

Arkham Advertiser

“Since 1832, Arkham’s Finest Newspaper”

Two Killed in Northside Animal Attacks

Police Chief Andrew Reagan informed the *Arkham Advertiser* yesterday afternoon that citizens should beware of a dangerous animal that has attacked and slain two people in the vicinity of the Maple Glen development, just off of Massachusetts Highway 1 to the northeast of town. At time of press, the animal has not been spotted or identified, but Chief Reagan did say that it was definitely a large creature, “possibly a bear.” Citizens in the area are urged to remain indoors, especially at night, and secure all doors and windows. “If you see anything out of the ordinary,” Chief Reagan advised, “do not attempt to deal with it yourself. Get indoors immediately and dial 911 for emergency assistance.” He also informed the *Advertiser* that the creature is unlikely to actually enter the city limits, being instead more likely to range the relatively undeveloped areas between Arkham and Innsmouth. “We have experts on the case working to locate and contain the creature,” Chief Reagan said. “We expect to round it up quickly.”

The victims of the animal attacks have been identified as Sally Kellogg, a resident of Maple Glen, and Alex Walden, a Maryland writer in Arkham to do research on New England folklore. Randall Hume, a person believed to be traveling with Mr. Walden, is currently unaccounted for.

Player Notes

As I’m still getting the hang of the *Call of Cthulhu* rules, I did make a few minor slip-ups last time, some of which were the result of running a scenario that’s two editions old. (Oops.)

Sanity Loss

Everyone who lost more than 2 points of SAN in the first session gets 2 points back. This is because the SAN loss guidelines in the scenario were based on the guidelines in the (harsher) 4th edition of *C&C*.

Mythos-Induced Temporary Insanity

Maureen’s fainting at the Miskatonic library was her first episode of Mythos-induced temporary insanity. As such, it imparted her with +5 points to her Mythos Knowledge skill (with the corresponding loss to her maximum Sanity). If she should succumb to Mythos-induced temporary insanity again (but not “mundane” temporary insanity), she will gain an additional +1 to her Mythos Knowledge skill each time. As yet, nobody else has succumbed to temporary insanity, but if and when it happens, the same rules will apply.

What Causes Temporary Insanity?

Any time you lose 5 or more points of SAN from a single Sanity check, you must make an Idea roll. If the Idea roll succeeds, your mind has fully grasped the awfulness it has been subjected to, causing you to fall into short-term temporary insanity. If you lose 20% or more of your current SAN in one game hour, you succumb to long-term temporary insanity. (You only become permanently insane at SAN 0.)