremiah Whateley built the first water-powered mill in Dunwich. Mill construction continued at a steady rate, culminating in 1806 with the building of a large double-wheeled, four-bladed sawmill. This enterprise was doomed to suffer an early tragedy, the mill closed a few years later, precipitating the decline of Dunwich.

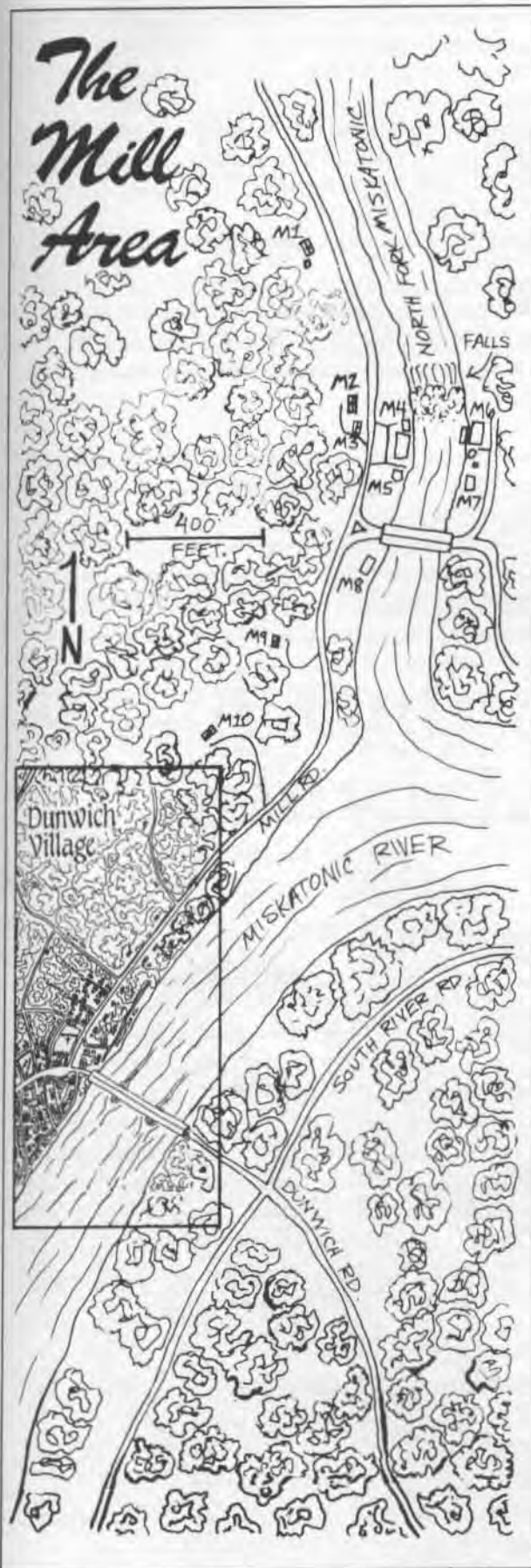
• M1 •

Abandoned Farm

• M2 •

Supervisor's Residence

This large, two story home is abandoned, presently occupied by a family of raccoons. The house served as a home



for the supervisor of the mill, located so that he could be contacted quickly if problems arose.

• M3 •
The Equipment House

A large shed used to store tools, replacement parts, etc., the wooden double doors lie broken on the ground. Some replacement parts can still be found here including a rusted saw blade nearly eight feet long.

• M4 •
The 1806 Saw Mill

This is the largest structure in all of Dunwich Valley. The mill boasted four back and forth cutting blades driven by twin undershot waterwheels. Constructed on the site of the first Whateley sawmill, the operation closed in 1808, barely two years after it was opened.

Several local boys, exploring the mill before the official opening, were murdered in a manner most horrible, somehow held down and sawn in half like lengths of timber. The Whateleys of the hills were suspect and Avern Whately was a few days later hanged by a lynch mob. The mill was opened despite the tragedy but soon after workers began to complain of bad dreams and many quit. Within two years the Whateley family, unable to hire workers, closed the mill, locking its doors forever.

Anyone spending the night in the mills dreams a reenactment of the grisly crime, sees boys frozen by some magical spell and slowly sawn in half by the horrendous teeth of the rip saws. Dreamers lose 1/1D4 points of SAN.

• M5 •
The Old Grist Mill

Built in 1748, this structure replaced the original grist mill built in 1696. This mill ground corn and grain for the community until the collapse of the local economy closed it in the mid-19th century.

• M6 •
The Old Saw Mill

This sawmill was built in 1791. It has but a single cutting blade and was driven by one small waterwheel. It was intended that this mill would continue production in conjunction with the larger mill constructed in 1806. The combined output of the two mills was expected to bring a new level of economic prosperity to the village. It was closed a few years after the failure of the 1806 mill. Presently residing here is the rotten corpse of old Wizard Whateley, unearthed by the insane Curtis Whateley (502) and hidden here to await a time when the stars are right.

The Unearthed Corpse

Little is left of the old man's carcass, mostly bones tied together by dried stringy flesh. Wizard Whateley's oddly carved staff is placed across its lap and gold ferrennière graces its brow, held in place by several wood screws. The amulet is of Hyperborean design. Seeing this corpse unanimated costs the viewer 1/1D4 SAN points.

However, the Son of Yog-Sothoth senses the intrusion of investigators and animates the corpse, causing it to

stagger to its feet to greet the intruders, ready to loose a deadly spell. Lose 1/1D6+1 SAN.

THE CORPSE OF NOAH WHATELEY

STR 13 CON 20 SIZ 10 INT 0 POW 25
DEX 8 HP 15 Move 7

Weapon: Choking Grasp 75%, 2D8*

Armor: 6 points plus the corpse is impervious to most weapons**.

Spells: Augur, Blight Crop, Call Horned Man, Call Yog-Sothoth, Call Spawn of Yog-Sothoth, Cause Blindness, Contact Nyarlathotep, Death Spell, Dread Curse of Azathoth, Evil Eye, Freak Weather, Implant Fear, Lame Animal, Shrivelling, Stop Heart, Summon/Bind Byakhee/Star Vampire, Warding.

Sanity Loss: 1/1D6+1

THE GOLD FERRONNIÈRE

Fashioned in ancient Hyperborea, this magical device has the power of resurrecting the dead. The resurrected dead are only partially alive, they do not breathe nor have the need for food or water. Skeletons regenerate flesh over a period of time but at best, a resurrected character never looks better than a corpse several days old. Their will is weak, POW one quarter normal, and they usually become the servants or slaves of whomever first speaks to them upon their return to life. However, they are daily allowed a POW x1 roll which, if successful, allows them to break free of their bondage. If the ferrennière is ever removed, the corpse quickly crumbles into dust.

*Once a victim is held by the choke, he suffers 2D8 damage per round until he breaks free with a successful STR vs. STR struggle.

** Bullets and other impaling weapons do no damage. Blunt instruments do but a single point. Hacking or cutting weapons do normal damage but must get past the armor. The corpse will burn but only if great amounts of heat are applied. It is not naturally flammable. Trapping the thing in a burning building, blowing it to bits with dynamite, or grappling it down and chopping it to pieces are the most effective ways of destroying it.



The corpse can be deactivated by removing the amulet that Curtis Whateley has fastened to the thing's skull. Once it is removed, the corpse crumbles and turns to dust.

The corpse prefers to attack the investigators with horrible spells, driving them back, allowing it to escape and hide. It has no wish but to survive until it is time to call back the Son of Yog-Sothoth.

• M7 •
Fulling Mill Ruin

This building, built in 1709, was used to process homespun cloth into a more durable fabric. It ceased operation in 1786 and has since then slowly crumbled into ruin.

• M8 •
Burned-Out Mill

This is Dunwich's first grist mill, built by Jeremiah Whateley in 1696. It was abandoned after the new mill

was constructed in 1748. In 1801 it caught fire and burned almost to the ground. The ruined cellar is all that's left.

• M9 •
Abandoned Farm

• M10 •
Abandoned Farm

15 year old Billy Prescott has been hiding out here for the last two weeks. Beaten severely by his father so many times he lost count, in desperation he has ran away from home (419).

Not knowing what to do or where to go, he has been hiding here in this run-down house the whole time, living off small scraps of food found in garbage dumps around the township.

A Guidebook to Dunwich Environs

"The trees of the frequent forest belts seem too large... the planted fields appear singularly few and barren...the summits are too rounded and symmetrical to give a sense of comfort..."

Region 1: Divide Ridge

Most of this region is steep, rocky, and, south of Divide Ridge, ill-suited for farming. The ridge is the major geological feature and the highest point in the area, effectively separating the communities that lie on either side. Families south of the ridge are mostly of old Dunwich stock, those north of the ridge arrived much here later,

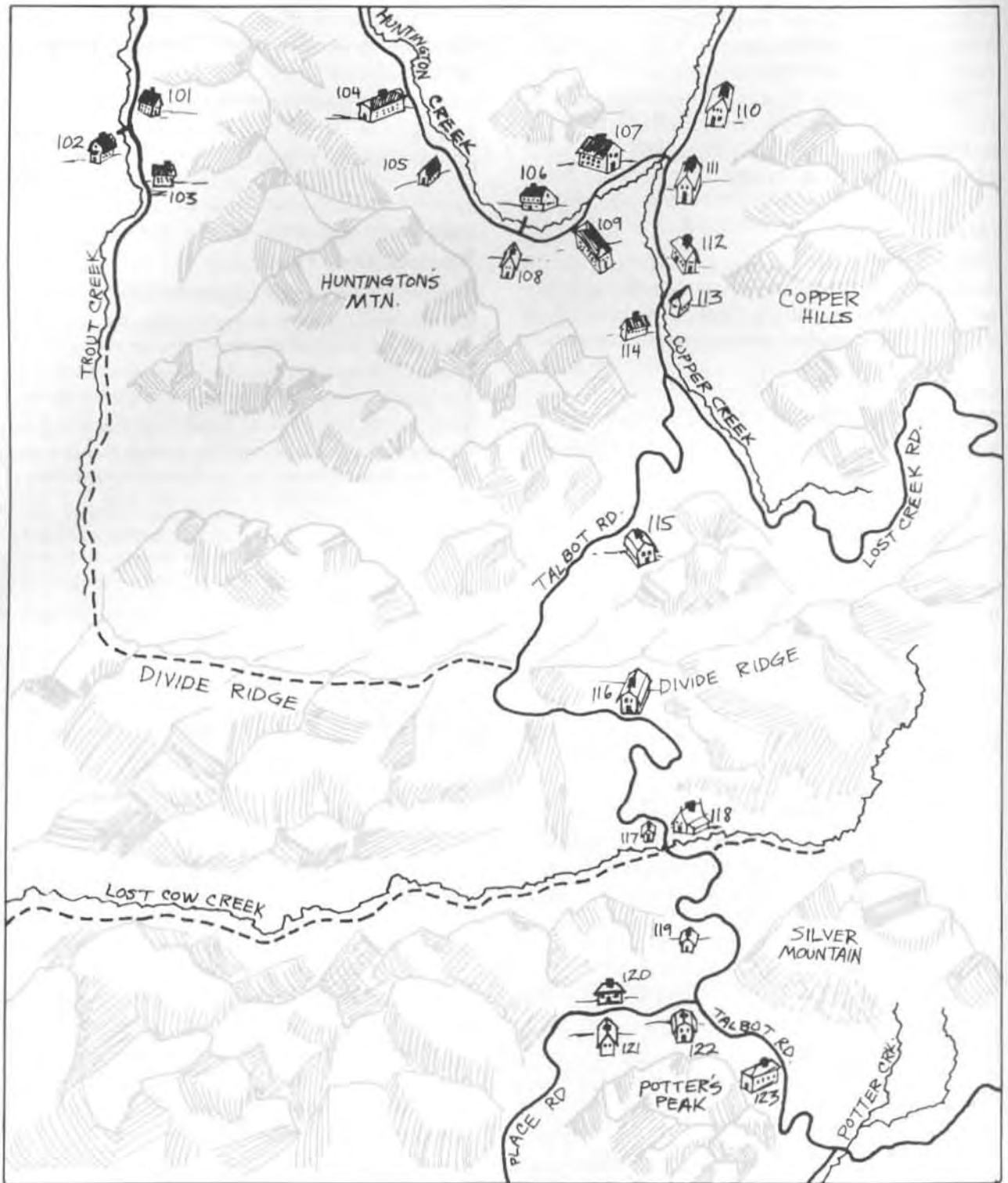
most of them tracing their roots back to Aylesbury or New Hampshire.

These folks have almost nothing to do with Dunwich or the people that live there. They trade in Aylesbury and even their telephones are connected to a trunk line separate from Dunwich.

Habitations

• 101 •
Alvin & Anne Beams, 41 and 36

This couple lost a child in April of 1926 and for a while loudly accused Wilbur Whateley of wrong-doings. They



Northwest

1	2	3
4	5	6
7	8	9

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



later recanted, shortly after receiving a visit from Wilbur. Some say the couple shut up after being paid off with some of the Whateley gold, others say that Whateley threatened the farmer's life.

• 102 •

Jeremy & Catherine Beams, 39 and 29

Jeremy is the brother of Alvin Beam. Jeremy overheard the conversation between Wilbur Whateley and his brother, and the threat that Wilbur made to Alvin. Respecting his brother's privacy, Jeremy has never revealed his knowledge of the conversation.

• 103 •

Abandoned

This ancient farm house is falling to ruin. If the cellar is explored and a Spot Hidden roll made, a bundle of bloody clothing is found tucked away behind a loose stone in the wall. The Beam families can identify the clothing as belonging to Ruth Michaels, wife of the farm's former owner, Chad Michaels. The Michaels packed up and moved away seven years ago, although no one actually remembers seeing Ruth leave. Excavation of the cellar unearths Ruth's moldering skeleton. Chad Michaels has since left the state; his movements prove untraceable.

• 104 •

Old Dan Hunter, 66

Old Dan is one of the most experienced hunters and trackers in the valley. The father of Bill and Bob Hunter.

Weapons: 30.06 Rifle 83%; 12-gauge Shotgun 90%.

Skills: Spot Hidden 98%, Track 99%.

• 105 •

Bill & Betty Hunter, 43 and 35

Behind this house, visible from the road, are the ruins of a recently burned barn, all charred stumps and scorched earth. Inside the house, two family members, Bill and his oldest son, are still recovering from severe burns received in the fire. They will live but with terrible scars by which to remember their accident.

There are rumors afloat that J.B. Monroe (115) was seen in the area just shortly before the fire broke out.

• 106 •

Barry & Margaret Hobbes, 31 and 30

• 107 •

Bob & Mary Hunter, 33 and 31

• 108 •

Will & Sybil Montgomery, 36 and 33

Bob and Mary tend a well-kept and reasonably prosperous farm. A used Ford, only seven years old, is parked in their front yard. Their 13 year old daughter, Jeannie, has lately taken to sleepwalking and has several times been found wandering around in the valley south of Huntington's Mountain near Druid's Grove. Her father found her here once, alone, but talking as though conversing with some unseen, unheard presence. Jeannie was apparently still asleep.

Nothing the Hunters have tried seems to stop the young girl's monthly somnambulist sojourns, including a visit to Dr. Houghton in Aylesbury. Jeannie remembers these experiences only as fragments of a dream. She speaks of talking to "the dark man in the woods."

This is the same place that Virginia Adams (59) has lately been meeting Nyarlathotep. The dark god, sensing the near-presence of the sensitive young Montgomery girl, has been calling to her from beyond the other side, attempting to seduce her with his power and knowledge. Virginia is completely unaware of Nyarlathotep's attempts to ensnare the teenage girl.

• 109 •

Harvey & Sheryl Grant, 28 and 26

This farm is posted "For Sale" and has been for nearly two years.

• 110 •

Clint & Hannah Barnes, 39 and 37

Mrs. Barnes suffers from an advanced skin disease, her face so shockingly ruined that if surprised by her, an investigator loses 0/1 point of SAN.

Hannah has never seen a doctor. An investigator making a Diagnose Disease roll identifies her fairly common affliction and a Treat Disease roll allows a doctor player-character to write a prescription that brings the woman — and her husband — the first relief in years. Improvements begin showing in 10-14 days. The couple will be extremely grateful.

• 111 •

Bill Johnson, 32

A widower with four children, Bill wrongly attributes to Wilbur Whateley the unsolved murder of his wife four years ago. Young Shelley was attacked, raped, and murdered in a field a half-mile from her home. The true culprit is Temple Potter (917).

• 112 •

Art & Marilyn Garson, 44 and 44

This couple keeps a pair of dogs, large animals with some mastiff in them. The two dogs are loyal to the family and attack anyone who raises a hand toward their master.

Hit Points: 8

Weapons: Bite 80%, damage 1D4+1 plus impale

If injury is not inflicted upon the dog in the round it successfully bites, it holds on, inflicting an additional 1D4+1 points in the next round. The dog only releases its victim if injured or commanded to do so by one of the family.

• 113 •

Sam & Jeanine Rawson, 35 and 31

The old apple orchard next to this house is mostly destroyed by last year's fire. Little is left but blackened trunks. J.B. Monroe (115) was blamed for the fire but no charges were filed.

• 114 •

Abandoned

The farmhouse stands 300 yards back from the road, atop a steadily rising hillside covered with a veritable forest of gnarled, twisting, gray vines, the remains of a vineyard planted years ago by a Dunwich entrepreneur. The experiment proved a failure and the individual later moved out of the area. Left untended, the vines first grew rampant then died.

• 115 •

John & Helen Monroe, 43 and 39

The Monroe family lives in an isolated area far from neighbors to the north or south. A decent couple with four children, there is something dreadfully wrong with their eldest son, J.B., 21. Since his early teens the boy has continually been in one kind of trouble or another. Lately he has been told by Squire Whateley to stay out of the village, the old man threatening to call the State Police should he see the boy in Dunwich again. Various livestock mutilations and arsons have been laid at the young man's door but, fearing reprisals, no one has yet dared to press charges. Even J.B.'s parents live in terror of the day that he turns against them.

J.B. has recently made the acquaintance of Dunwich villager, Virginia Adams (59). The woman has been frequenting the area the past few months, meeting in Druid's Grove with the black man form of Nyarlathotep. J.B. has accompanied the woman to these meetings once or twice and although he instinctively fears the mysterious entity, he helplessly allows himself to be led along by the seductive Virginia. Although she has not yet revealed any of the

secrets of the Believers to J.B., she has plans to use him in her bid to take control of the cult. J.B. may or may not fall into Virginia's web.

J.B. Monroe, Bad Seed

STR 15 CON 15 SIZ 15 INT 11 POW 10
DEX 14 APP 13 EDU 7 SAN 33 HP 15

Damage Bonus: +1D4

Weapons: Fist 80%, 1D3.; Head Butt 65% 1D4; Kick 75%, 1D6
Skills: Arson 85%, Climb 80%, Drive Automobile 3%, Fast Talk 30%, Hide 85%, Jump 80%, Sneak 85%.

• 116 •

Abandoned

This ancient farm house is built on the slope of a steep hill. The stilts supporting the front of the building have partially given way allowing the structure to tilt forward at a disconcerting angle.

Investigators might wish to explore the place but the remains of the house's foundations can only support 30 SIZ points. More than this and the supports finally collapse, precipitating the house down the steep hill. Investigators inside have to make rolls of DEX x 5 or less to maintain their footing. Those who fail hit the floor and take 1 point of damage.



J.B. Monroe

The house slides downhill approximately 50 yards before toppling over the edge of a small bluff to fall 12 feet to the boulder-strewn ground below. Investigators have 3 rounds to escape the building, accomplished by successfully Climbing out one of the small rear windows while the house crashes and bounces down the slope. A successful Jump allows for no damage, a failed Jump means 1D3 lost hit points. Those knocked to the floor must spend at least

one round regaining their feet, accomplished with a roll of DEX x 5 or less. Anyone trapped in the house when it slides off the bluff suffers 2D6+2 points of damage.

• 117 •

George & Ellie Judson, 38 and 34

This farmer has property on both sides of the road, the result of George's acquisition of the land formerly owned by his late brother. The brother, Lawrence, perished along with his wife and three children two years ago in a house fire. Local gossip says that George was the one who set the fire.

The Judsons have two children, Robert, 12 years old, and Lisa, 10. Two years ago, on the night of the fire, Robert saw his father sneaking back into the house just minutes before the flames broke out across the road. Robert has never told anyone about what he saw that night.

• 118 •
Burned Farm

Once the Lawrence Judson farm, the devastating fire of two years ago left nothing but the crumbling cellar and massive brick chimney. The family that lived here was wiped out.

• 119 •
Amos Whateley, 49

This rundown farm is occupied solely by Amos, alone since his wife left him fourteen years ago. Amos Whateley is big, mean-looking, and can barely read and write. He recently successfully sued Miskatonic University for the return of the books taken from the property of the late Wilbur Whateley. He is presently anticipating the return of these volumes, believing that somewhere in one of the books he can learn the source of the Whateley gold.

Amos runs a still, kept in the woods behind his house, and makes a little money selling moonshine. Although not the best whiskey in the valley, Whateley's liquor is cheap and drinkable. Bring your own jug, 50 cents a quart for locals, \$1 per quart to outsiders.

Amos's brother, Seth (123), lives just up the road but the two men have not spoken in years. Their feud dates back ten years, revolving around an attempted land purchase that went bad. Their joint deposit was lost but Seth believes Amos never made the down payment and kept the money for himself.

Although Armitage fears the worst, Amos Whateley knows nothing of the actions of Wilbur Whateley and only sued for the return of the books because he believes they hold the secret of the Whateley gold. He believes the University is also out to find the gold and considers their offer to purchase the library for the astronomical sum of \$1000 as proof. Armitage's fears, as far as Amos Whateley is concerned, are unfounded. Once Amos learns of the investigator's presence in town, and their intent, he refuses to speak with them. He makes arrangements with Lem Whateley (68) to keep track of their movements in the village and reluctantly informs his partner, Temple Potter (917).

Amos would prefer not to deal with Potter but Temple knows a secret about Amos. Amos and Temple's father, Matthew Potter, used to be drinking buddies and one night, while nearly in a stupor, Whateley confessed to the elder Potter that his wife hadn't really run off but that he had killed her after a row ensued about dinner. He buried her in a cement foundation he poured a few days later then spread the rumor she had run off. Temple learned this secret



Hyperborean Statue

*Druid's Grove*

from his imprisoned father and has used it to coerce Amos, first into sharing the Whateley gold, and now to provide an alibi for his cousins.

Amos Whateley, Illiterate Gold Digger

STR 14 CON 15 SIZ 15 INT 9 POW 8
DEX 10 APP 8 EDU 67 SAN 28 HP 15

Damage Bonus: +1D4

Weapons: Fist 75%, 1D3; Head Butt 65%, 1D4; Kick 60%, 1D6.

If and when Amos's secret is revealed he breaks down, either surrendering to police, or taking his own life. In either case, the disposition of Wilbur Whateley's library is again left to Squire Whateley who turns the books back over to Miskatonic University.

• 120 •

Casimir & Helena Hobrowski, 39 and 38

This immigrant couple moved to Massachusetts shortly before the World War, buying this farm with the little money they carried. Once owned by Walter Bishop, the property was put up for sale when his only son broke with

the father and moved to the Midwest. Casimir and Helena have had a tough time, but by dint of hard work, have made a go of it. They have five children, aged 6 to 18.

Behind the house stands a broken statue, carved from stone. The Hobrowskis know nothing of the object, nor why it is here. It is nearly five feet high, depicting a winged, female figure. It's head and arms are missing. Geology reveals the stone to be basalt and a Cthulhu Mythos roll indicates that the statue is of Hyperborean make. Found while plowing a field, it was placed here long ago by a member of the Bishop family.

Very near the ancient statue is the old Bishop burying ground. There are over a dozen graves in this overgrown and untended plot. The body of Christian Bishop is buried here, interred in a sealed coffin filled with alcohol, similar to those found in the Bishop mausoleum in the village cemetery. Christian's tombstone is dated 1858.

• 121 •

Calvin & Rita Black, 44 and 40

Calvin and Rita are comparative newcomers to Dunwich, having lived here less than twenty years. Their farm was

formerly owned by one of the semi-decayed Whateleys and a small Whateley burying ground can be found out behind the house, nearly hidden by tall weeds.

• 122 •

Sally Whateley, 35

Sally is the sister of the two feuding Whateley brothers, Amos and Seth (119 & 123). Widowed five years ago when her husband died of the winter flu, she was left with three children to raise. She speaks with both her brothers but absolutely refuses to get involved in their long-running feud. Sally is willing to entertain male guests now and then, but charges \$2 for the hospitality.

• 123 •

Seth & Charlotte Whateley, 43 and 41

Seth is the younger brother of Amos Whateley (119). The two men have not spoken in over ten years, ever since a dispute over money the two put down on some property out near Aylesbury. Amos was handling the deal and when it fell through the a \$200 deposit was supposedly forfeited. Half this money had been put up by Seth. The younger brother still believes that Amos got the deposit back and simply pocketed the money.

If the investigators pay a visit during the day, Seth is out of the house plowing, mending fences, etc. The investigators meet his wife, Charlotte, and the two youngest children. Charlotte is friendly, inviting investigators in while sending the older of the two children to fetch Seth back from the fields. Twenty minutes pass before Seth shows up and in the meantime the investigators can sit and chat with the wife. Charlotte enjoys the company and if an Oratory or Fast Talk is made by any of the investigators she opens up to them.

Charlotte knows that Amos keeps a still, but is smart enough not to tell strangers. Otherwise, she'll talk about darn near anything regarding Amos. She dislikes her brother-in-law and is quite willing to believe anything bad about him that investigators tell her.

Seth eventually shows up and, although polite to the strangers, he is much more reserved. He is very private and will not engage in conversation about "family matters." If Seth realizes that Charlotte's jaw has been flapping, his attitude toward the investigators cools. He is not pleased to find out the strangers have taken advantage of his absence to pump his wife for information.

Point of Interest

Druid's Grove

This dark grove of overgrown trees lies nestled in a small valley below the southern face of Huntington's Mountain.

In an open circle ringed by ancient towering oaks stands a single rough-hewn stone monolith eight feet tall. The boles of the gigantic trees are carved with horribly-twisted human faces.

An investigator making an Occult roll recognizes a type of druidic grove used for the propitiation of one of their darkest deities. A Cthulhu Mythos roll indicates the grove is dedicated to Nyarlathotep. Although the carved faces were made centuries ago, they are still as clear and precise as the day they were carved.

B.J. Monroe has been long fascinated by this place and it is his practice to visit here at least once a month, bringing with him captured cats which he slowly tortures and skins before dashing their brains out against the stone monolith. It was here that he first met Virginia Adams (59) who also makes use of the grove to Call the Black Man. Calling the Black Man in Druid's Grove costs 10 magic points and is successful 90% of the time.

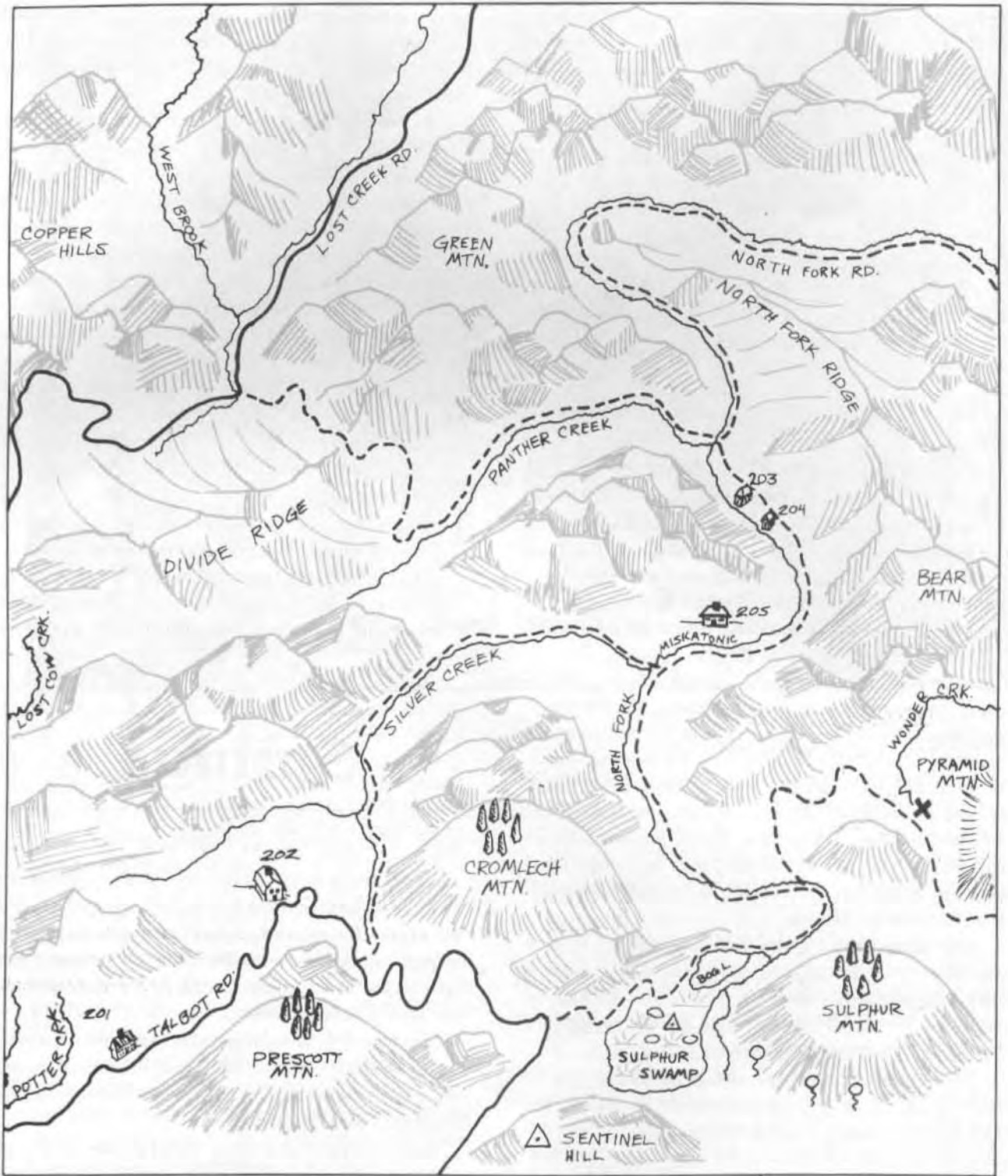
Region 2: Sulphur Springs

This wild, nearly uninhabited area lies due north of the village. It is here that the North Fork Miskatonic first rises, eventually becoming a significant waterway before finally joining with the Miskatonic River proper. Major peaks in the area include Green, Prescott, Cromlech, Bear, and Sulphur Mountains.

There are few habitations in this area but some date back to the early 18th century. Those residences located farther up in the hills are of more recent construction but for the most part long abandoned.

Both Talbot and Lost Creek Roads are, with favorable conditions, passable by most automobiles. The unimproved roads, however, are filled with low spots and chuckholes. Only a truck, or other high-riding vehicle, can safely travel these roads for any length of time without breaking down.

This area was once inhabited by a tribe of Abenaki Indians who lived in a narrow valley south of Green Mountain. Arrowheads and other relics can often be found.



1	2	3
4	5	6
7	8	9

North

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



Habitations

• 201 •

Elam & Nancy Hutchins, 35 and 32

Elam is the younger brother of Will Hutchins (434) and the son of Sam Hutchins (433). Elam, a Believer, was a long-time enemy of Wilbur Whateley but never dared to do anything about it. Wilbur once shot and killed Elam's dog, a collie named Jack, attempting to provoke a showdown. Elam wisely chose not to respond.

Elam has the natural ability to cause nearby pieces of wood to creak and groan. A practical joker, Elam sometimes uses this talent to befuddle city slickers who come visiting.

Spells: Dream Vision, Evil Eye, Lame Animal.

• 202 •

Silas & Anstiss Bishop, 62 and 51

Silas is a Believer and never had much truck with the decayed Whateleys. Once, years ago, he saw the infant Wilbur and his mother, Lavinia, running naked up Sentinel Hill. He knows quite a few Whateley secrets. Silas is narrow-eyed and suspicious of strangers.

Spells: Augur, Bind Enemy, Dream Vision, Evil Eye, Freak Weather, Warding.

• 203 & 204 •

The Wilson/Dunstable Clan.

These two isolated families are neighbors, their respective farmhouses located within a short distance of one another. The clan consists of two families that over the years have interbred to such an extent that there is no hope of accurately tracing family relations. Among the most degenerate of any people found in the valley, if left unmolested they are harmless.

All in all, almost twenty people live in these two cramped, filthy farmhouses, including nearly a dozen dirty, uneducated children most of whom have never even been seen in the village. The majority of the clan are squinty-eyed and suspicious-looking, several displaying distinctly mongoloid tendencies and sloping brows.

Their average INT is woefully low (6-9) and a couple individuals are worse. The two families are headed by Mabel Dunstable, 56, a stern matriarch who directs the group's disgusting practices.



Silas Bishop

If county officials should ever become aware of these families, arrests will be made, the older members of the family convicted and jailed, the children separated and placed in state homes.

• 205 •

Burned Farm

This house burned several years ago, the result of a fire set by members of the Wilson/Dunstable clan. The former owner made the mistake of complaining to them about some of their habits, leading them to believe he would notify the county if they didn't stop. After the fire, the complaining individual moved out and has not been seen or heard from since.

Points of Interest

Bear Mountain

A cave on the north face of this mountain can be seen from below with a successful Spot Hidden. It is the home of a large, male black bear who, if cornered by investigators entering the cave, attacks savagely. It is capable of attacking with either both claws or a claw and a bite every round.

BLACK BEAR

STR 24 CON 15 SIZ 24 POW 10
DEX 12 HP 20 Move 16

Weapon: Bite 35%, 1D10+2D6

Claw x2 45%, 1D6+2D6

Armor: 4 points of fur and gristle.

Skills: Climb 50%, Listen 45%, Track 65%.

A Burial Ground

Along the north bank of Panther Creek some of the ground has washed away from the hill revealing some bones. Careful exhumation brings forth a nearly complete skeleton of an Indian along with some other relics including some arrowheads. An Anthropology roll identifies the Indian as an Abenaki.

Anyone who removes any of the relics from the area finds themselves haunted by dreams of someone stalking them. Every morning the investigator must roll SAN against a loss of 0/1 point. These dreams continue relentlessly until the relics are replaced where they were found.

Sulphur Springs

Located on the southwest face of Sulphur Mountain, these three springs produce heated water, high in sulphur content, which collects in two large, naturally dish-shaped depressions before draining down the mountain into the swamp. These waters have long been claimed to

possess medicinal properties and many locals often travel here to soak in the tubs. Any investigator who soaks in the pools for at least three hours finds himself healed of 1 hit point worth of bruises or strained joints. The treatment can be used effectively only once per day and is no good against burns, open wounds, diseases, or the effect of poisons. Any person relaxing in the waters for three hours and who makes a successful SAN roll also regains 1 point of sanity.

Sulphur Swamp

This large bog is named for the constant stench of sulphur that pervades the area. So saturated is the water that along some spots accumulations of furry yellow crystals are found.

A few times each week the swamp belches up a great bubble of evil-smelling gas from its depths. Although this gas disperses quickly, occasionally a flock of birds or some other creature will be engulfed and felled in a swift stroke. Humans are allowed to roll their CON vs. the gas's POT of 8. Investigators who successfully resist are struck by nausea and weakness but recover fully in 1D3 hours. Those who fail suffer 1D6+2 points of damage and are rendered senseless. Recovery takes 1D3 days.

Panther Creek

Named for the mountain lion that was shot and killed here by George Sumpter back in 1713. Recent sightings of a large cat has the locals wondering if the long-absent carnivore is not making a return to New England.

The animal recently spotted is in fact a real panther, a black one escaped from a small circus traveling through New Hampshire a couple years ago. The owner of the circus, fearing legal repercussions, never reported the loss and simply moved on. This animal, coal-black and powerful, has been living off the local wildlife, supplemented by the occasional sheep or cow, and freely moves back and forth between New Hampshire and northern Massachusetts. It presently lairs in a well-hidden cave in the south face of Green Mountain, sleeping much of the day and hunting at night. Investigators may stumble across its tracks or even one of its kills. (The bloody carcass of a slain sheep wedged into the crotch of a tree some thirty feet off the ground may give investigators pause.)

A successful Zoology roll identifies the tracks as those of a leopard or similar large cat and determines the beast is not a mountain lion or cougar. Unless the panther is cornered, the animal will not attack humans. Horses tied up and left unguarded are, however, fair game. An investigator's horse might be killed or gravely injured

and any other mounts run off by the panther, leaving their riders stranded.

The Black Panther

STR 17 CON 12 SIZ 15 POW 12

DEX 20 HP 15 Move 18

Weapon: Claw (x2) 55%, 1D6+1D4; Bite 35%, 1D10+1D4; Rake 80%, 2D6+1D4 damage.

Armor: 1 point of fur.

Skills: Climb 85%, Jump 60%, Hide 80%, Sneak 90%.

The panther attacks with both claws and a bite every round. If both claws hit, the animal hangs on, continuing to bite (automatic damage) and attempting to rake with its hind claws.

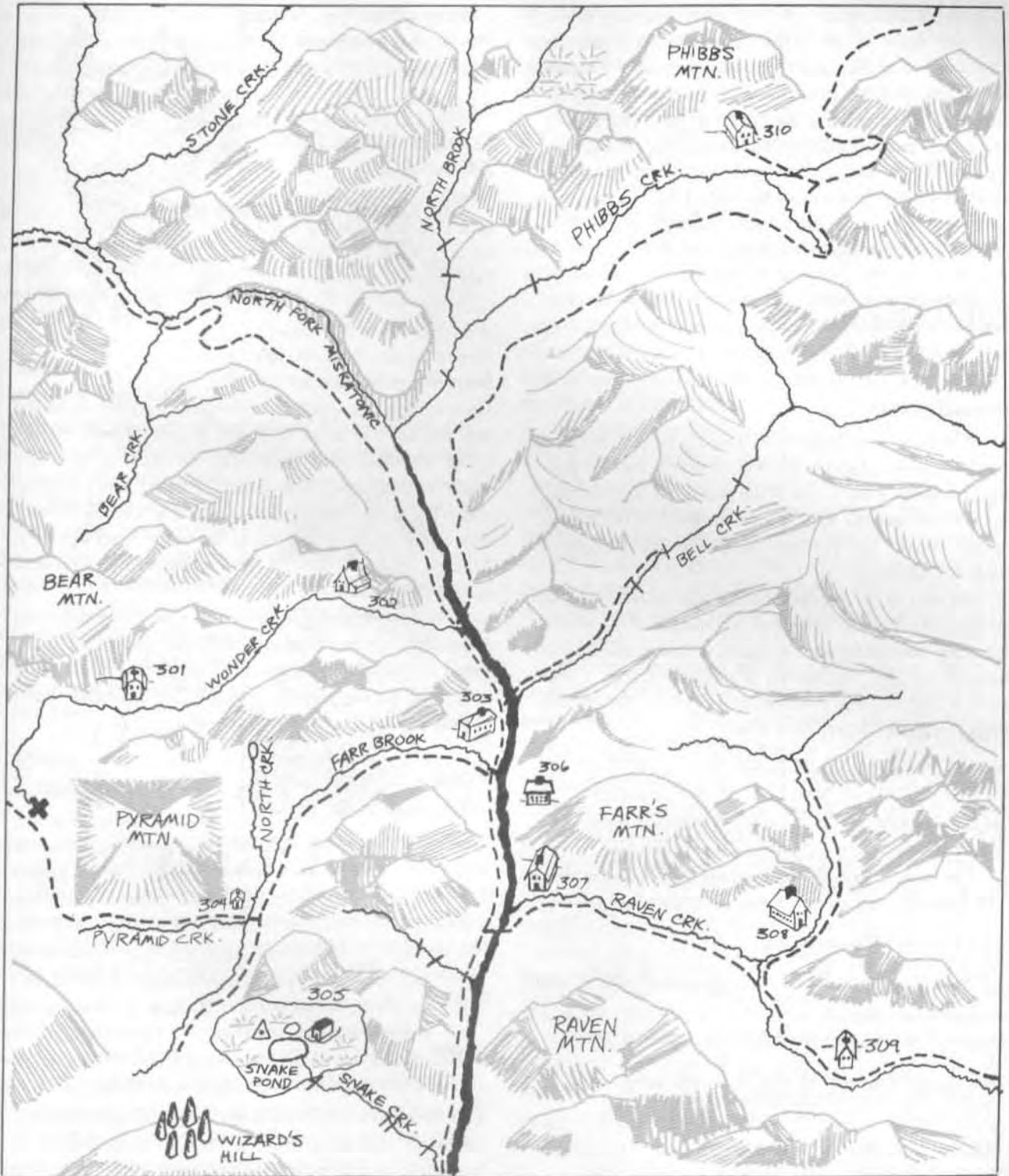
Wonder Creek

This small stream issues from a cave on the foot of Pyramid Mountain. Warmed by some underground source, the spring has never frozen over, even in the coldest of winters, giving rise to its name. The water is actually cooling water which has passed over the still functioning Hyperborean machinery beneath Pyramid Mountain.

Region 3: North Fork Valley

This is a region of steep mountains and heavy forests, little suited to farming. The topography is dominated by the valley of the North Fork Miskatonic which, fed by numerous tributaries, begins to take on the appearance of a small river. Major terrain features include the steep and craggy Raven Mountain, domed Farr's Mountain, and the oddly-shaped Pyramid Mountain — so named for its rough resemblance to the geometric form. A large bog, called by the locals Snake Swamp, lies south and east of Pyramid Mountain. It drains to the North Fork Miskatonic via a small stream.

The area is believed to have been first settled in the early 18th century by members of the Farr family. A few of their descendants still occupy these ancient homes. Others followed in the years after, settling along Raven and Wonder Creeks, but the area proved less than hospitable. Many of these farms are now abandoned.



Northeast

1	2	3
4	5	6
7	8	9

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



1 MILE

Travel in this region is difficult. What remains of the roads that once followed the banks of the numerous streams are often impassable to automobiles and sometimes nearly invisible to the eye. When dry and clear, the North Fork Road as far as the Fred Farr farm can usually be traversed but beyond this point the driver proceeds at his own risk. The old road along Raven Creek is passable when the weather is good but the rest of the roads in this region are little more than tracks through the woods, overgrown and blocked by saplings.

Habitations

• 301 • Abandoned

A Spot Hidden roll made while passing by this deserted structure notices a sudden movement near one of the paneless windows of the house. If the building is approached, a man bursts out the back door and runs full-tilt for the woods beyond. The inside of the house shows signs of recent habitation.

This man is an escaped convict who several months ago slipped out of the Aylesbury jail and found his way to the valley. Wanted on several counts of felony assault and unarmed robbery, the convict is dangerous only if cornered. If captured and returned to Aylesbury, the investigators can collect a reward of \$100.

If the investigators have left an automobile parked somewhere in the vicinity, the fleeing felon circles back (Sneak), hot-wires it (Electrical Repair), and, if successful, is gone before investigators can stop him. The car will be found a week later by Boston Police, abandoned in an alley in the city's North End.

Roger McClean, Escaped Con

STR 15 CON 14 SIZ 15 INT 11 POW 10
DEX 15 APP 9 EDU 7 SAN 55 HP 15

Damage Bonus: +1D4

Weapons: Fist 80%, 1D3; Head Butt 65%, 1D4; Kick 75%, 1D6.

Skills: Dodge 60%, Fast Talk 55%, Hide 70%, Jump 75%, Listen 65%, Electrical Repair 55%, Sneak 75%.

• 302 • Abandoned

Obviously empty, stout locks are found sealing the front and back doors. This farm has been deserted for nearly three years, ever since the owner, Samuel Osborn, dropped out of sight. His nephew, Joe Osborn, removed what few valuables there were some time back.

Investigators who explore up Wonder Creek for approximately 300 yards and make a Spot Hidden roll discover what happened to Samuel Osborn. They find his

skeleton pinned by a fallen tree to the bottom of the rocky creek.

• 303 • Fred & Lena Farr, 36 and 32

This is one of the oldest farms in the region, built around 1715 by Nathaniel Farr. Fred, a witness to the climactic end of the Dunwich Horror, is Nathaniel's direct descendant. Aside from his knowledge of the Horror, Fred can also tell investigators a little about the old woman who lives up Raven Creek, Granny Barnes (308). He often does chores for the old lady. One day while working behind the house he heard heavy, sliding, slithering noises coming from behind a boarded up window in the back. Respectful of the old woman's privacy, he never asked about it but has ever since wondered what made that noise.

Fred is not a Believer. When he pulled down the ring of stones atop Farr's Mountain fifteen years ago, he angered many of the cultists. Fred stood his ground however, after all, the property was his. The Believers finally backed off.

• 304 • Abandoned

This house has been empty for many years; it lacks windows and the doors hang open. Although there is little to be found inside except for dead leaves and debris, a thorough search of the cellar turns up a rusty but salvageable musket of early 18th century vintage. A collector's item that can be sold at E. Parrington's gun shop in Arkham for \$35.

• 305 • A Rotting Shack

This rotting building stands atop a spot of dry land in the middle of the swamp. No one knows who built it or why but it has stood here, unused, for as long as anybody can remember. A further description is found below under Snake Pond.

• 306 • Rebecca Farr, 57

The widowed mother of Fred Farr, Mrs. Farr is practically blind from cataracts and is partially cared for by her son, Fred (303). Fifteen years ago she was beset by nightmares



Fred Farr

involving spiders. At her insistence Fred finally pulled down the ring of stones that stood atop Farr's mountain, ending the dreams. Rebecca was once a Believer but has abandoned the cult and turned to Christianity.

Spells: Blight Crop, Call Horned Man, Dream Vision, Evil Eye, Warding.

• 307 •

Peter & Virginia Harsen, 38 and 36

Last year the Harsen's 14 year old son, Jeff, died from a rattlesnake bite. His swollen body was found in the woods near the creek, a mile north of Granny Barnes place (308).

• 308 •

Granny Barnes, 71

This ramshackle farm at first glance seems abandoned, but the small, well-kept vegetable garden by the side of the house bespeaks otherwise. Mrs. Barnes is exceptionally aged and a victim of crippling rheumatoid arthritis. Neighborly Fred Farr (303) brings her supplies from town and occasionally helps out with repairs around the farm. She lives alone.



Granny Barnes

• 309 •

Abandoned

If the overgrown yard behind the house is explored, investigators find a recently-made clearing about eight feet in diameter. In the center of the clearing is an odd mound of carefully placed stones and evidence of a small, recent fire.

An Anthropology or Occult roll identifies the evidence as part of an Indian ceremony of protection, or warding, against an evil spirit once worshipped in the area. A Cthulhu Mythos roll reveals it's identity as Abhoth. John Lightfoot, a sixty year old Indian from New Hampshire, still celebrates the rite twice-annually at irregular intervals. John is now the last of his line. Since the demise of his tribe the ceremony is no longer effective.

• 310 •

Levi & Hannah Stone, 32 and 29

This rude cabin houses the Stone couple and their one son, Zekle, 12. Levi is a large, bearded, bear-like man who at first meeting seems a friendly, hale and hearty type. This thin facade disguises a man with 0 SAN, who abuses his family, and who worships a strangely-carved

figure of wood he found long ago in the swamp near his cabin. An entire scenario based on this family is found in *Arkham Unveiled*.

Points of Interest

Bear Creek

Last year a black bear was bothering some of the Dunwich farmers. Believing the animal's lair to be in the vicinity of Bear Mountain, Bert Wallace placed several large traps along the east bank of Bear Creek. Bert died a short time later, never having revealed the existence the half-dozen traps. They remain where they were placed, rusted, but still functional.

An investigator who unwittingly sets off a trap suffers 2D4 points of damage plus the danger of contracting blood poisoning, tetanus, or some other infection. A horse suffers similar damage plus stands a 50% chance of having its leg so badly damaged it will have to be destroyed. In any case, the horse is lamed and has to be walked home. Recovery time for the animal is 1D6 months and it is unlikely the owner will be willing to rent to the investigators again.

The traps are rusted and not 100% reliable. When a character steps on a trap, make a Luck roll to see if it snaps shut. If the Luck roll is successful, the character can carefully pull his foot away without suffering injury (DEX x5 or less). Traps always spring when triggered by the weight of a horse.

There are six traps scattered along both sides of Bear Creek, from the headwaters to the junction with the North Fork Miskatonic. All are well hidden, but detectable with a Spot Hidden roll if the investigators know to look for them.

Farr's Mountain

This domed hill was crowned by a ring of stones erected by an early Believer, Nathaniel Farr, in the early 18th century. Fifteen years ago the stones were pulled down by Fred Farr at the insistence of his mother. They lay buried in the high grass. Beneath this hill are the remains of the Hyperborean's ancient temple to Atlach-Nacha.

The Mound

At the junction of two creeks nearly a mile north of Granny Barnes' house (308) is a rounded mound nearly obscured by the thick growth of trees covering it. It requires a Spot Hidden roll to even notice its odd, symmetrical shape. No analysis will reveal it's true nature. Only John Lightfoot (309) knows that it is a centuries old indian site once connected with the rites of his people.

A Ruined Still

At a fork in the north branch of Raven Creek is found the remains of a large distilling operation. The rusted drums and twisted copper pipes are now overgrown and partially buried in the marshy bank of the creek.

Pyramid Mountain

The odd, symmetrical shape of this peak is due to the fact that beneath the layers of soil is a huge stone pyramid built tens of thousands of years ago by the Hyperboreans. This pyramid served as the civic and religious center of the prehistoric colonists. In the winter, Pyramid mountain is the last to be covered by snow and the first to thaw barren in the spring. This is due to the heat generated by the underground power supply.

Snake Pond

The large swamp surrounding this pond is unusually thick with snakes. Poisonous varieties, copperheads and timber rattlers, are often spied here despite both species normal

preference for upland forests. Many of these specimens are of record or near-record size.

In the center of the swamp is a large body of water called Snake Pond, fed by a smaller pond to the north, Little Snake Pond. A small, wooden shack is found near the pond, built upon a rise of land (305). For some reason it has become the favorite place of the many water snakes that inhabit the swamp. Although none of the snakes are poisonous, entering the shack suddenly brings the curious investigator face-to-face with hundreds of brown diamond-patterned, squirming serpents. SAN 0/1D2.

Water snakes are generally nasty-tempered and don't hesitate to bite if they feel threatened. The bites are nearly harmless but could be frightening, particularly if the investigator is not sure if they are poisonous or not (Zoology roll to correctly identify). Feel free to call for an additional SAN roll with a loss as high as 1/1D6 if the investigator panics.

A twisting path, but dry, leads from behind the shack to some stone ruins found further back in the swamp. There is little left of what once stood here, mostly founda-



Snake Pond

tions poking up through the swampy water. If explored carefully, traces of carvings are found which a Cthulhu Mythos roll identifies as Hyperborean. A second successful Mythos roll tells the investigator he is looking at the remains of a temple anciently dedicated to Yig. An Idea roll allows an investigator to spot the stones of a fallen arch and note they are inscribed with what appears to be magical symbols. A Cthulhu Mythos roll, or a knowledge of gates, allows the investigator to realize that the stones might be reconstructed and the magical Gate reassembled.

It will take 3 days of digging out stones and more time spent reassembling the arch. Every day the investigator leading the project is allowed an INT x5 roll. If successful, the investigators puzzle the arch together, successfully reassembling the gate. Anyone stepping through this gate lose 1 magic point and finds themselves within the interior of the buried pyramid (Gate Room).

TIMBER RATTLER

STR 2D4 CON 2D6 SIZ 1D6 POW 1D8

DEX 3D6 Move 6

Weapon: Bite 50%, venom POT 2D6+2

Armor: None

Skills: Hide 85%, Sneak 85%.

COPPERHEAD

STR 1D4 CON 2D6 SIZ 1D3 POW 1D6

DEX 3D6 Move 7

Weapon: Bite 50%, venom POT 1D10.

Armor: None

Skills: Hide 80%, Sneak 90%.

Occasionally a Child of Yig will be spotted, a huge, intelligent specimen of timber rattler or copperhead, identifiable by the white crescent on its head.

Region 4: Prescott/ Dunlock Valleys

This region, one of the most fertile in Dunwich country, is dominated by the Prescott and Dunlock Creek Valleys. The highest point is Mt. Hutchins, connected by a long ridge to White Mountain, a peak of only slightly less elevation.

The area is known to have been settled as early as 1712 by Ebenezer Place but it was not until 1745, with the almost simultaneous arrivals of the Massachusetts Dunlocks and New Hampshire Prescotts that the area was truly populated. The Dunlocks settled mainly in the western valley while the Prescotts built their homes in the vale to the east. Eventually there arose a dispute over the ownership of certain bottom land near the junction of Dunlock and Prescott Creeks, a dispute that finally resulted in bloodshed. A Dunlock widow was soon after paid a sum of money followed by most of the southern valley lands coming under the control of the Prescotts. Although the murder occurred long ago, bad blood still exists between the families. Investigators who become too friendly with one of the families will find themselves ostracized by members of the other clan.

Simon Teeples, self-proclaimed minister of God, has recently settled in this area, attracting both Prescotts and Dunlocks to his fiery Sunday morning sermons. Teeples wishes to expunge the area of the Believers and their ilk.

To the east lie the numerous farms of the extended Hutchins family, one of the founding names of Dunwich. In the northeast are several farms originally built by members of the Potter family. Of bad stock and disagreeable habits, most of the Potters were eventually driven out by their neighbors some of them resettling to the east and south of the village (916, 917).

Most of the improved roads are negotiable to autos, at least during the good weather. The old road that runs along the top of Place Ridge can be negotiated by car for barely half its length, and then only under the best of conditions.

Habitations

• 401 •

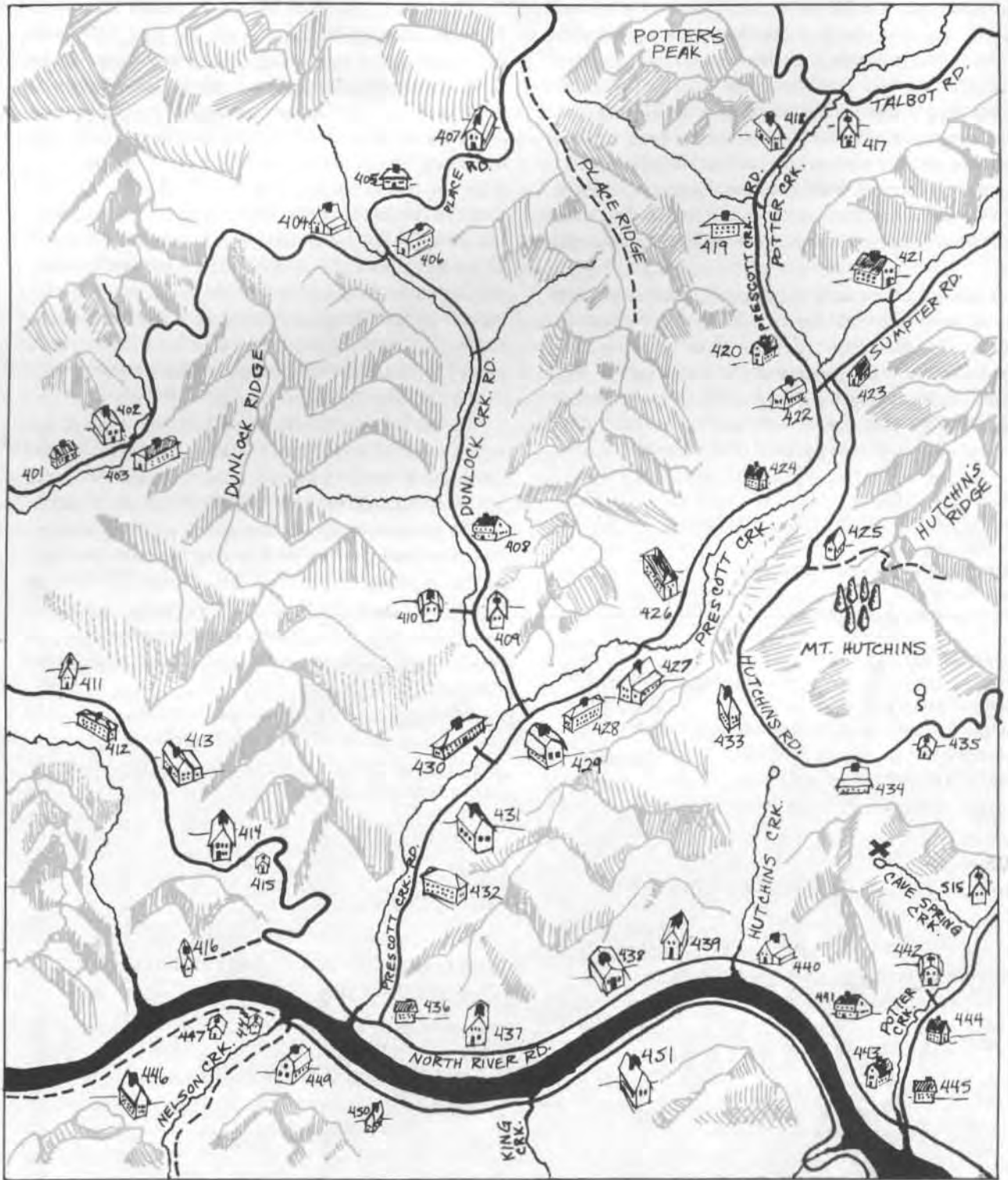
Orville & Amy Pierce, 41 and 40

Newcomers to the area, Orville and Amy bought this place only ten years ago. In October of 1927 the family lost a child, nine year old Ben, who disappeared one morning while looking for his older brother and sister. No trace of the missing child was ever found. Some said Wilbur Whateley was behind it although the family nervously and publicly maintained that they had no reason to suspect Whateley.

• 402 •

Abandoned

Formerly owned by Ned and Alice Farr, this farm is now abandoned and going to ruin. The elderly couple died two years ago during the long cold snap.



1	2	3
4	5	6
7	8	9

West

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- CLIFF
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP



1 MILE

• 403 •

Carl & Amanda Bartlett, 46 and 42

Outsiders to the Dunwich community, Carl and Amanda's house and barn display numerous glass witch-balls.

• 404 •

Old Bill Dunn, 36

A middle-aged bachelor and quintessential New England Yankee. Old Bill is not particularly talkative and it's rare for a visitor to elicit more than an "Ee-yup" or a "Nope"

*Old Bill Dunn*

from the man. Bill chews tobacco and walks with a slight limp, the result of being kicked by a horse several years back.

Bill is an expert whittler, an occupation visitors usually find him engaged in. Old Bill likes to carve small animals, most no more than an inch or two tall. He has been at this for years and hundreds of the miniature beasties decorate the inside of his house. None of these carvings are recognizable as

normal animals and some are even downright frightening looking. If asked about his inspiration for these pieces, Bill merely shrugs and says: "Dunno." At the keeper's option, Cthulhu Mythos rolls might identify some of Bill's monstrous, dream-inspired whittlings.

• 405 •

Allen & Marjorie Smith, 27 and 25

This is the daughter and son-in-law of Joshua and Irene Place (407). The older couple gave this property to the newlyweds, an inducement intended to keep the couple in the area. Marjorie is a long-time member of the Believers but her husband, an outsider, has grave concerns about the cult and its activities. He has for a long time urged his wife to move out of the valley, away from Dunwich, but she refuses to hear of it. If befriended, the distraught Allen may confide his fears to the investigators.

Spells: Blight Crop, Call Horned Man, Dream Vision, Warding.

• 406 •

Abandoned

• 407 •

Joshua & Irene Place, 52 and 49

Joshua and Irene run a modestly successful farm raising chickens and sheep. They are descended from the original

Places who came here in 1692 and are fully-active Believers, regularly attending the cult's hilltop rituals. Irene is a very influential member of the group.

It is widely believed that Irene can foretell the future by examining the entrails of an animal that has been slaughtered in a particular manner. She charges the locals \$1 for this service (an outsider pays more) and the petitioner must provide the sacrifice. Sarah's predictions are rumored to be 80% accurate. Sarah is considered second only to Zebulon Whateley when it comes to knowledge of poisons and their cures.

Skills: Pharmacy 94%, Treat Poison 85%.

Spells: Augur, Bind Enemy, Blight Crop, Call Horned Man, Charm Animal, Contact Nyarlathotep, Detect Enchantment, Dream Vision, Evil Eye, Healing, Implant Fear, Lame Animal, Stop Heart, Warding.

Joshua is a renowned dowser and has located numerous wells for the local residents. He is willing to teach the art to investigators he likes. It takes one day of training in the field and a successful roll of POW x1 or less to gain a basic skill of 20+1D10%.

Skills: Dowsing 95%.

Spells: Call Horned Man, Charm Animal, Dream Vision, Evil Eye, Freak Weather, Warding.

*Irene Place*

• 408 •

Caleb Dunlock, 44

A widower, a year and a half ago this man's unmarried daughter, Angie, 23, gave birth to a monstrous child. Still

Dowsing, a new skill

Not only can this art be used to locate water, but other objects as well. Caves might be noticed by the movements of the rod and the underground river will certainly cause a strong reaction. Dowsing over Abthoth causes the stick to twist violently calling for a SAN roll of 1/1D4. Dowsing on Sentinel Hill, over the imprisoned Dunwich Horror, causes the stick to burst into flames and the user to roll SAN against a loss of 1/1D8 plus make a roll of CON x5 or suffer a heart attack causing 3D6 points of damage.

born, Caleb put the hideous bat-winged thing in a jar filled with alcohol and took it to the Aylesbury County Fair where he sold it to Nichols' Carnival for \$15. Little Donny Dunlock is viewed daily by visitors to the touring show. Reverend Teeple's claims it was the work of the Devil.

• 409 •

Martin & Luna Dunlock, 71 and 58

This couple are ardent followers of Simon Teeple's (422) and stand behind his policies regarding the Believers.

• 410 •

Abraham Dunlock, 48

Abraham is single, his wife ran off years ago, taking the children with her. Sunday afternoons here are crowded; Abraham runs organized cockfights in the barn out back. As many as twenty to thirty locals can sometimes be found here gambling, yelling, swearing, enjoying the blood spilled by the fighting birds. Even Prescotts attend — although they do not mix easily with the Dunlocks — lured here by the cheap thrills of blood and gambling. Cockfights are illegal in Massachusetts and will be broken up by the State Police if a complaint is filed. Abraham and other members of the Dunlock family will hold a serious grudge against those who reported them.

• 411 •

Peter & Linda Baker, 30 and 28

An odd pattern of boulders arranged on the barren hillside high above this house faces in the direction of the village. Easily seen from a quarter mile away, a closer approach reveals it to be a six-sided figure contained within a circle some twenty feet across. A successful Occult roll identifies the symbol as a type of hex sign similar to those found in the Pennsylvania Dutch country.

The Bakers know only that the sign was there when they bought the farm eight years ago. The previous owner told them that around 1825 some folks living out Aylesbury way came and built the symbol.

The hex sign is as ineffective against Believers as it is against Cthulhu monsters. Only the neurotic witch woman, Abigail Conley (88) fears the sign and will not approach the house.

• 412 •

Brian & Kay Barnes, 38 and 28

Their 12 year old son, Bradley, has a Marine Band harmonica (he stole it from an Aylesbury kid) which he plays the hell out of. He's not always good but he's full of energy and often joins the summertime Saturday night jam sessions at Will Bradford's place (429).

• 413 •

Old Lady White, 82

This otherwise unremarkable house exhibits a strikingly beautiful garden of perennials and an arched trellis filled with gorgeous roses. Edna White's blooms have in the past won blue and red ribbons at the Aylesbury County Fair.

Skills: Botany 95%.

• 414 •

Abandoned

The roof of this farm is broken in half by the huge, dead tree that fell across it five years ago. The family packed up everything not destroyed and moved out of the valley.

• 415 •

Morton & Becky Dunlock, 55 and 26

Morton spends all day in the fields and the childless Becky gets restless and bored. Possessed of a pretty face and a nice figure, she uses them to lure neighbors, traveling salesman, or just about any healthy male into the hayloft (Skill: Seduction 90%). If the bearded and bushy-eyebrowed Morton finds out, he comes looking for the culprit(s) with a loaded 12-gauge shotgun. Only Squire Whateley carries enough weight with Morton Dunlock to talk some sense into the man, making him go home and put his gun away. Otherwise, investigators are in serious danger. Once Morton's mind is set to something, it's difficult, if not impossible, to talk him out of it.

Weapon: 12-gauge Shotgun 78%, 4D6

• 416 •

Ruined Windmill

This ancient structure, built in the early 18th century, has collapsed in upon itself. If the debris is removed, an old stone basement is found. It holds nothing of interest or value except for fragments of the skeleton of the past owner. Nearby can be found the filled-in cellar of a house that also once stood here. Both mill and house were owned by Roger Whitlock and both destroyed as the result of a terrific thunderstorm. Whitlock and his entire family died in the tragedy.

• 417 •

Widow Dorothy Prescott, 38

Dorothy is lonely and longs for a husband. She is not a bad-looking woman and will attempt to lure a likely-looking male investigator into her bedroom. Once this has been accomplished, she tries to use this indiscretion to force the man to marry her. If the intended spouse refuses, she takes her complaint to Martin Prescott, the 71

year old patriarch of the Prescott family. He and some of the Prescott men show up in the village, shotguns in hand, looking for the investigator that has sullied the honor of their niece.

• 418 •
Jimmy Prescott, 47

Jimmy is a confirmed bachelor, his house painted a shocking shade of red. Last year while visiting Aylesbury, Jimmy found a couple cans of paint sitting in an alley unattended and apparently unwanted. He brought them home and put them to good use.

• 419 •
James & Beryl Prescott, 38 and 36

The first time Beryl is met, she has a black eye. The next time, a black eye again, but on the other side. The third time she has a split lip or a bloody nose. James beats Beryl at least once a week whether she needs it or not.

The couple's 15 year old son, Billy, has been missing for two weeks. Not a trace of him has turned up (M10).

• 420 •
Jonah & Mary Prescott, 55 and 55

There is a cave on this man's property, its existence known to many in the valley. The entrance was found by Jonah after heavy spring rains washed away part of the hillside behind his house. Crawling through the narrow entrance, he and two cousins explored the cave, discovering evidence of an extensive cavern system. After some tedious exploration they discovered a sharp drop off and saw far below them ancient steps carved into the sheer wall of stone. Deciding to explore, two of them descended to the steps by ropes while Jonah stood watch and waited for their return. The two men never came back.

Jonah never attempted further explorations of the cave. To keep the curious away he finally sealed the cave off, dislodging a large slab of stone that stood over the cave entrance, causing it to slide down and block the opening.

Jonah will show investigators the entrance to the cave and even be willing to help them in explorations, but only if they promise him a fair share of the Whateley gold when it is found (he first asks for 25%). No matter what investigators may tell the man, Jonah is convinced the caves lead to the fabled treasure and refuses to believe investigators are not after the Whateley treasure. He will draw up his own contract and make the investigators sign it before giving them entrance to the cave. See *The Upper Caverns*, "Prescott Entrance."

• 421 •
Abel & June Sumpter, 65 and 63

Abel is a Spanish-American War veteran and it was while serving with the army that he learned to play the banjo, taught to him by a camp mate. When the friend was killed in action, Abel inherited the banjo and still plays it to this day. He enjoys the Saturday night sessions at Will Bradford's (429).

Abel has a good riding horse for rent as well as a wagon and draft horse.

• 422 •
Simon & Emmy Teeples, 41 and 36

A heavy-browed, steely-eyed preacher of stern countenance, Simon moved into the valley with his family about four years ago. He has learned of the existence and practices of the Believers and uses the Sunday morning services held at his home to rail against their actions. One of his followers, Elias Prescott (432), is a man who in the past was wronged by the Abigail Conley, the supposed witch woman (88).

The Believers keep a close eye on Teeples and his followers. What steps should be taken against the preacher and his followers have already been discussed. Virginia Adams (59), as usual, has called for the most drastic actions.

• 423 •
Agnes Hutchins, 58

A widow with a grown son, Chester, 34, Agnes is a friendly sort always ready to sit down with company. Chester, however, hates outsiders and if he comes home and finds Ma talking to a bunch of no-account city folk, he loses his temper and orders the strangers out of the house and off the property. Chester is big and strong (18 and 18) and is probably more than a match for most investigators.

Damage Bonus: 1D6

Weapons: Fist 85%, 1D3; Head Butt 65%, 1D4; Kick 90%, 1D6.

• 424 •
Daniel & Ellie Prescott, 29 and 27

In 1924, this couple's young daughter, Jennifer, was lost in the abandoned mine on the south face of Harsen's Peak (Region 9). Ellie painted the memorial found on the rock by the mine's entrance.

• 425 •
Jubal & Doris Hutchins, 62 and 17

Jubal is the younger brother of Sam Hutchins. Married just last year, his young bride is actually only 13 years old, a fact quite obvious to anyone who meets her.

• 426 •

Markham & Janet Prescott, 51 and 44

Markham owns property on which stands the Witch-Tree, the ancient oak supposed to have caused the death of a state surveyor back in 1898. The tree can not be seen from the house but for 50 cents Markham will show a group the way and tell them the story. Markham was there when the state surveyor suffered his fatal heart attack. "His face was all screwed up liked he was scairt to death, and his hair was turned snow-white!"

The witch Tree

This huge and obviously ancient oak was a giant when the first settlers arrived here in 1692. Before long, stories began being told about it, people claiming they sometimes heard a voice when near the tree and others claiming they had experienced strange and frightening visions. Markham Prescott claims to "never seen nor heard nothin" but is quick to point out that no one in his family has ever tried to trim or disturb the tree in any way.

In 1898 a state surveyor wanted to use the huge tree as a marker. Despite warnings, the surveyor attempted to fasten a small metal plaque to the tree with nails. The surveyor had struck only a single hammer blow when he was suddenly seized by a fatal heart attack. The next surveyor wisely attached his marker to a nearby younger tree. The first metal plaque can still be seen, undisturbed, still hanging from the single nail partially driven in by the ill-fated surveyor.

The tree is inhabited by the spirit of one of the druid descendants who lived in the valley centuries ago. Using magicks passed down by the Irish adepts who had come here centuries before, the druid now lives forever within the body of the tree. Barely sentient, the spirit fully awakes only when it senses the tree is threatened. The spirit uses a variety of different spells to scare off or even kill threatening animals and humans. The tree can be chopped down or burned but the spirit will continue to defend against its attackers until its POW is expended.

POW 25

Spells: Charm Animal, Death Spell, Freak Weather, Implant Fear, Stop Heart.

• 427 •

Virgil & Agnes Prescott, 41 and 38

Virgil is a dog breeder, raising bloodhounds in a kennel built out behind the house. The Massachusetts State Police occasionally call upon Virgil to aid them in tracking down fugitives or lost children, paying him \$5 per day. Investigators are charged the same but the price is subject to Bargain. Virgil will, of course, break out his tracking dogs for free in the case of a neighbor whose child is

missing. Virgil owns a pickup truck in which he transports his animals.

While visiting, one of the investigators will be befriended by an eight-week old puppy the kids call Jeb. This puppy is slightly lame but otherwise healthy and follows his chosen investigator everywhere, tangling itself between the character's legs while he is walking and sitting obediently next to the investigator's foot whenever he should stop. Jeb is begging to be taken home and made a pet. The offspring of two of Virgil's best trackers, Jeb will have a Track skill of 85% by the time he is two years old. Virgil offers to sell the pup to an investigator for \$8. If the investigator hesitates, Virgil mentions that if he can't get rid of the pup, he'll have to drown him.

Skills: Dog Handling 80%.

• 428 •

Joe & Felicia Prescott, 36 and 35

Joe is tremendously overweight, close to 450 pounds, and can move about only when aided by members of his family. He wears clothes made from gunny sacks and spends the nice weather sitting in his front yard, his bulk supported by a chair made of roughly mortared bricks and stone, and padded by quilts.

• 429 •

Will & Betty Prescott Bradford, 66 and 56

Old Will plays the fiddle, an instrument taught to him long ago by his uncle. He hosts summer night front-porch jam sessions where he is joined by Abel Sumpter (421), Will Hutchins (434), Billy Taylor (445), and the youngster, Bradley Barnes (412). Together they make music to stomp your foot to. Usually attended by both Prescotts and Dunlocks as well as others. Reverend Teeple's shuns the gatherings, feeling such merriment must somehow be sacrilegious.

• 430 •

George Dunlock, 62

The patriarch of the Dunlock families. He does his best to keep alive the old grudges.

Weapons: 30.06 Rifle 80%, 2D6+3; 12-gauge Shotgun 80%, 4D6.

• 431 •

Jim & Helen Prescott, 47 and 44

Followers of Reverend Teeple's. Jim keeps a still operating in a shed near the barn, selling moonshine for 65 cents a quart to locals and outsiders alike. Always an honest measure. Reverend Teeple's disapproves, but not vehemently.

• 432 •

Elias & Mary Prescott, 41 and 34

Followers of Reverend Teeples, Elias was in the past victimized by Abigail Conley (88) and her devious magic. Unknown to them, their daughter, Honey, 17, has been secretly attending Believer ceremonies on the hilltops. If found out, she will be in serious trouble, possibly leading to open warfare between the Believers and members of Reverend Teeples' congregation.

Spells: Call Horned Man, Dream Vision.

• 433 •

Old Sam Hutchins, 72

The oldest male member of the Hutchins family, old Sam was at Cold Spring Glen the day the state police officers disappeared into its gloomy depths. Sam, a widower, has served as village selectman for the past twelve years.



Old Sam Hutchins

• 434 •

Will & Martha Hutchins, 48 and 45

This man is the eldest son of Sam Hutchins and was present the day the Dunwich Horror appeared atop Sentinel Hill. Will learned to play the guitar via a mail-order course he took several years ago and regularly attends the sessions at the Bradford place (429).

He still plays the cheap, laminated, guitar that came with the course, but has developed a technique for coaxing some sweet notes from the instrument.

• 435 •

Peter & Sarah Babcock, 37 and 34

This couple, along with their three young children, are relative newcomers to Dunwich. Active church-goers, every Sunday they drive their Ford into Aylesbury to attend services at the First Baptist Church. They have met the Reverend Teeples but don't care much for his flamboyant style. There are glass witch-balls in their windows.

• 436 •

John & Ellen Prescott, 57 and 53

Ellen is one of the valley's most popular midwives. She has seen a number of odd births in her time but nothing like the bat-winged monstrosity still-born to Angie Dunlock last year (408).

• 437 •

Jean & Maria Mancelle, 37 and 35

The Mancelles are of French-Canadian stock and Catholic religion. Although good folk, the Mancelles suffer some discrimination from the long-standing Yankee families in the area. On Sundays they attend the Catholic church in nearby Aylesbury, taking their four young children with them. Numerous witch-balls of colored glass are seen in their windows.

• 438 •

Mary Prescott, 55

Mary is a widower and the mother of Calvin Prescott (439). She is strong and stern-looking, and disapproving of her son's behavior.

• 439 •

Calvin & Honor Prescott, 36 and 32

This untidy farm is occupied by polygamist Calvin Prescott; his wife Honor Prescott; and his two common-law wives; Celeste Croft, 24, and Hortense Miller, 18. Calvin is an unfriendly sort who doesn't care much for snoopy strangers. There are nine unkempt children living here aged 1-15.



Will Hutchins

• 440 •

Jimmy Banks, 52

Jimmy lives by himself in this old house. Often seen wandering around his untended fields talking to himself, he owns only a single cow and a few chickens,

raising no crops, and keeping only a small, weed-filled vegetable garden.

Jimmy hasn't been quite right since being kicked in the head by a horse when he was eight years old; the left side of his head is pressed-in in an awful manner. His mother died five years ago and he has since then had to fend for himself. Although incredibly dirty and none-too-bright, Jimmy is harmless and well-liked by his neighbors.

• 441 •

Burned Ruins

• 442 •

Cyril Hutchins, 66

Cyril is thought to live alone but members of the Hutchins family know better. Locked in the cellar of the

house is his hopelessly insane great-uncle, Caleb Hutchins. Now 98, Caleb was driven mad by something that took place atop Hutchins Mountain the day he went up there in 1875 to destroy the old stone circle. He is kept chained to the wall but is usually quiet, offering no real problems to the nephew now charged with his care. However, he is extremely sensitive to Mythos happenings within the valley and during the season of the Dunwich Horror nearly drove Cyril crazy with his constant screams, moans, and cries.

In 1875, Caleb Hutchins, following a dispute with young Noah Whateley over the latter's late-night trespassing on Hutchins property, hauled a case of dynamite up the mountain and attempted to blow up the ring of stones. His attempts were only partially successful, one stone dislodged, another badly damaged. He was apparently interrupted by Noah Whateley. When family members hauled the screaming man back down from the mountain, his mind was gone.

If the aged man is discovered, a successful Psychoanalysis might get him to reveal some of the things he knows about the evil Whateleys.

• 443 •

Harold & Janet Hutchins, 31 and 30

This man owns two bloodhounds, tracking dogs he purchased as pups from Virgil Prescott (427). He is often too busy with his farm to be hired for tracking duties but can refer investigators to the Prescott kennels.

• 444 •

Abandoned

The above ground portion of this ancient farm is all but gone. Only the stone cellar remains, nearly filled with slimy green water. A haven for frogs and toads, in the spring the standing water is nearly alive with tens of thousands of black, wriggling tadpoles. A favorite place for kids to collect specimens. Next summer one such child will fall in and drown. His parents will be heart broken.

• 445 •

Billy & Marsha Taylor, 32 and 29

Billy often joins in music sessions over at Will Bradford's (429), playing a washtub bass.

• 446, 447, 448, 449, & 450 •

Abandoned

These collapsing ruins are victims of the flood of '88. Roofs and walls are collapsed and the cellars filled with dirt, silt left by a Miskatonic River that overran its banks.

451

Honus & Ruth Wheaton, 52 and 50

Honus keeps a small farm but feeds himself and his wife mainly with the fish he catches in the river. Investigators wishing to take a ride on the lazy river can rent one of Honus's two leaky rowboats for \$1 a day. He also knows the best places to dig for worms.

Points of Interest

Cave Spring Creek

Sweet water flows from this cave which leads almost fifty yards back into the hill before abruptly ending. There is no entrance to the cavern systems from here.

Mt. Hutchins

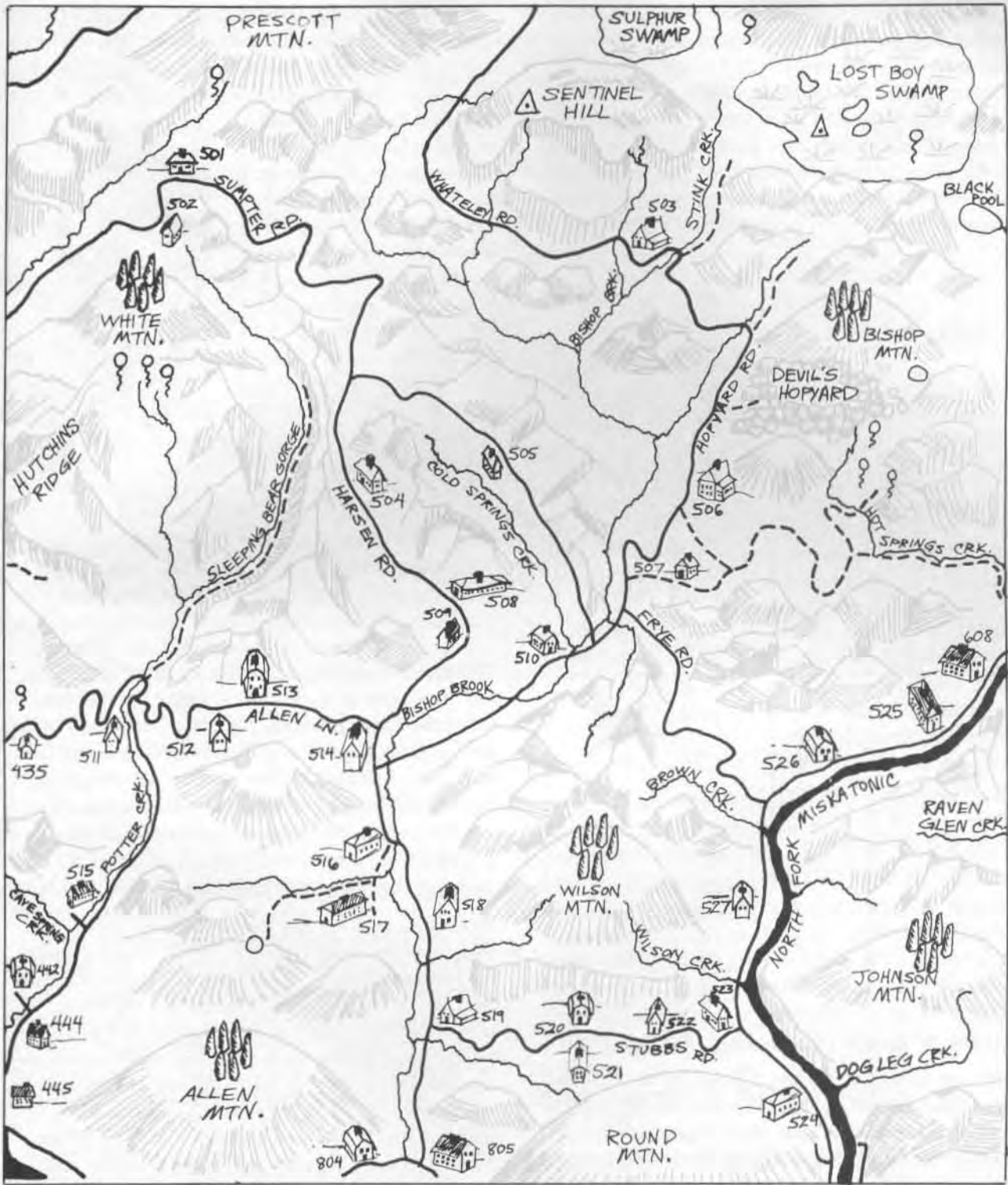
A circle of rough, standing stones crowns the domed Mt. Hutchins. This circle can be reached most easily by using the old track over the ridge. At the summit of the ridge, a small footpath leads up the north face of the mountain, eventually reaching the ring of stones at the top. The stone circle is still used by the Believers, the damage done by Caleb Hutchins repaired. One of the stones has been mortared back together.

Undercut Bank

On the north side of the Miskatonic, across the river from Nelson's Creek there is a dangerous spot in the river where at least three children have drowned over the centuries. A strong current tends to pull weak swimmers beneath an undercut bank, trapping and drowning them. Any investigator caught in this current must make 2 consecutive Swim rolls before drowning to free himself of this powerful current. Water flowing from the Miskatonic into the underground system is the source of this suction.

Region 5: Sentinel Hill

An area criss-crossed by ridges separating deep valleys and glens, it was in this region that the events described in "The Dunwich Horror" took place. An air of dread still lingers here, the destruction of two entire families still a recent event. Many witnesses to the events of the Horror live in this area.



1	2	3
4	5	6
7	8	9

Central

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



This region was first settled in 1712 when Jacob Whateley built the house near Sentinel Hill. Others followed in the years after and it is still mostly inhabited by descendants of the first Dunwich settlers.

Most of the improved roads in this area are passable by automobiles although care needs to be taken when near the glens or by steep drop-offs. The unimproved tracks are not so bad that a car could not get down them, but they do offer the usual difficulties and frustrations.

Habitations

• 501 • Zechariah & Sarah Whateley, 82 and 80

The first to sell cattle to Wizard Whateley after the birth of Wilbur, Zechariah is a silent, stern Yankee who wants little to do with strangers.

Angry about what happened after Noah Whateley brought the Horror to the township and about what has happened to his son, Curtis (502), Zechariah blames the Miskatonic University professors for his son's present mental condition. He lumps the well-dressed, erudite investigators in with the professors. Zechariah is a village selectman.



Zechariah Whateley

• 502 • Curtis & Ruth Whateley, 50 and 45

Curtis was present at Sentinel Hill the day the Dunwich Horror was banished and had the misfortune of using the telescope at the same moment that the monster was made visible by the dust of Ibn Ghazi. He was struck senseless by the sight of the monster and has yet to fully recover. The family's farm is starting to show signs of his neglect.

Ruth is friendly but the investigators find Curtis detached and uncommunicative. He spends most of his time sitting in a chair in the front room, staring off into space. He will not speak with strangers and rarely talks with even his wife. He is in the habit of suddenly rising from his chair and, without saying a word, leaves the house to go walking across the township. He returns several hours

later, never explaining where he has been. Ruth worries about him but feels there is little to do but watch and wait.

Curtis, hopelessly insane, is the victim of a voice he hears in his head. At the instruction of this voice he has unearthed the body of Old Wizard Whateley and hidden the moldered corpse in the ruined sawmill (M6). Breaking into Squire Whateley's home a few weeks ago, he stole the strange gold ferronnéire and has it fastened around the brow of the corpse. When the stars are right the voice from the other side will awake the corpse and send it to the top of Sentinel Hill, there to invoke the chant that will free the Dunwich Horror from its banishment.



Curtis Whateley

Successful Psychoanalysis on Curtis brings forth this voice which rants and raves, gibbers in tongues, then finally threatens the investigators with doom before departing, leaving Curtis to die in front of them. His quaking body horribly disintegrates before the investigator's startled eyes while he tries vainly to choke out the location where the corpse is hidden. The voice Curtis hears in his head is that of the Son of Yog-Sothoth speaking from wherever it is trapped and held prisoner. Its echoing, alien voice is tinged with a rude, backwoods accent.

• 503 • Wilbur Whateley Ruins

This house, until recently the oldest in the region, lies in ruins, a victim of the Dunwich Horror. Growing hungry, the monster exploded its way out, escaping to the darkness of Cold Spring Glen. Timbers and planks lie scattered everywhere, many of them covered with an unidentifiable gooey substance. A small shed nearby stands untouched. Empty, the door hangs open on its hinges. Over the nearby rise, the upper portion of a stone statue of a gargoyle can be seen, a monument marking the Whateley burying plot. On the other side of the house the remains of a furnace, built into the side of the hill, can be discovered. Used in early alchemical experiments, it appears long abandoned.

No one dares guess what the goo is, but some say the amount of this sticky substance changes over a period of time, sometimes there being more of it, other times, less. Some of the Whateley family have examined the place but few found anything to salvage. Wilbur's belongings, along with his library, were kept in the outlying shed,



Whateley Ruins

which somehow survived the rampage of the Horror. The rotting books found here were eventually given to Miskatonic University by Squire Whateley who was glad to be rid of the cursed things. What other few belongings Wilbur had were divided up among the other relatives.

If the investigators examine these ruins more than once, they will notice that the amount of tarry goo does seem to change, and rapidly. The goo has a multi-dimensional quality to it and is literally pulled through into this world by the tidal forces generated by the moon. Twice a day when the tide in this part of the world would be highest, the amount of goo is greatest. At periods of low tide, far less of it is seen. A successful Cthulhu Mythos roll made while examining the goo hints at its strange origins and a possible connection with Yog-Sothoth.

If the ruins are pulled down, or at least the rear portion cleared, a door leading into the hillside is found giving access to the caverns below Dunwich (see *The Upper Caverns*, "The Whateley Entrance.")

The Empty Grave

If investigators explore the area of the statue the Whateley burying plot is found. Fenced with rotting

wood, it contains nearly three dozen graves. Obvious is the empty grave, a pile of dirt standing near by. Closer examination finds the rude coffin in the bottom broken open, the corpse it once contained, gone. The headstone identifies the empty grave as that of Noah Whateley, died August 1, 1924. This is the grave of Wizard Whateley. SAN loss 0/1. A boot print in the freshly dug soil is the only clue investigators will find. If it is somehow checked, it matches closely the boot of Curtis Whateley.

• 504 •

Earl Sawyer & Mamie Bishop, 55 and 56

Earl and Mamie, both widowed while in their thirties, share a common-law marriage that has lasted over twenty years. Earl is a friendly sort, used to showing around newspaper reporters and university professors alike. He was a frequent visitor to the Whateley farm and often noticed the odd smell that lingered around the house and sheds, an odor he recognized as similar to that sometimes found around the circles of stones on top of the hills.

Mamie Bishop is equally friendly and was a past confidante of Lavinia Whateley. Lavinia told her several se-



Earl and Mamie

crets which Mamie has yet to reveal to anyone. Lavinia also confessed to Mamie her fears regarding Wilbur.

• 505 •
Elmer & Selina Frye Ruins

The home of the Horror's first victims, the Fries, a family of five. Most of the timbers are coated with the odd slimy goo that waxes and wanes with the passage of the moon. Although a

neighbor, Charlie Potter (514), hauled away a few of the larger timbers, the ruins are pretty much undisturbed.

• 506 •
Seth Bishop Ruins

Another house destroyed by the Dunwich Horror. This was the home of Seth Bishop, 74, his housekeeper, Sally Sawyer, 34, and her young son, Chauncey, 12. All three were killed by the Dunwich Horror with little or no traces left of their bodies. Like the other houses, the ruins of this place are covered with a thick slime that seems to wax and wane with the phases of the moon. What few items were salvageable were taken away by various members of the extended Bishop family.

• 507 •
Zebulon Whateley, 66

Zebulon is from that branch of the Whateley family considered only semi-decayed and is a second cousin to both Squire Sawyer Whateley and the deceased Noah (Wizard) Whateley. Zebulon is a Believer and skilled in their ways. He is a little wary of strangers, but can prove to be hospitable and helpful. He had no use for either Noah or Wilbur.

Zebulon brews the potent drink imbibed by the Believers during their rituals. It is made from a strange gray fungus that grows on an abandoned house not too far away (904). Inside his house Zebulon keeps a collection of magical-looking things including strange rocks, oddly carved figures, and small specimens of crystal. Zebulon likes to dwell upon these objects when testing his fungus-



Zebulon Whateley



Wesley Corey

based drink. The first time investigators call upon Zebulon he will be in the midst of a test session. Their knocks unanswered, investigators find the door unlatched. Peeking in they find the old man sitting rigid in a chair, eyes wide open and staring unblinkingly at one of his funny objects set up before him on a table. Although he at first appears dead, the old man responds to shaking, waking up to gaze around the room mystified at the presence of the strangers. It takes a moment for his head to clear and his feet to get back on the ground before he can speak with the intruders.

Skills: Astronomy 35%, Occult 56%, Pharmacy 95%, Treat Poison 92%.

Spells: Call Horned Man, Detect Enchantment, Dream Visions, Evil Eye, Freak Weather, Healing, Warding.

• 508 •
Wesley & Anne Corey, 22 and 20

Wesley is the son of George Corey (510) and a member of the Believers. Wesley was with the group who witnessed the climax of the Dunwich Horror atop Sentinel Hill.

Spells: Warding, Augur

• 509 •
Willy Harsen, 32

By Dunwich standards this farm is fairly prosperous. Willy Harsen, a wounded veteran of the World War, has a wooden leg. The left side of his face is covered with scars, both this and the missing leg the result of phosphorous burns suffered while France. Seeing Willy for the first time causes a SAN loss of 0/1 point.

Willy is a little bit cold, harsh, and distant — bitter about his injuries and his life. Happily married before the war, his pretty wife, Annie, could not bear to look upon his scarred face and shortly after Willy was released from the hospital she ran off with an Aylesbury man. Willy is generally well-liked, regarded with a mixture of pity and respect. Investigators who get to know him find he is intelligent and not at all unfriendly.



Willie Harsen

Willy murdered his faithless wife and her Aylesbury lover, burying their bodies in a shallow grave along the deserted Nelson Creek Road the other side of Hale Mountain (Region 7).

• 510 •
George & Emily Corey, 44 and 38

Reasonably prosperous farmers and members of the Believers. It was their hired boy, Luther Brown, 13 years old, who first encountered the Dunwich Horror at the mouth of Cold Spring Glen. George is a fair dowser.

Skills: Dowsing 65%.
Spells: Warding, Charm Animal, Detect Enchantments.



George Corey

• 511 •
Bill & Cassie Hutchins, 33 and 21

There is a black mourning wreath on this home's front door. The family lost a child last month, the victim of a hit and run car accident along Potter Creek Road. The two Potter cousins (916) were seen driving through in Temple's truck just about the time of the accident but the two men were able to provide an alibi placing them at Amos Whateley's farm at the time of the accident.

The Potters were indeed the culprits responsible. Their cousin, Temple, taking advantage of his recently forged agreement with Amos Whateley, coerced the hapless Amos into providing his cousins with the alibi they needed.

• 512 •
Abandoned

• 513 •
Henry Wheeler, 34

Henry is a young widower, his wife killed in a carriage accident several years back. Henry accompanied the university professors to Sentinel Hill and was a witness to the climax of the Dunwich Horror.

• 514 •
Charlie & Ethel Potter, 41 and 39

This farm is in moderately good shape, Charlie and Ethel considered by most to be some of "the good Potters," despite their kinship to Temple and the cousins.

Out behind the barn is a pile of heavy timbers salvaged by Charlie and his sons from the ruins of the Frye

house (505). Potter had hoped to use them to shore up his sagging barn but found it impossible to clean them of the tarry goo that coats them. The lumber sits unused.

Both Charlie and his eldest son, Peter, 17, have noticed that the amount of goo on the timbers changes. Sometimes there is very little, other times quite a bit. They have no idea why.

If the investigators poke around the old timbers they find, stuck in this goo, small fragments of a human jaw bone and several teeth, all that is left of Elmer Frye.

• 515 •
Selma Potter, 41

Selma is a widow and lives alone.

• 516 •
Abandoned

• 517 •
Jake & Penelope Allen, 41 and 35

Jake appears thin, pale, and unhealthy, racked by a terrible cough. A Spot Hidden notices blood flecks on his handkerchief and Diagnose Disease tells the investigator Jake is suffering from the advanced stages of Tuberculosis. If not immediately hospitalized he is certain to die, but the family has no money. Perhaps the investigators feel generous. Jake's hospitalization will last six months and total a little over \$1200 but he will walk out fit, healthy, grateful, and totally unable to ever repay his benefactors.

• 518 •
Jebel & Nellie Wilson, 41 and 40

Jebel distills the finest moonshine in the township, using a secret formula handed down to him by his grandpa. He charges 85 cents a quart for his 'shine, too high for some. None deny, however, that the whiskey is worth its price.

• 519 •
Zeke & Constance Wilson, 39 and 25

This farm has an extra large orchard including apple, peach, pear, and plum trees. If the investigators visit in



Henry Wheeler

the spring or summer, they find the orchard beset by a plague of caterpillars the likes of which are unknown in these parts. Big, black, hairless, and the size of a grown man's thumb, the insects attack both the fruit and foliage, destroying not only the crop but the orchard itself. Zeke has been offered aid by George Corey (510), a Believer, but he has politely rejected it, having doubts about the decidedly non-Christian behavior of the cultists. He has instead twice attempted chemical treatments, neither time to any avail.

Investigators who make a Zoology roll find the caterpillars to be unidentifiable and in fact show oddities leading to doubts about the nature of their origin. Neither Occult nor Cthulhu Mythos knowledge reveal anything additional. Investigators might attempt to persuade the farmer to accept the Believers' aid but unless they make an Oratory roll he politely refuses. He is thereafter suspicious of the investigators and for the most part refuses to aid them.

• 520 •
Vernon & Alice Stubbs, 35 and 33

Vernon is Norman Stubbs' younger brother. Together the two men enjoy poaching deer by night, using flashlights to freeze their prey, then shooting them down with shotguns (Region 7).

• 521 •
Norman & Gretchen Stubbs, 38 and 35

Norman is a large, hulking brute who has little or nothing to say to strangers. His wife, 35, doesn't talk at all. Three years ago, after warning Gretchen about her incessant gossiping, Norman finally cut out her tongue with a linoleum knife. Although the incident is well known to most of the neighbors, it was never reported to the authorities.

• 522 •
Harold Bishop, 40

Born and raised in Dunwich, Harold later attended Miskatonic University in Arkham, studying for a degree in history. Halfway through his third year at the school he suddenly quit and, giving no explanation, returned to the valley to take up the life of a farmer.

Still an avid reader, Harold keeps an extensive library in an upstairs bedroom, specializing in local and Massachusetts history. He can't explain his sudden return to Dunwich and knows not why he threw away his education and future to come back here. Harold finds little to admire in his neighbors, the Stubbs brothers (520 & 521), but makes an effort to stay on their good side.

Skills: Local History 90%.

• 523 •
Widow Agatha Wilson, 69

This exceptionally large house, three stories tall and with two great chimneys, is occupied solely by the Widow Wilson. The place is disagreeably filthy and odorous, the result of the two dozen cats the woman keeps as pets.

• 524 •
Abandoned

• 525 •
Sylvester & Jill Brown, 42 and 30

Sylvester is the son of the widow Carey Brown (526). Behind the house, in a cool spot shaded by trees, stands a large ice house. In the winter, Sylvester cuts blocks of ice from the ponds dug behind the barn, and packs them into this building, insulating them with sawdust. Sylvester usually cuts enough ice to supply most of his neighbors throughout the summer.

• 526 •
Carey Brown, 64

Mrs. Brown is a widow, the wife of the late Abner Brown who was savagely murdered a few years ago by Matthew Potter. The woman, now growing senile, lives alone in this big farmhouse.

• 527 •
Abandoned

This house is obviously unoccupied, daylight can be seen peeking through the walls and roof. At night, far back on the property, lights can be seen shining from the windows of a largish, two story shed built near the hill. This is the old spring house built atop an artesian well, originally intended to keep the spring from freezing over in winter. Reclusive Jacob Brent dwells on the second floor of this cold, damp structure.

Points of Interest

Cold Spring Glen

This deep, dark, wooded ravine was for a time the lair of the Dunwich Horror. Here five Massachusetts State Policemen met their death when they followed the trail of the monster down into the depths.

Investigators descending into the heavily wooded glen find the slope very steep but the going made easier by the thick growth of trees and shrubs. Ascent is more difficult. 1D2 Climb rolls necessary to make it back out. Failure results in no injuries, just a loss of time —only a danger if the investigator is being pursued by something.

At the bottom of the narrow glen the investigators find a rocky stream, eight feet wide but shallow, spilling musically over Rocky Falls and coursing between banks covered with thick moss and spreading ferns. The scene would be idyllic if not for the gloom cast by the huge trees and the traces of a strange odor that always hangs in the damp air. Investigators who make Spot Hidden rolls find traces of the mysterious tarry goo found in other places visited by the Dunwich Horror.

Although it was announced that all the officers lost their lives, remains of one of the policemen, Roger Axwater, were never positively identified. This man still lives, an insane survivor, turned feral and confined by his madness to the depths of the glen. Naked, intensely paranoid, he flits from place to place, adding fuel to the stories of ghosts that have lately begun to haunt the place. During the day, Axwater lairs beneath a deep rocky overhang dubbed Bear's Den by the locals.

If the glen is carefully explored, Axwater or traces of him will certainly be found. The man is insane and flees from groups of strangers. He will lie in wait for individuals, jumping them and attacking with his rough club before running away. He is completely hairless and most of his face and body covered with horrible sucker-shaped scars. His strength is enhanced by his madness.

Roger Axwater, Maniac Cop

STR 20 CON 12 SIZ 13 INT 11 POW 11
DEX 12 APP 4 EDU 12 SAN 2 HP 13

Damage Bonus: +1D6

Weapons: Club 75%, 1D4

Skills: Hide 75%, Sneak 65%.

Sanity Loss: 1/1D4

If the investigators manage to capture Axwater and drag him out of the glen, friends and family will reward the investigators warmly. Attempting to flush Roger out of the glen toward the south results in him being captured by the villagers who are then rewarded warmly instead of the investigators. Flushing Roger out of the head of the glen results in a possible panicked plunge off the edge of Sleeping Bear Gorge and the policeman's death. Investigators will then have to answer some questions put to them by the State Police. Bringing down poor Roger in a hail of gunfire results in the investigators having to answer many, many questions.

Devil's Hopyard

This barren hillside of several acres is devoid of any vegetation, strewn with rocks left exposed by the eroding soil. Livestock and humans alike tend to naturally avoid this area, horses adamantly refusing to go within 200 yards of the place.

A Geology roll discovers drafts from narrow vents in the side of Bishop Mountain. These carry spores from the

underground out and across the hillside (POT 12). When active these spores are toxic to most earthly life forms. In concentration, as in the Devil's Hopyard, they eventually destroying all plant life. Finding the environment inhospitable, the spores quickly encyst and go dormant, preventing a larger area of devastation.

These vents lead eventually to the Mi-Go complex below ground and provide the greatest venting of spores in the valley. They could conceivably be closed if large enough charges of dynamite were properly placed. However, the large explosion and resulting underground collapse will cause a great cloud of spores to spew forth engulfing anyone within 300 yards, exposing them to a spore POT of 30.

Over a greater distance the spores disperse and the effect is less drastic, creating a general malaise, or lethargy, that effects the emotional state of animals and humans. Generations of exposure leads to serious genetic damage creating deformed and unhealthy offspring. The constant venting of these spores is a contributing factor to the widespread degeneracy and decay found in Dunwich Valley. Some people, such as Squire Whateley and Marie Bishop, seem to enjoy a natural immunity to the effects of the spore.

Sentinel Hill

The pinnacle of this hill is guarded on the south face by a series of rock faces impossible to climb without equipment. A trail on the north side of the hill allows a strenuous walk to the top.

On top of the hill is found a strange table-like object carved of stone. Eight feet long and nearly four feet wide, the origin and purpose of this mysterious relic has long been debated by scholars. A deep groove cut into the upper surface and running around its perimeter leads to a trough cut at the foot of the slab. Some professors venture that it is a wine press of the colonial era but others hint at darker purposes and ask why anyone would place such a heavy object in a place so difficult to reach. The old legends of Dunwich persist in the notion that the slab was already in place when the first settlers arrived in 1692.

The ground surrounding the slab holds the bones of perhaps dozens of humans. Analyzed, these bones have also caused disagreement as to their origins. Some claim the bones to be Indian, others point to minor, but clearly caucasoid features.

A Cthulhu Mythos roll identifies the carvings around the outside edge of the slab as Hyperborean but the crude execution seems untypical. An Idea roll allows the investigator to realize that it is probably a latter-day copy of something Hyperborean in origin. The slab was, in fact, carved by the druids who once inhabited the valley, in imitation of the Hyperborean relics they found beneath

the ground. A successful Read Hyperborean roll finds many grammatical errors but it can be deduced that the altar is dedicated to Yog-Sothoth. The slab was used by the druids to commit animal sacrifices and later by generations of Whateleys to commit human sacrifice. In either case the blood was collected via the chiseled trough and then ingested, leaving the drained corpse to be claimed by the god.

In lieu of the ability to Read Hyperborean, a second Idea roll tells an investigator the slab was used to commit some sort of animal sacrifices and a second Cthulhu Mythos roll identifies the deity as Yog-Sothoth.

If the investigators unearth any of the bones still believed to be buried here, study of skull fragments coupled with an Anthropology roll reveals traces of Celtic bone structure within the basically Indian skull.

Lost Boy Swamp

This large swamp is treacherous, filled with quicksand and unexpected deep holes. It is named after a Dunwich youth who, over a century ago, entered the swamp and never returned. The usual rumors of a ghost haunting the swamp are heard but there is nothing to support them.

Region 6: Eastern Uplands

A sparsely settled district, this region is nearly wilderness. Remarkable for its deep gorges and many sheer cliffs, Hemlock, Big Chief, and Whippoorwill Mountains, along with Abbott's Lookout and Wizard's Hill, are among the highest promontories in Dunwich Valley. Big Hook Creek is in the center of a gently sloping valley but the North Fork Miskatonic traces much of its course through a deep gorge between Whippoorwill Mountain and Wizard's Hill and is flanked by sheer cliffs of stone. The southern portion of North Fork is more gentle. Several operating farms can be found along the North Fork Road.

It is believed the region was first settled in the middle of the 18th century by Josiah Abbott, but the records are incomplete. The only long-lasting farms are those that were built along the southern stretch of the North Fork.

The North Fork Road is as good an unimproved road as will be found in the Dunwich area but the secondary

roads are unmaintained and will quickly destroy the suspension of most automobiles. Hook Road, although improved, is in far worse condition than North Fork Road.

Habitations

• 601 & 602 •

Abandoned

These two farms are long-abandoned and going to ruin. Over the years a number of families have tried to live in the shadow of Wizard's Hill but none have found it to their liking. Rumor holds that the hill is haunted, that the spirit of old Jacob Whateley stalks the area, looking for victims. Although no one has ever reported being attacked or injured, several people claim to have seen the ghost at one time or another. Those who have tried to live there say that on some nights something starts stirring atop the hill, and sometimes the something comes down from the hill.

An investigator who makes a Track roll in either of these two houses finds traces of footprints in the dirt and debris. They are indistinct but a successful Cthulhu Mythos roll identifies the tracks of a byakhee.

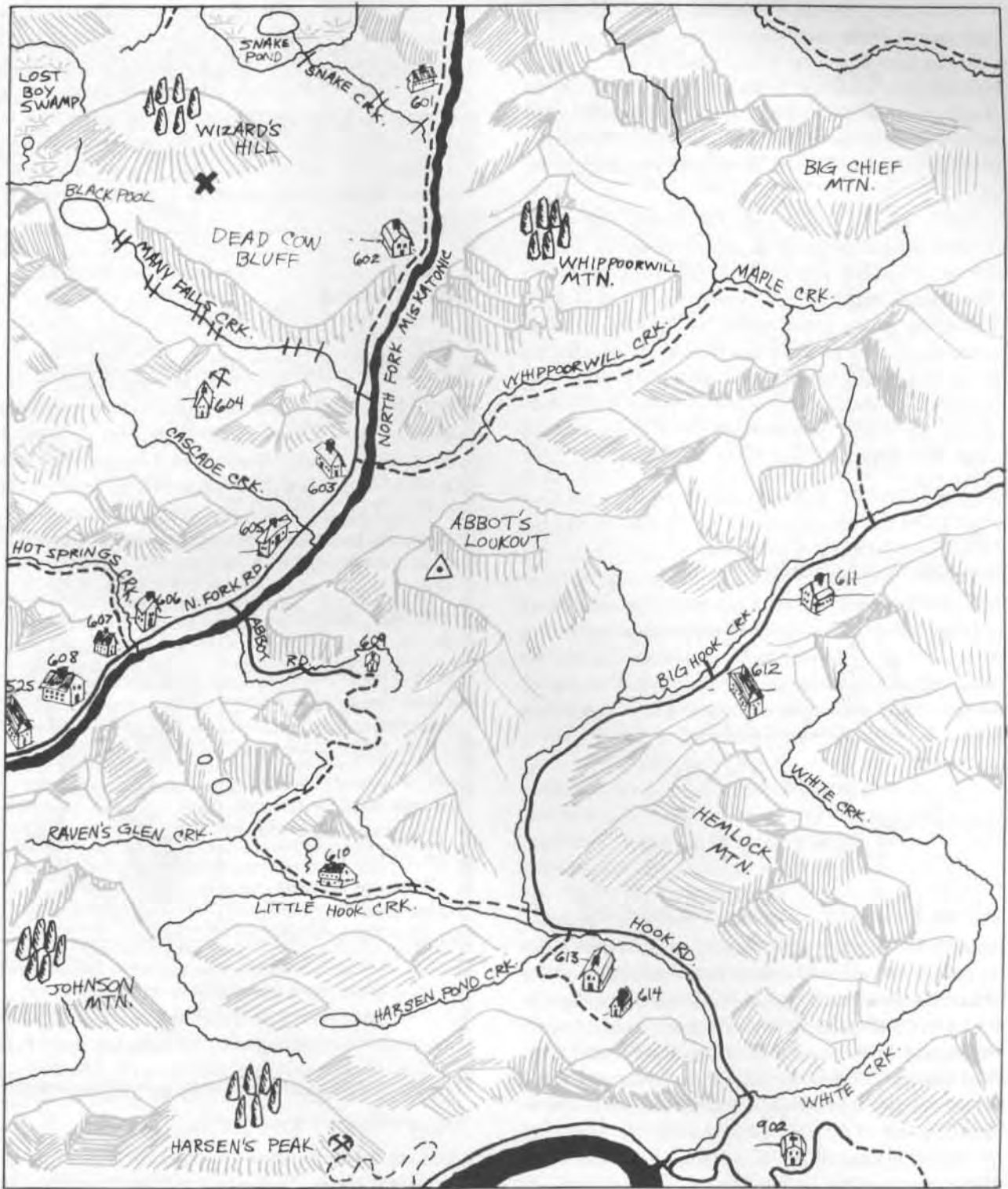
• 603 •

Jaspar Bentley, 62

Jaspar is a bachelor and a near life-long resident of this small house. Considered something of a hermit and an eccentric, investigators find that, while not unfriendly, he seems to be covering up a secret of some sort.

Jaspar is the last surviving member of the Bentley family. Both Jaspar's father and grandfather devoted their lives to trying to find the gold everyone believed the Whateleys were mining from the hills of Dunwich. Their major endeavor was the deep mine located in the hills up behind the house. A second mine, farther to the south was also worked for a short period of time (Region 9).

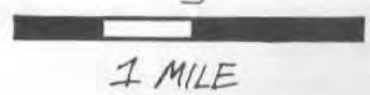
Beginning in 1841, James Bentley, later joined by his son, Forrest, toiled in these mines for nearly forty years before a tragic accident ended the lives of both men. Jaspar was only fourteen at the time but had already been working beside his father and grandfather for many years when the disastrous cave-in occurred. As the story goes, the collapse occurred right after the young Jaspar had gone down the hill to fetch fresh water. Hearing the roar of the collapse he ran back up the hill but found the mine choked with dust and filled with tons of collapsed rock. The entire rear portion had inexplicably fallen in, crushing his unfortunate father and grandfather to death. Jaspar's mother had died years before and, left without family, he just stayed on, living by himself in the simple house built by his grandfather years before. He does just



1	2	3
4	5	6
7	8	9

East

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



a little farming, enough to feed himself and provide a little money. He is known around the village and visits Osborn's store at least a couple times a year. He never visits the mine behind the house but is willing to show the investigators the footpath that leads to the opening. He will warn them to be careful around the mine, the shaft is dangerous and they should be wary of venturing in too far.

Jaspar holds a dark secret. The cave-in was not an accident but the result of an explosion set by the boy himself. It mattered not, his father and grandfather were already dead, killed by the vast thing they discovered in the caverns below. Jaspar sealed the opening so others would never have to know and has quietly guarded the spot ever since. If investigators announce they wish to excavate the mine, Jaspar does not try to stop them. Sensing the inevitable, he excuses himself, steps into the house or a bedroom, and blows his brains out. Lose 1/1D4 SAN.

• 604 •

Abandoned Cabin

This small, one-room shed was built by James Bentley and used by him to spend nights near the mine rather than take time to go all the way back to the house. The place is filled with an assortment of mining and climbing equipment including many tools. All the ropes are rotten and useless. A rotting bed sits in the corner.

• 605 •

Abandoned

• 606 •

Alvin & Doris Chase, 41 and 42

Most of the members of this family appear extraordinarily pale. Weak and unenergetic, their condition might be blamed on the general Dunwich malaise except that Debra, the 17 year old eldest sister, appears bright, healthy and normal. If an investigator makes a successful Diagnose Disease or Treat Poison roll he spots among the other family members the unmistakable signs of arsenic poisoning.

Checking around, the investigators learn that until a year ago the family was fit as a fiddle, even exceptionally healthy. Joe Osborn can tell them that for the last nine months Debra has been regularly receiving small wrapped packages from Tillinghast's Drugs in Aylesbury, addressed to her name, General Delivery, Dunwich. Records at Tillinghast's Drugs shows monthly shipments of arsenic-based rat poisoning to that name and address. The person ordering it claims to be a farm owner particularly plagued with rodents.

Debra is, of course, using the poison to slowly kill her entire family. One week after the investigators meet this family the youngest boy, Billy, 8, dies and is buried in the poorer portion of Dunwich cemetery. If questioned by investigators, Debra pretends to not understand their accusations. If the police show up, she panics and tells the whole story. She will be tried, convicted, and imprisoned in a state facility for seven years. She never reveals her motives.

• 607 •

Abandoned

• 608 •

Arthur & Mildred Brown, 33 and 31

This couple still grieves over the loss of their young son. Last year, Donny, then 10 years old, was accidentally hanged while playing cowboys and Indians with some playmates. Donny was supposed to be a cattle rustler captured by the posse. The boy was their only child. Mildred is medically incapable of having any more children.

• 609 •

Duncan Abbot, 49

Abbott is the direct descendant of the Josiah Abbot who settled in this region in the mid-18th century. The house he lives in was built by Josiah himself. Duncan is the last surviving Abbot in the valley.

Duncan is a strange, reclusive man, suspicious of strangers. On the southwest face of Abbot's Lookout there is a giant face carved into the stone (See box below). Duncan normally refuses visitors who want to climb the mountain just to see it, but if offered money, anything more than \$1, Abbot's greed overcomes his apprehension and he agrees to lead the way up the narrow winding path.



Duncan Abbot

• 610 •

Abandoned

This farm looks to have been uninhabited for at least twenty years. The trees and overgrown brush make it difficult to see the house from the road. The place was once moderately successful but then in 1915 the spring water behind the house slowly, insidiously, turned poisonous. Unfortunately, the family dwelling there, the Johnsons,

didn't notice the gradual change in the water and suffered a slow, irreversible poisoning. Their blackened, swollen bodies were discovered one day by Cap Pritchett come to deliver the mail.

The water flowing from the spring seems attractive, although horses stubbornly refuse to drink. The toxic na-

THE FACE ON THE CLIFF



This carving, nearly five feet high, has been so badly worn by wind and weather that it is unnoticeable unless a Spot Hidden roll is made or the stone visage is carefully pointed out by Duncan Abbot. It is most easily discerned at sunset when the slanting rays of the sun cast shadows that highlight its

features. A History, Anthropology, or Occult roll identifies the carving as Celtic inspired. A Geology roll estimates its age at 1500+ years.

The existence of this face has been known to generations of Abbots but it was of no concern to any of them save for Duncan. As a young boy, Duncan developed a fascination for the face on the mountain and visited it regularly, often sitting silently in front of it for hours on end, neglecting his chores and angering his parents. By the time Duncan's parents died, leaving their only child the whole of the Abbot property, Duncan was totally fixated upon the ancient stone face. He visits it at least once every day, bringing it fresh water in a bucket. On Solstice nights, Duncan spends the entire time on the cliff ledge, dancing before the face to celebrate the sunrise. The dreams he experiences promise him that some day a golden paradise will be his.

The Believers know of Abbot and his worship of the face but think little of it. They allow him to worship in the manner he chooses. Unbeknownst to anyone, Abbot's obsession is misplaced. Abhoth, sleeping below the ground, is the true source of his dreams. It may be that someday Duncan Abbot will be the one called on to waken Abhoth from his slumber.

ture of the water is noticed by anyone taking a small taste and making a Treat Poison or POW x1 roll. An investigator who quaffs from the spring finds himself soon after beset with stomach cramps and a fever.

The POT of the spring's poison is only 5 so it is quite likely the investigator will suffer only slightly, losing 1D3 points of damage and recovering overnight. Those who fail to resist the poison lose 2D4 hit points and are off their feet for 1D3+1 days.

• 611 •

Sharon Osgood, 59

Sharon is a widow who lives way out here with her crippled son, David. She is reasonably self-sufficient, her relatives in the village occasionally bringing her supplies from Osborn's store. David was born crippled, the victim, some say, of the meteor that passed over the Osgood house the night he was delivered, way back in June of '82. As an infant the boy suffered from a chronic condition resembling arthritis which, as time went on, only grew worse. By the time the boy was five, his mother had stopped bringing him into the village. No one in the township has seen the boy since he was eight years old.

When David was only six, his father, Bartholomew Osgood, committed suicide. His body was found in the woods near the house, the greater portion of his face blown away by the blood-covered shotgun lying in the grass beside him. Sharon has lived alone ever since, working the farm as best she can and claiming to spend the greater part of her time caring for her handicapped son. Most villagers contend the boy is long dead and that the old woman is simply touched in the head. Notes found in the journals of Tucker Jones' father indicate the physician believed the boy would never live to see the age of ten.

David is not dead. He still lives, residing in an upstairs room of the house. His condition is terminal, his joints completely fused and immovable. Even worse, his flesh has turned woody, fibrous. The paralyzed man has actually grown into the wooden frame of the ancient farmhouse, his body fusing with the timbers, the two inseparable. Although his mother feeds him what little nourishment he still needs, and cares for him as best she can, David is in constant agony and only longs to die. Sarah, of course, will not hear of it and does whatever she can to try and make her son more comfortable. Although Sarah would violently oppose it, David would be thankful to any investigators willing to put him out of his misery. Most weapons are nearly useless against David's hardened flesh. Chopping him up with an axe is possible but would be a grim task, lengthy and unsettling. Setting fire to the house, destroying both it and its pitiful occupant, is the easiest and most efficient method of accomplishing David's demise.

The death of her son pushes Sharon's already tipsy SAN over the edge and she collapses into a babbling heap, unable to implicate the investigators in what could possibly be ruled murder. If she does manage to accuse the investigators, they become suspects in the fire. If the burned ruins of the house are examined, no bones or other human remains are found. The old rumors resurface and it will be assumed by all that Sharon's son died long ago

and that she has merely been entertaining a fantasy all these years.

• 612 •

Jason Whitney, 65

Until three years ago Jason, a life-long bachelor, shared this house with his younger brother, Robert. Since the death of Robert, folks say Jason hasn't been quite right in the head. If investigators explore the property, they find in the smoke house the body of Jason's deceased brother, propped up in a sitting position and neatly cured. A close inspection of the corpse reveals that small cuts of meat have been carefully removed. At the discovery of the partially-eaten corpse by strangers, the old man collapses into a catatonic state. There is no cure for his condition and he will have to be institutionalized.

• 613 •

Abandoned

This farm was abandoned over twenty years ago, shortly after the poisoning of the Johnson family (610). Fearing their water would also turn bad, this family packed up and left.

• 614 •

Murdock Taylor, 34

Murdock is a surly, scroungy-looking man, unfriendly to strangers. Many rumors still circulate about the accidental gun death of his senile mother last year. Worse stories are told about certain aberrant practices the man is said to indulge in with the chickens raised in a lean-to coop next to the house. Murdock's SAN is only a low 18, a result of long-term drinking of the strongly toxic water polluting this area.

Points of Interest

Wizard's Hill

Wizard's Hill, is crowned with the familiar circle of standing stones but in addition has two finely carved pillars of granite, decorated with strange runes.

A Cthulhu Mythos role identifies the runes as Hyperborean but the carvings are more crudely executed than most Hyperborean examples. A second successful Mythos roll allows the investigator to realize the purpose of the pillars, that they create a small interspatial opening that can be used by a creature to enter and leave this time/space. This semi-gate is usable only by the byakhee that was originally summoned here.

The origin of these two pillars is disputed but the old rumor holds they were placed here by Jacob Whateley back in the early 18th century and used by him to conduct

some sort of infernal rites. A long standing legend says that the hill is haunted by the ghost of Jacob Whateley, searching for new victims to sacrifice. A number of people claim to have seen some strange being, or thing, moving about the circle of stones at night.

These pillars were, in fact, carved by Jacob Whateley, using information found in his father's books and in the places below Dunwich. It was atop this hill that a Whateley first summoned into being a creature from outside the rim. This monster still haunts the area, visiting the hill top on random nights most frequently during the months of October through March, although making occasional appearances at other times of the year. The creature is responsible for at least a half-dozen disappearances over the last two centuries.

If the investigators linger near the circle at night, or attempt to destroy or uproot the pillars, they attract the attention of the byakhee who comes to investigate and probably attack. The creature silently appears atop one of the carved columns, leering down at the investigators, steam trailing from its ice-coated wings.

THE LURKER ON THE HILL

STR 19 CON 12 SIZ 20 INT 11 POW 12
DEX 15 HP 16 Move 5/20 flying

Weapon: Claw 40%, 2D6; Bite 35% 2D6 plus blood drain

Armor: 2 points

Skills: Listen 65%, Spot Hidden 55%

Sanity Loss: 1/1D6

A cave found in the south face of the hill leads back approximately 35 feet before ending abruptly at a near perfectly flat wall. Investigators notice the odd uniformity of the cave, near pentagonal in shape. A Geology roll finds evidence that the cave was artificially constructed. The back wall shows traces of odd symbols and mathematical formulae, partially obliterated in some purposeful manner.

This cave was constructed ages ago by the Mi-Go who used it to transport themselves between their underground fungus breeding complex and the surface. When the facility was finally abandoned the gates were dismantled. Characters who have learned any type of gate spell have a chance of reconstructing this one. Every week a character makes a full time study of the gate he is allowed a roll of INT x1. If successful, he has found the key to reassembling the Gate and has learned that it conveys users only a very short distance, probably less than 500 yards. Reassembly takes a day plus the sacrifice of one POW point. The Gate must be used by one passenger at a time. Investigators who watch another enter the gate see a flash of an image, the user's destination. It is a vast, dark room (see *The Mi-Go Complex*, "The Gate Room.")

Harsen's Pond

This small, placid body of water just west of Hook Road is poisoned by the same toxins that turned other water sources in the area bad. The water has soaked into the ground surrounding the pond, killing off all vegetation in a five foot wide swath. The pond itself is devoid of any life, even at the microscopic level. Occasionally the carcasses of birds or small animals are found lying next to the water, unfortunate victims of the poison. The POT of this water is 3.

A Boarded-Up Mine

This is a second Bentley mine, worked for three years by Jaspur's son, Forrest, and believed abandoned around 1868. The opening was a few years ago closed off with old boards and fencing. A faded sign warns: "Danger — Keep Out." A stone near the opening is hand-painted with the words: "Jennifer Prescott, 1917-1924, We Miss You" (424). A small child, playing with friends in the mine, fell down a narrow fissure and was lost, the body never recovered. Shortly thereafter the entrance was sealed.

The boards can be easily removed and entrance gained. The shaft is found to be a natural cavern, widened by the miners, which twists and turns for some sixty feet, all the time sloping steeply downward. Near the end of the tunnel, hidden in shadows, is a narrow fissure in the floor, believed to have opened up in just the last few years. People who years ago explored the mine say there was no fissure there. The opening is barely big enough to admit a full-grown investigator (see *The Underground*, "South Bentley Mine").

The Rotting Bridge

The Abbot Road Bridge over the North Fork Miskatonic is safe enough for most foot traffic or even a single mounted horse, but if a car or heavily-loaded wagon is driven over it, it breaks and collapses into the rocky stream eight feet below. An Idea roll of INT x3 or less, made before setting out across the bridge allows an investigator to recognize the poor condition of the structure and avoid making a disastrous mistake. Some of the villagers, Cap Pritchett for example, might warn the investigators beforehand about the condition of this bridge.

Automobiles that suffer the collapsing bridge will be badly damaged and need 1D3 x100 dollars worth of repairs requiring 1D3 weeks' time. Any wagons or buggies suffer similar damage (1D3 x 50 dollars) and the horse pulling it will be lamed or killed (20% chance of death). Investigators suffering such a fall must make a Luck roll. If successful they suffer 1D3 points of scratches and bruises. Unlucky investigators suffer 1D6+1 points of more serious injuries.

Region 7: Wheeler Ridge

This is a steep, mountainous region, sparsely settled and thickly wooded. Hale Mountain forms the highest peak but others, including Wheeler Mountain nearly match it.

The first settler was William Wheeler who built a house along what is now Harris Road. The structure, now abandoned, still stands near the road, just east of Wheeler Creek (713). The farms along East Creek north of Miles Ridge and Gibson Creek are among the better-maintained properties in the township. Most of these farmers do their trade in Aylesbury or Dean's Corners and do not share the same telephone trunk line with the majority of the valley residents. Although poor and ill-educated, the residents seem unlike typical Dunwichers.

East Creek and Gibson Creek Roads are both reasonably maintained and passable by automobile when weather permits. The unimproved tracks are very overgrown, the road along Wheeler Ridge in particular so obscured that it is sometimes difficult to follow its course.

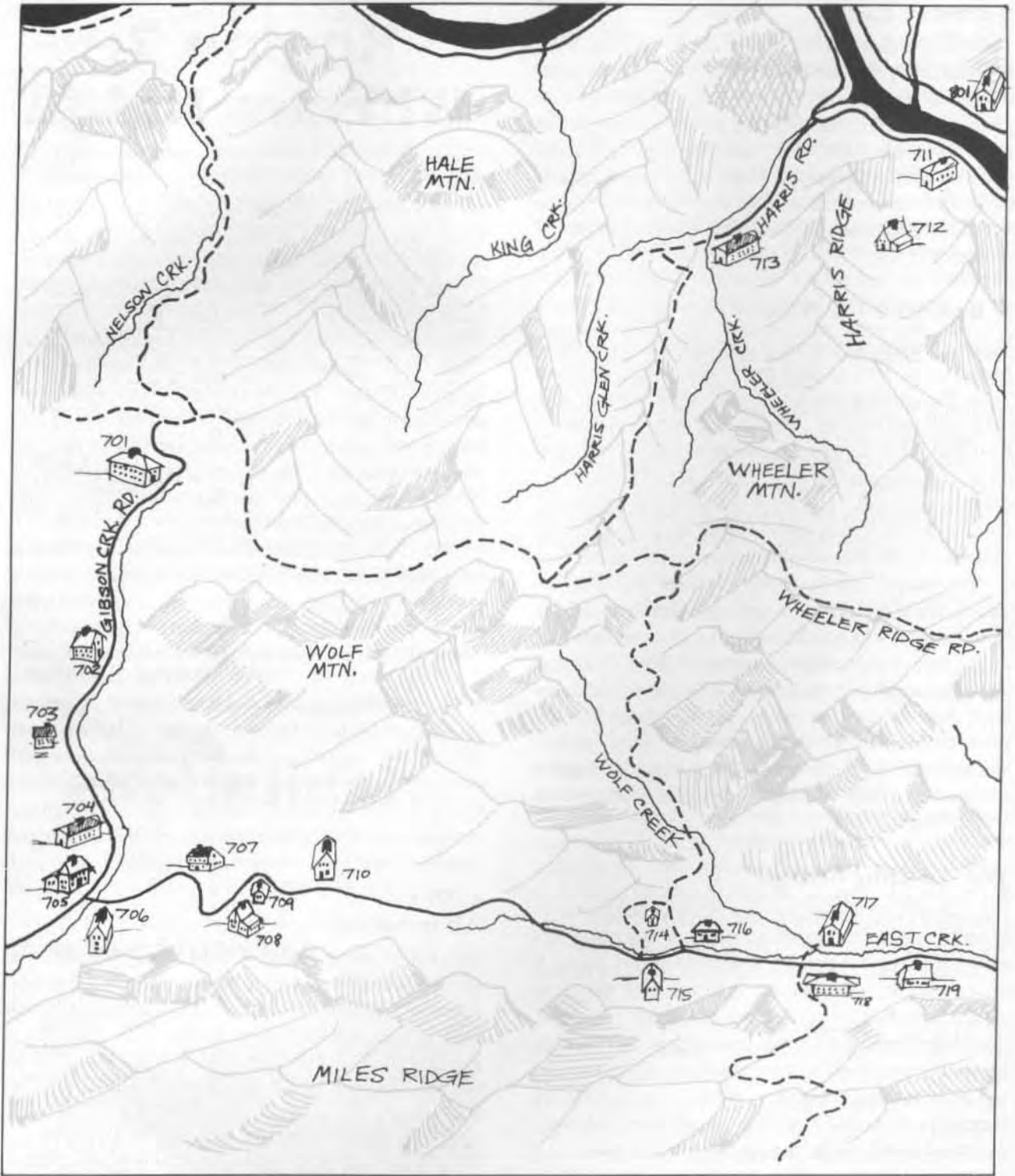
Habitations

• 701 • Abandoned

This house was purposely burned to the ground by its previous owner who, before he was restrained and committed to Sefton asylum, also tried to sow his fields with bags of rock salt shipped in by the truck load. These events occurred in 1899 and for all anyone knows, Jubilation Sherman may be still locked away somewhere in the sanitarium's basement. Although no one knows what caused Jubilation's mind to snap, rumor had it that he had for a long time been surreptitiously following Noah Wateley, hoping to learn the source of the man's antique gold coins.

• 702 • Merle Gibson, 77

Merle lives by himself, a long-time widower. Merle's not fond of strangers but attempts to be civil and patient with investigators, at least up to a point.



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Southwest

-  DIRT ROAD
-  DISUSED ROAD
-  STREAM
-  WATERFALL
-  COVERED BRIDGE
-  STONE CIRCLE
-  ANOMALOUS SITES
-  CAVE
-  MINE
-  SPRING
-  SWAMP
-  CLIFF



1 MILE

• 703 •

Michael & Sybil Gibson, 51 and 50

The large elms surrounding this farm house are twisted and losing their foliage, the leaves spotted with a brown blight. Successful Botany or Biology rolls reveal the trees to be infected with Dutch Elm disease, a blight for which at this time there is no cure. Once the symptoms are recognized, investigators will spot additional signs of this disease all over the valley. Within twenty years every elm in the valley will have been wiped out, replaced by maple, oak, and ash.

• 704 •

Bill & Marsha Gibson Webb, 47 and 46

This couple is childless, Marsha having suffered three successive miscarriages in the early years of her marriage. Investigators snooping around the house might find evidence to the contrary. In the cellar, locked in a roughly-enclosed room six by four feet, are three pale, undersized children. Ill-fed and mistreated, the trio, aged 8 through 14, are incapable of speech and will never be normal despite rescue and treatment. The oldest child, a girl, weighs only 45 pounds.

• 705 •

Harold & Arthur Gibson, 55 and 53

The two elder Gibson boys. Neither ever married. Although they tend to mind their own business, the brothers have a sneaking suspicion that something's not right up at the Webb house (704).

• 706 •

Ethel McKinney, 91

This woman, blind and nearly deaf, gets by with the aid of the two Gibson boys, Harold and Arthur (705).

• 707 •

Abandoned

"For Sale"

• 708 •

Adam & Kay Buford, 38 and 31

This farm is exceptionally well-kept, a rarity in Dunwich Valley. Adam has lately expanded his farm and is in the process of acquiring additional cows for his dairy herd.

• 709 •

Abandoned

This farm house is falling down and useless. The property was recently acquired by Adam Buford.

• 710 •

Craig & Doris Owen, 41 and 37

Craig is one of the few beekeepers in the valley and presently boasts three productive hives. Sometime soon the bees, driven mad by either Abthoth spores or some strange conjunction of stars and planets, attack and kill one or more persons, possibly including the beekeeper himself. The swelling bodies are found covered with scores of tiny wounds, bee stingers protruding from each and every one. When the last body is discovered the bees are found nearby, clinging to a wall or rock face in a great seething mass. They mill about ceaselessly, forming strange, unsettling patterns that slowly emerge and then quickly melt away. After a couple hours the bees begin to die, falling lifeless to the ground. Twenty minutes later every single insect is dead.

It is possible that the investigators may be among those attacked by the killer bees. The insects attack relentlessly, the only hope is for the investigator to find a body of water and submerge himself. The bees circle for a moment then speed off in search of other prey.

• 711 •

Abraham Harris, 88

Abraham's a bitter old man, not too talkative with strangers. He is a widower who two years ago lost his entire remaining family when his grandson went insane and killed everyone in the house up the road. Abraham knows that the family's throats were not merely cut, but that his son had apparently tried to carve gills into their necks (713).

• 712 •

A Squatter Family

This place is currently inhabited, albeit illegally, by Bart and Josie Wright, aged 28 and 26, and their seven dirty, shoeless children. Bart and Josie came here six months ago, abandoning their pitiful farm in the New Hampshire hills. The Wrights fear that if discovered they will be forced to move out, not realizing that many of their neighbors are already aware of their presence and no one cares if the family lives there or not. If investigators discover the place, the family tries to hide from them. If drawn out, the squatters prove to be young, innocent, and without malice.

• 713 •

The Murder Farm

Until two years ago, this property was successfully farmed by the Mark Harris family. Then their oldest son, Jack, went mad one night and killed them all with a butcher knife. Jack is serving a life sentence in the state

prison while the property falls into decay. Peeking through the cracked and broken windows, dried blood and gore can still be seen, staining the walls and floors. Locals never visit the place and stories say the place is haunted.

• 714 •
Abandoned

A rusty pitchfork lies hidden in the tall grass near this deserted, decaying structure. The first investigator approaching the house who fails his Luck roll stumbles across it. A successful Spot Hidden roll allows the investigator to see it before injuring himself while a failure spells an accident. The investigator suffers 1D2 points of damage in his foot or leg and stands a 50% chance of contracting tetanus.

• 715 •
Joe & Mabel Taylor, 55 and 54

Mrs. Taylor has a beautiful voice, put to good use by the choir master at the First Baptist Church in Aylesbury. She is definitely anti-Believer but rejects the fundamentalist preachings of the Reverend Teeple and his ridiculous charges of supernaturalism (422).

Skills: Sing 95%.

• 716 •
John & Sarah Miller, 53 and 50

Joe keeps a pack of hunting dogs in kennels next to his barn. He claims to use them for "coon hunting" but most folks in the valley know that Joe uses them to illegally run down other game. The dogs are large and strong, trained by Miller to attack on command. They are aggressive, hostile, and fearless, even against Cthulhu Mythos monsters. Headstrong and willful, they can be dangerous if not controlled by an experienced handler. Joe Miller's pack of five dogs has a Track skill of 55%.

Joe is willing to use his dogs to help investigators but will ask for \$4 for the day (or night). However, if a bear or other large predator is threatening part of the township, he may bring the dogs out of his own accord, partly to be a good neighbor and partly just to show them off.

HUNTING DOGS

STR 12 CON 14 SIZ 5 INT 4 POW 8

DEX 15 Hit Points 9 Move 5

Weapons: Bite 65%, 1D3

Joe occasionally breeds litters of puppies, keeping the most promising pups and selling the rest off for \$2-\$3 each. Investigators who take home one of the cute, floppy-eared puppies soon find that Joe's hunting dogs make bad house pets. Chewed shoes, rugs, and furniture

greet the hapless investigator every time he or she returns home from even a few hours' absence. Books are not exempt, and the puppy exhibits a pronounced fondness for moldy Mythos tomes.

• 717 •
Abandoned

"For Sale" signs mark this property but the house looks long abandoned, the door standing open. The floor in the rear portion of the house is nearly rotted through and can only hold a total of 30 SIZ points before collapsing and dropping investigators into the partially water-filled cellar below. Although stagnant and smelly, the water breaks their fall and investigators suffer only 1D3-1 points of damage. They will want a change of clothes.

• 718 •
Mack Richards, 55

Mack is a widower who lives alone. Once, while hunting on Wizard's Hill, Mack saw the thing that supposed to haunt the place. He says "it warn't no ghost, but kinder a big bug thing, nearly the size of a man. Smokin' and fumin' like a demon and stinkin' to high heaven!" The thing scared Mack half out of his wits but in the company of others he's willing to go back there and try to shoot the thing.

Weapons: 30.06 Rifle 65%.

• 719 •
Brian & Jennifer Smith, 36 and 35

This family lost an 8 year old son in October of 1924. The boy disappeared one day while crossing the fields to call his father for lunch. No trace of him was ever found. Wilbur Whateley's name was mentioned more than once but no one ever followed up on the rumors.

Points of Interest

An Exposed Grave

A steep hillside on the east bank of Nelson Creek Road has recently washed away. Ten feet above the road, hanging half-exposed from the surrounding soil, are the remains of a pair of human skeletons. The remains are those of Maggie Harsen and William Anders, the missing wife of war veteran Willie Harsen and her Aylesbury lover. Discovering this to be the place of their trysts, Willie lay in wait for them, murdering them at an opportune moment and burying them practically where they lay. Willie circulated the story that his wife had run off with another man and the woman's disappearance was soon forgotten. On the wrist of the female is a cheap ID bracelet identifying the skeleton as that of Maggie Harsen.

The Wolf Pits

There are six of these, two in each of the three valleys lying between Hale Mountain and Wheeler Mountain. Dug in the early 18th century when wolves were still a problem, these deep pits are now half-filled with soil and forest detritus. Even so, they are still 3 to 4 feet deep and while posing no problem to investigators on foot, they can stumble a horse being ridden at anything over a walk. They are well-hidden and will only be seen by a running investigator or galloping rider with a Spot Hidden roll. Investigators on foot who tumble into one of these pits must make a roll of DEX x5 or less or suffer 1D3 points of damage and a twisted ankle or wrenched shoulder. If the investigator is mounted, the horse stumbles and pulls up lame, possibly breaking a leg (20% chance). The investigator is pitched from the horse, suffering 1D3 points of damage if his Ride roll is successful and 1D8+1 points of damage if the roll is failed.

Wolf Mountain Wild Dog Pack

A pack of dogs, former farm animals turned feral, have bred with native coyotes and now roam parts of the township, raiding chicken coops and attacking herds of sheep. They are a cautious, cunning pack and it is unlikely the investigators will ever catch more than a glimpse of their silhouettes running along a ridge. It will take a Zoology roll to assure the investigators they are not wolves.

Although the pack fears humans, and hesitate to attack horses, they will track and pace a group of investigators, stealthily trailing the party's flanks. At night the coydogs sometimes gather atop Wolf Mountain to howl balefully at the moon.

A Hidden Cemetery

Completely obscured by thick woods is a small, badly overgrown family cemetery. The nine slate headstones all bear the surname of James, dates indicating that the burials all took place between the years 1712 and 1724. Further exploration coupled with a successful Spot Hidden roll reveals the remains of house foundations a short distance away. The structure itself is long gone, the chimneys collapsed and the cellars filled with dead leaves and dirt. No one in the village recalls anyone by the name of James and the family's existence and ultimate disappearance is an unexplained mystery.

A Poaching Place

Investigators who visit this area at night might be intrigued by the strange dancing lights they see up the valley of Bell Creek. These are the flashlights of the Stubbs brothers, Vernon and Norman, notorious poachers (520 & 521). Shining their lights in a deer's eyes, they cause the

animal to freeze, making it an easy target. This practice is strictly illegal.

If the poachers are approached, the pair put on a friendly, good ol' boy attitude, hoping the strangers won't take offense to their illegal hunting practices, even going so far as to offer help or directions. Threatening to turn the Stubbs brothers in to the authorities gets them riled. While they stop short of murdering the investigators the brothers don't hesitate to beat them up if they think they can handle it. The Stubbs attempt to get the drop on the investigators and if successful, Vernon holds them at gunpoint while Norman takes turns challenging the healthy males to fist fights. Norman will probably win most of the fights but if he gets tired he and his brother exchange places. Female investigators will not be harmed but the brothers leer at them, offering lewd and threatening suggestions. Antagonizing the brothers only makes them worse. They at first only intend to teach the city slickers a lesson but if the investigators persist in threatening them, the beatings grow worse and worse until one of the investigators is finally killed. Panicked, the brothers then decide the best course is to go ahead and eliminate the remaining witnesses.

Norman Stubbs, Big Brother

STR 17	CON 15	SIZ 17	INT 7	POW 6
DEX 11	APP 7	EDU 3	SAN 30	HP 16

Damage Bonus: +1D6

Weapons: Fist 85%, 1D3; Grapple 80%; Head Butt 80%, 1D4; Kick 75%, 1D6; 12-gauge Shotgun 75%, 4D6; Club 75%, 1D6.

Skills: Track 65%, Zoology 20%.

Vernon Stubbs, Little Brother

STR 17	CON 17	SIZ 16	INT 8	POW 6
DEX 12	APP 8	EDU 4	SAN 28	HP 17

Damage Bonus: +1D6

Weapons: Fist 90%, 1D3; Grapple 85%; Head Butt 85%, 1D4; Kick 85%, 1D6; 12-gauge Shotgun 70%, 4D6; Club 75%, 1D6.

Skills: Track 70%, Zoology 18%.

Region 8: Dunwich Valley

An extremely hilly region, filled with deep gorges and ravines, the low spots are wet and swampy. Although some of the hills and ridges south of the river are quite high, nothing compares with the summit of Round Mountain just north of the village.

This area was settled early in the 18th century when some of the first Dunwichers moved out from the village



1	2	3
4	5	6
7	8	9

South

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



1 MILE

center. Those farms along the south and north bank of the river are thought to be among those first built, but many ancient specimens can be found among the hills along the road to Dunwich.

East Creek Road is well-used and properly maintained. Although these residents are technically in Dunwich Township, few of them ever visit the village. Most trade in Dean's Corners. Their telephones are not on the Dunwich trunk line but instead are serviced through the switchboard at Dean's Corners. Although the road leading to Dunwich gets some attention from the county it is still hazardous, a narrow, winding path that in the rainy season becomes too muddy to safely negotiate. Most of the unimproved roads are only semi-passable to cars and some of them completely blocked by collapsed hillsides or fallen trees.

Habitations

• 801 •

Barney & Shirley Allen, 53 and 40

Barney has a couple fields blighted with large circles where all the foliage appears burned and destroyed. These circles, most five to seven feet in diameter though some smaller, are rumored to be caused by witches or by something akin to last season's Dunwich Horror.

A successful Biology or Botany roll reveals that a tiny, very normal fungus is responsible for the blights. A second Biology or Botany roll, or a Chemistry roll, allows the characters to recommend a chemical formula that will destroy the fungus without damaging the surrounding crops. This roll is not actually made until after the farmer has applied the treatment. If the roll is then failed, the toxic formula destroys most of the crop in that field. The farmer holds the investigators responsible and charges them with losses of \$225, subject to Bargain.

• 802 •

Edward & Betty Allen, 43 and 38

Edward and Betty share their farm with their three children and two nephews. The nephews are the offspring of Edward's deceased sister. The Allens are the boys nearest kin and now their legal guardians (811). The two adopted boys, several years younger than the other children, are badly treated by Edward and Betty, forced to work harder and given less to eat than the couple's natural children. The pair sleep in the barn, kept warm only by ragged blankets. Although many residents know of the ill-treatment the boys receive, there is no law against it. Folks figure that as soon as the two boys are old enough, they'll most likely run away from home.

• 803 •

Widow Allen, 79

• 804 •

John & Jane Allen, 36 and 33

A large German Shepherd is tethered to a tree in the front yard and barks savagely at any and all strangers or vehicles that pass by. If the investigators pass by on foot the dog barks ferociously and yanks its chain until it breaks free. Snarling ferociously, the dog leaps the stone fence and comes straight at the investigators.

The dog means no real harm and if the investigators do not run away, it stops before reaching them and sniffs curiously. Investigators who shoot the dog before learning the truth will break the hearts of 8 year old Douglas Allen and his little sister, Mandy. Their angry father demands to be paid \$5 to replace the dog.

• 805 •

Ward & Eileen Adams, 59 and 55

The parents of Virginia Adams (59), the couple has little to do with their daughter these days. It wasn't bad enough that she took up with the Believers — now she's the scandal of the town.

• 806 •

Bob & May Barnes, 43 and 42

Kept on a shelf out in the barn are a collection of seven human skulls Bob found a couple years back while plowing a field. The seven skulls range from partial fragments to one nearly complete specimen. Bob says he found no other bones in the area, just the seven skulls. Anthropology fails to identify the skulls as either Indian or caucasian. A Cthulhu Mythos roll reminds an investigator that the commoners of Hyperborea did not inter the entire corpses of their dead but only the heads.

• 807 •

Argus & Marvel Barnes, 49 and 41

This couple rarely has any truck with the village, living a secluded, rustic life away from everybody. Village talk says that couple were once nice, normal people but against better advice they went ahead and ate birds from a flock of deformed chickens they had raised. According to the story, the couple "ain't been quite right in the head since." Whatever the cause, Argus meets snoopy strangers with a 12-gauge shotgun in hand and quickly runs them off his property. The only people who can safely approach them are Bob and May Barnes, Argus's brother and sister-in-law. Even then the reclusive couple act wary and nervous.

• 808 •

Roberta Simmons, 69

Roberta is a long time Christian who, due to her age, does not get around much anymore. It has been over six years since she was able to make it to Aylesbury for Sunday services and her guilt grows daily. Her long years in the area have made her aware of the many pagan practices of the local inhabitants and she lives in constant fear of these people. Her house is decorated with many Christian images and she greets visitors wearing a large crucifix on a chain around her neck. She does not trust investigators and will not allow them into her house. Most conversations with this woman end with her calling down the wrath of the Lord upon the bewildered visitors then slamming the door in their faces. The Believers keep a watchful eye on her but feel she poses little threat.

• 809 •

Abandoned

"For Sale"

• 810 •

Ben & Tulip Cahill, 40 and 36

This man is an expert climber, branch trimmer, and tree-feller. Ben can cause even the largest tree to drop within six inches of a given mark. He owns a fine collection of saws, pruning shears, and other equipment.

Skills: Climb 97%, Fell Tree Accurately 96%.

• 811 •

Burned Remains

This was formerly the farm of Edward and Sally Allen Cartwright. It burned to the ground three years ago, killing the couple and leaving their two young boys orphans. The boys are now in the custody of Sally's brother and sister-in-law, Edward and Betty Allen (802).

• 812 •

Hiram Callahan, 69

This old man has a reputation as a hard-bitten hermit with no use for anybody in the township. Years ago he began greeting visitors with shotgun blasts over their heads and people have since then respected Hiram's privacy.

If the investigators explore the place they find the house quiet and deserted, the front door unlatched and standing slightly open. Inside, the house is quiet but pervaded by a sickeningly sweet odor overlaying the usual musty smell of these ancient farm houses. In an upstairs bed lies the body of old Hiram, several months dead,

stained sheets and blankets clutched tightly in his skeletal hands. An investigation will follow, his death eventually being ruled as the result of natural causes.

• 813 •

Abandoned

• 814 •

Andrew & Lily Thomas, 32 and 29

This family moved here from Aylesbury just last year, inheritors of the property they now occupy. They are unfamiliar with Dunwich and the folk hereabouts, but are familiar with the rumors about the valley. They put little stock in these stories, believing them the product of the imaginations of ignorant hill folk. They have no relatives living within the valley.

• 815 •

The Blair Family

This farm is occupied by the six Blair children, aged 5-16, and no adults. The children's father died last winter, the result of severe pneumonia, the children's mother has been dead for three years. Although the oldest son, Gerald, claims to be 18 and of legal age, Aylesbury County officials believe otherwise and are bending efforts to break up the family. Marie Bishop, perhaps conveniently, has been unable to locate any records regarding the birth of the eldest boy. Despite the lack of adult supervision, the Blairs, as Dunwich families go, seem to do all right.

• 816 •

Jonathan Frye, 66

Jonathan keeps a mysterious object in his barn, a large bronze case turned up by his plow in a corn field a couple years back. The farmer is willing to show it to strangers, charging 10 cents a head for the privilege of seeing it.

The case is four feet long and casket shaped. Spot Hidden and Cthulhu Mythos rolls locate traces of carvings in the style of Hyperborea. Opened, the case is found to contain the bones of a human skeleton. Most of the bones are turning to dust but fragments of the skull, easily identifiable as human, still remain.

The remains of this man, a Hyperborean wizard, might be returned to some semblance of life by using the ancient *ferronnière*. The remains are not complete but given time the powers of the resurrection device will regrow what is missing. The ancient Hyperborean is able to communicate with the investigators telepathically but to their good or ill is unknown.

Zadagrool, Ancient Wizard

STR 11 CON 12 SIZ 9 INT 19 POW 26
DEX 11 APP 5 EDU 30 SAN 0 HP 11

Weapons: Dagger 65%, 1D4+1

Spells: Cause Blindness, Cloud Memory, Contact Cthulhu/Nyarlatheotep/Tsathoggua, Create Gate, Create Mist of Releh, Death Spell, Detect Enchantment, Dread Curse of Azathoth, Flesh Ward, Mental Suggestion, Shriveling, Summon/Bind Byakhee/Dimensional Shambler/Star Vampire, Voorish Sign, Warding, Wither Limb.

Skills: Cthulhu Mythos 28%, Debate 80%, Hyperborean History 65%, Occult 75%, Oratory 70%, Pharmacy 80%, Psychology 75%.

Zadagrool, if resurrected by the ancient device, will cooperate with investigators, but he has his own agenda. He will struggle daily against the servitude forced upon him by the bearer of the ferrennière. Once free of the bondage, he lays plans for escape and possibly for revenge. He is a worshipper of Azathoth.

• 817 •**Gabriel & Honor Frye, 42 and 40**

Gabriel and Honor are nearly destitute. For three years in a row, their cattle herd has been afflicted by a mysterious wasting disease that has financially wiped them out. Again this spring, with the thaw, the first signs of the disease showed up, the cattle pulling up lame and developing running sores on their abdomens. Their farm is posted "For Sale," but there have yet been no offers. Out behind the barn, in the nearer pasture, a Geology roll reveals the presence of a narrow crack in a rock face, a spore vent(POT 10).

• 818 •**Widow Anderson, 78****• 819 •****Abner & Annabelle Parker, 55 and 55**

Abner has been bedridden since felled by a stroke three years ago. His wife, whose age is problematical, is a full-blooded Potumcock Indian. She is very knowledgeable about the Indian legends regarding the area of Dunwich and can teach a chant to the investigators that will remove the bad luck an investigator has incurred for killing a whippoorwill.

Spells: Augur, Dream Vision, Charm Animal, Implant Fear.

• 820 •**Ruth Tebler, 40**

This decrepit farmhouse seems to have but a single occupant, a plain, tired-looking middle-aged woman always standing in the front yard near the road when investigators pass. She scrutinizes the strangers as they go by.

• 821 •**Herman & Nancy Blake, 38 and 31**

After the third straight year of bad crops and dying livestock, this family is about to lose the mortgage on their farm. The First Bank of Aylesbury is due to foreclose in the next few weeks and only a miracle can save them. They desperately need \$250.

• 822, 823, & 824 •**Decrepit, Ageing Houses**

These old homesteads wear a uniform aspect of age, squalor, and dilapidation. One hesitates to ask directions from the gnarled, solitary figures spied now and then on crumbling doorsteps or on the sloping, rock-strewn meadows.

• 825 •**A Blasted House**

This ancient farmhouse was struck several years ago by a direct bolt of lightning which peeled the walls back leaving the structure a total ruin. Investigators who probe the wreckage find ruined furnishings and the rusted remains of a bicycle. With a Spot Hidden roll, fragments of a book, *Regnum Congo*, by Pigafetta, are discovered, identified with a roll of EDU x3 or less.

• 826 •**David Ray Condon, 25**

This sagging, leaning house, situated high on the hillside, is barely visible from the old Wheeler Ridge Road. An old track leads toward the house but 100 yards away the route is blocked by a fallen tree. Cars and carriages cannot pass beyond this point.

People believe there is but a single tenant here, a solitary young man rarely seen and who speaks to almost no one. Unguessed by anyone, David keeps in an upstairs room a man who miraculously survived the destruction of the house down the road (825).

The ancient man is named Israel Bishop, a long-lived degenerate addicted to cannibalism. Terribly injured, and unable to procure his own food, Bishop has been teaching the young Condon the secrets of his obscene cuisine. The old man, using a spell he calls Food of Life, has found a way to extend the natural life span. This spell



David Ray Condon

must be cast during a cannibalistic feast and is directed toward the food. Grandpa Bishop, a past Believer, is incredibly old, terribly burned, and frightening to behold, worthy of a SAN loss of 1/1D4 points. His adopted grandson, David Ray, is as insane as the old man and capable of nearly anything. David has, on occasion, shaved his head bald.

If a lone investigator visits the house, Condon invites him in and then attempts to overpower the character. After tying him securely, he helps the decrepit Grandpa to murder and butcher the unfortunate victim. What food cannot be immediately consumed is stored in the smokehouse out back. Inedible remains are buried in shallow graves in the cellar of a nearby abandoned house (827).

Israel Bishop, Ancient Cannibal

STR 5 CON 24 SIZ 9 INT 13 POW 14
DEX 2 APP 1 EDU 8 SAN 0 HP 17

Damage Bonus: -1D4

Weapons: Claw Hammer 35%, 1D4 plus impale.

Spells: Call Horned Man, Dream Vision, Evil Eye, Food of Life, Stop heart, Warding.

Skills: Anthropology 8%, Cthulhu Mythos 11%, Dodge 1%, Listen 99%, Occult 48%.

David Ray Condon, Apprentice Cannibal

STR 15 CON 16 SIZ 14 INT 10 POW 13
DEX 15 APP 8 EDU 7 SAN 0 HP 15

Damage Bonus: +1D4

Weapons: Fist 80%, 1D3; Head Butt 45%, 1D4; Kick 55%, 1D6; Fireplace Poker 85%, 1D8.

Spells: Evil Eye, Food of Life.

Skills: Cthulhu Mythos 6%, Dodge 75%, Drive Automobile 55%, Fast Talk 65%, Hide 70%, Jump 65%, Listen 65%, Occult 32%, Sneak 75%, Spot Hidden 80%.

• 827 •

Abandoned

Remains of the repasts of Condon and Grandpa Bishop can be found here, buried in shallow plots in the cellar.

• 828 •

Old Man Jesse Harris, 90

A gnarled old figure, Jesse is usually sitting on his porch. If asked for directions he can point the way to Dunwich but never fails to warn travelers not to linger there. "Things ain't right with them people, I kin tell ye that much," he says.

• 829 •

James & Mildred Pelter, 35 and 34

The front yard of this farm is cluttered with at least a dozen rusted and damaged automobiles and a half dozen broken tractors. James is an amateur mechanic fascinated by gas engines. He collects whatever wrecks he can find, stripping them for usable parts. He always has an old

clunker or two running and ready to rent to investigators for \$2 per day.

Skills: Auto Repair 92%.

• 830 •

Frank & Winifred Johnson, 44 and 41

• 831 •

Al & Joan Fritch, 39 and 38

Al is a dowser, a student of Joshua Place (407). Although not as good as Place, he gets the bulk of the work from farmers living outside of the valley.

Skills: Dowse 65%.

• 832 •

Carl Johnson, 55

The bachelor brother of Frank Johnson (830). Carl used to work for the railroad but was pensioned off when he lost all the fingers on his right hand in an accidental explosion. Regardless, he is skilled in the use of dynamite and can, for a price, help investigators with any sort of blasting chores. He is willing to enter caves or take other risks but will demand pay commensurate with the danger. His skill allows him to seal caves or blast stumps without endangering nearby tunnels or structures. Working closely with Johnson for the period of a week or more gives a character who makes an INT x5 roll or less a basic Explosives skill of 10+1D20%.

Skills: Explosives 95%.

• 833 •

Abandoned

• 834 •

Jack & Babs Hartwell, 45 and 43

Jack Hartwell is generally thought to be the best shot in the valley. Jack's three teenaged sons are likewise expert with the use of rifles and shotguns. All are avid hunters and actually practice a bit of rudimentary conservation. The Hartwell family is willing to help investigators track down and kill ravaging bears or even monsters.

Jack: 30.06 96%, 12-gauge shotgun 94%.

Harrison: 30.06 88%, 12-gauge shotgun 78%.

Alex: 30.30 81%, 16-gauge shotgun 77%.

Terry: 30.30 83%, 20-gauge shotgun 80%.

• 835 •

Widow Annie Franklin, 65

• 836 •

Old Harvey Skelton, 71

An expert trapper, Harvey, in his old age, is considered a bit of an eccentric. His passion for the last twenty years



Martin's Acres

has been the building of live traps with which to capture animals big and small. The largest trap he has built so far is capable of holding a full-grown white-tailed deer, although he has yet to actually lure one in. He long ago discovered evidence of some odd animal that seemed to regularly visit the area of Wizard's Hill. Since that day he has wanted to trap the wily and elusive beast. Given funding of \$150, Harvey is capable of constructing a larger and even more elaborate Rube Goldberg device capable of capturing and holding the byakhee haunting Wizard's Hill.

• 837 •
Abner & Hazel Standish, 62 and 58

• 838 •
A Ruined Mill

Built next to a double set of waterfalls, this small grinding mill was operated between the years 1742 and 1799 by Gilbert Owen. It is long-abandoned and partially collapsed. Anyone entering the remains of the mill must match his SIZ against the 8 STR of the rotting floor. If the

floor loses the struggle, the investigator falls through into the basement suffering 1D6 points of damage.

• 839 •
Abandoned

"For Sale" signs mark this obviously abandoned property. Travellers headed for Dunwich see, painted on a large boulder above the hillside, the words: "Jesus Saves."

• 840 •
The Tourist Attraction

Driving by, it is impossible to miss this house on the side of the road. The property is fenced with wire heavily overgrown with scrub and saplings but a large wooden sign near the front gate proclaims the place to be "Martin's Acres." Admission is 10 cents.

From the front gate the investigators see an old farm house, its yard crowded with a collection of primitively carved totems and modern, concrete birdbaths. Lurking around the fringes of the yard, partially hidden by the trees and bushes, roams the man's herd of "dinosaurs." These beasts are made from fallen trees and boughs that,

catching the fancy of owner Lewis Martin, 62, have been painted bright shades of green and orange and placed to look like saurian heads rising up on long necks. The paint is always fresh as Lewis lovingly repaints his creations every spring as soon as the weather turns warm. Visitors who tire of wandering the front property are invited out back where Lewis keeps a small pond fed by a local brook. Here he proudly shows off his favorite trick. Kneeling next to the pond he places a cupped hand in the water and begins calling softly, as though coaxing something up from below. Before long the small fish in the pond, perch and bass, draw near the man then begin to swim in and out of his lowered hand. So trusting are the fish that they even allow the old man to pick them right up out of the water. They simply flop around until they splash back into the pond, then turn around and come back for more. If asked for an explanation Lewis only says that it is because the love of God resides within him and the creatures of the field and forest sense this and trust him. His speech has definite Old Testament overtones but if asked, he denies affiliation with any definite religion.

Lewis was once a Believer but, tiring of the petty infighting that seems to mark the group, he retired from active participation. He is eccentric but harmless. Through his connection with the Believers, Lewis knows much about the events of the Dunwich Horror.

Spells: Bind Enemy, Blight Crop, Call Horned Man, Charm Animals, Dream Vision, Evil Eye, Freak Weather, Healing, Lame Animal, Warding.

• 841 •
Abandoned

Point of Interest

The Stone Cairns

Located near the head of Squaw Creek, these three stone cairns are roughly bee hive-shaped and stand nearly ten feet tall. No one knows their origin but they are obviously ancient. An Anthropology or History roll identifies them as Celtic in style. No one has ever tried to take one down and rumors of curses protecting them have kept the locals away. Two of the cairns are empty, the third contains the fragmented skeleton of a druid dead for nearly 1500 years.

Callech, Long Dead Druid

STR 10 CON 12 SIZ 10 INT 17 POW 28
DEX 12 APP 12 EDU 14 SAN 0 HP 11

Weapons: Cudgel 85%, 1D6+1.

Spells: Augur, Blight Crop, Call Dark Young of Shub-Niggurath/Horned Man, Charm Animal, Death Spell, Dream Vision, Freak Weather, Healing, Implant Fear, Lame Animal, Stop Heart, Summon/Bind Fire Vampire.

Skills: Botany 95%, Camouflage 80%, Climb 65%, Cthulhu Mythos 22%, First Aid 75%, Hide 95%, Listen 85%, Sneak 95%, Track 95%, Treat Disease 65%, Treat Poison 75%, Zoology 90%.

Region 9: Indian Hill

This is an area of low hills and, south of the river, swampy, badly-drained land. Farmland along the riverbank and around Indian Hill is relatively rich and fertile but to the south the land grows low and boggy, unsuitable for most crops or livestock. A few farms are built along the north side of Miles Ridge, but they have generally fared poorly. Indian Hill, dome-shaped and almost circular, is the highest point in the region.

The area south of the river was settled early in the 18th century. Most of the farms to the south, near Miles Ridge, were built at a later date. Those in the southeast mostly by members of the Potter family, driven out of their old homesteads by their angry neighbors.

Travel through the area is difficult. The road along the river is kept in good shape but this end of East Creek Road is neglected. The old tracks through the area are unreliable and often run through low spots filled with mud.

Habitations

• 901 •
Abandoned Shack

This tumble-down shack was once inhabited by miner Forrest Bentley, his wife, and young son, Jaspar. They lived and worked here for three years in the late 19th century, while the elder Bentley remained at the north mine near Cascade Creek (Region 6).

• 902 •
Hoof and Mouth Farm

This farm is long vacant and being slowly reclaimed by the surrounding forest. Cow skulls are placed at intervals along the tumbled stone walls giving the place an ominous appearance. Only if the house itself is examined do the investigators find an Aylesbury County notice tacked to the door, faded and a little difficult to read. A successful



Southeast

1	2	3
4	5	6
7	8	9

- DIRT ROAD
- DISUSED ROAD
- STREAM
- WATERFALL
- COVERED BRIDGE
- STONE CIRCLE
- ANOMALOUS SITES
- CAVE
- MINE
- SPRING
- SWAMP
- CLIFF



1 MILE

Read English allows an investigator to learn that the farm was condemned three years ago due to an infestation of hoof and mouth disease. A large mound behind the house marks the spot where nearly two dozen cows were destroyed and buried. County records indicate irregularities in the findings and that there was some consternation before hoof and mouth disease was officially declared.

If investigators explore the surrounding property and make a successful Geology roll they discover a crack in the ground that proves to be a spore vent (POT 8).

• 903 •

Will & Dolores Johnson, 48 and 47

Fourteen years ago this couple's son, Thomas, disappeared one night after sneaking out of the house. The next day the boy's lantern was found on the slopes of Indian Hill. No trace of the missing boy has ever been found.

Thomas Johnson, then 13 years old, was lured into the underground by the visions produced by Abthoth.

• 904 •

A Decaying, Abandoned Farm

This place has been abandoned for many years and can only be spotted by an investigator with a successful Spot Hidden roll. The rotting remains of the building are covered with an unusual amount of fungus growth, including a gray branching form not immediately familiar. A Botany roll made while examining this unusual fungus reveals it to be a heretofore unknown species. This fungus proves especially fragile and if removed from the immediate area, deteriorates rapidly, leaving nothing but a tarry smear.

The unidentifiable fungus is caused by Abthoth spores who find the high acid content in the atmosphere around these moldering ruins conducive to growth. The spore POT within the area of the ruins is 12.

If the investigators ask around about this house they learn that it was abandoned more than thirty years ago. The place has always had a reputation for madness, death, and suicide. It seems that every family who ever took up residence there came to a bad end.

Properly prepared, this fungus has a powerful hallucinogenic effect on any human who consumes it. Zebulon Whateley comes here to collect the fungus, the major ingredient in his psychedelic brew:

Old Zebulon might be encountered here, bandanna wrapped tightly over nose and mouth, collecting specimens of the fungus which he wraps in vinegar-soaked cheesecloth, a method that preserves his harvest long enough to get it home and prepared. If investigators have made friends with Zebulon he might show them his method of preserving the fungus and explain to them

some of its powers and dangers, including the horrible results of blood infection by the spores.

• 905 •

Paul & Velma Kline, 40 and 37

Paul once explored Harsen's swamp, finding the great stone head legends say resides in the middle of the bog. Paul can tell investigators that the head was huge, lying on its side, and unlike anything he'd ever seen in his life. He says that while looking at the head he had the awful feeling that someone, or something, was watching him. When the whippoorwills began to gather in the trees about him, he beat a quick retreat out of the swamp. For \$2 he will guide investigators to where he found the head.

• 906 •

Ned & Deborah Allen, 35 and 31

Ned, a skilled rider, has good horse for rent. A veteran of the World War, he is also a crack shot. Of adventurous blood, Ned is likely to volunteer to accompany investigators if things sound exciting or dangerous.

Weapons: 30.06 Rifle 82%, 2D6+3.

Skills: Ride 85%, Sneak 80%.

• 907 •

Bhule & Jane Perkins, 41 and 29

The Perkins farm is clean, the six children as neat and as well-clothed as the family's limited finances allow. Their youngest daughter, Lindy, 11 years old, disappeared last month while walking to the village on an errand. She turned up three days later, found wandering aimlessly in a field by a neighbor. Lindy has not spoken a word since her return, remaining withdrawn and uncommunicative.

Temple Potter (917) is the prime suspect in Lindy's abduction but without testimony from the girl there is no evidence with which to charge him. Additionally, the Perkins family has lately received thinly-veiled threats from the Potter cousins, Jubal and Jedediah (916). Given enough time and proper Psychoanalysis, Lindy can be cured and will then speak out against her abductor.

• 908 •

Lyman Hayes, 70

Lyman saw one night on the slope of Indian Hill a door open up, revealing to him a golden vision of heaven. Lyman, then 50 years old, was terrified by the vision and ran away.

• 909 •

The Rodney Brothers, 54, 56, 59, and 61

These four brothers, Roscoe, Leonard, Willy, and Bob, have lived in this house all their lives. The boys' father

died while they were all quite young, their mother just a few years later. They brothers rarely leave their farm, rarely visiting the village more than once or twice a year. They are shy, simple, and even more rustic than the average Dunwich Valley resident. They share the cramped, incredibly dirty cabin, crowding themselves into the two narrow beds.

• 910 •

Delbert & Sandy Jones, 42 and 36

This is an extremely large house with several additions tacked on it. The barn behind the house is collapsed but Delbert has solved the problem by simply boarding off a portion of the house and stabling the livestock there.

• 912 •

Nicholas & Shelley Adams, 35 and 34

Nicholas is the brother of Virginia Adams (59). He long ago broke with his sister but probably knows a few secrets about her recent activities.



Jubal & Jed

• 913 •

Horace & Matilda Johnson, 56 and 55

This man was among those who tried to rescue Jennifer Prescott after she fell into the old Bentley mine shaft in 1924.

• 914 •

Widow Jenkins, 25

Alice Jenkins is a widow with three children. Since the disappearance of her husband almost a year ago, she has had a difficult time running the entire farm by herself. William Jenkins, her husband, disappeared one night while walking near Indian Hill.

• 915 •

Captain Harris Johnson, 64

Captain Johnson, a Spanish-American War veteran, lives alone in the old family farm house. He walks with a crutch, having lost his leg years ago when a carriage rolled over on him. He is at odds with his neighbors, the Temple cousins (916 & 917), angered when he learned they had terrorized poor old Mrs. Anderson who lives up the road. When he spoke to them about it they told him to

mind his own business and threatened to "take care of him" if he didn't keep his "fat old mouth shut." He's been looking for a way to get back at the Potters and recently told police that he saw a young girl in Potter's house during the time that Lindy Perkins disappeared, a lie, but Johnson's convinced of their guilt anyway. Before long, the Potters figure this out and Captain Johnson disappears. Jubal has his arm in a sling for the next couple weeks and claims it's sprained. Actually, a bandaged bullet wound is hidden by his sling. Captain Johnson's body can be found buried behind Temple Potter's house next to the rest of his victims.

Skill: .38 Revolver 85%.

• 916 •

Jubal & Jedediah Potter, 28 and 24

These men are brothers, the younger cousins of their next-door neighbor, Temple Potter (917). Jubal and Jedediah idolize Temple and are willing to do anything he asks. They are so loyal that they might even confess to crimes they didn't commit, just to keep Temple out of jail. They have been accomplices to most of his crimes including the recent abduction of Lindy Perkins. The two are also guilty in the recent death of little Jennie Hutchins (511), killed by a hit-and-run driver.

• 917 •

Temple Potter, 33

The leading member of the depraved Potter family, Temple lives by himself in this junk-strewn farmhouse. Potter is Dunwich's most notorious criminal, lately accused of abducting young Lindy Perkins (907). Potter was jailed following a tense two-hour standoff with State Police. He was later released for lack of evidence. An old Ford truck, bashed and wired together, sits parked in his front yard.

Temple keeps a still, hidden in an abandoned farmhouse a quarter mile to the east. Following in the footsteps of his now-imprisoned father, Temple murdered at least three people over the last four years including the missing brush salesman, John Dykes. The bodies of his victims are buried in the swamp behind the house. Dykes is buried with bag of sample brushes.

Potter is in cahoots with Amos Whateley and expects to share in the Whateley gold once they discover the location of the hoard. Temple and his cousins constitute a real



Temple Potter



Harsen's Swamp

threat to the investigator's lives, pursuing them in his rusty truck, or trying to murder them in some isolated location. If successful, the investigator's will be buried in the swamp behind Potter's house with rest of his victims.

• 918 •
Abandoned

This old farm, property of the Potter family, is falling to pieces. The barn appears in slightly better shape and the roof has been recently repaired. Observant investigators notice smoke coming from a chimney pipe in the barn's roof. Investigation discovers Temple's still.

There is a 75% chance that any investigators snooping around this property will be spotted by Temple or one of the cousins. They greet the investigators with a shotgun blast (fired over their heads) and then summarily run the trespassers off the property, threatening to kill them if they ever come back.

• 919 •
Abandoned

• 920 •
Widow Nellie Anderson, 66

This old lady lives in constant fear of the Potter cousins. They have never actually done anything to her but their loud carryings-on and disrespectful attitude give her reason to worry. She once asked them to be more careful with their target practice. The cousins responded by threatening her life.

• 921 •
George Allen Pickman, 66

This farmhouse is less than fifty years old, built in a late Victorian style complete with gingerbread and large front porch. The place is owned by the original builder, an Arkham man named Pickman who moved here while in his early twenties. His children are now long grown-up and moved away. His wife died almost fifteen years ago and is buried in a backyard grave marked by a fitting stone. Pickman is very deaf but friendly to strangers. He knows but a little about the village of Dunwich, only visiting it now and then. Most of his trade has always been done in Dean's Corners.

Points of Interest

Harsen's Swamp

This vast bog, over a mile long and a half mile wide, is filled with treacherous pools of quicksand. The anomalous site marked on the large investigator's map indicates the location of the giant stone head. This human head, almost eight feet long and carved from a single block of stone, lies on its side half submerged in the mud. To most people of Dunwich it's existence is simply a rumor; few have ventured deep enough into the swamp to actually see it. Off and on over the years various groups of boys have used the head as an initiation test for those intent on proving their daring. An initiate is taken to the edge of the swamp and pointed in the direction of the head. He has to find the head, touch it, and then report back to the rest of the gang. Questions about the specific nature of the head are asked in order to determine if the boy has actually found the head or not. More than one Dunwich youth has been lost this way, ostensibly a victim of quicksand but more probably devoured by the legendary "swamp monster."

The Swamp Monster

This legendary creature, a monster sometimes used to scare little children who won't go to sleep, is real. An ancient Dark Young of Shub-Niggurath, gigantic, covered with shaggy, green moss, dwells in the deepest recesses of the swamp. Brought to this world centuries ago by the druids, this hideous monster never leaves the swamp,

feeding on deer, raccoons, and the occasional small boy who's come looking for a giant stone head. If investigators explore the swamp, prowling in this area, the thing quietly waits in the shadows, its ropy tentacles barely undulating, preparing to pounce on the first investigator who wanders too close.

THE DARK YOUNG

STR 50 CON 22 SIZ 49 INT 16 POW 21
DEX 15 HP 36 Move 8

Weapon: Tentacle (x4) 85%, 4D6 plus STR drain.

Armor: None, although the Dark Young is nearly immune to many weapons.

Sanity Loss: 1D3/1D20.

Indian Hill

Although this hill is domed like so many others in the valley, the Believers, warned by the Indians who once dwelt here, never erected the standing stones atop this hill. It was upon this hill that a gate opened through which the ancient tribe of Indians entered to meet the great god believed to live under the ground. The dreaming Abthoth occasionally opens this entrance to the underworld, luring the unwary in to meet their doom. Potential victims are lured in by the sight of a blue lagoon set in a green and golden paradise of lush forest. This is an illusion created by the god, the gate actually leads to the shore of the lake of Abthoth far beneath the surface. Over the centuries of Dunwich's existence nearly a half dozen people have mysteriously disappeared in this area.

The Underground

"A rumbling sound seemed brewing beneath the hills, mixed strangely with a concordant rumbling which clearly came from the sky."

The temperature of the caverns beneath Dunwich is a constant 55 degrees Fahrenheit. Coupled with a humidity of nearly 100%, explorers need lots of warm, dry clothing. Investigators planning extended stays in the caverns will need to pack and carry food, sleeping gear, and fuel for campfires. Rope, spikes, and other climbing gear will prove essential along with cameras and paper and pencil to keep records and make maps. Most important, of

course, are portable sources of light. Several different types are available in the late 1920s.

The standard oil lamp throws a soft yellow light and burns for 3-5 hours after being filled. These are risky devices and can explode if dropped or even turned upside down (2D6 damage). If submerged they are useless until disassembled and carefully dried. Most Dunwich folks own at least one of these and they can be obtained quickly

and easily by investigators. Osborn's sells a variety of oil lamps priced from \$1.99 to \$3.99.

Gas lanterns produce a brilliant white light, some twenty times brighter than an oil lamp, and will burn 6-8 hours on a single quart of white gasoline. Although safer than an oil lamp (most are guaranteed not to explode if tipped or dropped) they are still comparatively fragile. A dropped lantern almost certainly means either a broken

NARROW PASSAGES

Numerous narrow passages are found in the caves. Each is given a SIZ rating indicating the maximum character SIZ that can squeeze through the opening with reasonable ease. Characters up to four SIZs larger can get through but at the cost of 1 hit point worth of scrapes and bruises per passage. Characters three or four SIZs over the limit must also make a DEX x5 or less roll to avoid becoming wedged tight. Companions can usually wrench them free but not without inflicting a further 1D3 points of damage. Usually, once a character has managed a particular passage successfully, learning its particular twists and turns, no DEX rolls will be required on later passages. Note: any character more than four SIZ points larger than the opening simply cannot fit through.

mantel or glass, rendering it useless until repairs are made. If dropped into water, the lantern must be disassembled, dried and cleaned, a process requiring at least two hours. Osborn's sells a single model priced at \$6.59. The store has only two in stock.

Electric, dry-cell lanterns and flashlights are available. They throw a weaker light than a gas lantern and only in one direction. A fresh set of batteries keeps this light going for 4-6 hours, though towards the end of that time the light grows dim. If dropped, there is a 75% chance the filament in the bulb breaks, needing replacement. If dropped in water, the flashlight must be disassembled, cleaned and dried, a job taking only 5-10 minutes. Osborn's has two models, priced at \$1.35 and \$2.59.

Carbide lamps of can be also be found, including bulls-eye lanterns, flashlight styles, and the hat-mounted reflector type used by miners. These are the brightest of all and burn 2-4 hours, 8-10 hours if larger, belt-hung supply cartridges are used. If dropped they always go out but can be quickly relit, even if dropped in water. The light is produced by the burning of acetylene gas and there is the some danger from the open flame. Available only in Aylesbury or Arkham and priced from \$2.59 to \$5.95.

Respirators are of value, particularly in the lower caverns where the Abthoth spores are thickest. Filtration de-

vices suitable to the situation can be purchased at chemical supply houses either in Arkham or Aylesbury. Price: \$1.59.

Most equipment is heavy. 100 feet of 3/4 inch hemp rope weighs nearly 60 pounds. The torturous passages of the caverns require much crawling and squeezing. Under normal circumstances allow investigators to carry no more weight than their STR x 5 pounds.

The Upper Caves

The Prescott Entrance

This entrance is found on the side of a hill on property owned by Jonah Prescott (420). The opening is blocked by a large slab of stone dislodged by Prescott and allowed to slide down over the cave. A major effort with tractors or draught teams could pull the huge rock over, or dynamite used to blast it apart. There is, however, a small opening beneath the rock, presently blocked with soil. A half hour's work with a shovel reveals a narrow entrance, SIZ 14.

The crawl is through cold mud and when the characters finally emerge into the low-ceilinged cavern beyond, they are soaked and covered with filth. The cave is about ten feet wide, the ceiling four feet high. It is damp, cold, and the sloping floor covered with a sticky, muddy, clay. Toward the rear of the chamber the ceiling descends and explorers are forced to crawl on hands and knees through a narrow passage. 40 feet into the crawl a fissure opens below them, spanned by a makeshift wooden bridge built by Prescott long ago. Over the years the timbers have become quite rotten and the bridge is now capable of sustaining only 25 SIZ points without breaking. The bridge is nearly 20 feet long and should be crossed one explorer at a time until such time as it can be repaired. If the bridge collapses, explorers fall 25 feet into the V-shaped fissure, suffering 2D6 points of damage with a 20% chance of being impaled on a sharp stalagmite.

Past the bridge another, larger, cavern opens up. The floor here is relatively level, the ceiling as high as 20 feet, sloping down on one side until it eventually meets the floor in the rear of the cavern. Stalactites and stalagmites decorate the chamber. A number of the larger stalagmites having been roughly carved into miniature monoliths forming a circular configuration. Although heavily coated with minerals from dripping stalactites, traces of Ogham

carvings can be found, recognized by an Anthropology or Occult roll. An additional Anthropology or Occult roll, or an EDU x1 roll allows an investigator to note that the arrangement of stones is similar to the great monoliths in Stonehenge, England.

At the rear of this 40 foot chamber there is a narrow shaft, a natural opening showing evidence of having been artificially widened to allow passage of human-sized beings. Prescott says it was widened before he found it. Barely more than two feet in diameter, the shaft descends through ten feet of rock before debouching into a low chamber less than 5 feet high. Crawling forward out of this chamber, the characters come upon an abyss, a sheer wall of stone dropping off below them into unimaginable depths. Their lights reach neither bottom nor far wall, although huge stalactites can be seen hanging from the ceiling high above. A stone tossed over the edge is silent for several seconds before an impact is heard. Several seconds later another impact is heard, then another. The rock finds no bottom but continues to ricochet off walls until the sound can no longer be heard.

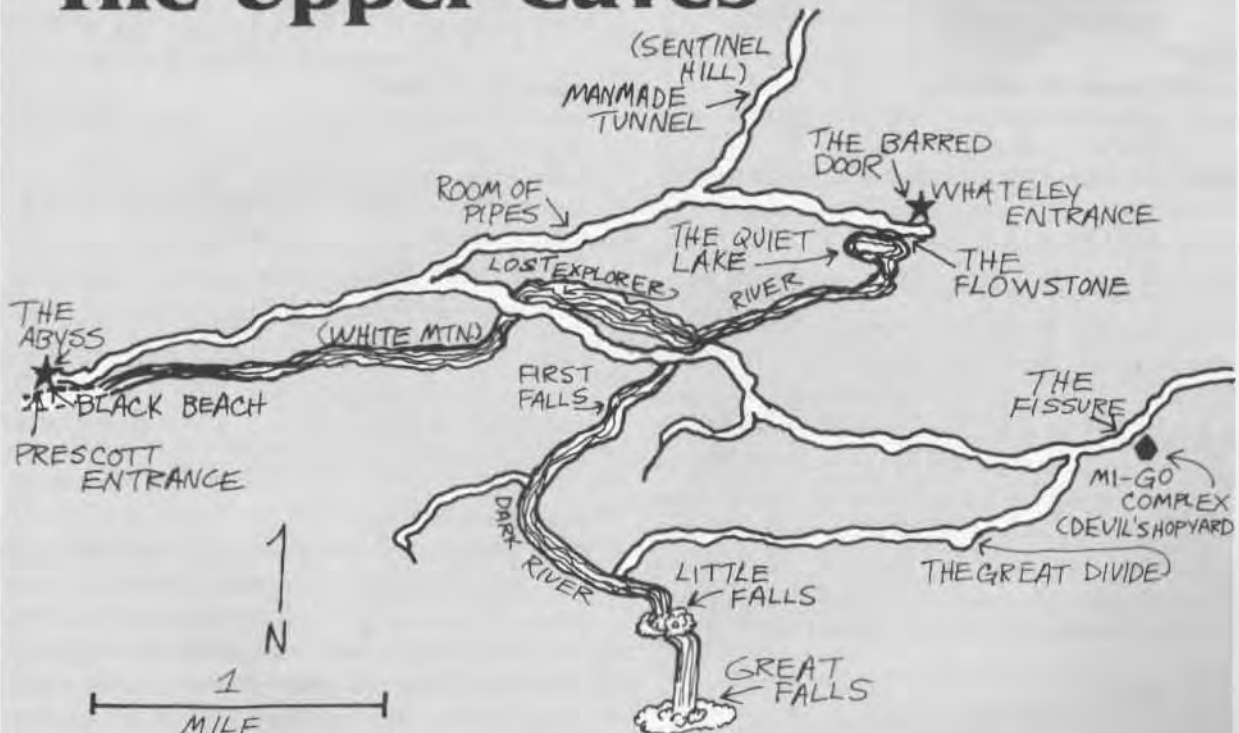
The Abyss

Looking down, explorers see a set of rough stone steps carved into the cliff face directly below them, curling down the wall into the darkness. 18 inches wide, they appear substantial, but those nearest the edge have crumbled away leaving the first intact step more than thirty feet below the investigators. Although his cousins went beyond this point, this is as far as Jonah Prescott has ever come. He knows not what lies at the bottom of the steps.

The wall slants slightly inward below them and to reach the step explorers must be lowered by rope then swing themselves until they come within reach of the highest remaining steps. Gaining the steps, each 18 inches wide, is relatively easy and once firmly planted, the investigator can untie the rope and wait for the next explorer to join him. Supplies can be moved the same way.

The steps descend steadily into darkness. The wall crowding over their heads threatens to push the investigators over the brink. Approximately a third of the way down, about 200 steps, explorers happen upon a cracked

The Upper Caves



step. Make a Luck roll of POW x 5 for every investigator as they step upon this treacherous block. If and when a Luck roll fails, the stone cracks and falls away. A roll of DEX x 5 or less is required for an investigator to grab the wall and hang on, saving himself. Those who fail and lack the benefit of some sort of safety rope, plunge into the abyss, their screams echoing horribly until their plummeting bodies dash against some invisible outcropping. Surviving investigators hear rattling and smashing sounds as the corpse continues its endless fall, loosening stones and rubble on its way. Witnesses lose 1/1D4 SAN points.

The Thing In Darkness

At some point during the descent the investigators are startled by an unexpected sound — the flapping of great, leathery wings as something large flies by them in the darkness. The thing passes overhead, away from the explorers, but an investigator who tries to aim his light at the sound, and makes a successful Listen roll to accurately locate it, catches a glimpse of the thing before it wheels out of sight into the darkness. This unfortunate investigator sees a huge creature with a ten foot wingspan, pterodactyl-like but with a semi-human head, clutching something white and worm-like in its rear claws. The winged creature turns its awful head toward the investigators and gives a soft squawk before wheeling out of sight. Anyone seeing the monstrosity loses 1/1D6 points of SAN. Those who only hear it lose 0/1D2.

A FLYING SPAWN OF ABOTH

STR 19 CON 16 SIZ 20 INT 5 POW 4
DEX 16 HP 18 Move 3/12 flying
Weapon: Rear Claws 65%, 1D6+2 plus clutch; Bite 35%, 1D4.
Armor: None.
Sanity Loss: 1/1D6.

The monster dwells in this abyss and although well fed at the moment, the next time explorers encounter it, it may prove hungry. There is a 15% chance of encountering the beast whenever the stairs are traversed. The monster attacks with its rear claws, attempting to pluck an investigator from the stairs and fly off with them. Unfortunately, any investigator larger than SIZ 12 proves too much for the beast and is quickly dropped into the bottomless pit. If the creature suffers damage of more than half its hit points, it becomes too weak to fly and flutters into the darkness below, never to be seen again.

Black Beach

As the last forty or fifty steps are reached the stairs turn to the right, passing through an opening in the wall, turning away from the fathomless pit. Descending through a natural tunnel, the stairs finally end at a black gravel beach on the bend of a broad, quiet, underground river.

Explorers who have counted the steps find they number 623. Adding the collapsed steps gives a total of 666.

The explorers stand in a large chamber, before them the dark, slow-moving river, 50 yards wide. An opening at the far end of the beach reveals further caverns. The river enters and exits the chamber by way of narrower tunnels, areas that can only be explored by boat. The beach they stand on stretches for only about 100 yards. From here explorers may explore the further tunnel or with a boat, the dark river.

Not far from the foot of the stairs, about 20 feet above the shoreline, the explorers see a small boat rolled over upside down. Made of leather stretched over a light wicker frame, a History, Anthropology, or Archaeology roll identifies the vessel as a coracle, a boat commonly used by ancient Britons. A closer inspection finds that the leather, although seemingly intact, is soaked with moisture and crumbling to the touch. If the boat is rolled over, or very much disturbed, the small monster that dwells beneath it makes its appearance.

The Boat Dweller

This creature is pale-white, two feet long and resembling nothing so much as it does an ancient sea scorpion, though a Zoology or Biology roll reveals distinctly unnatural aspects about the creature. The thing does not attack but instead hisses, then skitters down the beach toward the water's edge. If unmolested, it disappears beneath the surface of the water. It attacks only if cornered.

A CRAWLING SPAWN

STR 4 CON 6 SIZ 3 INT 1 POW 2
DEX 15 HP 5 Move 8
Weapon: Bite 35%, 1D2 damage.
Armor: 2 points of chitinous shell.
Skills: Hide 85%.
Sanity Loss: 0/1D2.

If captured and studied, or killed and dissected, the animal is found incomplete, lacking certain organs and any sort of reproductive system. After this is learned, an investigator who makes a Cthulhu Mythos roll identifies the beast as possibly a spawn of Abthoth.

Leaving Black Beach

From Black Beach the explorers have two options. They may either explore the cavern exiting the beach — a slow, two-hour squeeze and crawl to the junction east of here — or with a proper boat, explore the river. Upstream, to the west, the explorers soon find the ceiling becomes low, squeezing down on the river until only a swimmer can make the passage. Although this area can be explored for another mile, there is nothing to be discovered. Downstream is an easy, gentle passage of two miles until the junction of the waters is reached.

Cave Winds

The lower caverns are a separate system of caves with only a few very small vents leading to the surface. Because of the enormity of the lower cavern system and its few connections with the surface, its atmospheric pressure can differ greatly from that of the surface. Depending upon the difference in pressures, explorers opening this door find themselves exposed to a screaming wind with speeds as high as 70 mph, carrying with it dust, sand and even small rocks. Depending on the pressure differential, this wind can blow in either direction, either driving the investigators back from the opening, or attempting to suck them down the stairs of brick-lined tunnel beyond.

If the higher pressure is on the outside of the door the investigators may find it impossible to open the door which resists with a STR of as much as 35 points. Only investigators who make a Geology roll will be able to theorize the origin of the winds, otherwise it might be thought to be the result of a Flying Polyp or other horrific creature.

Once the door is opened, the explorers find a tunnel made of colonial brick sloping down on at severe angle. Steps make the traveling easier, goggles will keep the grit out of a character's eyes. If the wind is blowing out of the caverns, or even balanced, opening this door exposes the investigators to Abthoth spores, POT 12.

3D6	Direction	Speed	STR	
3	Inward	70 mph	35	
4		60 mph	30	
5		50 mph	25	
6		40 mph	20	
7		30 mph	15	
8		20 mph	10	
9		10 mph	5	
10		Balanced	0 mph	0
11			0 mph	0
12	Outward	10 mph	5	
13		20 mph	10	
14		30 mph	15	
15		40 mph	20	
16		50 mph	25	
17		60 mph	30	
18		70 mph	35	

The Whateley Entrance

Once the rear of the house is cleared a door is found that leads into the hillside. Secured with a cheap padlock easily broken off, a tunnel bored through the rocks and dirt is revealed, the roof shored with timbers. Twenty feet into the hillside a stone-lined chamber, 14 feet in diameter, opens up on the left while the tunnel continues forward into the hill. A painted pentagonal diagram, 5 feet across, decorates a portion of the floor. Set in the back wall is a latched iron door 2 feet wide and 3 feet high. An anvil mounted on a block stands near the center of the room, next to it a heavy hammer and a pair of long handled iron tools, not easily identified.

A Cthulhu Mythos or Occult roll identifies the diagram as some sort of gating device, although stepping into the diagram has no effect unless the user knows and speaks the command word that activates the device. If the command word is discovered (it can be found in Wilbur's diary) the investigators can use the gate to carry them directly to the shore of Abthoth. The anvil and hammer are

what they appear to be. Examining the odd, long-handled tools reveals them to be a pair of dies used for the minting of coins. These dies mint the ancient types so long used by the Whateleys. The door at the rear of the chamber gives access to the rear portion of the old alchemical furnace built into the side of the hill. A thick layer of ashes on the bottom conceals fragments of human bone and other evidence of the furnace's recent use. Wilbur used the furnace to dispose of the remains of the children he kidnapped and sacrificed. Although there are probably no dental records available, the small size of the teeth found along with other clues such as half-melted pieces of jewelry tells the whole story. Careful sifting of the ashes reveals small globules of purest gold, the product of Whateley alchemy.

The tunnel beyond continues for another 50 feet before gradually becoming a natural cavern that expands to a width of 20 feet. The floor of this cave starts sloping drastically, eventually becoming a steep drop off into a wide fissure nearly 100 feet across. A rope ladder, securely fastened by iron pegs, hangs over the edge. Shin-



ing a light down the fissure reveals a level floor some 150 feet below, although details are difficult to pick out.

The rope ladder, although showing no obvious evidence, is old and partially rotted, capable of holding no more than 20 points of SIZ before breaking. A careful examination of the rope ladder reveals its true nature.

Sixty feet down the ladder a narrow opening is found in the wall, part of the upper cave system. To climb off the rope ladder and into this tunnel requires a successful DEX x5 roll. Failure means a miss but an explorer only slips and falls on a roll of 98-00%, and never if another is there to aid them. This opening leads to The Flowstone. Climbing the rope ladder all the way to the bottom deposits the explorers on the floor of the fissure, a near circular chamber 150 feet across, most of it covered by a dark, silent lake.

The lake seems to empty out through a cavern to the south, navigable by boat. Nearby, set into the wall and floor of the chamber on a 45 degree angle, is an ancient, colonial door, sealed with a heavy bar.

The Quiet Lake

Investigators might walk part way around the lake but the shore is narrow and uneven and a DEX x5 roll will be required to avoid losing balance and falling into the pool. The opening across the lake can be reached by swimmers or boaters (see The River).

Dwelling in the pool is a spawn of Abhoth, a large, flat creature with frog eyes that it lifts above the surface to spy on intruders. The creature's presence will be noticed only with a Listen roll and only seen if a light is played over the water and Spot Hidden roll made. Once the light falls on it, the creature quickly submerges allowing only a glimpse of itself. The spawn is not dangerous, but is curious.

Boaters or swimmers may find the thing coming to investigate the strange new intruders, caressing swimmers' legs or attempting to climb aboard the investigators' craft, swamping it. If attacked and injured the spawn quickly retreats to the bottom of the pool and hides.

THE LURKER IN THE POOL

STR 11 CON 13 SIZ 10 INT 3 POW 2
DEX 10 HP 12 Move 1/9 swimming

Weapon: None.

Armor: None.

Skills: Swim Silently 95%.

Sanity Loss: 1/1D4.

The Barred Door

A closer inspection of the door shows that leather is fitted around the inside of the door frame as though to form a seal. Faint drafts may be detected. The door was installed centuries ago by Jacob Whateley and his followers and leads to the lower caverns and the domain of Abthoth. The heavy bar was installed to keep the door shut against the winds that rage in and out of the caverns and to try to keep the spawn of Abthoth from finding their way into the upper reaches.

South Bentley Mine

A fissure in the floor of this cave is a result of the ground tremors of 1915. The opening is a mere SIZ 10 but can be widened with two weeks of hard digging or one properly-placed charge of dynamite. Inexpertly placed explosives run the risk of collapsing the rear portion of the mine, requiring three weeks of hard labor to clear the now widened fissure.

Anyone squeezing down the fissure finds that it runs for about 18 feet, at a slight angle, eventually opening into the ceiling of a large cavern chamber. The ceiling is 26 feet above the floor of the chamber and a method will have to be devised to lower people down. Ropes, dragged through the rough and rocky fissure, bearing the weight of an investigator, fray quickly and have to be replaced often.

The chamber below the fissure leads north for more than a mile, the passage narrowing rapidly. In three places explorers have to crawl through small openings SIZ 12, 12, and 11. These openings can be widened by hand, requiring 2, 4, and 3 days of back-breaking labor, respectively. Faster results are obtained with explosives but as before, unskilled use results in a collapsed tunnel. Each collapse requires 2D6 days to clear.

The tunnel finally opens near the ceiling of a beehived shaped chamber 60 feet across and nearly 100 feet high. The opening the explorers stand on is nearly 80 feet above the floor of the chamber. Depending upon the position of the moon, this room may or may not be half-filled with water.

This room floods with water twice per day, in synchronization with the passage of the Moon. Approximately two hours before the moon passes directly overhead the room begins to fill with tens of thousands of

gallons of water gushing up through narrow cracks and fissures in and around the floor. It takes less than 20 minutes for the chamber to fill to the high water mark, approximately halfway up, where it remains for slightly more than four hours before just as rapidly draining away.

The sudden influx of water is the result of the tidal actions of Abthoth whose increased size during high tides displaces water from its pool. This water is pumped through numerous channels eventually finding its way into this chamber. As the moon passes over, the tide of Abthoth recedes, allowing the water to drain back out of the chamber.

This water appears cloudy and gives off a slightly foul odor. It is tainted with a strange toxin, Abthoth's effluvia, and is unfit to drink. Should anyone take a drink, the toxin's POT of 25 is matched against the character's CON. Anyone who swims in the water ingests a certain amount and must roll their CON against a POT of 9. Success in either case means the character is afflicted with no worse than a queasy stomach and a lot of gas. Failure means incapacitating nausea and 1D6 points of damage. Swimming in this water exposes the eyes to the toxin. The result is partial blindness lasting 6 hours, regardless of the results of the resistance struggle.

Characters making a Geology roll spot a narrow fissure in the far wall of the chamber, just below the high water mark, another result of the tremors of 1915. Toxic water flows into this fissure reaching the valley's water table and tainting some of the water in Region 6 (610, 613, & 614).

Cave Of The Winds

At the bottom of this chamber is a low, squat opening leading north. A faint draft may be detectable, blowing either in or out of this cave depending on the prevailing pressure difference. This draft has its origins in the Lower Caverns and if blowing outward carries with it Abthoth spores POT 10. This passage extends for 50 yards, gradually ascending until the last few yards are above the high water mark in the Bee Hive. Explorers in this area might conceivably be trapped here by a sudden influx of water into the Bee Hive.

The Source Of The Draft

At the end of the passage is found a narrow vent, the source of the mysterious drafts. This cave actually gives direct access to the Greater Caverns but is blocked by an old rock fall. Investigators wielding pickaxes break through this opening after 10 hours of diligent work, revealing the gigantic cavern system beyond. Dynamite can also be used, in this instance requiring no particular skill. It is possible, if the difference in barometric pressure is severe enough, that the blockage may suddenly collapse

inward or outward as the investigators are near the end of the clearing work. An Idea roll will tell an investigator that danger lurks and work should be halted until the pressures are in better balance.

A weakened, partially excavated blockage of rubble can suddenly collapse in, or blow out, with explosive force. An outward explosion hurls rubble and shards of rock causing 1D3 points of damage per every wind level above Balanced to anyone standing within 10 yards of the opening. A sudden collapse exposes characters anywhere in the tunnel to a possibly powerful suction that threatens to drag them over drop off into the Lower Caverns. Explorers must make a DEX x 5 roll to catch hold of something and stop themselves from being dragged off to their deaths. Those standing near the opening get only one chance to save themselves. Those 10 yards away receive two chance to catch hold of something. For every 10 yards of distance, allow an additional chance.

Even though a permanent opening between the Greater Caverns and surface has been breached the chance for future pressure differences still exist; the Bee Hive chamber acts as an effective seal when flooded.

The Flowstone

The tunnel found in the cliff wall at the Whateley entrance is a narrow channel with a peaked ceiling some 10 feet high. The floor descends steeply, although at first not posing any difficulty. The slope gradually increases, however, while at the same time becoming covered with a thick white crystal coating which breaks and crunches under foot. At a certain point, the slope reaches such a degree of pitch that characters feel in danger of slipping. If they take another step forward, the crystal growth no longer supports their weight and angle, breaks away under foot, and threatens to precipitate the character down the slope. The character must make a DEX x5 roll or fall. If not secured by a safety rope, the investigator slides and rolls down the crystal coated flowstone for 100 yards, abrading clothes and flesh until bottom is reached. The slide is gentle enough that the character suffers no damage from the fall itself but the ride down the crystalline slide causes 1D4+1 points of damage of a most painful kind.

Ascending the flowstone is a difficult task. Without the aid of equipment it requires four straight successful Climb rolls to reach safe and reasonably level ground. Investigators may make use ropes and spikes but this will take some time.

Strange Piping Noises

Once below the flowstone any character making a Listen roll hears distant piping or whistling sounds. Additional

Listen rolls should be allowed three more times between here and the Room of Pipes over a mile away. Although natural in origin, the sound may prove unnerving to investigators. A successful Cthulhu Mythos roll assures the investigators that the sound is not the product of some terrible monster. Otherwise, lose 0/1 point of SAN.

The Room Of Pipes

The cavern broadens in this area. Once near this chamber no Listen rolls are needed to hear the echoing sounds of piping that originate from here. The shining of lights around the chamber reveals no obvious source but a successful Listen roll pinpoints a dark area high on one wall, 20 feet above the floor. One Climb roll allows an investigator to scale the sloping wall and gain this location. Investigating this area, tiny jets of warm air are felt issuing from narrow cracks in the stone, creating the soft whistling noises.

This air is from the Greater Caverns and laden with Abthoth spores. Anyone investigating these vents is exposed to POT 15 spores. If a character goes insane he thinks he sees something crawling around inside these cracks, panics and Jumps from his spot on the wall 20 to the floor. If not incapacitated by damage the insane investigator flees the chamber, possibly injuring himself or getting lost in the caves.

Manmade Tunnel

This branch of the tunnel eventually leads to a dead end but less than a half mile north of the junction explorers find evidence of earlier excavations, ancient excavations. In the west wall of the cave, a man made tunnel, now blocked by fallen rubble, looks to lead upward through the ground.

This tunnel was dug by the druids and leads to the remains of the Hyperborean temple to Yog-Sothoth that lies beneath Sentinel hill. If the investigator choose to clear the tunnel it will take two men eight hours of hard digging before the breakthrough is made and the last of the blocking rubble rolls down the now-opened shaft. Explorers are immediately assailed by an odor so foul they lose 0/1 point of SAN. The odor, though far more powerful, is similar to that detected among the ruined houses destroyed by the Dunwich Horror.

Investigators who crawl up find themselves in the interior of an ancient Hyperborean temple to Yog-Sothoth. The circular chamber is nearly 60 by 60 feet but much of it has collapsed inward over the millennia leaving rocks and soil filling much of the space. Among the ruins can be spotted a carved stone table of exquisite workmanship weighing several tons. It is the original from which the druids made the rude copy found on Sentinel Hill.

The Dunwich Horror occupies this chamber, invisible, silent, awaiting the time the stars will be right and he will be freed from his underground prison. Exploring investigators making a Listen roll hear a soft, slopping sound but by then it is too late. The Son of Yog-Sothoth seizes the nearest, or the unluckiest character in his suckered feelers and lifts him from the ground. Feeding upon the character the monster becomes visible, fading into view before the investigators' lamps.

THE SON OF YOG-SOTHOTH

STR 35 CON 30 SIZ 50 INT 21 POW 24
DEX 21 HP 40 Move 9

Weapon: Grasp and Suck 100%, 1D6 crushing damage every round plus 1D10 points of blood drain every round after the first.

Armor: None, but cannot be harmed by physical weapons. Enchanted weapons do only minimum damage. The creature is susceptible to magic but only if somehow made visible. It is normally invisible except when feeding.

Spell: Call Yog-Sothoth.

Skills: Climb 100%.

Sanity Loss: When invisible 1/1D8, visible 1D8/3D10.

The monster is trapped in this chamber, too large to fit down the tunnel. Destroying the monster with spells requires confronting the monster in the temple and then making it visible before the spell is even attempted, a nearly impossible task. It is conceivable that a large enough charge of explosives could collapse the hill's interior, crushing the monster to death but it may not be possible to make all the preparations before the night of the calling arrives and the monster is released.

The Lost Explorer

Passing through this area any explorer making a Spot Hidden roll notices that a couple of stalagmites on the sloping north wall are damaged, their tops snapped off. With an Idea roll an investigator realizes that somebody, or something, may have climbed the steep sloping wall to the north. Playing a light up the wall reveals a narrow ledge some 25 feet above. It requires one Climb roll to reach this spot. Damage from failure and a fall back down the slope is minimal, 1D2.

Successfully Climbing the wall allows an investigator to reach the narrow ledge. Peeking over the edge the explorer finds, sitting tightly against the wall, the mummified body of a man. Lose 1/1D4 SAN. The corpse is dressed in colonial-styled clothing and a purse contains several bronze coins of early 18th century vintage. This is Nat Hutchins, a man who disappeared hundreds of years ago while exploring these caves. Tucked inside his shirt is a crumbling scroll covered with the hieroglyphs of ancient Hyperborea.

The Fissure

When the investigators come within 150 feet of this area they are exposed to a heavy dose of spores, POT 10. Anyone suffering hallucinations sees moving shadows farther up in the cave. Drawing closer, the investigators discover the source of the spores to be a 30 foot stretch of tunnel coated with a thick growth of gray, branching fungus, similar to the fungus they may have discovered at the ruined house (904) or learned about from Zebulon Whateley (507). The growth here is full and luxurious.

Once within sight of the fungus patch the spore POT increases to 12 and another resistance check must be made. If this fungus is disturbed to any degree, more spores are released temporarily increasing POT to 15.

Although the cave at this point is almost 12 feet wide, the thickness of the growth on the walls reduces the opening to no more than 6 feet in diameter. Even the floor is covered with fungus growth two feet deep, incidentally obscuring the dangerous open fissure in the floor. An explorer not carefully checking ahead with a probe, or who fails a Spot Hidden roll, unexpectedly steps into the fissure, only saving himself by grabbing hold of the fissure's edge with a roll of DEX x5 or less. A Climb roll or some help will be needed for a character to pull himself back up. Anyone who falls through, plunges 60 feet to the hard floor below. Cushioned by the fungus growth there, the character suffers 4D6 damage.

Shining a light down the fissure reveals a very large chamber below, half-filled with fungal growth even more rampant than that encountered in the cave. Being lowered by rope is the only feasible way of gaining entry to this area (see The Mi-Go Complex).

Unless the investigators make a point of clearing all the fungus from the walls they will not be aware of the two men who are chained to these walls, victims of extremely slow death by fungus infection. Their presence is first made known when, awakened from their anaesthetized sleep by investigators probing around the fissure, one of them reaches out a gray hand from within the growth and grasps an investigator's arm. This character must make a SAN roll against 1/1D6 as the gray, shambling form of Larry Prescott heaves forward, breaking away the fungus that coats him, human flesh turned to soft gray mushroom meat shot through with dark red veins.

He opens his mouth as though to speak, revealing a throat clogged with pale white flutes like the underside of a toadstool. No sound emerges from his mouth, he lost the ability to breathe long ago. Almost simultaneously his brother, Howard, emerges from the other wall. Both men are held by short lengths of chains on the wrists and ankles. All lose 1/1D6.



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The Dunwich Horror

These are the two Prescott cousins who, discovered sneaking around the caves by Wilbur Whateley, were captured by him and chained to these walls where the fungus has been feeding on them ever since, slowly and insidiously invading their bodies and minds. The two are hopelessly insane and nearly dead, awakened only by the explorers' activity.

The investigator grabbed by Larry Prescott will probably pull free, easily accomplished as Larry's arm simply rips away at the shoulder. Hideously, the arm continues to grasp and clutch costing anyone seeing this an additional 1/1D3 points of SAN. The clutching appendage will have to be removed by breaking away the fingers and hand and even then the separated parts continue to writhe and twist for several hours before finally growing still.

The two men are securely chained but Wilbur left them enough length to move a few feet around the fissure. Both mushroom men stumble after the investigators, their eyes imploring aid. But their range is short and their movements slow. There is no cure for the two men and even a mercy killing means a slow and painful death. The mushroom flesh is delicate enough that an investigator can easily tear one of the victims apart with bare hands

but bullets and other impaling weapons have little effect. Destroying the two insane victims will be a distasteful task requiring investigators to chop or tear them to bits and then literally stomp the remaining many pieces into mush to stop the writhing and crawling. Performing the gruesome mercy killing costs an investigator 1/1D4 points of SAN.

Once the mushroom brothers are destroyed and the fissure cleared of fungus, explorers can be lowered one by one to the floor below. It should be noted that anyone with open wounds working around the crushed fungi is in danger of suffering a fungus infection similar to the Prescott brothers.

If open wounds are not securely bandaged, some of the fungus will enter the bloodstream, infecting any character failing a roll of CON x5 or less. The first indication of infection will be felt two or three hours later when the infected part of the body begins to feel numb and the infected flesh takes on a gray tinge. There is nothing to stop this infection short of gross amputation and within 2D4 additional hours, the infected investigator will be completely transformed into something resembling the Prescott boys.

The Children of Abboth

Some examples of spawn that may be encountered in the Underground. A few of the smaller specimens may have found their way to the Upper Caves but larger examples will only be met in the Greater Caverns.

ONE-EYED SLIME

An amoebic creature of glutinous material with a single, well developed eye. This creature moves slowly and is often encountered clinging to overhead arches or high up in dark corners.

STR 10 CON 22 SIZ 8 INT 5 POW 6
DEX 5 HP 15 Move 1

Weapon: none.

Armor: none.

Sanity Loss: 0/1D4.

A FLAPPING THING

A black, flying thing, nearly circular in shape, that can envelop an investigator's head then suck fluids from it victim by the thousands of filament-like tentacles that grasp and bore beneath the skin. The creature can be pulled loose with a successful STR vs. STR roll and easily killed but leaves the investigator's face marked

with scabby pocks until the healing process is completed.

STR 8 CON 14 SIZ 4 INT 5 POW 8
DEX 15 HP 9 Move 4/12 flying

Weapon: Envelop 85%, 1D4 damage per round.

Armor: none.

Skills: Sneak 90%.

Sanity Loss: 1/1D4.

TWO-LEGGED CRAWLER

A cat-sized critter, bald, earless, and with only front legs. This creature runs (slowly) from investigators but will snarl and bite if cornered.

STR 4 CON 6 SIZ 3 INT 5 POW 6
DEX 5 HP 5 Move 5

Weapon: Bite 45%, 1D3.

Armor: none.

Sanity Loss: 0/1D3.

TWO-HEADED SNAKE THING

This creature is vaguely humanoid from the waist up but below is all snake. Most horribly a second torso, arms, and head sprout from the other end of the body.

STR 18 CON 22 SIZ 22 INT 9 POW 12
DEX 14 HP 22 Move 8

Weapon: Claws (x4) 65%, 1D6+1; Bite (x2) 35%, 1D3.

Armor: none.

Sanity Loss: 1/1D6.

The Great Divide

At this point the explorers find the path blocked by a ravine 25 feet wide and some 50 feet deep. Investigators wishing to pass this obstacle will have to find some way of bridging or climbing it.

Dark River

The underground rivers, although fraught with dangers of their own, are the quicker means of travel in the underground. The course of the main river is described beginning with the pool beneath the Whateley ruins and following it downstream to where it disappears into the depths. Averaging 20-30 feet wide, the river for most of its length is bounded by close walls and a ceiling that varies in height from 3-8 feet above the water. Stalactites sometimes reach nearly to the water's surface creating extra difficulties. The current is usually gentle but accelerates when nearing the falls.

First Falls

This waterfall is 14 feet high and the acoustics of the cave give good warning of its coming. Allow investigators

three chances to make a Listen roll, one each at distances of 150, 100, and 50 feet. Any successful roll indicates the crash of the falls is heard and appropriate action may be taken. There is a narrow shore along the west side of the river and explorers discover that, although difficult, it is possible to portage the boat down to a spot below the falls. Even if all Listen rolls fail, the current is slow enough that investigators may still be able to save themselves. Match the combined STR of all investigators paddling or rowing against the current's STR of 20.

Two struggles won by the investigators without first losing three, means they have safely reached shore. Three losses means the boat and passengers go over the falls. Strong swimmers may opt to go overboard, reaching shore with two successful Swim rolls. Three failed Swim rolls means the character is swept over the falls.

Investigators going over the falls suffer 1D6 points of damage. Boats carried over are damaged and require repairs. Most supplies will be lost, carried away by the current although the keeper may rule that heavier pieces sink to the bottom allowing them to be retrieved by diving investigators. The water at the bottom of the falls is relatively shallow and investigators can scramble to shore

A FLOPPING LIMB

This is no more than a crawling, semi-sentient, humanoid arm. It is fond of attacking sleeping investigators.

STR 5 CON 6 SIZ 4 INT 1 POW 1
DEX 5 HP 5 Move 2

Weapon: Strangle 55%, 1D6 per round until killed or removed.

Armor: none.

Skills: Sneak 95%.

Sanity Loss: 1/1D3.

TORSO BEING

A quadraped, this monstrosity consists of a humanoid torso with four short, paddle-like limbs. A small oral opening is located between the thing's shoulders. It is not capable of causing injury.

STR 6 CON 10 SIZ 8 INT 4 POW 8
DEX 7 HP 9 Move 5

Weapon: none.

Armor: none.

Sanity Loss: 1/1D3.

THE CACKLER

A small humanoid creature standing over three feet high and with oversized webbed feet and hands. The face is like that of a twisted, evil elf and it sometimes makes a soft chuckling sound when awaiting prey.

The cackler waits overhead, hidden in shadows, and leaps upon the back of its prey, raking their throats with its clawed hands on the following round. If someone can remove the clinging beast with a STR vs. STR struggle, the thing will be pulled off before it can make its rake attack.

STR 10 CON 12 SIZ 6 INT 8 POW 10
DEX 15 HP 9 Move 9

Weapon: Pounce 85%, 1D2; Rake 85%, 1D8+2.

Armor: 1 point of hide.

Skills: Climb 90%, Hide 85%, Sneak 75%.

Sanity Loss: 1/1D4.

FANGED SALAMANDER

This blind creature, over three feet long, inhabits the underground river systems. It likes to paddle up from below to attack swimmers, biting them with its powerful jaws.

STR 7 CON 12 SIZ 5 INT 3 POW 2
DEX 10 HP 9 Move 4/8 swimming

Weapon: Bite 80%, 1D4*

Armor: none.

Sanity Loss: 0/1D2

*If the creature scores an impale with its bite, it indicates that a character's toe or finger has been snapped off and swallowed.

without resorting to Swim rolls. However, any character going over the falls has a 10% chance of striking his head on a rock and being knocked unconscious. This character is in danger of being carried downstream and lost, and suffers 1D8 points drowning damage every round he remains in the water. This victim can be rescued by a character making two successful Swim rolls. The first allows the rescuer to reach the victim and pull him upright, putting an end to drowning damage, the second indicates the victim has been pulled safely back to shore.

Characters may find themselves stranded here. Swimming upstream is one solution, and not impossible. The current is quite slow, the bottom shallow, and there are many places along the way to stop and rest. Any investigator with a Swim skill of 50% or better, and who still has at least half his hit points, can make the trip without need of skill rolls. Good swimmers who have lost more than half their hit points, or poorer swimmers with skills less than 50%, must roll against their Swim skill six times before reaching the shore of the pool beneath the Whateley house. If and when a character rolls his third failure it indicates he has become exhausted and can go no further. He will make it to shore but only to collapse. He will have to be rescued. Investigators with Swim skills less than 50% and who have lost more than half their hit points will know they are in no condition to even attempt it.

Allowing the current to carry you downstream is an easier task but there is only one place along the way that provides a way off the river, the cave opening just upstream from the double falls.

Little Falls

Give boating or swimming investigators two chances to make a successful Listen roll and hear the falls before encountering them. Boaters who succeed with their first Listen roll can make it safely to shore by matching the combined STR of the oarsmen against the current's STR of 36. Two successful struggles without first losing three allows the boaters to make it safely to shore. Similarly, swimmers must make two successful Swim rolls without first failing three in order to reach safety.

If the characters fail to hear the falls until the second Listen roll is made, use the same method outlined above but allow them only two failures before going over the falls. If the investigators never hear the falls but only see them at the last minute, a single failure means going over the brink.

Going over 12 foot high Little Falls results in a damaged craft, lost supplies, and injuries to explorers amounting to 1D6 each. Additionally, characters find themselves in a pool some distance from shore being rapidly drawn toward a much higher waterfall. Three failed Swim rolls

without making at least one successful roll means the unfortunate explorer is swept over the edge of the 120 foot high Great Falls suffering 10D6 damage when he smashes onto the rocks below.

The Mi-Go Complex

Lowered through the fissure, the investigator finds himself in an odd, wedge-shaped chamber about 100 feet long, nearly every visible surface covered by the gray branching fungus. The spore POT within this chamber is normally 20 but investigators moving around, breaking off branches of fungus, increase the spore count until a maximum POT of 32 is reached.

The room is pentagonal in cross-section with a high, peaked, ceiling. The large end of the pentagonal wedge is nearly 200 feet wide and high. From here the walls and floor slope and narrow toward the other end of the room where the pentagonal end wall is no more than 40 feet across. Set in this smaller wall, near the floor, is a five-sided iris door, amazingly clear of the infesting fungus. A large hemispherical construction can be seen in the center of the floor, thickly covered with fungus growth. This is a mechanically operated valve over a shaft leading to the cavern of Abthoth. It opens once every six hours, ventilating the nursery with spore laden air from below.

A closer inspection of the door reveals a small, metal, spindle-shaped lever nearby, mounted in a five-sided panel also free of the fungus. This small, almost delicate looking mechanism moves easily, controlling a system of counterbalances that smoothly opens and closes the door. If the areas clear of fungus — the door and the lever mounting plate — are examined, they are found to be slightly oily.

Through the iris door the investigators find an un-walled balcony of wrought stone, six feet wide, overlooking a deep shaft, again pentagonally shaped, fifty feet across. The balcony runs all the way around the shaft and four more iris doors, identical to the one the investigators have just stepped through, are seen around the perimeter. The ceiling of the shaft is only 20 feet above their heads, a neat hemisphere of rock. The bottom of the shaft lies some 90 feet below the level of the balcony. Five shadowy archways ringing the bottom of the shaft can just barely be made out in the glare of carbide lamps. This shaft shows all signs of having been crudely hollowed out through the use of powerful burning and melting tools.

The four other iris doors, if checked, give access to four more nursery chambers identical to the first but, unpolluted by cave atmosphere, the fungi growth in these is even more rampant. Unharvested for years, the branching forms nearly fill the chambers. To walk through these rooms requires investigators to break and push their way through the fungus. Undisturbed, the spore POT is 26, disturbed, 36. Nothing of interest is found in any of these rooms.

The Lower Level

To reach the floor of the central shaft requires the use of ropes. There are no stairs, the Fungi used to fly between these levels. The archways are found to be open, each allowing access to one of the five different chambers.

The Gate Room

This room is mostly empty; two empty Mi-Go brain canisters sit near a wall, covered with dust. Past familiarity with the Mi-Go or a Cthulhu Mythos roll identifies the sinister canisters for what they are. A Cthulhu Mythos roll can also tell the investigator that the canisters are a little different than those seen or described. They seem somehow more archaic, as though of a much earlier design.

The back wall is decorated with two pentagonal designs carved with figures, mathematical formula, and unsettling symbols. One of them is partially destroyed, blasted away as though by some powerful weapon. Anyone experienced with gates or who makes a Cthulhu Mythos roll identifies these as gates. A second roll allows the user to estimate the distance that each of the gates carries someone. The partially destroyed gate carries passengers approximately 232,000 miles. An Idea or Astronomy roll tells the investigators that this is the average distance from Earth to Moon. The Mi-Go, after abandoning the subterranean nursery, closed the passage to the Moon. The intact gate is designed for a very short distance, no more than a mile or two.

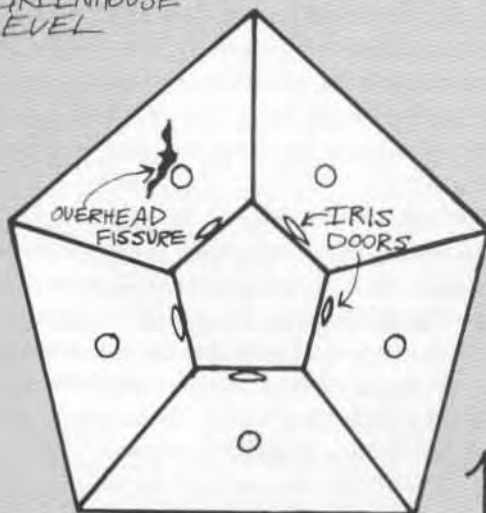
The Moon gate was used by the Mi-Go to transfer the processed fungus harvest to their colony inside the moon. The local gate is still serviceable and automatically deposits anyone stepping through it into the rear of the artificial cave in the side of Wizard's Hill (Region 6). It costs 1 Magic Point to use.

The Fungus Lab

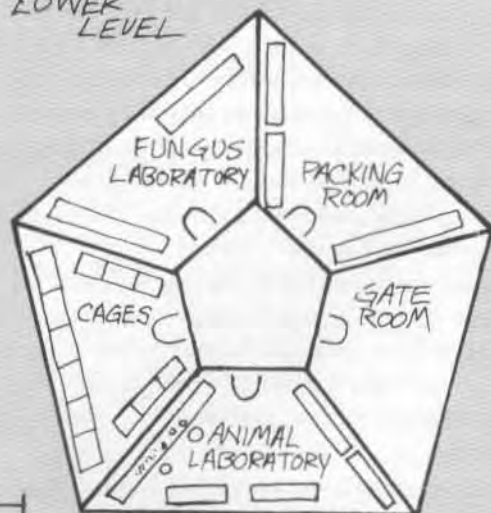
This chamber is filled with various sized tables made of plastic slabs, small instruments of unusual design, and traces of fungus growth. Stone shelves cut into the walls hold a few bottles and containers. Most are empty but

The Mi-Go Complex

GREENHOUSE
LEVEL



LOWER
LEVEL



60
FEET

↑
N

three metal bottles are found filled with a thin, oily, colorless liquid. If, while in the nurseries, the investigators studied the door and switch areas barren of fungus, and now make an Idea roll, they recognize the liquid in the bottles as similar or identical. This is a chemical developed by the Mi-Go to control the growth of the Abboth spores. It kills spores and growth on contact, adheres to almost any surface and, if left undisturbed, maintains its potency for eons.

Analysis in the lab, along with a successful Chemistry roll, identifies the active ingredients if not the binding agents that keep the substance adhering so long to the underground walls. The active agent can be replicated and used to spray down fungus infested areas of the underground or the township. Exposed to air and the elements, the formula breaks down quickly and/or is washed away by rain. It can be reapplied as necessary.

This room was used by the Mi-Go to process the harvested fungus into a thick, syrupy liquid that remained stable for a long period of time and could be easily transported.

Animal Lab

A room with numerous plastic slabs, tables, racks of equipment, and several large charts depicting various portions of what appears to be a human brain. Portions of the depicted brains are marked by symbols and mathematical formulae of which little can be understood by investigators. A half-dozen empty brain canisters are stacked neatly in a corner.

Anyone with medical training and able to make a Know roll of EDU x1 notices something wrong with the brain depictions, that the drawings seem to represent an organ not quite human.

Animal Specimen Holding Area

This chamber is divided into a number of small cells, sealed by iris doors composed of metallic bars. Most of the tiny cells are empty but two of them hold the remains of their former occupants, now nothing more than skeletons.

The skeletons appear at first to be human but closer examination shows otherwise. Anyone examining the remains of the five skeletons and who makes a successful Zoology, Anthropology, or Know roll (EDU x1) realizes the skeletons are not fully human but of a pre-human type, a species of hominid that inhabited the planet before the coming of modern day man. One of the skulls shows evidence of partially-healed surgery. The bone scar shows that the skull cap was once removed then later replaced.

This chamber was used to hold specimens of hominid on which the Mi-Go practiced various forms of brain

surgery, altering the configuration and conformation of their brains before releasing them back into the wilds.

Fungus Packing Room

This room is nearly empty. It was once used by the Mi-Go to pack and process raw fungus before transport to the moon. At the rear of the chamber is one of the by-now familiar iris doors operated by a nearby spindle-shaped lever. Opening this door gives access to the Greater Caverns. Check the Cave Wind Table for the current pressure difference, although the greatest danger to explorers exists from flying sand and debris. The spore POT is 26.

The Greater Caverns

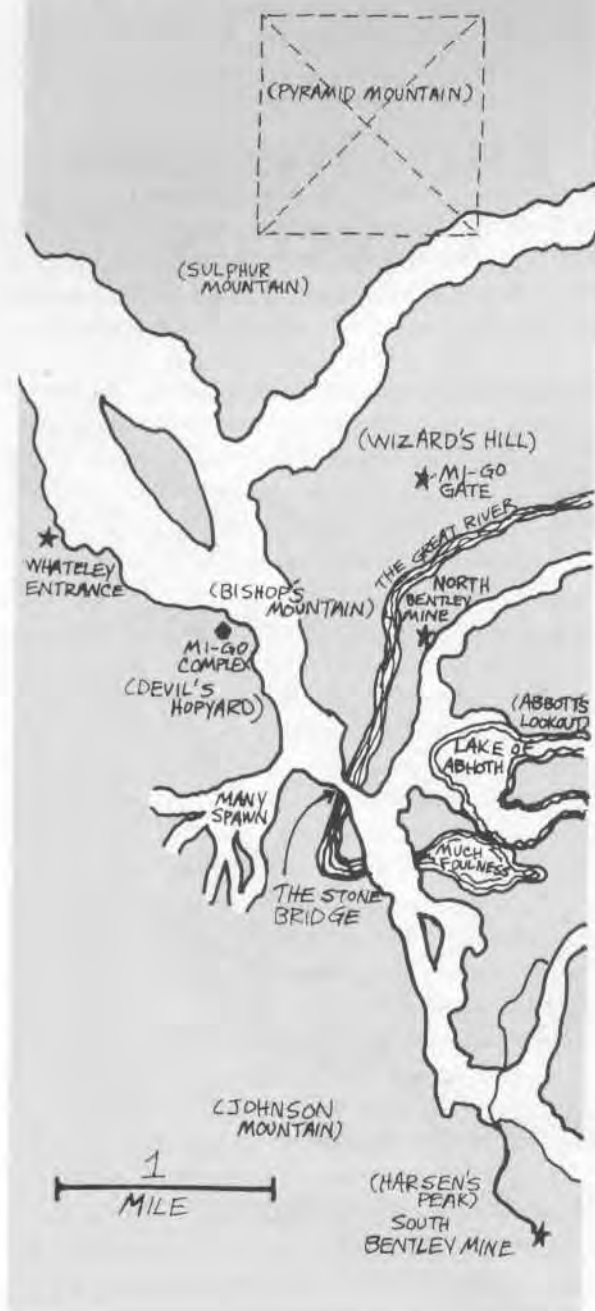
Entrance to this area can be gained through the brick-lined tunnel far below the ruined Whateley house, by way of the iris door at the bottom of the Mi-Go complex, or by opening the passage in the narrow cave found while exploring the South Bentley Mine.

The greater caverns are much larger than those above. Ceilings range up to 150 feet high and are hung with gigantic stalactites. Even soft sounds echo through the caverns while loud gunfire poses a danger. There is a 5% chance per gunshot that the echoing sounds of the report will loosen some of the hanging formations overhead, bringing them down with a crash. All the shots fired in a round are added together and multiplied x5 to determine the total percentage chance of a collapse. If a portion of the ceiling falls, the person suffering the worst missed Luck roll finds himself beneath the falling rock and must make a Dodge roll in order to save himself. Anyone hit suffers 2D6 points of damage with a 20% chance of impalement by a stalactite.

Numerous examples of the spawn of Abboth dwell in these caverns, most in the vicinity of the labyrinths. A number of typical spawn are listed below. The keeper is encouraged to place them where he will. Only a few are dangerous but most are startling to nervous explorers.

Although there are only small traces of active growing fungus found in the Greater Caverns, the spore count is extremely high. A POT of 26 exists in most areas while in the chamber wherein Abboth dwells, the measure is 34.

The Greater Caverns



The Labyrinths

These passages are full of branches, some of them not fully illustrated on the map. Investigators may explore these if they wish but find they contain little of interest, only burrowing deeper into the earth, twisting, splitting, narrowing until passage becomes impossible. Many of Abthoth's spawn find their way into these areas and form a constant nuisance and an occasional danger. Insane investigators, fleeing in panic, are almost sure to enter these labyrinths, most becoming hopelessly lost, although their companions might hear their distant, frightened screams for hours afterward. Any investigator regaining his senses soon after entering the labyrinth will, if he has light, find his way out with a Luck roll of POW x5. Characters who remained insane longer, anything more than ten minutes, plunge deeper into the caverns and find it more difficult to find their way out. The keeper should feel free to reduce their Luck roll, possibly to as low as POW x 1.

The Stone Bridge

This natural bridge crosses high above a great, green glowing river 100 feet below. The bridge looks substantial but a successful Geology roll reveals numerous stress cracks running through it. This bridge can hold only a total of 50 SIZ points before it cracks and falls. Investigators standing on it when it breaks, escape death by making a DEX x 5 roll and running to solid ground.

The Green Glowing River

This sluggish course of water, glows an eerie green, illuminating this part of the caverns. The glow comes not from the water but from the irregularly shaped debris and scum floating on its surface. The debris is tainted with the ancient, glowing excrement of Abthoth.

Explorers could possibly lower themselves down to the river. Traveling north, the river leads on endlessly. To the south the river ends in a large pool, above it, a wide low opening in the rock. Periodically, tons of glowing excrement pour from this opening to splatter into the pool below, the digested remains of whatever it is that Abthoth eats in his other world.

Both the water and pure excrement are highly acidic. Sticking a hand in the water for just a few seconds results in first and second degree burns and 1 hit point of damage. Swimming, or being caught in the discharge at the southern pool results in a loss of 3D6 hit points every ten seconds as well as permanent eye and lung damage resulting in both Attribute and Skill reductions.

The Lake of Abthoth

Explorers approaching Abthoth from either direction are not able to see the lake until they round the last corner. Investigators will be startled by the sight of a lush, golden shore, a blue lagoon underneath a blazing tropical sun. The air is fresh and pure, the breeze soft and warm.

This is an illusion created by Abthoth to lure food into his grasp. Any character able to successfully resist the illusion sees through the veil of deceit created by Abthoth and perceives the being's true, disgusting form. Abthoth must split his 50 POW points between any investigators he attempts to deceive. If Abthoth senses his visitors have more total POW points than he is likely to be able to overcome, he focuses all his energies on two or three select party members, allowing the others to see his true form. Those viewing Abthoth's true form must roll their SAN against a potential loss of 1D3/1D20.

Those not affected by Abthoth's power of illusion see a vast cavern, the stalactite studded ceiling nearly 100 feet above their heads. Like a great lake, Abthoth lies spread before them, a sea of gray, grainy material, like thick oatmeal, quiescent, yet somehow malevolent. A foul odor pervades the air, the silence broken only by the musical splash of water from a small spring that feeds the pool of the monster. The abhorrent mass of Abthoth itself, nearly a half mile wide, stretches far back into the dark cavern, reaching into two vast caves that wind off deeper into the earth. Occasional flashes of green light, their source and cause unknown, flicker from the depths of these distant passages, periodically lighting the cavern and illuminating the scene. Disturbing noises, splashes, and flopping sounds are heard echoing from around the darker corners of the cavern.

The mass of Abthoth actually rests in a pool of water that supports and helps cleanse the being. This water appears in the form of a ring of brown, clear liquid, approximately 12 feet wide that lies between the grainy form of Abthoth and the actual, offal-coated, shore. This water is toxic, POT 25, and similar to the poisoned water found in the Bee Hive. A small, underground stream feeds the pool and the moon-influenced tidal forces help Abthoth pump out water that has been fouled.

The sleeping Abthoth, although certainly capable of violent aggression, prefers to use deception to lure potential food into its grasp, usually not attacking intruders unless they wander close to the shore. Any character coming within 6 feet of the shoreline is attacked by a huge pseudopod that rises up like a wave to crash down on the unsuspecting victim. The only hope the character has of escape lies in a successful Dodge roll. Failure to make this roll means the character has been trapped by the wet, heavy, appendage and is swiftly dragged back into the

monster's bulk to disappear beneath the heaving folds of Abthoth.

If the investigators merely observe the monster from a distance they are witness to one of Abthoth's spawning. A sudden eruption takes place in Abthoth, near the shore line, and a screaming, bleating, half-formed figure, vaguely human, tosses itself up on the shore as though carried by a wave. Whimpering, it crawls up the beach, away from the lake, its half-formed lower body trailing intestines and incomplete organs behind it. The thing gets only a few feet away before one of Abthoth's gray pseudopods suddenly rushes up the beach to reclaim its offspring, dragging the screaming thing back down and into itself. Witnessing this event costs 1/1D6 SAN points.

Abthoth is impervious to most damage and can be harmed only by magic or fire. Flamethrowers (first developed by the Germans in 1915) might be used against it, but will only force the monster to draw back into the far tunnels. Angered, Abthoth then rushes back out with great speed and force, trapping and crushing any investigators standing in the chamber.

ABTHOTH, SOURCE OF UNCLEANNES

STR 40 CON 100 SIZ 80 INT 13 POW 50
DEX 1 HP 90 Move 0

Weapon: Pseudopod 100%, 12D6.

Armor: None.

Spells: Send Dreams, Create Paradise,

Sanity Loss: 1D3/1D20.

The Pyramid

The pyramid was the center of the Hyperborean colony, carefully built upon the largest power node in the valley, serving as a focus for all the magical energies in the vicinity. The structure is nearly solid and contains only a few chambers.

A shaft was dug from the basement below the pyramid to the branch of the Greater Cavern lying near the pyramid's southeast corner. This tunnel is easily noticed and it leads investigators to a chamber where a flight of stairs zigzags up into the darkness. A large door of exquisite workmanship, now standing open, can be shut and sealed airtight.

The Power Center

The stairs climb for several hundred feet before emerging in the basement room of the pyramid. 80 feet across, it is filled with strange machinery and panels of gauges,

The Pyramid

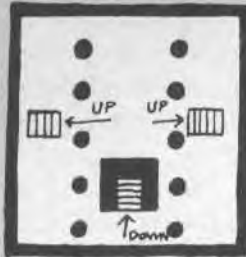
REGENERATOR



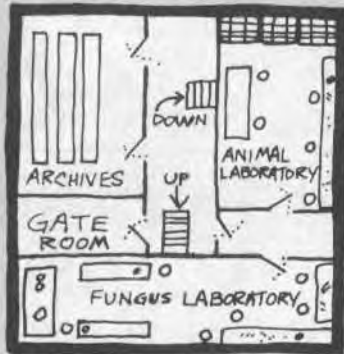
CHAMBERS



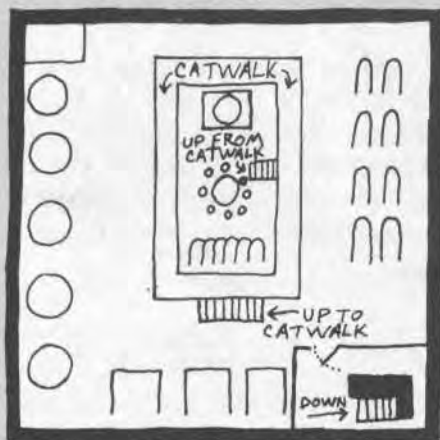
GREAT HALL



LABORATORIES



BASEMENT LEVEL



switches, and valves. A red glow suffuses the chamber, emanating from the walled-off area in the center of the room. A humming vibration is felt in the floor. Traces of fungus growth are seen spotted around the chamber. The walled-off central portion of the room contains the most dangerous elements of the system and can only be entered through small doors on either side. Investigators who enter this area are exposed to a kind of radiation, POT 15. Failure to resist this radiation with CON results in the character losing 2D6 hit points and all his hair. A stairway leads to an upper catwalk from where the power machinery can be safely viewed. A stair leads up from the catwalk to the upper reaches of the pyramid.

This machinery was used to alter the inherent magical energies of the valley and convert them to the uses of the Hyperboreans. They are still functioning and capable of supplying heat, light, and ventilation to the interior of the pyramid. If the controls are properly adjusted, fresh air will be pumped through the pyramid. With the basement door sealed off, the chambers of the place will be swept free of the Abthoth fungus in less than 24 hours, destroying any infestation. Improperly adjusting the controls possibly results in a permanent shutdown of the system or worse, triggers a chain reaction in the aging equipment that destroys the pyramid in a huge meltdown.

To learn to properly adjust the controls, study of some of the pyramid's archives is necessary. Tampering with the controls without knowledge results 95% of the time in no change. 96-98 means the system shuts down, permanently, and 99-00 means a chain reaction is set in effect. The pyramid will blow in four hours.

Laboratories

This floor contains two experimental laboratories, the colony's archives and libraries, and a room containing the remains of several gates.

Archives

The room is dark and dusty, tall shelves stand ceiling to floor stuffed with ancient, crumbling scrolls. A back wall has partially collapsed, destroying several shelves of scrolls along with a large, mosaic map that once decorated the wall.

The scrolls can be gently removed from their stacks but attempting to unroll them proves too much for the material. Anyone making an Archaeology or EDU x1 roll recalls a method used to get around this problem. Unrolling the scrolls on a long slab of wax will hold the fragments in place as they break loose, allowing a nearly complete version of the scroll to be viewed. Hauling the requisite equipment down here will be difficult. Trying to

haul away scrolls without damaging them proves impossible.

Much information can be found in the archives but investigators must be able to Read Hyperborean. There are also countless numbers of scrolls containing mundane information. Every week of searching and unrolling scrolls allows a Luck roll of POW x1 to see if information of any value has been discovered.

The Map

The mosaic map is badly destroyed but enough remains that it can be identified as a map of the colony that once stood here. The pyramid can be identified and numerous other structures or temples are also indicated and labeled in Hyperborean. Read Hyperborean allows a character to pick out such names as Nyarlathotep, Shub-Niggurath, Atlach-Nacha, and others. The pyramid is labeled Azathoth. The name Yog-Sothoth can be found and an Idea roll tells the investigator that the area labeled is in the neighborhood of Sentinel Hill. Evidence of other temples can be seen although the map is so badly damaged that locations cannot be accurately identified. A Cthulhu Mythos or Occult roll made while studying the map reveals that the colony was laid out to conform to some sort of invisible lines of power that run through the area. Temples were carefully located atop nodes of high magical energy, the pyramid of Azathoth occupying the largest node.

The Scrolls

The Founding of the Colony

This scroll tells the history of the founding of the Hyperborean colony of Kranoria. Inspired by dreams, those persecuted by the ruling religion of the elk-goddess, Yhoundedh, fled the land using a system of gates to carry themselves to a distant and new world, the paradise promised them in their dreams. Priests of the repressed religions, those that worshipped Zolththaquah and others, built temples in the valley and the people were happy.

Discoveries in the Mi-Go Complex

This is a record of the exploration of the ancient Mi-Go complex found under-



The Spawn of the Hall

ground. The complex was shown to be older than the human race, built here to culture the strange fungus found in the facility. Mi-Go brain experiments were apparently conducted on sub-human animals and these altered specimens released to breed among the general population. More aggressive, and more fearful, these altered hominids interbred with normal hominids producing two distinct new species of animal, the primitive, shaggy voormis, and the human race.

The Seven Geases

This scroll describes a medical experiment conducted on an unfortunate character who happened to stumble through the secret complex of gates that connected Kranoria with the homeland of Hyperborea. Named Ralibar Vooz, this individual was purposely overdosed with a serum brewed from the fungus and then turned loose in the countryside. Doctors and scribes followed the man about, noting his actions and reactions. He was first taken to visit several specimens of western voormis held captive in cells. Vooz turned insane at the sight of them and tore the gentle creatures to pieces with teeth and hands. His later wanderings took him to the temples of Tsathoggua, Atlach-Nacha, and the alien wizard Haon-Dor, before visiting the temple of Yig. Stumbling into the underground he had encounters with several Spawn of Abthoth before finally encountering the god itself. Fleeing in terror, Vooz fell off the stone bridge to his death.

Engineering

This is a series of four scrolls describing the workings and uses of the machinery below the pyramid. Although much of it is technical, untranslatable to English, four weeks of study with these scrolls, coupled with an Idea roll of INT x5 gives a researcher a 25% skill in Hyperborean Physics and an understanding of the pyramid's systems including the origin of Wonder Creek as a cooling system. It is obvious that if ventilation, light and heat are restored to the complex, the fungus infestation and spores in the air will be eliminated. This skill can be tried over and over again until the systems are up and functioning. However, as before, rolls above 95% result in permanent shutdown or meltdown.

Abthoth

After much study of the gigantic creature, along with the skimpy records found in the Mi-Go complex, it was discovered that the god Abthoth was brought into this world by the Mi-Go, entering through a vast gate that was built somewhere far underground. Abthoth is only partially here, the vast majority of his bulk still residing in his home world. Most of Abthoth's consciousness also exists in this other world and it is only through the use of magicks that Abthoth here can be awakened.

How much of Abthoth protrudes through into this world depends upon the attraction of the moon. Although evidence was incomplete, it appeared as though the Mi-Go were attempting to somehow change the moon's position, drawing even more of Abthoth into this world.

The Gate Room

Two Hyperborean designed gates are found in this room. The one on the left was used to travel between the pyramid and the various temples that stood in the valley. To function, a user must speak the name of the god to whose temple he wishes to travel. Most of the temples are crushed beneath the earth and impossible to travel to. Speaking the name Yig, will carry a person to the interior of the shack in Snake Bog, the site of the ancient temple to Yig. The name Yog-Sothoth transfers the user to the ruined interior of the temple beneath Sentinel Hill and a possible encounter with the Son of Yog-Sothoth.

The other gate carried the user to Greenland, site of ancient Hyperborea. The other end of this gate is long crushed beneath a giant glacier, rendering the system useless.

The Fungus Laboratory

Attempting to follow in the footsteps of the Mi-Go, the Hyperboreans began experimenting with the fungus bred of the spores of Abthoth. There is more fungus growth in this room than anywhere in the pyramid. A log book found here, when translated, tells of the Hyperborean experiments with the psychedelic drugs made from the fungus and mentions the testing of an unwilling volunteer named Ralibar Vooz.

The Animal Laboratory

Three barred cells on the north wall hold the crumbling remains of vaguely human skeletons. Upon examination, they are found to be something other than human. It takes a Cthulhu Mythos roll to identify the remains as what the Hyperboreans called western voormis, known to us in the 20th century as sasquatch. A log book here describes some of the experiments they conducted upon the beasts.

The Great Hall

This was a reception area, now empty except for the Spawn of Abthoth that lives here.

This bleating, partially-winged monstrosity drags itself painfully out into the open, crawling slowly toward the investigators (see illustration).

THE SPAWN OF THE HALL

STR 14 CON 15 SIZ 16 INT 4 POW 6
DEX 10 HP 16 Move 5

Weapon: Bite 80%, 1D6.

Armor: None.
Sanity Loss: 1/1D6.

Chambers

Haon-dor

This dark chamber has walls, ceiling, and floor covered with bas-reliefs of human heads. The chamber is empty and deserted. On the back wall is mounted a large, oval-shaped panel of reddish metal, extremely cold to the touch. If rapped sharply, the panel swings open revealing a gateway to the planet Saturn described in the Clark Ashton Smith story, "The Door to Saturn." Stepping through this gate is a one-way trip; there is not return from Saturn and the keeper may instead decide this gate in no longer functional.

Ezdagor

This is the chamber of Ezdagor, ruling priest and wizard of Kranoria at the time of its fall. The magically mummified body of Ezdagor sits upright in a chair before a desk, a scroll beneath its hands.

This scroll is the last testament of Ezdagor and describes the fall of Kranoria to the sleeping god, Abthoth. Awakened by a dissatisfied priestess, Abthoth led all the people into a false paradise where they met their doom. Only Ezdagor, magically protected, survived. His fellow wizard, Haon-Dor, fled this world through the door to Saturn brought here from the citadel of Eibon in old Hy-

perborea. Ezdagor has decided not to flee to Saturn and will die here instead.

Checking the shelves of scrolls, the investigators discover a set of eight scrolls containing the original Hyperborean text of the Book of Eibon.

The Book Of Eibon

The text of these scrolls is far more complete than any of the many translations found in the present day. It costs 2D10 points of SAN to read, adds 17% to Cthulhu Mythos knowledge and contains numerous spells. These spells are embedded directly into the text and will not be noticed by a reader unless a roll of INT x1 is made. If the whole of the spell is read unknowingly, it is considered cast. Learning spells from the book can be accomplished with a roll of INT x 5 or less.

Spells: Summon Nightgaunt, Summon Hunting Horror, Bind Nightgaunt, Bind Hunting Horror, Contact Hound of Tindalos, Contact Tsathoggua, Create Gate, Call Azathoth, Voorish Sign, Contact Formless Spawn of Tsathoggua.

Apex of the Pyramid

This highest chamber is carefully located near the top center of the pyramid. Investigators entering this chamber sense a feeling of well-being. As long as in here, a character has no need of food, water, heat, or any other comfort. Wounds heal at twice their normal rate and old razor blades resharpen themselves.



Appendix: 1

The Dunwich Horror

According to the descriptions given in this book and *Arkham Unveiled*, the series of events known as the Dunwich Horror have already occurred. However, a keeper may wish to stage an adventure based directly on this story. Given below are the pertinent dates, places, and people involved with the events.

What is Known

A long series of experiments conducted by the decayed branch of the Whateleys came to fruition in 1913 when, on February 2, two strange children were born to Lavinia Whateley, daughter of Wizard (Noah) Whateley. One twin, named Wilbur, was in many ways human but his monstrous, invisible brother resembled more the boys' father, Yog-Sothoth. Wilbur was raised by his mother and



Wilbur Whateley

grandfather in a semi-normal manner but the other offspring was kept a secret, hidden from the prying eyes of the rest of the community within the confines of the ancient Whateley farmhouse.

Wilbur grew at an alarming rate and his strange behavior and unnatural appearance soon had most of his neighbors whispering fearful things. After the death of Wizard Whateley in 1924, Wilbur began to search in earnest

for a way to open a space between our world and another, a place inhabited by alien and hostile beings. In 1928 Wilbur tried to steal the Miskatonic University's copy of the *Necronomicon*, a book he believed held the secret necessary to create the opening. His attempt failed when he was killed by the library's watchdog.

Dr. Armitage, head of the Miskatonic Library, discovered the dying Wilbur and realized what the strange

young man had been planning to do. Later, after studying Wilbur's coded diary and the Latin *Necronomicon*, Armitage discovered the mad secret of the Whateleys and the possible fate in store for human existence. A few days later the monster, in its brother's absence grown hungry, broke free of its prison and took refuge in the deep, wooded ravine known as Cold Spring Glen. At night the monster came out to feed, attacking first the herds of farmers before turning on some of the residents themselves. One family was completely wiped out and five state police officers lost before Professor Armitage and his two companions, Rice and Morgan, could arrive on the scene.

The three men from the University waited all night at the head of the glen, thinking the monster would sooner or later emerge from the depths. Instead, the thing early the next morning escaped out the lower end of the glen, circumventing the professors. Headed for Sentinel Hill the invisible horror attacked and destroyed the house of Seth Bishop, devouring its inhabitants.

Alerted to the escape of the menace, the three professors cut across the country side to find the Seth Bishop house in ruins. Following the thing's trail to Sentinel Hill they found the invisible monster scaling the near vertical face of the hill, headed for the stone altar on top. Using a trail that climbed the far side of the hill, the three men were able to finally get above the thing. Spraying the invisible monster with the powder of Ibn Ghazi, it was made visible long enough for the three to chant the ancient spell that banished the creature, saving Dunwich and the world from an unthinkable fate.

A Chronology

1912, May Eve: Loud noises in the Dunwich hills are heard clear to Arkham. The event marks the conception of Wilbur Whateley and his terrible twin brother.

1913, February 2 (Candlemas): Wilbur Whateley is born on this night. A week later, Wizard Whateley drives his sleigh into town and announces the birth of the child. During the first month of Wilbur's life the only two peo-

ple see him: Zechariah Whateley, an undecayed member of the family who brings two Alderney cows sold to Noah Whateley; and Mamie Bishop, who visits the farm out of curiosity. Old Whateley refurbishes one of the old sheds and fits it with a stout lock.

1913, May: Wilbur is already the size of a child one year old.

1913, September: The infant Wilbur takes his first steps.

1913, Halloween: A great blaze is seen atop Sentinel Hill. Silas Bishop, out rounding up a stray heifer, spies the naked Lavinia and Wilbur running up the hill. He notes that the young child seemed to be wearing some sort of "fringed belt and dark trousers." Wilbur is never seen again without his clothing tightly buttoned.

1914, January: Wilbur speaks his first words. Soon after, Whateley begins to rebuild the second story of the house, boarding up all the windows. He also fixes up a downstairs room for Wilbur. The room is lined with heavy shelves holding the ancient rotting library of the Whateleys.

1914, September: At the age of one year and seven months, Wilbur is the size of a four year old. The restoration of the second floor is completed and a door installed. This second-floor entrance is gained by a heavy clefted ramp stretching up from the ground below. The formerly tightly-locked tool shed is now left open and abandoned. Earl Sawyer, on a cattle-selling visit, steps into the shed and is appalled by the odor within. It is similar to the odors he has encountered near the stone Indian circles that top some of the hills.

1915, May Eve: Powerful tremors emanate from Sentinel hill and are felt as far away as Aylesbury. This occurs annually for the next several years, ending only with the death of Wilbur Whateley.

1915, Halloween: Powerful rumblings again come from Sentinel Hill, this time accompanied by bursts of flame on the summit. This too occurs annually until the death of Wilbur.

1916, November 26: Wilbur learns the ancient Aklo chant for the Sabaoth. He also shoots and kills a collie belonging to Elam Hutchins.

1917, February: At age four, Wilbur looks like a ten year old and is obliged to carry a gun to protect himself from the local dogs. He sometimes mutters an odd jargon and chants in bizarre rhythms, behavior which chills his listeners with a sense of unexplainable terror. A fish peddler visits the Whateley house and comes back with stories about clumping sounds coming from the sealed-off second story. Dogs now avoid the Whateley property.

1917, Summer: When the Dunwich draft board has trouble filling its quota of healthy young men, the federal government, alarmed at signs of such wholesale degeneracy, launches an investigation, sending several officers

and medical experts to the area. This attracts the attention of the *Boston Globe* and *Arkham Advertiser* which both run "Sunday stories" on young Wilbur's precociousness, Old Whateley's reputed black magic, the shelves filled



Old Man Whateley

strange books, the sealed second story of the ancient farmhouse, the mysterious hill noises, and the weirdness of the whole region. A photo shows Wilbur at four and a half. He appears fifteen, his lips and cheeks already fuzzy with a coarse, dark down.

1923: A second great siege of carpentry begins when Old Noah Whateley guts the second floor of the house. Even the great central chimney is dismantled, the bricks

piled haphazardly outside the house. Now ten years old, Wilbur shows every sign of having reached maturity.

1924, August 1 (Lammas): Dr. Houghton of Aylesbury is summoned to the Whateley house by an anxious Wilbur. At 1 o'clock the following morning, the doctor witnesses the death of Old Whateley. He hears, coming from the second floor overhead, a rhythmical surging or lapping sound, as of the waves on some level beach.

By this time, Wilbur is in correspondence with a number of scholars and librarians, including Dr. Armitage, and is suspected of foul play in several youthful disappearances that have lately plagued the area.

1925: Dr. Henry Armitage of Miskatonic University calls upon Wilbur Whateley at the latter's home in Dunwich. Armitage has been corresponding with Whateley for some time but is surprised at the youth's appearance. Wilbur is six and three quarters feet tall.

1926: Lavinia is no longer allowed to join Wilbur in the twice-annual ceremonies atop Sentinel Hill. She confides to Mamie Bishop that she has grown to fear Wilbur.

1926, October 31: Lavinia Whateley disappears.

1927, Summer: Wilbur moves his library and effects into the two sheds and begins further carpentry work on the house. He first boards up all the ground floor windows then removes the interior walls and ceilings. He is now over seven feet tall.

1927-1928, Winter: Wilbur Whateley, now almost eight feet tall, visits the Miskatonic University Library and copies a formula from the dread *Necronomicon*. He asks to borrow the tome but Armitage refuses to lend it. The librarian, alarmed by the appearance of the young man and by his studies, contacts Dr. Houghton of Aylesbury, visits Dunwich Village, studies the *Necronomicon*, and

communicates with several Boston students of archaic lore. A short time later, Armitage learns that Whateley visited Cambridge, attempting to study Harvard's copy of the Necronomicon. The librarian, alerted to the danger by Dr. Armitage, refused Wilbur access to the volume.

1928, August 3: In the early morning hours Wilbur Whateley attempts to steal the Miskatonic's copy of the Necronomicon but is killed by the school's watchdog. Officials attempting to locate and notify heirs visit the Whateley house but, repelled by the stench, do not enter the building. Wilbur's library, found in a tool shed he has been living in, is given to the Miskatonic Library.

1928, September 2: After nearly a month's work, Armitage succeeds in translating the first complete passage from Wilbur's diary.

1928, September 3: Armitage reads all day.

1928, September 4 — Tuesday: Morgan and Rice visit Armitage. The librarian tells them something and they depart trembling and ashen-gray.

1928, September 5 — Wednesday: Armitage applies new effort to translating Whateley's diary.

1928, September 6 — Thursday: Dr. Hartwell, Armitage's personal physician, visits the librarian and, noting the scholar's condition, insists he cease work.



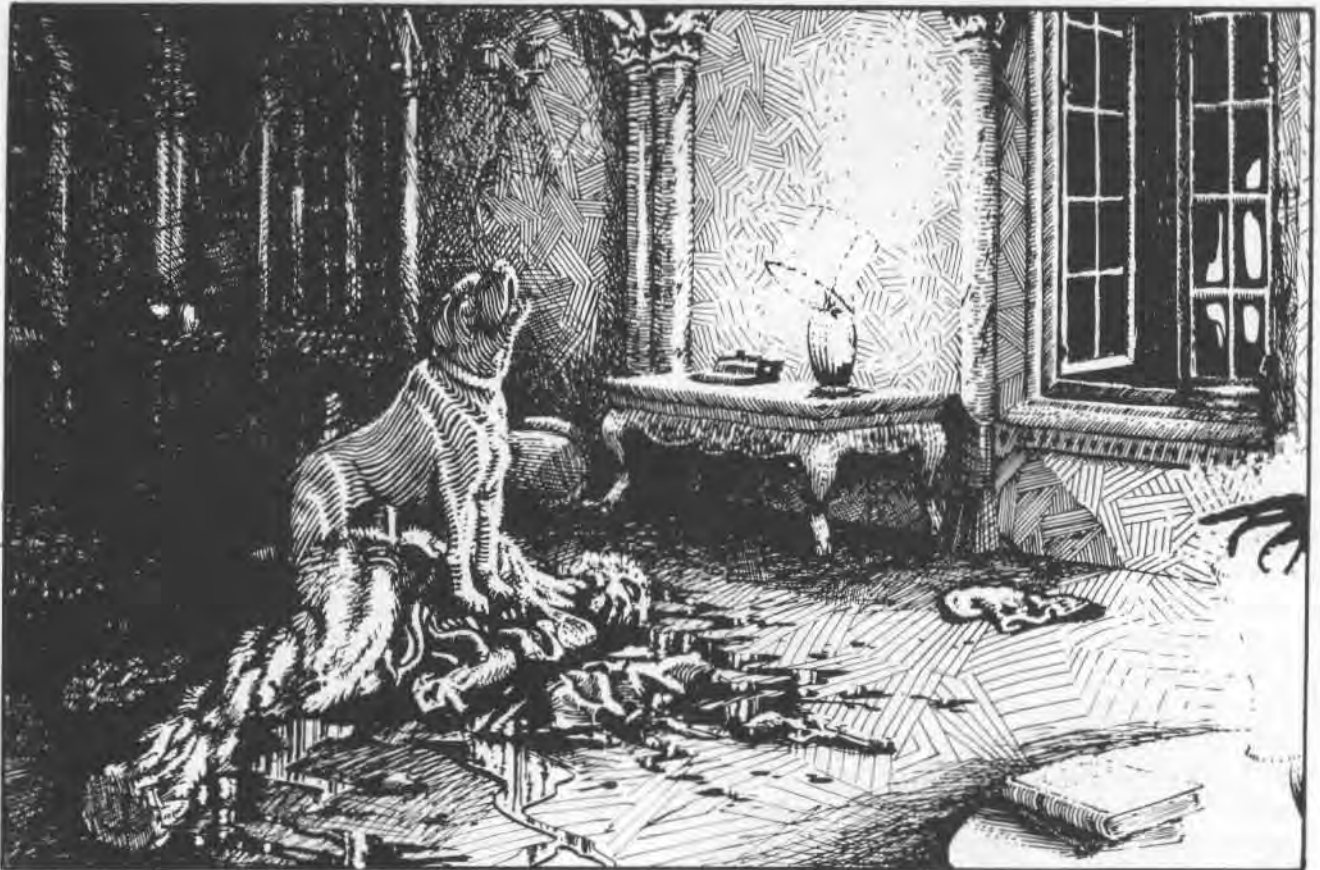
Elmer and Selina Frye

1928, September 7 — Friday: Armitage, bedridden and semi-delirious, speaks of the imperative need of a long conference with Rice and Morgan.

1928, September 8 — Saturday: Armitage meets with Rice and Morgan and the three men discuss the issue at hand. They spend the day in the library researching "strange and terrible books".

1928, September 9 — Sunday: Armitage spends the day comparing formulae and mixing chemicals. That night, ravenously hungry, the Horror breaks out of the Whateley house, leaving it in ruins. After attacking and scattering Seth Bishop's cows in the upper pasture, the thing travels west to Glen Road, then turns south before entering the Glen.

1928, September 10 — Monday: Evidence of the Horror is spotted by Luther Brown, hired boy of George Corey,



while he is taking the cows out to pasture. Huge, unnatural footprints are found in the Glen Road. It is later discovered by Chauncey Sawyer that the Whateley house is in ruins. The first wounded cows, belonging to Seth Bishop, are discovered near Devil's Hopyard. The monster is tracked to Cold Spring Glen where a trail of smashed trees leads down into the dark ravine. No one dares enter. In Arkham, Armitage spends the day further researching Wilbur's diary.

1928, September 11 — Tuesday: At 2 AM the Elmer Frye farm is attacked by the Dunwich Horror. The barn is destroyed and three-quarters of the cattle lost. The few surviving animals have to be destroyed. Zebulon Whateley, of a branch of the family only semi-decayed, suggests holding a hilltop ceremony to get rid of the presence. A small, humorous article appears in the *Aylesbury Tran-*



Lavinia Whateley

script while in Arkham, Armitage, Rice, and Morgan map out their strategy.

1928, September 12 — Monday: The *Aylesbury Transcript* article, picked up by the Associated Press, appears in the *Arkham Advertiser* and is seen by Armitage. That night the dogs at the Frye and Seth Bishop households bark all night. In the morning tracks leading to and from Sentinel Hill are discovered.

1928, September 13 — Tuesday: Armitage, Rice, and Morgan lay their last minute plans.

1928, September 14 — Wednesday: At 3 AM the Elmer Frye family is wiped out by the Horror. Late in the morning Armitage, Rice, and Morgan set out for Dunwich by motor, arriving about one o'clock in the afternoon. They tour the village, Sentinel Hill, and the ruins of the Frye farm. Discovering the empty State Police car parked near



Seth Bishop



The professors discover Wilbur's transformed body

the edge of the glen, they decide to spend the night waiting for the Horror to emerge.

1928, September 15 —

Thursday: In the morning, while the three Miskatonic professors debate the wisdom of entering the Glen, the horror emerges from the south end of the ravine, its movements spotted by young Luther Brown. The Horror moves north along the road until it reaches the Seth Bishop house. Here it destroys the building and its occupants, Seth Bishop, housekeeper Sally Sawyer, and her young son, Chauncey. The three Miskatonic professors shortcut across to the ruins of the Bishop house then follow the monster's trail to Sentinel Hill. Racing to the summit, they meet and destroy the creature.



Sally and Chauncey Sawyer

Character Statistics

DR. FRANCIS MORGAN, 31

STR 16 CON 16 SIZ 16 INT 17 POW 16
DEX 15 APP 14 EDU 20 SAN 69 HP 16

Damage Bonus: +1D4

Weapons: Fist 75%, 1D3; Head Butt 35%, 1D4; Kick 25%, 1D6; Grapple 75%; .45 Revolver 55%, 1D10+2; .30 Semi-Automatic Rifle 80%, 2D6+3; 20-Gauge Pump Shotgun 75%, 2D6/1D6/1D3.

Spells: Banish Spawn of Yog-Sothoth.

Skills: Abenaki Artifacts 45%, Anthropology 15%, Archaeology 75%, Climb 60%, Cthulhu Mythos 14%, Dodge 45%, Drive Automobile 55%, Egyptology 60%, First Aid 45%, Hide 20%, Jump 40%, Listen 35%, Make Maps 20%, Operate Heavy Machinery 25%, Pilot Aircraft 45%, Ride 45%, Sneak 15%, Spot Hidden 65%, Swim 45%, Throw 45%, Track 10%, Treat Poison 15%.

Languages: Arabic 40%, Assyrian Cuneiform 35%, Egyptian Hieroglyphics 70%, Hebrew 35%, Swahili 65%, Spanish 45%.

DR. WARREN RICE, 48

STR 12 CON 12 SIZ 15 INT 16 POW 14
DEX 11 APP 12 EDU 18 SAN 61 HP 14

Damage Bonus: +1D4.

Weapons: Fist 35%, 1D3; 1D4; Kick 25%, 1D6.

Spells: Banish Spawn of Yog-Sothoth.

Skills: Anthropology 20%, Archaeology 25%, Climb 25%, Cthulhu Mythos 15%, Dodge 25%, Drive Automobile 35%, History 55%, Library Use 88%, Occult 17%, Ride 25%.

Languages: Arabic 55%, Greek 85%, Hebrew 75%, Latin 95%.

WILBUR WHATELEY, 15 at time of death in 1928

STR 17 CON 18 SIZ 21 INT 21 POW 20
DEX 14 APP 7 EDU 15 SAN 0 HP 19

Damage Bonus: +1D6

Weapons: Fist 65% 1D3, Kick 45% 1D4, Head Butt 55% 1D4, .45 Revolver 65%.

Spells: Augur, Blight Crop, Call Yog-Sothoth, Cause Blindness, Contact Nyarlathotep, Create Gate, Death Spell, Dust of Ibn Ghazi, Evil Eye, Implant Fear, Lame Animal, Stop Heart, Summon/Bind Byakhee/Star Vampire, Voorish Sign, Warding, Wither Limb.

Skills: Astronomy 25%, Climb 65%, Cthulhu Mythos 38%, Dodge 55%, Drive Wagon 55%, Hide 55%, History 35%, Jump 65%, Library Use 25%, Listen 90%, Occult 45%, Psychology 45%, Sneak 45%, Spot Hidden 75%.

Languages: Aklo 65%, Arabic 25%, English 75%, Greek 45%, Latin 65%.

Sanity Loss: Meeting the clothed Wilbur Whateley for the first time costs 0/1 point. Seeing the unclothed Wilbur Whateley costs 1/1D8 points.

WIZARD (NOAH) WHATELEY, 72 at time of death in 1924

STR 10 CON 11 SIZ 12 INT 12 POW 13
DEX 9 APP 8 EDU 7 SAN 0 HP 11

Weapons: Staff 80%, 1D8+1.

Spells: Augur, Blight Crop, Call Horned Man, Call Yog-Sothoth, Cause Blindness, Contact Nyarlathotep, Death Spell, Dread Curse of Azathoth, Evil Eye, Freak Weather, Implant Fear, Lame Animal, Shrivelling, Stop Heart, Summon/Bind Byakhee, Summon/Bind Star Vampire, Warding.

Skills: Cthulhu Mythos 22%, Drive Sleigh 65%, First Aid 25%, History 15%, Library Use 10%, Occult 25%, Oratory 25%.

LAVINIA WHATELEY, 47 at time of death in 1926

STR 9 CON 8 SIZ 8 INT 8 POW 7
DEX 10 APP 8 EDU 4 SAN 0 HP 8

Weapons: Scratch at Eyes 55%, 1D3 damage.

Spells: Call Yog-Sothoth, Evil Eye.

Skills: Cthulhu Mythos 15%, Occult 15%, Pick Pocket 25%, Sneak 65%.

THE SON OF YOG-SOTHOTH

STR 35 CON 30 SIZ 50 INT 21 POW 24
DEX 21 HP 40 Move 9

Weapon: Grasp and Suck 100%, 1D6 crushing damage every round plus 1D10 points of blood drain every round after the first.

Armor: None but cannot be harmed by physical weapons. Enchanted weapons do only minimum damage. The creature is susceptible to magic. It is normally totally invisible except when feeding.

Spells: Call Yog-Sothoth, Death Spell, Implant Fear, Stop Heart, Voorish Sign.

Sanity Loss: When invisible 1/1D8, visible 1D8/3D10.

Appendix: 2

Secrets, Mysteries, Legends, & Rumors

This collection of hints and clues are provided for use by the keeper. They are intended to help and/or confuse the investigators. The rumors are grouped by what region they originate from: the village or any of the nine areas defined by the book. A number in parentheses indicates which entry explains the rumor in more detail. Although grouped by area, any rumor might be encountered anywhere in the township. There are no rumors about the Believers listed. The only people who might gossip about the group are those few families who fear them. These people fear retribution and will not speak up unless the investigators have somehow gained their confidence.

The Village

- Years ago some of the Bishops were buried in specially built coffins filled with alcohol (Dunwich Cemetery).
- The Farmer twins, nine year old Martha and Shirley, sometimes speak cryptic portents of the future (12).
- Seventeen year old Robert Bishop is in trouble and has been ordered by the Squire to join the army (23).
- Sally Baker is touched in the head and exhibits more than one personality (27).
- Old Walter Bishop has been acting strangely and is often seen wandering the streets late at night (40).
- John Bishop's wife didn't die accidentally (42).
- Counterfeiting tools were discovered in the old Bishop house in 1809 (47).
- The Squire keeps a certain object in his house that was once demanded by Ezra Whateley. It is this cursed object that brought about the downfall of Dunwich (51).
- The Gardner sisters are terrible gossips (57).
- Virginia Adams is a no-good slut who keeps luring husbands away from their families (59).

- Virginia Adams has been meeting with a man from North Ridge (59).
- Virginia Adams has been seen in the company of J.B. Monroe (59 & 115).
- The "old Whitney place" is haunted by the ghost of Jed Whitney, the former owner who hung himself here ten years ago (85). (This story is usually only told by children.)
- Old Lady Conley is a witch (88). (This story is usually only told by children.)
- Little Becky Whateley, 14, is pregnant again. Maybe by her father or one of the local boys. No one knows what becomes of the babies (89).
- Mother Bishop is 125 years old and knows many things. She has a large collection of ancient books (92).
- The big mill up the river is haunted by the ghosts of the six boys murdered there in 1806. Ghostly screams can sometimes be heard and blood appears on the walls (M4).

Region 1: Northwest

- J.B. Monroe, 21, is a vicious youth and has been banned from the village by Squire Whateley (115).
- George Judson set fire to his brother's farm, killing the entire family (117).
- Amos Whateley runs a still and cheats his customers on the quantities (119).
- There's a strange stone statue in the backyard of the Hobbrowski farm (120).
- Seth and Amos Whateley, brothers, have a long-standing feud over some money (123).
- West of Talbot Road, south of Divide Ridge, there is a clearing surrounded by ancient oaks with faces carved in them (Druid's Grove).

Region 2: North

- Silas Bishop once saw Lavinia and the young Wilbur Whateley running naked up the side of Sentinel Hill (202).
- The Wilson and Dunstable families are a dangerous bunch of hill people. They are probably murderers and maybe cannibals (203 & 204).
- There are healing baths just above Sulphur Swamp, good for the soul and the body.
- Mystery Pool has three inlets but no visible outlets.
- Wonder Creek springs from the side of Pyramid Mountain. The water is near-boiling hot and the spring never freezes over.
- The air around Sulphur Swamp is poisonous.
- A panther has been seen around the area of Panther creek.

Region 3: Northeast

- The houses near Wizard's Hill are abandoned and haunted by the ghosts of Jacob Whateley's victims (301 & 302).
- A mysterious, aged Indian is occasionally seen in this area (309).
- Old Granny Barnes lives far out in the woods. She is occasionally helped by Fred Farr, her nearest neighbor (309).
- Snake Bog is so-named because of the unusual number of serpents that inhabit the area.
- Pyramid Mountain is always the last prominence to be snow covered in winter, and the first to thaw at the onset of spring.

Region 4: West

- There is a long-standing feud between the Prescott and Dunlock families.
- Irene Place can foretell the future by examining the entrails of animals (407).
- Joshua Place is the best dowser in the valley (407).
- Angie Dunlock last year gave birth to a still-born monster. Her father, Caleb, put it in jar of alcohol and sold it to a carnival passing through Aylesbury (408).
- Abraham Dunlock runs cock fights at his farm every Sunday afternoon.
- James Prescott regularly beats his wife, Beryl (419).
- Jonah Prescott has a mysterious cave on his property. This man is said to have explored most of the caves and mines in the valley (420).

- Little Jennifer Prescott was lost in 1924 after wandering into the abandoned mine on the south face of Harsen's Peak (424).
- Jubal Hutchins' fair young bride is only thirteen years old (425).
- An ancient oak, called the Witch Tree, stands on the property of Markham Prescott. The tree is believed to have killed a state surveyor who attempted to attach a marker to it (426).
- Calvin Prescott keeps three wives at his farm (439).
- Cyril Hutchins keeps his insane uncle, Caleb, locked away in the cellar of his house (442).
- Caleb Hutchins once used dynamite to try and blow up the standing stones atop Mt. Hutchins and was struck dead on the spot.
- A bend in the Miskatonic River where, over the years, several children have drowned. Their bodies were never recovered.

Region 5: Central

- Curtis Whateley has been acting strangely ever since the events of the Dunwich Horror. It is said that he never sleeps at all, just like his cousin, Wilbur (502).
- The ruins of the Whateley house are covered with a strange, sticky, goo. This substance seems to wax and wane with the phases of the moon (503). There are traces of this stuff on the ruins of Seth Bishop's house as well (506).
- The Whateley's gold came from a buried treasure they discovered (generally disbelieved after the discovery of counterfeiting tools in the house of Tracer Bishop in 1809) (503).
- The Whateleys had a secret mine from which they supplied themselves with gold (503).
- Zebulon Whateley seems to know more about the Dunwich Horror than he tells (507). His house has numerous strange objects in it.
- Willy Harsen murdered his wife and her Aylesbury lover, burying the bodies in a remote location near Harris Road (509).
- Charlie and Ethel are a couple of the "good Potters," unlike Charlie's nephews, Temple, Jubal, and Jedediah (514).
- Charlie Potter tried to salvage some of the timbers of the Whateley ruins but found them unusable to the slimy substance that clings to them (514).
- Norman Stubbs, angered at his wife's incessant gossiping, cut out her tongue with a knife (521).
- The two Stubbs brothers, Norman and Vernon, are notorious poachers (521, 522 & Region 7).

- Abner Brown was murdered several years ago by Matthew Potter, Temple's father (526).
- Atop Sentinel Hill there is a strange slab of stone covered with carvings. It has been here since before the coming of the white man.
- The Devil's Hopyard, on the side of Bishop Mountain, is a place where nothing grows. Animals that are kept here too long sometimes go mad.
- A ghost has been recently seen haunting Cold Spring Glen. It is believed to be one of the policeman killed by lightning last fall.

Region 6: East

- Jasper Bentley is the last living member of the Bentleys who unsuccessfully searched for the source of the Whateley gold. He used to work in his grandfather's mines. Both his father and grandfather were killed by a cave-in (603).
- Duncan Abbott has a strange and unwholesome fascination for face carved in the stone on the mountain behind his house (609).
- The water at the old Johnson farm suddenly turned bad one day and poisoned the entire family (610).
- Sharon Osgood is "not right in the head." She lives with a son that no one has seen for years. The son is believed long dead, the last in a series of tragedies that beset them after a meteor passed over their house in June of 1882 (611).
- Wizard's Hill is haunted by the ghost of Jacob Whateley.
- The water in Harsen's pond is poisoned.

Region 7: Southwest

- Two years ago Mark Prescott went crazy and murdered his entire family before killing himself (713).
- Wild dogs have been roaming the area, killing livestock.

Region 8: South

- Argus and Marvel Barnes have been crazy ever since eating those malformed chickens a few years ago (807). Hiram Callahan is a mean old hermit (812).
- Gabriel and Honor Frye's herd for the third year has been stricken by a mysterious disease (817).
- Annabelle Bishop is a full-blooded Indian and knows old legends about the area (819).
- Three strange cairns of stone stand near Squaw Creek.

Region 9: Southeast

- A little girl, Lindy Perkins, disappeared last year, showing up at her home days later (907).
- William Jenkins disappeared last year in Harsen's Swamp, probably a victim of quicksand (914).
- Temple Potter, along with his cousins, Jubal and Jedediah, are trouble makers and criminals (916 & 917).
- A huge stone head lies on its side in Harsen's Swamp.
- Harsen's Swamp is inhabited by a monster.
- Several people have disappeared over the years while in the vicinity of Indian Hill.
- There is a mine in the area where a little girl was once lost.

Player Handouts

Photocopy as you wish for personal play only.

Contacts in Aylesbury

*The Aylesbury Transcript—
Editor Carver Daniels, reference*
*State Police Post —
ask for Capt. Miller*
*Whateley's Attorney —
Peter Markovitch*

Armitage List #1

Contacts in Dunwich

*Squire Whateley —
head of village*
*Joe Osborn —
owner of general store*

*The following people were witness to events
involving myself, Dr. Morgan, and Professor
Rice.*

<i>Wesley Corey (508)</i>	<i>George Corey (510)</i>
<i>Will Hutchins (434)</i>	<i>Curtis Whateley (502)</i>
<i>Henry Wheeler (513)</i>	<i>Sam Hutchins (433)</i>
<i>Earl Sawyer (504)</i>	<i>Fred Farr (303)</i>

Places of Interest

The Frye Ruins (505)
Cold Spring Glen (Region 5)
The Bishop Ruins (506)
The Whateley Ruins (503)
Sentinel Hill (Region 5)

Armitage List #2

A Report by the Federal Draft Board (1917)

... numerous cases of close family members inbreeding may be blamed for the general decline in the health and strength of the population. Illiteracy is extremely high. A sense of decay seems to hang in the very air. Under the circumstances it is impossible to establish the parentage of some individuals with any degree of certainty. Incest is frequent.

... In several cases the individual in question was discovered to have been dead for several years. Apparently no official records of these deaths exist.

... In one case, a young boy named Wilbur Whateley, this nearly consistent pattern of degeneracy was extremely marked. A quick examination of this individual was made by our physician, Major Crombley, which left the doctor shaken by his findings. Apparently the internal organs of the Whateley child were so badly displaced that Major Crombley experienced great difficulty in even finding a heartbeat. When finally located, the pulse was so rapid and erratic that Dr. Crombley later expressed doubts that the boy would survive to adulthood. The examination was interrupted by the boy's grandfather, an aged rustic, who, along with the boy's albino mother, ran us off the property.

In conclusion, it is the opinion of this board that no attempt has been made on the part of Squire Sawyer Whateley or the rest of the local board to avoid its obligations to national service. In fact, they might nearly be accused of processing inductees of questionable fitness. After having personally witnessed the conditions in the township, I recommend that the local board be released from the obligation of its normal quota and be advised to henceforth process as many healthy draftees as possible under the circumstances that prevail.

Indian Tribes of Ancient Massachusetts, excerpt

...among some of the more persistent tales told by the tribes native to north central Massachusetts is the story of the lost tribe called variously Chettawat or Quetowat. This tribe was supposed to have dwelt here long before any of the present-day Indians. According to the legend this ancient tribe was ruled by a group of black-robed priests who had been fathered by strange men who had come from across the great sea. These strange men had been led to this land through their dreams and said they had been told that this place was a paradise promised to them by their god.

This tribe began to worship this god, said to live beneath the hills and the descendants of the black-robed men led the people. The legend holds that when the first white men came to these shores the tribe was in great fear. They prayed to their god and he answered their prayers, opening a door on top of a hill revealing a golden paradise where the people would be safe from the newcomers. All the people of the tribe entered the paradise, the door closed behind them and they were never seen again. The legend says they still dwell in a great city beneath the ground, built for them by the god that lives in the hills.

The Dunwich Papers #2

article dated 1917

Arkham Advertiser

...Our guide, Earl Sawyer, pointed out the way as our motor bounced along the two-track "road" that wound along the edge of a dark, forested vale called Cold Spring Glen. Once past the glen the road curved to the right and we suddenly felt as though we had been swallowed up by the strange domed hills looming on either side of us.

The Whateley house itself is a huge and decaying edifice, over two centuries old and built into the very side of the hill. We stood and waited while Mr. Sawyer knocked at the door and called out. After a moment the door opened inward and we stood face to face with Old Noah Whateley, a man people hereabouts call a wizard.

And much like a wizard he looked, what with his long, stark-white beard, and bearing in his gnarled hand a wooden staff covered with strange signs and numbers. At first we were refused an interview with the man's grandson but soon...

...aside from Wilbur's astonishing growth rate (although there is reason to believe that he is somewhat older than stated) he showed marked signs of high intelligence, despite a visage some would describe as less than promising.

Excerpts from Wilbur Whateley's Diary

Oct. 31, 1926

The meddlesome one is gone. I carried her to the top of the hill last night and there chanted until they came. Others, not seen before, came with them but I was prepared. Lavinia offered much resistance but was no match for the whole of us. She went miserably but it's now over. I disposed of the what was left in the usual manner.

November 2, 1925

Visited by the Squire and cousin Tristram today. They asked questions about the Streeter child and I told them I knew nothing. If only they could imagine what became of them I'm sure their poor minds would be blasted beyond recognition. Cousin Tristram looked in the old furnace but of course found nothing. They left soon after.

June 3, 1925

I found the way to the depths today and saw that one that dwells within the hills. Vast is he, but still asleep. I have been promised that he will awake when the time approaches. I have constructed a doorway that I may reach him easier in the future.

February 18, 1924

An accident yesterday while grandfather and I were making the gold. Fortunately none of us were hurt. I will be happy when the change comes and no longer will I have to do such things as this. Many in the village still lust after the secret of the gold but if they knew the truth of the future, gold would be like dust to them.

Unausprechlichen Kulten, **excerpt**

... though not all the druids fell to the Roman swords. Long told is the tale of the eleven black-robed men who set sail from the western shore of Hibernia in search of the place revealed to them in their dreams. They crossed the great ocean then unknown to man and after long days found the shore of a wild country. Sailing north beyond a great hook of land they found the shining river their dreams had spoken of. They followed it upstream to where the land grew dark with ancient trees and great hills. Here they discovered what they sought, the paradise of their dreams, far from their Roman persecutors. They brought the people of this land their wisdom and knowledge and taught them of the gods which were to be worshipped.

The Dunwich Papers #5

de Vermiis Mysteriis, **excerpt**

The priests and wizards of Hyperborea, persecuted by the ruling faction of the elk-goddess sought escape from the land. Dreams came to some of them, promising refuge and peace in a land far to the west, inland from a great hook of land extended into the sea. Through a series of mystical portals the Hyperboreans found there way to this place and here built a great colony they called Krannoria where they could worship as they would. For many centuries Krannoria was a thing of beauty and grace but the stars changed and the colony fell to a great doom. It is said that in a single night the entire population of Krannoria disappeared.

The Dunwich Horror #6

from the Aylesbury Transcript,
Dec., 1924

Murder Suspect Found Guilty!

A long and confusing murder trial was brought to an end today when Judge Orrin Crockett sentenced Matthew Potter to life imprisonment for the cold-blooded murder of Abner Brown, both residents of Dunwich township. Potter stood silent as the sentence was read but members of his family hooted and jeered the honorable Judge Crockett, interrupting the proceedings. Temple Potter, the convicted man's son, had to be forcibly escorted from the courtroom before sentencing could be finished.

It will be remembered that Matthew Potter had been accused of murdering the elderly Brown while the latter was walking in the road near his home in Dunwich on last March 14th. Potter had apparently hidden behind some trees while awaiting his victim. As Brown passed by, Potter leapt upon him from behind, striking him repeatedly with a rock. Brown's body was found the following morning, lying in the road, left where he had been slain.

The irony of the story is that it appears that Brown was a victim of mistaken identity. Testimony from various witnesses seemed to establish that there had been a long-running feud between Potter and one Noah Whateley, also of the township of Dunwich, and since deceased. It is generally believed that Whateley had been Potter's intended victim. According to one witness, Potter had recently, while trespassing on Whateley's property, been shot at by the owner. Witnesses interviewed by this reporter claimed that Potter was searching for a treasure long rumored to be kept by this same Noah Whateley. Potter denied these allegations. The family of the deceased Noah Whateley declined to comment.

from the Aylesbury Transcript,
Feb. 7, 1928

Dunwich Man Arrested After Standoff With Police

Police yesterday took into custody Mr. Temple Potter after a brief standoff at the man's home in Dunwich Township. Potter was wanted in connection with the supposed abduction of Lindy Perkins, a twelve year old girl who lives near the Potter farm. Witnesses say that Potter, armed with a shotgun, held off four State Police officers for nearly an hour before he was finally persuaded to give himself up. Potter's two cousins were also in the house at the time but apparently took no part in the standoff. After questioning, the two were released. Temple Potter was taken into custody.

The Perkins girl, it may be remembered, disappeared six days ago, while walking to town on an errand. Both the Perkins and the Potter farms are located southeast of the village of Dunwich in the vicinity of Indian Hill. Massive search efforts were made but to no avail. Two days ago the girl was found wandering in a field, apparently not too worse for wear. However, when questioned, she was unresponsive and seemed unable to speak. She has since been released from the hospital and allowed to return home but has yet to utter a word.

It is theorized by police that Potter held the girl captive in his home until releasing her on the 24th. Police believe she had been freed only hours before she was discovered in the field. A witness is rumored to have seen the girl at the house during the period of her disappearance but his identity is being kept secret.

The Dunwich Papers #8

The Dunwich Papers #9

from the Aylesbury Transcript;
Sept. 15, 17, & 21, 1928

Five State Police Officers Missing

It was learned today that five Massachusetts State Police officers who had been dispatched to Dunwich have failed to return. Additional officers were sent to investigate and although they found the abandoned car, no trace of the missing policemen was discovered. Listed as missing are officers Crawford Hoover, Tuttle Woodbine, Peter Starck, Bradford Gamble, and Roger Axwater.

Five Missing Officers Believed Dead

An unverified report today claims that the bodies of the five missing police officers have been recovered and delivered to the morgue at Aylesbury Hospital. There is no word on the cause of their deaths. The officers have been missing for two days.

Missing Police Officers Confirmed Dead!

It was announced today that the five missing state police officers are dead. Killed in the line of duty were officers Roger Axwater, Bradford Gamble, Crawford Hoover, Peter Starck, and Sergeant Tuttle Woodbine. As first reported in this paper, the officer's bodies were discovered four days ago in Dunwich and secretly returned to Aylesbury. The bodies were found at the bottom of Cold Spring Glen, located just west of Dunwich.

Assistant Coroner Dr. Houghton stated that the bodies were badly burned and has ruled that the cause of the officer's deaths was a massive stroke of lightning which apparently struck the bottom of the glen. Dr. Houghton declined to explain the delay in announcing the deaths of the officers.

Coroners report on the five police officers

In general the bodies of the officers appear to have been physically separated, the largest fragment weighing slightly less than 2 pounds, 2 ounces. While the combined weight of the five officers was something around 898 pounds, the total weight of the tissue and bone retrieved from the glen weighs slightly more than 200 pounds, indicating a loss of nearly 700 pounds. The tissue was thoroughly cleansed of blood, due to unusually heavy rains, accounting for some loss of total weight. Most of the fragments show evidence of burns and it can only be assumed that the deaths were caused by a lightning strike of massive proportion. Only this amount of power could so thoroughly dismember and actually melt five human beings.

Dental fragments and a few surviving portions of fingerprints positively identify four of the officers. The fifth, Axwater, could not be absolutely identified but under the circumstances it is not to be wondered at. In some instances only a single tooth or partial fingerprint was used to identify an individual and it is not surprising that no identifiable fragment of one of the men could be found. The Office of the Coroner is convinced beyond a doubt that the remains of all five officers have been discovered.

The Dunwich Horrors #10

Police reports regarding the missing officers

... The five officers, dispatched to investigate a reported disturbance at the Elmer Frye farm in Dunwich, were last seen on the morning of Sept. 14, 1928.

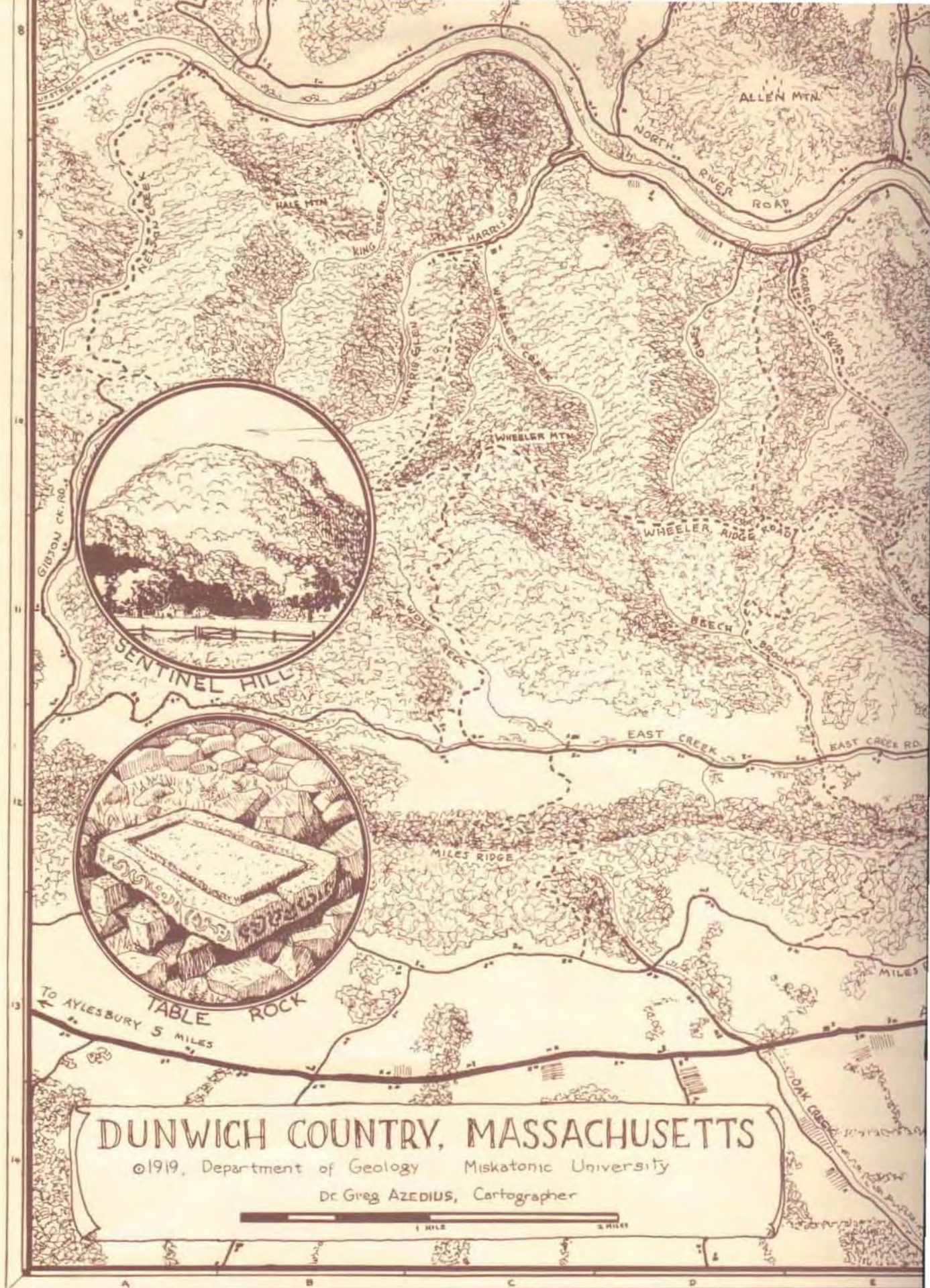
... On the morning of September 15th several calls were made to Dunwich but the switchboard was constantly busy. Later, there was no answer. A car with four officers was then dispatched but experienced mechanical difficulties which forced it to return to the station, arriving back here after dark. Telephone contact was later made and it was learned that the five officers had not been seen since the afternoon of Sept. 14.

... On the morning of Sept. 16 investigating officers contacted one Elam Hutchins who led the officers to the Frye farm. The farmhouse was in ruins and the abandoned police vehicle found parked nearby. According to Hutchins, the officers had left the car to investigate a wide, cleared path leading down into a neighboring glen.

... At the bottom of the glen, near a spot the locals call Rocky Falls, what are now thought to be the remains of the five missing officers were discovered. The assistant Coroner, Dr. Houghton, was contacted and after making an initial examination ordered the remains brought back to Aylesbury.

... Official cause of death: Lightning stroke. Case closed.

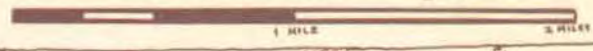
The Dunwich Papers #11

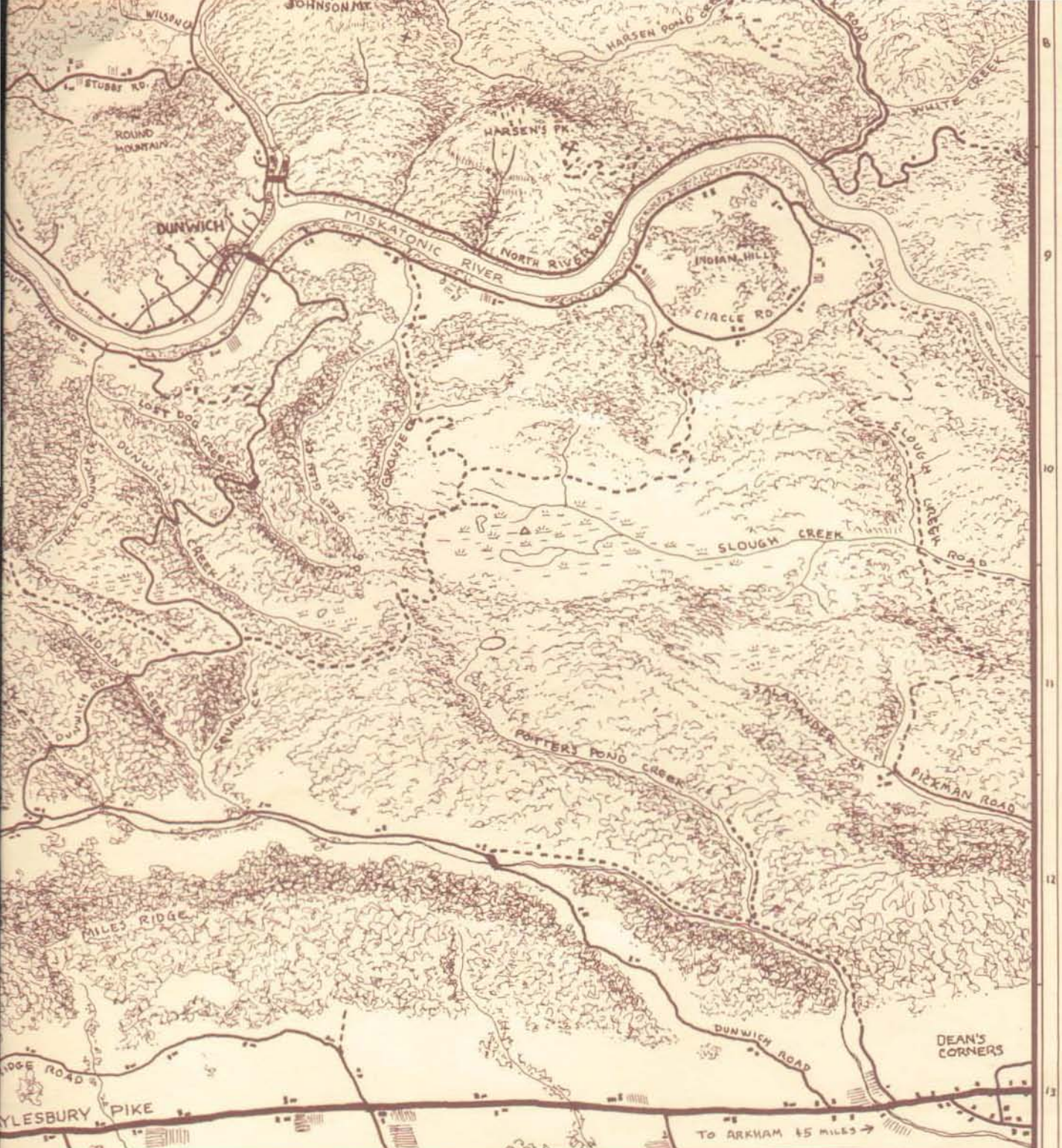


DUNWICH COUNTRY, MASSACHUSETTS

©1919, Department of Geology Miskatonic University

Dr. Greg AZEDIUS, Cartographer



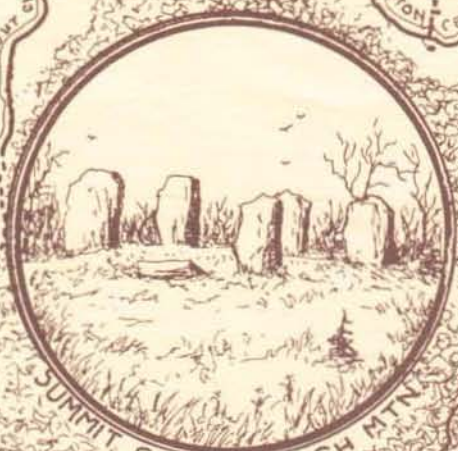


LEGEND

- | | | |
|----------------------------|-------------------------|-----------|
| — IMPROVED DIRT ROAD | ⋯ STONE CIRCLE | FOREST |
| - - - UNIMPROVED DIRT ROAD | △ OTHER ANOMALOUS SITES | OPEN LAND |
| ~ STREAM | ⊗ CAVE | SWAMP |
| — RIVER | ⊗ MINE | CLIFFS |
| ⊗ WATERFALLS | ■ BUILDINGS, CROPLAND | BOULDERS |
| — BRIDGED STREAM | ⊗ COVERED BRIDGE | ♀ SPRING |
| - - - UNBRIDGED STREAM | | |



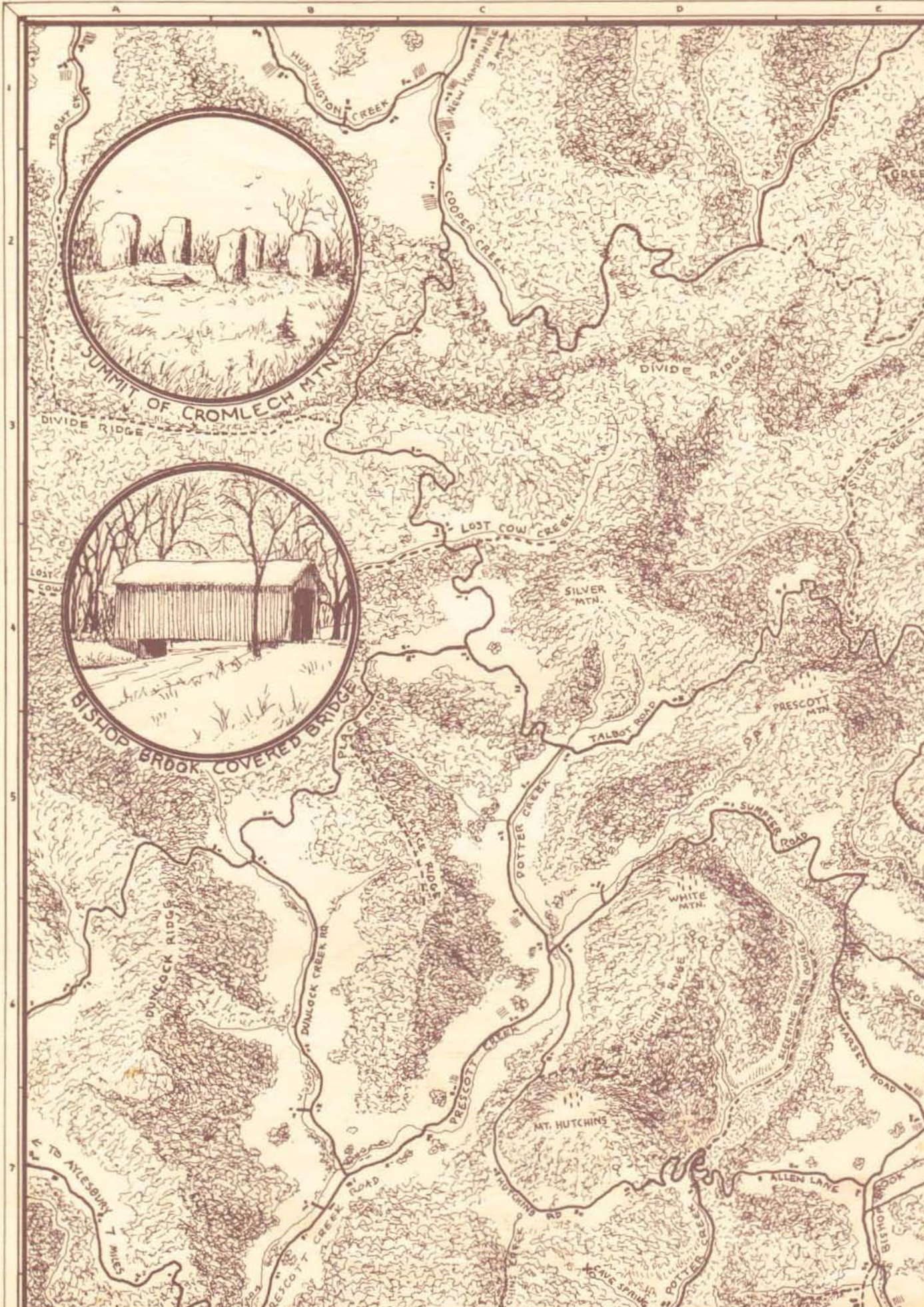
CAUTION! UNRELIABLE READINGS
 IN AREA BOUNDED BY 8-C, 4-C, 4-M, 9-M
 NORMAL MAGNETIC DECLINATION IS 13°



SUMMIT OF CROMLECH MTN



BISHOP BROOK COVERED BRIDGE



A B C D E

1
2
3
4
5
6
7

HUNTINGTON CREEK

COPPER CREEK

LOST COW CREEK

SILVER MTN.

TALBOT ROAD

PRESCOTT MTN.

DUNLOCK RIDGE

DUNLOCK TREE RR

POTTER CREEK

WHITE MTN.

MT. HUTCHINS

HUTCHINS RIDGE

SUMNER ROAD

MURKIN ROAD

TO AYLESBURY

RESCO T. ROAD

HUTCHINS RD

CAVE SPRING C

ALLEN LAKE

BISHOP BROOK

MYTHOS
H.P. Lovecraft
EDITION

RETURN TO DUNWICH



*Book 2 in the Lovecraft Country Series, Contains
Links to Arkham, Fold-out Map of
Dunwich Area Included*

"When a traveller in north central Massachusetts takes the wrong fork at the junction of the Aylesbury pike just beyond Dean's Corners he comes upon a lonely and curious country....

Across a covered bridge one sees a small village huddled between the stream and the vertical slope of Round Mountain, and wonders at the cluster of rotting gambrel roofs bespeaking an earlier architectural period than that of the neighbouring region. It is not reassuring to see, on closer glance, that most of the houses are deserted and falling to ruin, and that the broken-steepled church now harbours the one slovenly mercantile establishment of the hamlet.

No one ... can say just what is the matter with Dunwich."

— H.P. Lovecraft

Cthulhu and its supplements have won dozens of best-of-class gaming awards. Editions include French, German, Italian, Japanese, and Spanish.

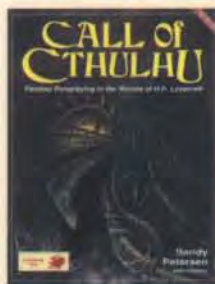
Deviant, Derelict, Degenerate, Demented, Deleterious

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome creatures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

Return to Dunwich contains extensive background information about a town originally created and described by H.P. Lovecraft in his terrifying tales of horror. Pertinent buildings, useful people, and important locations are described in depth. A 17x22" map of Dunwich Country depicts the area for miles around. Two new scenarios are included: one introductory and the other suitable for many evenings of play. Various links and leads to Arkham are included; possession of *Arkham Unveiled* is useful but not necessary.



Call of Cthulhu is a roleplaying game based on the works of H.P. Lovecraft, in which ordinary people are confronted by the terrifying beings and forces of the Cthulhu Mythos. Players portray investigators of things unknown and unspeakable, decent men and women of the 1920s who unexpectedly learn dreadful secrets. **Return to Dunwich** explores a town that came to know the Mythos.

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